Jason Howard (order #809507)

It is the year 4029. The Tri-Galaxies are prospering with intergalactic trade. However, the Itosium that powers starships and freighters is nearly exhausted. This very rare and precious mineral is the miracle power source that makes galactic trade possible. The mining corporations who sell it are the most powerful entities in the universe. Unfortunately, large freighters and starcruisers exhaust the supply more quickly than it can be mined. And supplies are running out.

That was, until the Triaxy Mining Corporation discovered your planet . . .

Under the guise of Tri-Galactic Union diplomats, the Triaxy Mining Corporation cunningly orchestrated a massive coup upon your world's governments. With promises of wealth and utopian life made possible by joining the Union, Triaxy plied your leaders into slowly giving up control over the planet. But Triaxy didn't care about your world; only its rich Itosium deposits.

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Now the thunder of warmachines echoes across the land as Triaxy launches massive attacks upon the planet. The skies are ablaze with burning cities and black smoke clouds out the sun. Your people live like rats in crumbled buildings and scatter like roaches at the sound of approaching soldiers. But they are the fortunate ones, for there are many who await mass eradication in the death camps. It is genocide on a planetary scale never before seen in the Tri-Galaxies.

Everything your people have held dear has been taken from them. The cities not destroyed by Triaxy have been transformed into their playgrounds, filled with casinos and debauchery. There your people live as slaves, and like dogs, are at their master's beck and call. Those who would live as free men are reduced to surviving in the rubble of bombed-out cities where ruthless gangs vie for power and control.

The military forces of your world have been eradicated, and those who held a position of power have been silenced. The Tri-Galactic Union turns a blind eye to the plight of your people, and watchdog groups have been forced out. Left to their ways, Triaxy will mine your planet out until it withers and dies and is left a cold, dead rock in space.

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Cutter's Guild Games Presents

Operation: Perfect Blue

A Role-Playing Game of Evolution and Command

Developed by Mike Whitehead
Written by Mike Whitehead and Joe Meyers

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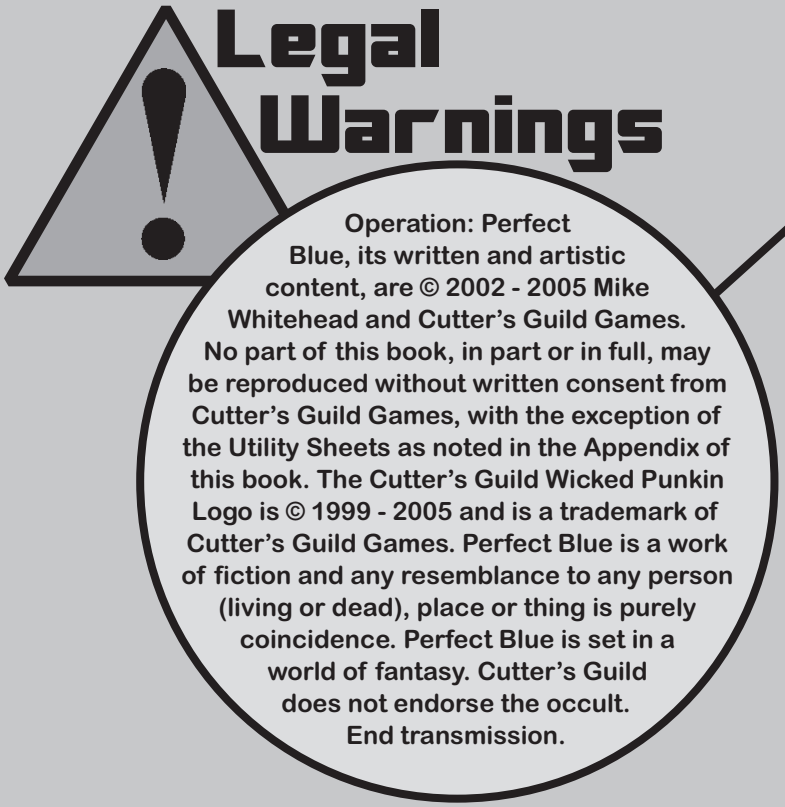

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It is the year 4029, one-thousand years after Earth. The Tri-Galaxy section of the universe is prospering and peaceful. With the laws and governing system laid down by the peoples of Earth, the planets of the three surrounding galaxies have been able to coexist and live in peace and harmony. The Trigalactic Union is the primary governing force of all the 136 remaining inhabited planets in the Tri-Galaxy section of the universe. The Trigalactic Trade Association is the backbone of this small, united universe.

Earth was once a mighty empire; the planet powerful and technologically supreme. They reached for the stars which lay far beyond their own Milky Way galaxy and achieved what no other species in all known history ever has: the ability to reach other civilized planets. Doing this, the Earthlings were able to unite themselves with other peoples of other galaxies and also bring other planets together. They developed the Earth Standard, by which all planets used a like calendar, system of time, language and money, and they also helped planets adopt a democratic system of government. Lending them their own technologies of intergalactic space travel, the universe became a much smaller place and the three nearest galaxies—the Milky Way, the Andromeda and the Magellanic—were able to reach each other and do business via the Trigalactic Trade Association founded by the Earthlings. The Earth Standard had pushed things ahead exponentially.

But the price of this was death and destruction over a small crystalline mineral known as Crystal Aggregate (or CryAg). Earth had discovered this remarkable mineral deep beneath Mars while mining it back in the earlier years of their space explorations. The crystals were found in small aggregations deep underground where water had once lain on Mars. Science soon discovered the massive potential of this crystal, for when it was processed the crystals released more power and energy than any known means—thousands of times more powerful than nuclear fission and hundreds of times more powerful than the current technology of Total Annihilation (combining matter and antimatter together). However, the processing of this mineral was more dirty and environmentally unfriendly than any other power source. But finally Earth had a source of power that could sail them to the most distant stars . . .

Earth was a peaceful nation and could not foresee the events to come. The other planets had achieved these great feats only because of Earth, and their primitive nations were not ready for such a great leap forward. Earth had long ago discovered life on other planets—Europa circling Jupiter held sea life, fossil remains were found on Mars—and it was soon after this that Earth set aside its own nations and governments to adopt a One World Order and set out to find intelligent life elsewhere in the universe. The other planets of the Tri-Galaxies were not ready for such great leaps and could not even rule the whole of their own planets. And on top of all that, the Crystal Aggregate was in very short supply. Of all the planets in the Tri-Galaxies, Earth's Mars seemed to hold the most. And by scientific calculations, Mars' supply would be exhausted in only a few decades. Most of the other planets held only enough to last 5- to 10-years; some planets (like Earth) didn't even contain any of the precious CryAg.

Wars over the mining of Crystal Aggregate broke out as these primitive worlds got their hands on weapons far more powerful than they had ever imagined. Unlicensed mining companies would dump the extremely toxic processing waste everywhere, killing off planets; mining companies where stealing the CryAg off of other planets and charging hundreds of times the value for it. During the Mining Wars, over 24 inhabited planets in the Tri-Galaxies were wiped from the face of the universe forever . . .including Earth, who was targeted for their CryAg-rich Mars. Only a few thousand inhabitants of Earth survived to carry on their planet's legacy. But from Earth's ashes peace arose as the last remaining leaders of Earth brought the planets together and formed the Trigalactic Union.

Under the rules and laws of this new Union, the mining of Crystal Aggregate would become restricted to all but a handful of licensed mining companies such as Triaxy and MTC (Mining Technologies Corporation). Planets themselves would have no rights to mine the CryAg, although they themselves would keep 75% of all the Crystal Aggregate mined from their own planet, and the remaining 25% would have to be sold on the open market to the highest bidding planet or corporation. Uninhabited planets where CryAg was found—regardless of what galaxy or solar system—could be mined by the licensed mining company who found it and 100% of the CryAg would be sold on the open market at the Fair CryAg Market Value (the FCAMV)—which is currently $12.8 million dollars (Earth Standard) per ton. Additionally, licensed mining companies would have to properly process and dispose of the CryAg's extremely hazardous waste—a process that costs millions of dollars a day to do properly. Only 1% of all planets hold CryAg, and those planets that do hold less than one-million tons.

The mining of the Crystal Aggregate is the universe's biggest business, and the mining companies who do this are the wealthiest and most powerful corporations in the entire universe. However, the CryAg is in very

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short supply. Star Cruisers and Space Freighters exhaust the CryAg supply almost as fast as it can be mined, and the cost of intergalactic space travel is becoming prohibitively expensive. If more Crystal Aggregate is not found soon, intergalactic space travel will become obsolete and the Tri-Galaxies will fade out of existence. The Trigalactic Union is scrambling to find a solution to this most dire of dilemmas. Already some of the poorer planets of the Tri-Galaxies can no longer afford to do intergalactic business, and they are already beginning to fade from the Trigalactic Trade.

But there is a fourth galaxy out there that has just recently begun to be explored by the powerful mining companies. It is a small galaxy very far away from the Tri-Galaxy region, making travel there prohibitively expensive. However, nothing is too expensive for the mining corporations of the Trigalactic Trade.

It was widely speculated that this fourth galaxy—the Quorophant Galaxy—contained very little (if any) Crystal Aggregate. From deep-space observations and studies, scientists determined that all planets they had currently spotted there were either too light to contain CryAg deposits or were gas giants which held no minerals.

But that was until the Triaxy Mining Corporation discovered a small, blue orb circling a sun deep within Quorophant—a planet that nobody else knew about; Planet 628. A planet whose weight, size and composition seemed to match those of other planets containing high amounts of Crystal Aggregate. A small planet called Orna . . .

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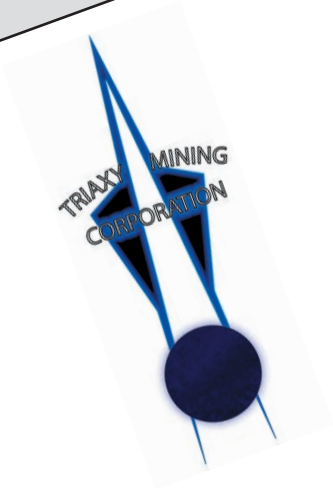

27.March.4029

Results of Geological Survey on Planet 628

Planet surveyed by Jorg Hilbatir/Surveyor Senior First Rank/Triaxy Mining Co.

Assisted by Gal Toloster/Surveyor Junior Second Rank/Triaxy Mining Co.

Enclosed within these pages is a summary of the complete and thorough geological survey conducted on planet 628 in the Quorophant Galaxy. All information contained is true and complete to the best of this surveyor's knowledge. No deliberate falsehoods, exaggerations or wrongful information is included. My assistant Gal Toloster has witnessed this document. A full and complete copy of this survey will be available in Triaxy Mining's research files. Under pain of death, I pledge that this document has been prepared completely and truthfully for my revered employer, Triaxy Mining. What is contained in this report is a brief listing of all matters of any passing importance to Triaxy Mining Corporation. It is this surveyor's intent to dispense the maximum amount of pertinent information about planet 628. Obviously this report would not be sent over Extreme Urgency Channels, but this employee believes that the findings on this planet warrant such decisive measures. If the Corporation disagrees, then this employee shall accept prescribed punishment for his rash actions without complaint.

-Jorg Hilbatir-Surveyor First Rank

General Information on Planet 628

Planet 628 circles sun 149 in the Quorophant Galaxy. There are 11 planets orbiting this particular sun. Number 628 is the fourth planet from the sun in its system. All other planets are of no interest, having only minor deposits of cheap metals not worth mining. However, planet 628 is much different, and priceless beyond all belief.

Planet 628 is a watery world; around 80% of the planet is covered by ocean. The remaining 20% of land is merely scattered islands which dot the globe and a couple large landmasses. The lands themselves hold no resources of any worth to us, except for a few iron and other metal deposits here and there. Atmospheric conditions are 100% inhabitable by all known oxygen-breathing races. The core of the planet is made up of molten metals and rocks, and is prone to frequent venting of hot gasses and liquid magmas underwater. The planet is inhabited by intelligent life-forms which resemble the Humans in many ways. It also has an abundance of non-intelligent life. During our surveys we made no contact with the intelligent, indigenous life.

While surveying a part of the ocean floor near island #9, I noticed a small deposit of crystalline rock glowing gently upon the muddy floor. Surveyor Junior Second Rank Toloster secured a sample of the strange crystal, which resembled Crystal Aggregate in many ways. This sample was brought up to the base camp set up on the island.

Toloster went ahead with the analysis of the sample element and made a shocking discovery. It was Itosium: the rare, pure-energy element long speculated to create Crystal Aggregate as found on other planets! And loads of it; there is more in a 10-mile radius than we have ever been able to mine from any other planet. This Itosium lies on the ocean floor, growing in vast seabed clusters, giving off heat and light energy, and it was tested for its power generating properties. The results were higher than any we have ever recorded. This researcher and his assistant did some minor calculations, and we estimate that 2 ½ pounds of this element in its refined form could power an entire planet for a year or allow an intergalactic star cruiser to travel from one end of the galaxy to the other. This is less than 1/100th the normal amount of CryAg needed when mined from other planets.

Continued on page 2

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Continued from page 1

Itosium is the precursor to Crystal Aggregate. As you know, Crystal Aggregate is what happens after millions of years of Itosium under high pressures deep within a planet's core. Crystal Aggregate is thus an impure form of Itosium. Itosium has never before been discovered in this surveyor's memory and is a hundred times as potent as traditional Crystal Aggregate.

Using a portable bombardment-type ore refiner, my assistant blasted a sample with the prescribed series of radioactive charges. This caused the external crystalline form to melt down into a heavy black sludge byproduct which is extremely hazardous (as is all Crystal Aggregate byproduct). The Itosium had undergone a change that we have never before witnessed–the change to refined CryAg. When we refine what Crystal Aggregate we currently mine on other planets, it becomes a fine white powder and we lose almost 99% of the mineral. I speculate now that the reason we get it in its powdered form is because the samples of this element that have previously been found have been impure. The Itosium of planet 628 is devoid of any impurities, and the result of radiation refining was not a fine powder, but a small incandescent spherical rock. Upon further testing, this form proved to be exponentially more powerful than powdered CryAg. It is this surveyor's opinion that Triaxy Mining commences operations on this planet as soon as possible.

Mining Recommendations

It is the opinion of this employee, that if Triaxy decides to mine this planet, it installs complete processing facilities on several of the larger islands and landmasses of the planet. It is also recommended that living quarters for a planetary workforce be installed to hold a minimum of 1-million Triaxy workers. Full defenses should also be mounted in case of an attack by one of Triaxy's competitors, or even worse, a pirate force.

The mining process will be somewhat difficult due to the fact that most of the mining will have to be done deep underwater. We will need a recommended allotment of 40,000 deep-core mining rigs refitted to function in, and withstand the incredible pressures of, the bottom of the ocean. Additional utility craft and security craft allotments are humbly left for Triaxy Mining to decide. As stated before, several large processing plants should be built to handle the loads of Itosium that will be mined from the ocean floor.

There should be no worry of environmental clean up; the byproduct can be pumped simply and cheaply back into the water of the planet via pipeline. The Quorophant galaxy is not part of the Trigalactic Union and thus the laws and regulations of the Trigalactic Union cannot be enforced. As well, planet 628 is undiscovered by all but us. If we quickly get our mining operations underway before revealing our processing means and the planet to the Trigalactic Union, I feel that they will overlook the unorthodox means of byproduct-disposal when we reveal to them that the planet is so rich in CryAg that the price per ton could be cut by more than half.

There should be no worries about the indigenous life of planet 628, which will be discussed in a following section of this report. Although they are an intelligent race, they should pose little threat to Triaxy forces. By force or diplomacy, our great Corporation should be able to quickly acquire this planet. Once we own the planet we can then apply for entry into the Trigalactic Union and Trigalactic Trade. Triaxy would then be a political and diplomatic power–not just a corporation. Owning a planet is something that no other mining corporation has been able to achieve due to Trigalactic Trade and Trigalactic Union laws. If we physically own this planet before entering into the Trigalactic Trade and Union, we are not subject to the Trigalactic Union laws. If we physically own this planet, we can opt-out of the Trigalactic Union laws concerning mining disposal, and vote ourselves as a Waste Planet. If we achieve this, the toxic byproduct of the refined Itosium can be cheaply pumped back into the planet's waters, lowering our cost of CryAg refinement by 75%. We can then sell the Crystal Aggregate through the Trigalactic Trade Association at well below the FCAMV, making us the largest, most powerful mining corporation and galactic rule in the universe.

Jason Howard (order #809507)

03.June.4029

Triaxy Mining Corporation sends a star cruiser carrying 100 of their diplomats, a highly trained Geological Survey Team of 50, 500 armed soldiers, and 25 scientists to assess Planet 628—Orna. Upon arrival, the Diplomats gear up with Auto-Translators and bring with them 5 of the scientists and 5 of the survey team to Basica—a continent highly populated by the indigenous life—to meet with government officials of planet Orna. Introducing themselves as diplomats representing the Trigalactic Union, the Triaxy team quickly befriends the Ornan leaders and tell them about all the great things happening just outside their own galaxy. The Ornans learn about the Trigalactic Trade Association and how it allows all of the planets to prosper; they learn about the Humans of Earth and the Earth Standard from which everything is based. Of course, what the Ornans hear is a sugarcoated fairytale; the Triaxy diplomats leave out any references to wars and planetary destruction.

In return, Triaxy learns that the Ornans hold very little space technology of their own and live under multiple governments throughout the world in peace and harmony. There are very few large cities on Orna, and most business that is conducted is done within these large cities. While the Ornans have televisions, vehicles and various other creature comforts in their homes, their technology level in arms and military is somewhat limited by Trigalactic standards. The Ornans have never been beyond their own moon, never walked on another planet, and have very small militaries. The final assessment of Triaxy is that Orna holds a technology-level equivalent of the year 2000, Earth Standard History.

04.June.4029

The Triaxy diplomats again meet with the Ornan government as the Geological Survey Team covertly scours the ocean floors to assess the amount of Crystal Aggregate available on the planet. The scientists assess the possibility and ideal locations for developing their refinement plants. The Ornan government is taken by the diplomats' charm and are intrigued by the idea of becoming a part of the Trigalactic Union. They are blind as to what these "diplomats" are really doing.

05.June.4029

The Geological Survey Team is thrilled. Orna indeed holds more CryAg than they ever thought was available in the entire universe. And it's all in the pure Itosium form. The Ornans use the raw Itosium in their homes and vehicles as a power source. Of course, because they have such an abundance of this mineral and do not view it as precious, the Ornans do not refine any Itosium and only use it in its pure, clean Itosium form. The Itosium, the scientists find, is as precious and critical to life on the planet as trees and flowers are on other worlds. It seems that much of their sea-life depends greatly on the energy, oxygen and warmth that the Itosium brings, and even their trees, flowers and land-based plant life depends greatly upon it. It is now firmly believed that Itosium is a precursor to planets themselves, although it is unknown why planet Orna is still so rich in Itosium. The Ornans have no idea how valuable the Crystal Aggregate is outside of their own planet.

06.June.4029

The Triaxy diplomats, sweet-talking the ignorant Ornans, strike a deal with their governments. In exchange for one small 500-ton cargo of the Itosium (an amount the Ornans found trivial and insignificant), the Triaxy diplomats would share with them technologies they never before dreamed of. The Ornans, viewing the diplomats with awe, were indeed willing to obtain the technologies that "everybody else" has had for centuries. The diplomats also invite the Ornans to join in the Trigalactic Union, and influence the diplomatic leaders of the planet to inform the civilian population of the events that have transpired.

22.July.4029

As the scientists begin to show the Ornans how to build superior aircraft and spacecraft, the diplomats tell them about all of the great things going on in the galaxy. Meanwhile, the Geological Survey Team, supported by the 500 armed soldiers, slaughter a small port-town of Ornans situated by a rich deposit of off-shore Itosium. A small mining facility is quickly installed and a processing center is built. The incident is covered up by Triaxy and goes unnoticed by the Ornans.

08.September.4029

The Ornans, with the help of Triaxy diplomats, begin to adopt the Earth Standard for their calendar, clock, money and language. The diplomats insist that if Orna is to become part of the Trigalactic Union and prosper with them, they must adopt Earth Standards for everything. The Ornans are more than willing to learn. Ornan schools begin to teach students the English language, and the Ornan governments begin to mint dollars and introduce them to the rest of the world. In accordance with Earth Standards, governmental meetings are held by the leaders of all the Ornan countries to discuss the formation of a one-world government. The Triaxy diplomats are quick to help organize these meetings. But unbeknownst to the Ornans, Triaxy's schemes are already coming into play. A one-world government for the Ornans means a smaller military force for Triaxy to deal with later . . .

21.February.4035

About 99% of the Ornan population throughout the world now speaks fluent English. All calendars have been converted to Earth Standard and the Earth Standard money system is now in place. The Ornans have finished up negotiations and a one-world government is finally adopted. The Ornans are happy and grateful for the diplomats, celebrating everything that they've done for them. But Triaxy is still just sweet-talking them. Throughout the world Triaxy has been setting up small mining facilities and have been stealing Itosium off of the planet. Ornan officials who know anything about the operations are either bribed by Triaxy or are silenced by other means. Although this has been going on for many years now, Triaxy soon plans to end these small-scale mining operations. They have grander schemes in mind.

13.April.4037

The diplomats tell the Ornans that not all is "fun and games" in the Trigalactic Union. The diplomats reveal for the first time to the

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Ornans just how precious and valuable their Itosium is. The diplomats also warn the Ornans that they have gotten word that, very soon, war teams from rebel planets would arrive to raid them and harvest their precious Itosium. The Ornans worry about what to do and the diplomats tell them to use their new technologies to build fighters and assemble their armies. Some Ornan officials have begun to grow suspicious of the "diplomats." When asked about their entry into the Trigalactic Union, the diplomats dance around the question and promise them that very soon things will be underway.

01.June.4037

Triaxy sends 100,000 armed troops, disguised as rebel pirates from a distant planet, to attack planet Orna. The armed troops attack in Tiger-Class fighters and Trident-Class destroyers, decimating hundreds of Ornan cities. The Orna military sends out their own attack craft to intercept, but they are quickly overwhelmed. Over the coming weeks of attacks, these "pirate" troops begin clearing out Ornan cities and setting up bases near the shores of vast Itosium fields. The Ornans are quick to retaliate and a full-class war is begun on Orna. The attacks last many weeks, leaving thousands and thousands of Ornans dead and millions homeless. But "pirate" forces keep coming, and it is apparent that the Ornans will soon be overwhelmed.

04.October.4037

The Triaxy diplomats inform the Ornans that they have sent for Trigalactic Union assistance. The Ornans gratefully welcome this help as they mourn their dead and wonder how they will rebuild and end this war. However, Ornan officials are quickly becoming wary of these diplomats and Ornan citizens angrily blame them for all of the attacks.

07.November.4037

150,000 Triaxy troops arrive, disguised as Trigalactic Union Army Soldiers, along with over ten-thousand fighter craft. The Ornans are wary of such a force being upon their planet, but have little choice. The war has continued for months and the Ornan military has been pushed to its limit.

10.December.4037

Triaxy stages another massive assault, this time sending an invasion into the Ornan capitol on Basica. With the help of the "Trigalactic Union Army", they successfully fight off the "rebels" and hold the capitol. The Ornans celebrate this great victory, but the diplomats warn of a new invasion coming—this time bigger and stronger. The Ornans again feel fear. But the ploy has worked. Triaxy has eased suspicions and the diplomats' popularity with the common citizen increases.

11.March.4038

The Triaxy diplomats have a meeting with the Ornan government. They tell the Ornans that the Trigalactic Union has decided to accept them into the union. In doing so, they can send a large-scale military force to protect their planet and end the wars. All the Ornans have to do is sign a simple contract allowing the Trigalactic Union to set up military basses across the planet. Only once the contract has been signed will the Union send help again. The Ornans are fearful of the on-coming invasion, but again are increasingly suspicious of the diplomats. They ask to have a day to look over the contract. The contract is hundreds of pages long, filled with obscure legal gibberish and obscure wordings. The Ornans, still becoming familiar with the English language, have a difficult time deciphering what the contract is actually saying. The Ornan legal council warns that the contract consistently names them as "Planet 628" and "Indigenous Life" and they also warn that the contract mentions nothing about the Trigalactic Union but "Triaxy Mining Corporation" is peppered on every page. The lawyers feel the contract is "no good." Orna refuses to sign the contract and many of the Ornan governmental officials—including the President—openly denounce the diplomats and accuse them of invading their planet.

But the Triaxy officials are devious and conniving. They manage to sweet-talk the Ornan President and convince the Ornans that they are there to help.

14.April.4038

The diplomats warn that they have gotten word that a force of nearly a million rebel troops is on the way. If the contract is signed now they can get help in time. The Ornan government—having only a half wiped-out army at their disposal—panics and signs the contract. "A wise choice," say the Diplomats. Unfortunately, the Ornans, ignorant about the true Trigalactic Union and the schemes of Triaxy, were unaware that the contract they just signed handed their entire planet over to Triaxy Mining Corporation. The contract stated that the inhabitants of Planet 628 gave full, legal ownership of the entire planet, its people and indigenous life over to Triaxy Mining Corporation. The Ornan people would get nothing in return, and were basically the property of Triaxy Mining. The contract was illegal.

17.April.4038

The Triaxy Diplomats inform the Ornan President and Vice-president that they need to pack up and leave with them. The diplomats inform the Ornan President that he must now go before the Trigalactic Union to finalize their entry into the union. They assure the President that a Trigalactic Union force is on the way and that their planet would be safe until their return.

29.July.4038

No invasion force arrived and no military help from the Trigalactic Union ever came. However, over the months, the Ornans noticed thousands of workers arriving upon giant space freighters. Hundreds of processing plants were being built across the planet, and below the oceans deep-sea mining facilities were being erected. Over the coming weeks, large star freighters brought in hundreds of thousands of tons of steel, iron and building equipment. The Ornan government—at least what remained of it—had had no contact with the President or Vice-president since they left. Although the Ornan government assumed it, they did not know that the Presidents were murdered shortly after they left the planet.

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10.September.4038

200,000 heavily armed Triaxy troops arrive and begin clearing out Ornan cities. Resistance is met with eradication. The Ornan government sends out what is left of their army to deal with the problems. Meanwhile, top government officials, including the newly elected Ornan President, Dorfin Maelsore, travel to the Triaxy base camp located on Basica (Island 9) to get some answers.

11.September.4038

The entire Ornan military is wiped out. Triaxy intercepts their army and decimates it, followed by a swift assault on all of their military camps. Meanwhile, at Basica, the new Ornan President and his diplomats are slaughtered. This is the beginning of the end for the Ornan people.

13.September.4038

Triaxy publicly announces to all Ornans that the planet is no longer theirs. That they may continue living there "as long as their planet survives" or as long as they make no resistance toward the mining efforts. The Ornan people are horrified as they realize they had been duped. What remains of the Ornan government forms a small resistance team comprised of the remaining military and all civilians willing. A mass of over a million Ornans—hardly armed—begin to storm the deep-sea mining rigs and processing centers across the planet. They are easily overcome by Triaxy troops and slaughtered. As a final blow, Triaxy wipes out their largest cities, including their capitol. Orna is left in ruins. Large forces of Triaxy troops begin taking Ornans as slaves, forcing them to work the mines. The Ornan political structure begins its final collapse as anarchy spreads across planet Orna.

Over the next two years law enforcement officials struggle to keep peace as enraged Ornans attack Triaxy mining operations. In retaliation, Triaxy launches further attacks on their cities. Orna is slowly becoming a wasteland of destroyed cities and anarchy. A small group of Ornan government officials struggle to keep their planet together.

Meanwhile, the Trigalactic Union is unaware of the events taking place on Orna. The Andromedian government—owners of the Triaxy Mining Company—begin to get laws passed in the Union to allow for fourth-galaxy planetary recognition. Little attention is paid to what is going on. In fact, the Union has never been to the Quorophant galaxy and knows little to nothing about planet Orna. Triaxy Mining and the Andromedian government are the only people in the entire universe aware of the vast stores of CryAg on planet Orna.

11.March.4040

Triaxy applies for position and recognition in the Trigalactic Union under planet Orna and is welcomed in. The Trigalactic Union applauds their efforts and their great find. Not blind to the Crystal Aggregate shortage, the Union does not question Triaxy's ownership of Planet Orna. Triaxy is now both a political and corporate figure—the most powerful in the universe. To get corporate watchdogs and political police off their back as to how they obtained this planet and how they were mining the CryAg so cheaply, they send 900 tons of CryAg to all 36 of the Trigalactic Planets at no charge and claim that their price per ton of CryAg would be 50% below Fair Market Value. All of Triaxy's red tape disappears as the Union turns a blind eye to planet Orna. Trigalactic Union officials pay little attention to planetary protection agencies concerned that there may be "troubled" indigenous life on Orna. Triaxy moves to opt-out of the Mining Environmental Acts put in place by the Trigalactic Union. Their move is put to vote in the Trigalactic Union. They are granted their wish and are labeled a "waste planet." But on the corporate level, trouble for Triaxy is brewing. Their greedy and jealous competitors, including MTC and UniMine, want answers. With Triaxy able to supply CryAg so cheaply, they will all soon be out of business.

27.June.4040

Triaxy, now officially a Waste Planet and not bound by environmental constraints, opens their newest and largest processing centers and begin pumping tons of toxic Itosium byproduct into the seas of Orna. They are now harvesting tons of CryAg every day. It is not long before the Ornan cities built near these processing centers begin to die out from the toxic "black waters" created by the tar-like byproducts. Every island in Orna is now becoming surrounded by a "black sea".

09.August.4040

UniMine and MTC join forces. Too afraid themselves to speak out against Triaxy, they send a small space shuttle of Human Corsairs on a covert mission to planet Orna to see what is happening. The Corsairs are appalled by what has transpired. The Corsairs, unable to openly act out against the Triaxy Corporation, search out and find what remains of the Ornan government and tell the Ornan officials the truth about the Trigalactic Union and Trade, and the evil schemes that Triaxy pulled off. Over the next few months conditions for the people of Orna worsen as Triaxy forcefully takes hostages to work as slaves in their deep-sea mines. Most Ornan cities are in a state of chaos and anarchy. Crooked law officers begin helping Triaxy round up slaves in exchange for their own freedom. As well, major Ornan corporations are bribed by Triaxy or are simply taken over and put to use for the mining operations. Ornans no longer trust their own law officials and have had no word from their own government. Ornans begin to obey new Triaxy laws which deal harsh, corporal punishment upon them. Orna is in turmoil.

12.February.4041

The remaining diplomats of the Ornan government manage to steal a small Triaxy space cruiser. With the assistance of some Human Corsairs, they travel to the headquarters of the Trigalactic Union in the distant Andromeda galaxy.

15.February.4041

The Ornan diplomats appeal to the Trigalactic courts for help. They reveal the treachery of Triaxy, but their words fall on deaf ears. The Ornan diplomats ask for a vote and move to annul the Triaxy / Orna contract, claiming that the contract was signed illegally and invalidly. The Ornans argue that the contract only refers to planet 628 and never planet Orna. They also argue that their planet was not part of the Trigalactic Union when the contract was signed, and thus cannot be enforced by the Trigalactic Union. They also argue the

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contract was signed under false pretenses and when the contract was signed, it was signed by Triaxy workers claiming to be Trigalactic Union Members.

The move to annul the contract is put to a vote. The Trigalactic Union votes in favor to honor the contract. The Ornans have no possession of the planet and must abide by the laws and courts of Triaxy. Triaxy is happy with this decision—they can now legally enforce their slave labor.

Triaxy now announces publicly to the Trigalactic Union that the Ornans may hold no government of their own and are the legal "property" of Triaxy Mining. Human Corsairs are appalled and attempt to denounce Triaxy as an owner of a planet. They also make motions to annul the Triaxy / Orna contract based on the fact the Triaxy laws imposed upon the Ornans are in violation of the Intergalactic Geneva Contract. The Trigalactic Union votes again in favor of Triaxy, "finding no violations of the Intergalactic Geneva Contract under articles 9-916-47 and 10-666-75 of the Waste Planet provisions." The Union claims that under Waste Planet rule, Geneva Contract policies are null and void. Nobody will speak out against the powerful Triaxy Corporation, nor the Andromedians who control it. Triaxy now demands a full disbandment of all Ornan government. The Ornans have one week to disband all government and fully adopt Triaxy rule or be eradicated. The Trigalactic Union motions to defend this Triaxy govern and offer Triaxy any military assistance they may need in case of "resistance."

18.February.4041

Human Corsairs covertly return the Ornan diplomats to their planet, along with "gifts" courtesy of UniMine, MTC, Cymine and Sunnostar Mining: a billion Earth-Standard dollars in an underground galactic trade account, as well as millions of dollars worth of cutting edge weaponry and vehicles. "The planet's yours," say the Corsairs.

19.Februrary.4041

The remains of the Ornan government, in an attempt to end bloodshed and the slaughter of their people, make a solemn public announcement over the television to all citizens of Orna:

"We the people of Orna are now under legal ownership of the Triaxy Mining Corporation. Under Trigalactic Union laws we have been labeled a Waste Planet and no longer own any part of Orna. Triaxy has been granted full govern of our people and planet and we must now abide by their laws and wishes or face eradication by both Triaxy and the Trigalactic Union. The Ornan government has been ordered to disband and dissolve immediately. This shall be the last time that you hear the voice of your now former government. We now ask that you try to live in peace with the Triaxy Corporation, and in return they have agreed to be merciful upon you. I implore that no citizen take action against Triaxy, the Trigalactic Union, the Trigalactic Trade or any of their workers. I applaud all Ornans in their courage. I want you to know that we may still find courage and strength in our Lord God and that one day the lights of hope shall shine again. Until that day arrives, we bid you all the best of luck."

With those final words the Ornan government disbanded—most of them murdered by Triaxy. This is the final collapse of Orna. All cities now live in both fear and anarchy. Businesses crumble and collapse, Ornans starve and die in the streets. Gangs, thugs and cults rise as the new powers of Orna, many of which work secretly and diabolically for Triaxy. Small bands of Human Corsairs and a handful of sympathetic others struggle to smuggle food and help to the Ornan people. It does little good.

27.May.4042

The last remaining government official of Orna—a sleeper kept both hidden and nameless—begins to take the actions agreed upon by the Ornan government laid down in secret before their disbandment. Plans for Operation: Perfect Blue begin, and with the help of a few Corsairs and some militarily trained Ornans, a top-secret base begins construction. Using the funds and gifts given to them by the sympathetic and jealous rivals of Triaxy, they begin to draw up plans for an underground military base and begin construction of military craft and weapons using what money was given them. In secret cooperation with civilian Ornan organizations, MerCore is established and secret manufacturing plants are constructed to build Perfect Blue's weapons and equipment.

07.March.4043

All of Perfect Blue's co-op facilities are established. MerCore is up and running and Ornan Technologies Center (OTC) is ready to go. Triaxy is unaware of this secret military resistance that is taking shape. Construction of Perfect Blue's headquarters is complete. Operation: Perfect Blue is a go . . .

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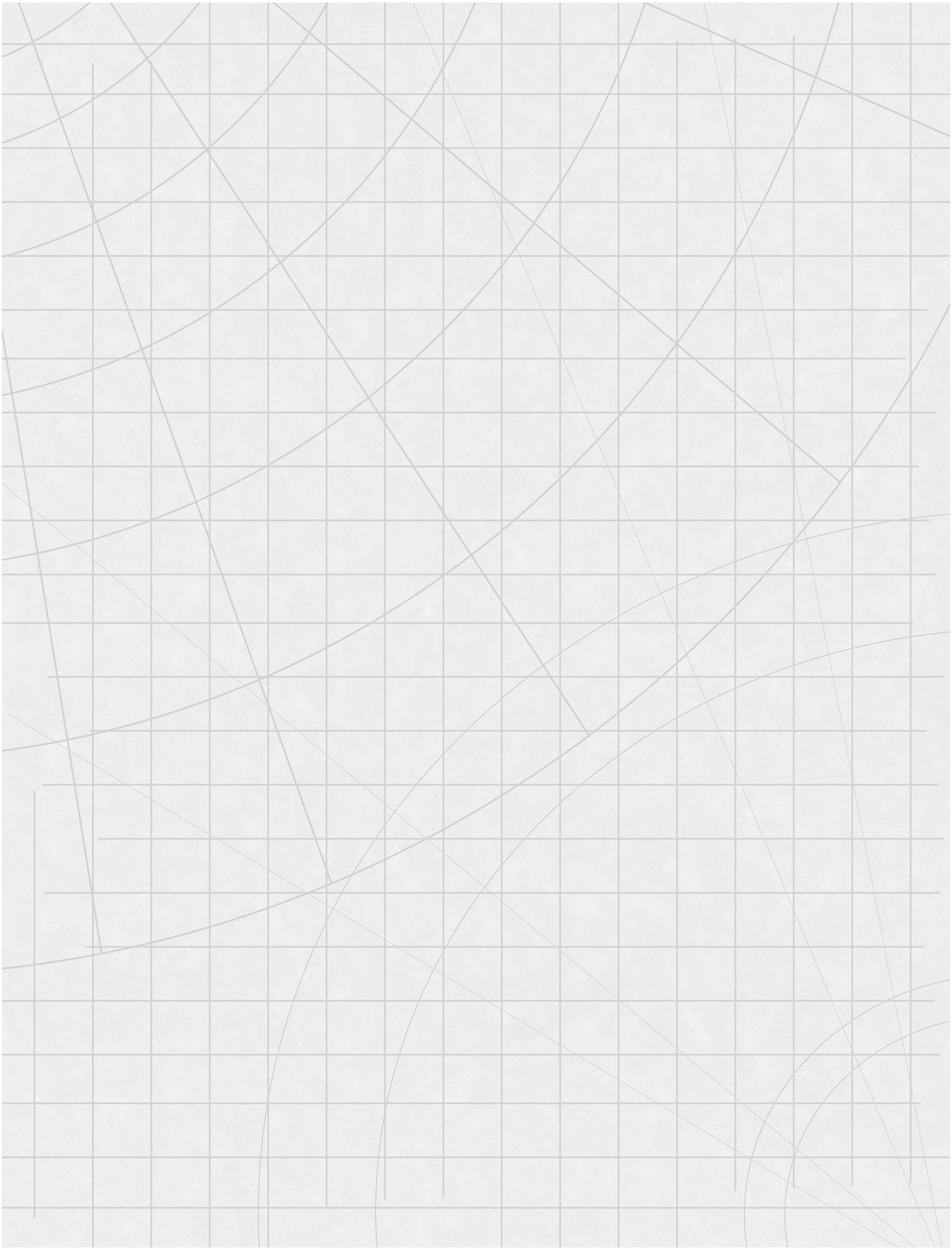

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What is the Perfect Blue Role-Playing Game?

Perfect Blue is a type of hybrid game that combines the action and excitement of military-style special forces combat with strategic planning, base creation and maintenance, and throws in a good dose of role-playing. It is a game of evolution and command, where Players are encouraged to help develop the game and transform the world as they conquer the evil forces that have taken over their planet. In *Perfect Blue* Players get to play in four different modes: Executive, Tactical and Vehicular Combat, and RPG.

In Executive Mode, Players are in control of BLUE Level— their own personal branch of the Perfect Blue operation. As executives in charge of BLUE Level, the Players will have to budget for their military base and manage all of their finances. They must make budgeting decisions, operations decisions and other such choices. They must seek additional funding, improve relations with other corporations (or destroy relations) and be ambassadors for the Perfect Blue operation and the Ornan people.

In Tactical Mode the Players play the role of their field-team agents, being inserted into dangerous areas infested with Triaxy activity. They must execute their mission with speed and precision and obtain any mission objectives they might have. Tactical Mode blends traditional role-playing (RPGing) with tactical combat.

Vehicular Combat mode allows the Players to get in on high intensity vehicular combat missions. In this mode, the Players get to actually play their military aircraft, spacecraft and walkers, trying to destroy, down or incapacitate enemy craft. Vehicular combat can also be incorporated into tactical combat, but is also used as a stand-alone system.

In RPG mode the Players might have to play the role of their executives who direct and run BLUE Level, or they might have to play the role of their field agents. The Players, for example, might have to infiltrate a Triaxy death camp and free the Ornan captives, or they might have to meet in the back alleys of a city to exchange vital information with a paid informant. In all of these scenarios the Players enter true RPG mode where the Game Master reveals parts of the story. RPG mode can turn quickly into Tactical mode.

In *Perfect Blue* Players must build a top-secret base where they will live and plan operations from. They will have to budget their headquarters well, designing it to meet their needs as well as their budget. They will also have to build up a powerful air, land, sea and space force with which to fight the Triaxy armies, and they must maintain and budget for this too. Additionally, the Players will need to develop new technologies and weapons with which to combat their enemies who greatly outnumber them. By researching and developing new weapons and technologies, the game world can quickly evolve as the Players become more powerful and technologically advanced.

The Players also get to play more than one character. Players must role-play two to three characters each! However, this is never done at a single time, and each character represents a different aspect of the game. Thus confusion is never an issue.

First, Players must role-play their *Executive Character*, or EC. Each Player represents one of Perfect Blue's BLUE Level executive officers. As an Executive (which is played in Executive Mode) the Players make all budgeting decisions and all corporate relations decisions. The Executive Characters also go out to seek new business relations and try to acquire help from those who are sympathetic to the Ornan people.

Second, the Players might have to play the role of their fighter pilots. However, in Vehicular Combat Mode what the Players are *really* playing is their fighter craft. Fighter pilots who are hired by the Players in Executive Mode will add vehicle combat bonuses to the craft's flying and fighting abilities. These characters are rarely played beyond Vehicular Combat Mode. Some of the vehicles the Players get to control are aircraft, seacraft, space ships and even large walkers.

Third, and most importantly, the Players get to build their Field Team Members, or FTMs. Field Team Members are the warriors in *Perfect Blue*. They are the military-style characters who go out to attack Triaxy bases and free Ornan slaves. FTMs are the Players' primary characters and are used in both Tactical and Role-Playing Modes. FTMs get to advance levels, acquire new skills and abilities and gain in strength and power. However, FTMs must also be hired by the Players in Executive Mode, thus the type of FTM characters that the Players can have might be limited to what they can afford to hire.

As a Game Master (or GM) in Perfect Blue, you will also have to play some characters! However, these are Non-Player Characters (NPCs) and they should not interfere with the Players' characters. NPCs are the enemies and other characters who the Players will meet and interact with. As a GM, you are the rules authority who dictates the game and narrates game scenarios.

But the most important NPC you will play as GM is a man known only as *Codename: Majestic Blue*. Majestic Blue is the head of the *entire* Perfect Blue organization. He is the chief in charge of the overall operation. Although the Players get full control over BLUE Level—a single, though highly important, division of the Perfect Blue operation—there are many other divisions of Perfect Blue which the Players have no control over and very little insight into. Majestic Blue is the "boss" of *all* Perfect Blue's divisions—even BLUE Level.

As Majestic Blue you will have to keep track of the Players' budget and monthly expenses (though they will have to

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do this as well). Majestic Blue is also the character who gives the Players their missions, mission objectives and monthly goals. Although the Players themselves fully manage and control BLUE Level, they must still answer to Majestic Blue—their boss!

While the Players should be allowed to run BLUE Level themselves using their Executive Characters, the GM as Majestic Blue should try to keep the Players working in balance and issue orders to them only as further challenges to keep things interesting. As Majestic Blue, you are a highly top-secret executive whom the Players' characters should rarely ever see.

Perfect Blue also differs from other role-playing games in that, aside from their Executive Characters, all of the Players' FTMs and Pilot characters are expected to die rather quickly. Of course, Players will want to keep them alive as long as they can and should not want to intentionally have their characters die in battle, however it is assumed that most characters will not live through more than a dozen or so brief missions.

In a traditional role-playing game, Players might keep the same character for dozens of long adventures, slowly forging him into a powerful being. In *Perfect Blue*, while characters can advance levels and gain more combat skill and proficiency, advancement is limited. Most Players will, aside from their Executive Characters, have one or two favorite FTMs or Pilots that they might be able to keep through many adventures and missions and will advance them into very powerful warriors. However, the majority of the Players' characters will probably be lost in one or two missions.

Therefore the challenge in *Perfect Blue* is not so much the advancement of single characters, but rather the advancement of the *Operation*. Players are expected to keep their BLUE Level headquarters up and running *forever* while at the same time expanding their resources. Their characters will come and go, being killed in action during dangerous missions. However, their BLUE Level division *must go on*. If all of their bases get shut down, destroyed or cannot support themselves, then the Players have failed. Therefore Players act as a single entity using teamwork and strategy to keep BLUE Level running so they can continue to thwart Triaxy.

This poses a particular problem unique to both the GM running a *Perfect Blue* game and the Players who are playing the game. Traditionally, GMs are trying to make things difficult for the characters by putting them into dangerous positions while the Players are trying to keep their characters alive so they can continue to adventure with them. In *Perfect Blue*, the GM must try to thwart the Players by putting their *operation* into dangerous positions, making it difficult for the Players to manage their bases and continue on to expand. Players, on the other hand, must work together to keep their bases up and running and not allow the evil Triaxy Mining Corporation to shut them down.

Of course when the Players are on tactical missions raiding Triaxy processing centers or attacking rigging operations or even defending an Ornan city from a Triaxy military invasion their immediate goal is to complete their mission and bring their characters back alive. However, losing a character on a tactical mission—or even losing *all* their characters on a single tactical mission—will not cause the Players to fail in the game. The Players only truly fail if their bases get shut down or put out of commission. If the Players have no more bases left they will have failed and planet Orna will wither and die.

Of course, it could happen that the Players *do* lose all of their bases and BLUE Level is shut down. When this happens the Players are back at zero. They must somehow start anew, but will have few resources to do so. It will be a long and difficult road ahead for them. So, just like in a traditional role-playing game, the game can still go on even after the Players fail. Only instead of building up a new character, the Players must build up a new base of operation. The possibilities for game scenarios is truly endless!

What You Will Need to Play

To play *Perfect Blue* you will need the following equipment, all of which can be found at your local game store and office supply store.

- This Rulesbook
- At least one each of the following die (preferably 2 or 3 of each):
  - 4-sided (D4)
  - 6-sided (D6)
  - 8-sided (D8)
  - 10-sided (D10) You will need at least 2 of these!
  - 12-sided (D12)
  - 20-sided (D20)
- Plenty of photocopies of the Accounting Sheets, Character Sheets and other sheets found in the Appendix
- Highlighters or Markers in various colors
- Miniature figures or game pieces to represent the characters in Tactical Mode (this is optional)
- Plenty of pens, pencils and paper.

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How to Play Perfect Blue

Perfect Blue is played out in four different modes: Executive, Vehicular Combat, Tactical Combat and Role-Playing. While there is no set pattern to when and how each mode should be played, you will find that there is a "flow" to the game. You will also find that the RPG Mode goes hand-in-hand with all the other modes to a greater or lesser extent.

For the most part, the game is played out in months. This will help to keep track of budgeting, research and other base operation "paper work". Each month is typically begun with the Players in Executive Mode. Months are assumed to begin on the first day of the calendar month (typically the 1st) and end on the last day of the calendar month (usually the 31st).

On the 1st of the month the Players in Executive Mode are given their monthly budget, their spending money and information on their previous month's performance. They then hold an Executive Meeting with themselves and Majestic Blue. If the Players have acquired any sympathetic organizations, co-op organizations or funding corporations, they must also meet with those executives (the GM playing the role of those executives).

During the meeting (which the GM heads as Majestic Blue), the Players are given monthly goals to achieve and the co-op and funding corporations tell the Players exactly what they are expecting to get by the end of the month. The Players also have the opportunity at this time to ask for more funding, more equipment, more everything!

However, depending upon the Players' performance review, some funding corporations and co-op organizations might drop Perfect Blue all together or lower their funding. This is bad news for the Players who are in charge of BLUE Level, as it means less money for them.

Executive Meetings are typically held on the first of the month and are done as a chance for the Players to gather more information, more funding and more objectives. More secrets may also be revealed to them at these meetings. However, the Players can also organize further meetings during the month if they so desire.

After the Executive Meeting the month truly begins. The Players then enter role-playing mode using both their Executive Characters and FTMs. Maybe they go out to meet with some Human Corsairs one-on-one to strike some deals with them using their ECs; maybe they launch an invasion on a Triaxy mining operation using their FTMs. Or maybe an Ornan city is being attacked by Triaxy troops and the Players must liberate and free the citizens. The Players can follow all leads, make new contacts, go on tactical missions, etc. And of course, the Players will want to go out and spend some of their newly acquired budget on some new "toys".

As the Players role-play out their actions of the month by following leads or making new contacts or going out on tactical missions, the GM might plan to launch Triaxy invasions or combat assaults. For example, maybe the GM plans to land a Triaxy survey ship and challenge the Players in a game of vehicular combat. The GM might then tell the Players that their radar has picked up a possible heavy assault cruiser; or maybe the ship is assumed to be carrying weapons and equipment that the Players could really use.

At that time the Players might then go into Vehicular Combat Mode and attempt to destroy or crash-land the ship. Or, the Players might decide to monitor it and wait for it to land, at which time they might send in their FTMs and enter Tactical Mode by performing a raid on the ship or facility where it landed.

The possibilities are endless. And of course, the GM will keep elaborating on the story and making new twists and turns to the plot as the month passes. For example, maybe the GM decides to add some conspiracies to the game and tells the Players that they have been contacted by the Uni-Mine Corporation—one of Triaxy's competitors. Can the Players trust what they hear? Is it just a set-up? While the basic storyline of *Perfect Blue* has been laid out in this rulesbook, there are more than enough organizations, corporations and alien types for the GM to develop his own storylines, ideas and conspiracies.

There should always be some information that eludes the Players, some tid-bit of technology that lays just beyond their grasp, one piece of the puzzle that the Players can't seem to find. And doing this, the GM will create a unique game setting that will intrigue the Players for years.

Terms and Abbreviations

Since many abbreviations and terms are used in role-playing games and some may be unfamiliar to you, it may be helpful for you to know and understand a few of the most common used throughout this game.

Actions per Round (APRs)

All characters will get a number of "Actions Per Round" to use during combat. The more APRs a character has the more times he will be able to attack and \ or defend or perform other actions during combat. See the *Combat* section for more details.

Attack

In a fight your character will probably want to attack his opponent. An attack can be made with a weapon or by hand (such as a punch). See *Combat* section for more details.

Character Class (CC)

A Character Class, or CC for short, is a character's job or occupation.

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Character Sheet
A character sheet is the special piece of paper used to record all of the information about your character on. See the sample sheets at the end of this book and use them for your own characters. There are separate sheets for Field Team Members, Executives and Pilots.

Combat
This refers to any fight that may occur. In combat characters stand a chance of dying.

Damage
When a successful hit is made on your character during combat he will take damage. Damage is deducted from your character's hit-points and when your hit-points reach -8 your character is dead. See also the *Combat* section.

Death
All good things must come to an end, even your character. When his Hit-Points reach -8 it's all over.

Dice
Dice are used frequently in a role-playing game and are by far the most important piece of equipment you can buy for it. Dice are used to determine the outcomes of certain actions such as skill rolls and they are also used to roll for damage, to hit, dodge and parry in combat.

The dice used are as follows:

- 6-sided (1D6)
- 4-sided (1D4)
- 8-sided (1D8)
- 10-sided (1D10)
- 12-sided (1D12)
- 20-sided (1D20)
- Percentile or 1D100

Note: The reason dice are abbreviated as "#D #" is as follows: The first number (before the "D") refers to how many of the dice you should roll; the big D stands for the word "dice" and the last number refers to what kind of die to use. So, if you read "roll 1D6" you would know to roll one six-sided die. If you read "roll 3D8" you would know to roll three eight-sided dice all at once.

Percentile Dice, also known as 1D100, are used to roll percentiles and other things dealing with a 1 to 100 basis or a certain chance in 100. To roll a percentile you must have two 10-sided dice (2D10) both of a different color. Determine which color is going to be "high" and which color "low". Then simply roll both dice simultaneously to determine the number. If the "high die" comes up 0, the result would be a number from 1-9 (e.g., 03, 05, 09). If both dice come up 0 (00) the result is a 100.

Note that if you read somewhere to "roll 2D10" it does not imply you should roll as per the above instructions. Only roll percentile if you read "roll 1D100" or "roll percentile".

Executive Character (EC)
Each Player has one (and only one) Executive Character. ECs are in charge of base operations and maintenance. ECs are most often used in Executive game mode.

Experience Points
Whenever a character performs an action he will gain experience points. Experience is needed to gain power (or raise level) in a CC.

Experience Level
How powerful and strong a PC is, is measured, for the most part, by his Experience Level. PCs obtain Experience Levels through their Character Class and advance to higher ranks by obtaining Experience Points. It could be said that the higher the Character's Experience Level the more powerful he is. In *Perfect Blue*, Experience Levels are often called "Ranks".

Field Team Member (FTM)
Each Player will have *at least* one Field Team Member. FTMs are the "warriors" of the game and are most often used in RPG and Tactical game modes. Players may obtain dozens of FTMs, although they will rarely use more than a couple each at a single time.

Game Master (GM)
The GM is the rules keeper and story teller in the game. The GM decides what happens and what is going on in the game and he must describe everything to the Players. The GM unfolds the game as it happens. The GM also controls all NPC characters in the game.

Hit-Points (HPs)
This is a character's life force or health; how much damage he can take before dying. The more HPs a character has the better, for once they reach 0 he will begin to lose *Critical Hit-Points.*

Critical Hit-Points (CHiPs)
Much like regular hit-points, however when these reach -8 your character will die. A character's Head and Torso typically contain CHiPs while the limbs contain regular HPs.

Pilot
Each character *may have* one or more Pilot characters. Pilots are only used in Vehicular Combat mode. They are the characters who pilot BLUE Level's air, sea and space craft and shoot down enemy craft.

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Player Character (PC)
The term "PC" refers to the Players' characters in the game—including the Executive, Field Team Member and Pilot.

Player
This is a person other than the GM who plays the game. The Players have control over a character (PC) of their own design. In *Perfect Blue*, Players will have many PCs under their control (at least one Executive Character and one Field Team Member). Players are also allowed to control any animals, pets, creatures and vehicles that they may own. Players should be allowed to roll their own dice for skills, combat, and stat checks.

Non-Player Character (NPC)
Non-Player Characters are people and characters in the game that the PCs may meet but do not have any control over. The GM controls all NPCs and their actions.

Race
A character's race is what, as a person, he is. Races include Ornans, Humans, Cyborgs and others.

Round (rnd)
A round is a period of time in the game. Rounds are most commonly used to measure time during combat and to keep track of whose turn it is.

Scenario or Module
A scenario or module is a specific adventure which the PCs embark upon. In *Perfect Blue*, these are often referred to as "missions".

Skill
A skill is a certain talented action that a character can perform, such as *Move Silently* or *Bomb Defusion*. See the *Skills* section for more details.

Stats
Stats are a character's physical and mental traits. They are used to measure his ability in each trait. They are based on a scale of 1-20, with 20 being the absolute highest.

Weapon Expertise (WE)
Although a character can use any weapon he picks up or finds, he will be able to wield weapons he is skilled in much better. WE is a character's weapon skill in a specific weapon.

The Players Section

In this section you will learn how to manage BLUE Level and roll up the different characters needed to play *Perfect Blue*.

About Operation: Perfect Blue

Before getting into the actual rules of character creation, Players will need to learn a little bit more about the Perfect Blue operation—the organization for which they are employed in the game—and BLUE Level, the division of Perfect Blue which they command.

Perfect Blue is a clandestine organization which was founded during the demise of the Ornan government. Its formation was conceived as a means to liberate the Ornan people and take back the planet. With much foresight, the Ornan government opened up secret bank accounts within the Trigalactic Union and also formed secret companies that would act as a front to help further the Perfect Blue operation. With Triaxy quickly taking over, various Ornan and other corporations of the Union saw a need to find a means of putting an end to the Triaxy regime. Certain private organizations within the Trigalactic Union wished to help, but could not risk open confrontation with Triaxy and so agreed to help formulate the Perfect Blue operation—but on special terms. These "terms" were, most notably, that Perfect Blue would aid them in certain situations.

Today the Perfect Blue operation is finally ready to open the doors to *BLUE Level*—the division of **B**lack-ops, **L**and and **U**ndersea **E**spionage. BLUE Level is the primary force of the Perfect Blue operation. Although the Perfect Blue organization, as a whole, is much, much larger, the Players themselves really only have visibility and control over BLUE Level.

Codename: Majestic Blue is the Players' only contact with the rest of the Perfect Blue operation. And Majestic Blue isn't telling the Players anything. All the Players need to know is that BLUE Level *is* Perfect Blue, and the rest of the organization only exists to help support them. MerCore, OTC and other corporations are all part of Operation: Perfect Blue (typically in RED Level, or the **R**esearch, **E**ngineering and **D**esign division). Other privately owned companies—such as UniMine—are sympathetic (and have personal agendas that can be helped by Perfect Blue), and are also a part of the organization. And although these corporations and individuals are kept secret from BLUE Level for security purposes, they are all there to aid the Players in one way or another.

In game terms, the Players themselves assume the managing role of BLUE Level. That is, they themselves play as

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the managers of this division, making the choices on how many characters to hire for their division and how to spend the money their division generates (which will be determined by how successfully they play the game with their characters). The happier they can make the funding corporations, the more money they will give to Perfect Blue, and in turn, how much money Perfect Blue will give to BLUE Level. More information on the Perfect Blue organization, BLUE Level, and how management of the Players' base works will be given later in this book.

Hiring Characters

In the *Perfect Blue* RPG the Players will have a number of different characters which they can use at any time. The Players' primary characters are their *Executive Characters* (or ECs). These characters are used to manage the base and maintain diplomatic relations. The Players must "hire" their other characters through MerCore and other organizations which are all part of Perfect Blue. These characters include Field Team Members (FTMs) and Pilots. These characters are considered *employees* of the Players' Executive Characters. When the Players hire a new character, they get to create that character.

Running and Managing BLUE Level

In the *Perfect Blue* RPG the Players themselves must operate and manage their base(s) of operations. This means that the Players are going to have a budget and are going to need to "hire" their characters and purchase vehicles and equipment using only what money they can afford to spend.

In order to keep accounting work to a minimum, the *Perfect Blue* RPG uses a money system based on *Revenue Points* and *Expense Points*. It also uses dollar amounts as well. However, Revenue Points (RPs) and Expense Points (EPs) are used to manage large purchases and monthly expenditures.

Revenue Points and Expense Points

In the *Perfect Blue* RPG, the Players will earn *Revenue Points* (abbreviated RP) each month. These RPs are used to determine how much money the Players have on hand to operate their base, buy new vehicles and equipment, and to hire new employees (characters). RPs are considered "spendable cash" and represent how much money the Players have in the bank and how many Expense Points (see below) the characters can budget.

Money the Player's receive from Perfect Blue to operate BLUE Level comes in the form of RPs. The better the Players perform in the game, and the happier they make their funding allies (if any), the more RPs BLUE Level will get each month to run their base.

Revenue Points also translate into dollar amounts. ***Each RP represents $5,000.*** Therefore, if the Players receive 10 RPs every month, they are actually getting $50,000. A half RP (.5 RP) would equal $2,500 and a quarter RP (.25 RP) would equal about $1,250.

All large purchases (bases, facilities, FTMs and Pilots, etc.) that would assume a regular monthly expense are listed with *Expense Points* (abbreviated EP). These EPs are used to track any type of *monthly, reoccurring expenses* so that the Players themselves will not have to keep huge accounting books just to manage their base. EPs work just like RPs (above) only they represent expenses rather than revenue. EPs are valued exactly the same as RPs, in that one EP equals $5,000 in expenses; .5 EP represents $2,500 in expenses and .25 EP equals about $1,250 in expenses.

Because RPs equal *monthly income* and EPs represent *monthly expenses*, EPs cancel out RPs. For example, if you are receiving 10 RPs ($50,000) each month and your monthly EPs equal 10 ($50,000), that leaves you with *no* money after expenses (not a good situation). On the other hand, if you are receiving 10 RPs each month and your monthly EPs equal only 5, that means you have 5 spare RPs (or $25,000) left over each month. *Unspent RPs are always carried over from month to month.* That means you can stockpile them in your bank account.

As a general rule, you will want your monthly EPs to equal half or less of your monthly RPs. That means if each month you receive 10 RPs, you want to try and keep your monthly EPs down to 5 or less. After all, BLUE Level will need a stockpile of spare cash if they fall on hard times. Running at, or near, your total monthly income will not leave BLUE Level with enough spare income if times get tough.

Managing Your Bank Account

As a general rule, all RPs that the Players receive are direct-deposited into a secret, secure bank account which they have full access to. They can access all funds within this bank account whenever they want, and they can withdraw and add money to it at any time. It is theirs alone.

This bank account was set up by Majestic Blue long ago within the Trigalactic Bank. The Players' Executive Characters can access this account whenever they want, using their *wallets* (see glossary), credit cards and checks. This account is top-secret and is under a dummy name so that it cannot be traced back to Perfect Blue or BLUE Level.

Typically the Players can just keep track of the Revenue Points they have and do not need to balance it to the penny. However some Players may feel it easier to keep some RPs translated into a "petty cash balance" to purchase smaller items such as weapons that do not require spending full RPs. For example, the Players' bank account might read "125 RPs, $8,300". That means the Players have 125 RPs (equal to $625,000) and $8,300 in petty cash (their total bank account therefore has $633,300). The Players can always trans-

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late their RPs into "real money". Using the *Perfect Blue Accounting Sheet* at the back of this book, the Players should keep track of how much money (both RPs and petty cash) they have at all times.

Each month the Players will receive more RPs from Perfect Blue. *Unspent RPs from the previous month always carry over.* Therefore, the Players may have, say, 125 RPs in their account and will receive (for example) 10 more at the start of the next month. They would add these 10 RPs into their existing account (giving them 135 RPs if using the above example).

RPs are deposited into the Players' account on the first day of each month. The amount of RPs that Perfect Blue deposits for the Players (into their BLUE Level bank account) depends upon how well they are doing. See *Appeasing the Funding Corporations* section, below, for more info.

If the Players receive money from outside sources other than Perfect Blue, they can deposit this money into their account as well. Just keep in mind that every $5,000 equals one RP. Therefore, if the Players deposit $10,000 it's the same as depositing 2 RPs. If the Players have an odd amount of money (say, $2,600) they could deposit .5 RP *and* $100 (half an RP equals $2,500, leaving $100 for the petty cash balance) or they could just deposit it as petty cash. Petty cash balances can always be translated into RPs, and vice-versa.

Monthly Expenses

The Players are also going to have monthly expenses, which will come in the way of EPs (Expense Points). As noted previously, all purchases that assume a *monthly* expense (such as base facilities and FTMs) have an associated EP cost. This EP cost must be spent *each month* in order to maintain the purchase or to operate it.

In the case of buildings (such as your base of operations) the EP cost assumes electrical bills, utilities, basic maintenance, etc. For vehicles, it assumes all fuel costs, repairs and maintenance, etc. And for employees (the characters) it assumes food and other personal needs, benefits, pay, medical expenses, etc. This way there is no need to worry about how much fuel costs, how much a repair costs, how much maintenance costs, your characters' grocery bill, etc. It is all bundled into the monthly EP of the object.

It should be noted, however, that even if a vehicle is never used that month, or if an employee is never used that month, the EPs must still be spent. ***All EPs must be subtracted from the Players' bank account on the first of every month, after they have deposited their RPs.***

Buying, Leasing and Sacking

Leasing

Typically, most large purchases (bases, vehicles, even employees) are *leased* through MerCore (or similar company) directly. That is, if the Players want to get a helicopter they lease it through MerCore; whenever they hire a new character they do so through MerCore. Therefore most "big" purchases do not have a dollar amount attached to them and the Players need not worry about any major upfront costs. For example, a helicopter might have a monthly EP cost of 2, which covers the monthly lease cost, the fuel, maintenance, repairs, etc. A new FTM character might have a monthly EP of .25 which covers, medical treatment, food, salary, etc. *This monthly EP cost must be spent upfront when the Players first purchase the employee or object, and at the start of each new month.*

Purchasing

Players can also outright purchase most vehicles and employees, rather than lease them. When an item (such as a vehicle) is purchased, the Players must pay the full purchase price. The tradeoff is that the monthly EP cost is significantly less. If an object can be purchased, it will also be listed with a reduced monthly EP cost.

Sacking

The Players can sack (get rid of) employees, vehicles, bases, etc. at any time to avoid having to continue paying the monthly EP cost. However, the Player's must pay the EP cost for the current month *unless* they sack the employee or object on the first of the month. If they sack the employee or object between the 2nd and 31st of the month they still have to pay the final EP cost.

Negligible Monthly Costs

Certain objects might have an actual dollar amount but no EP cost. For example, a bicycle, most weapons, laptop computers, etc. That's because the monthly EP would be too negligible to worry about and all the characters need worry about is the upfront purchase cost. If an item has no EP cost listed with it, it is assumed to only have the initial dollar cost and any monthly maintenance costs would be too negligible to deal with.

Being Over Budget

If the Players do not have enough RPs to cover their monthly EPs, they are "over budget". They must pay any EPs that they can cover. EPs that they cannot cover they can carry over to the next month and pay then, however they will have to pay 1 additional EP for each 5 EPs they must carry over, with a minimum of 1 EP. These extra EPs are to cover the "finance charge" that they accrue for not paying. It is assumed that Perfect Blue covers the unpaid bill(s) for BLUE Level for that

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month.

The Players can carry over EPs for a maximum of 3 months. If at the end of 3 months the Players are not caught up with their payments, Majestic Blue comes in to re-budget the Players' operation and will sell off employees, vehicles, equipment and even bases that they deem "unnecessary" in order to get their monthly EPs below their monthly RPs. In game terms this means that the GM sacks the Players' equipment, characters and vehicles and is encouraged to be as cruel in his decisions as possible. Majestic Blue frowns heavily upon poor budgeting!

If the Players go for 12 months (a year of game time) straight being over budget, Perfect Blue will completely sack everything and will start over again. This means that the Players lose *everything* and the GM has them start from scratch.

Start-Up of BLUE Level

When the Players first start the game (or if Perfect Blue sacks the current BLUE Level and starts anew) Perfect Blue will give them 400 RPs ($2,000,000) to start with. This money must be used to hire characters, start up a base of operations, and purchase vehicles and weapons. This isn't much and won't go too far, so the Players will have to be cautious with their spending. The Players will also be at *Level 3* in the *Appeasal Zone* of the funding corporations (not too good of a zone to be in). It will be up to them to increase their appeasal zone and bring in more RPs each month. See *Appeasing the Funding Corporations,* below, for more info.

Appeasing the Funding Corporations

Part of the Players' duties in running BLUE Level is appeasing the funding corporations. After all, Perfect Blue only exists because of these corporations and the money they spend to keep it going. The happier the funding corporations are, the more money they spend to keep the Perfect Blue project alive; the less happy they are the less money they will give. After all, why should they fund an organization if they are not getting any value out of it?

Although Perfect Blue itself is very large and encompasses divisions, projects and other things the Players have no knowledge of (or very little knowledge of), they do have insight into how the funding corporations view their part of Perfect Blue (BLUE Level) and the money that they will receive based upon their performance.

On the first day of each month the Players will receive a letter from Majestic Blue called the *End of Month Report.* This report shows two things: How happy each of the funding corporations are with BLUE Level and how many RPs the Players will receive this month from each of the funding corporations. (They receive the RPs when they receive this letter and they are automatically deposited into the Players' bank account.)

The following table shows how happy the funding corporations will be with the Players' performance based on how many *Appeasal Points* they earned last month. The Players begin the game at Level 3, with 3 Appeasal Points with *each* of the funding corporations, including Perfect Blue. The GM should tell the Players what level they are at with each corporation and the total, combined amount of RPs they've earned for the month at the start of each new month. For more info on Appeasal Points, see below.

Note that the Players must keep track of their Appeasal Points for *each* of the funding corporations! The RPs received is *per corporation*, based on the Apeasal Points the characters have with that corporation. Blank *End of Month Report* forms are given in the Appendix of this book for the Game Master to use.

Funding Corporation Appeasal Level		
Total Player Appeasal Points Earned	**Funding Corporation's Appeasal Level**	**RPs received next month**
0 – 1	1 (Extremely Unhappy)	0
2	2 (Very Unhappy)	2
3	3 (Unhappy)	4
4	4 (Unpleased)	6
5	5 (Indifferent)	10
6	6 (Somewhat Satisfied)	14
7	7 (Satisfied)	18
8	8 (Very Satisfied)	22
9	9 (Pleased)	27
10	10 (Very Pleased)	32
11	11 (Extremely Pleased)	37
12	12 (Surpassed Expectations)	44
13	13 (Extremely Surpassed Expectations)	55

Note on Funding Corporations

The term "funding corporations" is used only as a generic term in this book. A funding "corporation" does not have to be a corporation at all. Some private investors, cults and other organizations might eventually join the pool of funding corporations. Basically, any person, company or organization that is funding Perfect Blue counts as part of the funding corporations.

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Appeasal Points

Successful missions should allow the Players to earn *Appeasal Points*. The amount of Appeasal Points that the Players earn is used to measure how happy they are keeping the funding corporations. The more Appeasal Points the Players earn each month, the better they are assumed to be doing. However, the Players can also lose Appeasal Points by failing missions or ignoring requests from the funding corporations.

Appeasal Points should be kept track of on a month-by-month basis by the Players. Appeasal Points carry over from month to month, however they can never increase above 13 and they can never decrease below 0. Successful missions, responding to requests by funding corporations, and overall doing good work will earn the Players more Appeasal Points. On the other hand, failing missions, losing civilian lives during missions, and failing to respond to funding corporation requests will all reduce the number of Appeasal Points the Players have. The Players will want to maintain as high a level of Appeasal Points as they can each month.

Each of the funding corporations will have their own unique objectives for BLUE Level. For example, MTC or Sunnostar (both mining companies that compete with Triaxy) might want the Players to take out as many Triaxy mining facilities as possible, or attack certain Triaxy mining operations. By doing so the Players will make both of these companies very happy. However, MerCore or OTC may want the Players to help free Ornans or raid Triaxy offices for certain information. These companies don't care too much about how many Triaxy mining facilities the Players can shut down.

As you can see, each company will have different objectives for the Players. Because these objectives don't always align, the Players may have some months where they find it difficult to appease certain corporations, and other months where they make them very happy. The Players will have to prioritize the companies whom they want to appease during any given month.

The Funding Corporations and their Appeasal Goals

The following is a list of the funding corporations who are currently helping to fund the Perfect Blue operation. A generic list of their goals is also given. The Players must strive to meet each corporation's goals in order to earn Appeasal Points from them.

The GM can eventually add even more funding corporations to this list, and the Players themselves can seek out new funding corporations. However, with each new funding corporation will come even more goals and responsibilities. The more corporations who are a part of the funding corporations, the more work the Players will have to do. Section 9 of this book lists a handful of corporate powers within the Trigalaxies. The GM can use these or make up others.

Funding Corporations

The following are the members of the funding corporations at the start of the game. See *Section 9* of this book for more info on these and other corporations.

The Funding Corporations

Corporation	Appeasal Goals
MTC	MTC fears Triaxy. Their objectives, in funding the Perfect Blue operation, are to see Triaxy mining facilities shut down (both on planet Orna and elsewhere). The more Triaxy mines shut down, the happier they will be. They also look forward to Perfect Blue keeping them informed of what Triaxy is planning, and like to find out top-secret Triaxy plans. The more information the Players can give them, the more Appeasal Points they'll earn.
Sunnostar	Like MTC, Sunnostar dislikes Triaxy. Their purpose in funding Perfect Blue is to see Triaxy shut down. The more painful the Players can make life for Triaxy, the more funding Sunnostar will give. But Sunnostar is not as concerned with the Players shutting down Triaxy operations as they are in seeing planet Orna survive. Sunnostar will fund Perfect Blue as long as the Players actively help the Ornan people and thwart Triaxy. Sunnostar is one of the easier corporations to please.
UniMine	UniMine is a hard corporation to deal with. While they seem interested in funding Perfect Blue and helping the Ornan people, they also seem bent on trying to merge their company with Triaxy. To this end, the Players must be careful in their dealings with UniMine. UniMine's purpose in funding Perfect Blue is to gain information on what Triaxy is doing and how they run their secret operations. The more inside information the Players can provide them, the happier they will be. It should be noted, however, that UniMine is very difficult to please and they don't seem too interested in increasing their funding.
MerCore	MerCore is part of the Perfect Blue operation. They will fund BLUE Level as long as the Players are actively thwarting Triaxy and helping to save Ornan lives. To earn Appeasal Points with MerCore, the Players will have to actively destroy Triaxy mining operations, rescue enslaved Ornans, and take out Triaxy military bases. They also like to see the Players obtain top-secret information from Triaxy bases.
OTC	Ornan Technologies Center is also a part of the Perfect Blue operation. OTC, much like MerCore, will fund BLUE Level as long as the Players are actively thwarting Triaxy. Players can earn the most appeasal points from OTC by keeping the Atlantean Cities safe.
Perfect Blue	Perfect Blue (the organization as a whole) also expects results from BLUE Level. They will help fund BLUE Level so long as Triaxy is being thwarted and Ornans are being saved.

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The Family of Light Although part of the funding corporations, this is a cult whom the Players must be very wary of. The Family of Light is a cult of fanatics who are hell-bent on the destruction of Triaxy and will stop at nothing to get them off planet Orna. Their purpose in joining the funding corporations is to see Triaxy suffer, and the more bases Perfect Blue can take out, the happier they will be.

Atlantean Cities The Atlantean Cities remain safely hidden from Triaxy beneath the seas of planet Orna. However, this could all change in an instant. The Atlantean Cities fund Perfect Blue through tax money they receive from their citizens. In exchange for this funding, the Atlantean cities (as a whole) want to know their cities and people are being kept safe. If the Players can keep Triaxy from finding out about an Atlantean city, or prevent evil cults from trying to destroy them, then they will be happy and will continue to fund Perfect Blue. However, the minute any of the cities is discovered by Triaxy, they will decrease their funding substantially.

Losing Funding Corporations

If any company finishes the month with 0 Appeasal Points, they will immediately drop out of the league of funding corporations. The Players will have to work hard to convince them to rejoin.

If any company finishes the month with 3 or less Appeasal Points, they will give the Players a warning on their performance and will threaten to drop out if improvements are not made. Any company who finishes 2 consecutive months with 3 or fewer Appeasal Points can (at the GM's discretion) drop out of the funding corporations.

If a company drops out, they immediately sever all ties to Perfect Blue and BLUE Level. They will no longer provide any type of funding. Although it is possible for the Players to persuade them to come back, it won't be easy. And even if they do, the Players will likely have to work extra hard to keep them happy.

It could very well happen that the Players lose *all* the funding corporations. If they do, all is not lost. In fact, the Players may eventually do better if they have no funding corporations to worry about. As long as the Players can maintain a steady flow of income to keep up their base(s) and arm their soldiers, they will do just fine on their own. Players can always sell CryAg they acquire from Triaxy mines, or even weapons, equipment and vehicles they obtain from missions. However, in the beginning, the Players will likely rely on the income these corporations provide and should work hard to appease them.

Adding Funding Corporations

At any time, other companies can join the league of funding corporations. A company may decide to join if the Players can convince them that they can provide valuable services. For example, Systematic Ordnance Manufacturing (SOM) might be convinced to help fund Perfect Blue if the Players can convince them that they can help bring them top-secret info on Tripodad's research.

It's never easy convincing a new person or company to join the league of funding corporations. But once they do join, they start at level 3 (unhappy) and will either increase or decrease in satisfaction with Perfect Blue based on what the Players provide them.

Managing Game Time: Monthly Activities

Managing BLUE Level is really done on a monthly basis. The first day of each month is when the Players receive their end of month report and additional RPs are deposited into their account. However, the Players must make it through each month and earn enough Appeasal Points to keep each of the funding corporations satisfied in order to generate income (RPs).

It is therefore the GM's duty to make up missions and adventures that pertain to the funding corporations' needs. The GM must design adventures that will send the Players off on missions that benefit the funding corporations, but also missions that will benefit the Players. For example, MerCore may be in need of Itosium, while MTC—Triaxy's #1 competitor—wants to see some of Triaxy's processing plants shut down in order to increase their own sales. The Players could then launch an attack against a Triaxy processing plant, securing Itosium for MerCore and shutting it down for MTC. This would likely earn the Players Appeaseal Points from both companies.

Other times, keeping the funding corporations happy might not be so straightforward. For example, an Atlantean city will only keep funding the Players if they keep their city safe. This may mean thwarting Triaxy attempts to find it, or keeping evil cults from launching attacks within it.

The GM must create adventures that allow the Players to achieve their goals. But the Players must actively participate in creating their own missions as well.

Note on Game Time: Although the game is played out in a month-by-month basis, real time during the game will typically pass much more slowly. For example, a single game session (say, 4-hours of playing *Perfect Blue*) may encompass 2 or 3 weeks of "game world time".

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Character Creation

This section will detail the rules for creating and hiring your characters. Blank character sheets are provided in the back of this book for you to use. Photocopy them and use them to write all of your character's information down. You will want to use the proper character sheet for the proper type of character. There are blank sheets for FTMs, ECs and Pilots. The following section details all of the aspects of your EC and FTM characters, including their stats and what they mean, skills and character classes.

Stats

Both ECs and FTMs are based on a standard set of statistics, or "stats". Your character has 7 primary stats and 2 types of Hit-Point stats (regular HPs and CHiPs). Primary stats are based on a 20-point system. A stat score of 1 would be very low while a score of 20 would be the highest possible score any character could ever acquire. The two combat stats (Hit-Points and Critical Hit-Points) are based on a different set of rules, mostly used in combat. Stats are as follows:

Strength (ST)

This stat measures your character's physical strength. It is how strong he is, how much he can carry, etc. Your character's *maximum* lifting / carrying / pushing power is determined by multiplying his ST score by 15. Thus a character with a ST of 12 could lift a *maximum* of 180 pounds (12 x 15 = 180). This is a maximum however. Realistically, he could carry only 8-10 times his ST in equipment. You will need to make ST stat checks in situations that require heavy lifting or which might challenge your physical strength.

Endurance (E)

This is your character's physical endurance and toughness. The score measures how tough he is physically. Your E score also determines your Hit-Point stats as detailed below. You will need to make E stat checks in situations that require you to challenge your character's toughness.

Leadership (L)

This stat measures your character's leadership abilities. It is how well he can manage people and work in a team. It also shows how well he can keep a team in order and administer tasks and orders to other team members. Characters with high Leadership stats seem to command respect and portray authority. You will need to make L stat checks in situations that challenge your character's leadership abilities or will power.

Mental Tolerance (MT)

This stat measures your character's mental strength and toughness. It shows how strong of mind he is. You might need to make MT stat checks when enemies use their psyonic powers on you, or when you are drugged by mind-altering chemicals.

Knowledge (KN)

This stat is your character's intelligence. It measures how smart he is. You might need to make a KN stat check in times that challenge your wits or your knowledge on a subject.

Agility (AG)

This is how agile and maneuverable your character is. It is also his reflexes and balance. You might need to make an AG stat check in times that challenge your character's agility, balance or reflexes.

Speed (SPD)

This stat measures your character's quickness and running speed. It is how fast he is on his feet. Your SPD stat shows how fast he can run and swim. As a rule, your character's *top* running / swimming speed is his SPD stat, in feet, that he can move in a single round of combat. For example, a character who has a SPD of 14 can run or swim 14 feet in a single round of combat. There will be more on this later. You will need to make SPD stat checks in times that challenge your character's swiftness.

Hit-Points (HPs) and Critical Hit-Points (CHiPs)

These stats determine how much damage your character can take before he dies. Weapons and explosions will inflict physical damage upon your character, resulting in your HPs dropping. There are actually two types of Hit-Points: *Critical* Hit-Points and standard Hit-Points. *To start with, your character will have twice as many Critical Hit-Points as his E stat score for his Torso and as many Critical Hit-Points for his Head as equal to his E stat*. Thus a character with an E of 12 would have 24 Critical Hit-Points for his Torso and 12 for his Head. Critical Hit-Points are lost from the Head and Torso.

A character has as many regular Hit-Points *per limb* (arms and legs) as he has Endurance stat points. Thus, a character with an E of 12 will have 12 HPs for each arm and leg.

When your *Critical* Hit-Points (CHiPs) reach -8 your character dies. At 0 Critical Hit-Points your character falls unconscious. Regular HPs measure the health of limbs. When they reach 0 or below that limb will be destroyed or otherwise lost. At 0 HPs you will also begin to bleed to death, resulting in the loss of CHiPs. There will be more on this later.

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Determining Stat Scores

The seven primary stat scores are based on a 20-point system. A score of 1 would represent the lowest possible score that any character could possibly have, while a 20 would represent the highest score any character could possibly have. For example, a KN stat score of 1 could be assumed to mean that your character has severe mental disabilities. A KN score of 20 could be assumed to mean that your character is a genius. As a rule, it is assumed that a score of 12 in any stat represents an average score. A 10 or below represents a "weak" or "below average" score. A score of 14 or higher is assumed to be a high score. *No player character should ever be allowed to get a primary stat score above a 20 or below a 1 without the GM's consent.*

Scores above 20 represent mechanical advantages. Only androids, vehicles and machines should ever be allowed to have scores over 20. However, certain power-suits, armors and devices can raise a character's score above 20. But again, this is only with a mechanical advantage.

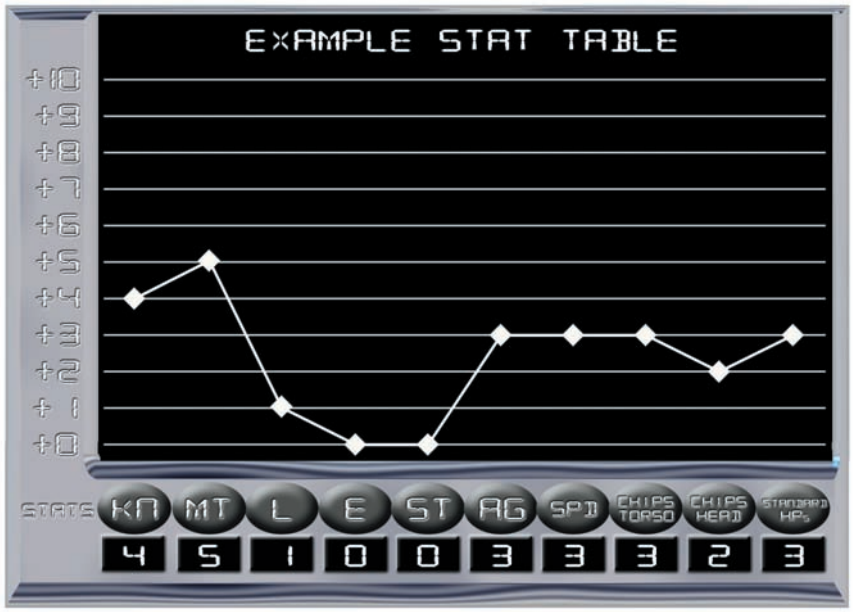

Fig. 1.0: Example Stat Table Given With Each Race

Building Your Stats

In *Perfect Blue* players must roll for their stat scores using a 1D12 for each stat. Additionally, each race has *Stat Modifiers* listed with their stat tables. These are listed as a 0 through +8. Stat Modifiers equal the amount of points you *add* to your stat rolls. Races that are considered very strong might have stat modifiers for their ST and E stats while more intelligent races will have modifiers for their KN and MT stats.

Every race rolls a 1D12 for *each stat*. If the player's particular race has stat modifiers listed in the stat table, these points are added to the player's base roll for that stat. For example, let's say your chosen race is listed with the following stat table (see example table at right, Fig. 1.0).

Let's say you're rolling for your KN stat. You roll the D12 and get a 9. Since your race has a +4 for KN, your total KN stat is 13 (9 + 4 = 13). For ST and E you receive no bonus.

The only exception to this rule is for Hit-Points and Critical Hit-Points. As mentioned earlier, HPs (both standard and CHiPs) are based on your character's E stat. Thus, a character with a high Endurance score will have more HPs to begin the game with than a character with a low E score. The bonuses listed in the stat table for HPs and CHiPs are obtained only when your character advances in his Character Class's Rank. Using the above stat table, your character would obtain 3 extra CHiPs for his Torso, 2 extra CHiPs for his Head, and 3 HPs for each of his limbs every time he advances level in his CC.

Hit-Points

Hit-Points are based on your character's Endurance stat. There are two types of Hit-Points that characters get: Standard Hit-Points (HPs) and Critical Hit-Points (CHiPs). All characters start with *twice* as many ***Critical Hit-Points*** as their E stat score for their Torso, and as many Critical HPs as their E score for their Head. Thus, a character with an E score of 12 would have 24 CHiPs for his Torso and 12 for his Head. *All characters receive as many **Standard HPs** as equal to their E score for each limb* (right and left arms and legs). Thus, a character with an E score of 12 will have 12 HPs for each arm and each leg.

Standard HPs are depleted when a character gets wounded in a leg or arm (a non-critical area of his body). When these HPs reach 0, the character will lose an arm or leg! Critical HPs (CHiPs) are depleted when a character is wounded in his torso or head (considered a critical area). CHiPs will also deplete if a character's standard HPs reach 0 in any limb. When CHiPs reach 0 the character falls unconscious; and when they reach -8 he dies.

Characters have a separate "pool" of regular HPs for each arm and leg. Thus, using the above example, a character with an E stat of 12 would have 12 HPs for his right arm, 12 for his left arm, 12 for his right leg and 12 for his left leg. The same applies for his Critical Hit-Points—he gets a separate pool for his torso and head. Thus, using the above example, a character with an E stat of 12 would have 24 CHiPs for his Torso and only 12 for his Head. CHiPs are lost when shot / injured directly in the head or body, or once a leg or arm is destroyed. If

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the Head is shot, he'll lose points from his Head; if hit in the body he will lose points from his Torso.

As well, once an arm or leg reaches 0 HPs the character will begin to lose CHiPs due to bleeding and pain. The Player can choose which pool of CHiPs to deduct these points from (either his Head or Torso) but will likely want to choose the area that has the most CHiPs remaining. There will be more on this later in the *Combat* section.

Raising Stat Scores

All stat scores, including the 7 primary and 2 Hit-Points, can be raised through training and exercise. The seven primary stats can be raised by Physical and Mental Training by sending your character to a Training Facility. This will be described later.

HPs will raise as your character advances in his CC. They can also be raised by increasing your E score. As a rule, every point that your E score raises, you will receive additional Hit-Points per the above rules. For more on raising stat scores, see the *Training* section.

Rolling Stat Checks

During game play the GM may determine that a player must "make a stat check" or "roll against a certain stat". This is usually done to randomly and \ or fairly determine the outcome of a situation when the player must rely upon a certain stat.

For example, if a character needed to walk across a very narrow ledge, the GM might decide that the character must roll an AG stat check to determine if he falls off or not. Likewise, if a character wants to attempt a tremendous jump across a small gorge, the GM may tell the player that, if he fails a SPD check, he will not make it across and will plummet to his demise. Those are just two examples of using stat checks in the game.

To roll a stat check the player must roll a 20-sided die (1D20) and have the resulting number from the roll be the *same* or *lower* than the stat rolled for. For example, if the character had to make a ST check and that stat score was 17, he would have to roll any number from 1 to 17 on the D20 to pass the check. Any number from 18 to 20 would be failure. So, as you can see, the higher the stat the less chance of failing a stat check.

Degrees of Success

Depending upon the result of the stat check, the outcome will either be favorable (a successful stat check) or a complete failure (a failed stat check). However, there can be degrees of success and failure. The degrees of success and failure range from Superb Results (the best possible outcome) to Complete Catastrophe (the worst possible outcome). These degrees of success and failure are based on how many points higher or lower than the character's stat score the stat check result was. The more points *below* the character's stat the check is, the better the result; check result at or just below the character's stat score equal a "just barely" result. The following table details the degrees of success.

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Degrees of Success Table		
Points above / below stat score	**Degree of Success / Failure**	**Example Result**
5 or more points Below stat score	Superb Results	Your character's AG stat is 12 and you rolled a check result of 7 or lower. You complete the task in record time and with better-than-expected results. For example, maybe your character was able to speed across the small beam without falling off .
3 – 4 points Below stat score	Good Results	Your character's AG stat is 12 and you rolled a check result of 8 or 9. You complete the task in good time and with good results. For example, maybe your character was able to make it across the small ledge very quickly.
1 – 2 points Below	Fair Results	Your character's AG stat is 12 and you rolled a check result of 10 or 11. You complete the task successfully but unremarkably.
At stat score	Just Barely Completed	Your character's AG stat is 12 and you rolled a check result of 12. You complete the task, but just barely. For example, maybe your character made it across the small beam, but stumbled a couple times and did not make it across as quickly as hoped for.
1 – 2 points Above stat score	Failure	Your character's AG stat is 12 and you rolled a check result of 13 or 14. You fail at the task. For example, maybe your character stumbles and falls off the beam.
3 – 4 points Above stat score	Terrible Failure	Your character's AG stat is 12 and you rolled a check result of 15 or 16. You fail at the task in a very bad way. For example, maybe your character slips from the small ledge and knocks his head on the side of the wall as he falls.
5 or more points Above stat score	Complete Catastrophe	Your character's AG stat is 12 and you rolled a check result of 17 or higher. You fail at the task and it is a complete catastrophe. For example, maybe your character falls from the ledge and knocks his head on the wall as he falls. On top of that, when he hits the floor, he ends up landing on his head.

Note that the GM is to determine the end results using his own discretion. As a general rule, the more points below the character's stat his check result is, the better the success should be. The opposite is true when the check fails.

Bonuses and Negatives to Stat Scores

Occasionally the GM might decide that, for one reason or another, a character gets a bonus (+) or negative (-) to his stat roll. Bonuses are always added to the stat score while negatives are always subtracted from the score. For example, a character who is on a trampoline might receive a +5 bonus to his AG check when he wants to do a back flip. This is because the trampoline is giving him some assistance, making the task easier to perform. On the other hand, a character who is walking through thick mud might get a -3 to his SPD stat when he's trying to flee the approaching enemy. Again, this is because of outside influences, only this time they are making the task more difficult on the character.

Most bonuses and negatives are given because of outside influences affecting the character. However, internal influences such as drugs might also give the player modifiers to his stat score (an injection of a pain-killing drug might give a character a bonus to his E stat). Additionally, certain pieces of equipment can give characters tremendous bonuses to their stats. For example, a power suit may give a character a +20 bonus to his ST score!

Rolling Stat Checks When the Stat is Over 20

Occasionally a character will have a stat that is 20 or greater than 20, such as a ST score of 24 or a KN score of 20; or perhaps a stat is as high as 29! When this happens the character only fails his stat check on a roll of a 20. I know this sounds as though the character doesn't have a chance in the world of failing, and that's not far from the truth. However, keep in mind that any score of a 20 or greater exceeds normal human ability and there really should be little chance of failure unless the player is attempting something truly unrealistic. After all, even a cyborg with a ST score of 30 shouldn't be able to pick up a 10-ton truck and throw it 100 yards away.

It should be noted here, however, that unless under special circumstances of the GM's choosing, or because of a mechanical advantage, no player character should ever be allowed to raise any stat score above a 20. A 20 is considered the maximum limit for any human being. Thus, no character should be allowed to gain "super human" stats.

Also, keep in mind that certain circumstances will cause the character to roll stat checks with a negative or positive modifier (such as a -5 or a +3). When this happens, the character's stat score is modified accordingly and this may cause the stat to go above or below 20. A character with a ST of 22 who has a -5 to his stat check suddenly fails on a roll of 18, 19 and 20. Likewise, a character with an AG of 16 who gets a +6 to his stat roll suddenly fails only on a roll of a 20.

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Rolling Stat Checks Versus an Opponent's Stat

There may come a time when the GM tells a player that he needs to make a stat check versus his opponent's stat, or to "roll against" his opponent's stat. This is usually done when the outcome of an event is based upon one character beating another character at an event that requires a stat check.

For example, the player's character may get an enemy in an arm lock. The GM might determine that the enemy struggles and that the player must pass a ST check versus the enemy's to keep hold of him. This is because the player's strength is being pitted against his enemy's.

In all situations, the challenging character always makes the stat check roll. If Character A challenges Character B, then Character A must make the stat check versus Character B's. On the other hand, if Character B challenges Character A then Character B must make the stat check.

To roll a stat check against another character's stat, the challenging character must subtract his opponent's stat score from his own. The result is the bonus or negative to the character's stat roll. For example, let's say Character A has a ST score of 15 and Character B a score of 12. If Character A challenges Character B, Character A gets a +3 bonus to his ST stat check roll (15-12 = 3). On the other hand, if Character B were the challenger he would have a -3 to his stat check roll (12-15 = -3). In situations where both characters have the same score, neither character has any modifier to his check roll. In this way, the character with the higher stat always has a bonus in defeating his opponent.

To determine the winner of the stat battle, the challenging character must roll a stat check. If he *passes* then his opponent gets to roll a stat check. If he too passes, then it is a draw for the round and the process starts over with the challenging character rolling again. This continues every melee until one of the characters fails his stat roll. Remember: The challenging character always rolls first.

The first character to fail his stat roll loses. This does not apply on the first round however. If character A (the challenger) failed his roll right off the bat, then character B still gets to roll. If character B passes his roll then character A automatically loses. On the other hand, if character B also failed his first roll it is considered a draw for the round and the entire process starts all over again until a winner is determined.

In some circumstances only one character may need to roll versus the other's stat, such as when the opposing character is not going to—or cannot—fight back against the challenge. In these situations only the challenging character must pass the stat check and there is no need for the opposing character to roll. The GM is to determine whether or not the situation calls for one or both characters to roll stat checks.

Health and Healing: it's all About Staying Alive

In *Perfect Blue* characters have two types of Hit-Points: Standard Hit-Points (HPs) and Critical Hit-Points (also known as CHiPs). Hit-Points are used to determine the amount of damage caused to non-vital organs and areas of the body. In other words, losing hit-points will not cause a character to die. However, once a character loses all of his hit-points (they reach 0), he will begin to lose *Critical* Hit-Points due to loss of blood, pain and from the injuries in general.

On the other hand, Critical Hit-Points (or CHiPs) are used to measure damage caused to vital organs and body parts. When these reach 0 the character will fall unconscious; when they reach -8 he will die. Hit-Points are used for the arms and legs while CHiPs are used for the body (torso) and head.

To begin with, a character will have as many standard Hit-Points per limb (a limb meaning each arm and each leg) as equal to his Endurance (E) stat. Thus, a character who has an E of 12 will have 12 hit-points for his Right Arm, Left Arm, Right Leg and Left Leg. Damage inflicted to arms and legs only deplete standard HPs and will not cause your character to die. However, when these reach 0, your character will lose the use of that limb! When they reach -4 the arm or leg is "destroyed" and may result in the complete loss of the limb! Also, once these reach 0 he will begin to lose Critical HPs at the rate of 1 per Round.

A character will have twice as many Critical Hit-Points (CHiPs) as his Endurance (E) stat for his body (a.k.a. the torso). A character will have as many CHiPs for his head as equal to his E stat. Thus a character with an E of 10 will have 10 CHiPs for his head and 20 for his torso. Critical HPs deplete from body and head injuries and can cause your character to die if they reach -8.

But that is as far as your E stat plays into your HPs. Aside from determining how many Hit-Points you get, your E stat has nothing more to do with your character's life.

It should be noted that whenever your E stat increases, so too will your HPs. For example, if you send your character through endurance training and he raises his E stat by 1 point, your CHiPs will increase by 2 points for your Torso and your standard HPs for your Arms and Legs—and your Head ChiPs— would increase by 1. However, it should be noted that your HPs do not go down if your E stat lowers. Your Hit-Points only increase with your E stat, but they will never go down from your E stat. It is unlikely that a character's E stat would ever be permanently lowered though. Aside from some horrible injury that might weaken his body, there is really no reason it would ever decrease.

Your Hit-Points can also increase as your character advances in rank. Whenever your character "levels up" he will receive more Hit-Points. These are added to his current amount

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Critical Hit-Points: 0 – -8	
Amount of Hit-Points Remaining	**Effects**
0	Your character falls unconscious from pain and injury. He can be revived at this point by smelling salts or healing his hit-points back to 1-point or above.
-1	Your character falls unconscious. Smelling salts can revive him after 1-round. Healing his hit-points above 0 will instantly revive him.
-2	Your character falls into a severe state of unconsciousness. Smelling salts and other simple remedies cannot revive him. Healing his hit-points above 0 will revive him after 1-round.
-3	Same as above, but restoring hit-points above 0 will take 1D4 rounds to revive him.
-4	Comatose. Your character is in a coma. Restoring his hit-points above 0 will revive him after 1D6 + 5 rounds.
-5	Same as above, but your character remains in a coma for 24-hours even after restoring his hit-points above 0.
-6	Severe coma. Your character remains in a coma for 48 hours. After this time he is allowed to make an E stat check to revive. If it fails, another E stat check is allowed every 24-hours thereafter until he revives. If he does not revive after 5 attempts, he dies in his coma.
-7	Your character must pass an E stat check immediately or he dies. If the check succeeds, he falls into a Severe Coma as described above.
-8	Death. Your character instantly dies. Get the body bag.

Fig. 2: The Effects of Dropping Below 0 CHiPs

Standard Hit-Points: 0 – -4	
Amount of Hit-Points Remaining	**Effects**
0	Your character's arm or leg is rendered useless. He drops everything he was holding with that arm; or his leg crumples beneath him and he must walk with a limp (SPD reduced by half). If both legs reach 0, the character must crawl. The limb can be repaired with surgery.
-1	Same as above, but the injuries are more severe. The character must pass an E stat check or *permanently* suffer a –5% to all skill checks requiring that limb.
-2	Same as above, but the character must pass an E stat check with a –1 penalty or *permanently* suffer a –10% to all skill checks requiring that limb.
-3	Same as above, but the character must pass an E stat check with a –3 penalty or *permanently* suffer a –20% to all skill checks requiring that limb.
-4	The limb is permanently lost. It may have been torn or blasted off in the attack, need amputation, or has become permanently paralyzed. In any event, the character can never use that limb again.

Fig. 2.1: The Effects of Dropping Below 0 Regular Hit-Points

of both standard and Critical HPs. The number of additional Hit-Points your character will receive when he levels up are listed with his Character Race.

Hit-Points are very critical because they are used to measure how close to death you are. The closer to 0 points you approach, the closer to dying or losing a limb you become. When your CHiPs reach 0 your character will fall unconscious. When they reach -8 you are dead and there is no coming back. The numbers from -1 to -7 CHiPs range from severely injured to comatose. The table above (Fig. 2) will detail the effects of 0 Critical Hit-Points and below.

When you reach 1 Critical Hit-Point you are in serious trouble. This is the lowest your health can become and still be conscious and well. However, a wise troop will never allow his CHiPs to get anywhere near this level. Bringing medical kits can restore lost Hit-Points and wearing body armor can save you from taking excessive damage.

So, how do your Hit-Points drop? The answer is simple: by taking damage in combat. Any time your character is hit by a weapon or weapon fire he will take damage from it. Explosions can also cause lots of damage, and punches, kicks, knife attacks and even poison can all cause the loss of HPs. In short, anything that can physically harm your character can cause the loss of Hit-Points.

The amount of damage taken from an attack is determined by the type of weapon being used. However, wearing armor can "soften the blow" and protect you from some—if not all—the damage you'd otherwise take. Rules for damage and wearing armor are detailed later in the *Combat* section.

On the other hand, your character also has Standard HPs. Standard HPs are depleted when your character is injured in an arm or leg. When any limb reaches 0 HPs, that limb is considered broken or too damaged to be used. If they reach -4 or below, that limb is considered to be "blown off" and you will lose that limb completely. Perhaps the bullets rip through your shoulder and the arm falls to the ground, spirting blood into a crimson cloud; or maybe the grenade blast blows your right leg off, leaving only a boney stump. The table above (fig. 2.1) shows the effects of HP loss from arms and legs (non-critical HP areas) when they reach 0 and below.

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If a non-critical area of your character's body reaches 0 HPs or below, he will begin to lose 1-point of his Critical HPs per round until he receives medical treatment. This CHiP is taken from the character's *Torso* supply of hit-points until it reaches 1. Once it reaches 1 the character can then take them from his *Head's* CHiPs). If both head and torso CHiPs reach 1 the character will begin to lose them from his *Torso* until he falls unconscious and eventually dies. Once Critical HPs reach –8 (in either the head or torso), your character dies. Thus, it is a good idea to have a balance of both CHiPs and standard HPs. However, CHiPs are considered more important. For more info on HPs and dying, see the *Combat* section of this book.

Note: If *either* of your CHiPs areas (head or torso) reach 0, your character will fall unconscious. If *either* reaches –8 your character will die. It does not matter if your torso is at 0 and your head is still at 10 HPs. Dropping to 0 or below in either will affect your character accordingly.

Strength, Weight and Encumbrance

In *Perfect Blue*, your character's Strength (ST) stat will determine many things. Among these things is how much he can carry—or encumber—himself with. The more heavily encumbered you are with equipment and gear, the slower you will move. Another important factor of your ST stat is how much you can lift. The following section will give you vital information on your ST stat versus your encumbrance level and lifting power.

Lifting and Carrying

During the game your character might have to lift something that is heavy or push something aside. He might also need to carry a lot of equipment with him. Thus you will need to know exactly how much your character can lift and carry.

Your lifting and carrying power is determined by your character's ST stat. The higher the stat, the more he can lift or carry. **The *maximum* amount of weight, in pounds, that a character can *lift* is equal to 15x his ST stat. The *maximum* amount of weight that he can *carry with him* is equal to about 9x his ST stat**.

This means that a character with an ST score of 12 could *lift* a maximum of 180 pounds of weight (ST of 12 x 15 = 180 pounds). The same character could *carry* a maximum of about 108 pounds (ST of 12 x 9 = 108 pounds). The difference between lifting and carrying is simple.

Carrying is bringing weight with you, whether it be in the form of weapons and equipment or a wounded friend. Your carrying strength is the amount you can bring with you *comfortably*. While you could carry a heavier load than 9x your ST, it would not be very comfortable and you could not do it for a long period of time. Your carrying strength is therefore considered the amount of weight you can encumber yourself with without adversely affecting your combat performance.

Lifting (or pulling or pushing) is exerting a lot of energy in a short period of time to lift / pull / push a very heavy amount of weight only a short distance. For example, lifting a fallen tree branch out of the road (if it's a large branch) might require a lot of strength but you're not going to take it with you. Your character can always lift more than he can carry.

The below table (Fig. 3) demonstrates the encumbrance level of a character based on his ST stat, as well as any restrictions he may obtain from carrying the weight, such as loss of speed.

Note that if, using the below table (Fig. 3), either your SPD or AG stat drops to 0 or below due to modifiers, you treat the

Encumbrance Vs. Movement Table

Carrying	Encumbrance Level	Restrictions
0 – 1 x ST	None	None
2 – 3 x ST	Very Light	-1 to SPD stat
4 – 5 x ST	Light	-2 to SPD stat, -1 to AG stat
6 – 7 x ST	Medium	-3 to SPD stat, -2 to AG stat
8 – 9 x ST	Heavy	-4 to SPD stat, -3 to AG stat
10 – 11 x ST	Very Heavy	-5 to SPD stat, -4 to AG stat
12 x ST	Struggling	-7 to SPD stat, -6 to AG stat. Character can carry this amount but will tire rapidly. A "quick breather" break will be needed every 2-rounds for the character to regain his energy.
13 x ST	Lifting Only	Lifting 13 – 15 x a character's ST is reserved for short moments of lifting, pulling or pushing only. Characters can only move 13 x their ST 10-ft before needing to rest.
14 x ST	Lifting Only	Characters can only move 14 x their ST 6-ft before needing to rest.
15 x ST	Lifting Only	Characters can only move 15 x their ST 4-ft before needing to rest.

Fig. 3: The Effects of Encumbering a Character

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score as a 1. For example, if your character has a SPD stat of only 5 and encumbered himself with 10x his ST in weight, according to the table his SPD would be reduced to 0 points. Simply treat the score as a 1. However, if a SPD or AG check is needed in these situations, the character automatically fails. This is because his score is already considered to be overwhelmed. It should be noted however that a character should never encumber himself so heavily that his scores drop to a 0 or below.

Aside from the above modifiers, burdening a character with a heavy load of gear will require him to rest more frequently. This is because he is pushing himself and he will tire more rapidly. The table to the right (Fig. 3.1) shows resting times needed by characters based on their encumbrance level.

Note that the above table (Fig. 3.1) assumes the character is traveling on relatively flat or "easy" terrain. Resting times should be doubled or even tripled on rough or difficult terrain.

Encumbrance Vs. Resting Table

Encumbrance Level	Resting Times Needed
None (0 – 1 x ST)	None
Very Light (2 – 3 x ST)	A "quick breather" of 1-round every hour or so.
Light (4 – 5 x ST)	A "quick breather" of 1-round every 45-minutes or so.
Medium (6 – 7 x ST)	A "quick breather" of 1-round every 30-minutes or so.
Heavy (8 – 9 x ST)	A "quick breather" of 1-round every 15-minutes or so.
Very Heavy (10 – 11 x ST)	A "quick breather" of 1-round every 10-minutes or so.
Struggling (12 x ST)	A "quick breather" of 1-round every 2-rounds or so.

Fig. 3.1: Resting Times Needed When Encumbered

If sufficient resting times are not taken as per the above table the character will begin to suffer from exhaustion. For every break that is not taken per the above table, the character will suffer a reduction of 1 point to his SPD stat until sufficient rests have been recovered. If his SPD stat reaches 0 due to skipped "quick breathers", the character will drop to the ground from exhaustion. Characters who encumber themselves to the point that their SPD is already a 1 or lower cannot skip any breaks or will become immediately exhausted.

Once a character falls down from exhaustion, he will remain unconscious until revived (a splash of water, light smacking on the cheek or smelling salts) and will have to rest at least 10-minutes before going on.

Lifting Your Character's Max

13-15x your character's ST in weight is considered a "lifting only" weight. That is, he cannot encumber himself this greatly, though he can lift, push or pull this weight a short distance. Lifting (or pushing or pulling) this amount of weight is very strenuous and requires a lot of effort from the character. He will only be able to sustain lifting this amount for a couple rounds before dropping it. The below table details how long a character can lift, push or pull tremendous amounts of weight before dropping it or tiring to the point he can no longer push or pull it.

13x ST: Can lift and hold for up to 5 rounds.
14x ST: Can lift and hold for up to 3 rounds.
15x ST: Can lift and hold for up to 1 round.

After the character is forced to drop the weight, he must rest for at least 1 round before attempting again or before moving onward.

Combining Efforts

Characters can combine their efforts to lift, push or pull extraordinarily heavy loads. To determine how much weight a team of characters can lift, pull or push, simply add all of their ST scores together and multiply by 13, 14 or 15. Use the above table to determine how long their combined efforts can sustain the weight before dropping it.

Strength Below Water and in Space

As you may know, things become "lighter" while underwater or in space. To keep things simple, while beneath the oceans and seas or while in a 0-gravity environment, your character receives a +10 bonus to his ST stat.

Encumbrance Values for Equipment and Gear

All of the equipment listed in the Equipment section of this book has an *Encumbrance Value* listed with it. To keep things simple, these values are from 1-100 and represent pounds of weight. While the lightest piece of equipment may only weigh a fraction of a pound, it still may have an Encumbrance Value of 1. This is, in part, to keep the encumbrance system simple, but it also assumes that the piece of equipment is taking up space on the character's body and leads to a greater encumbrance value than its actual weight. For more info, see the *Buyer's Guide* section.

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Punch and Kick Damage

The amount of damage inflicted by your character's punch and kick attack is determined by his Strength stat. The table below (Fig. 4) shows damage inflicted by the attack based on your character's ST score.

Punch and Kick Damage Table	
ST Score	**Damage by Punch and Kick**
1 – 5	1D2
6 – 10	1D2 + 1
11 – 15	1D4
16 – 20 and above	1D4 + 1
Note: For a D2, simply use a 4-sided die where 1 and 2 represent 1 damage and 3 and 4 represent 2 damage. Alternatively you can flip a coin.	

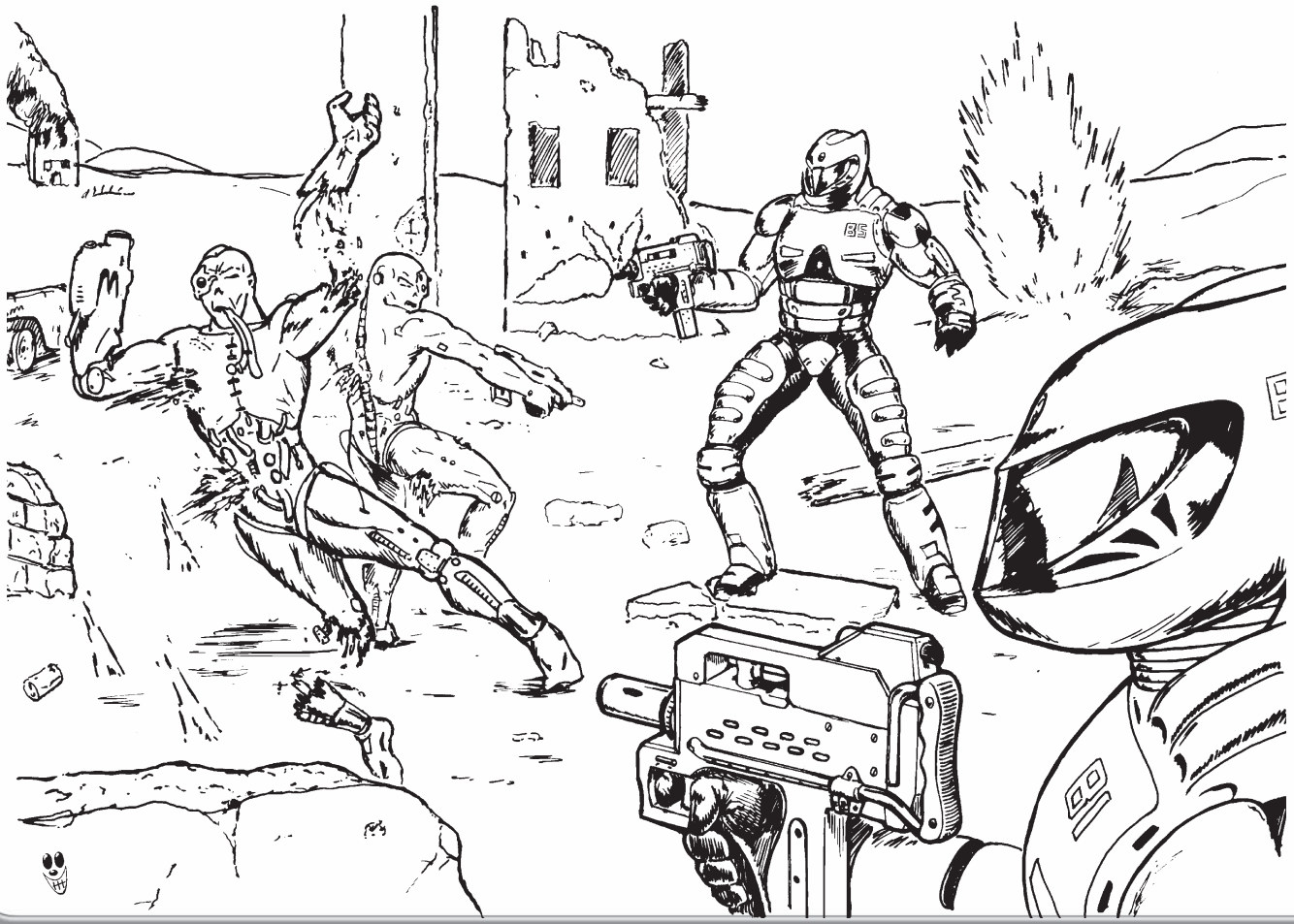
Fig. 4: Punch and Kick Damage is Determined by a Character's ST Score

Speed and Movement

Your character's SPD stat determines how far he can move, or how quickly he can move. The higher your character's speed, the further he can move in a single turn. Your SPD stat equals the number of feet you can move on your turn. For example, a character with a SPD stat of 10 could move 10-feet on his turn. This is a maximum running speed however. Walking speed is about 1/4 this amount. Keep in mind that encumbering your character with equipment and gear will slow him down. For more details, see the *Strength, Weight and Encumbrance* section.

Speed Below Water

As you may know, movement becomes slower while underwater. This is because the water is creating resistance. To keep things simple, while beneath the oceans and seas, your character receives a -5 modifier to his SPD stat (not to drop below 1-point).



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Skills

Skills are talents and special knowledge and abilities that your character may acquire either through his Character Class or through training. All Character Classes (CCs) are listed with a number of skills that you obtain just by being that character class. You can also send your characters to training where they can learn some of these valuable skills or increase their proficiencies in the skills they already have. See the *Training* section for more details.

There are two different types of skills: Skills and Weapon Expertise (WEs). Skills are typically based on knowledge of how to perform some action, or on physical training to perform an action such as *Move Silently* or *Pilot Planes*. WEs are based on your character's knowledge of weapon use. Weapons that your character has been trained in (has a WE in) he can operate more effectively and use more proficiently in combat.

Skills are based on percentages (%) of 1%—100%. The higher the percentage, the better chance your character has of successfully completing the skill. WEs, on the other hand, will give your character a better chance of hitting his targets in combat by increasing his to-hit score.

Obtaining Skills

Skills are obtained through your Character Class. Each CC will begin with a certain number of skills at specific proficiencies. However, your character will want to obtain more skills or become more proficient with the ones that he already has. To do this, he will need to use his *Skill Points*.

Skill Points are used to "purchase" skills and to raise their proficiencies. When a character advances levels or ranks in his CC he will obtain a certain number of Skill Points with which he can purchase new skills or raise the proficiencies of the ones he already has. All skills in this section are listed with a "Skill Point Cost", which is the amount of Skill Points needed to buy the skill. For example, the skill of *Move Silently* costs 20 Skill Points. To obtain the skill, your character must have at least 20 Skill Points. Once purchased you will lose the Skill Points you used to purchase the skill with.

However, just because you have purchased the skill doesn't mean you can fully use the skill. Each skill begins with a proficiency level of 0%. And because the success and failure of skill use is determined on a % basis, having a 0% proficiency means you have a 0% chance of performing that skill. Thus you will want to increase the proficiency to a useable level—likely 50% or higher. To do this you must spend further Skill Points. **Each skill point you spend will raise the skill by 1%**. So, to raise a skill to 50% proficiency will cost you 50 Skill Points. If the skill you want to purchase costs 25 Skill Points and you want to raise it to 65% proficiency, you're looking at spending 90 Skill Points (25 + 65 = 90).

Please note however that no skill may be raised above 85% proficiency. This limit does not include bonuses a character may receive to his proficiency, which can cause it to go higher.

WE skills are the same way. They cost a base number of Skill Points to obtain—typically 20. However, WE skills are not based on a % basis. Instead they increase your chance to hit when you roll to attack in combat. WEs "level up" rather than increase in percentage proficiency. *Without* a WE, you must roll a 10 or higher (on a D20) to successfully hit your opponent. However, *with* a WE you may only need to roll above a 5 or 6! For more information, see the *Combat* section. Levels of WEs are as follows:

No WE in a weapon: Hit on a roll of 10 and up
WE Skill Level One: 9 and up to hit
WE Skill Level Two: 8 and up to Hit
WE Skill Level Three: 7 and up to Hit
WE Skill Level Four: 6 and up to Hit
WE Skill Level Five: 5 and up to Hit

As you can see, having a base WE in a weapon skill (such as sniping rifles) will give you a better chance of hitting your target in combat. However, this bonus only applies when using that weapon. For example, if you have a WE at skill level 1 in sniping rifles but no WE in handguns, you will only get to use your WE bonus when shooting a sniping rifle. Each WE is listed with its Skill Point cost as well as the cost to raise it to the next skill level.

Using Skills

As mentioned above, skills are based on a percentage from 0%-100%. However, no skill may be increased above 85%. Thus, the higher the % proficiency the better the chance you'll have of successfully completing the skill or task.

However, characters also receive a bonus percent (+ %) or a negative percent (-%) to their skill check roll based on their stat scores. This is called a *Skill Modifier*.

Each skill has an *associated stat*. A character adds or subtracts his Skill Modifier from his skill proficiency based on the score of his associated stat. Skill Modifiers are given on the table below.

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Stat Modifiers	
Stat Score	**Modifier**
1	-18%
2	-16%
3	-14%
4	-12%
5	-10%
6	-8%
7	-6%
8	-4%
9	-2%
10	No Modifier
11	+2%
12	+4%
13	+6%
14	+8%
15	+10%
16	+12%
17	+14%
18	+16%
19	+18%
20	+20%
21	+22%, etc.
Note: You apply this modifier to each skill proficiency score you have. The stat you use to determine your modifier depends upon each skill's Associated Stat as listed with each skill.	

Skill Checks

Whenever a skill is used, the character must roll a *skill check*. Skill checks are rolled on a D100. *You will want to roll the same or lower than your skill proficiency (with your Stat Modifier added or subtracted) to successfully complete the skill*. For example, if you have a skill at 34% proficiency, you must roll between a 01 and 34 on the D100 to complete the skill.

If a character fails his skill check it might mean that the task cannot be performed by the character at that time. The outcome is left to the GM's discretion and the role-playing of the players. For example, failing a *Move Silently* skill check might indicate that the character makes some noise when walking, while failing a *Drive Tanks* skill check might indicate that the character accidentally crashes the tank into a wall or turns the tank around in the incorrect direction. In some circumstances the GM might even allow the character to keep attempting his skill check until he succeeds.

It should be noted that certain circumstances might affect the performance of a skill. Many times this will be left to the GM's discretion as well. For example, if the character has the skill of *Move Silently* at 56% but the ground is completely covered with dry leaves or some other noisy obstacle, the GM might indicate that the player has a -10% to his skill check; or even worse, the skill cannot be completed. These are known as *Condition Modifiers* and can make a skill check more difficult (a penalty) or more easy (a bonus).

Condition Modifiers should be based on the situation the character is in. If the conditions make the skill easier to perform, a +5% to +20% bonus should be given; if the conditions make the skill harder to perform a -5% to -20% modifier should be given. The modifier is either added or subtracted from the character's skill proficiency score.

Another note that should be pointed out is that good role-playing should prevail over actual skills. Just because a character doesn't have a particular skill shouldn't mean that he cannot perform the task. For example, if a character does not have the skill of *Drive Tanks*, it doesn't necessarily mean he can't operate it. If he gets in the tank, the GM might tell him that he sees a bunch of levers. The player, in turn, might indicate that he plays with a few to see what happens. With some trial and error he might be able to get the tank to do what he wants. Obviously, however, characters that do have a certain skill are assumed to have formal training in that particular area and, although maybe not experts, can get things done quicker and easier. Role-playing and situation should be the overall determining factor of what can and cannot happen.

Degrees of Success in Skills

Like stat checks, skill checks can have degrees of success based on how much below the character's skill proficiency his skill check score is, or how much higher above his skill proficiency the check results are. The following table gives examples on these degrees of success and failure.

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Degrees of Success for Skills Table		
% points above / below skill proficiency	**Degree of Success / Failure**	**Example Result**
11% or more Below Skill Proficiency	Superb Results	You have Move Silently at 50% proficiency and roll 39% or lower for your skill check. For example, maybe your character is able to move across an area of dead leaves much faster than expected, and with out making any noise whatsoever.
5% - 10% points Below Skill Proficiency	Good Results	You have Move Silently at 50% proficiency and roll 45% - 40% for your skill check. For example, maybe your character is able to move across an area of dead leaves more quickly than normal, and with out making any noise.
1% - 4% points Below Skill Proficiency	Fair Results	You have Move Silently at 50% proficiency and roll 49% - 46% for your skill check. For example, your character is able to move across an area of dead leaves with very little noise. Results are as expected.
At Skill Proficiency	Just Barely Completed	You have Move Silently at 50% proficiency and roll 50% for your skill check. For example, your character is able to move across an area of dead leaves but makes some noise which—although does not cause the guards to come investigate—it does make them more wary of the area.
1% - 4% points Above Skill Proficiency	Failure	Your character fails the attempt. Perhaps he makes a little too much noise and one of the guards comes to investigate, although he doesn't think too much of it.
5% - 10% points Above Skill Proficiency	Terrible Failure	Your character fails the attempt in a bad way. Perhaps he makes too much noise to be just an animal, and some of the guards come to investigate the area with weapons drawn.
11% or more Above Skill Proficiency	Complete Catastrophe	Your character fails the attempt very badly. Perhaps he makes a lot of noise and some of the guards immediately start firing at the area.

Other ways to Obtain Skills

Purchasing skills using Skill Points is not the only way to obtain skills or raise proficiency in them. Players can also send their characters to *training* to learn new skills or brush up on the ones they already have. See the *Training* section for more info on this.

Skills List and Descriptions

The following is a list of all available skills followed by their descriptions.

- Abysmal Diving (35)
- Advanced Computer Skills (50)
- Bomb Defusion (20)
- Camouflage (15)
- Code Cracking (25)
- Create and Use Explosives (20)
- Drive Tanks (30)
- Electronic Repair (25)
- Endure Pain and Torture (30)
- General Repair (25)
- Hold Breath (25)
- Interrogation (30)
- Medical (25)
- Mind Block (35)
- Move Silently (20)
- Operate Remote Vehicles (25)
- Pilot Planes (35)
- Pilot Skill (Large Vehicles)
- Pilot Spacecraft (57)
- Public Relations (25)
- Resist Drugs (30)
- Scale Walls (20)
- Set Traps (25)
- Speak Additional Languages (35)
- Spot Traps and Mines (25)
- Tracking (25)
- Zero Gravity Training (30)
- WE Experimental Weaponry (30)
- WE Flamethrowers and Chemical Weapons (20)
- WE Knives and Hand Weapons (20)
- WE Machine Guns (20)
- WE Rifles (20)
- WE Rocket Launchers and Torpedoes (20)
- WE Shotguns (20)
- WE Small Arms and Handguns (20)
- WE Sniping Rifles (20)
- WE Submachine Guns (20)
- WE Thrown Weapons, Grenades and Bombs (20)

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Skill Descriptions

Abysmal Diving
Skill Point Cost (35)
Associated Stat: E
While it is assumed that all characters can swim, dive and operate effectively within the deeps of Orna's oceans, swimming around in the abysmal plains and depths (abysmal is considered any area deeper than 1-mile below ocean surface) is draining and wearing on the nerves. For all Perfect Blue agents wanting to attack Triaxy mining sites this skill is a must. Without this skill, characters cannot dive to the abysmal plains of the seabed—even if wearing Liquigen Suits. This skill trains a character to move around in the high pressure of the super-deeps and to breath and operate effectively wearing deepsea liquigen suits. Characters without this skill must make a MT stat check every 5 rounds or panic and race for the surface. You will become dizzy, feel sick and short of breath and suffer other such effects. Even those with this skill may need to pass a skill check to perform certain actions at these depths.

Advanced Computer Skills
Skill Point Cost (50)
Associated Stat: KN
The character has undergone advanced computer training and is familiar with their repair, operations and coding. Characters with this skill know how to operate all standard programs as well as many advanced programs and take on easily to new or unique programs. Further, this skill allows characters to quickly repair broken or damaged computers, including their parts. As well, characters with this skill have had advanced training in computer code and can hack into many secure databases, programs, websites, etc. given the proper time. In most cases, the character is able to hack into most civilian computers within 10 minutes and most secured or governmental computers within 30-45 minutes. A failed skill check will require the character to spend another 30 minutes trying to hack in until the character is able to break into the computer, database or website.

Bomb Defusion
Skill Point Cost (20)
Associated Stat: KN
Characters with this skill have been trained in the defusion of all types of standard bombs and explosive devices. From electronic timers to simple wicks, characters with this skill have been taught how to safely negate all types of bombs. Some explosives may require the character to cut certain wires, and the character with this skill can determine which are "dummy" wires and which are critical to keeping the bomb from exploding—even when wire colors have been changed, rearanged or otherwise deviously switched. This skill also allows the character to defuse grenades, landmines and other such explosives, though in many circumstances he won't have the time to defuse these devices before it's too late.

Camouflage
Skill Point Cost (15)
Associated Stat: L
With this skill the character has learned the subtle art behind camouflaging himself in all sorts of terrain. Though any character can go out in jungle camo and try to blend in with his surroundings, characters who have learned this skill are much harder to detect and make nearly flawless disguises of their surroundings. From snow and ice to steamy jungle tro-pics, to the dark depths of the ocean floor where jungles of kelp and large anemones grow, the character is able to easily and quickly put together an outfit that blends seamlessly into his surroundings. For practical purposes, characters who pass a skill check are undetected by their foe even at ranges as close as 10-feet! That is, provided the GM determines that what they have covered themselves with is ample to allow them to blend in with their surroundings. A failed skill check usually means the character has been spotted.

Code Cracking
Skill Point Cost (25)
Associated Stat: KN
Characters who have learned this skill are able to crack codes and decipher transmissions, documents and other coded forms of communication. Furthermore, this skill allows characters to quickly pick locks, unlock safes and figure out any other type of keypad, dial or similar codes to unlock safes, doors, computers, etc. To pick a simple key lock, the character should require approximately 5 minutes; to unlock a dial or keypad mechanism the character should require about 20 minutes; to crack the code to get into a computer or similar electronic device or file the character will require nearly 45 minutes. A failed skill check means that the character must attempt again until he successfully unlocks the device or mechanism. For complex key locks or dials, the GM may require the character to use a lock-pick tool or stethoscope. Passing a skill check with "flying colors" (that is, rolling far below your proficiency score) should determine that the character picked the lock / deciphered the code in a very speedy manner.

Create and Use Explosives
Skill Point Cost (20)
Associated Stat: KN
Characters with this skill have been taught the basics of demolitions and how to place bombs and explosives for maximum destruction. They also know the proper amounts to use for the desired effect and can use explosive devices much more efficiently than unskilled characters. As well, characters with this skill know how to make simple explosives using household chemicals, gasoline and the like. A failed skill check may result in a faulty explosion or a failed bomb.

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Drive Tanks
Skill Point Cost (30)
Associated Stat: L
Characters with this skill have been taught how to drive land-based tanks, halftracks, and other military land vehicles, as well as all types of seabed-roving armored vehicles. They can pilot these vehicles safely and competently over all sorts of terrain, both on land and, in the case of aquatic and amphibious vehicles, underwater. Furthermore, they have been trained in the use and operation of their weapons systems and electronic devices. And while most characters will be able to drive simpler vehicles such as automobiles, motorcycles and small trucks, a character skilled in this field knows the techniques required over rough terrain to prevent getting stuck, tipping the vehicle, etc. A skill check should only be required when doing a maneuver that a typical character might find difficult or impossible—such as driving up a steep and muddy slope. A failed skill check may result in tipping the vehicle, getting it stuck, or some other undesirable outcome. Only Pilot-type characters are able to drive large land and sea freighters and other large land / sea craft.

Electronic Repair
Skill Point Cost (25)
Associated Stat: KN
Characters with this skill are knowledgeable on the subject of electronic wiring and electronics repair. They are able to quickly fix damaged wires, circuits, circuit boards, transistors, and other such parts. They can re-wire fried components to get them up and running or fix a zapped circuit board in no time. Most electronic equipment—including computers, monitors, hand-held devices, instrument panels, keypads, and the like—can all be fixed (or at least gotten up and running) with just 20-minutes of work. With the GM's discretion, some repairs may require the use of soldering irons, new wires and circuits or other tools.

Endure Pain and Torture
Skill Point Cost (30)
Associated Stat: E
Characters with this skill have been trained to endure excruciating pain and suffering without flinching. Their bodies can withstand horrible pain, yet they never yell, whimper or cry out. Among the training received to obtain this skill: how to endure chemical sprays (such as Mace), fractured bones, beatings and torture. And along with this training: how to keep on going in the face of physical pain. Characters are taught to focus on the job at hand, how to ignore the pain and keep on moving, how to fire their weapons even though they might have a bullet wound in their right arm, how to keep their mouths shut during torture. Characters with this skill should be required to make a skill check every round during torture or physical pain. A passed check results in the character keeping his cool and his focus; failure results in the character crying out in pain or faltering in combat. Typically, characters with this skill are able to go on even after having suffered a terrible injury. A broken arm won't stop them from chasing down their enemy; a bullet wound (provided it isn't fatal) won't cause them to falter in combat. They are hardcore troopers who just keep on going.

General Repair
Skill Point Cost (25)
Associated Stat: KN
Characters with this skill have been trained in basic engineering and mechanical repair. Their training spans everything from how to make most vehicle repairs to how to fix a leaking faucet. Most of the training in this category focuses on vehicle repair—fixing flat tires and broken tank tracks to repairing a downed aquatic engine or turbine. But along with this skill also comes the knowledge of how motors and gears work, to how seacraft float and aircraft fly. Just about any type of vehicular damage can be repaired by a character with this skill given the time and tools. Most other mechanical damage to other types of equipment can also be repaired by a character with this skill. A failed skill check usually results in a repair that the character cannot fix, or a faulty repair.

Hold Breath
Skill Point Cost (25)
Associated Stat: E
Characters with this skill have been trained to hold their breath for prolonged periods of time. They have been taught how to relax and keep adrenaline levels down to reduce the heartbeat and consumption of oxygen. Originally a skill developed for underwater missions, Perfect Blue and MerCore have since re-done the training to include how to hold one's breath in the face of chemical and biological weapons when no gasmask is available. Whereas a normal human can hold his breath for a maximum of 4 minutes before breathing must be resumed, a character with this skill can hold his breath for up to 10 minutes! After the first five minutes, the character must pass a skill check every minute to resist taking a breath or coming back up for air. This must be completed every minute until the tenth minute, after which even the toughest character must inhale. During the time the character is holding his breath he will suffer no physical effects or disadvantages. He will operate normally. After this time he is subject to the rules for drowning.

Interrogation
Skill Point Cost (30)
Associated Stat: L
Characters with this skill have been trained in psychology and the art of interrogation. The skill allows characters to grill people for information, digging inside their head for information. While the bulk of training involves non-violent means of interrogation, a small section of the training is devoted to torture

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techniques used to get people talking. Interrogating characters must make a skill check for each question they grill for. If the skill check passes, the victim must make an MT stat check. For every 10% skill proficiency a character has in this skill, the interrogated victim receives a -2 modifier to his MT stat check. If he fails his stat check he must talk, revealing all information asked for. A skill check is needed for each individual question. If torture techniques are used, the character receives a -3 modifier (per 10% skill proficiency) to his MT check, unless the character has the skill of Endure Pain (he then receives no modifiers). A failed skill check or a passed MT stat check results in a character who is unwilling to talk.

Medical

Skill Point Cost (25)
Associated Stat: KN
Characters with this skill have received training in basic medicine and surgery. They also know all forms of firstaid including CPR and other such techniques. Characters with this skill are able to mend broken bones, make tourniquets to stop bleeding, administer medicine for pain and healing, remove bullets from wounds, stop infections, amputate limbs, use all sorts of medical equipment, etc. They have further been trained to handle all types of medical situations while under fire and in the heat of the battlefield. Characters with this skill are able to improvise medical equipment if needed, by using boards to make a cast, leaves for bandages, etc. They can even perform minor surgeries using little more than their standard-issue combat knife if needed (for such things as bullet extraction). A skill check should be made only when the GM deems the medical task complicated or life-threatening. No skill check should be required for simple procedures.

Mind Block

Skill Point Cost (35)
Associated Stat: MT
Because it has come to light that certain aliens possess the powers of mind control, MerCore has recently added the Mind Exercising training course which this skill is a part of. Characters with this skill have been trained to resist the thoughts and wills of those probing their minds (both psyonically and electronically) and to block all attempts at getting into their minds. Furthermore, this skill allows characters to "blank" their minds; that is, clearing their minds of all thoughts. On a successful skill check, the character receives a +5 bonus to his MT stat check versus all forms of mind control, mind reading and mind probing, including resisting interrogation.

Move Silently

Skill Point Cost (20)
Associated Stat: AG
Characters with this skill have been trained in how to move silently across the battlefield and how to make minimal noise while walking and swimming. Among the training received is how to walk through leaves, sand, on squeaky floors, metal grating, stairs, etc. Though the character can only move at a "Sneaking" speed (approx. 1/3 his SPD stat), he will make little to no noise while doing so. A skill check should be made every round while moving upon difficult terrain (terrain that could potentially make a lot of noise). A failed check could result in alerting the enemy to your position.

Operate Remote Vehicles

Skill Point Cost (25)
Associated Stat: L
Characters with this skill have been trained in the operation of remote vehicles. These hi-tech pieces of equipment include unmanned air and sea craft, bomb diffusing robots and spy craft. These vehicles are very complex and require great skill in their use and control. Characters who do not have this skill cannot operate these types of vehicles with any success. A skill check should be required whenever the character needs to do a delicate operation with the ROV (Remote Operated Vehicle), such as defusing a bomb, moving the vehicle up a flight of stairs or flying a plane through turbulent air or water. A failed skill check may result in the loss of the vehicle.

Pilot Planes, Sea Craft and Walkers

Skill Point Cost (35)
Associated Stat: L
Characters with this skill have been taught to fly and pilot small airplanes and seacraft. They have also been taught to pilot very small walkers. Their training does not encompass jet fighters, airliners or other military and heavy air / sea craft or large walkers. The training for this skill only focuses on piloting small, single-pilot vehicles. Characters with this skill can competently takeoff, fly and land all manner of small air / sea craft. A skill check should be required in rough weather or during emergency landings and maneuvers. Only Pilot-type characters are able to fly air / sea fighters and other large air / sea craft. Only Pilot-type characters can operate large Walkers.

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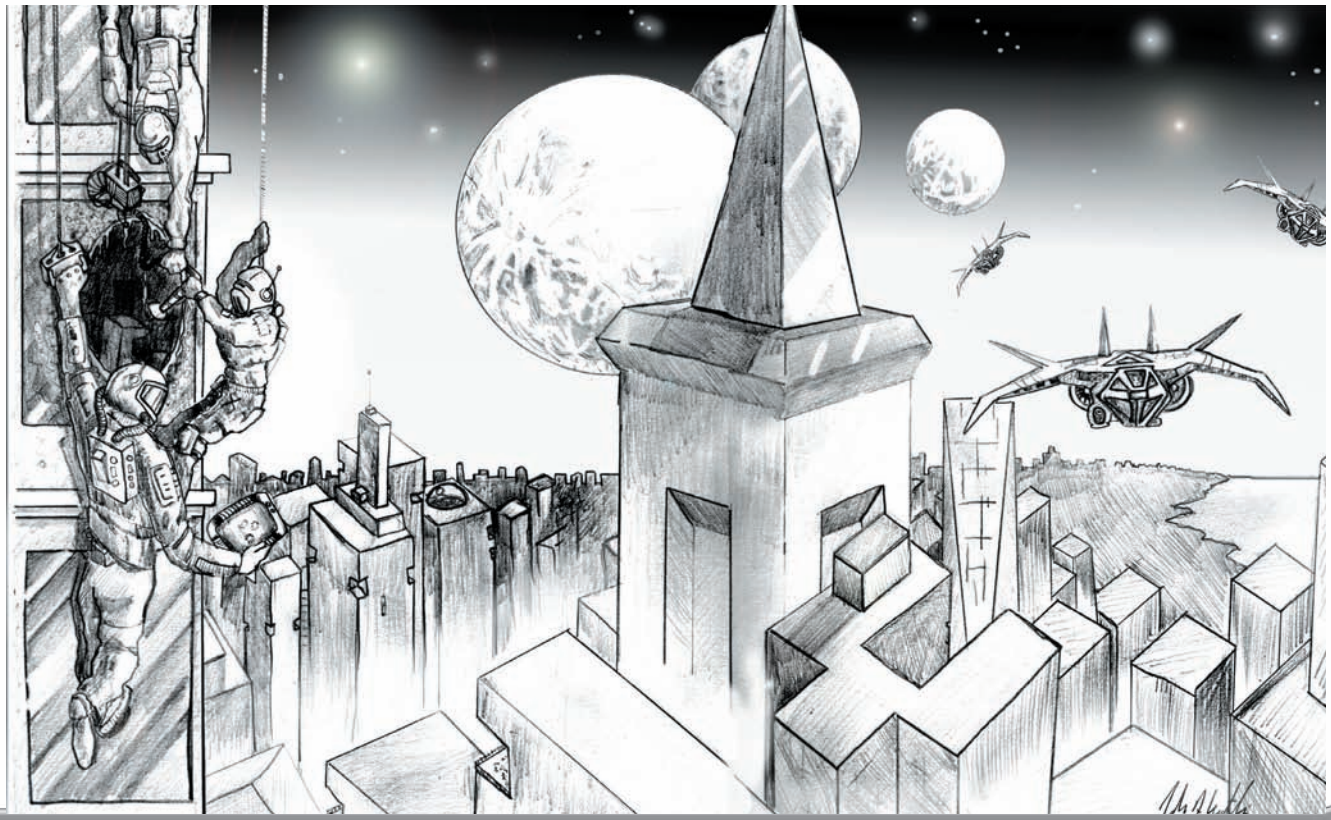
Pilot Spacecraft
Skill Point Cost (57)
Associated Stat: L
Characters with this skill are able to pilot and fly all manner of small spacecraft including shuttles and small transports. This training does not include large spacecraft or space fighters, which only Pilot-type characters may fly.

Public Relations
Skill Point Cost (25)
Associated Stat: L
Characters with this skill have undergone PR training. They have been taught to deal with a skeptical or sometimes angry public in a manner that is both diplomatic and assuring. Characters with this skill are able to prepare speeches and public conferences that will calm, reassure and better the public's opinion. Furthermore, characters with this skill have been trained in how to act and talk when appearing on television and how to "dance around" certain questions without upsetting anybody. They have been trained to deal with news reporters and television crews as well as angry or terrified mobs of protestors. A skill check should be rolled after the character gives his speech or appears publicly. A successful skill check should result in the character gaining public opinion in some favorable manner.

Resist Drugs
Skill Point Cost (30)
Associated Stat: MT
Characters who obtain this skill have undergone a process of drug desensitization. Their bodies have been subjected to small amounts of drugs and poisons in an effort to "immunize" them against larger, more potentially deadly doses. Although characters with this skill are not immune to the effects of drugs and poisons, it does take a much larger dose to affect them. For example, a tranquilizer shot that would put most people down will only slow the character with this skill; A dose of "truth serum" that would get most men talking will not phase this character. It takes 2-3 times the regular dose of all common drugs and poisons to effect the character with this skill. On a successful skill check, the drug administered to the character will either not take effect or will have only a mild effect (GM's discretion); for poisons, a passed skill check allows the character to suffer only one-half to one-quarter the typical damage / effect of the poison (GM's discretion).

Scale Walls
Skill Point Cost (20)
Associated Stat: AG
Characters with this skill have been trained to scale walls and climb ropes quickly and efficiently. Characters with this skill have also been trained to climb certain types of walls (such as



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brick) without the need of any type of rope so long as there are sufficient hand-holds. Also covered by this skill is the art of rock and mountain climbing. Although just about any character can climb a rope or scale a wall given the proper equipment, characters with this skill can do so at the same speed as their SPD stat, which is about twice as quickly as a typical character. They have also been trained to do so while wearing their gear and heavy body armors.

Set Traps

Skill Point Cost (25)
Associated Stat: KN
Characters with this skill have been taught how to rig booby-traps. They know how to run tripwires effectively and are able to conceal their traps well. Using a standard grenade and a piece of fishing line, the character can set a deadly trap. Among their training: how to rig doors and drawers with traps, how to rig guns and grenades to go off with a tripwire, how to set non-deadly traps, etc. A failed skill check may result in a failed trap.

Speak Additional Languages

Skill Point Cost (35)
Associated Stat: KN
Characters can learn to speak and understand a variety of languages such as Ornan, Andromedian, Lothorian, etc. This includes both speaking and writing the language. The character can learn any number of languages, however only one language is learned per the purchase of this skill. A failed skill check may result in an incoherent conversation or misunderstanding. Proficiency in this skill usually determines how much of a language the character knows, or how much of a sentence he can understand. For example, a character who speaks English at 100% proficiency could fully understand the sentence "Quick, go get me a gun and Medi-Pak!" while a character who has English at only 50% might hear that sentence as "Hurry and shoot that Medi-Pak!" Obviously, being hardly able to speak a language can make for some misunderstandings. It should be noted that each race listed in the *Races* section of this book has a native language, although almost all races living in the Tri-Galaxies can speak English. English is considered the standard language.

Spot Traps and Mines

Skill Point Cost (25)
Associated Stat: L
Characters with this skill have developed a sixth sense for spotting traps and ambushes. Whenever the character enters an area of ambush, or an area where there are mines or traps, the GM should secretly roll a skill check for the character. A failed skill check will result in the character not spotting the trap or ambush. A passed skill check will result in the character getting an uneasy feeling about his immediate environment or being alerted to a potential trap or ambush.

Tracking

Skill Point Cost (25)
Associated Stat: L
Characters with this skill have been trained in how to follow tracks and footprints left on land or seabeds. They can recognize routes taken by those before them by spotting such things as broken sticks or more subtle hints such as rustled leaves or disturbed mud and sand on the seabed. They can follow even the most concealed or weather-worn trails and tracks. In bad weather or high-current waters, the character may suffer as much as a -50% modifier to his skill check. A failed check results in the character losing the trail.

Zero Gravity Training

Skill Point Cost (30)
Associated Stat: E
Characters who have undergone this training have been taught to operate effectively and efficiently in the zero-gravity conditions of outerspace. They have been trained in doing out-of-vehicle space walks as well as operating within a zero-gravity environment—such as those found inside some space stations and shuttles. After having completed their training, characters with this skill are fully ready to head off into the unforgiving conditions of space. Along with the training, characters also gain some valuable other benefits, such as the ability to withstand heavy G-forces and unstable conditions without getting sick. A skill check should only be required when the character is attempting some type of difficult task in a zero-gravity environment, or to resist extreme G-forces without blacking out.

WE Experimental Weaponry

Associated Stat: NA
Skill Point Cost (30)
Level 2: (60)
Level 3: (90)
Level 4: (120)
Level 5: (150)
Characters with this skill have been trained to use experimental weapons with accuracy and competency. Experimental weapons include, but are not limited to, some railguns, laser rifles and certain alien technologies.

WE Flamethrowers and Chemical Weapons

Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of flamethrowers and chemical weapons.

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WE Knives and Hand Weapons

Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently wield all types of knives, daggers and other hand weapons.

WE Machine Guns

Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of heavy machine guns, including anti-tank and anti-vehicle guns.

WE Rifles

Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of rifles including automatics, bolt-action and other types of rifle weapons. This skill does not encompass any type of sniping rifle, however.

WE Rocket Launchers and Torpedoes

Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of heavy artillery weapons such as bazookas and rocket / torpedo launchers.

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WE Shotguns
Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of shotguns.

WE Small Arms and Handguns
Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of small arms including pistols, revolvers and like weapons.

WE Sniping Rifles
Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of sniping rifles and guns.

WE Submachine Guns
Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of submachine guns.

WE Thrown Weapons, Grenades and Bombs
Associated Stat: NA
Skill Point Cost (20)
Level 2: (40)
Level 3: (60)
Level 4: (80)
Level 5: (100)
Characters with this skill are able to competently and accurately use all manner of grenades, smoke grenades and other explosive devices including bombs.

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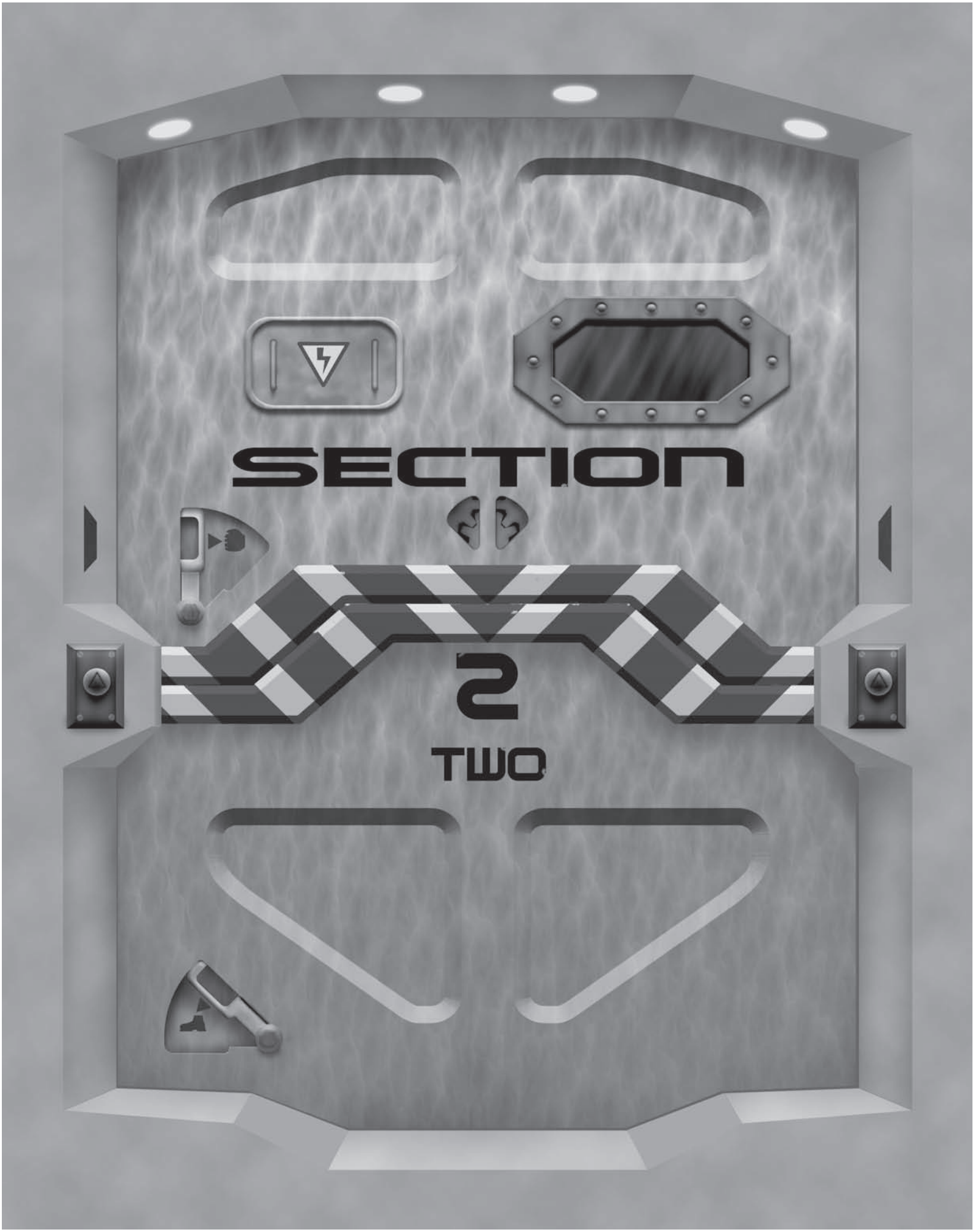

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RACES

The first step to creating your characters—both Executive, FTM and Pilot—is choosing a *Race.* In the Tri-Galaxies, there are many different planets, including Orna, and the remains of the Human race who live scattered amongst the planets. This gives a huge amount of different species of intelligent beings. However, in this book you will only learn about the six major races of the Tri-Galaxies. While there are probably hundreds of other races, these six make up more than 80% of the Tri-Galaxies. Cyborgs are also detailed in this section, although their status as a "race" is still in debate.

In *Perfect Blue*, players get to play as three types of characters: Executive, Field-Team and Pilot. For each type of character, the player must begin building him by choosing a race that he'd like to be. While players can choose *any* race for their FTMs and Pilots, *Executive Characters must be Ornan.* This is a policy put in place by Majestic Blue to help ensure the integrity of the Perfect Blue operation.

But these races are not only included for the players. The GM will also use these races for his NPC characters. While most Ornans are loyal to planet Orna and the Perfect Blue operation, some of them and most of the other races are indifferent, unconcerned and unsympathetic to the Ornan's situation. Most races in the Tri-Galaxies are even hostile toward the Ornans. This is because of Triaxy Mining's great political and economic power. Many people are too afraid to speak out or act out against the Triaxy Corporation. However, there are some races who are sympathetic toward planet Orna and the plight of its people. And Triaxy also has some powerful enemies (such as their competition). In fact, even some Andromedians are sympathetic to the Ornans (although these are few and far between). This makes for endless possibilities for characters—both player and NPC—of any race.

In this section you will learn about the major races of the Tri-Galaxies, as well as the Ornans. With each race you will find a descriptive text about the race and learn a little about the race's history, home planet and how the "typical" person of that race feels about the Ornans. Most players will probably want to play Ornan characters—after all, *Perfect Blue* is all about the liberation of their planet! However, players can also be any of the other races for their FTM and Pilot characters. After all, even the races generally hostile toward the Ornan people will have a few who are sympathetic and will want to help them fight their war.

The races to choose from are as follows:

1. Ornan
2. Andromedian
3. Human
4. Trikosi
5. Vornite
6. Lothorian
7. Cyborg (also called Androids)

On the following pages you will find a complete listing for each race. All races are listed with the following information:

Description
A description of the race in general.

Native Planet
A little about the race's home planet.

History
A little background information about the race's history and where they are going.

Special Traits
Any special powers, abilities or interesting facts.

Stats
Each race is listed with a stat table. Within this table you will see any stat modifiers received by that particular race. ***Hit-Points listed in this table reflect how many additional HPs that race receives when he levels-up in his character class. Hit-Points are listed with two categories: Critical and Standard.*** This reflects how many of each type of HPs the character receives upon advancing level in his character class.

Average Height and Weight
This is the average height and weight of that particular race.

Night Vision
While most races, such as Humans, are practically blind in the darkness, some races can actually see quite well in it. Night Vision is how far the race can see in darkness without the help of outside equipment or lighting.

Languages
These are the languages spoken by the race, in general. All races can speak both English and their home planet's native language.

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ORNANS

Description

Ornans are the native inhabitants of planet Orna. Evolving from mammalian ancestors, they resemble Humans in many ways. Their skeletal structure and surrounding musculature is very much the same as a Human's would be. They have four digits and an opposable thumb on each hand, which allows for great dexterity. Most Ornans are a very pale shade of blue, but some are a dark, bluish-black color. Although there are many skin hues in between these two, pale and dark blue complexions are most common. The eye-color of the typical Ornan is blue, but green, black and even shades of red are not rare in the population. Ornan hair is also predominantly blue or black in color and has a silky sheen, but like the eyes, it can be pale brown, green, or red.

Like Humans, Ornan faces are incredibly expressive. They have fully formed chins, cheekbones and foreheads, much like Human skulls. They have wider teeth than Humans do, and have only 22 teeth inside their mouths. On average they have fairly small noses that are slightly upturned at the ends, and their sense of smell is quite acute. Their ears are on the sides of their heads, and look much like Human ears, except that they are generally a little larger in proportion to the head.

Internally, Ornans differ far more from Humans. The Ornan stomach is about half the size of a Human's, so consequently they eat much less than a typical Human would at a meal. Because of the small stomach and their high metabolic rate, obesity is very rare amongst them. Usually only the rich have a substantial belly, and socially it is a sign of affluence.

The Ornan heart is four-chambered like a Human's, but it is located on the right side of the chest, and pumps red blood throughout their bodies with a slightly quicker pulse than a Human's. The Ornan brain is quite unique, as it contains the only known regenerating brain cells of any race in the galaxy. Psionics are rare amongst the Ornan population, but there have been many proven cases over the years. It is speculated that the regenerating brain cells are the cause of this phenomena. An experiment at Basica National University (before the coming of Triaxy) showed that a great number of brain cells were killed when a telepathic Ornan used her mental powers. Within fifteen minutes of the subject's demonstration however, new cells were already forming in the brain.

Because of this phenomena, Ornans regenerate their psyonic powers very rapidly and do not require as long a "down time" as other psyonic races do. However, only a small percentage of the population has ever shown psyonic potential, and they had to train years in order to make it an effective tool. But even with years of training and practice, most Ornan psyonics are probably no match for an Andromedian.

Native Planet

The Ornans hail from the planet Orna in the distant Quorophant galaxy. They are the most recently discovered race according to Union and Trade Association records. Their planet is incredibly rich in Itosium—the wonder mineral that powers entire galaxies. Besides Itosium, Orna is also rich in natural beauty. About 70% to 80% of the world's surface is covered

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with ocean, leaving few great landmasses. There are a few island groupings throughout the world, the largest being the Arkatusian Isles and the Neo-Basica Islands. Other significant landmasses include Trinasa, a peninsula jutting down from the polar icecap in the North, and Norbasica, which extends from the Southern polar cap.

The largest continent is Terramatta, which is connected to the Arkatusian sub-continent. All of Terramatta lies North of the equatorial divide. Its climate is generally mild, although storms along the coasts can sometimes get fierce. Winter in Terramatta occurs during the Earth Standard months of December to February, and are quite dangerous to the unprepared. Terramatta has an average winter temperature of 35 degrees below zero. Most of the central regions in Terramatta become icebound and few Ornans travel during the winter.

There are several huge supercities on Terramatta, which house millions of Ornans. Supercities such as Tiana, and Terramassu are sprawled over the land, rising up as much as they spread out. Since the coming of Triaxy however, Terramassu has been transformed into a Triaxy pleasure city, and Tiana has been made a "model city" by Triaxy.

Terramassu, given that it was very close to major Itosium deposits, was deemed a perfect location for Triaxy employees to live. Triaxy transformed it from a cultural Ornan city into a gaudy urban sprawl of casinos, neon lights and towering office complexes. Here Triaxy employees live lavish lives while Ornans work only as slaves. Tiana hasn't changed much physically since the Triaxy takeover, but the eyes of the Ornan citizens tell a different tale. Tiana is what Triaxy shows to visiting dignitaries who come to inspect Orna. Failure to cooperate with the Triaxy representatives means death. At night the streets are patrolled by nightmarish creatures called Enforcers, rumored to be Triaxy experiments.

Arkatasia was the Southern supercity on Arkatusa, while its sister city, Arkane, lay in the North. Between the two of them they held more than 65% of the total Arkatusian population. Arkatasia was a city of museums and universities. Within the libraries, any and all information was at hand for researchers. It was also the city where nearly all cutting edge research was conducted. If not for the design engineers of Arkatasia, the supercity Arkane would never have been built. Arkatasia also had many firms and companies headquartered there, making it one of the busiest business cities in all of Orna.

Arkane was considered a technological marvel, and was nicknamed the "Big Engine" by many Ornans. Designed by engineers and architects from Arkatasia, it was one of the marvels of the modern Ornan world. The whole city was a vast network of processing and manufacturing plants, running on unrefined Itosium. Much of the manufactured goods throughout Orna were made in Arkane. Considered a marvel of engineering and ingenuity, the architects of the city seamlessly mixed living space with working space. Some workers even lived in the areas that they were responsible, with beds and chairs hidden behind walls or under floors until nighttime when a flick of a switch would reveal them. Arkane was also a remarkably clean city, since unrefined Itosium emits no harmful radiation, chemicals or gases. Any pollution that was produced was carefully monitored and disposed of.

Sadly these two cities also changed drastically when Triaxy took over. Arkatasia became a re-education center for many Ornans. Through techniques that are only marginally less terrible than actual torture, Ornans are forced to bow before the corporate and military might of Triaxy. Many Ornans who live in this city have a haunted, beaten look about them, for they are the "re-educated" members of society. Within Arkatasia, suicide is the number one cause of death amongst the Ornans.

Arkane has seen great change as well. When Triaxy came in, they saw the groundwork for a perfectly good processing facility had already been set up. All they needed to do was to get rid of all the inefficient Ornan machinery, and the Ornans as well. Much of the city was razed, only to be rebuilt in a monstrous parody of its former self. Arkane (what's left of it) now spews pollution and toxins into the air, sea, and land around it. For miles, the black water stretches, and no ocean life can live there now. The skies constantly weep acidic rain that destroys the soil all around.

Finally, there is the continent of Basica, considered by many to be the greatest of all the continents. Possessing a greater population than the other two continents, Basica is also richest in resources. Nearby in the ocean depths, the Basica Abysmal Plane is the largest source of new Itosium on the planet. Lying in the Southern Hemisphere, Basica is also warm for the better part of the year. Basica is a mountainous country, and there are many mines extending into the roots of the mountains. Although not as important as the Deep-Sea CryAg mines, the mountains provide many essential elements.

The supercity of Mohab was the central seat of government for the entire planet. Within the city, great governmental buildings towered above the rest. Huge, beautifully landscaped parks and gardens were everywhere to be enjoyed by all. The largest university, Basica National, was located within Mohab, and only the finest were considered to be admitted. Another place of interest in Mohab was the Ornan National Zoo, which had nearly every single Ornan animal exhibited. All of Mohab's greatness centered on one thing however: the People's Parliament Building. A massive structure of green stone, it was here that the Ornan government ran their planet when they converted to a one-world system. Since the coming of Triaxy, and the takeover of the government, the capital has been moved to the newly built Triaxy City. The fate of Mohab is sad, for this noble and dignified city has become a bombed-out ruin where Ornans must battle each other, Triaxy, and hunger just to stay alive.

Triaxy City holds the planetary corporate offices for the Triaxy Mining Corporation. It is the most heavily defended place on the entire planet. From here, all decisions are made by a Corporate Governor and his staff. It also houses the lar-

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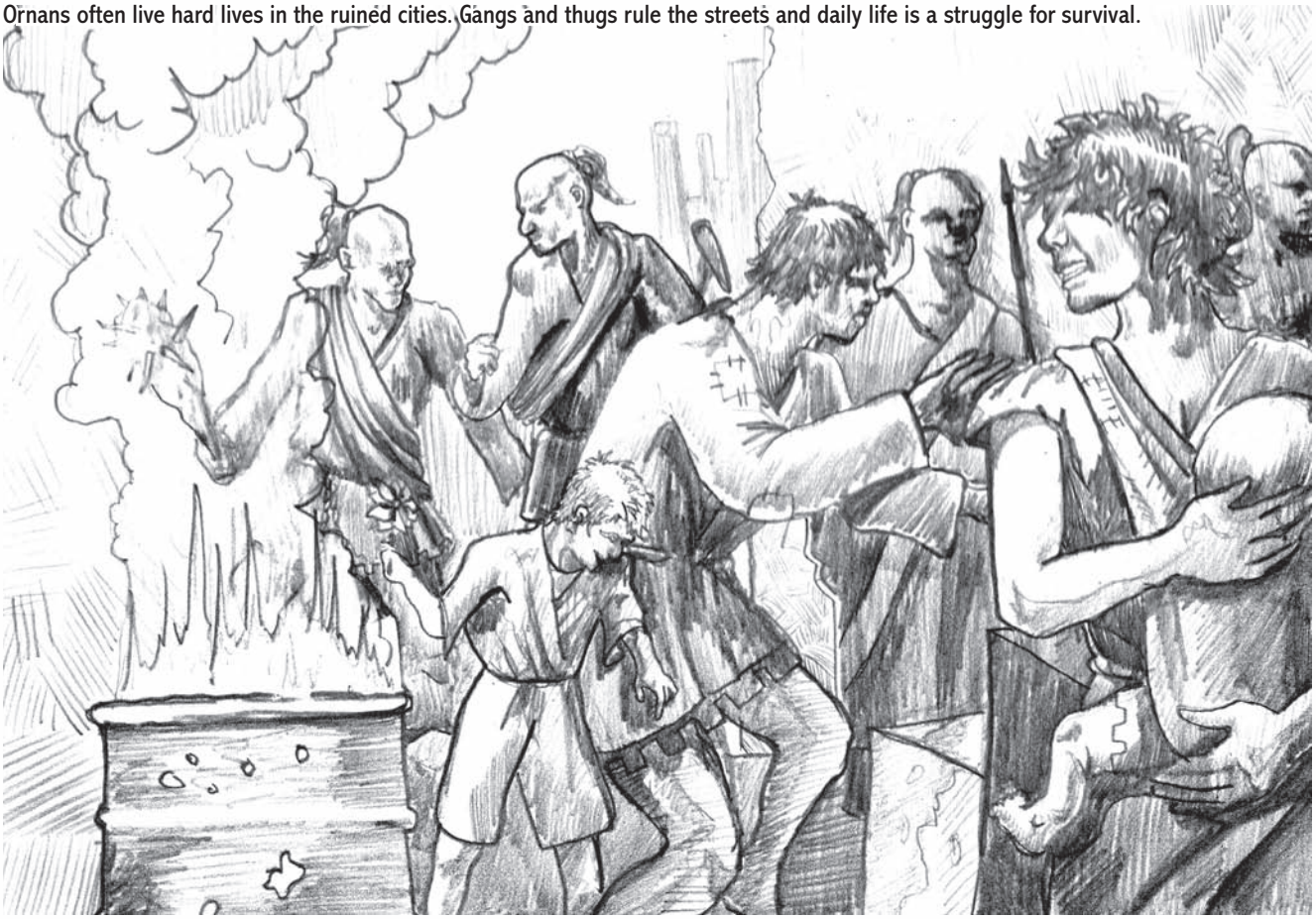
Ornans often live hard lives in the ruined cities. Gangs and thugs rule the streets and daily life is a struggle for survival.



gest amount of employees on the planet. There is living space for 3,000,000 Triaxy employees and also quarters for another 1,000,000 Triaxy Security troops. Triaxy City also has full-size launching bays capable of holding capital ships, and numerous hangars for security and utility craft. Ornans are not even allowed inside the city unless they have a special pass—a pass which must be applied for three months before the visit, and contains an appointment time, and a Triaxy escort. Of course, the exceptions to this rule are the Ornan slaves who work here for Triaxy.

History

Orna has a rich and extensive history which parallels Human history in many ways. Their planet has seen a prehistoric age where dinosaurs roamed the planet, the coming of the first primitive Ornan people, the rise of their metal ages and onward to a medieval renaissance. All of this is obviously too much to be described and is irrelevant to this book. However, it should be noted that the Ornans, much like the Humans, always struggled to make better lives for themselves and improve the quality of life and diplomacy on their planet. They were engineers and builders by nature and quickly rose to a modern civilization.

As of the coming of Triaxy, Ornan technology was comparable to that of the Humans at the beginning of the 21st century. In some areas, such as sea technology, they were much more technologically advanced. The Ornans always adored their seas and oceans and poured much of their research and engineering efforts into it. Hence, they were able to design and build their Atlantean Cities—the most hi-tech and wondrous cities in the entire universe. Luckily, these cities are still hidden from Triaxy and are the last remaining remnants of how the Ornans used to live.

But in other areas of technology—such as their air and spacecraft—the Ornans were far behind the Human technology of the day. The arrival of Triaxy Mining has been a great help in advancing all areas of Ornan science. They managed to grasp the concepts of much of the technology, despite the fact that it was years ahead of their current level of design and research. Already, Ornans have adapted many things for their use after reverse-engineering the alien items. Most importantly, the Ornans were able to quickly adopt new space and military technologies and today they are able to design many of these marvels themselves. Triaxy has tried to halt the sale of advanced technologies to the Ornans, but there is now a large black market in operation which can secure almost anything for the right price.

For more information on the Ornans and recent Ornan history, see the *World Guide* section of this book.

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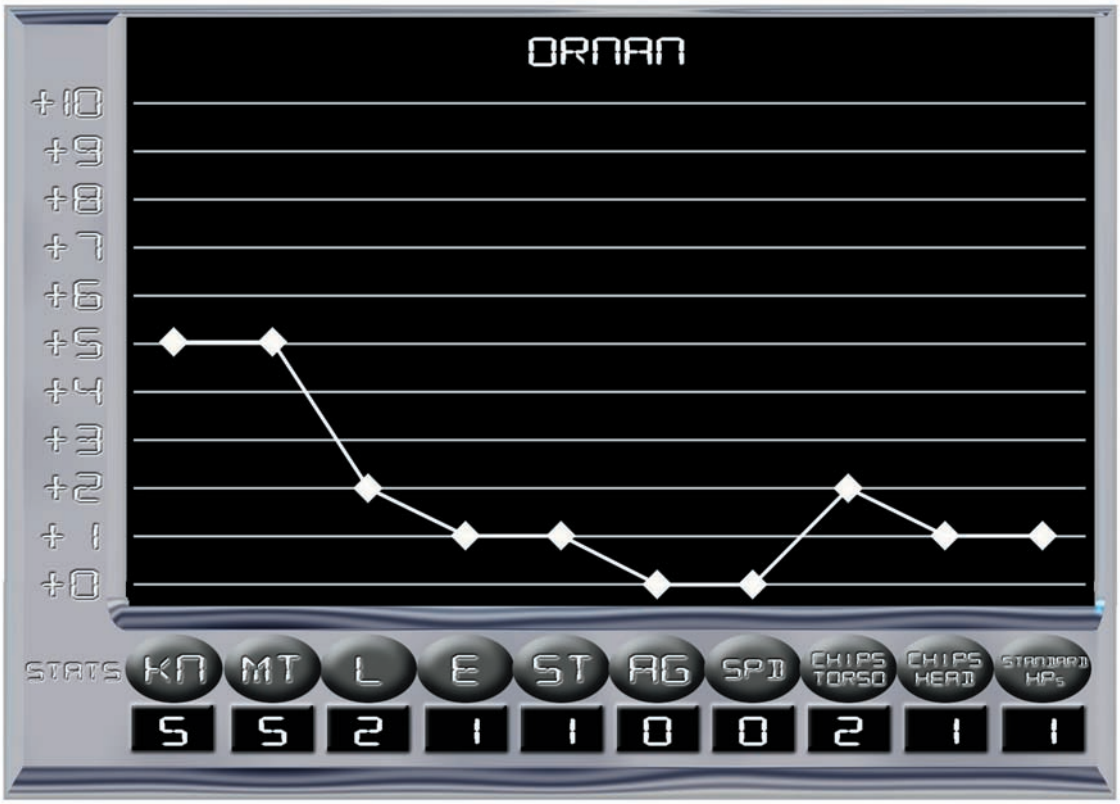

Special Traits

Ornans are comparable to Humans in most respects. Some have the ability to use psyonic powers, although these Ornans are rare. But because of their ability to regenerate brain cells, Ornans are able to regain their PEP points (see *Psyonics* section) twice as quickly as other races. Ornans are all mentally tough, even if they are not psyonic.

Average Height and Weight: 5.9 ft, 160 lbs.

Night Vision: None

Languages: English, Ornan

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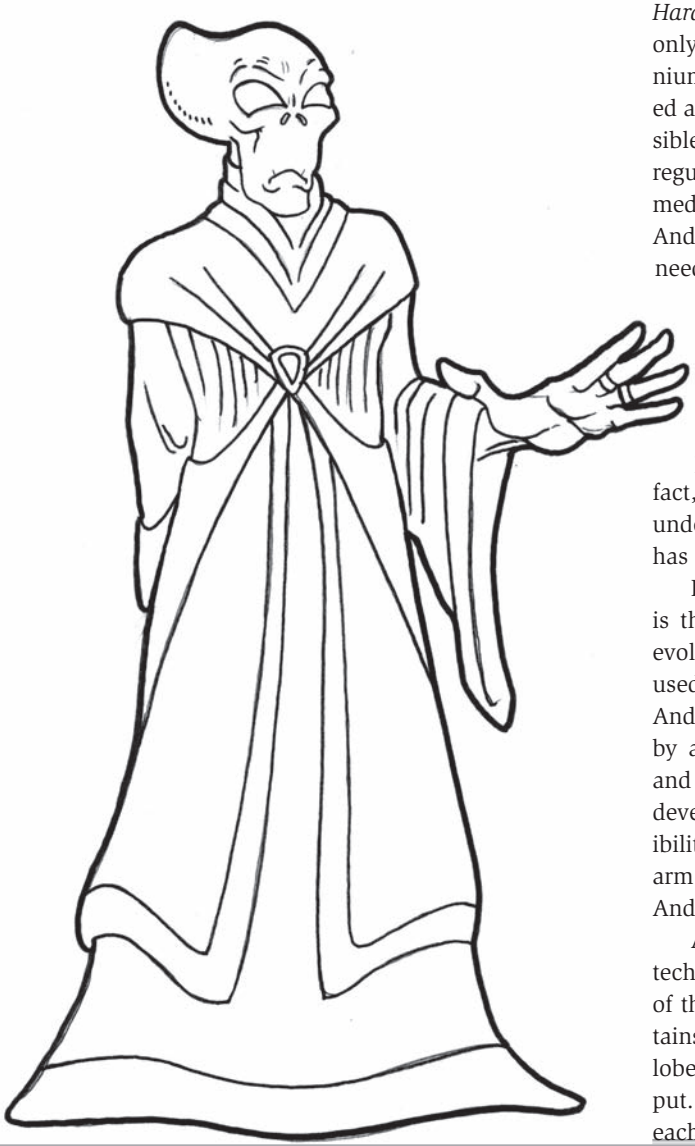
ANDROMEDIANS

Description

The Andromedians come from the Andromeda galaxy which is the closest to where Earth once laid in the Milky Way. They are a tall, skinny race, completely hairless, with large, ovular heads and big, silver eyes with no pupils. The eyes of the Andromedians are adapted to see in the ultraviolet wavelengths of light, and they are all but blind to the color red. Andromedians make up for this with high-tech filters that they place over their eyes which can allow them to see infrared and even in the normal spectrum of light.

They have only six teeth inside their small, lipless mouths: three teeth on the bottom jaw and three on the top. All are molars except for the central upper tooth, which is a wide and sharp incisor. The Andromedians have two holes on either side of their head which act like ears. Compared to other races, their hearing is very poor and they cannot even hear their name being shouted from 100-feet away. Their nose is nothing more than two small slits between their eyes, and belies their acute sense of smell. Their olfactory organ has nearly 100-times more sensory nerves than even a bloodhound, and an Andromedian can usually tell who is behind them just by the smell of the person. Their skin has a waxy appearance and is usually a color of pale yellow, gray or tan. Despite their height, they are light and weak compared to the other races of the universe. On planets with gravity similar to Earth's, the typical Andromedian only weighs around 130 pounds.



Perhaps the most evolved of all races, the Andromedians are millions of years older than even the Humans. Developing in isolation, they reached the pinnacle of evolution almost a million years ago. Since then, they have not developed any further. Despite this million-year stagnation, they are still far more advanced than the other races of the galaxy and have used technology to push their evolution even further (see *Bio-Hardpoint Technology*, below). Andromedians are also the only known race to possess a five-lobed brain. Within the cranium itself there are four lobes, with the fifth lobe being located at the base of the spinal column. The spinal lobe is responsible for the control of basic motor function and also serves to regulate the heart rate, blood flow and breathing of the Andromedian. Severe trauma to this lobe will almost always kill the Andromedian, and lesser damage will cause paralysis and the need to function on life support.

It is because of this weakness that all Andromedians who leave the home planet must have surgically implanted armor placed into their lower back. An Andromedian who has traveled off planet can be recognized by two metal holes in their lower back, which are actually hardpoints for additional modular armor to be attached. In fact, most Andromedians who travel the stars have voluntarily undergone surgery to avail themselves of the technology that has made their race a superpower.

Perhaps the Andromedians' greatest military achievement is the creation of this bio-hardpoint system. Where natural evolution has come to stagnation, the Andromedians have used technology to artificially evolve. In effect, the body of the Andromedian is fitted with openings, connected to the brain by an artificial nervous system. These openings can accept and operate any piece of modular armor or weapon system developed as all connections are universal to ensure compatibility. Figure 5.0 shows how an Andromedian soldier might arm himself; Fig. 5.2 shows actual Bio-Hardpoint inputs on an Andromedian's body.

Although other races have tried to copy this bio-hardpoint technology, they have not had any success. The unique brain of the Andromedian is the reason why. The upper brain contains four lobes: two in front and two behind. The two frontal lobes control higher reasoning and also interpret sensory input. What is unique is that the two lobes are carbon copies of each other. It is speculated that the two lobes act as failsafes

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for each other in the event that one lobe might be damaged. Having two lobes is what makes bio-hardpoint technology so easy to use for the Andromedians. They only have to wire the artificial nervous system to one lobe, while the other lobe handles the normal functions of the mind.

What sets the Andromedians apart even more from the other races is their unique back lobes. They are unlike anything ever seen in any other races' brains. In most Andromedians, the two back lobes are small and perform no noticeable operations. In a small percentage of the population however, these lobes grant the Andromedians amazing power. These two lobes control the psyonic ability that makes the Andromedians so dangerous. Andromedians who have psyonic skill have enlarged lobes in the back of their head (see Fig. 5.3). It has been documented that Andromedians who display telepathic prowess always have an enlarged left rear lobe. These telepathic powers include empathy, mind reading, mental domination and the ability to cause people to feel emotions such as panic and fear.

On the other hand, Andromedians who display a range of telekinetic powers have a large right rear lobe. Their powers include physical manipulation of objects and pyrokinesis. The lobes of psyonic Andromedians often grow so large that they cause the cranium to become distended and enlarged. Andromedians are almost always either telekinetic or telepathic, and the corresponding lobe is enlarged so that their heads look almost lopsided. Very few Andromedians are both telepathic and telekinetic and have both lobes enlarged. The select few that do are usually amongst the highest ranks of the government and military of Andromeda. It should be noted that psyonic Andromedians are unable to be fitted with bio-hardpoint implants. For some reason, the implants and artificial nerves interfere with the use of the psyonic powers. Experiments to fit these psyonics with bio-hardpoint tech has always ended in death, as the brain of the psyonic Andromedian burns out both the artificial and real nervous systems and causes massive hemorrhaging in the brain.

The Andromedians are, by nature, an arrogant, greedy and biased people. They do not openly allow other races to inhabit their world and view themselves as the supreme race. This cultural vanity is the result of the millions of years they spent completely isolated from other sentient life. When they managed to explore other solar systems, they were shocked at the primitive people they encountered. The discovery that they were not alone in the universe threw the Andromedians into a general panic, and to this day they are very xenophobic.

The greed of the Andromedians is legendary. Besides considering other races inferior to themselves, they are also incredibly jealous of any race that has something that they do not. The discovery of CryAg by the Humans is still a sore point with them. Throughout galactic history, the Andromedians have been willing and ruthless in obtaining what they want from other people. As the most ancient of all the races, the Andromedians feel little more than contempt and scorn for their galactic peers.

Native Planet

The Andromedians hail from their native planet Andromeda in the Andromeda galaxy, but can also be found on the nearby planets of Solarus and Polarus in the same galaxy. Upon these planets the Andromedians have built fantastic cities using some of the most advanced technologies in the known universe. Of all the races, the Andromedians have the most civilized culture and have eradicated poverty from their world. They live under a regime that closely resembles old Earth Communism.

Despite their great advances in all other areas, politically they are near barbaric. It is because of their extreme xenophobia that they have not yet progressed to a more democratic form of government. The government of the Andromedian race is pervasive and always present in the life of the normal

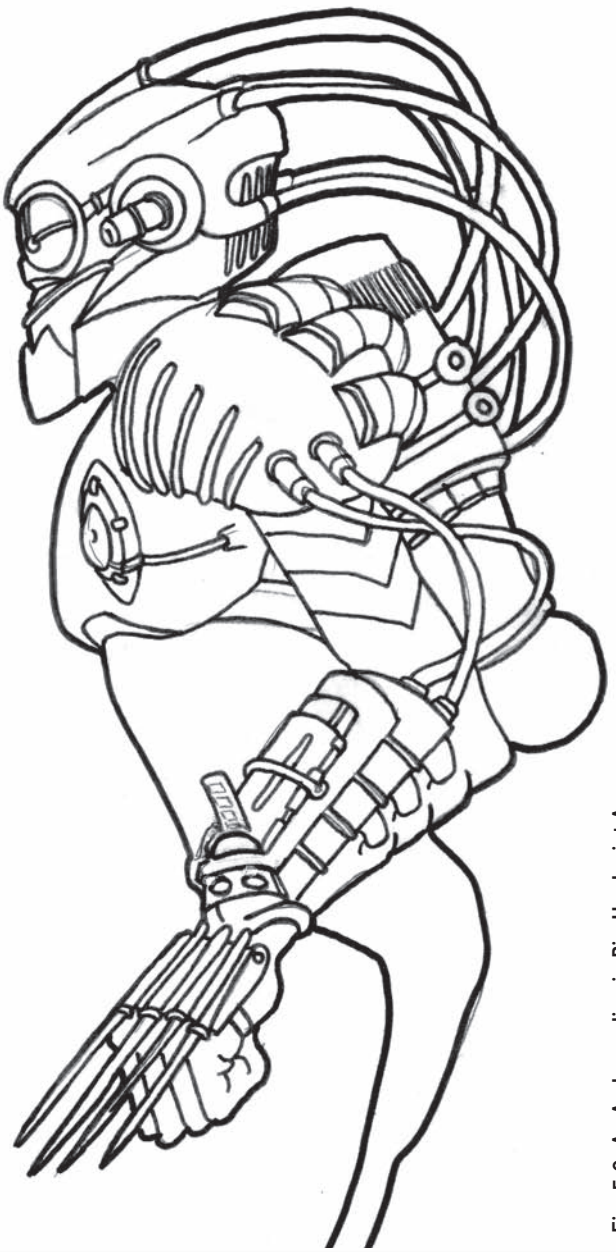

Fig. 5.0: An Andromedian in Bio-Hardpoint Armor

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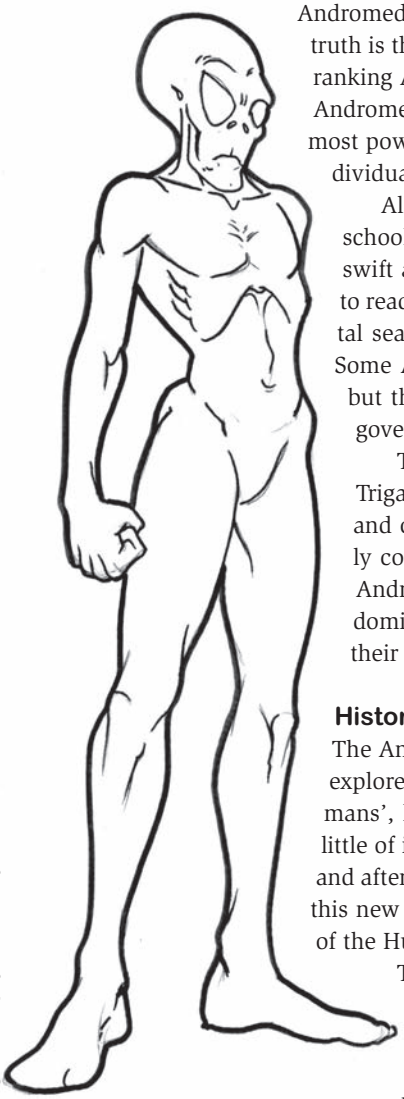

Fig. 5.1: This Andromedian has "typical" brain lobes as evidenced by his rounded skull. He would not possess hightened psyonic ability.

Andromedian. Although all are supposed to be equally represented by the government, the truth is that a select few make all the decisions for the entire race. A committee of ten high-ranking Andromedians dictates all the laws and regulations of the race. Despite this, most Andromedians are content and happy with their government, especially since they are the most powerful and prosperous race in the galaxy. They are more than happy to give up individual freedom for a greater feeling of security.

All entertainment on their planet is government sponsored and approved, and all schools are run by the government. Law enforcement amongst the Andromedians is swift and brutal. The police force is made up almost entirely of telepaths who are able to read the minds of their fellow Andromedians. No crime can be hidden from their mental searches, and even just thinking about committing a crime can be cause for arrest. Some Andromedians have become dissatisfied with the oppression of the government, but their numbers are very few and they have yet to cause any serious trouble to the government.

The Andromedian government is also one of the most powerful members on the Trigalactic Union and Trade Association. Because they have one of the richest planets and control the most powerful technologies, the Andromedians almost single-handedly control the Union. It was on their planet that Triaxy was founded and it is still the Andromedians who control the corporation's assets. The Andromedians seem bent on dominating the universe and work quickly to outdo others. They refuse to share any of their technologies or wealth.

History

The Andromedians were the first people discovered by the Humans when they set out to explore the stars. The Andromedians had technologies far more advanced than the Humans', however they never discovered the powers of the Crystal Aggregate, having very little of it in their own galaxy. It was this gift that the Humans gave to the Andromedians, and after which a shaky friendship was born. While the Andromedians were happy to have this new technology that allowed them to travel far distances with ease, they were jealous of the Humans—who they saw as an inferior race—having discovered it first.

There was also a certain amount of fear towards Humans. After all, the Andromedian race was supposed to be supreme yet it was the lesser race of Humans who unlocked the powers of CryAg. And if the Humans could do that, what else were they capable of? The Andromedians also had their greedy eyes on Mars—a planet which was very rich in the precious CryAg. While nothing has ever been proven, it is speculated that the Andromedians were the cause of the Crystal Aggregate wars long ago. It was also proven that it was the Andromedians who destroyed the Earth. History has shown the Andromedians to be a devious and untrustworthy ally, and many of the other races view them with suspicion. But while the Andromedians control the majority of the Union board, they hold the greatest power in the Tri-Galaxies.

Special Traits

The Andromedians are lacking physically and are perhaps the weakest of all the races. However, their technology, and especially their military tech, makes them more than a match for the other races. The bio-hardpoint system can make an Andromedian stronger than a Lothorian and enable him to pack more weaponry than most starfighters can. The "true psyonic" Andromedians (Andromedians with enlarged brain lobes) are incredibly powerful, even without the ability to use the bio-hardpoint technology, crushing their opponents mentally. No other race can make use of bio-hardpoint tech, and no others are as naturally powerful in psyonics as the Andromedian True Psyonics. For a list of bio-hardpoint equipment commonly used by the Andromedians, see the following pages.

Average Height and Weight: 6.4 ft, 130 lbs.

Night Vision: Can use filters to adjust eyes to infrared spectrums for night vision

Languages: Andromedian, English

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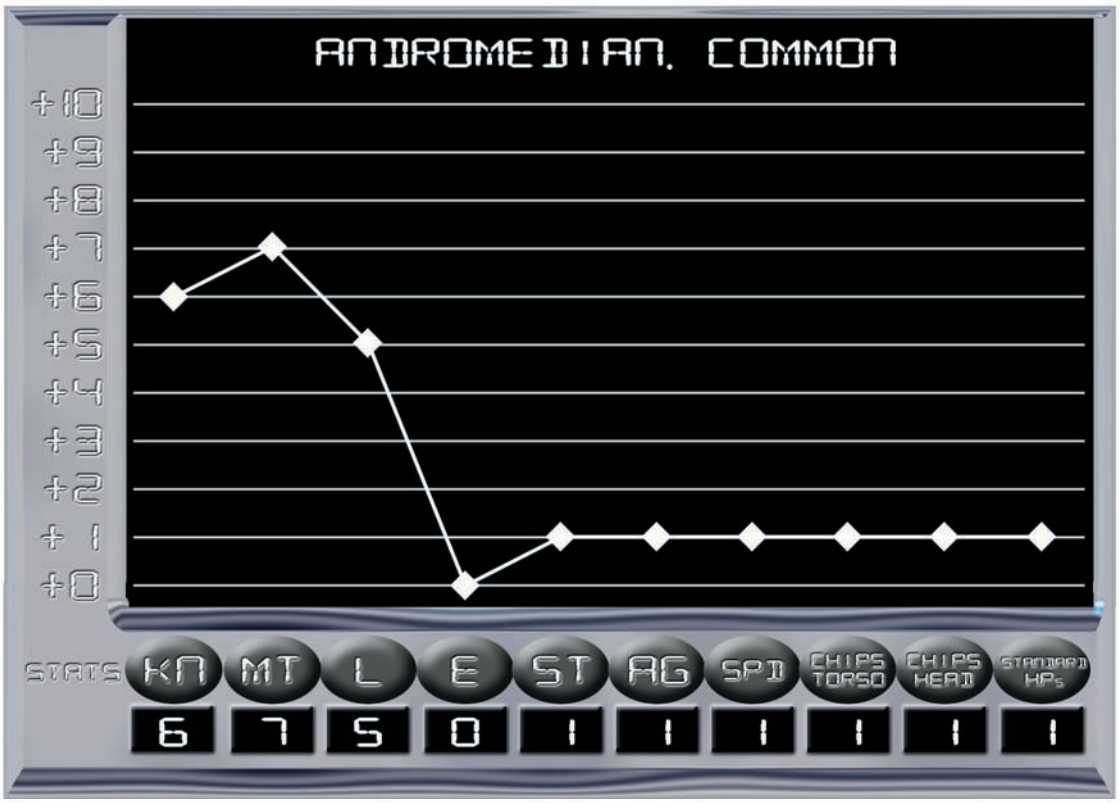

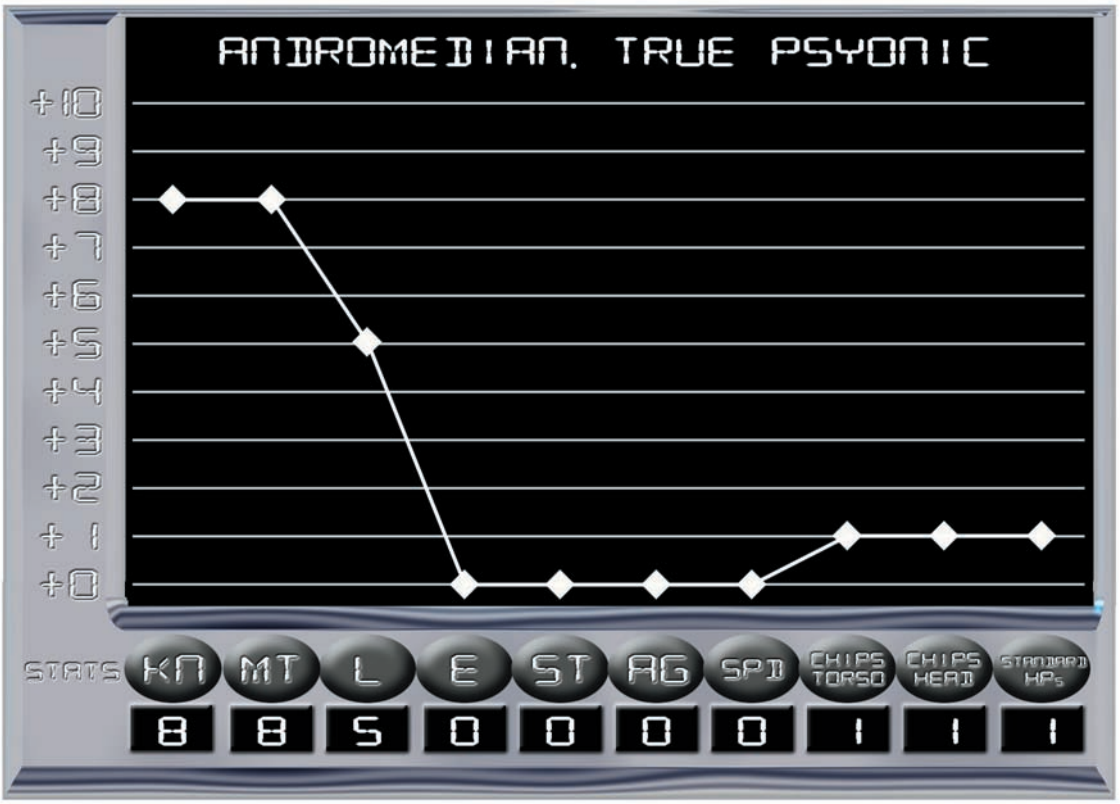

Jason Howard (order #809507)

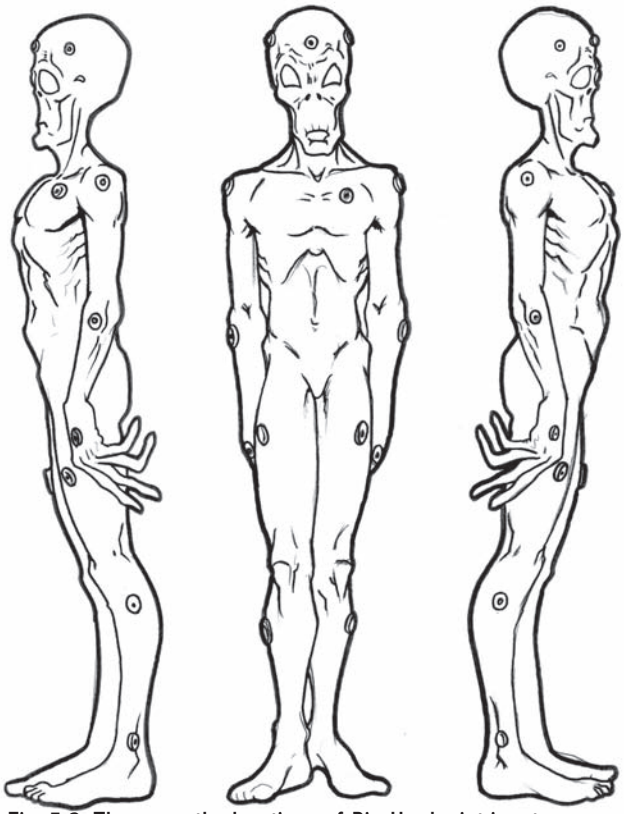

Fig. 5.2: These are the locations of Bio-Hardpoint inputs. Armor, weapons and other devices can be directly plugged into these hardpoints and utilized as if they were a part of the Andromedian's body. This diagram shows the typical way in which Bio-Hardpoint locations are placed on an Andromedian's body, although there can be variations.

Bio-Hardpoint Technology

All Andromedians (with the exception of the "true psyonics") are able to use Bio-Hardpoint technology. More than 80% of all Andromedians are outfitted with bio-hardpoints when they reach maturity. The remaining 20% consist of True Psyonics who cannot make use of the technology, those who are born disfigured, mentally retarded, or those who are deemed "unfit" for military duty. Because all Andromedians are required by Andromedian laws to spend at least five years in the military, bio-hardpoints are required on almost all Andromedians. This has helped the Andromedians create one of the toughest and most technologically advanced militaries in the universe.

Figure 5.2 shows the typical layout of bio-hardpoints as they are placed on the common Andromedian. Those Andromedians who spend more than nine years in the Andromedian military are commonly outfitted with even more hardpoints and more sophisticated technologies.

All hardpoints are directly wired into the Andromedian's nervous system, with some (such as chest and back hardpoints) being wired directly into the Andromedian's heart, lungs and bloodstream. Head hardpoints are wired directly to the brain. This allows the Andromedians to outfit themselves with weapons, armor and computers that act as an extension of their own bodies. Even life-support systems, artificial lungs, hearts and other organs can be plugged into them.

Arm hardpoints are commonly used to outfit Andromedians with weapons such as small missile launchers, guns or other weapons; leg hardpoints typically plug into special boots or "power armor" to increase strength. Head hardpoints can house sophisticated helmets which feed information and weapon scope sights directly into the Andromedian's mind giving him better aim. Back hardpoints can house oxygen and life-support systems and can feed oxygen directly into the bloodstream or even be used to filter and clean blood during chemical and biological attacks. Typically, Andromedian soldiers are outfitted with a suit that integrates all of these aspects. Figure 5.4 illustrates the typical clothing worn beneath Hardpoint Suits.

While the Andromedian government produces 90% of all Bio-Hardpoint gear and strives to control the market, other companies have begun cashing in on the Andromedians' want

Fig. 5.3: This Andromedian has an enlarged brain lobe. Notice his conical head. Andromedians with an enlarged lobe such as this possess very strong psyonic abilities but cannot utilize Bio-Hardpoint technologies.

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of even more powerful and sophisticated technologies. These blackmarket pieces are not always up to standards and can result in the Andromedian frying his nervous system. For this reason, the Andromedian government has outlawed all bio-hardpoint equipment not specifically licensed by them.

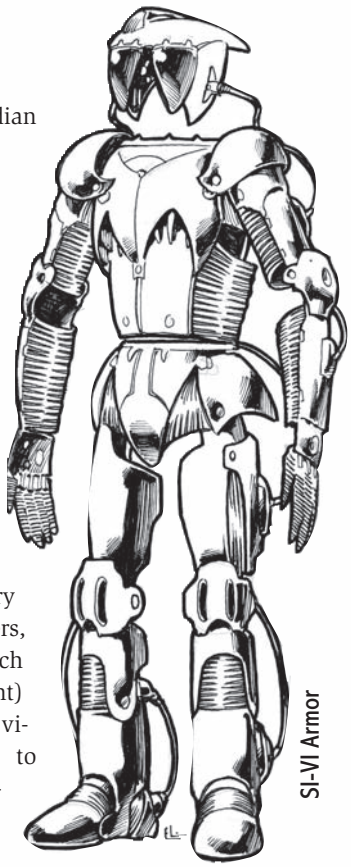
On the following pages you will find a listing of some of the most commonly used Bio-Hardpoint systems and weapons. While there are literally hundreds of different attachments, the following list provides an ample look at what they can attach into themselves.

Fig. 5.4: This Andromedian is ready to arm himself with Bio-Hardpoint armor and weapons. This suit is typically worn beneath Bio-Hardpoint armor.

Hardpoint Full-Suits

The following are typical full-suits—also known as fully-integrated Hardpoint suits. These suits are typically worn by Andromedian soldiers into combat and are by far the most common suits. For more information about these listings, see the *Buyer's Guide*.

SI -VI Hardpoint Suit



SI-VI Armor

Cost: $15,000
Availability: C
Manufacturer: Andromedian Government
EV: 50
AR: -4

The SI-VI (Standard Issue model 6) is the basic body armor and hardpoint suit of the Andromedian military. It is favored for its lightweight design, maneuverability and protection. While it only minimally utilizes the Andromedian's bio-hardpoints (only the helmet and chest plug in), it packs some very high-tech features. For starters, the included helmet (which plugs into the head hardpoint) can switch from standard vision to thermal imaging to nightvision by merely willing it to do so. The visor can also provide a binocular enlargement up to 50x. A port on the back of the armor's backplate has a jack for a specialized weapon scope to plug into which allows the wearer to see the targeting scope within his visor (+5 to hit bonus when used). The chestplate plugs into the chest hardpoint and contains 10 doses of morphine, antibiotic medicine or other injections that can be administered into the bloodstream during combat.

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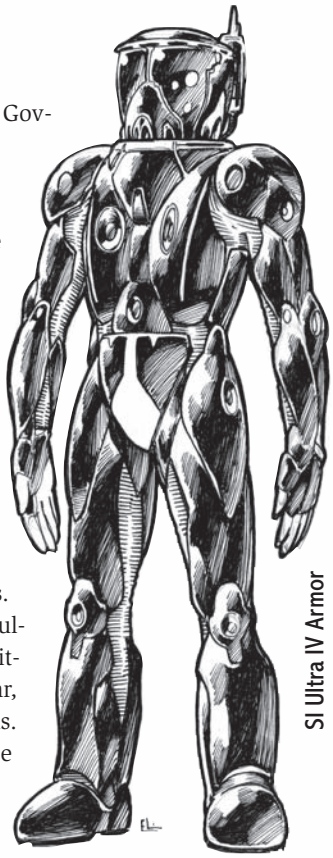
SI Ultra IV

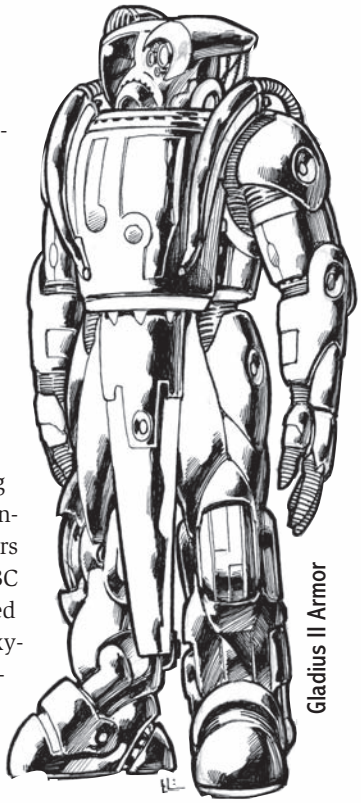
Cost: $35,000
Availability: Ave
Manufacturer: Andromedian Government
EV: 80
AR: -6


SI Ultra IV Armor

The SI Ultra IV (Standard Issue Ultra-Model 4) is an upgraded version of the SI-VI body armor and hardpoint suit. A little heavier, this suit offers great protection from bullets and blasts while still maintaining a high degree of maneuverability (-2 to AG stat while worn). It also fully utilizes bio-hardpoints and comes packed with features. For starters, the Ultra IV is a fully contained environment suitable for combat during nuclear, biological and chemical attacks. Optional oxygen tanks can be hooked into the backplate of the armor and linked directly into the bloodstream for a constant flow of clean air. The chestplate plugs directly into the chest hardpoint and can filter blood and acts as a second liver to further protect against any harmful NBC agents that might enter the suit through a bullet hole. As well, the arm and leg hardpoints hook into the nervous system and add extra electrical energy to the muscles, thereby increasing the wearer's strength (ST stat) by 3 points. The included helmet (plugs into the head hardpoint) offers thermal imaging, nightvision and binocular enlargement to 50x. Helmet also includes Flash Protection and LSDM (see glossary). As with the SI-VI, a port on the back of the suit allows for weapon scopes to plug in to allow the wearer to see exactly where his weapon is pointing (+5 to hit bonus when used). The helmet also includes an integrated communications device which allows the wearer to transmit and receive thoughts (regardless of his psyonic ability) through the antenna. This works exceptionally well to allow the soldier to keep in contact with all of his comrades during the heat of battle. As well, the chestplate contains 10 doses of morphine, antibiotic medicine or other injections that can be administered into the bloodstream during combat. This suit is suitable for underwater combat.

Gladius II

Cost: $52,000
Availability: R
Manufacturer: Andromedian Government
EV: 120
AR: -10


Gladius II Armor

The Gladius II is the most coveted and highly advanced of all the body armor and hardpoint suits available. It offers the best protection available, able to stop even the most powerful armor-piercing rounds. Being a fully-contained environment, it offers protection against all NBC attacks and comes equipped with its own supply of oxygen housed inside the armor's protective shell. And like the Ultra IV, the Gladius plugs directly into the chest hardpoint and can filter blood and acts as a second liver to further protect against any harmful NBC agents that might enter the suit through a bullet hole. But all of this protection doesn't come cheap, and the suit weighs a lot and is not as maneuverable as other suits (-4 to AG stat while worn). Luckily, the Gladius plugs in to all hardpoints and acts as a "power suit", boosting the wearer's strength (ST stat) by 6 points. But this power too is draining on the Andromedian's nervous system and drops his MT score by 2 points while worn. The included helmet (plugs into the head hardpoint) offers thermal imaging, nightvision and binocular enlargement to 100x. As with the SI-VI, a port on the back of the suit allows for weapon scopes to plug in to allow the wearer to see exactly where his weapon is pointing (+5 to hit bonus when used). Additionally, the helmet is equipped with "laser-guided point-and-shoot" (or L-PAS) technology: Wherever the wearer looks, a laser beam from the helmet's visor falls on the target and guides the wearer's hand. This gives him true "look-and-shoot" capabilities, as wherever he looks, he is automatically targeting (this gives the wearer a +8 to hit). The helmet also includes an integrated communications device which allows the wearer to transmit and receive thoughts (regardless of his psyonic ability) through the antenna. The helmet also includes Flash Protection and LSDM (see glossary). As well, the chestplate contains 10 doses of morphine, antibiotic medicine or other injections that can be administered into the bloodstream during combat. This suit is suitable for underwater combat.

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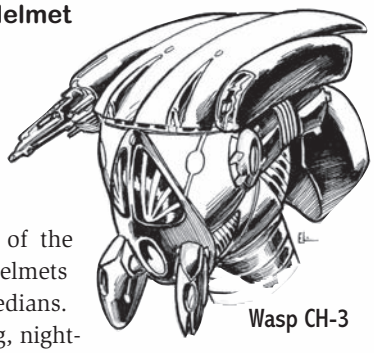
Additional Bio-Hardpoint Equipment

Aside from the fully integrated suits, Andromedians have a wide range of specialized gear and equipment they can use. On the following pages you will find the most common types of upgraded equipment and utilities.

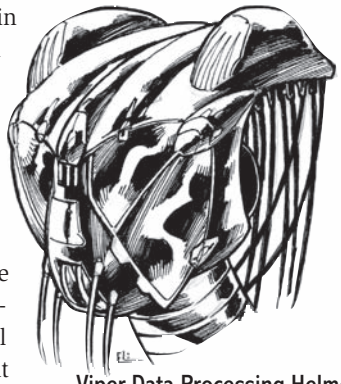
Wasp CH-3 Combat Helmet


Wasp CH-3

Cost: $14,000
Availability: C
Manufacturer: Andromedian government
EV: 15
AR: -5

The Wasp CH-3 is one of the most high-tech combat helmets available to the Andromedians. It offers Thermal Imaging, nightvision and binocular enlargement to 100x. A port on the back of the helmet allows for weapon scopes to plug in to allow the wearer L-PAS technology (this gives the wearer a +8 to hit when used). What's more, the L-PAS system uses an ISL (Invisible Spectrum Laser) to create a completely covert system acceptable for snipers. The helmet also includes an integrated communications device which allows the wearer to transmit and receive thoughts (regardless of his psyonic ability) through the antenna. The helmet also includes Flash Protection and LSDM. Yet another feature is the left-mounted Blinder Light which can be set off once per round (needs time to charge back up) which is powered by an internal battery. This light creates a Blinding Flash effective to 10-yards which temporarily blinds those looking directly at it for 1D4 rounds (-8 to all combat rolls). The helmet is also NBC capable when hooked to a full NBC suit and can supply fresh oxygen if hooked into oxygen tanks. See Glossary at the back of this book for information on L-PAS, ISL and other functions of this helmet.

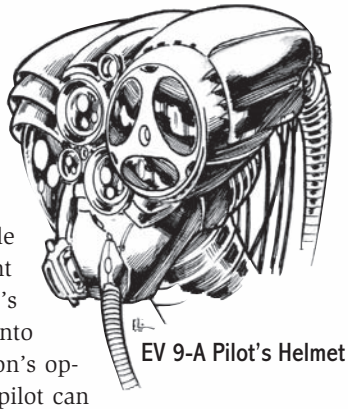
Viper Data Processing Helmet


Viper Data Processing Helmet

Cost: $32,000
Availability: R
Manufacturer: Andromedian government
EV: 15
AR: -4

The Viper is a very sophisticated helmet equipped with powerful computers and processing circuitry. It plugs into the head hardpoint and can dump loads of information into the wearer's mind. A wire attached to the helmet can be plugged into just about any typical computer to access data. The information is shown on the inside of the helmet's visor to allow the wearer to easily read it. But more importantly, the information can dump directly into the wearer's mind at the rate of 100MBs per round. This information is then permanently stored in the wearer's brain as if he has always known the data. However, this is extremely harsh on the brain and requires a wearer with an MT stat score of 16 or better. As well, if more than 1,000MBs of data are dumped into the mind within a 24-hour period the user's mind will be fried, resulting in instant death. The helmet itself can store up to 1,000GBs of data in its onboard hardrive. The helmet can also dump data back into computers. Aside from that, the Viper offers all the other bells and whistles of other helmets: Thermal Imaging, Nightvision, binocular enlargement to 50x, an integrated communications device which allows the wearer to transmit and receive thoughts (regardless of his psyonic ability) through the antenna, Flash Protection and LSDM. The Viper also features twin-mounted Blinder Lights which can be set off once per round (needs time to charge back up) which is powered by an internal battery. This light creates a Blinding Flash effective to 20-yards which temporarily blinds those looking directly at it for 1D4 rounds (-8 to all combat rolls). The lights can also be switched to a floodlight mode for looking around in the dark. The helmet is also NBC capable when hooked to a full NBC suit and can supply fresh oxygen if hooked into oxygen tanks. See Glossary at the back of this book for information on functions of this helmet.

EV 9-A Pilot's Helmet


EV 9-A Pilot's Helmet

Cost: $25,000
Availability: R
Manufacturer: Andromedian government
EV: 15
AR: -4

This is perhaps the pinnacle of Andromedian hardpoint technology. The EV 9-A Pilot's Helmet can turn the wearer into a pilot, navigator and weapon's operator. That means a single pilot can operate an entire warplane by himself! The helmet plugs into the pilot's head hardpoint and also the computer of the vehicle's cockpit where is accesses all weapons and systems. To start with, the EV 9-A boasts Flash Protection to guard against bright sun glares and enemy burst rounds. It is also NBC capable when hooked to a full NBC suit and can supply fresh oxygen if hooked into oxygen tanks. It also includes binocular vision to 100x. But the best part is the helmet's left-mounted self-targeting weapons scopes. This array of 3 independent targeting scopes automatically assesses targets by obtaining

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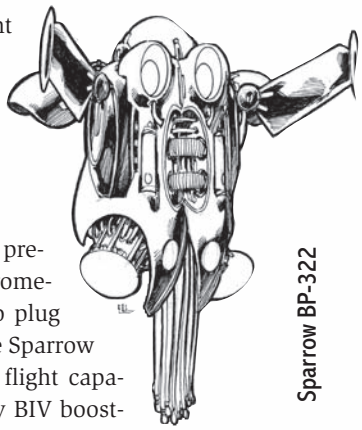
data from the wearer's mind, thereby freeing the pilot to focus on flying. Each target seen (both consciously and unconsciously) by the wearer will be recognized as either friend or foe by unconscious thoughts produced by the wearer's mind. The computer in the helmet takes that data and automatically locks onto those targets assessed as enemy craft. The wearer can also consciously determine which craft to target. The helmet can lock on to as many as three targets at once (counts as *multiple weapons lock* per rules for Vehicular Combat), and gives the pilot *Increased Hit Dice* of 3 and *Auto Lock Numbers* of 1 - 8. The Pilot also gains *Lock Re-Calculation Bonuses* of +5. See *Vehicular Combat* for more information. Put short, this helmet allows the wearer to fully command large combat vehicles equipped with multiple weapons systems.

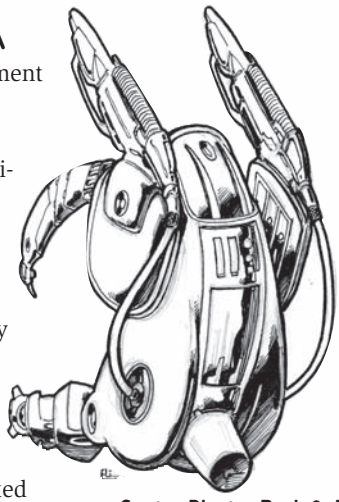
Sparrow BP-322


Sparrow BP-322

Cost: $17,000 (Replacement Itosium cell: $1,000)
Availability: Ave
Manufacturer: Andromedian government
EV: 60
AR: 0

The Sparrow 322 is the preferred jetpack of the Andromedian military. Developed to plug into the back hardpoint, the Sparrow gives the wearer complete flight capabilities. It boasts two Triaxy BIV booster jets which produce 200-lbs of thrust a piece, giving the Sparrow plenty of power to lift even the most heavily equipped soldier high into the air. Two shoulder-mounted wings produce stable flight and maneuvering when used in atmospheric conditions, although the swivel-mounted BIVs produce maneuverability in space. The Sparrow is powered by a small CryAg reactor which produces all needed fuel for the pack. This reactor delivers enough energy to keep the Sparrow in operation for 100-hours worth of flight time before the CryAg supply is depleted.

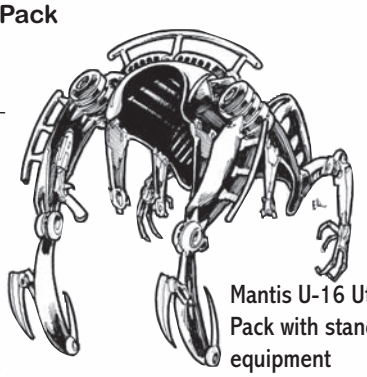
Sentry Blaster Pack 9-A


Sentry Blaster Pack 9-A

Cost: $20,000 (Replacement plasma cell: $1,500)
Availability: Ave
Manufacturer: Andromedian government
EV: 60
AR: 0

Designed to plug into the back hardpoint, the Sentry brings to the wearer unprecedented firepower. Powered by a high density plasmic energy cell, the Sentry has dual-mounted shoulder plasma blasters which allow the wearer to put down intense laser fire. The pack also allows the wearer to hook into a wealth of different helmets (such as the Wasp CH-3) to give L-PAS capabilities (+8 to hit). A single shot from the blaster cannons delivers 4D6 points of damage to a maximum range of 300-yards. The lasers can produce single blasts or sustained blasts (4D6 damage per melee). The plasmic energy cell has enough power to give the wearer 500 shots before being replaced.

Mantis U-16 Utility Pack


Mantis U-16 Utility Pack with standard equipment

Cost: $12,000
Availability: Ave
Manufacturer: Andromedian government
EV: 50
AR: 0

This is perhaps one of the most versatile hardpoint attachments available. The Mantis plugs into the back hardpoint to bring to the wearer a wealth of tools for use on the battlefield or work environment. To start with, the standard model has a left-shoulder grappling port which can fire a grapling hook with a self-boring head up to 100-feet. Attached to this is a high-tensile strength wire line capable of supporting 1,000-lbs of weight. The power winch can auto-lift the wearer to the top of the line, while the self-boring hook ensures a tight grip on any surface. The right shoulder port fires up to 10 flares 200-feet into the air. Next, the Mantis has two major fore-limbs with a full range of articulation. The left arm contains a high-powered vibro-blade which can easily cut through the toughest metals and rock (3D6 damage). It also has a power spike (2D6 damage). On the right fore-limb is located a plasma-welder (4D6 damage) powered by a small plasma power source (20-hour life span). The pack also has two minor fore-limbs which act as second hands and are capable of grasping

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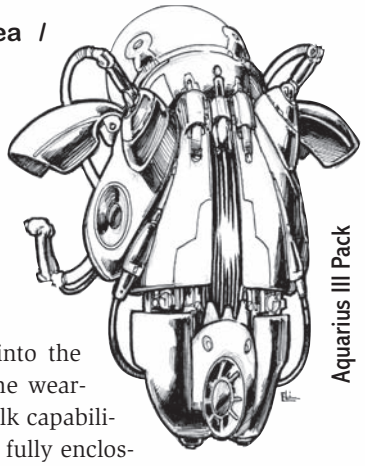
and holding 100-lbs of weight each. These can be replaced with a wealth of optional attachments such as a medi-pak ($500), tool kit ($700), ammo drums ($150), etc.

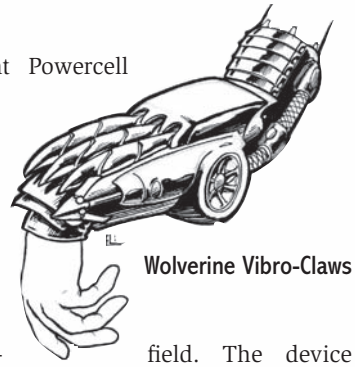
Aquarius III Deep-Sea / Space Pack



Cost: $22,000 (Replacement Itosium cell: $1,000)
Availability: Ave
Manufacturer: Andromedian government
EV: 100
AR: 0

The Aquarius III hooks into the back hardpoint to give the wearer deep-sea and space-walk capabilities. The attached helmet fully encloses and seals the wearer's head while a high density liquigen tank in back supplies all the oxygen the wearer needs (liquigen tank can be replaced with a standard oxygen tank). Twin Triaxy B III booster jets which produce 100-lbs of thrust a piece give the Aquarius plenty of power to float a heavily equipped soldier through the oceans or space. A Triaxy C II stabilizer jet mounted on the back gives the wearer complete control for underwater and in-space flight. All boosters are powered by a small Itosium reactor which produces all needed fuel for the pack. This reactor delivers enough energy to keep the Sparrow in operation for 100-hours worth of flight time before the Itosium supply is depleted. Flight is easily controlled by right and left joysticks mounted on either side of the pack. The Aquarius comes with a fully insulated deep-sea / space suit. While this suit allows the wearer to dive to minimal depths (about that of typical SCUBA gear) and walk in space, the suit affords no armor protection. An optional upgrade suit ($4,000) adds -4 armor and the ability to dive to depths of 4-miles (with liquigen tank enabled).

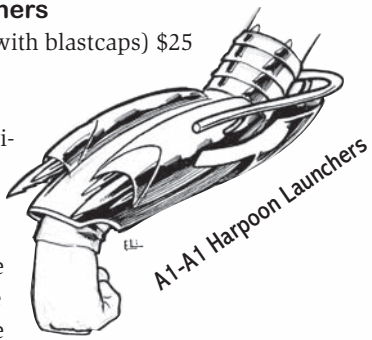
Wolverine Vibro-Claws



Cost: $5,000 (Replacement Powercell $200)
Availability: Ave
Manufacturer: Andromedian government
EV: 6
AR: 0

The Wolverine Vibro-Claws make an excellent tool and nasty weapon on the battlefield. The device hooks into the arm hardpoint and allows the wearer to activate it at will. The Wolverine sports three retractable diamond-hard titanium-alloy claws which are hooked to a sonic generator housed in the armpiece. This causes the claws to vibrate at such a high frequency that they can slice through metal and steel as if they were butter! In effect, the Wolverine acts as a vibro-blade and inflicts 4D6 damage per hit. The sonic generator is powered by a Triaxy RAV-X micro powercell which will power the claws for 4-hours worth of use before needing to be recharged.

A1-A1 Harpoon Launchers



Cost: $3,000 / Harpoons (with blastcaps) $25 each
Availability: Ave
Manufacturer: Andromedian government
EV: 6
AR: 0

The A1-A1 attaches to the arm hardpoint to give the wearer the ability to fire one Sea-Snake harpoon (2D6 damage) from the right port and three Stinger harpoons (1D8 damage each) from the left port. The Sea-Snake has a range of 20-yards underwater while the Stingers have a 10-yard range. High-powered blastcaps housed in the armpiece provide the firepower for the harpoons and must be replaced when reloading. Obviously, the A1-A1 was designed as an underwater weapon, although it can be used above ground (however the effective range of all harpoons is cut in half).

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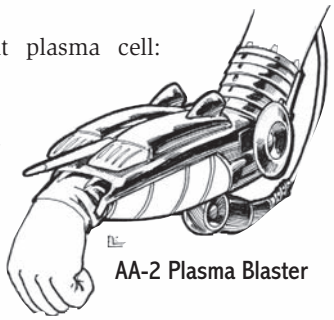
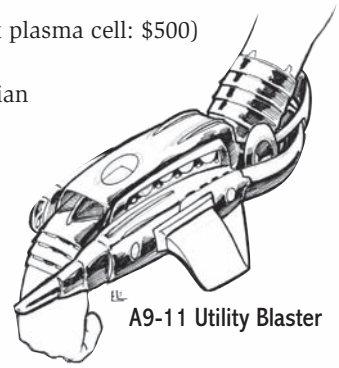
AA-2 Plasma Blaster


AA-2 Plasma Blaster

Cost: $4,000 (Replacement plasma cell: $300)
Availability: Ave
Manufacturer: Andromedian government
EV: 6
AR: 0

Powered by a high density, compact plasmic energy cell, the AA-2 has a single plasma blaster which allows the wearer to put down laser fire from his wrist. The armpiece also allows the wearer to hook into a wealth of different helmets to give L-PAS capabilities (+8 to hit). A single shot from the blaster cannon delivers 2D6 points of damage to a maximum range of 50-yards. The laser can produce single blasts only. The plasmic energy cell has enough power to give the wearer 100 shots before being replaced.

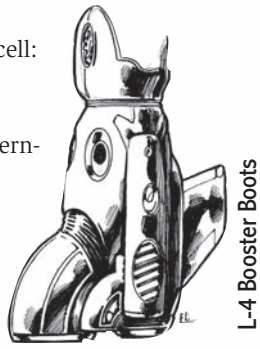
A9-11 Utility Blaster


A9-11 Utility Blaster

Cost: $6,000 (Replacement plasma cell: $500)
Availability: Ave
Manufacturer: Andromedian government
EV: 6
AR: 0

Powered by a high density, compact plasmic energy cell, the A9-11 has a single plasma blaster which allows the wearer to put down laser fire from his wrist. A single shot from the blaster cannon delivers 3D6 points of damage to a maximum range of 50-yards. The laser can produce single blasts only. The plasmic energy cell has enough power to give the wearer 100 shots before being replaced. The armpiece also contains a top-mounted radar screen which shows the wearer his current position as well as the positions of any other person or object within 200-yards. The onboard computer obtains data either from satellites, GPS or transmitted data. Additionally, the armpiece has a built in detection device which can obtain the data so long as there are few large obstacles and walls in the way. The radar screen can also be switched to show maps, text messages and other info. The armpiece also allows the wearer to hook into a wealth of different helmets to give L-PAS capabilities (+8 to hit) to the plasma blaster.

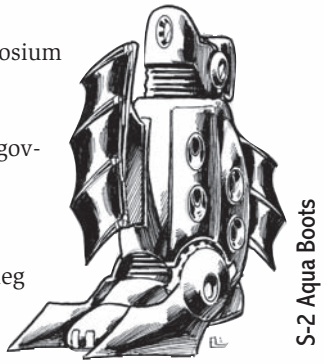
L-4 Booster Boots


L-4 Booster Boots

Cost: $8,000 (Replacement Itosium cell: $500)
Availability: Ave
Manufacturer: Andromedian government
EV: 12
AR: 0

The L-4 boots plug into the leg hardpoints and allow the wearer to control them by mental thought. Each boot (sold in pairs) contains a Triaxy C-I booster jet (providing 50-lbs of thrust) at the heel and a stabilizing fin at the rear. They are powered by an Itosium micro powercell which provides enough fuel for the jets for approximately 15-minutes worth of booster power. When fired, the booster jets give the wearer a slight lift. This can be used to increase the wearer's jumping distance by up to 50-feet or to allow the wearer to boost himself up into the air for a short time (such as to launch himself to a roof top). They make a handy addition to any footsoldier's arsenal.

S-2 Aqua Boot


S-2 Aqua Boots

Cost: $8,000 (Replacement Itosium cell: $500)
Availability: Ave
Manufacturer: Andromedian government
EV: 12
AR: 0

The S-2 boots plug into the leg hardpoints and allow the wearer to control them by mental thought. Each boot (sold in pairs) contains a Triaxy S-Ia aqua-thruster (providing 50-lbs of thrust) at the heel and stabilizing fins at the front and rear. They are powered by an Itosium micro powercell which provides enough fuel for the jets for approximately 15-minutes worth of thrust power. When fired, the thruster jets give the wearer a powerful thrust, allowing him to move swiftly and agilely through the water. These boots can increase the wearer's swimming speed to about 30 miles per hour.

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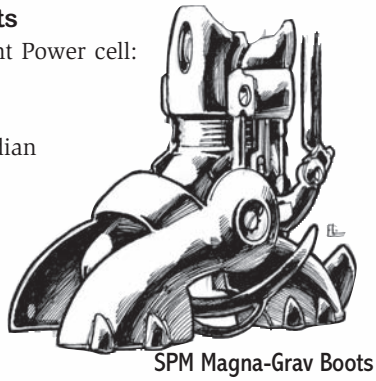
SPM Magna-Grav Boots

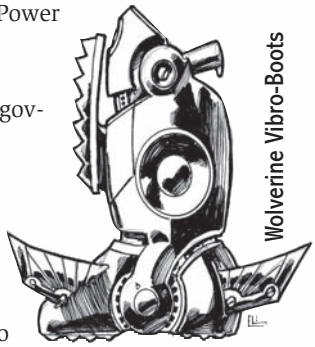


SPM Magna-Grav Boots

Cost: $8,000 (Replacement Power cell: $200)
Availability: Ave
Manufacturer: Andromedian government
EV: 18
AR: 0

The SPM Magna-Grav boots plug into the leg hardpoints and allow the wearer to control them by mental thought. Each boot (sold in pairs) contains a micro-gyro and gravity engine which pulls the boots down to the ground (or nearest surface) by producing added gravity around the boot's footprint. This makes the boots excellent for climbing steep mountains and essentially allows the wearer to walk straight up walls! Additionally, each boot contains powerful electromagnets which allow them to cling to metal surfaces, making them useful for space-walks. They are powered by a RAV-X micro powercell which provides enough energy for 2-hours of use. The one drawback of these boots is that it reduces the wearer's speed and agility stats in half.

Wolverine Vibro-Boots



Wolverine Vibro-Boots

Cost: $7,000 (Replacement Power cell: $200)
Availability: Ave
Manufacturer: Andromedian government
EV: 12
AR: 0

The Wolverine Vibro-Boots make an excellent companion to the Wolverine Armpiece listed above. The boots hook into the leg hardpoints and allows the wearer to activate them at will. The Wolverine sports three diamond-hard titanium-alloy blades which are hooked to a sonic generator housed in the legpiece. This causes the blades to vibrate at such a high frequency that they can slice through metal and steel as if they were butter! In effect, the Wolverine acts as a vibro-blade and inflicts 4D6 damage per hit. The sonic generator is powered by a Triaxy RAV-X micro powercell which will power the claws for 4-hours worth of use before needing to be recharged.

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HUMANS

Description

Humans, a once mighty race, have over the years been reduced to little more than wandering vagabonds. Since the destruction of their planet, many cruise the galaxies in search of adventure, work and a place to stay. They are typically grubby and dirty, wearing rags and flying in damaged space cruisers searching for work with one of the powerful mining corporations who offer places to stay and live, work training, and benefits. These jobs are only temporary, and few humans work at one place for more than a year. Their home now is amongst the stars, and it is there that they most want to be.

Humans still demonstrate the drive and imagination that once made them the mightiest power in space. Although their ships are old and beaten, they can still fight and fly with many of the newest star ships in the galaxy. Many an alien ship have attacked Humans thinking they were easy marks, and found out the hard way that it was otherwise. Humans have a knack for modifying their equipment, and, even though it may look like garbage, it still runs like new. These nomadic people usually spend most of their lives wandering the stars, bouncing around from planet to planet for just enough money to sail the stars again.

Unfortunately, not all Humans follow this simple starfaring life. Most are now pirates or bandits and because of this the race has become known as the Corsairs. Corsairs are universally hunted by all races and governments, with most civilized star systems issuing a kill-on-sight order. The actions of the Corsair humans certainly justifies such harsh measures as well. It is not enough to loot a captured ship; as a rule all crew and passengers are put to death, with no exceptions.

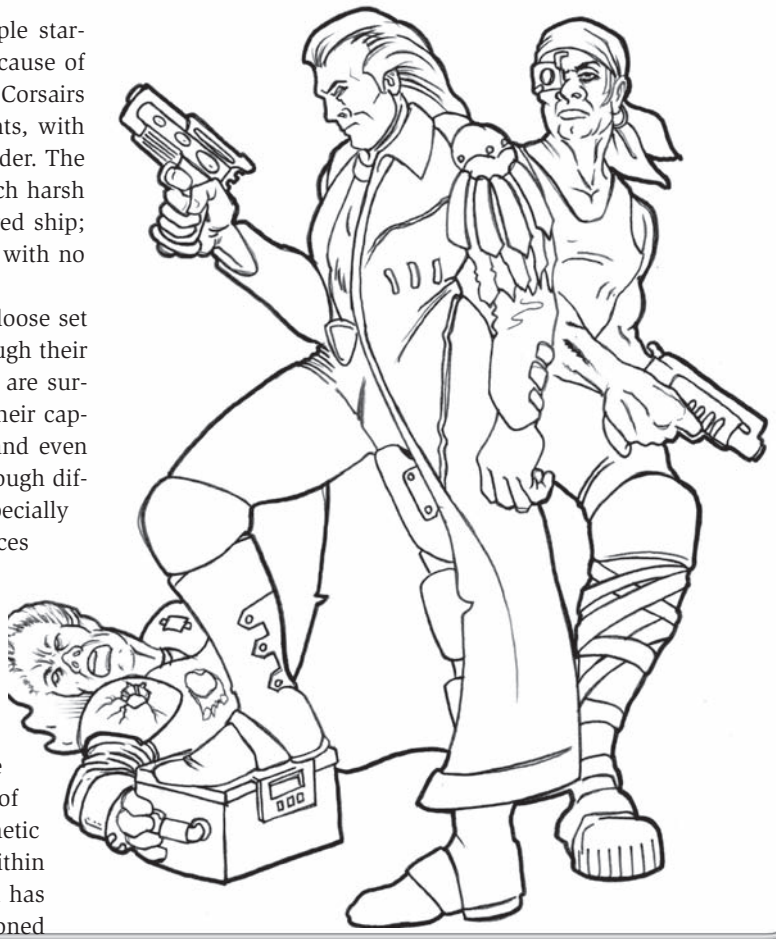
Humans who have turned to piracy abide by a loose set of rules known to them as the *Corsairs' Law*. Although their actions are barbaric, the rules set forth in the Law are surprisingly democratic. The crews of the ships elect their captains and officers, with fighters, engineers, pilots and even cooks represented by an elected ship delegate. Although different pirate groups may feud with one another, especially about territories, they will always set aside differences to fight against their enemies.

However, not all Humans are Corsairs. Some Humans remain true to their heritage as the noble and supreme race who united the Tri-Galaxies and brought peace to the stars. Only a handful still remain as recognized figures in the Trigalactic Union. And even they have very little clout in the running of the universe. They bemoan the choice of their fellows to live a life of savage piracy or apathetic wandering. Although they have little true power within the Union, on rare occasions an important decision has been swayed by their diplomatic skills and impassioned speeches. Sadly, the number of Humans is dwindling, with each successive generation bearing fewer children than the last. The time of the Humans is coming to an end. Soon they shall be extinct.

Native Planet

Humans originated on planet Earth long ago. There they built mighty cities and developed astounding technologies. Out of all the races, they were the fastest to reach the stars on their own. Eagerly they explored the universe and all its mysteries, excited at the prospect of finding life besides themselves. The old government of Earth was never a one-world order. It was a great coalition of Earth's governments, focusing on the similarities of its people, not their differences. It was this outlook they took with them outside of their own solar system, and also what made them so uniquely adapted to ruling the galaxies. They respected all other races and treated them fairly, thus bringing about a golden age of galactic peace and prosperity.

Unfortunately, that has all now faded into history. During the CryAg wars long ago, planet Earth was targeted for their neighboring planet, Mars, which was rich with Crystal Aggregate deposits. It was the devious Andromedians who first waged war upon Earth, eventually blasting it from the uni-



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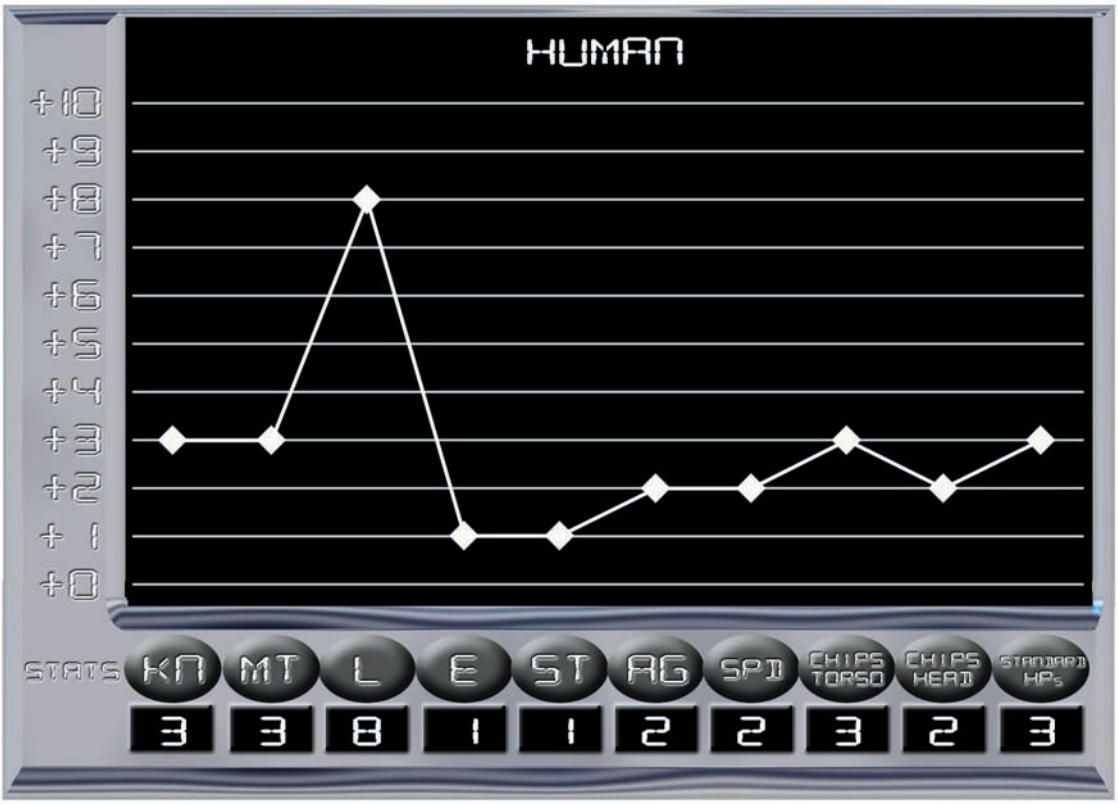

verse forever. Out of all the races of the galaxies, the Andromedians had benefited the most from the rule of the Humans. Yet they plotted against the Humans, undermining their power and then crushing them when they were weakened.

Now the Humans have no home of their own. They travel from planet to planet in search of work and places to stay. Most are treated little better than animals now, and at the very best they are only second-class citizens. Most Humans have become bandits. The Corsairs have become a despicable and loathsome race to many.

History

The Humans have a very long history, although it is slowly faded from knowledge. It was the Humans who first found the powers of Crystal Aggregate while exploring their neighboring planet of Mars. Soon after this the Humans were able to develop faster-than-light engines that allowed them to sail to distant galaxies and stars millions of light years away. To this day no other technology is as efficient, and nearly all starships use engines based on the Humans' breakthrough technology.

During their space explorations the Humans found many new races—most far less technologically advanced than they. Rather than try to dominate other races with their superior power, the Humans embraced the alien races, providing them with the tools and knowledge to advance. They foresaw a future where intergalactic species could do business and prosper and they took steps to ensure it would come to pass. An "Earth Standard" was developed, for which all planets and all races could share a single language, monetary system and calendar. With the adoption of the Earth Standard, business and trade throughout the galaxies boomed. However, some were not happy at having to use Earth Standard for everything and worked to undermine the Humans.

All this trade and commerce depleted the Crystal Aggregate very rapidly. It was this rare and precious element that allowed the Tri-Galaxies to prosper, and it was more valuable than money—or life. A dispute between the Human mining company, InterTerra, and its rival, Cryomine, erupted into violence with heavy loss of life on InterTerra's side. This started a war over who owned CryAg deposits, and soon the Crystal Aggregate Wars engulfed the galaxies. The Humans, richest in this element, were quick to try and bring an end to these wars. Despite all their skills in diplomacy and persuasion, they failed to stop the CryAg Wars. Reluctantly, the Humans unleashed their fleets and prepared to join the war.

But if the Humans had ever had a chance to truly enter the conflict, the history of the galaxy might have been radically different. Mars was already under attack by many different forces all fighting for the precious CryAg deposits. Allied with the Andromedians, the Humans rushed to the defense of Mars, which housed millions of their people. As the great fleet entered the fray, the Andromedian ships pulled away, rocketing for the unprotected Earth. This swift and sudden betrayal by those they considered their closest friends and allies shocked the Humans.

Immediately all ships disengaged and chased the Andro-

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median warships back towards Earth. When the fleet arrived however, all the Andromedian ships except for one had escaped into hyperspace. In horror, the Humans watched as the one remaining ship launched a large object towards the Earth itself. What the Andromedians fired was a Nova-Class bomb, powered by pure CryAg. The explosion was massive—millions of times more powerful than any nuclear warhead. When it hit, the initial explosion destroyed Europe and most of Northern Africa. The skies ignited worldwide turning Earth into a blazing ball of fire. The shockwave of the bomb was so powerful that it knocked the Earth out of orbit. In space, the moon itself cracked and was blasted into pieces.

The fleet was caught in the middle of the terrible fury of the bomb and was almost completely vaporized by the shockwave and the explosion of the moon. Finally the true end came, as the Earth's mantle cracked open. Explosions raced along the surface, the oceans emptying themselves into the miles-wide chasms that had been torn open on the ocean floor. And then the last cataclysmic explosion deep within the Earth's core ripped it to pieces. In a fiery instant, Earth was destroyed, and the few Humans still in space were left homeless. With this devastating blow, the surviving Human government surrendered to the Andromedians, who had masterminded the CryAg Wars from the very beginning.

At the signing of the peace treaty, the Human delegate made an impassioned plea before the assembled races. Furiously the Andromedians tried to have him silenced, but the other members of the assemblage shouted them down. The Human speaker, an old and respected politician, addressed the gathering. He called for the formation of a Tri-Galactic Union which would ensure that such a terrible war would never be repeated. Masterfully, he played off of the aliens' mutual fear, distrust, and greed, and in a few he appealed to their sense of justice and compassion. After the Human finished speaking, a great ovation was given to the Human delegation, and papers were drafted for the founding of the new Tri-Galactic Union. During all of this, the Andromedians bristled with barely contained anger. They fully expected to take control of the galaxy in an outright grab for power, but because of the words of one Human, they would be attacked by every other race if they did.

Although not the absolute rulers of the universe, the Andromedians still had much power in the Union. The Andromedians imposed harsh strictures on the Humans, taking all the Human owned CryAg for redistribution amongst the other races. All Human planets were taken by the victors, and the Human inhabitants forcibly evicted. This led to the star wandering ways of the Human race, who to this day are not allowed to claim permanent residence on any Tri-Galactic planet. As their numbers falter, the Humans know deep down that their time is almost at an end. For better or worse, they have made the greatest impact on the galaxy, and even if they are forgotten, their contributions will never be.

Special Traits

Although the Humans have no extraordinary traits, they are very intelligent and excel in all stats. They are tough and resilient as well as smart and strong of mind. There is nothing that the Humans cannot accomplish when they put their minds to it.

Average Height and Weight: 5.7ft, 200 lbs.

Night Vision: None

Languages: English

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TRIKOSI

Description

The Trikosi are perhaps the most savage and brutal race in the known galaxy, due in part from their primitive lifestyle. They have short, stocky bodies, covered in thick mats of hair, most often dark brown or black. As they age, the tips of the hairs on their heads will become white, and eventually the whiteness will extend down their back. All their hair gives them a somewhat puffy appearance, however, under all that hair lies cords of muscle harder than steel.

The Trikosi are perhaps the most naturally strong race in the galaxy, having evolved on Aktran-Trikos, their home planet, which has a gravity roughly twice that of the Earth Standard. Other races who visit Aktran-Trikos find it difficult to move about as quickly as they are used to, and many simply hire Trikosi to carry out their business on the planet. On planets with normal Earth Standard gravity, the Trikosi are freakishly fast and agile, making them deadly combatants to face. Most Trikosi are able to lift about twice their own weight in their own gravity, and on other planets they have been known to deadlift weights in excess of 600 pounds with no effort at all.

Their inner organs are well protected by a very dense skeletal structure which lies under their muscles. The Trikosi do not have ribs in the normal sense. They have a solid shell-like structure which wraps around their entire upper torso. Thus, their upper mobility is somewhat limited, although they have a full range of motion at the waist and neck. Internally they share many of the same organs as humans do. Several key organs have backups, which makes a Trikosi even harder to kill. The heart has a smaller heart located just beneath it and offset to the left. A third lung connected to the two main lungs is located right between them, and is much slimmer in size. Trikosi livers are small, about half the size of a human liver. Because of this, they are more susceptible to many things, especially alcohol. The strongest Trikosi male would be completely drunk and incapacitated after drinking two Earth beers, or an alien equivalent. The immune system of the Trikosi is also weaker than most other races, and contact with a disease can be disastrous for the Trikosi. Even though biological weapons are outlawed within the Tri-Galaxies, the Trikosi maintain some of the strictest security measures in the galaxy at their spaceports in order to protect themselves.

Their faces belie their intelligence, having an ursine appearance, although the muzzle is not as pronounced as a bear's. Their teeth are developed to eat meat and plant material, except that their canines are overdeveloped, usually two to three inches long, which gives them a fearsome look. Their necks are large and well muscled, which makes their heads look small and a little pointy to others. They have a well-developed sense of smell and hearing, and their eyesight is also excellent. The vocal cords of the Trikosi are covered by a thick cartilage for protection, and this makes their voices raspy and gravelly to others. Their bodies are humanoid but more apelike in form, their arms being longer than their legs.

Native Planet

Hailing from a distant corner of the Magellanic galaxy, the Trikosi are natives of the planet Aktran-Trikos—one of the last planets discovered by the Humans during their quest to explore the universe. The word Trikosi means "fighter" in the native tongue, and their planet's name translates in Earth

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Standard English as "Dwelling of the Fighters". Initially relations between the two races were strained by the Trikosi's belligerence, but eventually the Humans managed to make peace with them.

Aktran-Trikos, more than any other planet in the known universe, resembles Earth. Aside from a small difference in gravity, the planets could have been doubles. However, unlike Earth which was populated with magnificent cities of concrete and steel, Aktran-Trikos has only a couple large places of commerce and trade, and these are mostly inhabited by Andromedians and other races working for large corporations. Trikosi do live within these cities, although their numbers are usually not as large as the other races. Despite the laws against Human permanent residence, Aktran-Trikos' largest city, Triko Jang (Fight City), has the largest collected Human population in the galaxy. A whole section of the city is known as Humantown, where Humans live and work, going into space every month or so to legally evade Union residence laws.

Many areas of the planet are strictly off-limits to all non-Trikosi. This includes all but two of the Crystal Aggregate mines on the planet, much to the dismay of the greedier races, especially the Andromedians. Besides the mines, forests and rivers are also restricted areas so as not to disturb the Trikosi living in or around them. More so than anyone, the Trikosi have managed to adapt outside technology to their way of life. Spears and arrows were replaced quickly by guns and bullets; shelters are now made of easily assembled insulating cloth panels instead of traditional animal hides. Travel was made easier with all the transportation technology that they rapidly integrated into their lives.

The Trikosi also maintain a keen interest in all things military (they don't call themselves Fighters for nothing) and all but the youngest children go armed at all times. They maintain the single strongest standing army in the three galaxies, with 12-million fulltime soldiers. Every other Trikosi from the age of 18 - 40 is considered a reserve. In fact, to live on Aktran-Trikos means to serve in the Trikosi military to some degree. Their Space Navy is also huge, and the Trikosi Grand Fleet never leaves orbit around Aktran-Trikos. All official orders for the military come from the Central Government, but it is not unheard of for an officer to obey the orders of his tribal chief on planet. In the Space Navy, most ships' crews are related to each other by blood. Only the flagship, the TSN Vigilant, maintains a multi-tribal crew.

Officially, the Central Government is in charge of Trikosi. It was formed because of the one-world, one-government policy required by the Union for admission as a member. Although it represents Trikosi to the rest of the galaxy, at home it is little more than a figurehead. Trikosi pretty much ignore it and listen to their chiefs and leaders in their own tribes. The Central Government's charter gives it no control over tribal matters, only powers regarding the Trikosi as a whole. Even the President cannot overrule a chieftain if it is a tribal concern. Domestically, the Central Government has no authority, but galactically it is incredibly powerful.

History

The Trikosi were the last of the races discovered by the Humans during their exploration of the universe. They have had moderately calm relations with the rest of the universe ever since. An outsider might describe them as xenophobic and paranoid. To an extent this is true, since their immune systems are easily overcome by new diseases that they may encounter from other races. For the most part, they want to continue their existence without constant interference from other races. Thus, they have entered no alliances and fought in no wars unless they were directly threatened.

During the CryAg wars, the Trikosi were the only race not actively involved, although they were targeted for their CryAg supply. At the secret behest of the Andromedians, the Vornite Navy entered Trikosi space and began to bombard the planet. The bulk of the Trikosi fleet was in orbit on the other side of the planet and it responded to the attack with extreme hostility. The Trikosi Space Navy counterattacked and wiped out the entire Vornite fleet. Aside from the destruction of Earth, the Aktran-Trikos Battle had more casualties than any other conflict during the war. 2.7 million Vornites died that day, falling prey to the enraged Trikosi. Losses for the Trikosi were estimated at 200,000—mostly from the orbital bombardment.

The Orna situation has been carefully watched by the Trikosi. The emergence of Orna as the largest source of Crystal Aggregate has taken a lot of pressure off of the Trikosi to open up their planet for more mining. The Trikosi have some reservations however about Triaxy's actions on Orna. Although the likelihood of direct Trikosi military assistance is nonexistent, clandestine help could be sent if the Trikosi can be convinced. If the Trikosi were found to be intervening, little could be done to stop them. Having kept their entire military force upon their own planet (which was and still is the largest military in the universe), the Trikosi are virtually unbeatable. To this day, no other race or force has dared to cross them.

Special Traits

The Trikosi are very strong. Although they are not the brightest race, they are exceptional leaders and conquerors. It has been said that if the Trikosi wanted to, they *could* accomplish what the Andromedians have not—conquer the galaxy. Because the Trikosi have a hardened, solid skeletal frame around their torso, this bone acts as a natural armor, affording them a -4 to damage to all Torso shots in combat.

Average Height and Weight: 5.3ft, 240 lbs.

Night Vision: 30-feet

Languages: Trikosi, English

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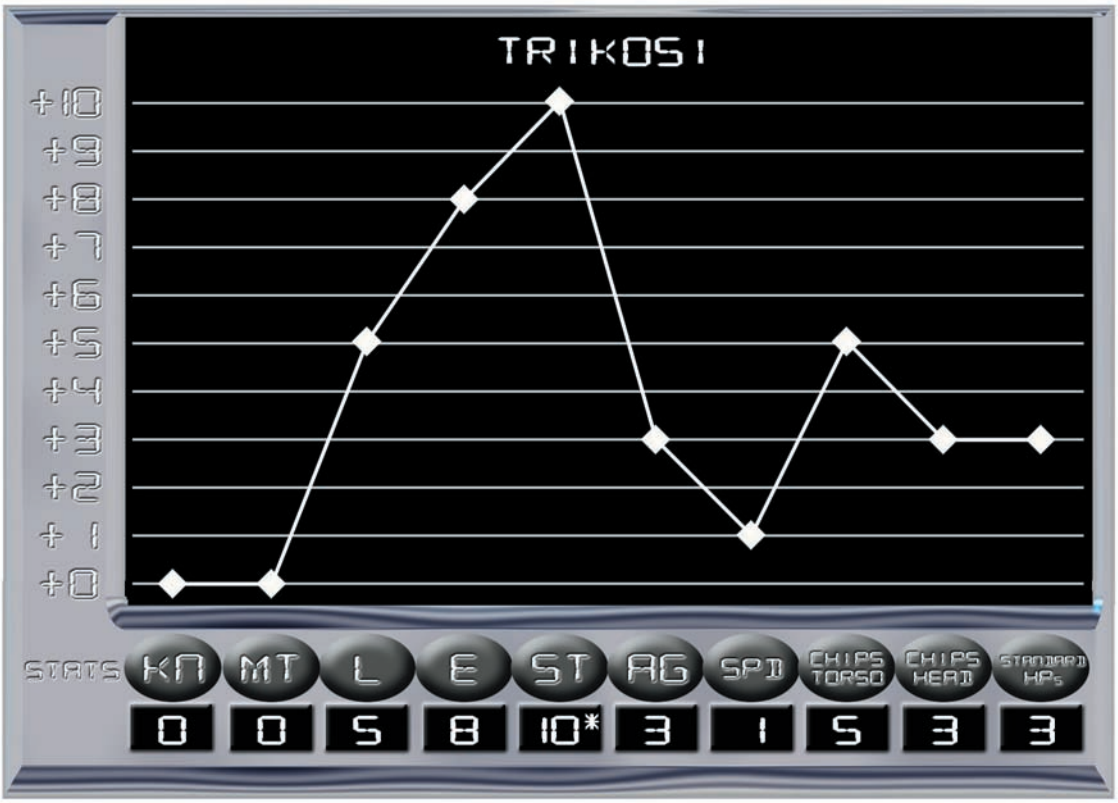

*This stat reflects their relative strength on planets other than their own (that is, planets with a lower gravity). On their own planet they have no bonus to this stat, although other races will suffer a -5 modifier. This stat can be higher than 20 when on other planets.

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VORNITES

Description

The Vornites seem to have evolved from insects and crustaceans and closely resemble the Andromedians in many ways. They are tall and thin with ovular heads and large, black eyes. Female Vornites are usually larger than the men, their average height being around 6'8, while the males are about two to three inches shorter. A few Vornites are born with a set of insect like wings on their backs (see Fig. 6.1). They cannot fly, but the wings can be used to add height to a leap or flap quickly enough to slow down a potentially fatal fall. The Vornite face looks like it could be an Andromedian helmet because their features are so similar, although the Vornites have many more sharp angles and flat planes on their face.

Unlike Andromedians, their heads and bodies are covered with a purple-blue exoskeleton that affords them a lot of protection. The hard chitin can resist most small-arms fire, even from close range. At the joints the shell is much softer to permit movement, and can be penetrated much easier than the rest of the exoskeleton. The preferred method for attacking a Vornite is heavy penetrating artillery or hypersonic weapons. Some have found that it is easier to bash the Vornites at close range with the butt of their weapon repeatedly until they can crack the shell. To do this is dangerous, because despite their spindly look, the Vornites are actually quite strong, and at close range they can easily kill with their bare hands.

Their hands are not as evolved as most other humanoid races, having a thumb and three fingers that are almost claw-like. Male Vornites' hands are always different sizes, one being much larger than the other one. Female Vornites have hands that are equal in size. Vornites are incredibly agile, and they can leap twenty-five feet in a single bound. Their joints are easily rotated around, and a Vornite can even turn its head around in a full circle. All their joints look like large ball bearings, with very flexible muscle and connective tissue around it. When speed is needed, Vornites can roll their joints to accommodate a four legged stance, and can reach running speeds up to 40 MPH.

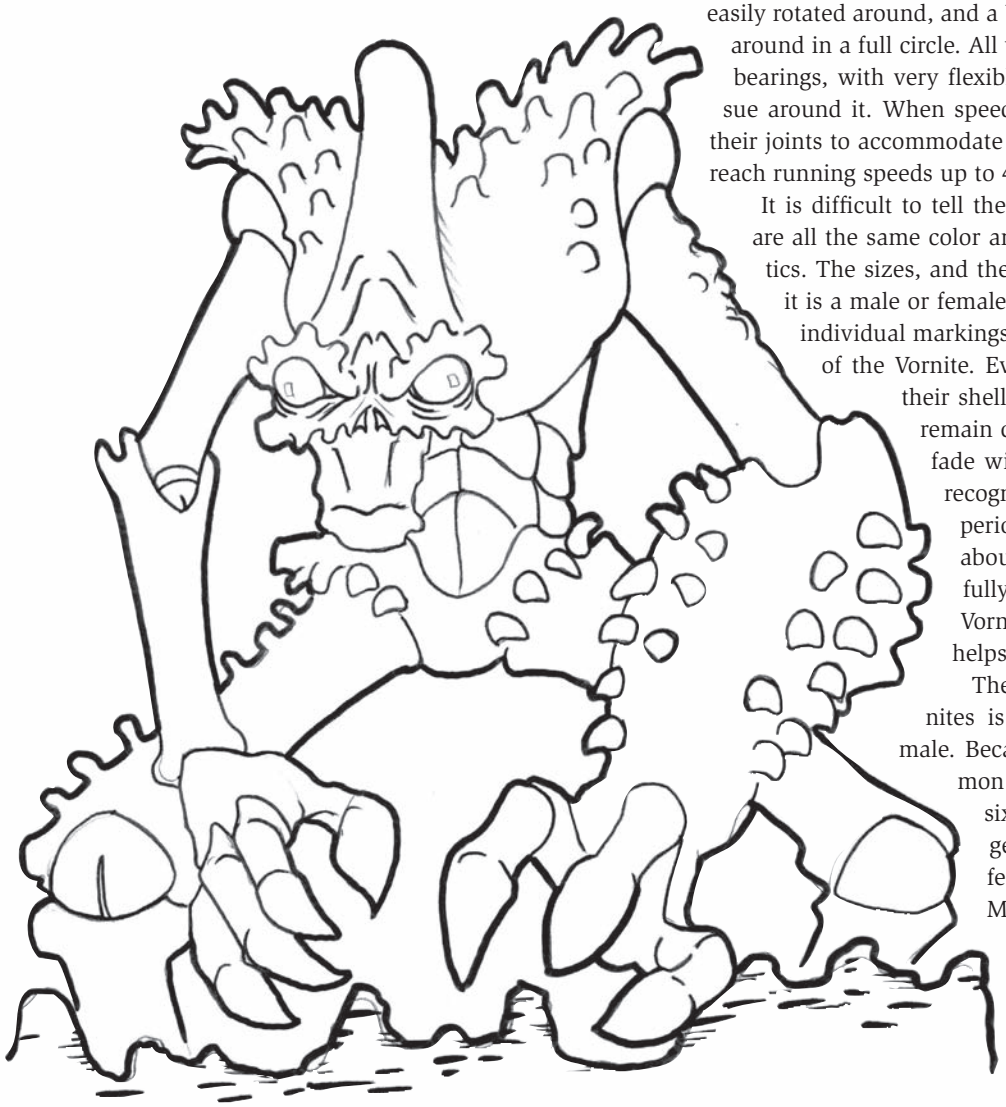

Fig. 6.0: Here is pictured a common Vornite. Common Vornites do not have wings nor any flight capabilities.

It is difficult to tell the Vornites apart, because they are all the same color and have the same characteristics. The sizes, and the hands, are one way to tell if it is a male or female. After that, it comes down to individual markings on the chitinous exoskeleton of the Vornite. Even though the Vornites shed their shells once a year, most markings remain constant; scars and old cracks fade with time, but they are usually recognizable. During the shedding period, the Vornite's shell takes about one Earth Standard week to fully harden, during which the Vornite's mate or co-husband helps it.

The male-female ratio of the Vornites is about 6 males to every female. Because of this, it is not uncommon for females to marry five or six males, especially since the gestation period of the Vornite female is only about 4 months. Males who are married to the same Vornite woman are co-husbands. Usually co-husbands are friends or groups of friends who have known the Vornite woman since childhood. The female gets final say in who is to be a mate and who isn't.

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Lastly, many Vornites are naturally psyonic. About 1 in 20 possess some level of telepathic or telekinetic power. They sometimes have both, although both types are weaker than normal. It seems that it is always the winged Vornites who possess the psyonic powers. Very few non-winged Vornites have any type of psyonic ability. The Vornite nervous system is hard wired into its exoskeleton, and seems to be able to process more input than normal nerve systems, which may account for the high percentage of psyonics in Vornites.

Because their nervous system is part of the exoskeleton, weapons that can cause vibration or maintain high sonic frequencies can rattle the Vornite shell and produce a "mental chaff" which can block their mind powers. All Vornites (even non-psyonics) can communicate with one another mentally at short distances (10 - 20 feet), and many can be connected by just one psyonic Vornite over a great distance. This makes them effective and extremely coordinated fighting units. All Vornite platoons will have at least one psyonic to handle communications and tactics. It should be noted that although there are more psyonics amongst the Vornites, they are generally no match for an Andromedian psyonic.

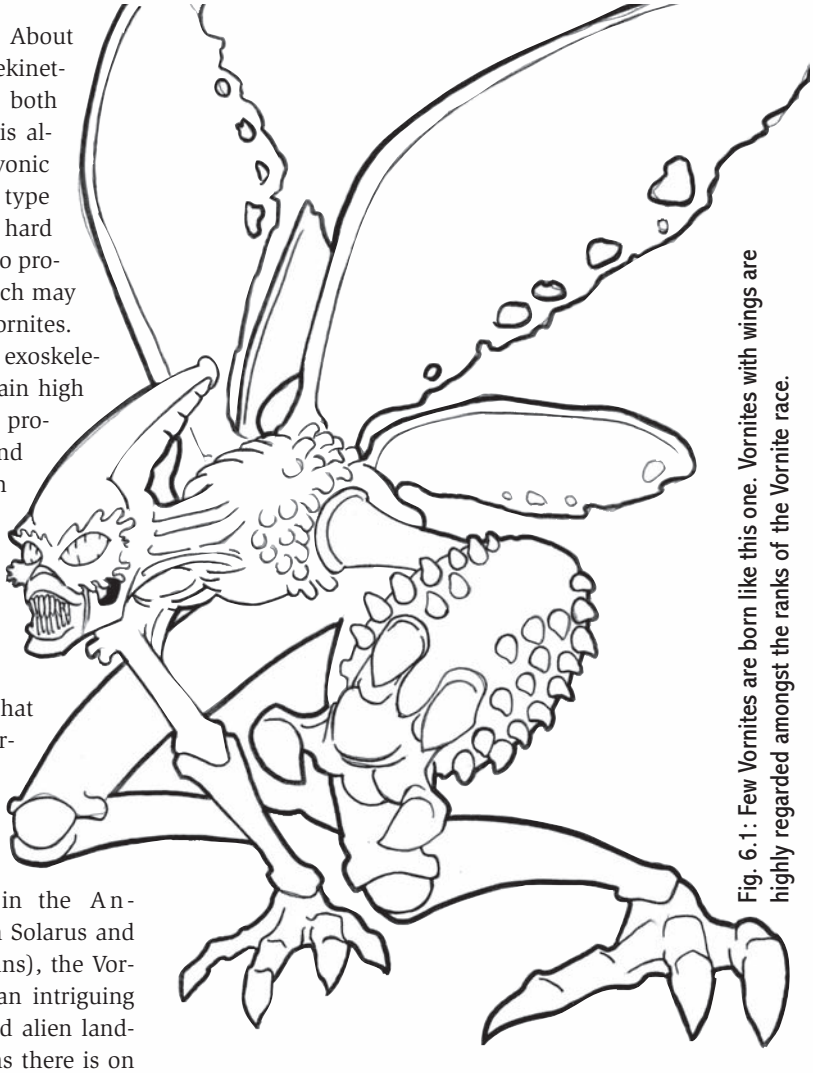

Fig. 6.1: Few Vornites are born like this one. Vornites with wings are highly regarded amongst the ranks of the Vornite race.

Native Planet

The Vornites come from the planet Vornus in the Andromeda galaxy. Although they can be found on Solarus and Polarus as well (living amongst the Andromedians), the Vornites are most at home on Vornus. Vornus is an intriguing planet with purple skies, huge tracts of land and alien landscapes. There is not as much water on Vornus as there is on most other habitable planets, so Vornites harvest most of their water from the atmosphere at huge water farms.

Around these farms Vornites have built modest-sized cities using technologies borrowed from the Andromedians. However, these cities are more like giant hives—communal apartment complexes where thousands of Vornites live together. Most of the communal dwelling Vornites work at the water farms, but things are changing. The Andromedians are slowly encroaching upon their turf, even running parts of their government. Already the Vornites are treated like second-class citizens on their own planet, although the actions committed against them are nothing compared to the persecution Ornans face.

A decade ago, the Vornites elected an Andromedian President who has slowly been "revising" the governmental structure under which the Vornites have lived. One of the President's acts was to declare a state of emergency when the Trade Association announced that there might be a CryAg shortage. The Vornite Parliament agreed with him, enabling the President to seize full and complete control of the government. He has complete authority and has declared that he will not step down from office until, in his words "This crisis is met, and the challenge it presents overcome".

With those words, he instituted massive changes throughout the government. They have now fully adopted the Andromedian's Communist structure and laws, and it seems that they are now owned by the Andromedians. The *Brave Society* program was created and now all Vornites must undergo military training from the age of 18 to 21. More and more frequently, Vornite soldiers have been seen fighting and dying on planets in conflict with the Andromedians. The Andromedians bought (and many question the legality of this purchase) the community owned moisture farms, and have raised the price of water and water services nearly triple what they were before, while at the same time cutting all Vornite salaries by a third. There was great debate and controversy over this in the Trigalactic Union, but since the happenings with Triaxy on planet Orna, the commotion has died down. Many believe that this is the Andromedians' first step to conquering the universe.

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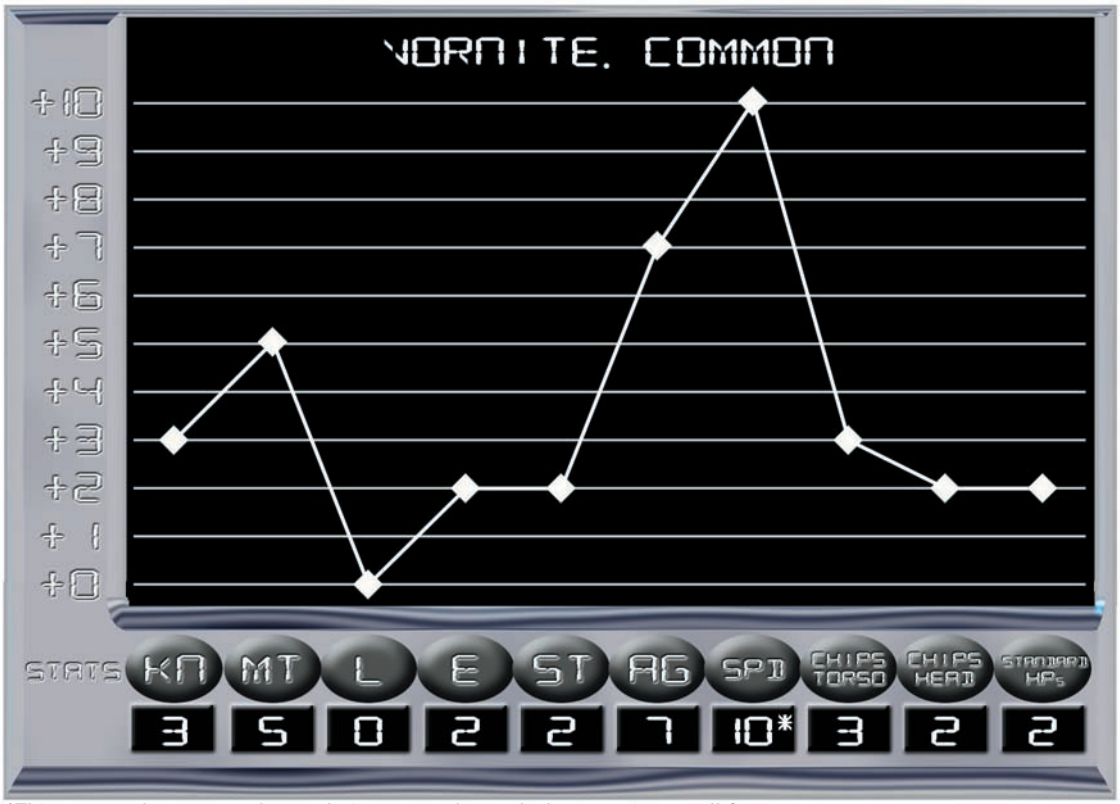

*This stat can be over 20 due to their unnatural speed when running on all fours.

History

Throughout time the Vornites have worked closely with the Andromedians. Although it may seem like great teamwork, the Vornites have often been suppressed by the Andromedians and either forced or swindled into working with them. During the CryAg wars, the Andromedians forced the Vornites into attacking Aktran-Trikos, home planet of the Trikosi. That disastrous military battle weakened the internal structure of the Vornite government and allowed the Andromedians to get their foot in the door, culminating with the election of an Andromedian President. In earlier years, the Andromedians often held back trade and technologies until the Vornites complied with their demands. The Vornites have often been puppets or slaves to the Andromedians, however discreetly or unwittingly it may have been.

Special Traits

The Vornites have a tough exoskeleton that affords them a natural armor protection. Their exoskeleton acts like body armor, affording them a -5 to all damage in all hit locations. About 1 in 20 Vornites is born with a set of insect-like wings. While these wings do not allow them to actually fly, flapping them can allow for short-period hovering, slow rates of fall, or to extend the distance of their leaps. Winged Vornites are also typically more Psyonically powerful. Winged Vornites are also highly regarded within Vornite societies and excel to higher positions and ranks.

Average Height and Weight: 6'8, 220 lbs.

Night Vision: 50-feet

Languages: Vornite, Andromedian, English

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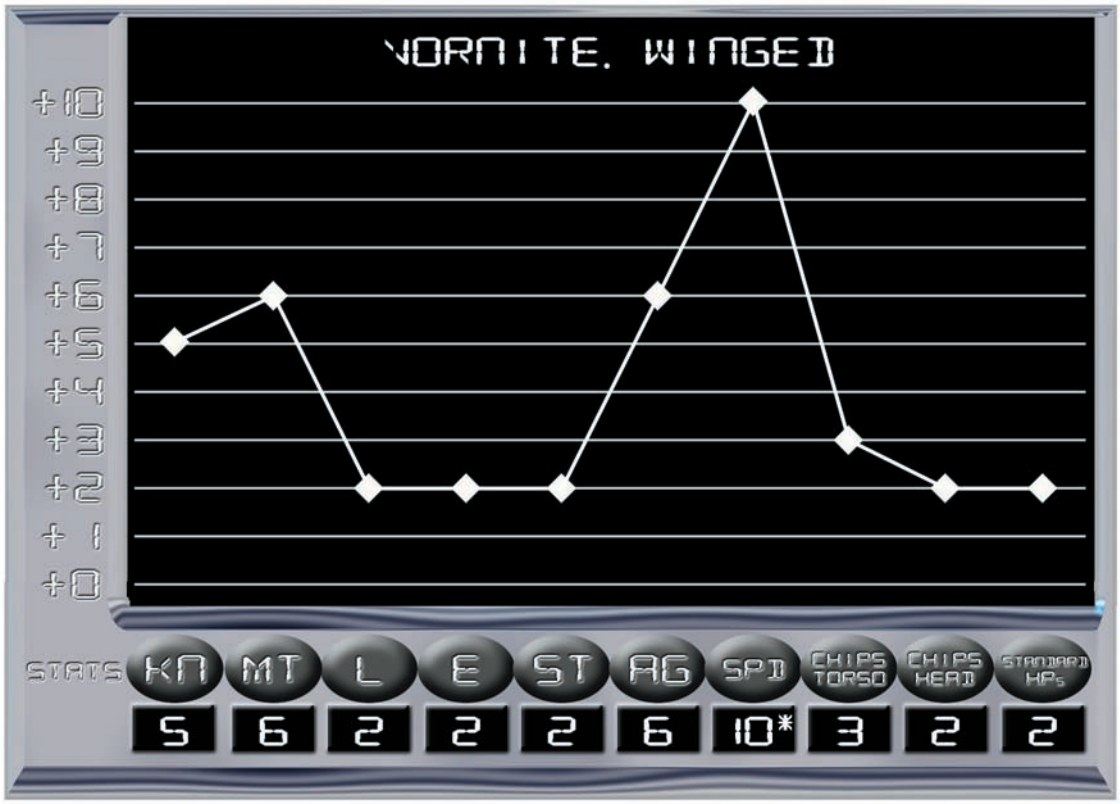

*This stat can be over 20 due to their unnatural speed when running on all fours.

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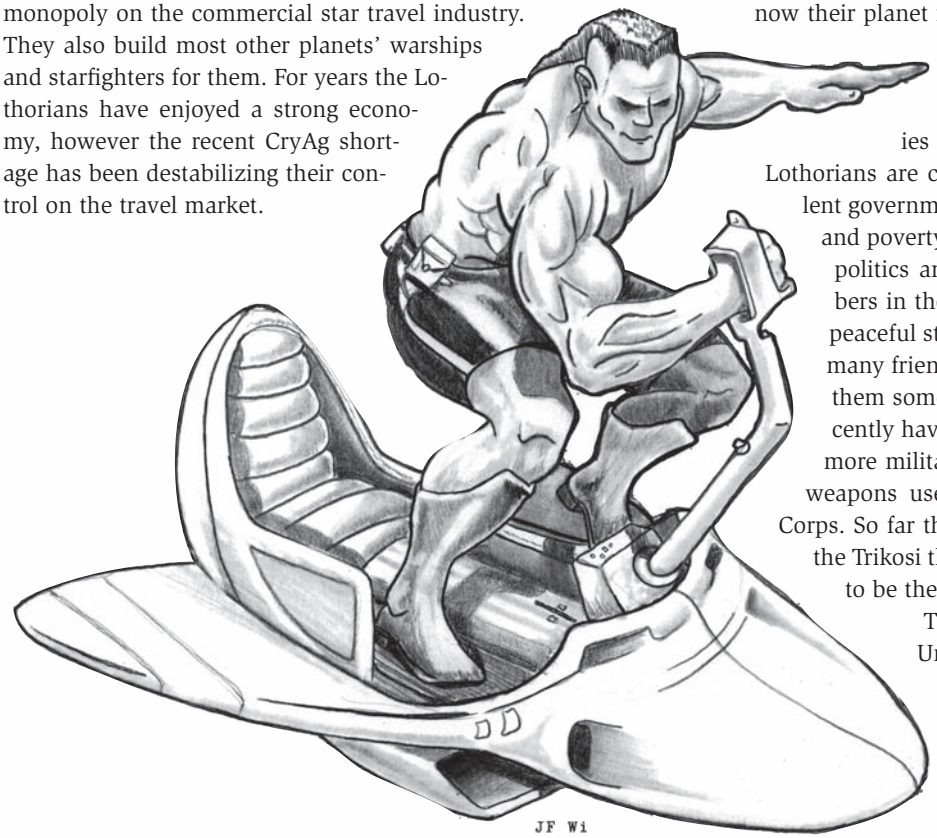
LOTHORIAN

Description

The Lothorians come from the Magellanic galaxy and are native to the planet Lothor. While from the same galaxy as the Trikosi, Lothor is in a very distant sector and the Lothorians do not in any way resemble the Trikosi. The Lothorians are a race of large and powerful people resembling Humans in many ways. However, the Lothorians have a pale blue complexion, yellow eyes and angled foreheads. Their bodies are well proportioned, and their faces are usually considered to be generally handsome or fair. Typically, Lothorians have bright red hair which is worn short by both male and females so as to not get in the way when they are working. Lothorian voices are strange, due in part to their dual larynxes. Because of this they can continue talking without pause for hours, whether they are breathing in or out. It makes their voices echo slightly and their vocal range is wide. Being a very artistic race, music has progressed and evolved greatly on Lothor. Many of the Tri-Galaxy's biggest entertainers and superstars are Lothorians.

Standing 7-feet tall, they are one of the largest and stockiest races with a strength nearly equal to that of the Trikosi. Their great strength is only matched by their great intelligence. For the Lothorians are, by nature, engineers and technicians and have built some of the most spectacular weapons and vehicles in the universe. Lothorian companies maintain a virtual monopoly on the commercial star travel industry. They also build most other planets' warships and starfighters for them. For years the Lothorians have enjoyed a strong economy, however the recent CryAg shortage has been destabilizing their control on the travel market.



The Lothorians' only real weakness is their speed, for they are slow and sluggish on their feet. Some even consider them rather clumsy. Running and gymnastics has never been a sport in which the Lothorians have participated in at the Trigalactic Olympics.

Native Planet

Lothor sits at the outskirts of the Magellanic galaxy very far from the Trikosi. Their planet is large—perhaps the largest inhabited planet in the universe—and covered mostly by land. Lothor is roughly the size of Saturn in the Milky Way. Like Saturn it is also a ringed planet, although rocks and small asteroids which make up Lothor's rings are much larger than Saturn's. Many Lothorians make homes within the larger asteroids, since they work at the huge space stations that fill the area around Lothor. It is at these stations that much of the heavy industry of Lothor is done, such as ship building. Doing this spares their planet from much of the pollution and waste that is a byproduct of industry.

Lothor has a single, large ocean and many lakes, but compared to other planets they are rather "dry." This is not a problem for the Lothorians, since they have plenty of water farming technology available. Before they could "mine" their own water, the Lothorians had to import much of it from other planets at great cost. Humans gave them their first water farming technology and that began the two races' friendship. The Lothorians soon improved on the Humans original design and now their planet is a paradise. They sold this technology to other planets, most notably Vornus, home of the Vornites.

The Lothorians live in large cities of vast technological wonders. The Lothorians are considered to have the most benevolent government throughout the galaxy, and crime and poverty on Lothor is nonexistent. They love politics and are one of the most active members in the Trigalactic Union. Their unyielding peaceful stance and principles has earned them many friends in the Union, but it has also made them some dangerous enemies. The Trikosi recently have been pushing the Lothorians to sell more military hardware to them, especially the weapons used by the Lothorian Home Defense Corps. So far the Lothorians have managed to deny the Trikosi the LHDC designs, which are rumored to be the most advanced in the galaxy.

The Lothorians' greatest rival on the Union Board are the Andromedians. Many consider the two planets to be the most powerful forces in the Union, and many are starting to pick sides. The Lothorians are quick to try to defuse talk of warfare against the Andromedians, al-

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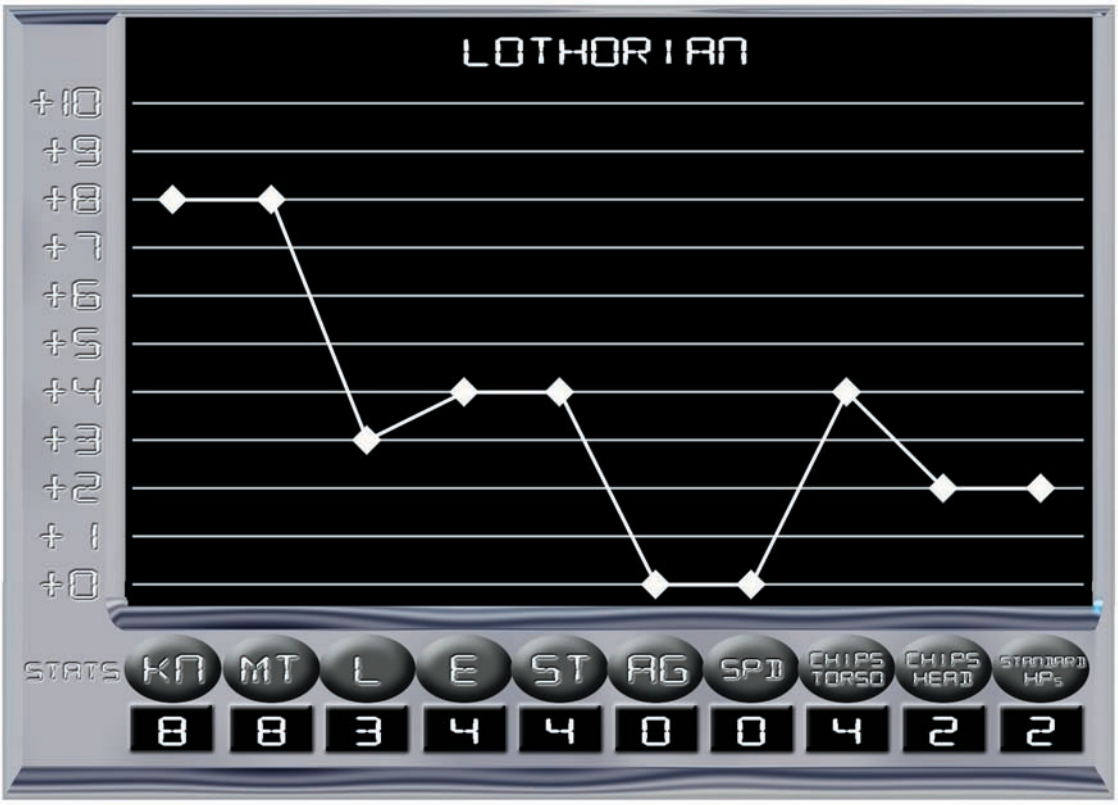

though the protests have been growing weaker ever since the Vornus Incident and now with the ongoing Orna Situation.

Lothorians are equally as strong on the Trade Association. Although their planet is devoid of CryAg, their neighboring planet, Glamyre, (a planet similar in size and mass to Mars) is very rich in the precious mineral and makes them a powerful part of the Trigalactic Trade Association. Their control of a major source of CryAg as well as control of intergalactic travel gives them a lot of pull. It has been whispered that, if any race can restore balance and harmony to the Union and Trade, it is the Lothorians.

History

The Lothorians love politics and were the first to listen to the Humans when they called for the formation of the Union. They were also close friends with the Humans before the destruction of planet Earth. Before the end of the Earth, the Lothorians were ambushed on the way to Mars by a fleet of ships painted black and with no known identification. This prevented the Lothorians from reaching Mars, and possibly Earth where the tragedy could have been averted. Although it has never been officially said, many believe that the "Black Fleet" was actually the Andromedian 4th Fleet, which according to old Human records, never rendezvoused with them over Mars. Official records show that the 4th Fleet was present at the surrender of the Humans, after having received scheduled maintenance, which included repainting.

Ever since, the Lothorians and Andromedians have been watching each other warily. The Lothorians are quick to champion Human Rights issues, and often spearhead investigative hearings. Triaxy Mining has been the most recent target of a hearing, and many feel that if it was not for the CryAg shortage Triaxy would have been punished. The Vornus Incident, in which the sovereign government of Vornus was taken over, and the current situation on Orna, have put the Lothorians and Andromedians on opposite sides again. It is this rivalry that truly balances the Trigalactic Union, as the Lothorians are the second most persuasive member on the board next to the Andromedians. The Lothorians are also against Triaxy's overtaking of planet Orna and are perhaps the Ornan's only true ally. While the Lothorians will not openly wage war against the Andromedians (or any other race), they will assist any race in need if it is within their power to do so.

Special Traits

Lothorians are very strong and very intelligent, however they cannot obtain any psyonic abilities for unknown reasons. It is speculated that their brain and nervous systems just can't support psyonic powers. But they are also immune to telepathic influences. This in itself angers the Andromedians who often rely on their psyonics to manipulate people.

Average Height and Weight: 7ft, 270 lbs.

Night Vision: None

Languages: Lothorian, English

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CYBORGS

Description

Originally not a race, the Cyborgs are creations of Robotic Creations Corporation (RCC) which is based on the planet Lothor. In fact, out of all the races, the Lothorians are the only race who have successfully been able to build a sentient robotic unit. No other race has achieved this yet, although there have been attempts. Using advanced computer data encoding and advanced logic chips, Cyborgs (also known as Androids) are self-supporting robotic units that can think and learn on their own. Most importantly, they can *feel*. After Robotic Creations Corporation was able to create self-aware units with highly advanced AI, the Trigalactic Union passed the *Android Citizenship Act* which prevents Android slavery, reprogramming and "murder". In short, the Cyborgs are now considered a race of *people*.

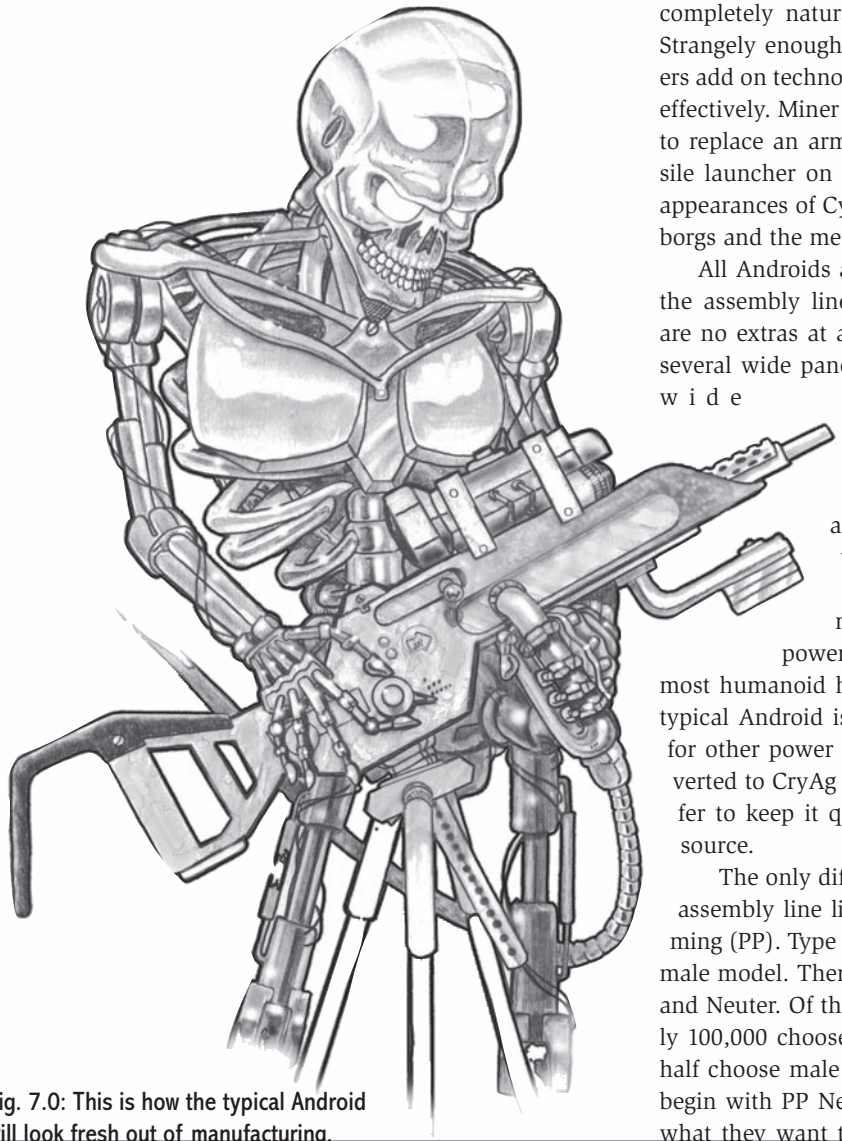

Fig. 7.0: This is how the typical Android will look fresh out of manufacturing.

Although they may look intimidating and robotic, not resembling any sort of organic life, Cyborgs are smart and can even feel emotions. RCC has been limited to the amount of Cyborgs they can build per year—currently 200,000—and they are further banned from selling them. To date there have been about 2,400,000 Androids created, out of which 1.8 million are known to still function. Upon creation, Cyborgs must be given a name, and any and all programming they initially need to start on a career of their choice. They are then free to pursue whatever course they choose.

After initial programming, the Android cannot be reprogrammed; it must make its own way in the galaxy. It is required to learn based on its experiences. Reprogramming requires memory wipes in order to clear enough room in the Android's CPU brain. To take that away from them would rob them of their life. Although reprogramming is illegal, upgrading and enhancement is not. Many Cyborgs have worked hard and upgraded themselves to the point that they look almost completely natural—right down to organic flesh coverings. Strangely enough they usually request Human features. Others add on technology which will enable them to do jobs more effectively. Miner Androids might get a hydraulic jackhammer to replace an arm, while soldiers might mount a smart missile launcher on their shoulder. This makes for two distinct appearances of Cyborgs: the nearly Human, flesh-covered Cyborgs and the metal, mechanical Cyborgs.

All Androids are built basically the same. When fresh off the assembly line, they are completely base models. There are no extras at all. Their frame looks slightly skeletal, with several wide panels extending on small, strong wires. These wide panels serve as framework in case the Android decides to be fitted with synthetic skin. Otherwise the skin would be saggy and too artificial looking. Androids have a working jaw, although they do not have a tongue, and their artificial voice box can replicate any sentient language. All models are made from a heavy-duty titanium alloy. Their power source is encased within their chest, where most humanoid hearts are located. The power source of the typical Android is plutonium, although they can be adapted for other power sources. Secretly, some Androids have converted to CryAg as their primary power source and they prefer to keep it quiet as they might be hunted for their life-source.

The only difference in Androids when they come off the assembly line lies in Model Type and Personality Programming (PP). Type A-6 is the female model while Type Z-4 is the male model. There are three basic types of PP: Male, Female, and Neuter. Of the 200,000 produced each year, approximately 100,000 choose to become female Type A-6 and the other half choose male Type Z-4. But all Androids, once activated, begin with PP Neuter as it will take time for them to decide what they want to be in their lives. They are kept for three

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months in a special RCC facility where they are given education and guidance. Most choose their PP here, the majority picking the same PP that goes with their model type. Some however choose the opposite PP, although this does not happen often, and when it does they are offered a complete download into a blank of the model whose PP they have chosen. A few choose to remain Neuter.

While RCC cannot sell Androids, they make their money now from the Android race. Each year the Android government pays RCC a fixed rate based on how many units are produced. This keeps RCC in business and allows the Android race to propagate. Although both the Android race and RCC want to produce upwards of 500,000 units per year, the Trigalactic Union has set a strict limit of 200,000. In three years the Union will vote on allowing an increase in production.

Native Planet

While the Androids are all currently built on Lothor, the Android population has adopted the planet Mercury in the Milky Way galaxy as their official home. They are the only race capable of withstanding the intense extremes of Mercury's surface. Here the Androids have built small cities and have established a life and culture of their own. They conduct business with the Trigalactic Trade and are slowly becoming a source of commerce. If they secure the deal with RCC, the Androids will build Creation facilities on Mercury and will likely pursue trade in computers and advanced technologies. Over the next few years, as the Androids develop their planet (which has had no owner since the Humans), they will become voting members in the Trigalactic Union and will truly be recognized as a political power.

History

Androids evolved from the most basic and simple robots. Over the centuries, as the Lothorians advanced in their computer technologies, they were able to build better and more sophisticated robots. It was only in the last five decades that they were able to master true robotic intelligence and create robots that could actually think for themselves. Soon after, they were able to create artificial emotion. And from this artificial emotion (AE), the Androids were able to become self-aware. Androids could now feel joy, pain, anxiety and love—and soon many, especially their Lothorian creators, felt that it was wrong to keep them in virtual slavery. Androids have always been viewed as "property" or objects and even after the Android Citizenship Act they are viewed with skepticism. Many races are outright racist to the Cyborgs, having segregated the areas between themselves and the Cyborgs. On some planets, anti-artificial life groups have been known to violently deactivate Androids, essentially murdering them.

The Andromedians especially refuse to acknowledge them as a true race. Andromedians will not even allow Androids to be on their home planet. At every turn, the Andromedians try to confound the Cyborgs' efforts to meet all the requirements to become a voting board member. Thus, rivalry between the two is already brewing. Despite all the negative encounters with organic life, the Androids continue to try and make friends and allies in the Tri-Galaxies. Surprisingly, the Androids have been most friendly with the starfaring Human race.

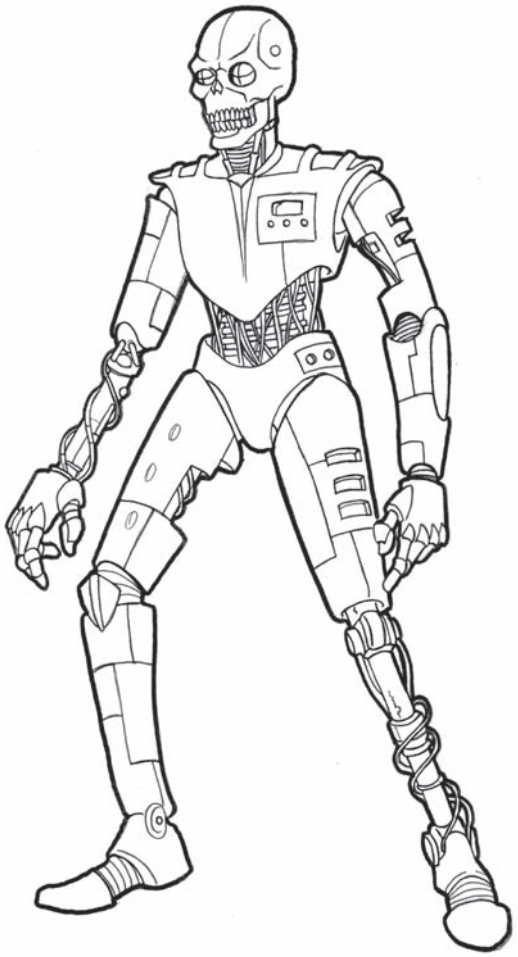

Fig. 7.1: This older model Cyborg has undergone some upgrades in order to keep up with the times and has acquired basic armor plating.

Androids have built special shelters on Mercury for their Human friends, in exchange the Humans are more than happy to perform enhancements and upgrades on the Androids. It should be noted that although only RCC is licensed to perform upgrades, most Androids would rather have a Human technician do it for them. Besides, many of the upgrades that are performed by Humans are black market tech, which RCC would never install.

As the Cyborg population continues to grow surely and steadily, the Androids will definitely become a major player within the Union. For now, the Androids often take jobs in militaries or mining operations. Although often paid far less than "real" workers, Androids still jump at the opportunity to begin a real life.

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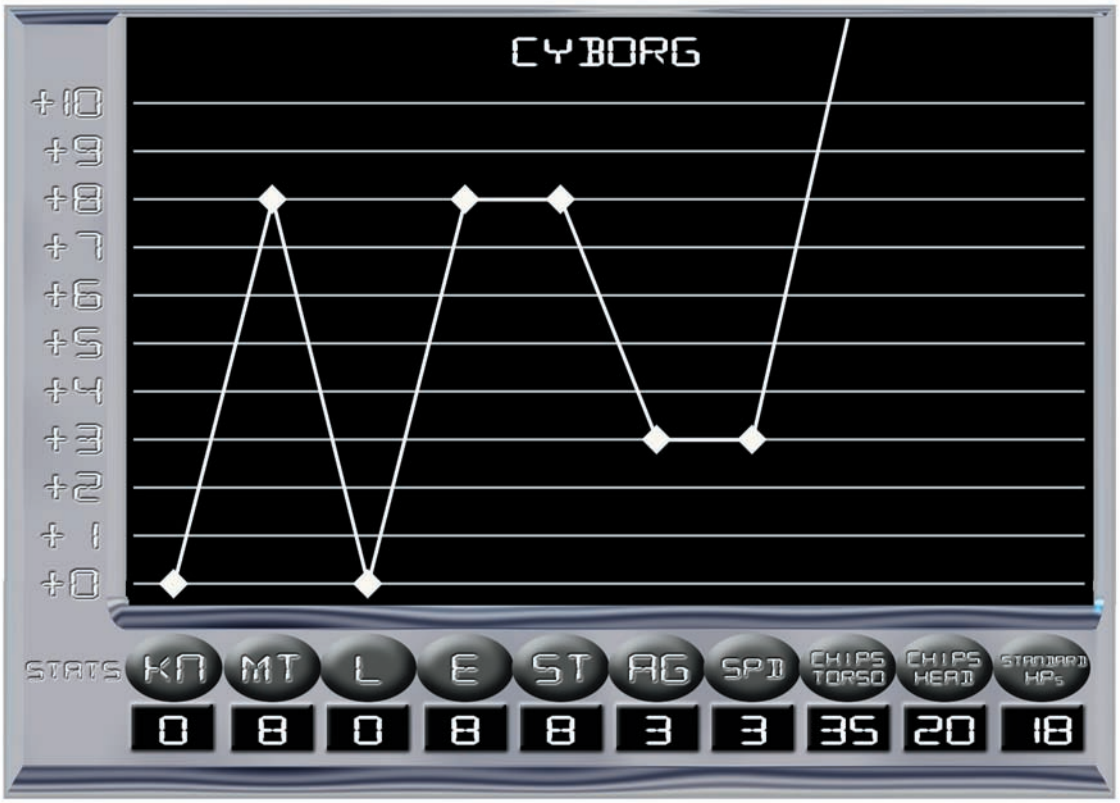

Special Traits

Androids are immune to all psyonic influences. However, they cannot obtain them either. Cyborgs do not need to eat, drink or even breathe. Thus, they often make for the best warriors in combat. They can function just as well under water as they can out of it, and they can also go into areas of extreme heat, cold or other hazardous areas. Also, because their bodies are not flesh and blood, their stats can never be increased. Thus, they begin and end the game with the same amount of hit points and stats. However, they can be outfitted with new technologies and can "upgrade" their systems using any of the Android Upgrades listed below. Androids also, being built from metal, have a natural body armor of -5.

Average Height and Weight: 6ft, 190 lbs.

Night Vision: 50-feet

Languages: Vornite, Andromedian, English, Trikosi, Ornan, Lothorian, Binary

Typical Android Upgrades

Below is a small list of some of the most common upgrades available to Androids and their prices. Although this section only lists common upgrades available through RCC, other upgrades are available as well. For example, there are numerous types of arm and hand upgrades—such as claws and titanium cutters—as well as more obscure upgrades such as shoulder-mounted missile launchers and booster-jet pack assemblies. There are even upgrades to allow a Cyborg to have four arms. Use the below as a basic reference for upgrades.

Vibro-Sword Arm Upgrade

Cost: $10,000
Availability: Ave
Manufacturer: RCC
This upgrade replaces an Android's right or left arm with an extendable vibro-sword. When not in use, the sword is housed within the arm assembly and the hand unit is fully functional. However, the Android can extend the vibro-sword at will, which causes the hand module to flip backward against the forearm as the sword extends outward to 4-feet. The vibro-sword operates on a sonic oscillator, which allows it to cut through metal and stone with ease, and is helpful for those Cyborgs who have chosen a career in mining and construction. However, it also makes a deadly weapon, inflicting 4D6 damage per hit.

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Laser Blaster Arm Upgrade
Cost: $20,000
Availability: Ave
Manufacturer: RCC
This upgrade replaces an Android's right or left arm, transforming it into a deadly blaster cannon. Although this attachment does away with a hand, it provides the Android with some serious firepower. The blaster gas a range of 100-yards and inflicts 2D8 points of damage on a successful hit. The internal plasmic power cell holds enough energy for 200 shots before needing replacement. Replacement power cells are typically $300 and can be reloaded virtually instantly.

Intelligence Processor Upgrade
Cost: $15,000
Availability: Ave
Manufacturer: RCC
This upgrade must be wired into the Cyborg's base memory units and adds additional intelligence processing power. Each upgrade adds a +2 bonus to the Android's KN stat. A maximum of 10 upgrades can be made. More than this and the Cybord risks frying internal processing circuitry (25% chance, accumulative, each upgrade thereafter).

Mental Command Processor Upgrade
Cost: $15,000
Availability: R
Manufacturer: RCC
This upgrade is a small chip that can be implanted into the Cyborg's internal mental command processor which increases the Cyborg's understanding of sentient reactions and also increases emotional processing. The upgrade adds 1D4+1 points to the Cyborg's L stat and 1D2 points to his MT stat. Only one upgrade can be made. There is also a more powerful chip currently on the market for $40,000 which doubles the above bonuses.

Reactive Joint Servos Upgrade
Cost: $20,000
Availability: Ave
Manufacturer: RCC
The basic Cyborg unit includes some very advanced servo motors to power arm and leg joints. However, this upgrade includes servos that use highly sensitive, high-powered motors which increase the response time and reactivity of all joints and moving parts. This upgrade effectively gives the Cyborg a +2 bonus to his AG stat. There are also more powerful, blackmarket versions available for $30,000 - $80,000 which can give bonuses as high as +5. Only one of these upgrades can be made.

Motion Power Upgrade
Cost: $50,000
Availability: Ave
Manufacturer: RCC
This is an upgraded central motor upgrade which increases the speed at which the Cyborg can move his body. This upgrade effectively gives the Android a +2 bonus to his SPD stat. More powerful upgrades may also be available for additional cost. Only one upgrade can be made.

Power Hydraulics Upgrade
Cost: $55,000
Availability: Ave
Manufacturer: RCC
These are advanced hydraulic units that replace the Cyborg's standard hydraulics responsible for strength in the arm, legs, hands, etc. The basic upgrade increases the Cyborg's ST stat by +2. More powerful versions which afford as much as a +10 bonus are available on the blackmarket but are extraordinarily expensive. Only one upgrade can be made.

Trauma Dampening Undercoating Upgrade
Cost: $65,000
Availability: R
Manufacturer: RCC
This is a special coating consisting of a padding-like material and gel-like substance which is added beneath all of a Cyborg's body plates as well as around specific joints and other areas. This coating is unnoticeable in most cases, however it increases the amount of abuse a Cyborg can take by dampening shock and trauma. Effectively, this coating gives the Cyborg 5 additional CHiPs for both his Torso and Head, and 5 additional Standard Hit-Points. A newly developed undercoating is available on the blackmarket as well which doubles that amount. Up to two of these upgrades can be made. Anymore and the coating will prevent joint movement.

High-Density Armor Upgrade
Cost: $70,000
Availability: R
Manufacturer: RCC
This is upgraded armor plating which replaces a Cyborg's standard body plating. It is made of a high-density metal alloy and affords the Cyborg a –10 natural body armor (replacing the original –5 natural armor). There are also more powerful armors available, but the costs can be 3 – 5 times more expensive. Only one armor upgrade can be made.

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Synthetic Flesh Upgrade

Cost: $50,000
Availability: Ave
Manufacturer: RCC
This is a synthetic skin covering, complete with body and head hair and natural-looking eyes. Silicone muscle implants complete the illusion. Although the synthetic flesh looks "plasticy" up close and the hair does not look or feel like real hair up close, at a distance it makes the Cyborg indistinguishable from a Human. The synthetic skin and hair can be damaged and destroyed about as easily as real flesh and hair, however it is easily patched (about $25 per square inch to replace). Damage to the flesh does not harm the Cyborg.

Living Tissue Upgrade

Cost: $100,000
Availability: R
Manufacturer: RCC
Similar to the Synthetic Flesh Upgrade, however this is actual living skin and hair which has been laboratory grown and bonds to the Cyborg's metal skeleton. Silicone muscle implants are still used beneath the flesh. The flesh and hair can be damaged as easily as a living person's hair and skin, however this will grow back and regenerate unlike the synthetic upgrade. The living tissue also makes the Cyborg appear to be a real Human—even upon close inspection. Damage to the flesh does not harm the Cyborg, although for an added $50,000 a living nervous system can be wired into the Cyborg to give the flesh sensation of touch. Doing this will allow the Cyborg to feel pain, but does not cause damage or loss of hit-points.

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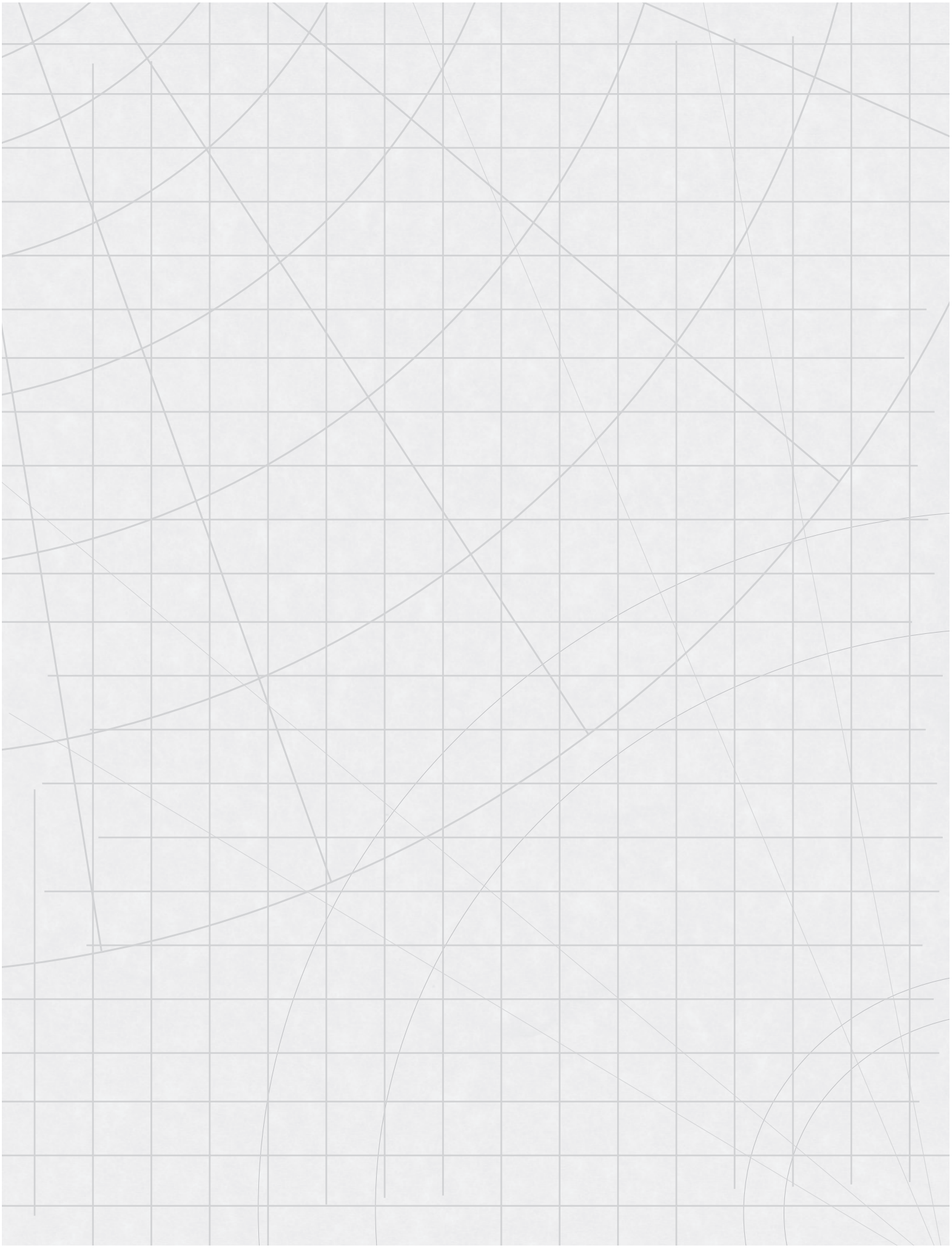

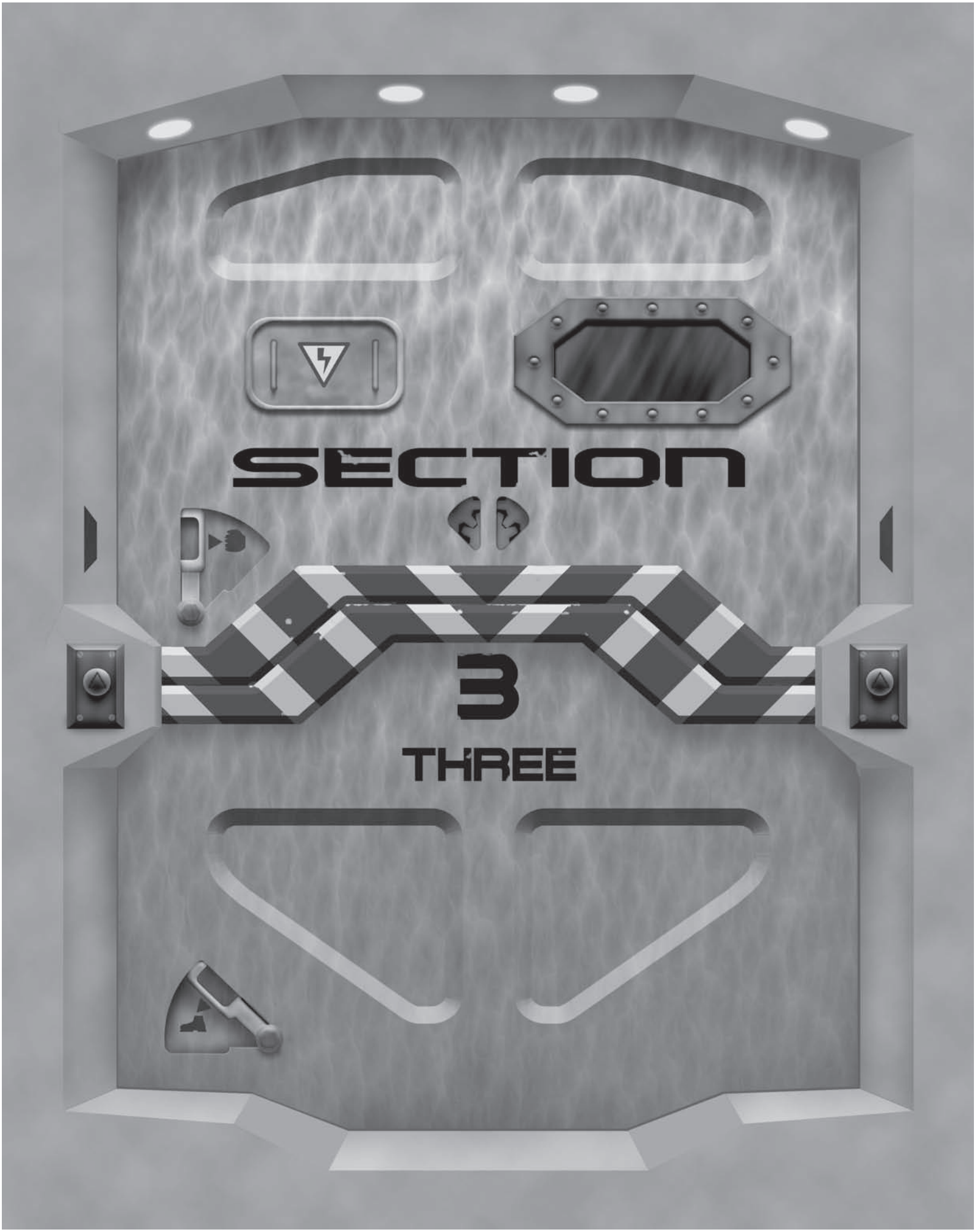

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THE CHARACTER CLASSES

In *Perfect Blue* you get the chance to play many different characters, including an Executive, a Field Team Member and a Fighter Pilot! There are three primary types of characters, and all players will have the chance to play each. The character types are:

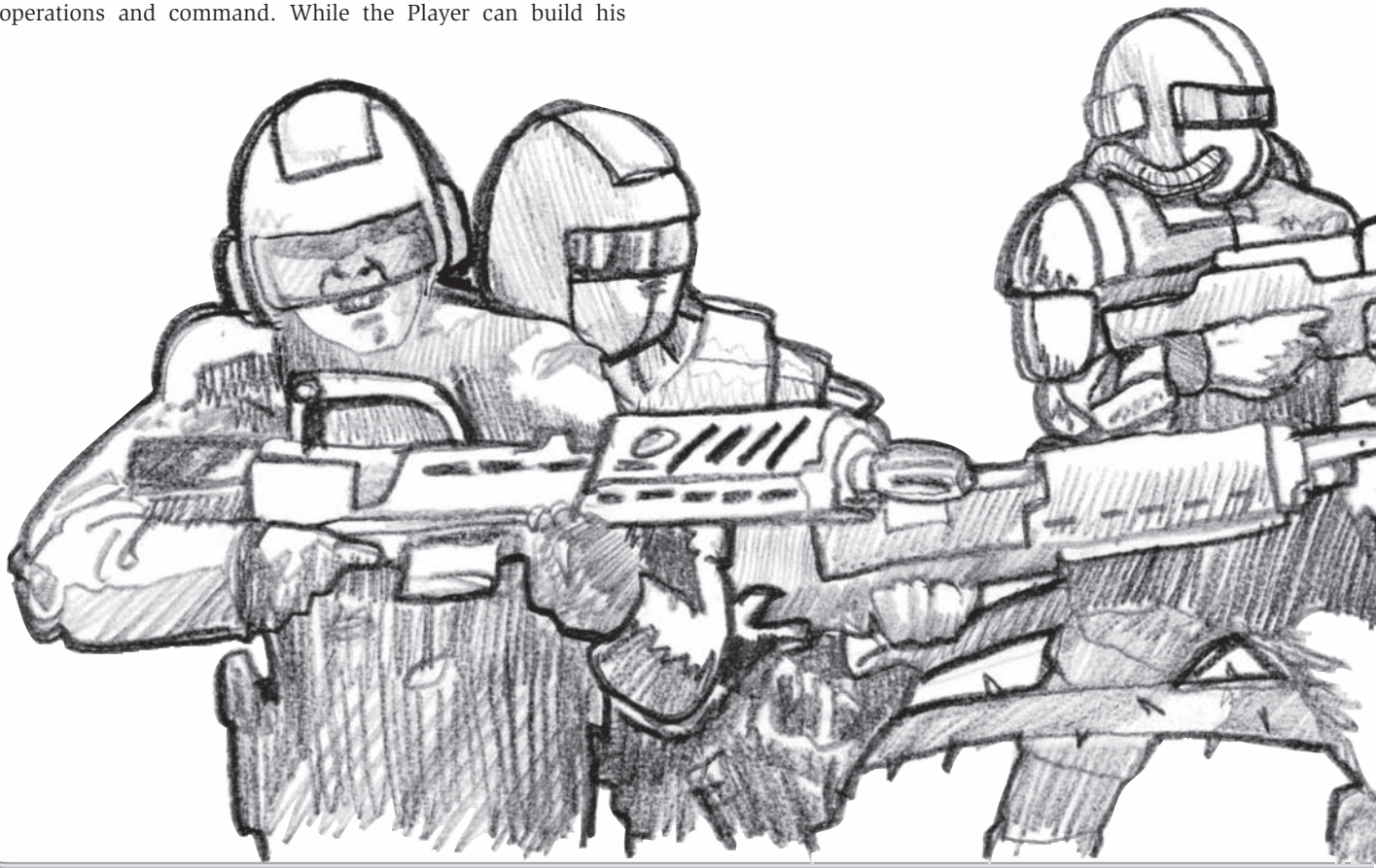
Executive Characters (ECs)
Field Team Members (FTMs)
Fighter Pilots (Pilots)

All players must play one Executive Character and at least one Field Team Member. Pilots are optional characters (although you'll probably want them) and are used primarily in Vehicular Combat mode.

All players must start the game with an Executive Character. ***Only after the EC has been made and the players' base of operations has been built can they hire their FTM and Pilot characters*** (which they will then make). All ECs are identical in that they are of Ornan race and modeled on the same archetype: a business professional trained in basic military operations and command. While the Player can build his own background for his EC and give him his own distinct personality and traits, the model is still the same. Each player will use his EC for base operations, wheelings and dealings with other corporations, purchasing base equipment and other such duties. The EC will rarely see combat as he is mostly reserved for running the base and meeting with other organizations and people.

On the other hand, the players will all have FTMs which *will* see combat. FTMs are the grunts who go out to shut down Triaxy mining operations, infiltrate Triaxy bases, free Ornan slaves and do all of the dirty work for BLUE Level. Players *can* have multiple FTM characters, however on most missions the Player will only be allowed to bring one—or maybe 2 or 3—along. This can pose a unique situation on the Players. Traditionally most Players are familiar with playing and controlling only a single character at a time. In *Perfect Blue* one of their challenges will be to take control of multiple characters at a single time and get all of them through the mission alive.

There are many types of FTM characters that the players can choose from. However, players will only be able to hire the FTMs that their budget allows. For example, a player might want to have a Special Forces character but can only afford to hire a Medic. If this is the case, the player will be forced to play the role of a Medic until his budget can afford to hire him a



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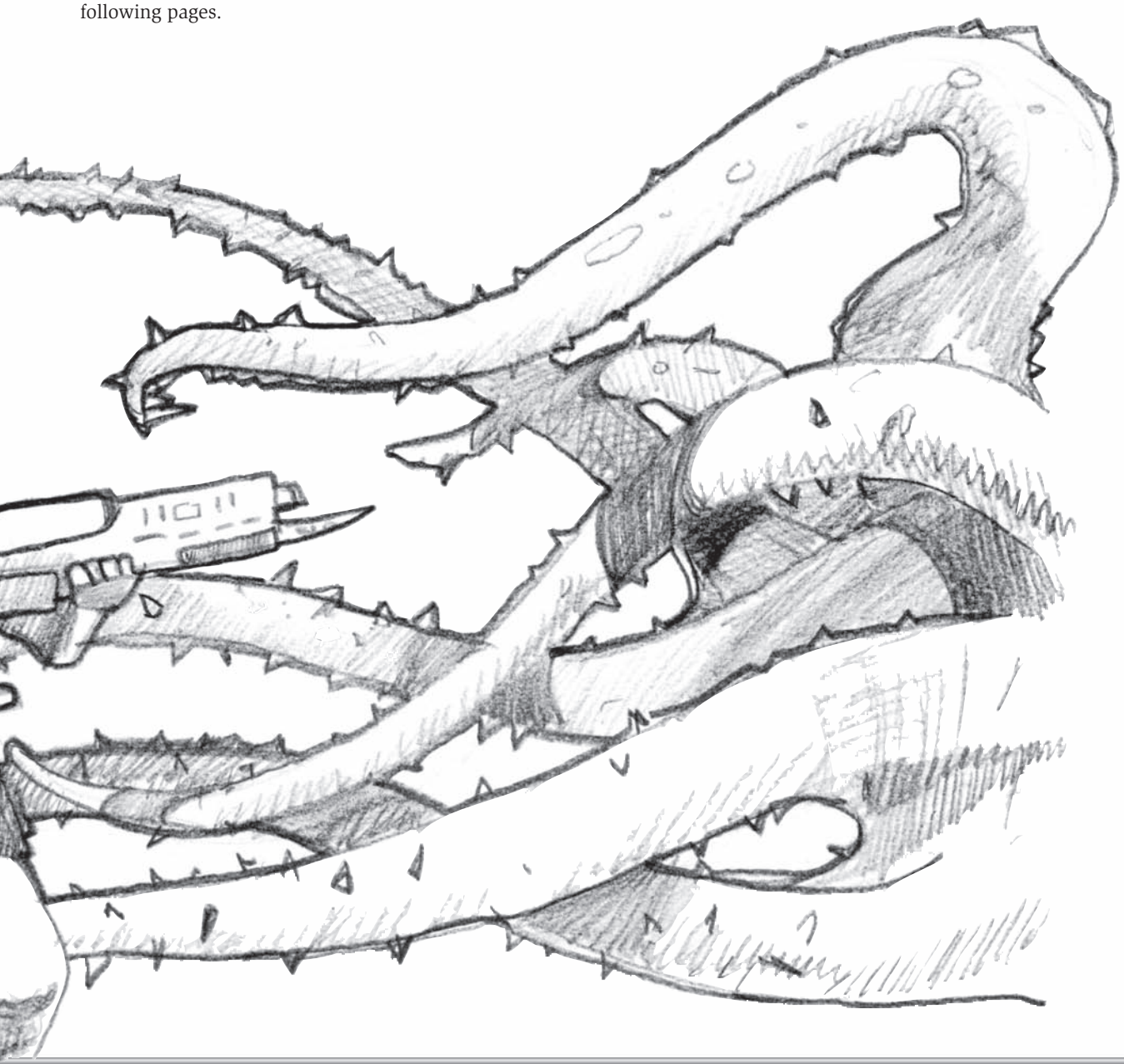
Special Forces agent.

The types of Field Team Members are as follows, and are listed in the order of their valued training with Civilian being the lowest on the totempole:

Civilian
Medic
Demolitions Expert
ASULT
Sniper
Special Forces
Psyonicist

Each of the above Character Classes (CCs) are listed on the following pages.



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CC TERMS AND DESCRIPTIONS

Each CC is listed with a number of items and descriptions. Below you will find the definitions for the terms used in the character classes.

Description
This is a description of the character class. It will describe their basic training level, their areas of expertise, etc.

Hiring Costs
All characters, with the exception of the Executive characters, must be leased or purchased through MerCore (or a similar organization). MerCore is the standard company—which is a part of the Perfect Blue operation—that BLUE Level is expected to use. The *Hiring Costs* show the amount of money (in Expense Points, or EPs) that you must pay to acquire the character. Typically the Players have two options when hiring characters: *Leasing* and *Purchase Outright*.

Leasing Monthly Cost
Typically the Players will lease their FTMs and Pilots through MerCore or a similar organization. The *Leasing Monthly Cost* is how much money, every month, you must pay MerCore to keep the character. This amount is given in Expense Points (or EPs) and must be deducted from your account at the time of initial hiring and at the beginning of each month thereafter.

This leasing cost takes into account the monthly payment to MerCore for the character, and all food consumed by the character, room and boarding fees and other expenses that are insignificant or unrealistic to deal with (after all, do you *really* want to keep track of the water and electric bills, or the cost of toilet paper?). If at any time you cannot afford the monthly leasing cost (due on the first day of each month), MerCore will "repossess" that character and you will lose him.

Note that the Executive Characters are listed with a Monthly Cost in EPs. Executives are not leased and are directly employed by BLUE Level. If you cannot afford the monthly cost to keep your Executive characters, your base will close.

Purchase Outright
Under the initial hiring cost is also listed a second option, called *Purchase Outright*. This cost is typically six-times the amount of the monthly leasing cost. However, if the troop is purchased outright BLUE Level *never* has to pay the monthly leasing cost, which significantly reduces a base's monthly cost of operation. *The Purchase Outright cost is a one-time fee.*

However, because the character will still need food, electricity and other such living expenses, BLUE Level must still pay a small monthly boarding fee. This is noted as the *Monthly Cost* and is given in EPs. This amount must be paid at the start of each new month. If you cannot afford the monthly costs for any of your characters, you must sack those characters. You cannot keep any characters for whom you cannot afford the monthly costs.

See also, *Buying, Leasing and Sacking* on page 8 of this book for more information on monthly costs.

Trappings
This is a list of basic equipment and weapons that the character will begin with. Most of these trappings have been given to the character from MerCore or similar troop hiring agency. Or, they might just be that troop's own personal gear that he received while in the military. The GM can, if he chooses, make some FTMs begin with more or less trappings as listed with the CC. Any equipment that the Players want to arm their characters with in addition to these trappings are purchased at their own expense and must be given to the characters. Most items noted in a CC's Trappings are detailed in the *Buyer's Guide* section of this book.

Skills
This is a list of all skills that the character begins with, as well as their proficiency in that skill.

Aggression Points per Level
This indicates how many Aggression Points the character will receive whenever he raises level in his CC (increases rank). For more info on Aggression Points, see the *Combat* section.

Advancement Table
Each CC has an Experience Point Advancement Table. This table shows how many experience points the character must obtain before he can be sent to training to receive his next level of rank, how many Skill Points he obtains and what Combat Bonuses he obtains. Note that all characters—ECs, Pilots and FTMs—start at level 0 with no experience points gained.

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ADVANCING LEVELS: FTMs AND ECs

Level advancement in *Perfect Blue* is a two-part process. First, the character must earn enough Experience Points to advance to the next level (rank). However, that character does *not* automatically advance to the next level upon earning the needed experience points.

Once a character earns enough points to advance to the next level, he must be sent to *Training* at MerCore (or a similar organization). And this training can only be had once the character has earned enough *experience* in combat. Within the character's CC's Advancement Table is a column that reads "Training Cost" and "Training Time." These indicate how much the new training will cost BLUE Level (yes, the Players must pay for it!) and how long (in weeks) the character must be gone for (this assumes the character is on leave at the MerCore facility being trained, and thus the Players cannot use that character until he returns).

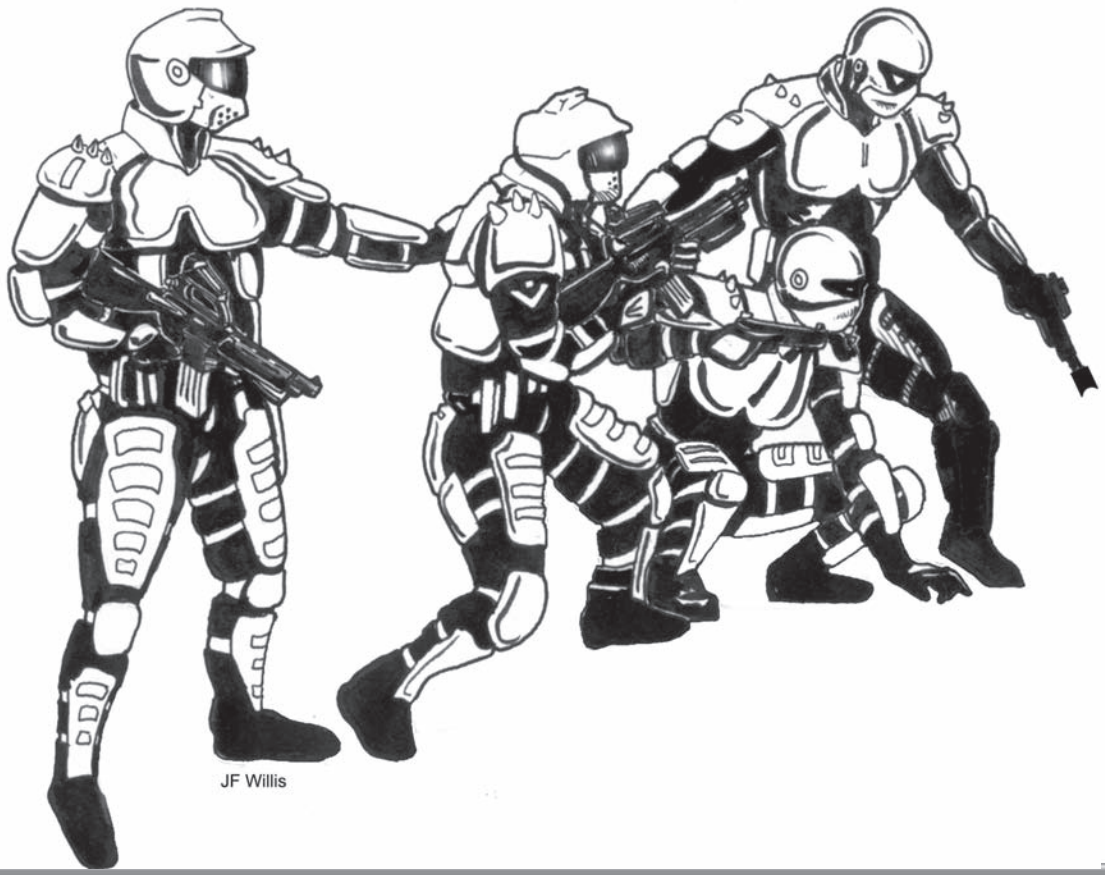
Once a character returns from training he receives all bonuses and Skill Points listed with his new experience level (rank). The Player can then purchase new skills or raise the ones he already has. *The only exceptions to this are Hit-Points and Critical Hit-Points. Upon earning enough Experience Points to advance to the next level of rank, the character will receive any additional Hit-Points he is entitled to* (note that this increase is listed with the Character's *Race*).

NOTE: It may occur that the Players can't afford to send their troops for training, or they may not want to send them away for training for other reasons (such as shortage of troops). Although the character cannot advance to the next level (rank), he can still keep earning experience points towards his character class. Then, at a later time, the Players can send the character off for multiple levels of training all at once! The character must still go through (and pay for) all previous levels of training, but it can be done all at once.

See the section on *Training* at the end of the Character Classes for more info.

One last note on the Advancement Tables

The bonuses to hit, dodge and initiative and number of APRs obtained are *not* accumulative. That is, what is listed in the Combat Bonuses section of the table is your character's current bonus or number of APRs. You do not add them level after level.



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THE EXECUTIVE CHARACTER (or EC)

Each Player must play the role of an Executive Officer in charge of BLUE Level. The Executive Character is used to make budgeting, hiring, purchasing and other base operations decisions. The EC is also the character that you will typically use in role-playing mode when you want to meet with the heads of major corporations, funding organizations, the government, etc. The EC is the character in which most of the *Perfect Blue* story will unfold, as he will be the character that gets involved with conspiracies, traitors, government problems, and other issues. ECs are also typically the characters used to seek out new funding, raise money and purchase goods and equipment for the base.

The EC is not typically used on tactical missions, but can engage in combat. The EC is more of a businessman or political figure and is not a warrior. The Players would do well to keep them from combat.

Creating your EC is the very first step to playing *Perfect Blue*. This will be the first character that you create. After you have created your EC you will use him to purchase your starting base, build up some facilities and hire your Field Team Members (FTMs) and Pilots. All of this will be done in collaboration with your fellow gamers using their ECs.

Role-Playing the Executive Character

Using their ECs, the Players must make budgeting, purchasing, hiring and base operations decisions as well as political, diplomatic and business decisions. The players must do the best they can to further BLUE Level's goals and increase their monthly income. They must also work to please those who are helping to fund BLUE Level and keep good relationships with allied companies, corporations and Trigalactic Union officials. Thus, at the start and close of each gaming session (when applicable), the GM should allow the players to hold a conference with their ECs to allow them the chance to go over current events and make the appropriate decisions.

Because *all* the Players must have an EC, and because the ECs are used to make these very important decisions, it is typical that arguments between the Players will occur. Some Players, for example, may want to increase the base's defenses and hire more FTMs to run field operations while other Players may wish to use the base's income for more diplomatic reasons. Additionally, some Players may want to spend money on research and development while others want to purchase more equipment and vehicles.

All these decisions add to the game's excitement, however if Player disputes get out of hand the GM should step in as Majestic Blue to settle the quarrels. The GM should only use Majestic Blue as a last resort if Player arguments are interfering with the game. Majority votes should be used by the ECs to settle decisions diplomatically. After all, the ECs *are* diplomats!

But aside from base operation decisions, the players will also need their ECs for the game's role-playing mode. The players *should* use their ECs for all diplomatic missions—meeting with other corporations, government officials, scientists, etc. They should also send their ECs out to research the events that are unfolding in the GM's story. However, the players can—and might have to—use their FTMs for some of these role-playing aspects. This is fine, although it should be noted that the GM should try to create stories and adventures that require the use of the ECs as well as the FTMs.

As a final note, Executive Characters are not hired by BLUE Level (as FTMs and Pilots are). Instead, ECs are brought into the organization by Majestic Blue to run and operate the base. ECs join Perfect Blue because they *believe* in the operation and know that it must succeed in its mission or the Ornan race will soon be destroyed by Triaxy. ECs are *not* paid for their work (on the other hand, FTMs are) and they do not "quit" or go on strike. Thus, it is assumed that the ECs are good-natured people who want only the best for Perfect Blue and BLUE Level and will stop at nothing to make it succeed. *Additionally, all EC characters must be of Ornan race.*

ECs are allowed to live on the base 365 days a year. The base provides all of their needs: clothing, food, equipment, training, etc. However, this does not mean that the EC can go on spending sprees. Everything the Players purchase for their ECs comes out of the base's funds. Thus, they must budget money for their own equipment. The monthly cost for the ECs represents expenses for food, water and other common needs.

Optional Role-Play Rule

Although it is assumed that *all* ECs are in Perfect Blue because they truly believe in the operation and they want BLUE Level to succeed, a player can—with the GM's approval—play as a corrupt or villainous Executive. For example, maybe he is trying to bring down the operation from the inside, sabotaging missions and / or data. Perhaps he is in cahoots with Triaxy or a rival corporation. Anything is possible.

However, a player can only play as a corrupt EC with the GM's approval and knowledge (it may also require the GM and Player to interact in secret to advance the story or go through with certain plans). If this is done, the Player and GM should not let any of the other Players in on the secret conspiracy, although the GM must always remain neutral and not favor the corrupt Player. Also, the Player cannot use his FTMs or Pilot characters to advance his evil plans. The corrupt

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Advancement Table (Executive Character)						
Level	**Experience Needed**	**Training Cost**	**Training Time**	***Rank**	**Skill Points**	**Combat Bonuses**
0	0 - 500	NA	NA	Base Manager	See Skills Obtained	3 APRs
1	501 - 700	$7,500	2-weeks	Administrator	150	+1 to hit, +1 to dodge
2	701 - 1,000	$4,500	2-weeks	Chief Administrator	150	+1 to initiative
3	1,001 - 1,500	$8,000	2-weeks	Director	200	+2 to hit, +2 to dodge
4	1,501 - 2,000	$11,000	2-weeks	Chief Director	200	4 APRs, +2 to initiative
5	2,001 - 3,000	$5,500	2-weeks	Executive Director	250	+3 to dodge
6	3,001 - 4,500	$5,500	2-weeks	Commander	250	+3 to hit
7	4,501 - 8,000	$9,000	2-weeks	Commanding Executive	300	+4 to dodge, +3 to initiative
8	8,001 and up	$7,000	2-weeks	Commander-in-Chief	300	5 APRs
***Note:** As an optional rule, Players can run their Executive Characters based on their rank, where higher-ranking ECs can overrule the decisions of lower-ranking ECs.						

Player must still play out his FTMs and Pilots as on the side of Perfect Blue (unless of course the GM approves of a payoff or other corrupt idea . . .).

The Typical EC

The typical Executive of BLUE Level has some sort of prior history with the armed forces or old Ornan government. Many were soldiers in the Ornan army before its collapse, having retired years ago to take up a more cushy office job as a general or administrator. Others have backgrounds with the old Ornan Intelligence Agency (OIA) or law enforcement. Most have undergone training in business, research or similar fields. The Background History table (Fig. 8.0) on the following page will help you determine some background history for your Executive Character, as well as some skills and attributes he might possess.

All ECs get the following:

Hiring Costs: Not Applicable
Monthly Cost: .5 EP
Trappings: Pistol, business suit
Aggression Points Per Level: 5

All other attributes of the EC are determined by rolling on the *Background History table*. However, this table can also be used only for reference, allowing Players to develop their own back-story to their EC character.

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EC Background History Table		
Roll Of	**History**	**Skills Obtained**
1 – 2	**OIA** Your character used to work for the Ornan Intelligence Agency as a spy or in counter intelligence. Your character may choose to run BLUE Level as a top-secret organization, doing deals and missions in back alleys and in the dead of night. He may want to keep Perfect Blue out of the public eye as much as possible.	Advanced Computer Skills 65% Code Cracking 65% Electronic Repair 60% Endure Pain and Torture 70% Interrogation 70% Mind Block 65% Public Relations 20% Resist Drugs 25% Speak Additional Language (any of choice) WE Small Arms and Handguns (lvl 1)
3 – 4	**Military** Your character was in one of the Ornan armed forces as a high-ranking officer or general. Your character may attempt to run BLUE Level as a military operation, preferring to use a militaristic way of dealing with allies and rivals.	Advanced Computer Skills 35% Drive Tanks 70% Electronic Repair 60% Endure Pain andTorture 60% General Repair 60% Pilot Planes 70% Public Relations 65% WE Experimental Weaponry (lvl 1) WE Knives and Hand Weapons (lvl 1) WE Machine Guns (lvl 2) WE Rifles (lvl 2) WE Small Arms and Handguns (lvl 3) WE Submachine Guns (lvl 1)
5 – 8	**Business Professional** Your character was some type of high level CEO or president of a large corporation. He may want to run BLUE Level as a moneymaking business, getting it out in the public eye and doing a lot of public relations work with the Trigalactic Union. He may want to use BLUE Level as a research tool to obtain new technology for sale to other corporations in an attempt to make massive amounts of money.	Advanced Computer Skills 25% Pilot Planes 25% Public Relations 80% Speak Additional Languages (choose any 3) WE Small Arms and Handguns (lvl 1)
9 – 12	**Public Official** Your character was some type of high-level public official such as a mayor, governor or senator. He may want to keep most of BLUE Level's operations top-secret, yet show a friendly and good-natured side to the public and the Trigalactic Union. He will want to make a lot of allies and keep in good faith with the public. He will want to run the base as diplomatically as possible.	Medical 25% Pilot Planes 30% Public Relations 80% Speak Additional Languages (choose any 3) WE Small Arms and Handguns (lvl 1)
13 – 16	**Law Professional** Your character was a judge, lawyer or police chief at one time. He will want to run BLUE Level in a para-militaristic way with good public relations. However, he will want to keep most of the operations out of the public eye. He will try to run the base as fairly as possible.	General Repair 50% Interrogation 80% Medical 55% Public Relations 50% WE Small Arms and Handguns (lvl 2)
17 – 20	**Researcher or Scientist** Your character was some type of scientist or medical researcher. He may want to run BLUE Level as a scientific research operation to acquire new knowledge and technologies. He is interested in funding lots of research and learning as much as he can about the other races. He may be against outwardly killing them. He will want to run the base as scientifically as possible.	Advanced Computer Skills 30% Code Cracking 25% Create and Use Explosives 25% General Repair 35% Medical 65% Resist Drugs 25% WE Small Arms and Handguns (lvl 1)

Fig. 8.0: Using the Background History table shown here, you can easily add some history to your Executive character. Simply roll 1D20 on the table to determine your EC's history and skills he has obtained. Additionally you can design your own table or allow the Players to make up their own history.

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FIELD TEAM MEMBERS

Players must all play as one or more Field Team Member characters. *Players can have as many FTMs as they want, however they can play no more than three at a time during a tactical mission*. If the Players wish to bring more than 3 FTMs along on any tactical mission, the GM must approve of the excess characters. FTM characters are the characters that the Players send off to do battle and are typically used during tactical combat mode. However, FTMs can also be used in role-play mode at times and sent into more story-driven adventures.

All basic Field Team Member types are described on the following pages. Each FTM must be hired through some type of underground or secretive mercenary group, such as MerCore (the only exception to this being the Civilian recruit). Although some might come in as freelancers, this is rare and only done at the GM's discretion.

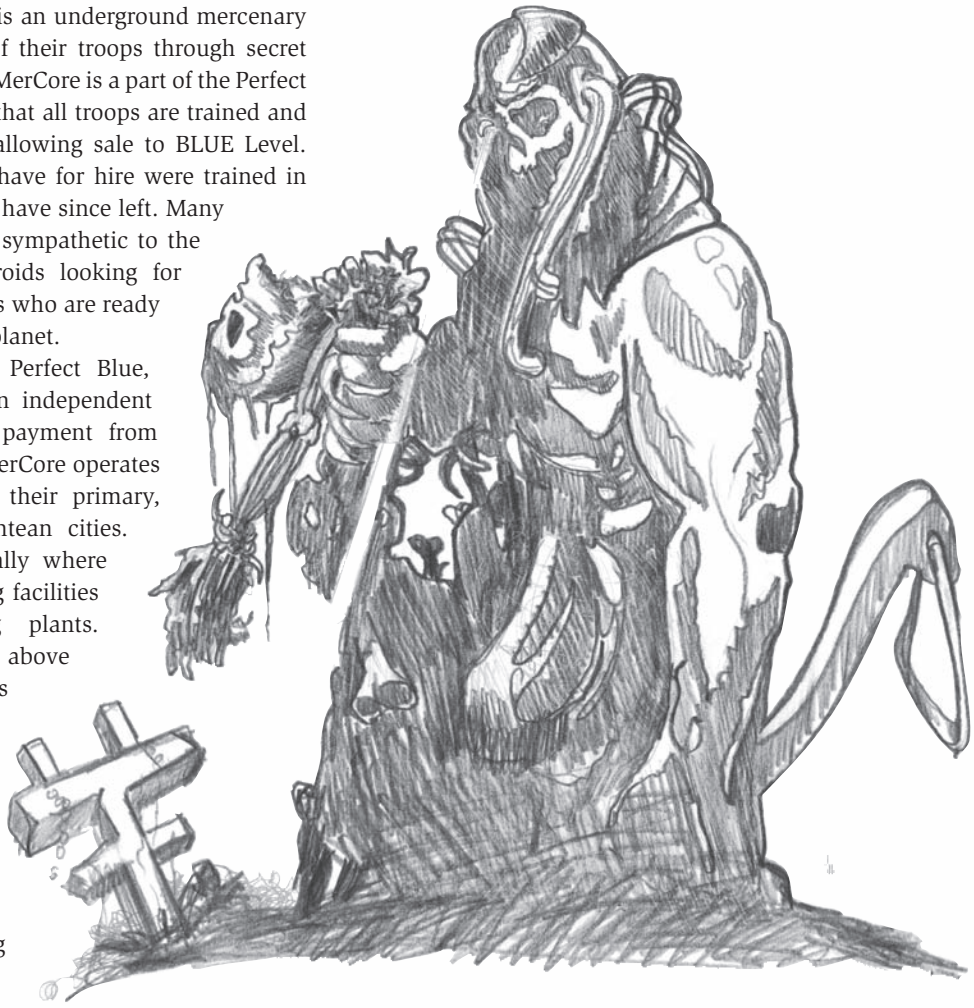
The primary organization that BLUE Level uses to hire their FTMs is called MerCore, which is an underground mercenary organization that acquires all of their troops through secret means, out of sight from Triaxy. MerCore is a part of the Perfect Blue operation and makes sure that all troops are trained and ready to begin combat before allowing sale to BLUE Level. Many of their troops that they have for hire were trained in some government's military but have since left. Many are from other planets that are sympathetic to the Ornan people; some are Androids looking for work. However, most are Ornans who are ready to do battle and help free their planet.

While MerCore is part of Perfect Blue, they are operated more like an independent corporation and thus require payment from BLUE Level for their services. MerCore operates in Triaxy held cities, but has their primary, military locations in the Atlantean cities. The Atlantean cities are typically where MerCore has their troop training facilities and weapons manufacturing plants. The MerCore divisions located above ground in the Triaxy held cities are usually just a front for their true operations.

When the Players want to hire FTMs, they must go to MerCore and sign the hiring papers. Using traditional game play, it is assumed that MerCore (or some other hiring agency) has a limitless wealth of FTMs for hire. The GM should allow the Players to create and design their own characters. That is, they should be allowed to pick what race they want to be and design their character based on the FTM choices listed in this section. Of course, the Players must still be able to afford to hire these characters. If they want to hire a Sniper, for example, but only have funds for a Demolitions Expert, the Player may have to create a Demolitions Expert character.

But aside from allowing Players to pick and design their own characters, the game can be played using the "Hiring Pool" method. In this method, it is up to the GM to decide if MerCore has the type of troops available that they're looking for. Their "supply" of troops can change from month to month. Using this method, the GM must create a stack of pre-designed characters that the Players must choose from. This will represent all the available troops for hire by the Players. Using this method, the Players do not roll up any of their own characters and have no say in character creation; everything is done by the GM. I recommend talking with the Players on which character creation system they prefer.

On the following pages you will find all of the available FTM Character Classes available.



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CIVILIAN

Perhaps the cheapest way to obtain troops is by recruiting Ornan civilians out of the ruined cities, rescuing Ornan slaves working in Triaxy mines, or stealing them away from the propaganda cities of Triaxy. These Ornans are typically more than happy to work for Perfect Blue and will do so for next to nothing (after all, working for Perfect Blue beats scraping together a life in the ruined cities any day).

What's more, BLUE Level doesn't have to pay any hiring costs or monthly costs to MerCore. This is because BLUE Level can go into these cities and recruit potential troops themselves. Of course, this will require some effort on the part of BLUE Level, and walking the mean streets of ruined cities can be rather dangerous. Not only will BLUE Level have to contend with gangs and para-military factions, but these places are also a wasp's nest of Triaxy undercover operatives. If the Players wish to obtain civilian troops, it is recommended that the GM create scenarios where the Players must actually go out and recruit them themselves.

While obtaining civilians is a cheap alternative to hiring militarily trained troops through a hiring agency such as MerCore, the tradeoff is that civilian troops begin with almost no combat experience. This means that a civilian troop will never excel to the levels of even a Medic without a lot of extracurricular training. It also means that a civilian troop begins with no trappings. However, because these troops often come from the harsh world of the ruined cities, they typically have a burning hatred for Triaxy and are tenacious and unforgiving in combat with a drive and motivation on par with even a Special Forces troop.

It should be noted that *all* civilian troops must be Ornan (after all, that's the only race you're going to find living in the ruined cities or willing to fight for next to nothing). Also, taking a civilian troop can be more risky, as they have no background checks or paperwork to document who they are and where they came from. There is no safety blanket like the hiring agencies offer. As an optional rule, the GM can determine that all civilian troops have a 7% chance of turning traitor on BLUE Level.

Also, all civilian troops are considered and treated as "purchased outright" characters. But this is not to say that the Players can get away without paying for these troops. These civilian troops still need room and board and consume electricity. Thus, a small monthly cost is still assumed in order to pay for basic living needs.

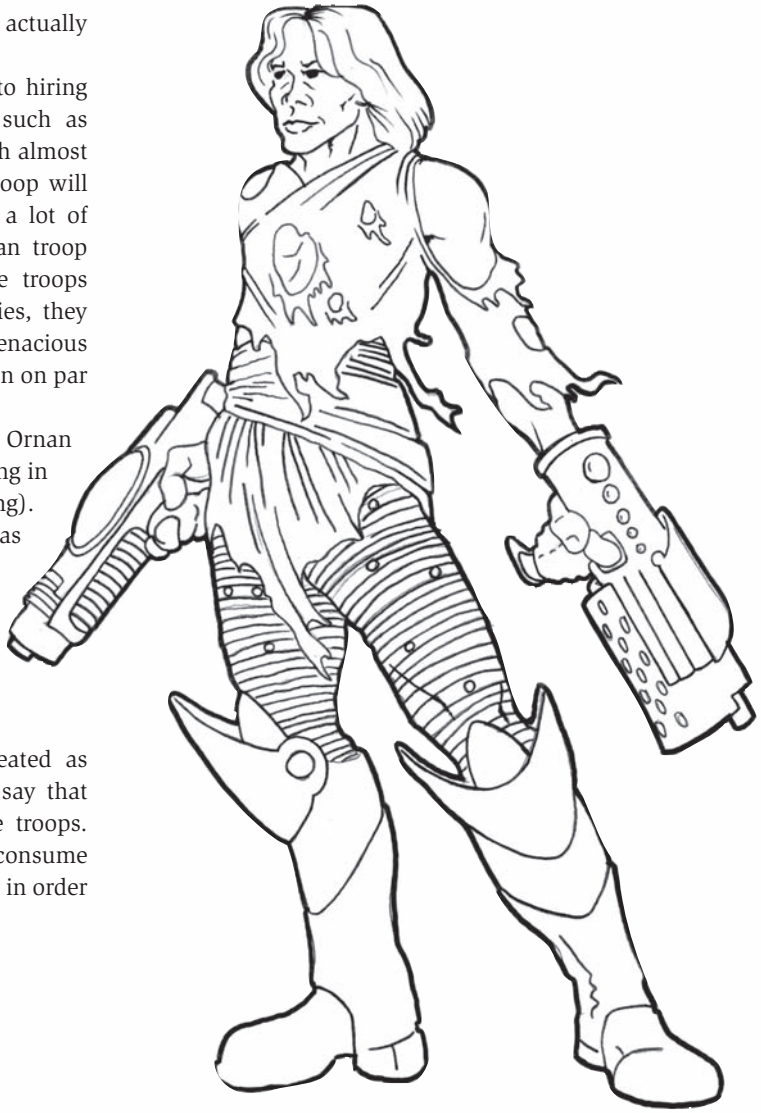
Hiring Costs:
Leasing Monthly Cost: NA
Purchase Outright: $0
Monthly Cost: .25 EP

Trappings
Civilian clothing, 15% chance of having a small arm or other weapon

Aggression Points per Level: 4

Skills:
WE Knives and Hand Weapons (level 1)
WE Small Arms and Handguns (level 1)

Advancement Table on Page 84



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MEDIC

Medics have been trained in battlefield medicine and triage. Although not as adept at hand-to-hand combat nor as sharp with a rifle as some of the other character classes, the Medic has been trained to work efficiently under fire and can operate effectively with a combat team. They have been taught to use all sorts of basic arms and know basic military tactics and commands. But most importantly, the Medic is cool, calm and collected and is willing to throw himself in the line of fire to save a comrade. Medics also offer comfort and support to a squad of roughneck troops. For in the heat of the battle, these troops know that they have a Medic nearby willing to throw himself into the line of fire to save their lives.

Most Medics purchased through MerCore are ex-military medics who fought in wars on other planets. When purchased through MerCore, these Medics have also undergone a revised Basic Training regimen to make them more deadly in combat than they otherwise would be. However, compared to the other CCs, the Medic is the least adept in high-fire combat scenarios. But they make excellent troops for the squad that's on a low budget.

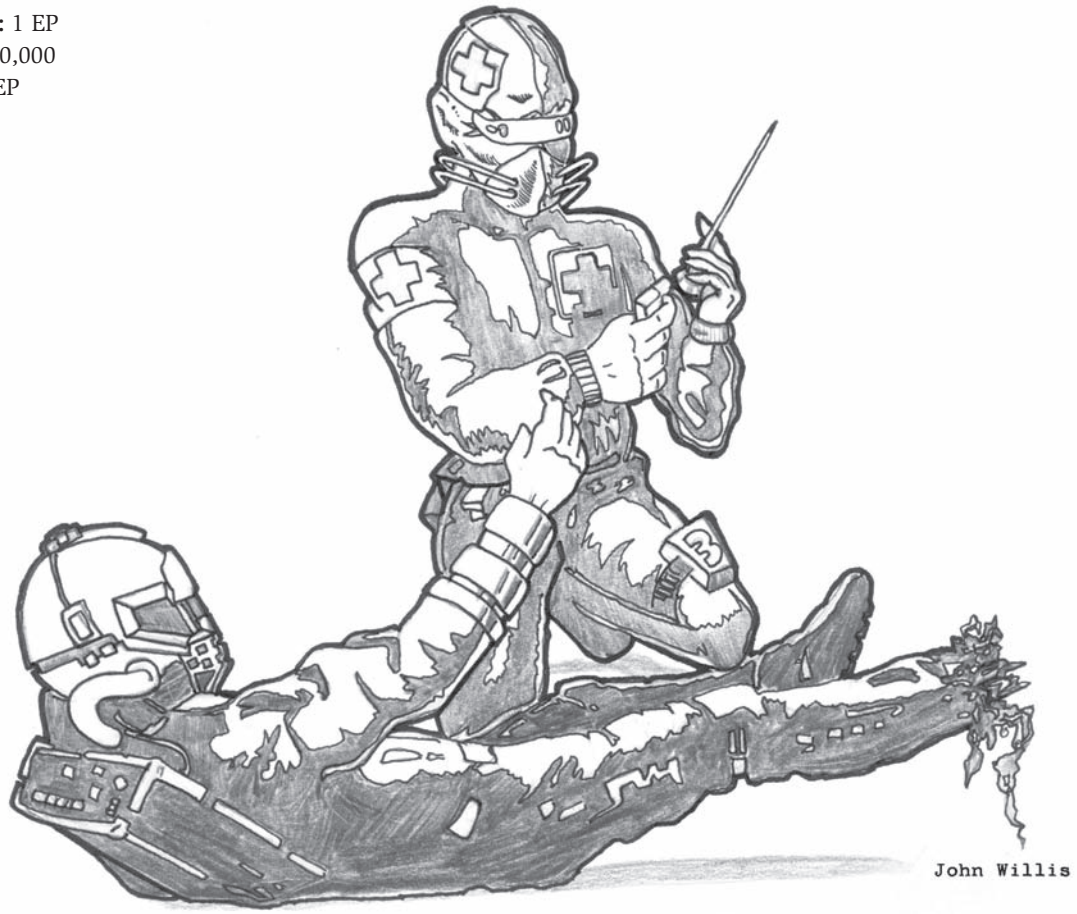
Hiring Costs:
Leasing Monthly Cost: 1 EP
Purchase Outright: $30,000
Monthly Cost: .25 EP

Trappings
Basic First-aid Kit (contains bandages, gauze, antiseptic spray, 10 morphine shots [eases pain and restores 1 wound], burn treatment spray, needle and sting for stitching, scalpel, scissors and other basic medical equipment), SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues).

Aggression Points per Level: 5

Skills:
Endure Pain and Torture 40%
Medical 80%
Mind Block 20%
Move Silently 40%
Resist Drugs 30%
WE Knives and Hand Weapons (level 1)
WE Rifles (level 1)
WE Small Arms and Handguns (level 2)

Advancement Table on Page 84



Jason Howard (order #809507)

DEMOLITIONS EXPERT

Demolitions Experts—also known by their comrades as "Heavy Gunners"—are hardcore roughnecks who have been trained in the use of all manner of heavy weaponry. Most Demolitions Experts purchased through MerCore were on "mine detail" in earlier wars or trained in bomb defusion and heavy weapons for the military. The Demolitions Expert is one who is more at home carrying a fully loaded heavy railgun or a missile launcher than a submachine gun or rifle.

Typically geared up with an array of high explosives, grenades and an anti-vehicle weapon or heavy machine gun, the Demolitions Expert takes to the front line in an attempt to clear out the bulk of the enemy so that the "lighter" forces can move in and do their job. They may also be called to the front if landmines or other traps are suspected, for the Demolitions Expert is also the one who must defuse these threats.

The Demolitions Expert is almost always the slowest member of the squad, having equipped himself with upwards of 150-pounds of gear. Thus, the Demolitions Expert must also be strong and tough just to keep up with the rest of his team. Although other members of the team may joke around about the Heavy Gunners being loose cannons or slow and dumb, it is the sound of their machine guns in the heat of the battle that lets the rest of the team feel safe and secure.

Hiring Costs:
Leasing Monthly Cost: 2 EPs
Purchase Outright: $60,000
Monthly Cost: .25 EP

Trappings
SOM Vindicator 2000 heavy machine gun with 10 magazines of ammo, OTC Sidekick 911 pistol with 4 .45cal ammo clips, 10 OTC HE-12 grenades and 3 OTC Kaboom! HE bombs, compass, multi tool, XA-15 Ultra Armor.

Aggression Points per Level: 6

Skills:
Bomb Defusion 65%
Create and use Explosives 55%
Drive Tanks 30%
Operate Remote Vehicles 30%
Set Traps 40%
Spot Traps and Mines 60%
WE Flamethrowers and Chemical Weapons (level 1)
WE Machine Guns (level 2)
WE Rocket Launchers and Bazookas (level 2)
WE Thrown Weapons and Grenades (level 2)

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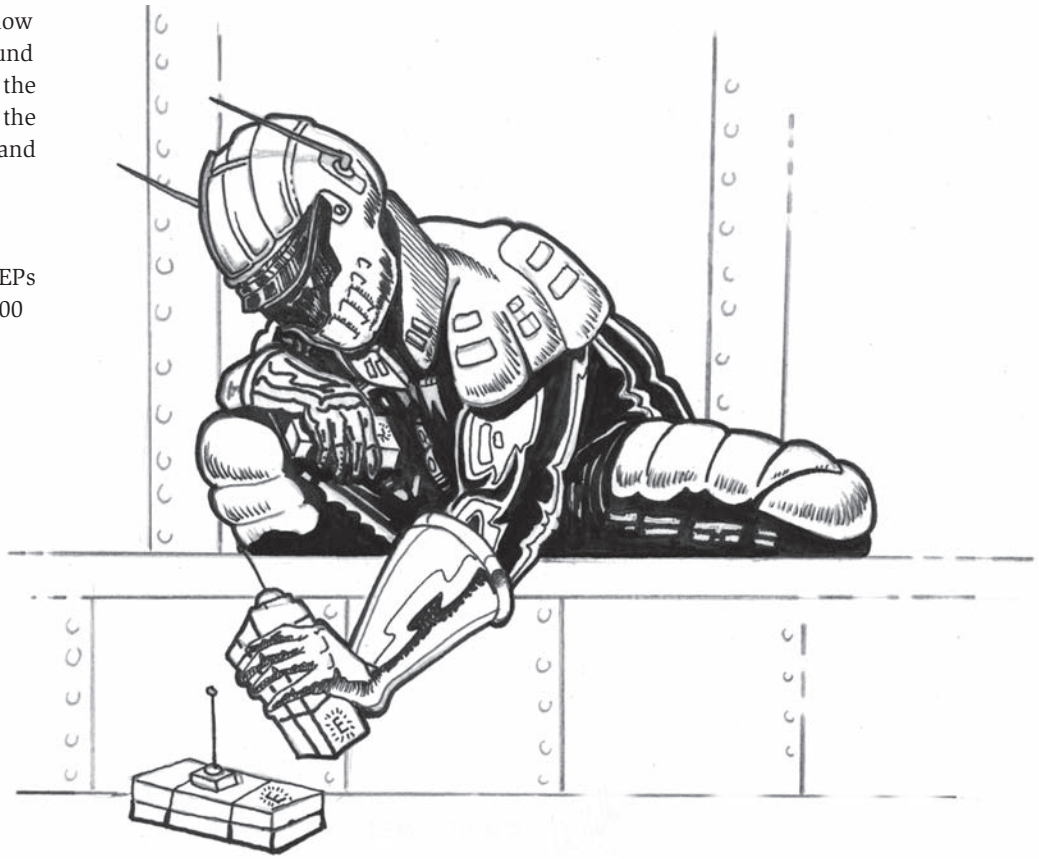


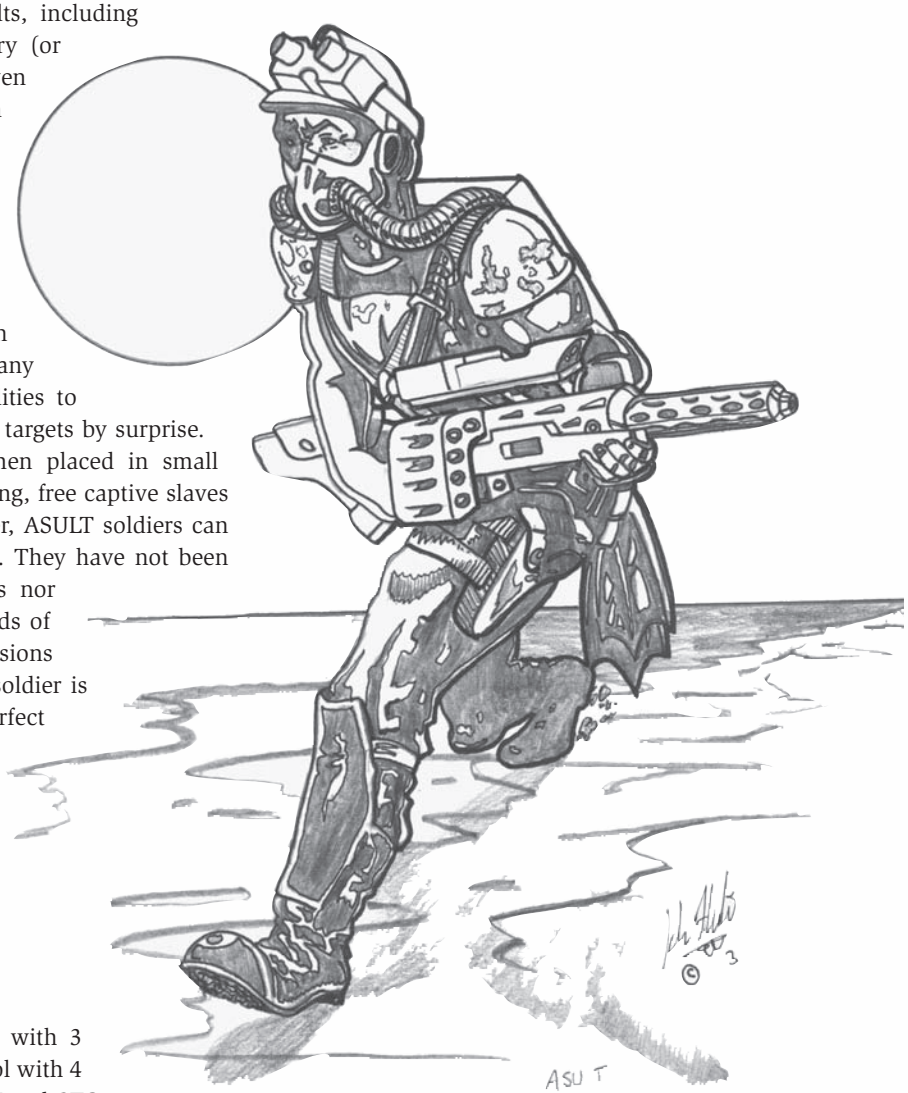
Jason Howard (order #809507)

ASULT (Advanced Special Underwater and Land Tactics)

MerCore's ASULT-class soldiers are trained in the use of special weapons and tactics both above and below the oceans of planet Orna. Many are former Military Police from other militaries or are basic military soldiers who have undergone advanced training through MerCore. ASULT soldiers specialize in urban warfare, having trained in the close quarters of buildings and houses and mining rigs. Often thought of as "light infantry", the ASULT soldier is swift, stealthy and deadly—the ideal soldier for many BLUE Level missions.

ASULT soldiers are daring by nature. Their training has prepared them for all types of assaults, including entering buildings through second-story (or higher) windows, via rooftops, or even from the sewers, blowing holes through the floor. They are also comfortable fighting in the dark abysses of deep-sea Orna and in the tight corridors of Triaxy's undersea mining plants.

ASULT soldiers, as mentioned above, specialize in land and underwater urban warfare. They can react quickly and devastatingly to any situation, usually relying on their abilities to quickly storm a building and take their targets by surprise. Thus, ASULT members work best when placed in small groups and sent in to take over a building, free captive slaves or generally disrupt the peace. However, ASULT soldiers can be lacking in vast, outdoor battlefields. They have not been trained to clear heavily wooded areas nor to perform in the open underwater fields of Orna. But because most BLUE Level missions take place in urban areas, the ASULT soldier is still the preferred mercenary by the Perfect Blue operation, offering optimal performance at a reasonable cost.



Hiring Costs:
Leasing Monthly Cost: 3 EPs
Purchase Outright: $90,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 submachine gun with 3 ammo cartridges, OTC Sidekick 911 pistol with 4 .45 ammo clips, 3 of each OTC Smoker II and OTC HE-12 grenades, Nightvision goggles, 25-ft coil of rope and grappling hook, compass, parachute, XA-15 Ultra Armor.

Aggression Points per Level: 7

Skills:
Abysmal Diving 45%
Move Silently 45%
Operate Remote Vehicles 30%
Scale Walls 65%
WE Knives and Hand Weapons (level 1)
WE Rifles (level 2)
WE Small Arms and Handguns (level 3)
WE Submachine Guns (level 3)

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Jason Howard (order #809507)

SNIPER

Snipers are expert marksmen, trained to assassinate their targets quickly and silently from far distances. They are invaluable team members, able to hide aloft in trees or tall buildings, picking off enemies long before they are visible by other teammates. Most Snipers are also trained in the art of espionage so that they can perform top-secret missions requiring the gathering of information or the assassination of specific, high-profile targets.

But snipers—especially those purchased through MerCore—are much more than hidden assassins. Snipers are trained to function in the heat of battle, laying down suppressing fire so that other team members can advance and take control of the battlefield.

Most snipers who join Perfect Blue come from a military background, having served as a ranger in some planet's military or other branch of Special Forces. They are elite warriors, trained in a variety of weapons and combat tactics, including the art of disguise and espionage. Snipers purchased through MerCore have undergone extensive arms training as well as training in bomb defusion and pain endurance. They have also been trained to operate in the oceans of planet Orna. This makes the sniper an even more valuable soldier. And though they are a bit pricey, they pay for themselves in the amount of lives they save—and take—on the fields of battle.

Hiring Costs:
Leasing Monthly Cost: 4 EPs
Purchase Outright: $120,000
Monthly Cost: .25 EP

Trappings
OTC Shockwave III sniper rifle with 6 ammo cartridges, OTC Sidekick 911 pistol with 4 9mm ammo clips, 3 of each OTC Smoker II and OTC HE-12 grenades, Nightvision goggles, 25-ft coil of rope and grappling hook, compass, parachute, Laser Cutter, 6-ft of Tripwire, XA-15 Ultra Armor.

Aggression Points per Level: 6

Skills:
Bomb Defusion 30%
Camouflage 65%
Endure Pain and Torture 50%
Interrogation 25%
Move Silently 75%
Operate Remote Vehicles 30%
Resist Drugs 30%
Scale Walls 70%
Set Traps 30%
Spot Traps and Mines 30%
WE Experimental Weaponry (level 1)
WE Machine Guns (level 2)
WE Rifles (level 3)
WE Shotguns (level 1)
WE Small Arms and Handguns (level 2)
WE Sniping Rifles (level 3)
WE Submachine Guns (level 2)

Advancement Table on Page 85

Jason Howard (order #809507)

SHOC (Special Heavy Ordnance Commando)

SHOC soldiers purchased through MerCore all have an exclusive background in the military. However, MerCore puts them through even more training in the use of advanced arms and combat tactics for both rural and urban warfare, and they also undergo an extensive underwater combat training regimen that preps them to be invaluable soldiers for BLUE Level. They specialize in heavy arms and explosives and train to take out walkers and other vehicles during combat. Thus these soldiers are a very elite force indeed.

For Perfect Blue missions, the SHOC teams make an excellent heavy-weapons unit, able to hold down the front lines of the battlefield and advance quickly and ferociously to the target area. In urban settings, the SHOC soldiers are fearless, charging into the dark hallways and corridors of buildings, delivering lethal force to any target they encounter. They can clear houses and buildings in just minutes, negating any hostile forces that might lurk within. SHOC forces are tough, elite and make a powerful army in and of themselves. However, their hiring price might put them out of the hands of newly established BLUE Level operations.

Hiring Costs:
Leasing Monthly Cost: 5 EPs
Purchase Outright: $150,000
Monthly Cost: .25 EP

Trappings
OTC Shockwave III rifle with 6 ammo cartridges, Midnight Special pistol with 4 ammo clips, OTC Frontline 980 submachine gun with ammo, 3 of each OTC Smoker II and OTC HE-12 grenades, Nightvision goggles, 25-ft coil of rope and grappling hook, compass, parachute, Laser Cutter, 6-ft of Tripwire, XA-15 Ultra Armor.

Aggression Points per Level: 8

Skills:
Abysmal Diving 60%
Advanced Computer Skills 25%
Bomb Defusion 50%
Camouflage 75%
Create and Use Explosives 50%
Drive Tanks 55%
Electronic Repair 45%
Endure Pain and Torture 50%
General Repair 45%
Hold Breath 25%
Interrogation 30%
Move Silently 45%
Operate Remote Vehicles 50%
Pilot Planes 20%
Resist Drugs 50%
Scale Walls 35%
Set Traps 35%
Spot Traps and Mines 30%
WE Experimental Weaponry (level 1)
WE Knives and Hand Weapons (level 2)
WE Machine Guns (level 2)
WE Rifles (level 3)
WE Shotguns (level 1)
WE Small Arms and Handguns (level 2)
WE Submachine Guns (level 3)
WE Thrown Weapons and Grenades (level 2)

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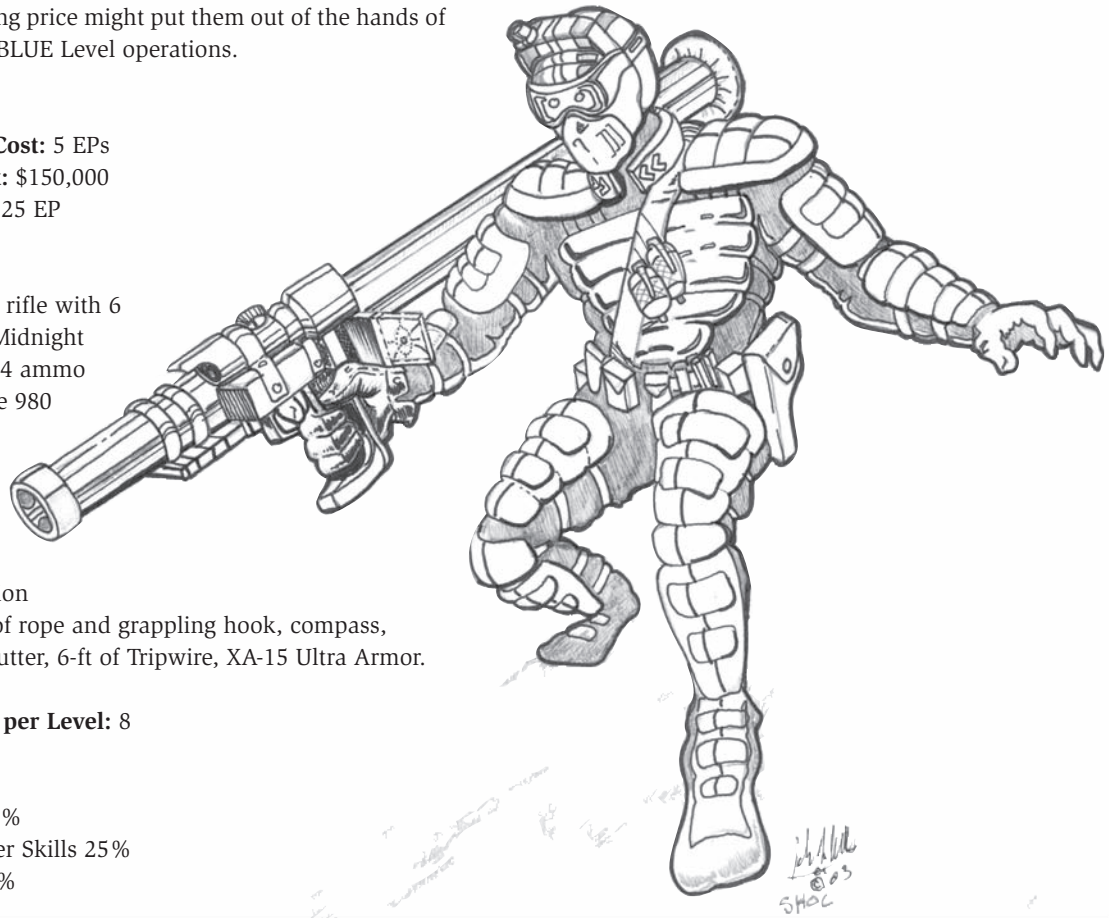

Jason Howard (order #809507)

PSYONICIST

The Psyonicist has been specially trained in the use of psyonic warfare. These soldiers must be strong of mind and very intelligent, for they are the *only* class able to obtain psyonics. The value of these soldiers is unrivaled in combat, for high-level Psyonicists can turn enemy forces on themselves, take command of an enemy soldier or even make enemy soldiers panic or fall asleep. But their training does not end with psyonics, for Psyonicists are also well trained in armed combat and battlefield tactics. Although these are the most powerful soldiers on the field, their salary keeps them out of BLUE Level's price range at many times. For more information on Psyonics, see the *Psyonics* section later in this book.

Hiring Costs:
Leasing Monthly Cost: 6 EPs
Purchase Outright: $180,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues).

Aggression Points per Level: 5

Skills:
Advanced Computer Skills 35%
Bomb Defusion 60%
Camouflage 80%
Code Cracking 30%
Create and Use Explosives 60%
Drive Tanks 65%
Electronic Repair 55%
Endure Pain and Torture 60%
General Repair 55%
Hold Breath 45%
Interrogation 40%
Mind Block 25%
Move Silently 65%
Operate Remote Vehicles 60%
Pilot Planes 30%
Resist Drugs 70%
Scale Walls 65%
Set Traps 55%
Spot Traps and Mines 50%
Zero Gravity Training 30%
WE Experimental Weaponry (level 2)
WE Flamethrowers and Chemical Weapons (level 2)
WE Knives and Hand Weapons (level 3)
WE Machine Guns (level 3)
WE Rifles (level 4)
WE Rocket Launchers and Bazookas (level 2)
WE Shotguns (level 2)
WE Small Arms and Handguns (level 3)
WE Submachine Guns (level 4)
WE Thrown Weapons and Grenades (level 3)

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PSYONICS LEVELS

NOTE: For a description of all Psyonic abilities, see the *Psyonics* section later in this book.

Level 0
Direction Sense
Sense Danger

Level 1
Clairaudience
Clairvoyance
Feel Light
Feel Sound

Level 2
See Sound
Psychic Blast
Know Name
Presence Sense
Perception of Psychic Residue
See Scent
Psychic Heal (Self)

Level 3
Know Location
Hypnotic Suggestion
Lend / Borrow Skill
Psychic Heal (Others)
Empathy
False-Sensory Output
Transmit Thought
Object Reading
Telekinesis

Level 4
Mental Wall of Force
Memory Read
Body Control
Implant Thought
Force Projection
Hide Thoughts
Compel Truth
Mind Reading

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Level 5
Mind-Wipe
Psychic Static
Implant Memory
Mind Block

Level 6
Telepathy
Mass Hypnotic Suggestion
Sense Astral Beings

Level 7
Cause Molecular Motion

Level 8
Astral Projection

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Advancement Table (Civilian)

Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses
0	0 - 500	NA	NA	Initiate	See Skills	2 APRs
1	501 - 700	$7,000	2-weeks	Grunt	100	+1 to hit, +1 to dodge
2	701 - 1,000	$8,000	2-weeks	Soldier	100	3 APRs, +2 to hit
3	1,001 - 1,400	$7,500	2-weeks	Private	150	+2 to dodge, +1 to initiative
4	1,401 - 1,900	$11,500	2-weeks	Private First Class	150	4 APRs, +3 to hit, +2 to initiative
5	1,901 - 2,500	$7,500	2-weeks	Sergeant	150	+3 to dodge, +4 to hit
6	2,501 - 3,200	$12,000	3-weeks	First Sergeant	200	5 APRs, +3 to initiative, +4 to dodge
7	3,201 - 4,000	$8,000	3-weeks	Sergeant Major	200	+5 to hit, +4 to initiative
8	4,001 and up	$5,000	3-weeks	Lieutenant	200	+5 to dodge

Advancement Table (Medic)

Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses
0	0 - 500	NA	NA	Medic	See Skills	3 APRs
1	501 - 700	$7,000	2-weeks	Medical Officer	100	+1 to hit, +1 to dodge
2	701 - 1,000	$4,000	2-weeks	Private	100	+2 to hit
3	1,001 - 1,400	$11,500	2-weeks	Private First Class	150	4 APRs, +2 to dodge, +1 to initiative
4	1,401 - 1,900	$7,500	2-weeks	Sergeant	150	+3 to hit, +2 to initiative
5	1,901 - 2,500	$7,500	2-weeks	First Sergeant	150	+3 to dodge, +4 to hit
6	2,501 - 3,200	$12,000	3-weeks	Sergeant Major	200	5 APRs, +3 to initiative, +4 to dodge
7	3,201 - 4,000	$8,000	3-weeks	Lieutenant	200	+5 to hit, +4 to initiative
8	4,001 and up	$9,000	3-weeks	First Lieutenant	200	6 APRs, +5 to dodge

Advancement Table (Demolitions Expert)

Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses
0	0 - 600	NA	NA	Ensign	See Skills	3 APRs
1	601 - 800	$7,000	2-weeks	Private	100	+2 to hit, +1 to dodge
2	801 - 1,100	$4,000	2-weeks	Private First Class	100	+3 to hit
3	1,101 - 1,500	$11,500	2-weeks	Sergeant	150	4 APRs, +2 to dodge, +2 to initiative
4	1,501 - 2,000	$7,500	2-weeks	First Sergeant	150	+4 to hit, +3 to initiative
5	2,001 - 2,600	$7,500	2-weeks	Sergeant Major	150	+3 to dodge, +5 to hit
6	2,601 - 3,300	$12,000	3-weeks	Lieutenant	200	5 APRs, +4 to initiative, +4 to dodge
7	3,301 - 4,100	$8,000	3-weeks	First Lieutenant	200	+6 to hit, +5 to initiative
8	4,101 and up	$12,000	3-weeks	Captain	200	6 APRs, +5 to dodge, +7 to hit

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Advancement Table (ASULT)						
Level	**Experience Needed**	**Training Cost**	**Training Time**	**Rank**	**Skill Points**	**Combat Bonuses**
0	0 - 700	NA	NA	Private	See Skills	4 APRs, +1 to hit
1	701 - 900	$7,500	2-weeks	Private First Class	150	+2 to hit, +1 to dodge
2	901 - 1,200	$10,500	2-weeks	Sergeant	150	+4 to hit, +2 to dodge, +1 to initiative
3	1,201 - 1,600	$12,000	2-weeks	First Sergeant	200	5 APRs, +3 to dodge, +3 to initiative
4	1,601 - 2,100	$11,000	2-weeks	Sergeant Major	200	+5 to hit, +4 to initiative, +4 to dodge
5	2,101 - 2,700	$8,000	2-weeks	Lieutenant	200	+5 to dodge, +6 to hit
6	2,701 - 3,400	$13,000	3-weeks	First Lieutenant	300	6 APRs, +5 to initiative, +6 to dodge
7	3,401 - 4,200	$9,000	3-weeks	Captain	300	+7 to hit, +6 to initiative
8	4,201 and up	$13,000	3-weeks	Major	300	7 APRs, +7 to dodge, +8 to hit

Advancement Table (Sniper)						
Level	**Experience Needed**	**Training Cost**	**Training Time**	**Rank**	**Skill Points**	**Combat Bonuses**
0	0 - 700	NA	NA	Private	See Skills	4 APRs, +2 to hit
1	701 - 900	$7,500	2-weeks	Private First Class	150	+3 to hit, +1 to dodge
2	901 - 1,200	$10,500	2-weeks	Sergeant	150	+5 to hit, +2 to dodge, +1 to initiative
3	1,201 - 1,600	$9,000	2-weeks	First Sergeant	200	5 APRs, +3 to initiative
4	1,601 - 2,100	$8,000	2-weeks	Sergeant Major	200	+6 to hit, +4 to initiative
5	2,101 - 2,700	$8,000	2-weeks	Lieutenant	200	+3 to dodge, +7 to hit
6	2,701 - 3,400	$13,000	3-weeks	First Lieutenant	300	6 APRs, +5 to initiative, +8 to hit
7	3,401 - 4,200	$9,000	3-weeks	Captain	300	+9 to hit, +6 to initiative
8	4,201 and up	$13,000	3-weeks	Major	300	7 APRs, +4 to dodge, +10 to hit

Advancement Table (SHOC)						
Level	**Experience Needed**	**Training Cost**	**Training Time**	**Rank**	**Skill Points**	**Combat Bonuses**
0	0 - 800	NA	NA	Private First Class	See Skills	4 APRs, +2 to hit, +1 to initiative
1	801 - 1,000	$8,000	2-weeks	Sergeant	200	+3 to hit, +1 to dodge
2	1,001 - 1,300	$11,000	2-weeks	First Sergeant	200	+4 to hit, +2 to dodge, +2 to initiative
3	1,301 - 1,700	$15,500	2-weeks	Sergeant Major	250	5 APRs, +4 to dodge, +4 to initiative, +5 to hit
4	1,701 - 2,200	$11,500	2-weeks	Lieutenant	250	+6 to hit, +5 to initiative, +5 to dodge
5	2,201 - 2,800	$11,500	2-weeks	First Lieutenant	250	+6 to dodge, +6 to hit, +5 to initiative
6	2,801 - 3,500	$13,000	3-weeks	Captain	300	6 APRs, +7 to initiative, +7 to dodge
7	3,501 - 4,300	$9,000	3-weeks	Major	300	+7 to hit, +8 to initiative
8	4,301 and up	$16,000	3-weeks	Colonel	300	7 APRs, +8 to dodge, +8 to hit, +9 to initiative

Jason Howard (order #809507)

Advancement Table (Psyonicist)
Note that Psyonic characters will obtain all Psyonic Abilities listed with their current Psyonic level. See the Psyonics Levels list on pages 82 and 83.

Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses
0	0 - 800	NA	NA	Sergeant	See Skills	3 APRs, Level 0 Psyonics
1	801 - 1,000	$24,000	3-weeks	First Sergeant	200	+1 to hit, +1 to dodge, Level 1 Psyonics
2	1,001 - 1,300	$31,000	4-weeks	Sergeant Major	200	+2 to hit, Level 2 Psyonics
3	1,301 - 1,700	$48,500	4-weeks	Lieutenant	250	4 APRs, +2 to dodge, +1 to initiative, Level 3 Psyonics
4	1,701 - 2,200	$54,500	4-weeks	First Lieutenant	250	+3 to hit, +2 to initiative, Level 4 Psyonics
5	2,201 - 2,800	$64,500	4-weeks	Captain	250	+3 to dodge, +4 to hit, Level 5 Psyonics
6	2,801 - 3,500	$79,000	5-weeks	Major	300	5 APRs, +3 to initiative, +4 to dodge, Level 6 Psyonics
7	3,501 - 4,300	$85,000	5-weeks	Colonel	300	+5 to hit, +4 to initiative, Level 7 Psyonics
8	4,301 and up	$96,000	6-weeks	General	300	6 APRs, +5 to dodge, Level 8 Psyonics

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PILOTS

In *Perfect Blue*, players also get to play out vehicular combat using their third character type—the Pilot.

Pilots are trained to fly all manner of high-tech air, space and seacraft: from troop transports and space freighters to more sophisticated fighters such as heavy walkers. Many have a background in a military air- or spaceforce on some planet. When hired through MerCore, Perfect Blue pilots have been trained to fly all air and seacraft (such as those listed in the vehicles guide) as well as all types of spaceships and transport vehicles—including tanks and other ground vehicles. They have also been trained to pilot walkers. All Perfect Blue bases will need at least one pilot character to fly the transport craft that will shuttle the players' FTM characters to and from tactical combat fields or take them to far-off places. Ideally the players should have 3 or more pilots to fly their fighter craft if they hope to get into dogfights and down Triaxy ships or engage Triaxy troops with heavy assault vehicles.

Pilots are purchased and hired through MerCore in the same manner as the Field Team Members and abide by all of the same rules as listed with the FTM characters. Thus the players must budget for the types of pilots they want and the number of pilots they can hire. Unfortunately, Triaxy has a much higher budget than Perfect Blue, and sending a pilot out to down Triaxy ships and fighters can be dangerous, deadly and expensive.

As a rule, you will want to hire the best pilots you can, because your pilots will be the ones flying and operating the most expensive equipment in your budget: the air, sea and spacecraft. But it isn't just the quality of the pilot that will see you through the dogfights. For when you are using your pilot character you will most likely be engaged in "Vehicular Combat" (which is described in the *Combat* section). Thus, your skill with the Vehicular Combat System will also be crucial to your success. The pilot character will merely give you an added advantage to Vehicle Combat.

Pilot characters are *typically* only used during Vehicle Combat, or for flying troops to specific locations. Pilots should not openly participate in tactical combat or role-playing mode, although they can if the Players choose to use them. This is because Pilots are expensive and highly skilled soldiers, although they are a bit lacking on the open battlefield. However, if the Players wish too, they can use their Pilots for more than just Vehicular Combat; they might also have to use the Pilots to fight with if their Pilot's ship is downed. Thus, even though Pilot characters are not typically used for anything but vehicular combat, they must still be fully developed in case they must exit their vehicle during combat. In these cases they then enter tactical combat and abide by tactical combat rules.

There are four types of pilots that PCs can hire. They are:

1. **Co-Pilot**
2. **Capricorn-Class Pilot**
3. **Thunder-Class Pilot**
4. **The Ace (or Shadow-Class Pilot)**

Like FTMs, each type of pilot has his strengths and weaknesses. However, the stronger and more able the pilot, the more expensive he is to hire and keep on the payroll.

Pilots use the same formula as FTM characters when it comes to payroll and purchasing them. Thus, all pilots are listed with hiring and purchasing fees, etc. They also have an Advancement Table which lists their tactical combat bonuses, skills and the like. However, they also have a different set of stats.

Pilots are unique in that they are the only characters in the

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game to acquire three very special stats:

Pilot Skill General (PSG)
Pilot Skill Evasive Maneuvers (PSEM)
Pilot Skill Targeting (PST)

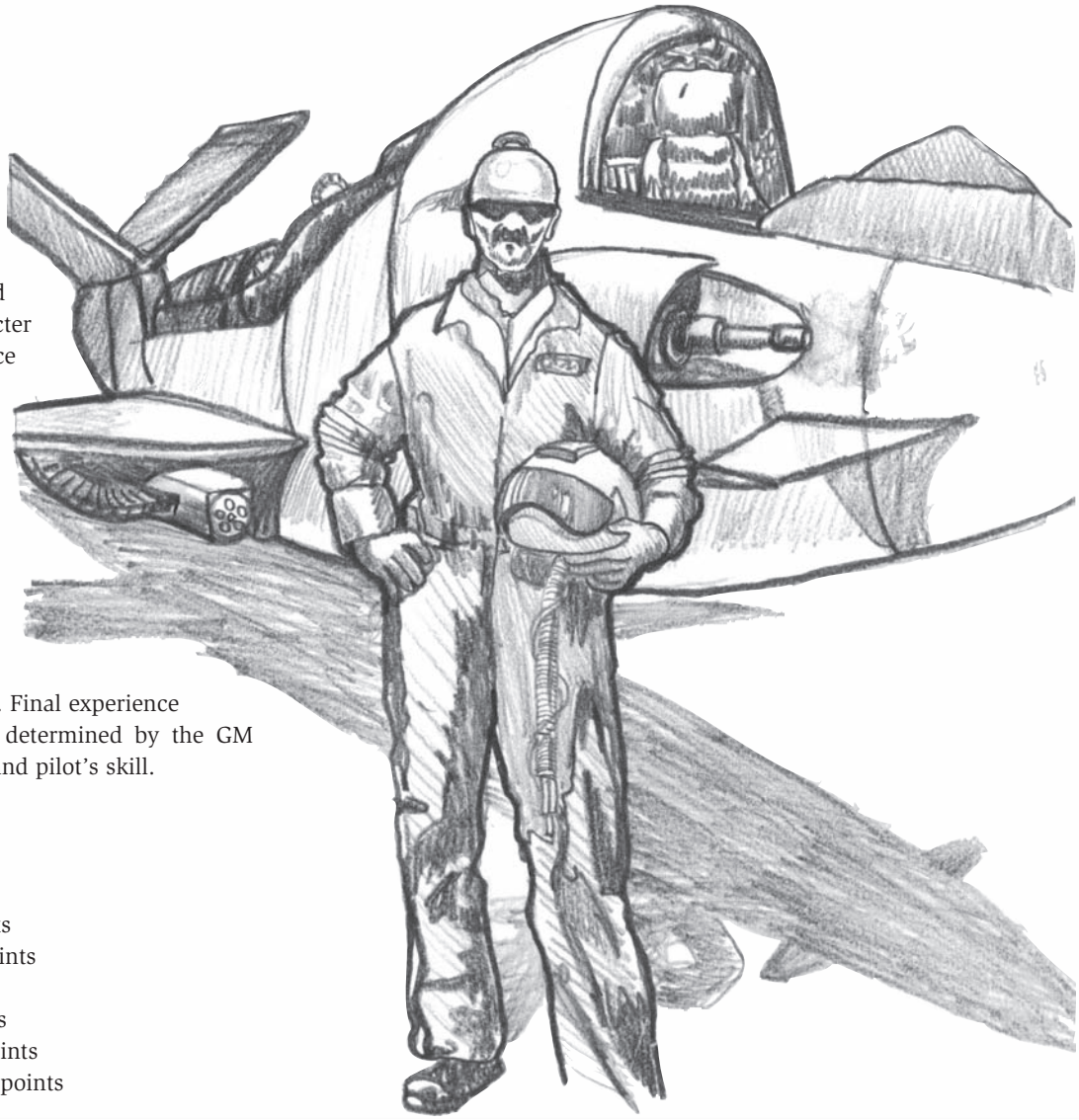
All of these stats are used during Vehicular Combat and their uses are described in the *Vehicular Combat* section of this book. Each type of pilot (Capricorn, Thunder and Ace) have a set score for these stats. However, they can be raised with experience (see Advancing Levels: Pilots) and training.

Typically, to uses these stats, the Pilot character must make a stat check. The stat check for any of these skills are made on a D20. To successfully pass the check you will want to roll the same or lower than your Pilot Skill score. For example, if you have a PSEM stat of 12 you will have to roll a 1 - 12 to successfully pass the check. Roll higher and you will fail. The use of these three skill are detailed in the *Vehicular Combat* section of this book.

When Pilots advance in level and rank, they obtain bonuses to their Pilot Skill stats, as well as bonuses to hit and dodge in ground combat. **These bonuses listed with the Pilot's Advancement Table are *not* accumulative.**

Pilots have two Combat Bonuses tables: one for Tactical Combat and one for Vehicular Combat. Bonuses gained for tactical combat are only used in ground assaults when the pilot is not in a vehicle. Bonuses gained for vehicular combat are only used by the pilot while operating a vehicle.

Advancing Levels: Pilots



Pilots advance in level and rank just as any FTM character class: by obtaining Experience Points. However, Pilots *only* gain experience from shooting down other air, sea and spacecraft. And the bigger, tougher and more powerful the enemy craft a pilot shoots down, the more experience points he will earn. Typically, experience points should be based on the following table. Final experience values for ships should be determined by the GM based on the vehicle's type and pilot's skill.

Probe: 50 points
Small Craft: 60 points
Small Fighter: 75 points
Medium Craft: 125 points
Medium Fighter: 220 points
Large Craft: 315 points
Large Fighter: 400 points
Very Large Craft: 500 points
Very Large Fighter: 600 points

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Co-Pilot

Co-Pilots are a low-cost addition to any vehicle team. Most large vehicles even require multiple pilots. Co-Pilots are typically used for manning the weapons while the actual pilot navigates the vehicle and operates secondary weapon systems. BLUE Level should strive to only place one actual pilot in a vehicle and man the rest of the cockpit with low-cost co-pilots.

Hiring Costs:
Leasing Monthly Cost: 1 EP
Purchase Outright: $30,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues), pilot's helmet and parachute.

Stats:
Pilot Skill General: 7
Pilot Skill Evasive Maneuvers: 6
Pilot Skill Targeting: 3

Aggression Points per Level: 4

Skills
Advanced Computer Skills (30%)
Drive Tanks (70%)
Electronic Repair (50%)
General Repair (50%)
Operate Remote Vehicles (50%)
Pilot Planes (70%)
Pilot Spacecraft (70%)
Zero Gravity Training (60%)
WE Knives and Hand Weapons
WE Rifles
WE Small Arms and Handguns

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Capricorn-Class Pilot

These pilots are typically fresh out of military training or were former space-freighter pilots who have undergone some minimal training through MerCore. While they lack the training of the more skilled pilot classes, Capricorn-Class pilots are rugged, able and willing to fly into the face of danger and are quite capable of knocking Triaxy ships out of the sky. However, the Capricorn-Class pilot makes a much better transport flyer than a fighter pilot, and should be used primarily on non-combat oriented missions where the risk of engaging enemies is low.

Hiring Costs:
Leasing Monthly Cost: 2 EP
Purchase Outright: $60,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues), pilot's helmet and parachute.

Stats:
Pilot Skill General: 9
Pilot Skill Evasive Maneuvers: 8
Pilot Skill Targeting: 5

Aggression Points per Level: 5

Skills
Advanced Computer Skills (40%)
Drive Tanks (75%)
Electronic Repair (60%)
General Repair (60%)
Operate Remote Vehicles (60%)
Pilot Planes (80%)
Pilot Spacecraft (80%)
Zero Gravity Training (65%)
WE Knives and Hand Weapons
WE Rifles
WE Small Arms and Handguns

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Thunder-Class Pilot

Thunder-Class pilots are highly trained and highly skilled in the use of high-technology air, sea and spacecraft. Most have spent years in the military as active fighter pilots or have undergone advanced training through MerCore. Thunder-Class pilots are expensive to buy and keep, but their ability to shoot down enemy craft and bring FTMs home alive is well worth the extra money. Thunder-Class pilots make excellent primary fighter pilots for any BLUE Level operation and are most useful on air combat missions or when flying in areas where the risk of running into enemy craft is high.

Hiring Costs:
Leasing Monthly Cost: 3 EP
Purchase Outright: $90,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues), pilot's helmet and parachute.

Stats:
Pilot Skill General: 11
Pilot Skill Evasive Maneuvers: 10
Pilot Skill Targeting: 7

Aggression Points per Level: 6

Skills
Advanced Computer Skills (50%)
Drive Tanks (85%)
Electronic Repair (70%)
General Repair (70%)
Operate Remote Vehicles (70%)
Pilot Planes (85%)
Pilot Spacecraft (85%)
Zero Gravity Training (75%)
WE Knives and Hand Weapons
WE Rifles
WE Small Arms and Handguns

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Ace (Shadow-Class) Pilot

Aces are as good as they come. These are the elite pilots and fighters that can be purchased through MerCore. Although they have all undergone advanced training and have spent years in the cockpits of all manner of high-tech fighters, these pilots have something that no amount of training can give: a natural ability. All Aces are masters of both aerial and sea combat vehicles and are also adept in land and space combat vehicles. Flying comes naturally to them. They are able to shoot down enemy craft swiftly and bring their fighter craft home with little more than a scratch. But all of this ability does not come cheap, and BLUE Level operations on a budget might have to look elsewhere for aerial skill.

Hiring Costs:
Leasing Monthly Cost: 4 EP
Purchase Outright: $120,000
Monthly Cost: .25 EP

Trappings
SOM Soothsayer 410 assault rifle with 3 ammo cartridges, OTC Sidekick 911 pistol with 3 9mm ammo clips, compass, basic military clothing (camouflage fatigues), pilot's helmet and parachute.

Stats:
Pilot Skill General: 13
Pilot Skill Evasive Maneuvers: 12
Pilot Skill Targeting: 9

Aggression Points per Level: 7

Skills
Advanced Computer Skills (60%)
Drive Tanks (85%)
Electronic Repair (80%)
General Repair (80%)
Operate Remote Vehicles (80%)
Pilot Planes (85%)
Pilot Spacecraft (85%)
Zero Gravity Training (85%)
WE Knives and Hand Weapons
WE Rifles
WE Small Arms and Handguns

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Advancement Table: Co-Pilot							
Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses (Tactical)	Combat Bonuses (Vehicular Combat)
0	0 - 400	NA	NA	Lieutenant	See Skills	3 APRs	1 APR
1	401 - 600	$7,500	2-weeks	First Lieutenant	100	+1 to hit, +1 to dodge	+1 to PSG stat
2	601 - 900	$10,000	2-weeks	Captain	100	+2 to hit	+1 to PSEM stat, +1 to PST stat
3	901 - 1,300	$10,500	2-weeks	Major	150	+2 to dodge, +1 to initiative	+2 to PSG stat
4	1,301 - 1,800	$11,500	2-weeks	Lieutenant Colonel	150	+3 to hit, +2 to initiative	2 APRs, +2 to PSEM stat
5	1,801 - 2,400	$7,500	2-weeks	Colonel	150	+3 to dodge, +4 to hit	+3 to PSG stat, +2 to PST stat
6	2,401 - 3,100	$15,000	3-weeks	Brigadier General	200	4 APRs, +3 to initiative, +4 to dodge	+3 to PSEM stat
7	3,101 - 3,900	$14,000	3-weeks	Lieutenant General	200	+5 to hit, +4 to initiative	+4 to PSG stat, +3 to PST stat
8	3,901 and up	$13,000	3-weeks	General	200	5 APRs, +5 to dodge	3 APRs

Advancement Table: Capricorn Class Pilot							
Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses (Tactical)	Combat Bonuses (Vehicular Combat)
0	0 - 500	NA	NA	Lieutenant	See Skills	3 APRs	1 APR, +1 to PSG stat
1	501 - 700	$8,500	2-weeks	First Lieutenant	100	+1 to hit, +1 to dodge	+2 to PSG stat, +1 to PSEM stat
2	701 - 1,000	$11,000	2-weeks	Captain	100	+2 to hit	+2 to PSEM stat, +1 to PST stat, +3 to PSG stat
3	1,001 - 1,400	$11,500	2-weeks	Major	150	+2 to dodge, +1 to initiative	+4 to PSG stat, +2 to PST stat
4	1,401 - 1,900	$12,500	2-weeks	Lieutenant Colonel	150	+3 to hit, +2 to initiative	2 APRs, +3 to PSEM stat
5	1,901 - 2,500	$8,500	2-weeks	Colonel	150	+3 to dodge, +4 to hit	+5 to PSG stat, +3 to PST stat
6	2,501 - 3,200	$16,000	3-weeks	Brigadier General	200	4 APRs, +3 to initiative, +4 to dodge	3 APRs, +4 to PSEM stat
7	3,201 - 4,000	$15,000	3-weeks	Lieutenant General	200	+5 to hit, +4 to initiative	+6 to PSG stat, +4 to PST stat
8	4,001 and up	$14,000	3-weeks	General	200	5 APRs, +5 to dodge	4 APRs, +5 to PSEM stat

Advancement Table: Thunder-Class Pilot							
Level	Experience Needed	Training Cost	Training Time	Rank	Skill Points	Combat Bonuses (Tactical)	Combat Bonuses (Vehicular Combat)
0	0 - 600	NA	NA	Lieutenant	See Skills	3 APRs	1 APR, +1 to PSG stat
1	601 - 800	$9,500	2-weeks	First Lieutenant	100	+1 to hit, +1 to dodge	+2 to PSG stat, +2 to PSEM stat, 2 APRs
2	801 - 1,100	$12,000	2-weeks	Captain	100	+2 to hit	+3 to PSEM stat, +2 to PST stat, +3 to PSG stat
3	1,101 - 1,500	$12,500	2-weeks	Major	150	+2 to dodge, +1 to initiative	+4 to PSG stat, +3 to PST stat
4	1,501 - 2,000	$13,500	2-weeks	Lieutenant Colonel	150	+3 to hit, +2 to initiative	3 APRs, +4 to PSEM stat
5	2,001 - 2,600	$9,500	2-weeks	Colonel	150	+3 to dodge, +4 to hit	+5 to PSG stat, +4 to PST stat
6	2,601 - 3,300	$17,000	3-weeks	Brigadier General	200	4 APRs, +3 to initiative, +4 to dodge	4 APRs, +5 to PSEM stat
7	3,301 - 4,100	$16,000	3-weeks	Lieutenant General	200	+5 to hit, +4 to initiative	+6 to PSG stat, +5 to PST stat
8	4,101 and up	$15,000	3-weeks	General	200	5 APRs, +5 to dodge	5 APRs, +6 to PSEM stat, +7 to PSG stat

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Advancement Table: Ace (Shadow-Class Pilot)							
Level	**Experience Needed**	**Training Cost**	**Training Time**	**Rank**	**Skill Points**	**Combat Bonuses (Tactical)**	**Combat Bonuses (Vehicular Combat)**
0	0 - 700	NA	NA	Lieutenant	See Skills	3 APRs	1 APR, +2 to PSG stat
1	701 - 900	$10,500	2-weeks	First Lieutenant	100	+1 to hit, +1 to dodge	+3 to PSG stat, +2 to PSEM stat, 2 APRs
2	901 - 1,200	$13,000	2-weeks	Captain	100	+2 to hit	+4 to PSEM stat, +3to PST stat, +4 to PSG stat
3	1,201 - 1,600	$13,500	2-weeks	Major	150	+2 to dodge, +1 to initiative	+5 to PSG stat, +4 to PST stat
4	1,601 - 2,100	$14,500	2-weeks	Lieutenant Colonel	150	+3 to hit, +2 to initiative	3 APRs, +5 to PSEM stat
5	2,101 - 2,700	$10,500	2-weeks	Colonel	150	+3 to dodge, +4 to hit	+6 to PSG stat, +5 to PST stat
6	2,701 - 3,400	$18,000	3-weeks	Brigadier General	200	4 APRs, +3 to initiative, +4 to dodge	4 APRs, +6 to PSEM stat
7	3,401 - 4,200	$17,000	3-weeks	Lieutenant General	200	+5 to hit, +4 to initiative	+7 to PSG stat, +6 to PST stat
8	4,201 and up	$16,000	3-weeks	General	200	5 APRs, +5 to dodge	5 APRs, +7 to PSEM stat, +8 to PSG stat

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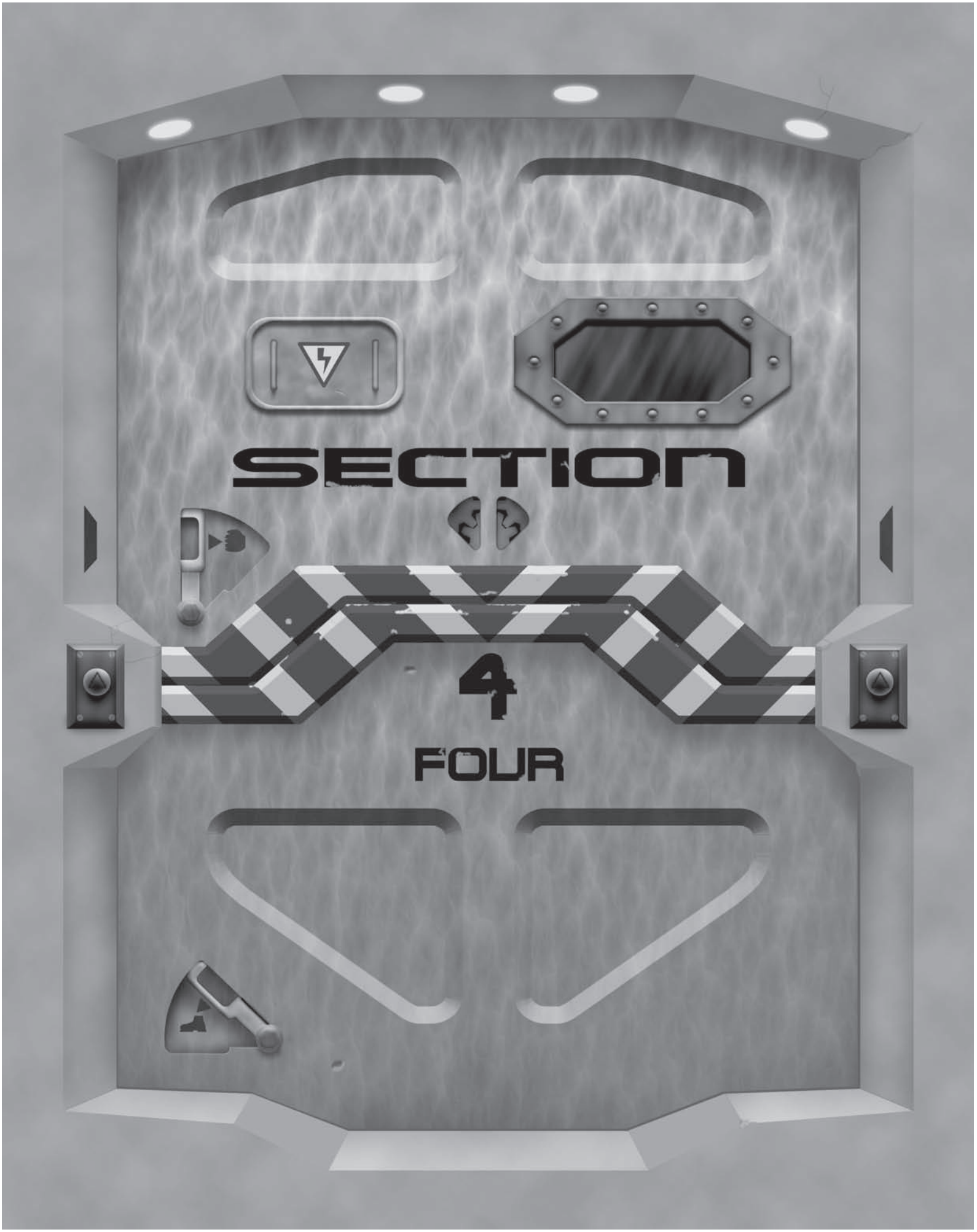

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TRAINING

Once a character has earned enough Experience Points to raise to his next level (or rank) he can be sent to training. Only by going through training can the character obtain the new skills, combat bonuses and expertise needed to continue in his career. Training is needed for *all* character class types, including Executives, Field Team Members and Pilots.

Earning experience points in and of itself is not enough to advance levels in *Perfect Blue*. Training is necessary before the character can actually earn his new skills and combat bonuses. For only *after* having completed his training will the character receive the combat bonuses and new skills associated with his new experience level. This is because it is assumed that experience points are only used to measure the character's real-world experience; that is, they are used to determine *when* the character is *ready* to move on.

Even though a character might be ready to move on in his career, he won't be able to until he receives the necessary training. Likewise, it is impossible for a character to receive training before he is ready. Thus, *Perfect Blue* uses the dual Experience Points / Training system. For more information, see *Advancing Levels* in the Character Classes section of this book.

But characters can be sent to training at *any* time—even without having earned any experience. This is considered *Extracurricular Training*—or ECT. If the Players can afford to do so, they can pay to send their characters—Executives, Pilots and FTMs—off to receive this training. With ECT, the Characters are able to add valuable bonuses to their combat abilities which they might not otherwise achieve. For example, an ASULT team member has a +4 to Hit at level 2. By sending that character to ECT at level 1, he may be able to have a +5 or +6 to Hit by this level! For more information, see *Extra Curricular Training* below.

Sending Characters to Training

Once a character has earned enough experience points to raise to his next experience level it is time to send him to training. The character will not obtain any of the Skill Points or Combat Bonuses of his new experience level until he has completed his training. All CC Advancement Tables are listed with "Training Cost" and "Training Time" columns. These columns indicate how much money the Players will have to spend to send their character to training and how long the training will take.

Please note that characters cannot send their characters to training before they've earned the proper amount of experience points. This is because the character is not yet ready for the new levels of training. Only through active combat will the character earn these valuable experience points and become ready for further training.

Of course, Players must be able to afford to send their characters to training. If they can't, the character can still keep earning experience points towards his next CC level, however he won't be able to obtain any of the Skill Points or Combat Bonuses of his CC until he has been sent to training. Additionally, the Players must be able to afford the character's time away in training. BLUE Level bases short on staff might not be able to send their characters to training for the simple reason that they don't have enough staff to cover the away character. Training can take weeks, and while the character is away being trained the Players *cannot use that character!* This means that to have a well balanced base the Players must have ample characters on their payroll to afford sending others to training.

Sending Characters to Training Camp

So, *where* exactly are characters sent when they go off to train? There is one primary company that works with Perfect Blue, and that is MerCore. The MerCore Training Camp is located 150-miles South of Trinasa, deep upon the abysmal plane, in the Trinatlantia atlantean city (see map of Orna for more details). However, there may be other training facilities provided through other companies available to the Players, although MerCore is the standard. It should also be noted that the Trinasa Atlantean City (also known as Trinatlantia) is also the home to MerCore's primary headquarters as well as many other company headquarters.

While at the training camp the character will be put through a series of tests where he will learn the new skills he wants, as well as increase his combat proficiency. Thus, the character is allowed to choose which skills he spends his Skill Points on. Aside from obtaining new skills, the character can also hone his current skills and use his skill points to raise proficiency in the skills he already has. All Skill points *must* be spent by the Player when he sends his character off to training.

When the character returns from training, he will have all of his new skills and combat bonuses as outlined with his CC's Advancement Table. In a way, he'll be a new man, ready to face further challenges in battle.

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Extra Curricular Training

As mentioned, a Player can pay to send his character to training at any time—even without having earned any experience points! This is called Extra Curricular Training (ECT) and it can be very beneficial to BLUE Level bases able to afford the additional costs of it. ECT is very expensive and time consuming, requiring the Players to send their character away for days—or even weeks—at a time. But the rewards are well worth it.

MerCore and similar organizations offer ECT to Perfect Blue soldiers—or even civilians—at their training camps. All of the combat bonuses and skills obtained by ECT are *in addition to* their character's CC's advancement table. Some of the ECT training courses offered by MerCore are as follows.

Marksmanship and Sniping

Cost: $5,000
Training Time: 1-week
Benefits: +1 to Hit
With this training course characters are taught the art of marksmanship and basic sniping skills. For an entire week the character will be on the shooting range and a personal instructor will be right at his side. This instructor will show the character how to properly balance his weapon, steady his aim, and have patience when taking his shot. The maximum number of times a character can take this course and benefit from it is five times.

Combat Initiative Training

Cost: $5,000
Training Time: 2-weeks
Benefits: +1 to Initiative
This training course puts the character through a rigorous course on taking initiative during combat. The character will learn to spot possible conflicts before they arise and how to quickly draw and fire his weapon in combat. The maximum number of times a character can take this course and benefit is five times.

Combat Reflex Training

Cost: $5,000
Training Time: 2-weeks
Benefits: +1 to Dodge
This training teaches the character how to move quickly and agilely in combat. It hones his reflexes and quickens his reaction times. The advantages of taking this course are increased chances of dodging attacks in combat. The maximum number of times a character can take this course and benefit is five times.

Aggressive Combat Training

Cost: $10,000
Training Time: 2-weeks
Benefits: +1 APR
This course teaches characters how to fight aggressively in combat. Characters who complete the training receive an extra APR. The maximum number of times a character can take this course and benefit is two times.

Advanced Pilot Training

Cost: $15,500
Training Time: 2-weeks
Benefits: +1 to PSEM stat, +1 to PSG stat and +1 to PST stat.
This course is for Pilot characters only. During this course Pilots are training in extreme circumstances and learn all types of advanced maneuvers and tactics. Completing the course will give the Pilot increased piloting skills in all manner of vehicles. The maximum number of times a character can take this course and benefit is two times.

Mental Conditioning

Cost: $10,000
Training Time: 3-weeks
Benefits: +1 to KN and MT stats
This course is designed to challenge a character's wit and intelligence and make him stronger of mind. Through a series of tests and psychological conditioning the character will come out smarter and stronger of mind. The maximum number of times a character can take this course and benefit is two times.

Leadership During Combat

Cost: $6,000
Training Time: 2-weeks
Benefits: +1 to L stat
This course teaches characters how to successfully take control of, and command of, military units. It also teaches students how to interact with fellow troops and motivate people. The maximum number of times a character can take this course and benefit is two times.

Strength and Endurance Training

Cost: $14,550
Training Time: 3-weeks
Benefits: +1 to E and ST stats
This course will toughen up even the weakest character in a jiffy. Through a series of strength exercises and endurance courses the character will strengthen and toughen his body. For an entire 3-weeks the character will train rigorously in the gym and on specially designed obstacle courses. The maximum number of times a character can take this course and benefit is two times.

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Agility and Speed Training

Cost: $13,500
Training Time: 3-weeks
Benefits: +1 to AG and SPD stats
With this course characters are trained to run long distances and sprint short distances very quickly. The course is designed to improve a troop's running speed during combat and make him a more efficient soldier. It also includes obstacle courses specially designed to improve the character's balance and agility. The maximum number of times a character can take this course and benefit is two times.

Combat Toughness and Enduring Pain

Cost: $25,550
Training Time: 4-weeks
Benefits: +10 CHiPs per Head and Torso, +6 Hit-Points per limb
With this course characters are toughened to make their bodies more resilient to damage and abuse. Much of the course borders on torture, but troops who make it through come out tougher than ever. The maximum number of times a character can take this course and benefit is two times.

Advanced Language Studies

Cost: $5,000
Training Time: 4-weeks
Benefits: Speak one additional language at 85% proficiency
This course teaches characters how to speak one language. The character can choose any language, such as Andromedian, Lothorian or Vornite. Once the course is completed, the character will be proficient in speaking, reading and writing the new language. The maximum number of times a character can take this course and benefit is one time per language.

Weapons Training

Cost: $3,000
Training Time: 1-week
Benefits: Choice of 1 WE at level 1 Proficiency
This course teaches characters how to effectively use certain types of weapons. The character can choose any WE skill to master during the course of his training. The maximum number of times a character can take this course and benefit is five times (after which he will be at level 5 proficiency in that WE).

Extracurricular Skills Training

Cost: $10,000 - $40,000
Training Time: 2- 4 weeks
Benefits: One skill at 65% proficiency
This course teaches characters a single skills set of their choice, such as *Abysmal Diving, Bomb Defusion, Move Silently,* or any other skill found in the *Skills* section. Upon completion of the course the character will have the skill at 65% proficiency. The cost and training time of this course varies by the skill. GM to use discretion. The maximum number of times a character can take this course and benefit is one time per skill.

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Optional Rule: Basic Training Courses

As a purely optional rule, the GM can institute mandatory training courses on the Players when they send their characters off to training. In these cases the GM is encouraged to make up some training courses that might involve combat or new skills. The Players must then play out the training course as if it were an active part of the game. These can be especially fun for both the Players and the GM. On the following pages you will find some sample training courses that you can use.

So, how do the training courses work? There are only a few simple rules to follow:

▶ **The Training Course:** The training course that the GM provides *must* pertain to the character-in-training's CC and / or skills he wants to obtain or increase proficiency in. For example, let's say that a character is a Medic and is being sent off for level 3 training in his CC. The GM might set up a mock battlefield where the character's mission is to find the downed soldier, administer first-aid and stabilize the soldier's condition. Then get him back out of hostile territory. Or maybe one of the skills that the character is going to obtain after training is *Code Cracking*. The GM might set up a training course where the character's goal is to infiltrate the building, find the computer containing the desired data, crack the code to infiltrate the computer, retrieve the data and return to home base safely. Obviously, it would take forever for the GM to make the Players train for every skill and combat bonus they're getting from their CC levels. However, mixing and matching one or two every level is a fun and exciting diversion for both the GM and Players. Each training course should contain a "Mission Briefing" and a "Mission Objective". See the sample training courses for more ideas.

▶ **The No-Kill Policy:** Training scenarios are assumed to use alternative ammunition. That is, there is no live fire going on. Thus, the characters should not die during a failed training mission. Assume that all weapons are loaded with paintballs or other non-lethal ammunition.

▶ **The Pay-Off:** The characters should be rewarded for successful training missions and punished for failed missions. Typically, the GM should offer the Players on successful training missions a week *less* of training than what is noted on their Advancement Table; for failed training missions, a week *longer*. Alternatively, the GM can dictate that on failed training missions the Players must re-do the training!

Sample Training Missions

Below are listed some sample training missions / scenarios to send characters in training to. Feel free to make up your own or modify the ones provided. The ones provided here focus on the CCs rather than skills.

TRAINING SCENARIO 1: MEDICS

Mission Briefing: One of your allies has been wounded in battle. His last transmission came 20-minutes ago, 2-miles to the North of your current position. He is assumed to be critically wounded and in need of help. You have been unable to make contact with him since the last transmission. The territory he is in is filled with hostile Triaxy soldiers.

Mission Objective: Locate your downed soldier, administer first-aid and stabilize his condition and get him back to safety. Neutralize any hostile forces encountered.

TRAINING SCENARIO 2: DEMOLITIONS

Mission Briefing: Enemy troops have begun amassing forces near a small town of civilians. To avoid detection the enemy has deployed fifty-miles north of the city and is now waiting for orders to strike. A large bridge spans the river just south of the enemy location. Your mission is to enter enemy territory—undetected if possible—plant explosives on the bridge and take it out. If successful, this will slow the enemy down enough until BLUE Level can send reinforcements.

Mission Objective: Locate the bridge, plant the explosives and detonate them from a safe distance away. Neutralize any hostile forces encountered. Do not allow enemy vehicles to pass the bridge.

TRAINING SCENARIO 3: ASULT

Mission Briefing: Hostile forces have entered a small village of Ornans previously undetected by Triaxy. Enemy soldiers have infiltrated the town and have begun taking hostages, killing and looting. There are an estimated 75 enemy soldiers. The city lies on the oceanfront. You must enter the town from the sea, undetected, and begin clearing the city of hostile forces. Your team must keep civilian casualties to a minimum while neutralizing the threat as quickly as possible. The key building

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is the police station which is now under enemy control and is being used as their base of operations. It is thought that the leaders of this enemy platoon are residing there.

Mission Objective: Locate and neutralize all enemy targets. Clear all buildings and keep civilian casualties to a minimum.

TRAINING SCENARIO 4: SNIPER

Mission Briefing: Six days from now a high ranking Triaxy military leader will be coming to town. After landing in the spaceport, he will be escorted by limousine to the government building. Our intelligence shows that to get to the government building his car will have to take one of only two roads that lead to the front entrance. However, this is a Triaxy-held city and to get in you will have to either disguise yourself as a Triaxy citizen or as an Ornan slave. You must choose a suitable location to make the hit and get out undetected. It is thought that this leader was responsible for the Ornan massacre in the city of Avive. Assassination of this target is crucial.

Mission Objective: Infiltrate the city and assassinate the target. Get out of the city undetected. Capture within the city will constitute failure of this mission.

TRAINING SCENARIO 5: SHOC

Mission Briefing: Triaxy soldiers have entered a ruined city and have begun exterminating the Ornans who live there. While the enemy platoon is small, consisting of no more than fifty soldiers, they have brought with them two heavy walkers and three battle tanks. Your team's mission is to infiltrate the ruined city in the dead of night and take out both walkers and all tanks using your explosives. This will clear the way for other BLUE Level soldiers to come in and take out the rest of the enemy soldiers.

Mission Objective: Locate all walkers and tanks. Use your explosives to disable or destroy these units. Detection by the enemy during this mission will result in the launch of heavy ordnance upon the civilians from the walkers and tanks and will thus constitute failure of the mission.

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PSYONICS

In *Perfect Blue*, certain races—most notably the Andromedians and Vornites—can obtain special mind-powers known as *psyonics*. Only character races noted to be able to possess psyonics can obtain these powers. And only characters of the Psyonic CC or those willing to fork over the money for expensive psyonics training can pursue these powers.

Psyonics are broken down into three major categories. They are:

1. Empathy
2. Telepathy
3. Telekinesis

Empathy

This is the most basic of all psyonic abilities. Empathy is the ability to sense the feelings and presence of another person. At high levels, Empaths can sense if a person is lying, if they have good or evil intentions, and many other things from great distances. However, Empathy cannot affect machinery or things without a mind (including Androids). Likewise, Empathy cannot affect those races said to be immune to psyonic attacks.

Telepathy

This is the ability to communicate via mental projection. At low levels, Telepaths can send their thoughts to others or communicate mentally with other Telepaths. At high levels, Telepaths can implant thoughts into others and even influence them via mind control. However, Telepathy cannot affect machinery or things without a mind (including Androids). Likewise, Telepathy cannot affect those races said to be immune to psyonic attacks.

Telekinesis

Perhaps the most powerful of all psyonic abilities is the power of telekinesis. Telekinetics are able to move objects with the powers of their mind. At low levels, this may be throwing a rock across a room or bending a spoon; at high levels a Telekinetic can lift a starship or throw a vehicle into a wall! Nothing is immune to the powers of Telekinesis!

Most Psyonicists specialize in one of the three fields. Very rarely does a Psyonicist specialize in two and only the most powerful are masters of all three.

There are two ways in which a character can begin training as a Psyonicist, but before training can begin, that character *must* be of one of the following races: Ornan, Andromedian, Vornite, Human, Trikosi. Only these races can possess psyonic abilities, but not all of them are created equal. Psyonic powers require great mental strength, and the ability and power of a Psyonicist is measured by his Psychic Energy—or PE. Certain races, such as the Andromedians, will acquire far more PE than other races. See below for more information.

While all of the races (excluding Lothorians and Androids) can possess psyonic powers, *none of these races—except for the Andromedians—begin the game with any of them.* These powers must be learned through training. Typically, a BLUE Level character will learn to use psyonic powers through his Psyonic character class. And while this is the easiest and fastest way to obtaining psyonic powers, you don't have to be a Psyonic CC to become a Psyonicist. Players can send their characters to Psyonic Training Facilities to learn these powers as well, thereby allowing the character to obtain psyonic abilities while increasing level in a combat CC. However, this type of training is expensive and time consuming.

Psychic Energy

The use of psyonic powers is very draining on a character. Every time a Psyonicist uses his powers, those powers slowly tear away at the fibers of his mind, thereby draining him of strength and energy. It's much like flexing a muscle; the more you lift the more tired your arm will get. Lift enough and your arm will tire until you can't even lift the weight of your own arm. Using psychic powers is the same way. Only instead of tiring a muscle, you're tiring your mind. Tire it enough and you won't be able to perform anymore psychic actions.

The use of psychic powers requires the use of *Psychic Energy*. Nobody knows for certain where this energy comes from or even what it is. Many scientists speculate that it is generated in the brain by electrical currents. However, it is known that psychic powers exhaust brain cells. This is evidenced by the fact that overuse of psyonic powers results in a woozy, drunken feeling where the Psyonicist can no longer think straight or balance correctly. His speech will slur and he may even forget things that happened to him. For all practical purposes, the character falls into a drunken stupor. This state is known as *psychic intoxication*.

The amount of Psychic Energy (or PE for short) that a character has is determined by his race and his Mental Tolerance stat. Certain races such as the Andromedians have better, more powerful minds for psyonic abilities than other races and will therefore acquire more Psychic Energy Points (PEPs). PEPs will increase with the character's level (rank). But again, certain races will acquire more.

To begin with, all characters going into a Psyonic career have as many PEPs as equal to their MT stat, plus their race's PEP Modifier (see below table). Whenever a character advances to his next experience level in his Psyonic CC he will gain the same amount. **However, characters *not* of the**

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Psyonic CC who are obtaining psyonic powers merely through specialized training only gain *half* this amount when they begin training (that is, half their MT score plus half their race's PEP Modifier). They will have to purchase more PEPs per the rules detailed below for characters only training for psyonic powers.

The following table shows the bonus each race gets to his PEPs when he begins his career as a Psyonic CC and every time he increases in his experience level (rank). Remember, *you get as many PEPs per level as equal to your MT stat plus the added bonus per the below table!*

PEP Modifiers by Race	
Race	**PEP Modifier**
Andromedian (Common)	+20
Andromedian (True Psyonic)	+30
Human	+10
Ornan	+20
Vornite (Common)	+15
Vornite (Winged)	+25
Trikosi	+5
Lothorian	None
Cyborg	None

Fig. 9.0: This table shows how PEPs increase based on a character's race.

For example, let's say you have an Andromedian (True Psyonic) character with an MT score of 15. You would begin your career as a Psyonicist with 45 PEPs (MT of 15 + the 30 bonus = 45). You'd also get 45 more points every time you advance level in your Psyonic CC.

Psychic Intoxication

When a character's PEPs drop to 5 he will begin to feel the effects of Psychic Intoxication. At 5 PE points remaining, the character will begin to feel a little dizzy and woozy and will suffer an *accumulative* -1 to all combat rolls and an *accumulative* -10% to all skill rolls for each point below 5 PEPs he drops.

For example, at 4 PE points remaining, the character will suffer a -2 to all combat rolls and a -20% to all skill checks; at 3 PEPs he'll have a -3 to all combat rolls and a -30% to all skill checks, etc. until he reaches 0 PEPs. At 0 PEPs the character will feel completely "drunk" and will be unable to use any more of his psyonic powers until his PEPs regenerate. If the character's PEPs drop below 0 he will fall unconscious (this may happen if the character has 20 PEPs remaining and uses a psyonic ability that drains him of 25—he'd then be at -5 PEPs). If the character's PEPs ever reach -8 he will instantly die, all brain functions ceasing to function. Typically, the character will have suffered a major brain aneurysm and will fall to the ground bleeding from the ears, eyes and nose.

Regenerating Lost PEPs

Lost PE points can be regenerated through rest and sleep. As a rule, the character will regain 10 PEPs per every 8-hours that he does not use his psyonic powers, or about 2 PEPs per every hour. The character will regain *all* of his PEPs with 8 - 10 hours of sleep, or by going 24-hours without using any of his powers. PEPs do not regenerate when a character is actively using his powers (much like a drunk can't sober up while he continues to drink).

Obtaining Psyonic Powers

Characters can obtain psyonic powers through training. Only through training can any character of any race learn to develop and use his skills. However, there are many ways to train.

First and foremost is for a character to become a Psyonic per the Character Class of Psyonicist. Doing this, the character quickly develops his psyonic powers and learns to use them. Second, a character can be sent to specialized training facilities (as listed below) to develop his skills. Characters becoming Psyonicists through the CC of Psyonic must abide by the rules for increasing levels and obtaining powers as described with the Psyonic CC.

Aside from becoming a Psyonic CC, characters can also be sent to specialized training centers—known as Psy Camps—to develop psychic powers. These powers can be obtained in addition to the character's current CC, but they will cost him experience points, time, and most importantly, a lot of money.

All of the psyonic abilities listed on the following pages are listed with a special column marked "Characters in Training". *This information does **not** apply to characters who are in the Psyonic CC.* This column is only for those characters learning to develop psychic abilities second to their current CC. For example, a Medic character can be sent to a Psy Camp to learn any of the psychic powers listed. However, he will have to pay the experience points, money and time needed to learn the ability. Furthermore, some of the abilities may be listed with prerequisites. In these cases the character must obtain all of the listed prerequisite abilities before being able to obtain the current ability.

Characters going through secondary training to learn psyonic powers must also "purchase" their PEPs as they will not be able to obtain any through their CC. Characters going through secondary psyonic training can purchase PEPs at the cost of 1,000 Experience Points per 15 PEPs. Training for a PEP increase takes 3-weeks and costs $10,000. All characters in secondary training must first obtain at least 15 PEPs before they can learn any of the psyonic abilities listed.

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PSYONIC POWERS AND LEVELS OF ABILITIES

On the following pages is a list of all psyonic abilities. Each ability is listed with the following information:

Description
This describes the ability in detail.

Psy-Type
There are three major categories of psyonic abilities. They are: *Empathy*, *Telepathy*, and *Telekinesis*. All psyonic abilities fall into one of these three categories.

Range
This is the effective range of the ability. That is, the distance to which the ability can be used. Some abilities have a range that is affected by the number of PEPs the character wants to spend on the ability; these PEPs are *in addition to* the ability's PEP Cost (see below).

Duration
This is how long the ability will last, or how long it remains effective for. Note that most durations are affected by how many PEPs the character wants to spend on the ability; these PEPs are *in addition to* the ability's PEP Cost (see below).

Damage
This is the amount of damage or harm the ability will inflict on people and / or objects that it is used on. Some powers may inflict no damage. Others might have a damage amount that is affected by how many PEPs the character wishes to spend on the ability; these PEPs are *in addition to* the ability's PEP Cost (see below).

PEP Cost
This is the number of Psychic Energy Points that the ability costs to use; that is, how many PEPs the character will lose once he uses the ability. Note that this amount can increase with abilities that allow the range, duration and damage to be affected by the number of additional PEPs spent on the ability.

Characters in Training
The information listed in the column does not pertain to characters of the Psyonic CC—they only pertain to those learning psyonic abilities through secondary training. The Characters in Training section will list the following:

Prerequisites
This will list any prerequisite psyonic abilities that the character must first have before he can learn the current ability.

Exp. Cost
This is how many Experience Points the character must spend to learn the ability. Experience Points spent to learn these abilities cannot be used toward the character's current CC.

Time to Learn
This is how long the character will be away in training to learn the ability.

Cost to Learn
This is how much money the training facility will charge to teach the character the ability.

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Psyonic Abilities List

Below is a list of all available psyonic powers in alphabetical order as they will appear on the following pages.

1. Astral Projection
2. Body Control
3. Cause Molecular Motion
4. Clairaudience
5. Clairvoyance
6. Compel Truth
7. Direction Sense
8. Empathy
9. False-Sensory Output
10. Feel Light
11. Feel Sound
12. Force Projection
13. Hide Thoughts
14. Hypnotic Suggestion
15. Implant Thought
16. Implant Memory
17. Know Location
18. Know Name
19. Lend / Borrow Skill
20. Mass Hypnotic Suggestion
21. Memory Read
22. Mental Wall of Force
23. Mind Block
24. Mind Reading
25. Mind-Wipe
26. Object Reading
27. Perception of Psychic Residue
28. Presence Sense
29. Psychic Heal (Others)
30. Psychic Heal (Self)
31. Psychic Blast
32. Psychic Static
33. See Sound
34. See Scent
35. Sense Astral Beings
36. Sense Danger
37. Telekinesis
38. Telepathy
39. Transmit Thought

PSYCHIC ABILITY DESCRIPTIONS

Astral Projection

Astral Projection is ability to leave one's body and travel as an astral—or spiritual—being. While many scientists speculate that the Psyonicist is merely projecting his mind and senses outward, most Psyonicists believe that it is in fact their spirit that is leaving their body. What ever the reason, it is known that with this ability the Psyonicist is able to travel without the need of his physical body, transcending time and space.

During astral projection, the Psyonicist's "spirit" is completely invisible and cannot be detected nor seen by any normal means. He is also completely "ethereal"—that is, he is able to pass through all types of solid objects and weapons cannot harm him. In short, he is both undetectable and indestructible.

As far as travel goes, the Psyonicist is able to project himself anywhere in the world. Travel is done instantly and takes no longer than a single melee. The Psyonicist could thus travel to the farthest end of the world in a blink of an eye. Strong Psyonicist can even project themselves to the ends of the universe! Furthermore, the Psyonicist can see, hear and smell everything in his immediate environment! However, because he is ethereal, he cannot open doors, drawers, chests, locks, books, etc. In short, he cannot manipulate anything in his environment. *Not even the use of Telekinesis or similar powers can be used while astrally projecting one's self!* Astral projection takes the Psyonicist's full attention and he therefore cannot use any other psyonic ability. However, if a book was lying open the Psyonicist could read the open pages; if a drawer was open he could look inside. And although he cannot open doors, passing through them is simple enough.

But the distance that the Psyonicist can travel—or project himself—is limited by his PEPs. As noted below, PEP cost is 15 points per round. An additional 5 PEPs must also be spent *per round* per 100-miles that the Psyonicist wishes to project himself. Additionally, if the Psyonicist is attempting to project himself to a place he has never been or in unfamiliar with (including foreign lands, a specific building or room, or even a place beneath the oceans) he will have to do an "Astral Search" before he can arrive exactly where he wants to be. Astral Searching takes 1D4 rounds *per 1,000 miles of distance*, during which time the Psyonicist is expending PEPs. This additional PEP cost is only spent if the Psyonicist is attempting to project himself to a place he has never been before. Examples might be a far off city, the inside of a specific building, a distant planet, etc. *Note that the Psyonicist must still have a general idea of where the location is*. For example, he cannot project himself into a secret Triaxy military base if he has no idea where it is. Astral searches can only be used if

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the Psyonicist has a general idea of where the place / person / location is.

During astral projection the Psyonicist's physical body enters into a deep, trance-like state. Physically he is unaware of what is happening around him or even if his body is in mortal danger. However, if the body feels physical pain the Psyonicist is instantly "snapped back" to awareness, thus cutting short his astral projection. The Psyonicist can astrally project himself for as long as his PEPs hold out. Of course, he can also end the projection at any time, thereby "snapping" himself back to his body.

Psy-Type: Telepathy
Range: Per above rules
Duration: Per above rules
Damage: NA
PEP Cost: 15 points per round to sustain, plus 5 points per 100-miles of distance projected.

Characters in Training
Prerequisites: Telepathy, Clairaudience, Clairvoyance
Exp. Cost: 500
Time to Learn: 6-weeks
Cost to Learn: $29,000

Body Control

Body Control is the ability to take control of another person's body actions despite his or her's willingness. Although the victim is able to maintain control of his speech, eyes, mouth and thoughts, the Psyonicist is in full control of the victim's limbs and is able to control him like a marionette.

The victim is allowed to make an MT stat check versus the Psyonicist's MT stat. If the victim *passes* his stat check, he resists the Psyonicist's attempt and maintains control of his body (essentially, the Psyonicist was unable to take control). The Psyonicist can try again in 2 rounds. However, if the victim fails his MT stat check then the Psyonicist infiltrates the victim's mind and is able to override the victim's brain's motor functions.

During Body Control, the Psyonicist's PEP cost is equal to *half* that of the victim's MT stat *per round*. Thus, a victim with an MT score of 12 would cost the Psyonicist 6 PEPs per round to control; if the victim had a score of 15 it would cost the Psyonicist 8 PEPs (always round up).

The Psyonicist has full control of the victim's limbs and can make him walk around and move as he wants to. He can make the victim fire his weapon at one of his own allies, run around the battlefield, or even crash his car into a wall! However, if the Psyonicist attempts to make the victim do something suicidal, attack an ally or do something that would put himself or a comrade in danger, the victim is allowed to make an MT stat check to resist doing the action. If the check passes the victim resists the action and does not have to perform it on the current round, although he is still under the control of the Psyonicist. However, if he fails the check the Psyonicist is able to go through with his plans!

Body Control takes all of the Psyonicist's concentration and he can perform no other actions while controlling a victim. Nor can the Psyonicist use any other psychic ability. Victims must be within the Psyonicist's range of sight to use this power—although it can be used in conjunction with the ability of *Clairvoyance* to increase the range. The Psyonicist can maintain control of the victim as long as his PEPs hold out or until he releases the victim.

Psy-Type: Telepathy
Range: Sight
Duration: Per PEPs
Damage: NA
PEP Cost: 10 to initially use and half of the victim's MT stat in PEPs per round.

Characters in Training
Prerequisites: Telekinesis, Telepathy
Exp. Cost: 410
Time to Learn: 3 weeks
Cost to Learn: $24,000

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Cause Molecular Motion

Heat is caused by molecular motion: molecules begin to move which creates friction and things begin to get hot. And that is exactly what the Psyonicist is able to do by using his psychic energy to excite / agitate the molecules of an object or substance. The Psyonicist can focus his energies on just about anything: rock, water, steel, wood, even flesh. However, the object affected by this ability must be within the Psyonicist's immediate line of sight.

Obviously, the longer the Psyonicist is able to cause molecular motion upon any object, the hotter and hotter it will become. The below table (Fig. 10) is a list of possible effects of heat depending upon how many rounds the Psyonicist focuses his energies upon a single object.

Of course, the size, weight and surface area affected will ultimately determine how long it takes for things to get hot. The below table assumes a surface area of about 5-square feet or 200 lbs.

Rounds Power is Sustained	Likely Effects
1	Easily ignited dry substances such as hair, dry grass, dead leaves, etc. will smolder.
2	Flesh can feel a mild burn (1 damage inflicted). Wood begins to smolder, clothing can catch fire, metals become slightly warm.
3	Wood burns, water starts to boil, flesh is scorched (1D8 damage), metal becomes hot.
4	Metal becomes red-hot, flesh begins to burn away (2D8 damage per round), etc.
5	Metal begins to grow soft, lead melts, flesh can disintegrate (3D8 damage).
6	Metal begins to melt
7	Rocks and sand become red-hot.
8	Rocks catch fire, metal melts down
9	Surface degree of most things achieves over 2,000 F
10	Rocks turn to molten lava

Fig. 10: The effects of Molecular Motion by duration it is used on an object.

Psy-Type: Telekinesis
Range: Sight
Duration: Per PEPs
Damage: Subjective
PEP Cost: 15 per round, per 5-square feet of surface or 200 lbs.

Characters in Training
Prerequisites: Telekinesis
Exp. Cost: 900
Time to Learn: 5 weeks
Cost to Learn: $9,700

Clairaudience

Clairaudience is the ability to hear sounds from distant places without having to physically be there. Essentially, the Psyonicist could use this ability to listen in on a conversation hundreds of miles away! Clairaudience does not enhance the Psyonicist's hearing nor does it allow him to interpret sounds, foreign languages, etc. All it allows him to do is "project" his hearing to a distant place. The Psyonicist will not be able to hear any sounds around his physical body while using this power. All of his hearing will be focused on the place he is projecting his hearing upon.

If the place / location the Psyonicist wishes to project his hearing to is out of his physical range of sight—say, 1,000 miles away—the Psyonicist must have a general idea of the location he is projecting to or he must have been there before. If the Psyonicist is attempting to project his hearing to a place he has never been or is unfamiliar with (including foreign lands, a specific building or room, or even a place beneath the oceans) he will have to do an "Astral Search" before he can hear exactly what he wants to hear. Astral Searching takes 1D4 rounds *per 1,000 miles of distance*, during which time the Psyonicist is expending PEPs. This additional PEP cost is only spent if the Psyonicist is attempting to project his hearing to a place he has never been before. Examples might be a far off city, the inside of a specific building, a distant planet, etc. *Note that the Psyonicist must still have a general idea of where the location is*. For example, he cannot project his hearing into a secret Triaxy military base if he has no idea where it is. Astral searches can only be used if the Psyonicist has a general idea of where the place / person / location is.

This ability can be used in conjunction with other abilities such as Clairvoyance and Feel Light.

Psy-Type: Telepathy
Range: Per above rules
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 points per round to sustain, plus 3 points per 100-miles of distance projected.

Characters in Training
Prerequisites: None
Exp. Cost: 100
Time to Learn: 1 week
Cost to Learn: $8,500

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Clairvoyance

Very similar to Clairaudience, Clairvoyance is the ability to look at distant locations and see what is going on without having to physically be there. This ability does not enhance the Psyonicist's vision or give him any special type of sight. While this ability is being used, the Psyonicist cannot see what is going on around his physical body—all of his vision is being used to see what is happening at the projected location. While projecting his sight, the Psyonicist can "look around" the area; that is, he can look closely at something or "move" his vision around the area. He can read the pages of an open book, see what people are doing, etc. However, he cannot manipulate anything in the area—he can only view it. Obviously those in the area will have no idea they are being watched.

If the place / location the Psyonicist wishes to project his sight to is out of his physical range of sight—say, 1,000 miles away—the Psyonicist must have a general idea of the location he is projecting to or he must have been there before. If the Psyonicist is attempting to project his sight to a place he has never been or is unfamiliar with (including foreign lands, a specific building or room, or even a place beneath the oceans) he will have to do an "Astral Search" before he can see exactly what he wants to see. Astral Searching takes 1D4 rounds *per 1,000 miles of distance*, during which time the Psyonicist is expending PEPs. This additional PEP cost is only spent if the Psyonicist is attempting to project his sight to a place he has never been before. Examples might be a far off city, the inside of a specific building, a distant planet, etc. *Note that the Psyonicist must still have a general idea of where the location is*. For example, he cannot project his sight into a secret Triaxy military base if he has no idea where it is. Astral searches can only be used if the Psyonicist has a general idea of where the place / person / location is.

This ability can be used in conjunction with other abilities such as Clairaudience and Feel Sound.

Psy-Type: Telepathy
Range: Per above rules
Duration: Per PEPs spent
Damage: NA
PEP Cost: 7 points per round to sustain, plus 4 points per 100-miles of distance projected.

Characters in Training
Prerequisites: None
Exp. Cost: 100
Time to Learn: 1 week
Cost to Learn: $8,500

Compel Truth

By using this ability the Psyonicist is able to compel his victim to speak only the truth. While under the influence of this power, the victim is unable to speak any sort of lie. However, the victim may remain silent (he does not have to talk), or he can *attempt* to lie—at which time his words will only be spoken truthfully! Victim's are allowed to make an MT stat check (no modifier) to resist the Psyonicist's influence upon use of this ability and once every 3 rounds. If the check is successful, the Psyonicist is unable to influence the victim's words. If the check fails, the victim cannot lie. This ability only works on verbal messages and not written or thought words.

Psy-Type: Telepathy
Range: 20-feet
Duration: Per PEPs spent
Damage: NA
PEP Cost: 4 per round

Characters in Training
Prerequisites: Empathy
Exp. Cost: 500
Time to Learn: 2-weeks
Cost to Learn: $9,500

Direction Sense

Use of this ability allows the Psyonicist to "sense" exactly what direction he is facing or heading—North, South, East, West or such directions in between. While it does not allow the Psyonicist to determine his exact coordinates, it can help him to get his bearing.

Psy-Type: Telepathy
Range: Self
Duration: Instant
Damage: NA
PEP Cost: 2

Characters in Training
Prerequisites: None
Exp. Cost: 100
Time to Learn: 1 week
Cost to Learn: $5,000

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Empathy

Empathy is the ability to sense the emotions, drives, desires and needs of another person, such as love, hate, hunger, thirst, confusion, pain, torment, fear, panic, depression, happiness, etc. Using this ability, the Psyonicist is able to mentally "tune in" on his subject's immediate feelings and emotions. Most Psyonicists explain this as "feeling" the psychic aura of another person. While this ability does not allow the Psyonicist to know what the person is actually thinking, it can help him to deduce a lot about his current subject. For example, if the Psyonicist is able to sense fear or confusion on his subject he might be able to determine that the subject is possibly lying to him or hiding something from him. Best of all, the Psyonicist's subject will have no idea that he is being "read".

Psy-Type: Empathy
Range: 25-feet
Duration: Instant
Damage: NA
PEP Cost: 4

Characters in Training
Prerequisites: None
Exp. Cost: 400
Time to Learn: 3 weeks
Cost to Learn: $7,000

False-Sensory Output

This ability allows the Psyonicist to put out a strong psychic impression throughout a 10-yard radius around himself or upon a specific person or object within this area. This "false-sensory output" causes other Psyonicists who might be using detection or sensing abilities (such as Empathy or Compel Truth) to receive a false or incorrect reading. The rival Psyonicist is allowed to make an MT stat check with a -5 modifier. If the roll fails the Psyonicist will not know he is receiving false information; if the check passes the Psyonicist may detect some "psychic static" in the reading.

The Psyonicist using this ability can determine what output he sends—such as friendliness, hatred, fear, sadness, etc. As an example of use, the Psyonicist could place a false-sensory output of "friendliness" upon himself and / or those with him. A rival Psyonicist using Empathy would then determine the Psyonicist and his friends to be of no threat when indeed they may be plotting a battle!

Psy-Type: Telepathy
Range: Specific person or object or an entire radius of up to 10-yards
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 PEPs per round per specific object or person / 7 PEPs per round for an entire 10-yard radius.

Characters in Training
Prerequisites: None
Exp. Cost: 400
Time to Learn: 2 weeks
Cost to Learn: $9,800

Feel Light

With this ability the Psyonicist is able to tune his mind and body into the physical realm of light. He is thus actually able to physically feel light upon his body. He will feel dim lights and soft lights like gentle wind on his skin; bright and glaring lights might cause his body to feel great pressure or even mild pain. He can also feel different colors of light as well. Every light has its own unique wavelength and the Psyonicist is able to feel exactly what it is and the direction it is coming from. While an ability like this might seem limited in its use, a blinded character could use it to find his way around, sensing the darkness of solid objects and the openness of brightly lit rooms. Furthermore, if a character is lost in a dark mine tunnel without a light source, the character can actually feel the minute rays of light—light so dim and so slight that no eye could perceive it—coming from the exit miles away! In theory, this ability can give a character a sort of night vision.

Psy-Type: Empathy
Range: Self
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 per round

Characters in Training
Prerequisites: None
Exp. Cost: 200
Time to Learn: 1 week
Cost to Learn: $7,500

Feel Sound

With this ability the Psyonicist is able to tune his mind and body into the physical realm of sounds. He is thus actually able to physically feel all sound waves upon his body. He will feel soft sounds and hushed whispers like gentle vibrations on his skin; sirens and loud booms might cause his body to feel great vibrations or even mild pain. He can also feel different tones of sound as well. Every sound has its own unique wavelength and the Psyonicist is able to feel exactly what it is and the direction it is coming from. He can even understand what the sounds of voices are saying! While an ability like this might seem limited in its use, a character with damaged ears could use it to listen to what people are saying or to "hear" what is going on outside of his physical hearing limitations. In game terms, this ability allows the Psyonicist to pick up on sounds that are both inside and outside the scope of normal hearing (such as super-low frequencies) and from hundreds of miles away. The character can even feel exactly what direction the

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sound is coming from.

Psy-Type: Empathy
Range: Self
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 per round

Characters in Training
Prerequisites: None
Exp. Cost: 200
Time to Learn: 1 week
Cost to Learn: $7,500

Force Projection

Force Projection is the ability of the Psyonicist to project force—or energy—over a distance using his psychic powers. It is a powerful form of telekinesis. Using Force Projection, the Psyonicist is able to transmit the equivalent energy of a push, punch, shove or kick to a person or object over a great distance. The amount of force that the Psyonicist is able to project, as well as the distance he can project it, are subject to the amount of PEPs he wishes to spend.

For every 20 PEPs the Psyonicist spends, he is able to project 1D6 points of force-damage—that is, an attack inflicting 1D6 points of damage. When directed at a specific target, the energy will hit the target and feel like a nasty punch or push. The attack must be physically performed by the Psyonicist—that is, he must punch, kick or push in the direction of his target. The ability then allows him to project and increase that force across a distance to meet his target.

For pushes, the Psyonicist is able to project his own strength upon any given person or object to push it or pull it (see the rules for such in the *Strength, Weight and Encumbrance* section). Doing this costs the Psyonicist 25 PEPs. The Psyonicist can double, triple, or even quadruple the strength that he projects for the cost of 30 additional PEPs per time that he doubles his strength projection. For example, to force-project his own strength would cost 25 PEPs; to force-project twice his ST stat would cost 55 PEPs (25 + 30 = 55); to force-project three times his ST would cost 85 PEPs (25 +30 + 30 = 85). There is no limit to how high this can go, so long as the Psyonicist has the PEPs to spend.

This ability can only be used on targets within sight of the Psyonicist. To-hit rolls are only necessary to determine hit location as the attack automatically hits. The victim cannot dodge the attack. Only punch / kick damage per the above rules can be inflicted with this ability. Only hard pushes, shoves and pulls can be made with this ability—that is, it can't be used to hold a person in place or crush him into a wall.

Psy-Type: Telekinesis
Range: Sight
Duration: Instant
Damage: Per above rules
PEP Cost: Per above rules

Characters in Training
Prerequisites: Telekinesis
Exp. Cost: 600
Time to Learn: 3 weeks
Cost to Learn: $12,150

Hide Thoughts

Hide Thoughts is the ability for the Psyonicist to conceal his own, or another person's, thoughts and ideas from those infiltrating his mind. By hiding his own thoughts, the Psyonicist is able to "lock away" specific thoughts, memories and ideas, thereby protecting them from those attempting a psychic mind-reading, telepathy, empathy, probe, etc. The Psyonicist must specifically state what thoughts / ideas he his hiding. When used on others, the Psyonicist must be within sight of the person, although this can be used in conjunction with a Clairvoyance ability.

This ability costs the Psyonicist 4 PEPs per round that he wishes to hide his thoughts. When used on others, it costs the Psyonicist 8 PEPs per round to sustain.

Psy-Type: Telepathy
Range: Self or Others within sight
Duration: Per PEPs spent
Damage: NA
PEP Cost: See above

Characters in Training
Prerequisites: None
Exp. Cost: 550
Time to Learn: 2 weeks
Cost to Learn: $8,000

Hypnotic Suggestion

With this ability the Psyonicist is able to implant a simple command within another person's mind. The command can either be verbally spoken to the victim or telepathically sent to him. When verbal, the command is usually woven into a conversation.

The command must be something simple like "You will drop your weapon", or "You will unlock the door" or "You will give me the code to the computer". Commands that place the victim or his allies in immediate danger are instantly disregarded and will fail. However, if the victim has an MT score of less than 7, even deadly commands will be heeded!

The Victim is allowed to make an MT check (no modifier) to resist the command. If the check passes the victim will disregard the command as if he never even heard the Psyonicist speak it. However, if the MT check fails, the victim will immediately begin carrying out the command without

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even realizing he is doing it!

Victims must be within sight of the Psyonicist, although this ability can be used in conjunction with a Clairvoyance ability. PEP cost is 10 per command which is spent regardless of success or failure of the ability.

Psy-Type: Telepathy
Range: Sight
Duration: One command
Damage: NA
PEP Cost: 10

Characters in Training
Prerequisites: None
Exp. Cost: 700
Time to Learn: 3 weeks
Cost to Learn: $13,800

Implant Thought

With this ability the Psyonicist is able to implant a thought, idea or suggestion into another person's mind. Although this thought or idea can be just about anything, it must be something simple which does not require a lot of complex notions. Examples that might be implanted are "I'm getting tired", or "This weapon is very heavy—I don't want to carry it anymore", or "I really want to give him the code to the safe", or "I want to find where Joe is". All implanted thoughts are done telepathically from the Psyonicist—no verbal communication is necessary.

Most thoughts will be carried out by the victim's subconscious mind and he won't even realize what he's doing. For example, the above implant of "This weapon is very heavy—I don't want to carry it anymore" might cause the victim to toss his gun to the ground and walk away from it—he won't even realize that he's done it until somebody asks him why he doesn't have his weapon anymore or until he needs it. Thoughts such as "I really want to find such-and-such person" will begin to nag at the victim until he can't tolerate it anymore and decides that he has to find that person. Typically, most commands are carried out within 1D20 rounds.

The victim is allowed to make an MT stat check with a -5 modifier. If he passes his check, the victim will disregard the thought as if he never heard it. However, if the victim fails his check he will carry out the thought. These implants cost the Psyonicist 25 PEPs.

Stupid, suicidal or commands that place the victim's allies in danger have a low chance of success, although they can be done. These are considered "Greater Implants". For example, a thought such as "I hate my friend Mark over there—I want to shoot him", or "My life sucks—I should just end it now" can be implanted, however the victim receives a +5 bonus to his MT check. Greater Implants also cost the Psyonicist 50 PEPs.

Victims must be within sight of the Psyonicist for the ability to work, however it can be used in conjunction with a Clairvoyance ability.

Psy-Type: Telepathy
Range: Sight
Duration: One Command
Damage: NA
PEP Cost: 25 for a typical command, 50 for a Greater Implant

Characters in Training
Prerequisites: Hypnotic Suggestion
Exp. Cost: 800
Time to Learn: 3 weeks
Cost to Learn: $16,250

Implant Memory

With this ability the Psyonicist is able to implant an artificial memory into the mind of his victim. Although this memory is completely false and is nothing more than the imagination of the Psyonicist, the victim will be completely convinced by the memory and will remember it as if it actually happened—even though it might not make sense to him. Typically, the victim will believe that the memory is real and that it actually happened.

As an example, let's say that the Psyonicist implants a memory of the victim being introduced to the Psyonicist by his superior officer and the officer telling the victim to always let this man pass without the need of an ID badge. When the victim sees the Psyonicist he will immediately remember the Psyonicist and let him pass! This would be an example of a Lesser Implant which does not require a lot of implanting and is more easy for the victim to believe. Another example might be the Psyonicist implanting a memory of the victim's brother dying in a battle. The victim would then believe that his brother was killed in a battle, even though he might still be alive. An implanted memory such as this might do nothing more than confuse the victim. For instance, if the victim just saw his brother, the memory might confuse him and he might ask his brother "you, know, at the battle of such-and-such, didn't you get shot in the head?" These would be considered Greater Memories and are more difficult for the victim to believe and require a lot of implanting. There is no guarantee that a victim will believe a false memory if it greatly conflicts with reality.

To implant a memory, the victim must be within sight of the Psyonicist (although this ability can be used in conjunction with the Clairvoyance ability). The Psyonicist must roll against the victim's MT stat to "infiltrate" the victim's mind. If the Psyonicist fails the roll, the victim will sense that someone is trying to get into his mind and snoop around and the Psyonicist won't be able to try again for at least a few hours. However, if the Psyonicist succeeds he will infiltrate the victim's mind. Once in, he can begin implanting a memory using some of the victim's own to make it more believable.

For every round the Psyonicist spends inside the victim's

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mind, the more believable and more complex the memory can be. It costs the Psyonicist 20 PEPs per round to implant a memory. Figure 11 shows how long it will take to implant memory types.

Note that some psyonic abilities might be able to detect and eliminate false memories.

Rounds Spent Implanting	Type of Memory Implanted
1 – 2	Simple / Not very believable by victim / victim may disregard the memory
3 – 5	Semi-Complex / Believable by victim if it does not greatly conflict with immediate reality
6 – 9	Complex / Memory will not conflict with reality or is so imbedded in the victim's mind that he will readily believe that it happened
10	Very Complex / The victim will truly believe that it happened and can't be convinced that it is a false memory.

Fig. 11: This table shows the type of memories that are implanted based on how long the ability is used on a subject.

Psy-Type: Telepathy
Range: Sight
Duration: Permanent
Damage: NA
PEP Cost: 20 per round of implant

Characters in Training
Prerequisites: Hypnotic Suggestion
Exp. Cost: 800
Time to Learn: 3 weeks
Cost to Learn: $18,500

Know Location

With this ability the Psyonicist is able to perceive general information about his immediate area. This is useful when the Psyonicist has been unconscious and / or taken to a foreign location. The information that the Psyonicist is able to obtain is somewhat vague, such as "This is an underground prison located in the city of Arkane" or "This is a Triaxy base located at the bottom of the ocean somewhere off-shore from Basica".

Psy-Type: Telepathy
Range: Self / Immediate area
Duration: Instant
Damage: NA
PEP Cost: 10

Characters in Training
Prerequisites: None
Exp. Cost: 3,800
Time to Learn: 2 weeks
Cost to Learn: $600

Know Name

This ability allows the Psyonicist to perceive general information about a person. With this ability, the Psyonicist is able to telepathically determine a person's name, age, weight and other such general information. The Psyonicist can also perceive any "code names" the person may go by, as well as any aliases.

Psy-Type: Telepathy
Range: Sight
Duration: Instant
Damage: NA
PEP Cost: 10

Characters in Training
Prerequisites: None
Exp. Cost: 300
Time to Learn: 1 week
Cost to Learn: $5,050

Lend / Borrow Skill

This ability allows the Psyonicist to lend / borrow / possibly even steal any skill that he or the target victim has. The Psyonicist is able to implant his knowledge of a skill into the mind of another person, or doing just the opposite, he can take the knowledge of a skill from another person and implant it into his own mind. However, this is not a permanent effect and the knowledge of how to do the skill will slowly fade. The skill does not leave the mind of the lender at any time and he still retains the ability to use the skill.

The Psyonicist may easily lend a skill that he has to another person. Once done, that person will have the Psyonicist's skill with the same percentile proficiency. To borrow (or steal) a skill, the Psyonicist drains the information about how to perform the skill from his subject's mind and pours it into his own mind. This is simple if the subject is willing. If the subject is not willing, the subject is allowed an MT check to resist.

Lent / borrowed skills are obtained for a period of 24-hours. During this time the ability and knowledge to perform the skill will slowly fade from the Psyonicist's / Subject's mind. For example, at the 12-hour mark, the borrower of the skill will only have 1/2 the percentile chance in the skill as when he first obtained it. After 24-hours the borrower will lose all memory of how to perform the skill.

Only skills can be lent. Psyonic abilities and special abilities cannot be lent or borrowed.

Psy-Type: Telepathy
Range: Self or Others within sight
Duration: 24-hours
Damage: NA
PEP Cost: 50 per skill

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Characters in Training
Prerequisites: Empathy
Exp. Cost: 500
Time to Learn: 4 weeks
Cost to Learn: $11,000

Mass Hypnotic Suggestion

Identical in all ways to the *Hypnotic Suggestion* ability, however Mass Hypnotic Suggestion allows the Psyonicist to implant a command into ALL the minds of his victims within a 200-foot radius! Only one command is allowed. The GM should take the average of all the victim's MT stats and roll once. If the MT check passes, the Mass Hypnotic Suggestion will work only on a small fraction of those influenced (about 1 in 4); if the check fails then all subjects are influenced.

Psy-Type: Telepathy
Range: 200-foot radius
Duration: One Command
Damage: NA
PEP Cost: 60 PEPs or 7 per person—which ever is greater

Characters in Training
Prerequisites: Hypnotic Suggestion
Exp. Cost: 800
Time to Learn: 4 weeks
Cost to Learn: $19,555

Memory Read

By use of this ability the Psyonicist is able to read and experience the memories of a subject. The memories experienced by the Psyonicist will be experienced with the same intensity and emotions as the subject who experienced them. Thus, any fear, hate, love etc. that was experienced by the subject during the memory will also be experienced by the Psyonicist. The Psyonicist can simply "read" the memories of his subject as well, thereby bypassing all experiences.

The Psyonicist can read a subject's entire mind of memories at the rate of 5-rounds per year-old that the subject is. For example, a 20-year old subject will take 100-rounds to fully read. Reading memories *with experiences* (that is, the Psyonicist will experience the emotions as well) takes 10-rounds per year-old that the victim is. Memories are typically read from most recent to the very earliest and are done in chronological order. However, the Psyonicist can skip over years or begin at any year he wishes. If the Psyonicist is searching for a specific memory, he may have to search the mind for a while before he finds it.

A memory read can be performed on a sleeping, unconscious or paralyzed victim without fail. However, victims who are aware and conscious are allowed to make a MT check with a -5 modifier to resist allowing the Psyonicist to enter. If the check passes, the victim wins and the Psyonicist can try again in an hour. If the check fails, the Psyonicist enters the victim's mind and can roam around freely.

Subjects must be within 10-feet of the Psyonicist at all times for this ability to work.

Psy-Type: Telepathy
Range: 10-feet
Duration: See above
Damage: NA
PEP Cost: 10 per round of memory read

Characters in Training
Prerequisites: Empathy
Exp. Cost: 600
Time to Learn: 4 weeks
Cost to Learn: $14,280

Mental Wall of Force

This ability allows the Psyonicist to send out enough psychic energy to manifest an actual wall of force. The barrier is semi-invisible and has a yellowish tint. It glows and crackles as if it contains electrical energy. Nothing can penetrate the barrier; bullets, missiles, people and vehicles are all stopped by the wall as if it were made of solid stone. Physically touching the wall will feel like static electricity accumulated on a television screen.

The Psyonicist may place the barrier at any location within his line of sight and he may shape and form the barrier at will. It will cost the Psyonicist 30 PEPs per 10 x 10 foot area of wall he wishes to create. Thus, a 20 x 20 wall would cost 60 PEPs and a 100 x 100 foot wall would cost 300 PEPs. The wall can be maintained round after round for an additional cost of 10 PEPs per round. This additional cost is the same regardless of how big the wall of force is.

Psy-Type: Telekinesis
Range: Sight
Duration: Per PEPs spent
Damage: NA
PEP Cost: See above

Characters in Training
Prerequisites: Telekinesis
Exp. Cost: 900
Time to Learn: 4 weeks
Cost to Learn: $25,800

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Mind Block

A mind block completely protects the Psyonicist—or those placed under the protection of him via this ability—from any type of psyonic influence. No type of psychic probing, reading, suggestion, etc. will be able to affect a Mind Block protected subject.

Psy-Type: Telepathy
Range: Self or others within 25-feet
Duration: Per PEPs spent
Damage: NA
PEP Cost: 25 per Person plus 5 per round to maintain per person

Characters in Training
Prerequisites: Hide Thoughts
Exp. Cost: 650
Time to Learn: 2 weeks
Cost to Learn: $13,500

Mind Reading

By use of this ability the Psyonicist is easily able to read the minds and thoughts of other people. The Psyonicist must roll an MT check versus his subject's. If successful, the Psyonicist is able to read / know the current thoughts of his subject. He will know exactly what the person is thinking and planning. The victim will not even know his mind is being read! However, if the MT check fails, the Psyonicist was not able to infiltrate his victim's mind and must try again in 5 rounds. The victim must be within sight of the Psyonicist, however it can be used in conjunction with a Clairvoyance ability.

Psy-Type: Telepathy
Range: Sight
Duration: Per PEPs spent
Damage: NA
PEP Cost: 20 plus 4 per round

Characters in Training
Prerequisites: Empathy
Exp. Cost: 800
Time to Learn: 4 weeks
Cost to Learn: $16,500

Mind-Wipe

Mind-Wipe is the ability for the Psyonicist to completely wipe all memories from a victim's mind. While the effects are not permanent, the victim will not remember anything that has ever happened to him, nor will he even remember who he is! The victim's mind is left completely blank, only able to remember the most rudimentary things such as how to talk, read and use certain equipment. He will even forget how to perform skills that he may have!

To be successful, the Psyonicist must roll an MT check (with a -4 modifier) against his victim's MT. If the roll fails the Mind-Wipe fails and the Psyonicist can try again in an hour. However, if it succeeds the victim's memories will be completely wiped out. The victim will slowly begin to remember things over the course of a week. After a week, all of the victim's memories will return.

Additionally, the Psyonicist can choose to wipe out only a specific memory. However, to do this requires that the Psyonicist search the subject's mind to find the memory, which will take 1D6 rounds.

Psy-Type: Telepathy
Range: 25-feet
Duration: Instant
Damage: NA
PEP Cost: 75

Characters in Training
Prerequisites: Empathy, Memory Read
Exp. Cost: 800
Time to Learn: 4 weeks
Cost to Learn: $25,860

Object Reading

Your character can use this ability to gain information about an object from the psychic residue left upon it. Thus, object reading allows the Psyonicist to gain information about an object's owner including his race, sex, age and name. It also allows the Psyonicist to determine how / when / where / why an object was used and to sense any "emotional imprints" left upon the object.

Psy-Type: Empathy
Range: Touch
Duration: Instant
Damage: NA
PEP Cost: 25

Characters in Training
Prerequisites: None
Exp. Cost: 400
Time to Learn: 2 weeks
Cost to Learn: $10,350

Perception of Psychic Residue

With this ability the Psyonicist is able to perceive past events that occurred within his immediate area. These historical visions are picked up from strong, emotional events that occurred within the area and left a "psychic residue" behind. Thus, the Psyonicist is able to see hazy, dream-like visions of any and all events that have taken place in the area. Visions start at the most recent and descend to the very last event. Theoretically, a Psyonicist could look back millions of years on a location and see what happened!

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This ability costs the Psyonicist 10 PEPs per round to use. It takes 1 round to perceive the psychic residue of an area up to a year in the past. Thus, to look back 1-day to 1-year would cost 10 PEPs; to look back 100 years would cost 1,000 PEPs.

Psy-Type: Empathy
Range: Immediate area
Duration: See Above
Damage: NA
PEP Cost: See Above

Characters in Training
Prerequisites: None
Exp. Cost: 300
Time to Learn: 2 weeks
Cost to Learn: $10,750

Presence Sense

With this ability the Psyonicist can sense the presence of other intelligent beings within a 50-yard radius. While there may be people hiding in a room or just out of sight that can't be seen by the Psyonicist, he will be able to sense that they are there.

The Psyonicist can sense approximately how many people there are in a given area and approximately how far away they are. He cannot pinpoint exactly where they are nor exactly how many.

Psy-Type: Empathy
Range: 50-yards
Duration: Instant
Damage: NA
PEP Cost: 12

Characters in Training
Prerequisites: None
Exp. Cost: 300
Time to Learn: 1 weeks
Cost to Learn: $7,650

Psychic Heal (Others)

By using the powers of the mind, the Psyonicist is able to channel healing forces and energies to a wound, thereby healing it and restoring hit-points to the victim. This ability can seal all cuts and lacerations and can even mend broken bones. It cannot, however, repair badly damaged organs or regenerate missing limbs, nor bring the dead back to life.

This ability costs the Psyonicist 10 PEPs per 1 Hit-Point of damage he wishes to heal (critical or non-critical HP's). It takes 1 round per every 5 hit-points to regenerate, during which time the Psyonicist must remain in physical contact with the victim.

Psy-Type: Telekinesis
Range: Touch
Duration: Instant
Damage: NA
PEP Cost: See Above

Characters in Training
Prerequisites: None
Exp. Cost: 800
Time to Learn: 4 weeks
Cost to Learn: $15,100

Psychic Heal (Self)

By using the powers of the mind, the Psyonicist is able to channel healing forces and energies to a wound, thereby healing it and restoring hit-points to himself. This ability can seal all cuts and lacerations and can even mend broken bones. It cannot, however, repair badly damaged organs or regenerate missing limbs.

This ability costs the Psyonicist 7 PEPs per 1 Hit-Point (critical or non-critical HP's) of damage he wishes to heal. It takes 1 round per every 5 Hit-Points to heal.

Psy-Type: Telekinesis
Range: Self
Duration: Instant
Damage: NA
PEP Cost: See Above

Characters in Training
Prerequisites: None
Exp. Cost: 800
Time to Learn: 4 weeks
Cost to Learn: $15,100

Psychic Blast

This ability allows the Psyonicist to channel a powerful load of psychic energy into the mind of a victim. This energy manifests inside the victim's head causing him to feel great pain and distress—like an explosion going off in his mind. This "psychic blast" inflicts damage to the victim and also causes him to fall to his knees clutching his head, thereby incapacitating him momentarily.

Victims must be within 25-feet for the ability to work. Psychic Blast costs 25 PEPs per 1D4 damage that the Psyonicist wishes to inflict. Damage is instant and automatic and the victim is powerless against it. No to-hit roll is necessary. After the attack the victim will be incapacitated for 1 round while his mind recovers. Damage inflicted is from Critical HP's.

Psy-Type: Telekinesis
Range: 25-feet
Duration: Instant
Damage: See Above
PEP Cost: 25 PEPs per 1D4 damage

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Characters in Training
Prerequisites: None
Exp. Cost: 500
Time to Learn: 4 weeks
Cost to Learn: $15,000

Psychic Static

Well-trained Psyonicists are able to use their psychic powers to send out a psyonic-disturbing static. This "psychic static" as it's called completely blocks out and interferes with *all* psyonic activity within the affected area—including the Psyonicist's own. In fact, the only psyonic ability the Psyonicist may perform while sending out psychic static is just that!

Psychic Static cuts off all telepathic communication, disturbs all psychic senses (causing false readings), destroys all attempts at mind reading and body control and interferes with clairvoyance and even astral projection. Even the thoughts and minds of people in the area are affected by the static: thinking becomes more difficult and skills are harder to perform. In short, no psyonic powers (not even the Psyonicist's own) may be used in an area affected with Psychic Static and all skills are done with a -10% modifier. Likewise, all combat rolls suffer a -1 due to the fact that the people in the area are having a hard time focusing and concentrating.

Psychic Static is invisible and cannot be seen. However, other Psyonicists may be able to determine that there is psychic static as they will recognize the effects.

Psychic Static costs the Psyonicist 15 PEPs per round, per 25-yard radius around him that he sends out the static. The static generates in a radius around the Psyonicist himself and must be within the Psyonicist's immediate area. The Psychic Static will linger in the area for 1 round after the Psyonicist stops sending out the static.

Psy-Type: Telepathy
Range: See Above
Duration: See Above
Damage: NA
PEP Cost: See Above

Characters in Training
Prerequisites: False-Sensory Output
Exp. Cost: 700
Time to Learn: 4 weeks
Cost to Learn: $19,595

See Sound

This ability allows the Psyonicist to see different sounds with his eyes. Thus, the Psyonicist is able to see sounds that he could normally not hear with his ears and he can also see from exactly which direction the sound is coming. The sounds are seen as waves of energy rippling through the air. It works much like the ability of Feel Sound.

Psy-Type: Empathy
Range: Self
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 per round

Characters in Training
Prerequisites: None
Exp. Cost: 300
Time to Learn: 2 weeks
Cost to Learn: $8,500

See Scent

Much like See Sound, this ability allows the Psyonicist to actually see smells and odors. The Psyonicist is able to see harmful gasses that might otherwise be invisible to him, and he can also thus detect minute odors that he would normally not be able to smell. Odors are seen as misty clouds radiating off of the surfaces they come from. Typically, the more harmful the gas or more noxious the smell, the darker the color of the odor will be. In game terms, it should be considered that the Psyonicist is able to see odors that are more faint than even a bloodhound could smell.

Psy-Type: Empahty
Range: Self
Duration: Per PEPs spent
Damage: NA
PEP Cost: 5 per round

Characters in Training
Prerequisites: None
Exp. Cost: 300
Time to Learn: 2 weeks
Cost to Learn: $8,500

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Sense Astral Beings

With this ability the Psyonicist is able to sense the presence of astral beings (such as those using the ability of Astral Projection) in the immediate area. The Psyonicist is able to sense that they are within his immediate area and may even be able to detect a ghostly image of them. This ability also allows the Psyonicist to see invisible beings.

Psy-Type: Empathy
Range: Self / Immediate Area
Duration: Instant
Damage: NA
PEP Cost: 8

Characters in Training
Prerequisites: Empathy
Exp. Cost: 700
Time to Learn: 3 weeks
Cost to Learn: $10,500

Sense Danger

With this ability the Psyonicist can sense disturbances in the area around him that may signify danger, ambush or traps. Such devious and conniving things generally leave a psychic aura of danger in an area and the Psyonicist is able to detect it. Things such as traps, bombs and mines all leave an impression of danger in the area. Ambushes and sneak attacks do as well. Likewise, a man plotting to kill the Psyonicist will also give a feeling of danger. While the Psyonicist cannot pinpoint where the danger comes from, or what type of danger is there, he can sense that it is near (that is, within 200-feet of him).

Psy-Type: Empathy
Range: Self
Duration: Instant
Damage: NA
PEP Cost: 8

Characters in Training
Prerequisites: None
Exp. Cost: 400
Time to Learn: 2 weeks
Cost to Learn: $8,600

Telekinesis

Telekinesis is the ability to move matter through space without the need of physically moving it. By simply concentrating on the object, the Psyonicist is able to lift, move and even throw or damage it. The Psyonicist must concentrate fully on what he is lifting at all times. If his concentration is broken he will drop what he is lifting.

The Psyonicist is able to lift / move any object—both living and inanimate—and can do this at will. Living beings are powerless against it. The amount of weight that the Psyonicist is able to move or lift is dependant upon how many PEPs he wishes to spend. As a rule, the Psyonicist can move up to 100-lbs of weight per 30 PEPs he spends, plus 5 PEPs per round (per 100-lbs) to continue lifting / moving it. For example, to lift 100-lbs of weight would cost the Psyonicist 30 PEPs plus 5 per round to move it; to lift 200-lbs would cost him 60 PEPs plus 10 per round to move it. The Psyonicist can steadily move an object (or move it with precision) 5-feet per round. He can throw the object at speeds of up to 20-feet per round. Objects must be within 100-feet of the Psyonicist.

Psy-Type: Telekinesis
Range: 100-feet
Duration: Per PEPs spent
Damage: NA
PEP Cost: See above

Characters in Training
Prerequisites: None
Exp. Cost: 500
Time to Learn: 4 weeks
Cost to Learn: $19,275

Telepathy

This is the ultimate in telepathic ability. The Psyonicist is able to freely read the minds and thoughts of all people around him and is able to establish 2-way communication with them. Telepathic communication even extends beyond the bounds of language and the Psyonicist can thus talk to those who might not speak the same languages as he.

Telepathy costs the Psyonicist 25 PEPs per round. The Psyonicist has full ability to read the minds, thoughts and wills of all those within 50-feet of him. Likewise, he is also able to communicate with all beings—even animals—within this area. Note that this ability does not allow the Psyonicist to influence, command or implant thoughts to anybody. It only allows him to read the current thoughts of those around him and establish telepathic communication with them. While he can telepathically communicate with animals and non-intelligent beings, there is no guarantee that these creatures will listen or communicate back to him.

Psy-Type: Telepathy
Range: 50-feet
Duration: Per PEPs spent
Damage: NA
PEP Cost: 25 per round

Characters in Training
Prerequisites: None
Exp. Cost: 900
Time to Learn: 4 weeks
Cost to Learn: $20,000

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Transmit Thought

This one-way psychic communication is a simple version of Telepathy. Transmit Thought allows the Psyonicist to send his thoughts and ideas to another person. In essence, the Psyonicist is transmitting his thoughts into the minds of another person. However, the Psyonicist cannot receive messages back. This ability is only for transmitting thoughts.

There is no range limit as long as the Psyonicist has a general idea of where the person he wishes to send a thought to is. The Psyonicist can transmit a thought to any person he wishes to. However, that person has no obligation to listen to the Psyonicist. Also, the person receiving the Psyonicist's thoughts will know who is sending them (that is, the Psyonicist cannot secretly send a thought to anybody). This ability does not implant ideas or thoughts into the minds of others and cannot be used to influence people to do things.

Psy-Type: Telepathy
Range: See Above
Duration: Per PEPs spent
Damage: NA
PEP Cost: 15 per round

Characters in Training
Prerequisites: None
Exp. Cost: 600
Time to Learn: 3 weeks
Cost to Learn: $13,500

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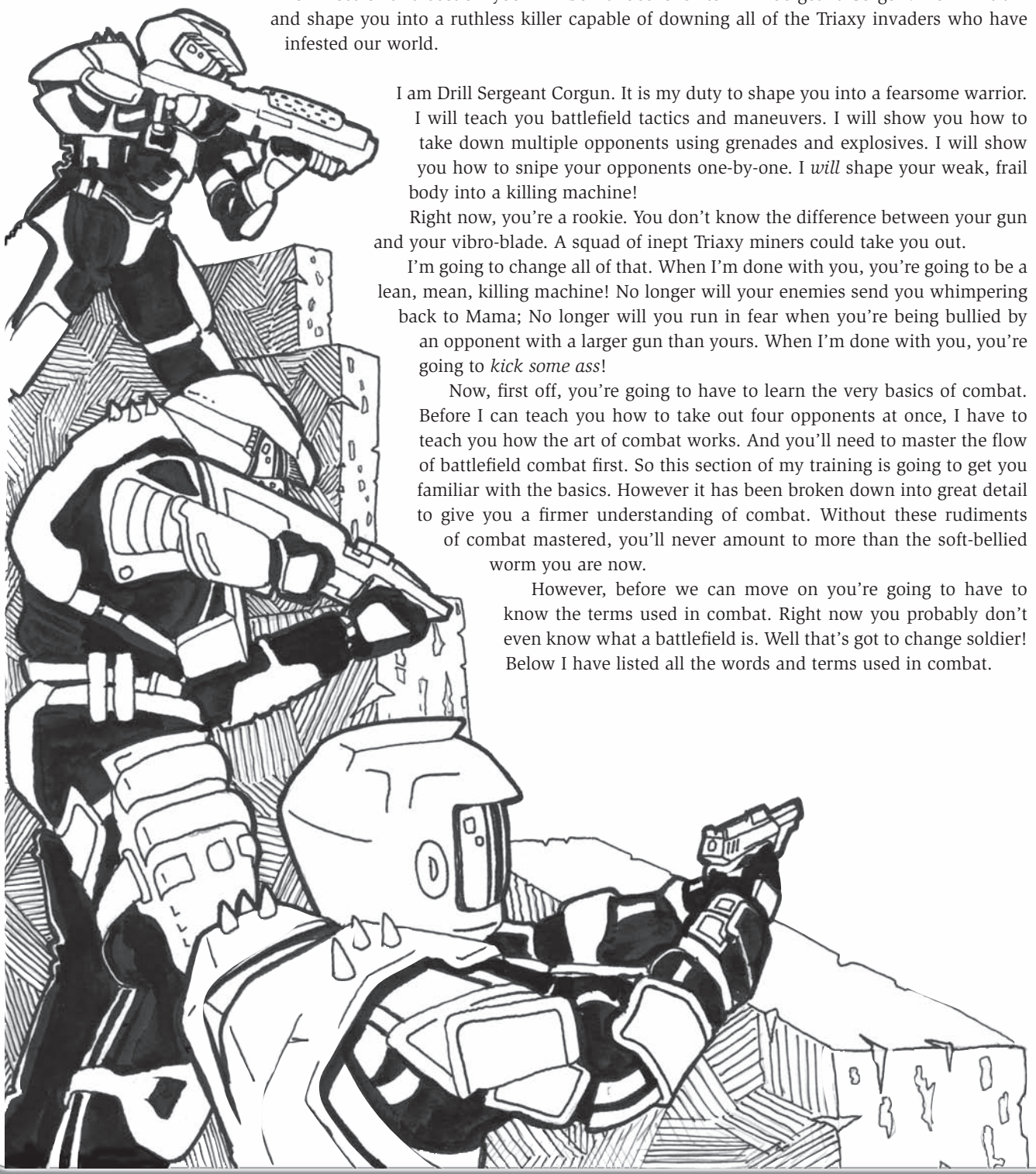
Combat Rules

In *Perfect Blue* combat plays a large role. Combat occurs whenever the Players engage an enemy, whether it be with their FTMs or their Executives. Although combat is mostly reserved for use with FTM characters, even Executive Characters can become involved in combat if they are double-crossed or ambushed during a political meeting or other diplomatic issue.

For most of this section you will be handed over to Drill Sergeant Corgun. He will train and shape you into a ruthless killer capable of downing all of the Triaxy invaders who have infested our world.



I am Drill Sergeant Corgun. It is my duty to shape you into a fearsome warrior. I will teach you battlefield tactics and maneuvers. I will show you how to take down multiple opponents using grenades and explosives. I will show you how to snipe your opponents one-by-one. I *will* shape your weak, frail body into a killing machine!

Right now, you're a rookie. You don't know the difference between your gun and your vibro-blade. A squad of inept Triaxy miners could take you out.

I'm going to change all of that. When I'm done with you, you're going to be a lean, mean, killing machine! No longer will your enemies send you whimpering back to Mama; No longer will you run in fear when you're being bullied by an opponent with a larger gun than yours. When I'm done with you, you're going to *kick some ass*!

Now, first off, you're going to have to learn the very basics of combat. Before I can teach you how to take out four opponents at once, I have to teach you how the art of combat works. And you'll need to master the flow of battlefield combat first. So this section of my training is going to get you familiar with the basics. However it has been broken down into great detail to give you a firmer understanding of combat. Without these rudiments of combat mastered, you'll never amount to more than the soft-bellied worm you are now.

However, before we can move on you're going to have to know the terms used in combat. Right now you probably don't even know what a battlefield is. Well that's got to change soldier! Below I have listed all the words and terms used in combat.

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Terms and Abbreviations

Below is a list of terms and abbreviations used in the combat rules of *Perfect Blue*. It will be helpful to read over them and get a rudimentary understanding of them before delving fully into the rules system.

1D20
This is the die that is used to determine the outcome of all hits and dodges and most other rolls in combat. All characters must roll a 20-sided die to hit and dodge attacks. In most cases, the highest roll wins.

Actions per Round (APRs)
This is your most important factor in combat. *The number of APRs you have equals the number of* ***turns*** *you get* ***per round***. That means the more APRs you have, the more turns you get. If your opponent has more APRs than you, that means your opponent will potentially be able to shoot at you more times than you can shoot at him. To begin, most characters will have only 3 APRs. This amount will increase as your character advances in rank.

Aggression Points
All characters get what are known as *Aggression Points* in combat. They are used to measure how long your character can fight at peak performance during combat. They slowly deplete during the course of a battle, and when they reach 0 your character will become exhausted. They are also used for special attacks.

Attack
An Attack is the use of a weapon on any person or being in order to cause harm.

Damage
This is the amount of harm done to a person during combat by landing a successful attack or hit. Damage will cause the loss of hit-points and eventually death. Damage can also be inflicted upon armor and other inanimate objects.

Dodge
A Dodge refers to the act of moving out of harms way.

Hit
A Hit (also known as a strike) is a successful attack made on an opponent.

Parry
Parrying is the act of blocking an attack with a shield or weapon. Parries are not typically used except in hand-to-hand combat.

Hit-Points (HPs)
The amount of damage that a character can sustain before dying. There are two types of Hit-Points: regular Hit-Points (HPs) and Critical Hit-Points (CHiPs). See pages 16 and 17 earlier in this book for more info.

Initiative
Initiative determines the order in which turns are taken. If you "have the initiative" over an opponent, it means you get to act first. Initiative is rolled first, before anything else, in combat. Characters with higher initiative scores than their opponents are considered to be in the *Aggressive Position* while characters with lower initiative scores than their opponents are considered to be in the *Defensive Position*.

Lose a Turn
If a character is said to "lose his turn for a melee " that character cannot act or use an APR that melee. All lost turns still count against the character's actions per round and they expire just as if the character had used them. Thus the character loses an APR for a lost turn even though he didn't get to act.

Melee
A melee is best described as the time it takes for each person to use one APR (i.e., take a turn). A *new* melee will start when every character has had a turn. Each combatant gets only one turn per melee. It doesn't matter if you have 3 APRs or 20—you only get to use one of them per melee. Thus, you better learn how to effectively use that one APR! Now, the funny thing about melees is that the number of them per *round* is dictated by the character who has the most APRs. Thus, the number of melees in a round may vary from fight to fight. For example, if you have 3 APRs, your buddy has 4 APRs and your opponent has 6, there will be 6 melees in a round (you're opponent has the highest number of APRs). However, *you* only have three turns (APRs) and will not be able to act on the last three!

Round
A round is best described as a group of melees. A round is the time it takes for *all* combatants to use *all* of their APRs. If you have 3 APRs and your opponent has 3 (for a total of 3 melees), the round ends after 6 turns (both characters have 3 APRs which translates to a total of 6 turns—3 turns each). When a round ends, a new round begins.

Aggressive Position
Having an Aggressive Position is having a higher initiative score than your opponent. You have the aggressive position versus *all* opponents who have a lower initiative score than you. *You will want to maintain an aggressive position as much as you can*! Having a higher initiative score than your

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opponent (i.e., being in the aggressive position) will grant you advantages in combat.

Defensive Position

Having a Defensive Position is having a lower initiative score than your opponent. You are in a defensive position versus *all* opponents who have a higher initiative score than you. If you are in the defensive position, you will want to try to get into an aggressive position as soon as possible.

Round Change-Over

At the end of a round a new round begins. With the start of a round comes the Round Change-Over. A round change-over simply switches the order in which turns are taken. For example, when combat first starts (the first round of combat) the *highest* initiative score acts first. When the round changes-over (when the second round starts) the *lowest* initiative score acts first. On the third round the round changes-over again, and again the highest initiative score acts first. It continues in this manner until combat ends. *Note however that even though a round change-over will allow a character with a lower initiative score than his opponent to act first, it does* ***not*** *grant him the Aggressive Position*. Aggressive and Defensive positions are determined *only* by initiative score and never by order of turns.

Combat: The Very Basics

Ok, before we can officially begin your training, let's clear up the basic flow of combat. The following pages contain detailed rules on everything from initiative to special attacks. After this, you'll enter my basic training regimen. If at any time you become confused by the rules or can't quite grasp them, read over *Training Session 1,* on page 139; this will help to clarify the rules.

Before getting to the actual rules however, I want you to see the basic flow of combat:

1. Initiative is rolled by each character participating in the battle.
2. Based on their initiative scores, each character takes his turn in descending order, expiring a single APR each. On his turn a character can attack; or if he's being fired upon (and has *not* yet had a turn) he can try to dodge, take cover or take the shot and return one of his own.
3. After each character has had his turn and used an APR the *melee* ends. Repeat step 2 until all characters have used ***all*** of their APRs. Then go to step 4.
4. Once all characters have used *all* APRs the first *round* of combat ends. The *round changes-over and a new round begins*. When the round changes-over, *initiative runs in the* ***opposite*** *order*, allowing characters with the lowest scores to act first.
5. Repeat steps 2 - 4 until combat ends (typically when all enemies have been neutralized).

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Initiative And Combat

Initiative is rolled on a 20-sided die, before combat begins, to determine the order in which turns are taken. It is done simply and quickly by all Players and by the GM for each NPC foe. **Each character will keep his initiative score for the *entire* duration of combat** unless he exits combat (falls unconscious or otherwise leaves active combat) and reenters, at which time he must re-roll initiative.

If there is a tie between two or more initiative scores the character with the higher Leadership (L) stat acts first. If there is still a tie, the character with the higher Agility (AG) stat acts first. And, if there's still a tie, flip a coin.

Combat flows in turns determined by initiative scores. When the *first* round of combat begins, the character with the *highest* initiative score acts first. After he has had his turn, the character with the next highest acts. This process is followed down the line until the character who has the lowest of all scores gets his turn.

Note that characters are considered to be in the *Aggressive Position* versus all characters who have lower scores than they. If a character has a *lower* initiative score than the foe he is facing, he is considered to be in the *Defensive Position* versus that foe.

As a character in the Aggressive Position makes an attack against his opponent, that opponent gets to act immediately. That is, he doesn't wait until his turn to attempt to dodge. **All characters who are attacked get to attempt their defensive move at that time (if they choose to use their APR on a defensive move).**

When a character takes his turn, he expires an APR. Once this APR is used (i.e., the character has taken his turn), he can no longer act on the current melee. For example, if Character A shoots at Character B and Character B attempts to dodge out of the way, Character B will no longer be able to perform an action when it does get to his turn. Thus, many characters who have the lowest initiative scores will have expired their turns dodging bullets long before their actual turn comes up. When this happens, the character's turn is skipped. The only exception to this is if the character with the lower initiative score wants to return an attack *rather than dodge*. If the character "takes the hit" (that is, he does not attempt to dodge the attack), he must wait until his turn to make an attack of his own.

Once all characters have had their turn (i.e., used their APR), a new *melee* will begin. Again, the character with the highest initiative goes first, followed on down the line. This process will continue until all characters have used all of their APRs.

You will note that there are as many melees in a round of combat as the character with the highest amount of APRs. Whenever a character runs out of APRs the *round* ends for *him*. If other combatants still have more than one APR left, that character who is out of APRs must go *Submissive* or take a *Barrage* until all characters are out of actions. See below for info on Barrage and Submission.

Once **all** characters have expired **all** of their APRs the **round** ends and a **new round begins**. Remember, a *melee* is a fraction of a round in which each character can act *once*. A *round* is the time it takes for all combatants to expire *all* APRs.

When the entire round ends, a new round begins. On a new round, there is a *Round Change-Over*. When a round changes-over, combat flows in the *exact opposite order*, allowing the character with the *lowest* initiative score to act first. When the round changes over *again*, combat flows in the opposite manner again (highest initiative first). This process is repeated until combat is over.

Note however that during a round change-over, while characters with lower initiative scores might get to act first, they do not have the Aggressive Position. Only characters with the highest initiative score can exercise the Aggressive Advantage (see Aggressive Advantage below).

Bonuses (+) to Initiative Scores

Some PCs and enemies may have a bonus (such as a +2) to their initiative roll as might be gained through their CC. These bonuses are added to the number rolled by the character for his initiative, thus giving him an advantage.

Ambush And Initiative

An ambush, sneak attack or surprise attack is a good way to catch an opponent off guard, get the initiative and shoot him to pieces.

Ambushes and sneak attacks occur when somebody is crept up on from behind or is suddenly shot at by unseen assailants. To ambush an opponent the opponent must be *completely* unaware of an attack; he must have no clue that somebody is going to jump out and launch an attack at him. If the opponent *does suspect* a possible ambush and makes himself ready to fight, then that opponent is merely *surprised*. There is a difference between ambushes and surprise attacks. Both are detailed below.

Ambushing

Ambushing a person or group of people does not require combatants to roll for initiative to begin combat. This is because the ambushed opponents have been taken by total surprise and the ambushers automatically win initiative; they get to attack first and take the aggressive. **But because initiative scores will still be needed, each ambusher's initiative score is given to him based upon his Leadership stat with any + to initiative he may have added in.** (For example, a character

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with an L stat of 12 who has a combat initiative bonus of +3 would have an initiative score of 15.)

Upon ambushing, the ambushers get to attack in order of their initiative scores. Note that the ambushers must still roll to hit. **Ambushers, however, receive a +3 bonus to their hit rolls for the *entire* first round because they are prepared and have surprised their foes.** The characters being ambushed may not defend or return attacks on the first **melee** (they lose their turns). This is because they have been taken totally off guard and they are not prepared to react. Note that the ambushers' +3 to hit only applies on the first **round**; the ambushees lose their turns only on the first **melee**, as per the below rules.

After the first melee is over, those being ambushed must each roll a Leadership (L) stat check. Those who **pass** their stat check then get to roll initiative and act on the next melee as normal, in order of initiative scores. However, those who **fail** their L stat check are still in shock and they again lose their ability to act against attacks made on them for yet another melee.

This process will continue until all who were ambushed pass their L check. If one round goes by and those ambushed still have not passed an L check, they then automatically come out of their confusion at the start of the second round but must roll for initiative with a -5 modifier. Combat will then proceed as normal.

Note: Ambush or sneak attacks can come in many forms—they don't necessarily occur only when a group of attackers start firing from behind some boulders. Ambush can occur while a guard is sleeping or daydreaming. It can also occur while talking with somebody if that somebody suddenly lashes out with a dagger or pistol. As a rule, an ambush occurs whenever a person is taken totally off guard.

Surprise Attacks

Being surprised is a little different from being ambushed. A *surprised* character is suspicious of his surroundings or the people in it and suspects a possible attack. Most guards and sentries are in a constant state of suspicion. If a character wishes to avoid being completely ambushed, he must state that he is suspicious of an ambush and make himself ready to act just in case one does occur.

The character can do this by taking out a weapon, getting a weapon loaded or explosive device ready, etc. As long as the character is ready to act against a possible attack or is wary of his surroundings he will not be ambushed by a sneak attack; he will merely be surprised.

Ambushers who merely surprise their opponents only win initiative (ambushers roll for initiative and act in order of their scores while the ambushees lose their turns). After this first melee, initiative is rolled normally by all combatants (although the ambushers have a +3 to their roll) and combat resumes as normal.

Attacking And Taking The Aggressive

Attacking is done in order to harm or kill an opponent or to cause damage to him in some other way. This section will detail the rules for attacking opponents and being in the aggressive position. But first it will be necessary to learn about *Aggression Points.*

Aggression And Morale

All characters have what will be known as *Aggression Points* and they will slowly deplete during combat. Once all Aggression Points are gone or used, the character will become exhausted and will not be able to fight very well.

To begin with, all characters have as many Aggression Points as equal to their *combined* ST and E stats, +5. Thus, a character who has a ST of 13 and an E of 10 will have 28 Aggression Points to start the game with. This amount will increase with the character's CC experience levels as listed with each CC.

Using Aggression Points

In combat these Aggression Points will slowly deplete until they reach 0. At 0 Aggression Points your character will become exhausted and he will begin to falter in combat (see *Exhaustion* below).

For the most part, your character will lose only one Aggression Point *per round* during normal combat. This is regardless of how many APRs he has or how many attacks he must defend against every round. Thus, a character with 29 Aggression Points could fight at peak performance for 29 rounds. This may seem like a lot of rounds, however it should be noted that this is the character's amount for the *entire* day. Once an Aggression Point is expired it is gone until replenished by resting (see below).

There are also a few types of attacks that will cause your character to lose even more Aggression Points per round (such as firing and carrying heavy weapons). If a certain move, attack, etc. does cost a character additional Aggression Points it will be stated with the move.

Other extra-strenuous activities, if performed during combat, that may also cause the loss of additional points are:

1. Climbing a rope or wall: 1 extra point per round
2. Physical, hand-to-hand wrestling: 1 extra point per round
3. Fighting underwater missions will deplete 2 points per round
4. Performing any other action that requires extra strength or

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power to perform will drain an additional 1 point per round

Although combat can be very draining and tiresome, there are a few things that will not deplete a character's Aggression Points during combat. They are:

1. Standing still or not performing any aggressive or violent action (including talking\shouting to somebody, looking around, loading a gun, pick up or drop an item, etc.) does not cause the loss of Aggression Points.
2. Performing any action that requires little or no physical strength to perform will not deplete Aggression Points as long as the lack of physical exertion equals a greater portion of the round than the physical exertion.

Because the above lists are in no way complete, you should keep in mind these simple rules for the loss of Aggression Points:

1. Normal combat activities (i.e., attacking with normal force, dodging, etc.) will deplete only one point per round regardless of how many actions per round the character has.
2. Extra strenuous combat activities (such as physical wrestling or performing draining feats such as back-flips) will drain 1 extra point per round.

3. Lack of physical exertion during any round will not cause the loss of an Aggression Point so long as lack of exertion equals a greater portion of the round than physical exertion.

Note: Aggression Points are only lost during combat—they do not deplete outside of combat. For example, sitting down at a meeting, traveling around in a vehicle, exploring a building, etc. will not cause the loss of Aggression Points. Points are only subtracted during combat to measure the fatigue level of the warrior. For rules on tiring outside of combat, see the *Strength, Weight and Encumbrance* section.

Exhaustion

When a character's Aggression Points reach 0 he becomes exhausted from combat. When this happens the number of APRs that the character has is reduced by *one.* Also, any bonuses that the character may have to hit, dodge, etc. as gained through his CC are reduced by half (always round up and not to go below a +1). **Characters can still fire and use weapons that require additional Aggression Points to wield** (such as heavy weapons) **however they receive a -3 to their hit rolls.** The character will remain in this exhausted and dangerous state until more Aggression Points are regained.

Regaining Aggression Points

Aggression Points can be regained through rest and sleep. When a character's Aggression Points are back above 5, all exhaustion modifiers and penalties are gone. Points regain as follows:

Resting: 2 Aggression Points are restored for every ½ hour of rest that a character gets.

Sleeping: 4 Aggression Points are restored for every hour of sleep that the character gets, or all points are restored every 8 - 10 hours of consecutive sleeping.

Eating: eating a *snack* will restore 1 point, eating a *meal* will restore 3 points.

Medi-Pack: Using a Medi-Pack (see equipment section) will restore 5 points.

Note that a character cannot regain more Aggression Points than his total maximum amount.

Keeping Track of Aggression Points

As a quick note, the easiest way for keeping track of how many Aggression Points a character has and\or has used is for every Player to make a little tick mark for every round or turn that an Aggression Point is used. When the number of marks equals that of the character's total Aggression Points, he knows that he is out. This can and should be done on the same scrap piece of paper that the Player uses for keeping track of his hit-points.

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Making An Attack

Actions Per Round

To be put simply, *Actions per Round* (or APRs for short) are the number of times that a character may act in one round. APR does not necessarily mean how many times the character gets to shoot at an opponent or defend attacks made on him, for APRs will deplete with *any* action performed by a character. Using a Medi-Pack, dragging a downed comrade out of harm's way, or even uncoiling a length of rope will deplete APRs during combat. However, it should be noted that characters will want to try to use as many APRs for attacking as possible.

Most characters will have at least 3 APRs to begin the game with. This means that the character may only attempt to shoot or strike his opponent or perform some other action three times in one round. However, as the character advances in his CC's experience levels, the more APRs the character will get. A character who has 6 APRs is a tough opponent indeed and will be able to perform 6 actions in a single round. Note that the number of actions per round that a character has is detailed in his CC's Advancement Table.

All characters can only use one APR per melee regardless of how many APRs they have. On one turn (melee), the character is able to use one—and only one—of his APRs. *The only exception to this rule is for those characters who have an Aggressive Position versus their opponent and exercise their Aggressive Advantage* (more details later). If a character does not use an APR during a melee (either by choice or because he was unable to act due to unconsciousness or some other disability) he then forfeits his APR. APRs cannot be "saved" until the end of a round and then used. Forfeited APRs are lost every melee.

So what exactly can be accomplished or performed in one turn / melee? Below is a very short list that details some of the actions that a character can fully accomplish in one turn and some actions that require more than one turn to accomplish. Characters who wish to perform an action that requires 2 or more APRs must accomplish the task over a number of melees. Remember, the term *Actions per Round* does not necessarily mean that the character must use his APRs to attack and defend with; they can be used to perform other actions as well.

Actions that count as one APR and can be performed in one melee:

1. Making one attack OR parry OR dodge.
2. Draw a weapon from a holster or grab some ammo and reload a gun
3. Take aim and fire a shot.
4. Drink or take medicine
5. Light a fuse
6. Move the number of feet as equal to your character's SPD stat divided by the number of APRs you have. See the *Strength, Weight and Encumbrance* section.
7. Pick up a dropped weapon or item that is on the ground (within reaching distance)
8. Stand up from the ground
9. Get on a small motorcycle or similar vehicle
10. Grab an item from your belt or pack (so long as it is in easy reach and no fumbling around or searching is required)
11. Take off a pack or loose article (so long as it does not require any unbuckling or unbuttoning, etc.)
12. Cautiously look around
13. Tie a knot
14. Turn your character 360 degrees around or turn to face a nearby opponent
15. Just about any action that requires about 1 or 2-seconds to perform.

Actions that would require 2 or more APRs to accomplish:

1. Draw a gun from a holster, reload and take aim and fire (takes 2 APRs)
2. Grab a piece of equipment from a belt or easily accessible area and use it (takes 2 or more APRs)
3. Take off a shirt or article of clothing that requires a lot of unbuttoning and\or unfastening (takes 2 - 3 APRs)
5. Stand up from the ground, grab a nearby weapon and make an attack (requires 2 - 3 APRs)
6. Jump onto a motorcycle, start it and speed away (takes 2 APRs)
7. Turn around and shoot at a nearby foe (requires 2 APRs, one to turn around and one to shoot)

Actions that require a negligible amount of time (actions that do not count as a turn or that can be performed along with an APR):

1. Shouting a command \ warning or yelling at a person
2. Switching weapon hands
3. Dropping an item to the ground
4. Spitting blood from one's mouth
5. Taking one step forward or backward *while* taking a shot
6. Any action that can be performed while another action is being carried out or any action that requires little concentration and less than a second to perform

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Striking And Shooting

A "strike", or what is more commonly referred to as a "hit", is attempted in order to cause damage to (and hopefully kill) an opponent. To attempt a hit, the Attacker rolls a 20-sided die (1D20). **Any roll of a 10 or higher is a successful hit and any roll of a 9 or lower is a sheer miss. Note however that if a character is attacking by hand (i.e., by punch, kick or bite) any roll of a 6 or higher is a successful hit.**

Also note that characters using a weapon that they have a WE skill in will have a better chance of hitting (a WE Level 1 [or a standard WE] hits on a roll of a 9 and higher). Thus a truly wise warrior always fights using a weapon that he is trained with a WE in, for this gives him an advantage to hit! For more info on WEs and their bonuses, see the *Skills* section. **If an attacker rolls lower than his WE Proficiency it is assumed that his attack either missed his opponent or failed in some other manner.**

If the Attacker rolls a successful hit, the opponent (Defender) then gets to roll for a dodge or parry OR can choose to take the hit and return an attack on his turn. **If the dodge or parry roll is *higher* than the Attacker's hit roll, the Defender successfully defends the attack.**

Note that if the Attacker missed his attack (i.e., rolled below a 10 or below his WE proficiency) the Defender does not need to attempt to defend—see *Sheer Miss* for details. For more info on defending, see the *Defending* section.

However, saying that the Attacker does hit and the Defender does not successfully dodge or parry, damage will be caused to the Defender. See the *Damage and Protection* section for details.

In the event that the Attacker and the Defender roll a tie (i.e., the Attacker rolls an 11 to hit and the Defender rolls an 11 to dodge) the *Attacker* always wins. The only exception is on a tie roll of a *natural* 20. When both combatants tie on a *natural* 20, the *Defender* always wins.

Aggressive Advantage

If your character has a higher initiative score than his foe, he has the *Aggressive Position* (he's considered the "Attacker")—an important advantage. You will note that all characters with a lower initiative score than you are considered in the *Defensive Position*, or "Defenders". **You have the Aggressive Position versus *all* opponents with a lower initiative score than you.** Aside from being able to act first, the character who has the Aggressive Position is able to exercise what is known as the *Aggressive Advantage*.

During a round change-over, characters with a lower initiative score may be able to act first, however they do not have, nor can they exercise, an Aggressive Advantage! **Only characters with a higher initiative score than their opponent can use this advantage.**

The Aggressive Advantage allows the Attacker to shoot at his opponent, dodge his opponent's counter strike (if the opponent chooses to shoot back rather than dodge your shot) and return yet another shot—all on the same turn! In this way, the character in the Aggressive Position can use as many as 3 APRs in one melee! Defenders can only use 1 APR regardless of what they do with it.

If, however, the Aggressive character rolls a hit and the Defending character rolls to *parry or dodge* that hit, the melee ends right there for both combatants and the Aggressive Advantage cannot be used. **The only time the Aggressive Advantage can be used is when the Defending character chooses to take the hit** (damage is then rolled by the Attacker) **and return the attack on his turn** (i.e., both combatants attack each other).

If you have an Aggressive Advantage over your opponent during a round change-over, you can still use this advantage! However, you use it in an almost backwards way. During a round change-over, you can use this advantage to defend your opponent's attack and then attack him back—all on the same turn! During a round change-over, you only have the option to use 2 APRs rather than 3. See below.

Basic Strategy: *You will want to try to attack the enemies that have lower initiative scores than you. Attacking a foe who has a higher initiative score than you places you in a defensive position. Always try to keep the aggressive position!*

Using the Aggressive Advantage

If the Defender returns the attack, the Aggressive character can choose to roll to parry or dodge that attack even though he has already attacked his opponent. (If the Aggressive character does not choose to exercise his Aggressive Advantage the melee ends for him and no further actions are allowed; the Aggressive character must then subtract damage from the attack.)

However, if the Aggressive character *does* choose to roll a parry or dodge to defend the counter attack (exercising his Aggressive Advantage), he expires another APR and must roll a successful defense roll. **If the parry or dodge *succeeds* then the Aggressive character can also return a second attack**—which the Defensive character cannot defend against. This will cost yet another APR.

The Aggressive character does not have to exercise his Aggressive Advantage if he does not wish too and it should also be noted that he can only do so if he has enough APRs remaining. If a character is out of APRs he cannot use this advantage; if he only has one left, he will not be able to fully exercise it. Note that while this is a great advantage, it will deplete APRs much quicker. Be careful of using this advantage

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if your opponent has more APRs than you.

Here is a breakdown of how the Aggressive Advantage works:

1) Aggressive Character Attacks > Defensive Character Dodges > Advantage cannot be used

2) Aggressive Character Attacks > Defensive Character Takes Hit > Defensive Character Returns Attack > Advantage can be used to defend > If defense is successful Advantage can further be used to Re-Attack.

When the round changes over, those with higher initiative scores are still considered in the aggressive position over their opponents, even though turns flow in the reverse order. Thus, you can still use your aggressive advantage! During these times, you can use the advantage to defend your opponent's attack and then immediately return one of your own! This allows you to use 2 APRs on a single turn.

Here is a breakdown of how it works:

1) Defensive Character Attacks > Aggressive Character defends > If defense is successful Aggressive Advantage can be used to make an attack.

2) Defensive Character Attacks > Aggressive Character takes hit and returns an attack of his own > Advantage cannot be used.

Bonuses And Negatives To Hit

Sometimes a character will have a bonus (+) to hit or a negative (-) penalty to do so. Bonuses (such as a +3 to hit) are always added to the hit roll and negatives (such as a -3 to hit) are always subtracted from the hit roll.

For example, if a character has a +3 to hit and rolls a 12, he has actually hit his opponent with a score of a 15. On the other hand, if the character has a -5 to hit and rolls an 18, he has then only hit his opponent with a 13. ***Always treat the die roll as it stands with the modifiers added or subtracted from the actual roll.***

Rolling "Natural" Numbers

Note that in some instances a certain combat move, bonus, or the like might require you to roll a "natural" number on the die (i.e., it might read: "on a natural roll of a 20"). ***A "natural roll" is the actual number rolled on the die without any modifiers added or subtracted to it.***

For example, to roll an *Excellent Hit* (see below) a character must roll a "natural 20"—in other words, have the die roll come up a 20 without any bonuses added to it. A character who has a +4 to hit and rolls a 16 has, in a sense, rolled a 20 but he has not rolled a "natural" 20. If he has rolled a 20 and has a +3 bonus (making the roll a 23), the roll is still counted as a "natural 20" roll.

Note that you cannot roll a true natural number while fighting with a **negative** combat modifier. A character who has a -2 to hit and rolls a 20 is not considered to have rolled a natural 20. The roll is considered an 18 none-the-less and should be treated as an 18.

Modified Bonuses and Negatives

At some point, a character who has a +8 bonus to hit might find that he is (let's say) blinded by a flash grenade and thus suffers a -5 to hit. Because his bonus outweighs the negative, the character still fights with a +3 to hit. Likewise, if a character has a -5 to hit but (let's say) puts on a vision enhancing visor that bestows to him a +3 to hit, that character still fights with a -2 to hit because the negative outweighs the bonus.

Rolling a Natural 1

If a character rolls a natural 1, that roll is considered a 1 regardless of any bonuses that the character is fighting with. For example, even if a character has a +10 to hit but rolls a 1, that roll is still considered a 1. For any roll above a 1, bonuses are still added.

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Hit Location

Hit location is determined by the character's *natural* hit roll on the D20 (i.e. the character's to-hit roll not including any bonuses or negatives). The hit locations are as follows:

20: Head / Neck
9 - 19: Torso (Chest and Stomach)
7 -8: Right Arm
5 - 6: Left Arm
3 - 4: Right Leg
1 - 2: Left Leg

For example, if a character is shooting at an opponent and rolls a 15 to hit, he will have shot his victim in the torso (per the above table). Likewise, if a character has a -4 modifier to his hit roll, and rolls a 12 to hit, making his actual hit roll an 8, he will still have shot his victim in the torso rather than the arm (remember, hit location is determined by the character's *natural* to-hit roll).

Along the same line, if a character rolls a 3 to hit but has a +7 bonus to hit (making his score a 10), he will have shot his victim in the right leg. *Hit location is determined only by the character's natural to-hit score*! While bonuses and negatives to hit may affect the character's overall to-hit score, it does not affect the hit location on his enemy.

If a character is *expressly* attempting to hit a specific area of a victim's body, he will have a negative to his hit roll as follows. If the character's hit-roll passes and the victim does not defend the attack, the victim is hit in the location stated by the character *regardless* of the above hit location table.

Head / Neck: -6
Torso / Body: No Modifier
Arm: -4
Leg: -4

For example, if a character states that he wishes to shoot his opponent in the head, he will have a -6 modifier to his hit-roll. If he rolls a 16 to hit, making his actual hit-roll a 10 (16 - 6 = 10), he will have successfully shot his victim in the head despite the fact that the hit location table shows a 16 to be a torso shot. However, the lowered hit score makes it easier for the victim to defend the attack and increases the chance of missing the shot all together.

Victims will take damage *only* to the body part in which they were shot. For more info, see the *Damage* section later in this chapter.

Full-Body Damage

Note that some weapons—especially weapons that cause explosions—might inflict full-body damage. If a weapon is said to inflict full-body damage, the damage from the attack is divided as follows amongst **all** hit location areas:

Body: 55%
Head: 5%
Right Leg: 10%
Left Leg: 10%
Right Arm: 10%
Left Arm: 10%

Of course, during game play you won't want to have to sit there calculating fractions of hit-points and exact numbers. For ease of play, simply round the damage out as best you can (or as determined by the GM) without using any fractions of hit-points. Fractions of hit-points should not be used in the game.

For example, if a character sustained 15-points of damage to his entire body (full-body damage), you might divide the damage to the body parts as follows:

Body = 6 damage
Head = 1 damage
Right Leg = 2 damage
Left Leg = 2 damage
Right Arm = 2 damage
Left Arm = 2 damage

Multiple Hit Locations

Some attack styles (see below) allow you to hit your opponent in multiple areas of his body. Such attack styles are the Semi-Automatic shot and Fully-Automatic fire. In such cases, the *primary* hit location is the hit location determined by the character's to-hit roll (i.e., if you are using an attack style that allows you to hit your opponent in multiple hit locations, and you roll a 12 for your to-hit roll, the *primary hit location* is the torso [per the hit location table above]). **The primary hit location counts as *two* hit locations. All other hit locations are made in *descending order* from the primary hit location.**

For example, let's say you are firing a semi-automatic weapon (using a semi-auto shot) which allows you to hit your opponent in three locations. You roll to hit, and get a 10. Your *primary* hit location would be the torso (per the hit location table). Thus, you will have hit your opponent in the torso and right arm (torso was primary so it counts as two locations and the third location—in descending order from the torso on the hit location table—is the right arm).

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Victims take *full damage* to each hit location that they are hit at. Thus, using the above example, the victim would take full damage to the body *and* his right arm. Note that the Primary Hit Location takes damage *twice* because it counts as two hit locations! For more info, see the *Damage* section later in this chapter.

If one of your hit locations ends up "falling off" the hit locations table, it is assumed that the shot hits the ground, therefore missing your opponent. For example, let's say your primary hit location is the Left Leg—the last location on the table. That means any subsequent hit locations fall off the table. Assume that they hit the ground in front of your opponent and do not cause damage to him.

If you fire a weapon that strikes multiple hit locations and your opponent dodges, *all* hit locations miss.

Barraging Helpless Opponents Vs. Attacking Submissive Opponents

Whenever a character runs out of APRs but his opponent (or opponents combined) have more than one APR left, that character must choose to go *Submissive* or choose to take a *Barrage*.

Submission

A character (both Attacking and Defending characters) can be thrown into submission when he reaches 0 APRs during any round in which his adversaries still have 2 or more APRs. Characters in submission have essentially been overwhelmed; they fought quick and hard against their opponents but are now coming to the horrible realization that they can no longer fend off the onslaught of attacks. Submissive characters are faltering in combat, losing their footing and ground, unable to gain or keep any kind of advantage or position. The shots just keep coming and coming and the character is too overwhelmed by the onslaught to properly defend himself, let alone make any type of aggressive move.

When a Player falls into a Submissive Position in combat it is assumed he is being overwhelmed (he has 0 APRs to act with but is still being bombarded by attacks from his opponents). **During Submission the Player can still dodge attacks even though he has no APRs.** However, the Player can *only* perform *Submissive Dodges*—desperate leaps and ducks to avoid being hit. Submissive characters can only perform submissive dodges and no other moves.

Characters in submission cannot use any bonuses they might have to their dodge roll. **Submissive dodges are made with an *accumulative* -1.** That is, each melee that the character is in submission, and for every attack made on him during submission, he will gain another -1 modifier to his dodge roll. However, for every melee during submission that the character is not attacked he regains 1 point to his dodge roll (to his normal maximum only).

The character can make as many submissive dodges per melee as he is attacked! Thus, if he is shot at by three different opponents on the same melee, he can make 3 submissive dodges. However, each dodge is made with an accumulative -1.

If at any time during submission the character reaches -10 to his dodge roll he is instantly *Overwhelmed*. If a character becomes *overwhelmed* he falls to the ground—crushed under the onslaught of attacks—curls up in a ball and must take what comes; he is completely helpless until the next round and cannot even make submissive dodges. All attacks made upon an overwhelmed character inflict full damage (minus armor only) and the character can do nothing to defend himself.

At the start of the next round (when the character's APRs are replenished) he is able to regain his footing and comes out of submission \ overwhelming **but automatically loses 3 points to his initiative score as well as 1 APR.** Thus, those characters who choose to go submissive sacrifice their initiative score and 1 APR. They lose the APR because they must use it to re-foot themselves to get out of submission; if overwhelmed the character is out of submission but remains on the ground. This process continues and compounds every round until the character is down to only 1 APR (his APRs cannot go below 1). *If the character makes it through an entire round without going Submissive, he automatically regains all of his APRs back on the next round, although his initiative score will remain lowered.*

Note that if the character is being attacked by a hand-to-hand weapon (such as a vibro-blade or knife), he can attempt submissive parries as well (although he must have a shield or suitable item to parry with). A submissive parry works in the same manner as a submissive dodge, following all of the same rules. However, the negative modifiers for both the dodges and parries accumulate *together*.

Barraged

Rather than go submissive a character can choose to get barraged. Taking a barrage the character just stands there or ducks behind some cover while he is ruthlessly shot at by his opponent(s). The character is out of APRs, unable to act, and is under a barrage of fire by his foes. The character does not even attempt to submissively dodge.

All attacks made while being barraged inflict normal

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damage (minus armor only) and the barraged character can do nothing—he is out of actions and cannot get any moves in on his opponent(s) until the next round.

The benefits of choosing to take a barrage are that the character does not run the risk of being overwhelmed, it does not cost the character an APR on the next round (like submission does) and the barraged character does not lose any points to his initiative score. Note that deciding to take a barrage is only wise if your opponents only have a couple APRs left. If your foes have more than 3 APRs and you are out, consider going submissive.

Note: Characters out of APRs for the round only have to choose submission or the barrage if their opponent (or multiple opponents combined) have *more than one APR each*. The round changes-over automatically when all combatants have 0 APRs.

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Attack Styles

In *Perfect Blue*, there are 6 types of attack styles that can be made. They are as follows:

1. Single Shot / Snipe Shot
2. Buckshot / Scatter Shot
3. Semi-Auto Shot (Burst Fire)
4. Full-Auto Shot (Repeated Fire)
5. Explosive
6. Punch / kick or hand-weapon

Single Shot / Snipe Shot

This type of attack can be made with just about any weapon—even machine guns and fully automatic weapons. With some weapons, such as certain sniper rifles and most handguns, this is the only type of attack available. This attack consists of a single shot fired from the weapon. *On a successful hit, the victim sustains damage to a single hit location.*

Buckshot / Scatter Shot

This is the type of round fired by most shotguns and certain special weapons that can fire "scatter shot" at an enemy. *On a successful hit, the victim sustains damage to two hit locations (note that these are 2 separate locations; for buckshot the primary hit location counts as only one location).*

Semi-Auto Shot (Burst Fire)

This is the type of attack fired by all semi-automatic and fully automatic weapons. It is a short burst of repeating rounds that lasts for a single attack. *On a successful hit, the victim sustains damage to three hit locations.*

Full-Auto Shot

This is the type of attack made by all machine guns and fully automatic weapons. It is a sustained stream of repeating fire that can last melee after melee until the weapon is out of ammo. *On a successful hit, the victim sustains damage to four hit locations.* Full-Auto attacks afford the attacker a +4 to hit on the second melee of fire and all consecutive melees after which the gun is in full-auto fire mode. Ammo will be exhausted very quickly.

Explosive

All grenades, bombs and other explosive weapons inflict this type of damage. Certain guns, such as heavy cannons, can also be armed with explosive rounds. Explosive damage creates a small blast radius that inflicts damage to all people and objects in the area. Explosive rounds fired from guns affect only the target hit. *Those caught in the blast radius, or hit by an explosive round, sustain full-body damage (i.e., they take damage to all hit locations).*

Punch / Kick and Hand Weapons

These types of attacks can only be made in hand-to-hand combat (see section below). These types of attacks can be made one per melee and inflict damage to only one hit location.

Attacks that inflict damage to multiple Hit Locations cause *full damage* to each separate location! That is, if you have a 2D6 damage weapon and fire a *Semi-Auto* shot, hitting your opponent in 3 Hit Locations, he will take 2D6 points of damage to *each* of the three locations! Note that in most cases the Primary Hit Location counts as two Hit Locations. With the above example, the victim would sustain a total of 4D6 damage to the Primary Hit Location and 2D6 to the other location.

Note that if you are attacking with a weapon that strikes multiple hit locations and your opponent dodges your hit roll, your attack fails. None of the hit locations are struck.

Types of Attacks

With guns, there are a few different types of attack. Each will affect your character's to-hit roll while in combat, as well as how long it takes to make the shot. They are as follows:

1. Aimed Shot / Snipe Shot
2. Quick Shot
3. Snap Shot
4. Hand-to-Hand

They are as follows:

Aimed Shot / Snipe Shot

This type of shot requires that the character concentrate on his target and take aim before pulling the trigger. It is the most accurate of all attack types, however it requires 2 APRs to make the shot. One APR is used exclusively to take aim and the second APR to pull the trigger. With an Aimed Shot, the character gains a +7 to hit. Aimed shots can be used with all attack styles except full-auto.

Quick Shot

A quick shot is the most common attack type. The character sees his target, points the weapon in the target's location and pulls the trigger. With a quick shot the character can make one attack per melee, however he receives no additional bonus to his hit roll. A quick shot can be made with all attack styles. ***Note that Quick Shots are the "default" attack style.*** That is, if a character does not state what type of attack he makes, it is automatically assumed to be a Quick Shot.

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Snap Shot

A snap shot is made when the character snaps his weapon toward a target and pulls the trigger. It is the least accurate of all shots (the character receives a -5 to all hit rolls), ***however 2 snap shots can be made with a single APR!*** That is, the character gets to roll for 2 snap shots on his turn. Note however that both snap shots *must* be made at the same time and *only* 2 snap shots can be made. The character cannot make one snap shot and then perform a quick shot or aimed shot.

Snap shots can be made upon two different enemies, however both enemies must be within 180 degrees of one another (that is, the character cannot shoot an enemy in front of him and then one directly behind him). Two separate to-hit rolls must be made (one for each shot). If shot at the same victim, the victim needs only one successful dodge roll to defend against both attacks, however that dodge roll must be higher than the attacker's first to-hit score. If the defender fails to successfully beat the first to-hit score, he is hit by both attacks! ***A snap shot cannot be made with Semi-Auto shots, Full-Auto shots or thrown-weapon attacks.***

Hand-to-Hand

This is an attack made with a hand weapon (such as a vibro-blade, dagger, sword, brass knuckles, etc.) or by a punch, kick or bite. The character receives a +5 to his hit roll.

Targeting Your Opponent: Range And Vision Factors

Obviously, the farther your opponent is from you, the harder he becomes to hit. Likewise, an enemy who is standing right in front of you is almost impossible to miss. Vision and visibility also play a major role in targeting your opponent. In the impossible darkness of the deep sea, or in the shadows of night, your enemy is going to be difficult to spot, let alone shoot at. The following table gives modifiers that are either added or subtracted from a character's to-hit roll. Add or subtract all that might apply.

Point-Blank Range (target within 10-feet of you): +10 to hit

Close Range (target within 11 - 50-feet): No modifier
Medium Range (target within 51 - 200-feet): -3 to hit
Long Range (target farther than 201-feet): -5 to hit

Daylight / Shallow water (ample lighting): no modifier
Twilight / mid-water / mild fog or smoke (a little dark or lots of shadows): -2 to hit

Darkness / Deep waters / Very foggy or in a smokescreen (very dark): -5 to hit

Note that having certain scopes or targeting equipment may improve your chances to hit, as described with each item in the *Equipment* section. Likewise, wearing night-vision equipment or special vision-enhancing gear can also negate any darkness modifiers.

Hand-to-Hand Combat

Hand-to-hand combat refers to any physical combat engaged in by two or more combatants facing off directly against one another. Attacking with a knife, punching, kicking and wrestling are all included in hand-to-hand combat.

Hand-to-hand combat is played out much in the same fashion as ranged combat, however combatants do not use any range modifiers. Only one hand-to-hand attack can be made per melee and all attacks inflict damage to only one hit location. Damage inflicted by punch and kick are determined by your character's ST stat per the Punch / Kick Damage Table in the *Strength, Weight and Encumbrance* section of this book.

Defending and Taking the Defensive Position

When you have a lower initiative score than your opponent, you are considered to be in the *Defensive* position, or the Defender. However, this does not mean that all you can do is defend attacks; you can still make attacks using the rules detailed in the previous section. Likewise, if you're in the Aggressive Position, it does not mean you can't defend any attacks; you can use any of the defensive maneuvers in this section. In fact, learning how to properly defend one's self is a major step in becoming a great warrior. After all, you won't live to see too many battles if you can't dodge bullets!

In this section you will learn the art of defending, retreating and taking cover. While the basics of defending have already been detailed in the previous section, here you will find some advanced rules.

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Dodging and Parrying: The Basics

A dodge or parry is something done after an attack has been made on you. It is an attempt to avoid being hit (a dodge) or an attempt to block an attack (a parry). You will successfully dodge or parry an attack if you roll *higher* than your opponent's hit score. For example, if your opponent shoots at you and rolls a 12 to hit, you must roll a 13 or better to successfully dodge out of the way. If you roll the same score or lower, you get hit.

Dodging

A dodge is done in order to swiftly move out of the way of an attack. This can be a dive for cover when being shot at, or a duck if your opponent throws a punch at you. A dodge requires that your character move in some way. To dodge means to move. And thus your character must either dive for cover, duck or perform some other move to get him out of harm's way. In tight spaces, dodging may be impossible. For the most part, dodging is the most often used defensive maneuver in *Perfect Blue*. To make a successful dodge, your dodge roll (made on a D20) must be *higher* than your opponent's hit score.

Parrying

A parry is a block. If you have a shield, you can roll to parry a gunshot; or, if your opponent throws a punch at you, you can roll to parry his punch by blocking it with your hand or another object. Parries are the least used defensive maneuver in *Perfect Blue*. This is due to the fact that most weapons used in the game are projectile weapons which must be dodged. However, certain shields will allow you to parry these weapons and can make parrying the better defensive choice. This is because a parry does *not* require you to move out of the way. Parries can be made while stationary, and thus can be made while cornered in a small space or while ducking beneath cover. To make a successful parry, your parry roll (made on a D20) must be *higher* than your opponent's hit score.

Taking Cover

Aside from having to dodge and parry, there is another, perhaps more effective means of defending one's self. This is *taking cover*. "Cover" is any obstacle or obstruction that prohibits attackers from freely shooting at you. This can be hiding behind a wall or standing behind some bushes. When your character has cover it will be harder for opponents to shoot him. Also of value, when your character has cover he can perform other tasks. This is because having cover is not an action. Thus, cover affords protection and defense without having to expend a valuable APR on dodging or parrying.

Of course, not all cover is created equal and you have to *take cover* before you have cover. To take cover, all your character has to do is move behind an obstacle or obstruction; anything will do. Moving behind a rock or wall is very effective cover and may completely prohibit opponents from hitting you. Moving behind some bushes or behind a chainlink fence is also cover, but is not as effective as a wall or rock. Thus, there are different degrees of cover (as detailed in Figure 12) which your character can take. Degrees range from "Full Cover" which *completely prohibits* opponents from hitting you to "Very Light Cover" which may serve no purpose beyond some minor camouflage.

The types of cover one can take are listed in Fig. 12, along with any combat bonuses they may afford you.

Important Note: In game rules, a successful hit score takes precedents over Hit Location. For example, if a character is hiding behind a tree where only his arms are showing and is shot at and hit by his enemy with a to-hit score of 18 (a Torso shot), that character is still shot. However, because of the cover, the character may be hit in his arm rather than the torso. The GM is to use his best judgment.

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Types of Cover Table		
Type of Cover	**Bonuses**	**Example**
Full Cover	Opponents cannot see you. Opponents cannot hit you. -10 to all hit scores (if applicable)	Full cover consists of any solid obstacle that completely blocks enemy fire. This includes brick walls, wooden walls and large rocks. Although some of these obstacles can be shot through (such as a wooden wall), the opponent has a -10 to his hit score unless he can see through the wall (such as with infravision). When the opponent cannot see through the wall and / or does not have a weapon capable of firing through the wall, it is impossible for him to hit you.
Heavy Cover	Opponents cannot see you well. They have a -8 to all hit rolls.	Heavy cover is any object or obstacle that almost completely blocks your enemy's visions of you and affords a high level of protection. This may include large rocks or stone walls with many holes in it, or a large tree trunk.
Average Cover	Makes it difficult for opponents to get a clean shot. Opponents have a -5 to all hit rolls	Average cover includes cover where opponents can see you but their vision is restricted in some way. This could be standing behind a vehicle where the opponent could see your legs or see you through the windows, or ducking behind a small pile of rocks or debris.
Light Cover	Opponents can get a clean shot, but it is difficult to see exactly where you are. Opponents have a -3 to their hit rolls.	Light cover would be standing behind some bushes or vegetation, or ducking behind a very low wall where they can still see some or most of your body.
Very Light Cover	Opponents can see you almost perfectly. Opponents have a -1 to their hit rolls.	Very light cover would be standing behind a chainlink fence or a sapling. The opponent can still see you very well, but the cover makes it a little confusing to get a perfect shot in.

Fig. 12: This table shows the types of cover a character can take.

Hit-Points, Damage and Loss of Life

Damage and Protection

In combat you're bound to get injured. However, wearing armor can greatly reduce your risk of getting hurt. There are numerous types of body armor that will afford your character protection from damage. All body armor listed in the equipment guide is listed with an *Armor Rating*. Armor ratings are listed as negative numbers such as -1 or -6.

The Armor Rating is the amount of damage reduced from an attack. Thus, you subtract the Armor Rating from any damage you might receive from a successful attack. For example, if you were wearing -4 body armor and get shot for 10-points of damage, the attack would then only inflict 6-points of damage (10 damage minus your -4 body armor equals 6).

Of course, you must be wearing protection where you get hit. For example, if you're wearing a protective vest but get shot in the leg, you won't receive any benefit from the armor. Thus, the best armor is full-body armor. However, wearing a good helmet and vest can provide decent protection as well.

Sustaining Damage

As mentioned previously in this book, all characters and vehicles in *Perfect Blue* have a set number of hit-points. When these hit-points reach -8 that character will die (see below for more information). And also mentioned earlier in this book, characters have different Hit Locations—areas where they can be hit and take damage.

But not all hit-points and hit locations are created equal, for there are both *Critical Hit-Points* and *Regular Hit-Points*. Critical Hit-Points (or CHiPs) are the worst types of hit-points to lose as they can result in your character's death. Standard Hit-Points (or simply HPs) are not as life threatening to lose, and result in mere injury to your character. However, lose enough regular HPs and your character will eventually die—usually by bleeding to death.

Figure 13.0 lists the Hit Locations of characters (as defined previously in the Attacking section) along with the type of HPs lost when shot or hit in that area.

Hit Location and Hit-Point Loss Table	
Hit Location	**Type of Hit-Points Lost**
Head / Neck	Critical Hit-Points
Torso	Critical Hit-Points
Arm (right or left)	Regular Hit-Points
Leg (right or left)	Regular Hit-Points

Fig. 13: This table shows Hit Locations and the types of Hit-Points associated with them.

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As you can see from the above table, only the head and body areas cause loss of Critical HPs. Everywhere else your character is shot will only cause the loss of Standard HPs.

Each location on your character's body has its own number of hit-points. For example, you may have 10 HPs for each of your arms and legs, 10 for your head and 20 for your body. Whenever you are shot or otherwise hit during combat, you will *only* lose hit-points from that area of your body where you were hit. Of course, certain attacks—most notably explosives—will cause full-body damage where your character is hit in all locations.

So, how is damage sustained? That's simple: by getting shot or attacked in combat. *All weapons inflict a certain amount of damage based on a single, or multiple, die roll.* For example, a knife might inflict 1D4 damage while a machine gun might inflict 4D6 damage.

For a single-die damage weapon (such as a 1D4 damage dagger), the die is rolled and the resulting number is the amount of damage sustained to the character—that is, the amount of Hit-Points he will lose. For multiple-dice weapons (such as a 4D6 damage machine gun) all the dice are rolled and the resulting numbers are added together to determine the final damage score. For example, if you had a 4D6 damage gun and you rolled a 3, a 5, a 1 and a 6, you'd inflict 15-points of damage to your victim.

Loss of Standard Hit-Points Vs. Critical Hit-Points

Most of the rules for Hit-Points and loss of HPs has been detailed in the Hit-Points section of this game. However, for reference, that section is reiterated here in brief.

In *Perfect Blue* characters have two types of Hit-Points: Standard Hit-Points (or, hit-points or HPs) and Critical Hit-Points (also known as CHiPs). Hit-Points are used to determine the amount of damage caused to *non-vital* organs and areas of the body. In other words, losing hit-points will not cause a character to die. However, once a character loses all of his hit-points (they reach below 0), he will begin to lose Critical Hit-Points due to loss of blood, pain and from the injuries in general.

On the other hand, Critical Hit-Points (or CHiPs) are used to measure damage caused to *vital* organs and body parts. When these reach 0 the character will fall unconscious; when they reach -8 he will die! Hit-Points are used for the arms and legs while CHiPs are used for the body (torso) and head.

To begin with, a character will have as many standard Hit-Points per limb (a limb meaning each arm and each leg) as equal to his Endurance (E) stat. Thus, a character who has an E of 12 will have 12 hit-points for his Right Arm, Left Arm, Right Leg and Left Leg. *Damage inflicted to arms and legs only deplete standard HPs and will not cause your character to die.* However, when these reach 0, your character will lose a limb! When they reach -4 the arm or leg is "destroyed" and may result in the complete loss of the limb! Also, once these reach 0 he will begin to lose Critical HPs at the rate of 1 per *Round*.

A character will have twice as many Critical Hit-Points (CHiPs) as his Endurance (E) stat for his Body (torso). A character will have as many CHiPs for his Head as equal to his E stat. Thus a character with an E of 10 will have 10 CHiPs for his head and 20 for his torso. Critical HPs deplete from body and head injuries and can cause your character to die if they reach -8.

So, how do your Hit-Points drop? The answer is simple: by taking damage in combat. Any time your character is hit by a weapon or weapon fire he will take damage from it. Explosions can also cause lots of damage, and punches, kicks, knife attacks and even poison can all cause the loss of HPs. In short, anything that can physically harm your character can cause the loss of Hit-Points.

The amount of damage taken from an attack is determined by the type of weapon being used. However, wearing armor can "soften the blow" and protect you from some — if not all — the damage you'd otherwise take.

On the other hand, your character also has Standard HPs. Standard HPs are depleted when your character is injured in an arm or leg. When any limb reaches 0 HPs, that limb is considered broken or too damaged to be used. If they reach -4 or below, that limb is considered to be "blown off" and you will lose that limb completely. Perhaps the bullets rip through your shoulder and the arm falls to the ground, spirting blood into a crimson cloud; or maybe the grenade blast blows your right leg off, leaving only a boney stump. The Standard Hit-Points table shows the effects of HP loss from arms and legs (non-critical HP areas) when they reach 0 and below.

If a non-critical area of your character's body reaches 0 HPs or below, he will begin to lose 1-point of his Critical HPs per round until he receives medical treatment. This CHiP is taken from the character's *Torso* supply of hit-points until it reaches 1. Once it reaches 1 the character can then take them from his *Head's* CHiPs). If both head and torso CHiPs reach 1 the character will begin to lose them from his *Torso* until he falls unconscious and eventually dies. Once Critical HPs reach -8, your character dies.

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Recovery from Damage

In *Perfect Blue* there are numerous ways to restore lost hit-points. Certain medicines and medical kits can heal wounds almost instantly and others can at least revive an unconscious teammate. Rules for using these are listed with the item in the equipment section of this book. It is wise to carry a few of these on every mission. However, if a character's Critical Hit-Points ever reach -8 he is dead and beyond hope. Thus, when a character's HPs begin to run low it is always wise to treat him right away.

Critical Hit-Points: 0 – -8	
Amount of Hit-Points Remaining	**Effects**
0	Your character falls unconscious from pain and injury. He can be revived at this point by smelling salts or healing his hit-points back to 1-point or above.
-1	Your character falls unconscious. Smelling salts can revive him after 1-round. Healing his hit-points above 0 will instantly revive him.
-2	Your character falls into a severe state of unconsciousness. Smelling salts and other simple remedies cannot revive him. Healing his hit-points above 0 will revive him after 1-round.
-3	Same as above, but restoring hit-points above 0 will take 1D4 rounds to revive him.
-4	Comatose. Your character is in a coma. Restoring his hit-points above 0 will revive him after 1D6 + 5 rounds.
-5	Same as above, but your character remains in a coma for 24-hours even after restoring his hit-points above 0.
-6	Severe coma. Your character remains in a coma for 48 hours. After this time he is allowed to make an E stat check to revive. If it fails, another E stat check is allowed every 24-hours thereafter until he revives. If he does not revive after 5 attempts, he dies in his coma.
-7	Your character must pass an E stat check immediately or he dies. If the check succeeds, he falls into a Severe Coma as described above.
-8	Death. Your character instantly dies. Get the body bag.

Standard Hit-Points: 0 – -4	
Amount of Hit-Points Remaining	**Effects**
0	Your character's arm or leg is rendered useless. He drops everything he was holding with that arm; or his leg crumples beneath him and he must walk with a limp (SPD reduced by half). If both legs reach 0, the character must crawl. The limb can be repaired with surgery.
-1	Same as above, but the injuries are more severe. The character must pass an E stat check or *permanently* suffer a –5% to all skill checks requiring that limb.
-2	Same as above, but the character must pass an E stat check with a –1 penalty or *permanently* suffer a –10% to all skill checks requiring that limb.
-3	Same as above, but the character must pass an E stat check with a –3 penalty or *permanently* suffer a –20% to all skill checks requiring that limb.
-4	The limb is permanently lost. It may have been torn or blasted off in the attack, need amputation, or has become permanently paralyzed. In any event, the character can never use that limb again.

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Other Combat Rules

Below are some optional, additional combat rules for use in the game.

Underwater Combat (Basic rules)

On occasion, a character might find himself in the mysterious world that exists beneath the water and he may encounter some nasty foes in the murky deep. Fighting underwater can be very hazardous to a character—especially a character who is not equipped with the proper gear. This section will detail the basic rules for underwater combat.

Your Oxygen Supply

The biggest problem facing a character who is submerged is his oxygen supply. Everybody needs to breathe, and unless they have gills this can be a big problem. The *maximum* amount of time that any character may hold his breath for is 5 minutes. This is regardless of the character's size, weight and race unless otherwise stated.

This 5-minute max, however, will quickly deplete depending on how much oxygen the character is using, based on what he is doing. The below is a list of how long a character can remain underwater before needing to surface for air, based on what the character is doing. The more work that a character does, the more oxygen the character will need. The below list should be used as a guidelines.

Doing Nothing: 5 minutes
Doing Very Little (slowly swimming around, waving arms, etc.): 4 minutes
Swimming: 3 minutes
Fighting: 2 minutes

Of course, most characters who enter the water will want to be wearing some form of aquatic gear. For basic diving and combat missions a simple wetsuit and oxygen supply will be enough. However, in the abysmal depths of the oceans the character will need more sophisticated, pressurized Liquigen Suits. Liquigen Suits are armor-tough shells filled with a special liquid-oxygen that allows a character to dive to the ocean floors without being crushed from the extreme pressures. Oxygen and Liquigen suits are detailed in the *Equipment* section of this book.

However, even with hi-tech gear such as this the character still needs oxygen. And these special suits can only hold so much. Once this supply is depleted the character will have to surface for air or he will drown per the rules below. With his last gulp of oxygen depleted, the character will have to hold his breath per the above rules.

Drowning

For every round after the above given time limit that the character is underwater for, he will begin to drown. The character is in dire need of fresh air and he can no longer hold his breath. A drowning character can only last a few rounds before dying. *For every round after the character's oxygen supply is expired, that character will lose half of his Critical Hit-Points (CHiPs) until he reaches 0 and then death will occur.* CHiPs are first expired from the Torso and then the Head.

For example, a character who has 25 CHiPs for his Torso will lose approximately 12 on the first round, bringing him down to only 13. On the next round he will lose half of this amount (roughly 6), bringing him down to about 7 hit-points. On the next round he will lose another half of this (roughly 3), bringing him down to 4. On the next round he'll lose another half, leaving him with only 2. At 2 CHiPs remaining the character will be depleted to 0 on the next round, at which time he'll start losing CHiPs from his Head. This process will continue until the character reaches 0 for his Head and on the next he will fall unconscious at -1.

Once a character reaches 0 *total* CHiPs, he will lose 1-point per round until he reaches -8, which is death. If a character is rescued before reaching -8 hit-points, he can be revived via CPR and other medical treatments, although it should be noted that CPR is a must as the character's lungs are filled with water and this water must be removed to get air into them.

These rules for drowning and holding one's breath can also be used for other circumstances aside from underwater combat. For example, a character who enters a room filled with nerve gas may need to hold his breath. These rules can be modified for use in these situations as well. However, they may not officially "drown", but instead begin taking damage from breathing the poisonous fumes. Damage from these harmful chemicals may vary.

Vision and Movement Underwater

Vision and movement are greatly reduced when underwater. Unless the character is naturally adapted to water or designed to live in it, his vision is reduced to about 1\4 of its normal distance in clear water, and in murky or muddy waters, to only about 3-feet. This applies even if the character is wearing goggles or other equipment. However, if wearing special gear, such as thermal vision enhancements, these rules may not apply for that equipment.

A character's movement and agility is also reduced. A character's SPD and AG stats are both reduced by half underwater. Again, this applies even to characters wearing underwater gear. However, characters fighting underwater may also be wearing aquatic "booster packs" which might

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actually increase their speed.

Fighting Underwater

Because all movement and vision is reduced, a character's fighting ability is also reduced. As a general rule, any character who is submerged in water fights with a -5 penalty to his hit, dodge and parry rolls. This is because both his movement and vision are impaired.

Also, water reduces the force of impact and thus damage inflicted by blunt weapons including clubs, kicks and punches cause *no damage*. Daggers and edged weapons inflict full damage. Additionally, only specialized weapons can be used underwater. A typical assault rifle will not fire underwater unless it is specifically designed to do so, and even then, unless it is loaded with special underwater ammunition, it's range and accuracy are cut in half. Of course, there are a plethora of special underwater weapons to choose from in the *Buyer's Guide*, so Players have no excuse to send their troops out with improper equipment.

Falling

Characters in the air will fall or crash at the approximate rate of 25 to 35-feet per round. This is a very fast and deadly speed to be falling at. Characters will take 2-points of damage for every 5-feet that they fall. Thus, a character who falls from 40-feet will take 16 damage. A character who falls from 1,000-feet will take 400 damage. This damage is divided amongst all Hit Locations of the character. If the fall damage is enough to drop his CHiPs below 0, he will either fall unconscious or die.

Of course, most of the time the character will be falling from a ladder or maybe a wall or cliff's edge. If he is falling out of an aircraft he had better have a parachute on. If his vehicle is crashing, this is not considered falling, but rather *crashing*, which is detailed in the Vehicular Combat section. Most of the time if a vehicle crashes there will be nothing left of the character. Hopefully, he will be able to eject in time.

Panicking and Going Berserk (Optional Rule)

In combat, whenever a character sees a friend or ally fall dead, unconscious or horribly wounded, that character must make a test against panicking and going berserk. Every time a character witnesses this he must roll a Mental Tolerance (MT) stat check to keep his mind and resist panicking.

The MT check will be modified depending on how close the character is \ was to the wounded or slain—see below for details. Note that a check is only necessary when the character actually sees his friend fall to the ground (dead, horribly wounded or unconscious—it makes no difference so long as that character can no longer fight). Until the character realizes that his friend is down, an MT check is unnecessary. Also note that if the character is fighting in a large squad of 15 or more men, an MT check is not necessary unless the character sees a very close friend or leader go down. If only 1\4 of the character's team remains, he goes "berserk" rather than panics (see Figure 14).

MT check modifiers based on character's relation to the slain:

Very close friend \ relative: -5
Close friend: -4
High-ranking leader \ Commander: -5
Ally or simple friend: -3

If the character passes his MT stat check, combat proceeds as normal. If, however, the character fails his check, he will *panic*.

Panicking characters become nervous, freak-out, and begin to falter in combat. A panic-attack will last for at least one round (the round that the character saw his ally go down) and after this first round, the character is allowed to make an MT check (no modifiers) at the beginning of every round until he "snaps out" of his panic (which is determined by the character passing the check). For every round that the character is panicking, roll on the table below.

Characters will go *Berserk*, rather than panic, when less than 1\4 of their team remains or they are outnumbered by at least 8 to 1 in *immediate* combat. Determining if a character goes berserk and how long the berserk will last is identical to determining panic effects. The effects of berserking are, however, at least a little bit more beneficial than those of panicking (which basically doom the character).

The effects of berserking cause the character to mindlessly

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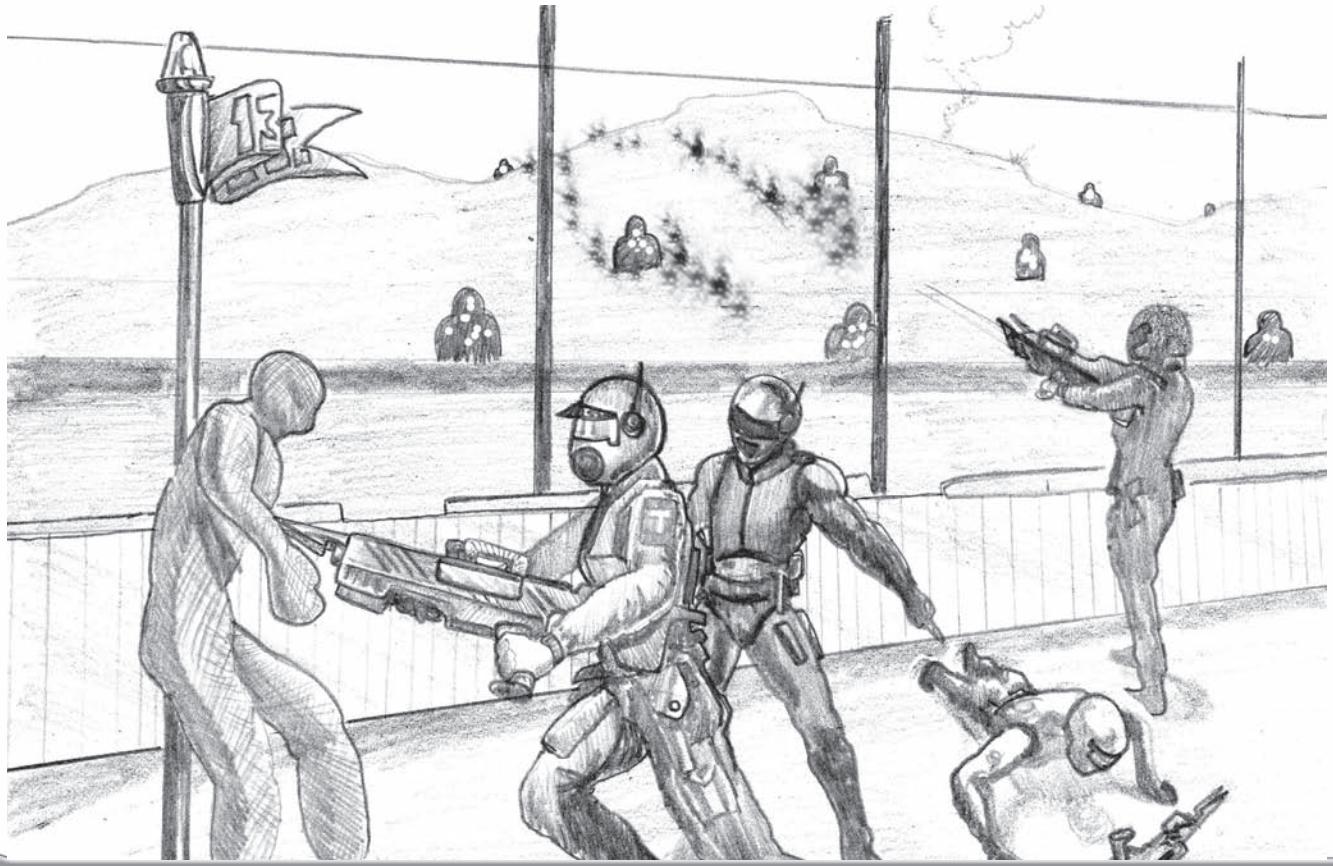
attack at any person or object next to him—even close friends. A berserking character will wildly fire his weapon at anybody near him—he may even toss live grenades at his own allies! He has temporarily gone insane and cannot distinguish friend from foe. His most basic of instincts—to stay alive—are the only thing driving him. The berserking fit will end as per the above panicking rules.

Important Note: The above rules for panicking and berserking should apply to NPC characters as well, not just Player Characters. However, it should also be noted that animals, robots, cyborgs and things with simplistic or animalistic intelligence do not panic or berserk.

Panicking Effects Table	
Roll Of	**Panic Effects**
1	Character is stunned and can do nothing.
2	Character has a -2 to all combat rolls do to his panicking.
3	Character has a -3 to all combat rolls do to his panicking.
4	Character has a 51% chance of dropping anything that he is holding in his hands and will fight with a -3 to all rolls.
5	Character has a 51% chance of dropping anything that he is holding, a -3 to all combat rolls and must pass a Leadership check or run away in fear.
6	Character loses his melee turns and drops whatever he is holding. He stands there in a panicking, dazed state.
7	Character drops whatever he is holding and wildly runs around screaming and shouting (he loses his turns)
8	Character goes Berserk

Fig. 14: The effects of Panicking in Combat.

Combat Training With Drill Sergeant Corgun



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Training Session 1: Basic Combat Flow

Alright you worms; by now you should have a basic understanding of how combat works. But to make sure you're not just trying to breeze by I'm going to put you through a training drill. This training session will help you understand how combat, and the flow of combat, works. Unlike some other mamby-pamby combat systems, the *Perfect Blue* system will force you to use strategy, wit and cunning. So you better pay close attention to this training session, because Triaxy is out there right now looking to put some nice bullet holes in that flabby body of yours.

To the right you will notice figure 15.0—the current battlefield. To keep things simple, I'm only going to have you face-off against one opponent in an open field of war. The straw dummy before you represents your fearsome opponent and you will treat it as a serious threat to your life. And with the condition you're in right now, he probably does pose a great threat to your life.

To keep things simple, in this training session we will NOT—I repeat—NOT be using damage, hit-points, combat bonuses or the Aggressive Advantage. Also, we will assume that you both have 3 APRs and are using a weapon that you have a WE in (thus you'll hit on rolls of 9 and up). Because you're just a snot-nosed rookie I'm going to keep this session simple and to the point. The goal of this training session is to show you the bare rudiments of the combat system. I know it might seem like a lot for your weak mind to take in for the moment, but when I'm through with you you're going to be begging for greater challenges. Now listen up, because your momma ain't here to help you!

Ok, you've engaged your opponent on the battlefield (as represented in figure 15.0). What's the very first thing you do? That's right—you ROLL FOR INITIATIVE. So pick up the D20 and roll!

Ok, you roll the die . . .and get an 11. Your initiative score is thus 11, and as you will notice, I've taken the liberty of marking it above your head in figure 15.0. Now, the GM (that's me for now) will roll the D20 to determine your opponent's initiative score. I roll the die . . .and get a 9. Your opponent's initiative score is thus 9, and again I've taken the liberty of marking it down in figure 15.0.

Ok, initiative has been determined. Who has the Aggressive Position in this combat scenario? That's right rookie—*you* do! And that's a very good position to be in. But what does this mean? It means YOU get to act *first*! So with that said, let's begin *melee* 1 of *round* 1.

Now, since you have the higher initiative score you get to act first. So, assuming you've been at the shooting range, point your rifle at your opponent and shoot! To perform an attack what do you do? That's right—you roll the D20. Now

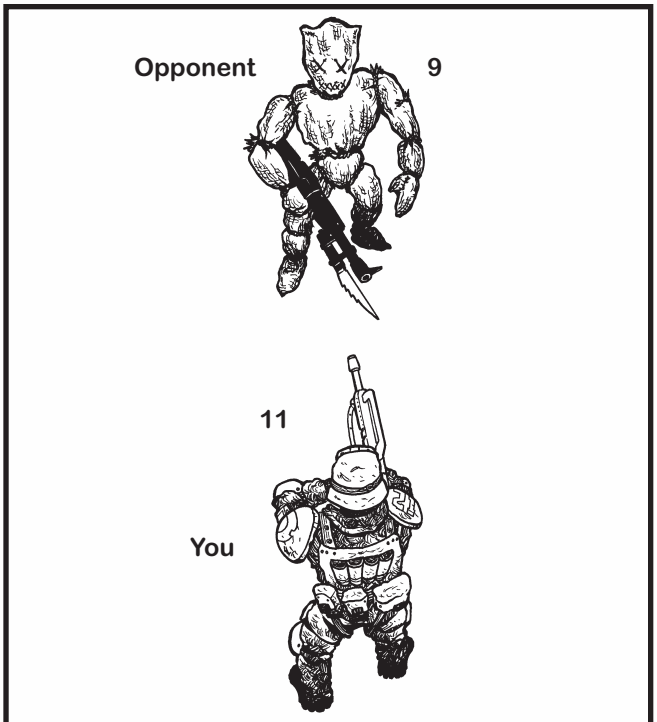

Fig. 15.0: Training Session 1

remember, we're assuming you have a WE skill in this weapon, so that means you need only roll a 9 or better to hit. You roll the D20 . . .and you get a 12. Not bad. The muzzle of your rifle flashes brilliantly and the loud crack of the bullet cuts through the air. You've also just expired your APR for the melee.

Your opponent now has two choices to make: Either he can attempt to dodge this shot of yours, or he can take the bullet and shoot you back. Because he's just a cowardly sack of straw, he doesn't have the guts to take this shot. So he's going to attempt to dodge your attack. Now to successfully dodge the bullet you just shot at him, he has to roll higher than your to-hit score was. Thus, he must roll a 13 or better on the D20.

Ok, he picks up the die and rolls . . . and gets a 4. Not good enough! Your bullet rips into his chest before he can dive aside. He's also just expired an APR. Even though he didn't successfully dodge the attack, he's still had his turn. And, if we *were* keeping track of damage and hit-points, you'd roll for damage right now and he'd have to subtract it from his hit-points.

Now, in order of initiative, it would be your opponent's turn. However, he used his turn when he tried to dodge your attack. Thus, he can make to further actions this melee. So, now that you've both had a turn (and you've both expired an APR), what happens? That's right rookie—the second *melee* begins. Once again, because you have the higher initiative score, YOU get to go first!

Ok, it's your turn again, so fire away! You roll the die . . .and get a 9. You successfully made the shot, but just barely.

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Had that roll come up an 8 or lower, you would have missed your opponent. But since you did hit him, he must make the choice: to dodge or take the hit. This time your opponent is angry. Enraged by your last bullet, he decides to take the hit. That means he makes no attempt to dodge out of the way of your shot. Your bullet hits him right in the chest.

Ok, now it's your opponent's turn. He aims his rifle and returns fire at you. He rolls the D20 for his attack . . . and gets a 19. Now because you already expired your turn attacking him, you cannot attempt to dodge this attack[1]. Thus, you have no choice but to take this hit! Your opponent's bullet rips through your arm as a cloud of blood bursts into the air before your face.

Ok, you've both had your turns and have both expired an APR. So now, once again, a new melee begins. This is the third melee—and it will also be the last melee of this round. Why? Because you both have only 3 APRs. Thus, once this melee ends, you'll both have expired all 3 of your APRs.

Ok, time for melee 3. Again, because you have the higher initiative score, you go first. You shoot at your opponent . . .and roll a 6. No good! Too bad rookie—that roll was too low. Remember, with a standard WE, you must roll a 9 or better. That 6 of yours was way off. Your bullet whizzes past your opponent's head. That was a waste of an APR if I ever saw one!

Now it's your opponent's turn. Because he didn't even have to worry about dodging that last pathetic attack of yours, all he has to do is shoot back at you. He rolls the die for his attack . . .and gets a 14. Because you've already had your turn, you must take this hit. The bullet plunges into your chest with a terrible *thump*, knocking the wind from your lungs.

Ok, both of you have had your turn this melee. But you've also both used your last APR. (Remember, we are assuming that you each had 3 APRs). So, now what happens? That's right—a new *round* begins. And what happens on a new round? That's right—it *changes-over*. I think you're beginning to catch on rookie!

So now that *Round* 2 begins, what happens? Your *opponent* gets to act first. Remember, when the round changes-over, the character with the lower initiative goes first. At this point, your fearsome opponent would fire at you. But we're going to call it quits for this training session. I think you're beginning to understand the rudiments of combat. But there's much more for you to learn rookie, so I'll see you back here real soon. Dismissed!

Footnotes

1 Note that if we were using the rules for the Aggressive Advantage for this training session, you could attempt to dodge this attack since you have the Aggressive Advantage (higher initiative score) over your opponent. However, because we're keeping this session simple, you get no such luxury!

Training Session 2: Using the Aggressive Advantage

Ok, listen up you maggots! It's time for your second training session, and I'm not going to go easy on you this time—so no crying back home to mamma! In this exercise I'm going to incorporate the Aggressive Advantage into the basic flow of combat. Essentially, combat will work in the exact same manner as it did in Training Session 1. However, this time around, the character who has the Aggressive position will get to use his Aggressive Advantage on his opponent. To keep things simple, in this training session we will NOT—I repeat—NOT be using damage, hit-points, or combat bonuses. Also, we will assume that you both have 3 APRs and are using a weapon that you have a WE in (thus you'll hit on rolls of 9 and up). With that said, MOVE OUT!

Ok, to your right you will notice figure 15.1—the current battlefield. Once again you'll be faced with a straw dummy who will act as your fearsome opponent. You've engaged this straw dummy on the fields of war, so what is the first thing you do? Correct rookie—you both roll for initiative. I'll let you roll first: You roll . . . and get a 16 (I've marked it down for you in figure 15.1). I'll roll for the straw dummy: I get an 8 (again, I've marked this down in figure 15.1).

Now that initiative is out of the way combat can begin. Because you have the higher initiative score, that puts you in the Aggressive Position versus your opponent. Thus, you get to act first. Melee 1 of round 1 will now begin. You'll want to shoot at your opponent with your rifle, so go ahead and roll to hit.

You pick up the D20 and roll it . . . and you get a 17. That's a pretty decent score, rookie. The dummy decides to *take the hit.* At this time, if we were using the rules for damage, you'd roll to see how much damage your shot inflicted upon him and he'd subtract it from his hit-points.

Now it's the dummy's turn. He aims his rifle at you and shoots. He rolls the D20 for his hit score . . . and gets a 10. Ok, here's where the Aggressive Advantage comes into play. *Because the dummy took your last shot and returned an attack on you, you can now opt to exercise your Aggressive Advantage.* Although you don't have to (and in a scenario like this it would not be in your best interest), we're going to assume that you do. So, now you can roll to dodge this attack made on you. You roll the D20 . . .and get a 13. Since your 13 beats his to-hit roll of 10, you successfully dodge out of the way of the shot.

But wait, there's more! At this point you *could* opt to end the melee, or you could *further* exercise your Aggressive Advantage and return yet another shot at him. Let's say that you choose to re-attack. Ok, roll the D20 for your attack . . . you get a 12. You hit him! The dummy has no choice but to

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take this hit since he already expired his APR this melee.

Now that's the end of melee 1. But what do you notice? I'll tell you what just happened: YOU expired all 3 of your APRs; your opponent only expired 1. And because you both only have 3 APRs for the round, *you're* out! So now melee 2 begins.

Ok, melee 2 begins and it's your turn—but you don't have any more APRs! That means your turn is skipped over[1]. So now it's the dummy's turn, and he shoots you. He rolls the D20 . . . and gets a 19. You have no choice to but to take this hit.

Ok, melee 2 is now over and melee 3 begins. You're still out of APRs, so your turn is skipped yet again. The dummy shoots at you . . . and rolls a 9. Again, you have no choice but to take the hit.

Ok, that was the last melee of Round 1 (you've both now expired all 3 of your APRs). Thus, round 2 begins. And remember, the round *changes-over*. So the dummy gets to start the first melee. He attacks you. He rolls to hit . . . and gets a 10.

Ok, since a new round has begun, all of your APRs are restored. You have a choice to make now and you could do one of three things: 1. You could attempt to dodge the shot (that would be your turn); 2. You could take the hit and return one of your own (returning a shot would be your turn); or 3., since you still have the higher initiative score and are considered in the Aggressive Position, you could exercise your Aggressive Advantage. For the sake of this training session, I'll have you exercise your Aggressive Advantage.

Ok, because the round has changed-over, the Aggressive Advantage will work just a little differently. To begin using your Aggressive Advantage, go ahead and roll for a dodge: you roll . . . and get a 13. That beats his to-hit score of 10, so you successfully dodge[2]! Ok, you've technically had your turn, but since you're in the Aggressive Position, you can exercise your Aggressive Advantage and roll to attack him right back (of course, you could always end your turn here, but for the sake of training let's do the Advantage). So go ahead and roll to hit . . . you roll and get an 18. Since the dummy already expired his APR for the melee, he has no choice but to take the hit!

Ok, melee 1 is now over and melee 2 begins. You will notice that you expired 2 APRs the last melee while your opponent only expired 1. Luckily, you have 3 APRs so you still get a turn this melee.

Again, it's the dummy's turn. He shoots at you. He rolls the D20 . . . and gets a 4. No good—he missed! That was lucky for you. Now it's your turn, so go ahead and shoot him. You roll the D20 . . . and get a 20. Great shot! The dummy expired his turn already so he has no choice but to take the hit.

Melee 2 is now over and melee 3 begins. But, now you're out of APRs! Again, the dummy gets to go first, and he shoots at you. He rolls the die . . . and gets a 14. He hits, but because you're out of APRs, you have no choice but to take this hit.

Melee 3 is now over, and so is round 2. You've both now expired all 3 of your APRs. Thus, Round 3 begins. And because a new round is starting, it *changes-over.* Thus, you get to act first yet again. Let's go through this one last round.

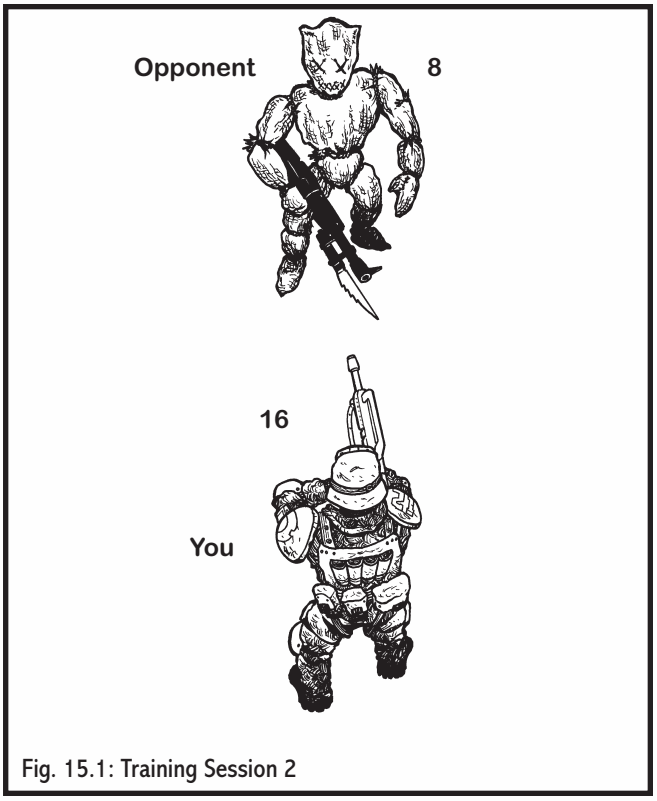

Fig. 15.1: Training Session 2

Ok, your turn. Go ahead and shoot the dummy. You roll . . . and get a 15. The dummy decides to dodge the attack and rolls the die . . . he gets a 17. He wins and successfully dodges your bullet. Because the dummy dodged your shot, you can NOT exercise the Aggressive Advantage. You can only exercise the Advantage if the dummy *takes the hit*.

Ok, you've both had your turns, so melee 2 begins. You start the melee, so go ahead and shoot. You roll a 12. This time the dummy decides to take the hit.

Now it's the dummy's turn. He returns fire at you. He rolls to hit . . . and gets a 10. This melee, because the dummy took the hit, you can exercise your Aggressive Advantage. Let's say you do. So go ahead and roll to dodge. You roll the D20 . . . and get an 11. Close, but you still win. But now you're out of APRs! Thus, you cannot further exercise the Aggressive Advantage and return another attack on him. So the melee ends.

Melee 3 begins. But you're out of APRs! So your turn is skipped and the dummy goes ahead with his turn. But we'll end this training session now.

Ok rookie—what did you get out of this lesson? Hopefully, you have a good understanding of how the Aggressive Advantage works and when it can be used. Hopefully you've also noticed that using the Aggressive Advantage will cause you to expire your turns very quickly. In a real-world

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combat scenario, you would *never* want to use the Aggressive Advantage while fighting alone *unless* you had some really good cover to hide behind or you had many more APRs than your opponent. Typically, you'd reserve the Aggressive Advantage when fighting close to other teammates. That way the character who uses his Aggressive Advantage can get cover-fire from his buddies when he runs out of APRs. I'll let you absorb this information for a while. Once you're ready, we'll begin Training Session 3. Now get out of my face you maggot!

Footnotes

1 At this point, you'd have to use the rules for going Submissive or taking a Barrage because your opponent still has more APRs than you. But since we're keeping it simple for now, we'll just pretend that you're turn is simply skipped over.

2 Note that if you had failed to dodge, your turn would now end and you could no longer exercise the Aggressive Advantage. It would then be the end of melee 1, and melee 2 would begin. The dummy would again attack you first.

Training Session 3: Facing Multiple Opponents

Alright maggot—since you're starting to shape up into a warrior we're going to make things a little more complicated this time. Now we're going to add in multiple opponents. But you're also going to have a comrade on your side. We're also going to use combat bonuses and vary the amount of APRs you each have. However, for this training session, we will NOT be using hit-points or damage, and again, we will have an "open" battlefield with no cover to hide behind. Everybody has a WE in their weapon and hits on a 9 and up.

Figure 15.2 shows the current battlefield. You will notice that I have pitted you and your teammate (Codename: Raven) against three of the deadliest straw dummies you've ever seen: Enemy A, B and C.

Below, I have listed the number of APRs and any combat bonuses each character has.

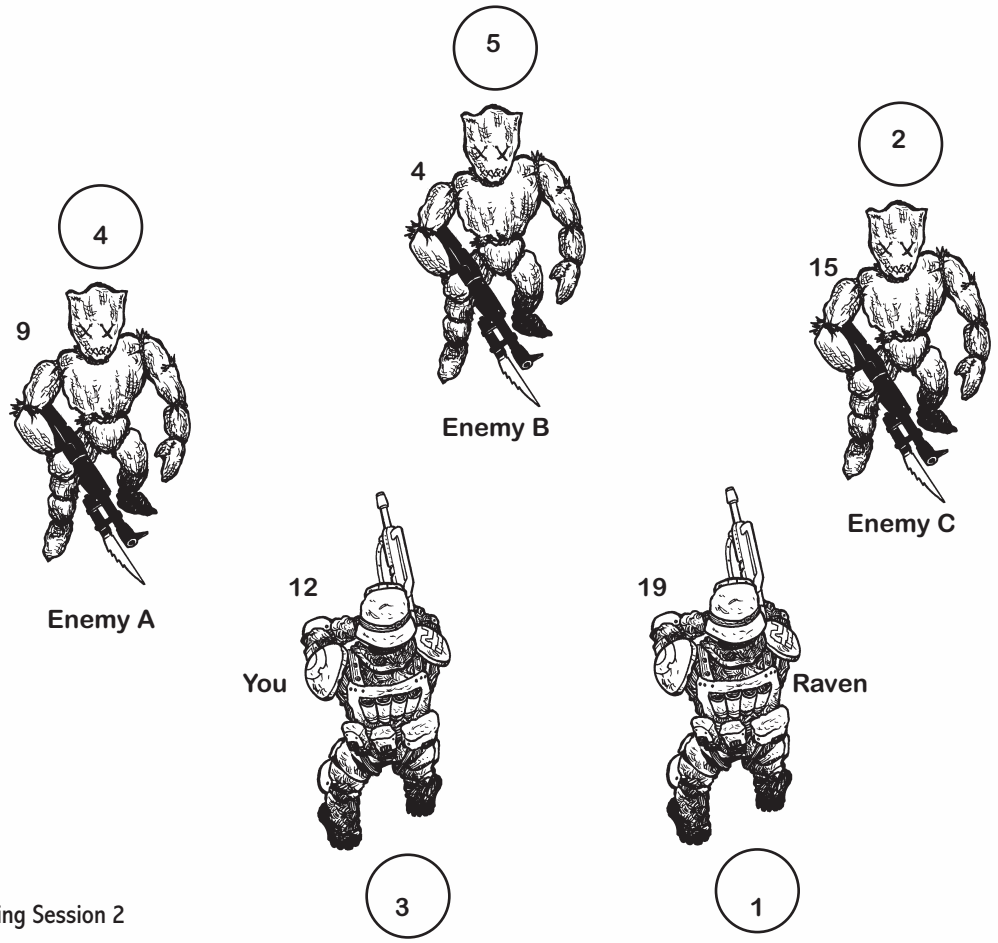

Fig. 15.2: Training Session 2

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You
4 APRs, +3 to hit, +2 to dodge, +2 to initiative

Raven
4 APRs, +2 to hit, +5 to dodge

Enemy A
3 APRs, no bonuses

Enemy B
3 APRs, +5 to hit

Enemy C
4 APRs, +3 to hit, +3 to dodge

Ok, we are ready to begin. To start combat, each character needs to roll for initiative. You roll . . . and get a 10. But notice you have a +2 bonus to initiative. This means that your actual initiative score is 12! Raven rolls for initiative . . . and gets a 19. Now the GM (that's me), will roll for all three enemies—I roll a 9 for Enemy A, a 4 for Enemy B and a 15 for Enemy C. You will notice in figure 15.2 I have taken the liberty of writing down each person's initiative score and I have circled the order in which turns are taken.

Ok rookie—pop quiz: who has the Aggressive Position over whom? Remember, a character has the Aggressive Position over *everybody* who has a *lower* initiative score than him. Thus, because Raven (your teammate) has the highest initiative score, he has the Aggressive Position over *everybody*. Enemy C has the second highest initiative score, and therefore has the Aggressive Position over everybody *except* for Raven. Who do you have the Aggressive Position over[1]?

We are now ready to begin *Round 1, Melee 1* of combat. In descending order of initiative, turns will be taken. Thus, Raven goes first.

Ok, it's Raven's turn. He's going to attack. Raven has pick-of-the-litter shooting rights, and decides to attack Enemy B. Raven rolls the D20 . . . and gets a 10. *BUT* Raven also has a +2 to hit, and with this bonus, it makes his final to-hit score a 12. Thus, his hit roll is treated as a 12. Now Enemy B has a choice to make: he can either take this hit and wait for his turn to act, or he can attempt to dodge out of the way and expire his turn immediately. Let's say Enemy B decides to *dodge*. To dodge, Enemy B rolls the D20 . . . and gets a 13. He also has a +3 bonus to dodge, thus making his final defense roll a 16. He successfully dodges Raven's attack.

Now it's Enemy C's turn. Enemy C is wise—he knows that if he shoots at Raven, Raven cannot attempt to dodge[2] because he's already expired his turn shooting Enemy B. Thus, Enemy C will shoot at Raven. Enemy C rolls the D20 . . . and gets an 8. That *would* be a miss, but because he has a +3 to hit, that makes his to-hit score an 11. Raven gets hit by the shot and cannot defend.

Now it's your turn. Let's say you shoot at Enemy A. You roll the die . . . and get a 19. But with your +3 to hit, that makes your final to-hit score a 22—a *very* good score! Enemy A decides to take the hit since he has very little chance of dodging this. Your bullet hits Enemy A and if we were keeping track of damage and hit-points, we'd calculate damage from the attack right now.

Now, in order of turns, it is Enemy A's turn. Since he did not use an APR trying to dodge your shot he still gets a turn this melee. He decides to shoot at you. He rolls the D20 . . . and gets a 9. (He has no bonuses to hit). Because you have the Aggressive Advantage over him, and he is the opponent you're facing off with this melee, you *could* exercise the Aggressive Advantage over him. His to-hit score of 9 is pretty low, so why don't you go ahead and use the advantage. Ok, since you're going to use the advantage, roll to *dodge* the attack. You roll the D20 . . . and get a 10; and with you're +2 to dodge, that makes your dodge score a 12. You win! But let's not over do the advantage; although you could return another attack on him, let's end your turn now and conserve APRs.

Now it's Enemy B's turn. But he already expired an APR when he dodged Raven's attack. Thus, Enemy B cannot act again on this melee.

Melee 1 is now over and *Melee 2* begins. Again turns are taken in descending order of initiative, so Raven goes first.

This time around, Raven decides to shoot at Enemy A. Raven rolls to hit . . . and gets a 4. But even with his +2 bonus to hit (making his to-hit score a 6) it's not good enough. Raven misses!

Now it's Enemy C's turn. He decides to shoot at You. He rolls to hit . . . and gets a 17. With his +3 to hit, that makes his score a 20. Like a smart rookie, you decide to take the hit. Damage would be caused to you from the shot.

Now, in order of initiative, it's Your turn. Since Enemy C has already expired his turn, you could attack him. Although he could exercise an Aggressive Advantage over you, this might be to your benefit. By attacking him, you'll either force him to take the hit or to expire additional APRs using his advantage. This is a subtle strategy you should keep in mind rookie! Go ahead—attack Enemy C! You roll to hit . . . and get a 10; with your bonus, your to-hit score is 13. Enemy C decides to exercise his Aggressive Advantage on you. He rolls to dodge . . . and gets a 10. He also has a +3 bonus to dodge, making his dodge score a 13 as well. But, remember: *the attacker always wins tied scores*[3]! Thus, you hit him! He wasted an APR and took damage from your attack! Good work rookie!

Now it's Enemy A's turn. He shoots at You. He rolls to hit . . . and gets an 18. You've used your turn, and you cannot exercise an Aggressive Advantage over him since you're not facing off against him this melee. Thus, you must take the hit. The shot hits you in the chest.

Now it's Enemy B's turn. He shoots at You too! This just isn't your day rookie! He rolls to hit . . .and gets a 2. Even with

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his +5 to hit (making his score a 7), it's not good enough. He misses you!

Melee 2 is now over and *MELEE 3* begins. Once again, Raven goes first.

Raven shoots at Enemy B . . . and rolls a 17 (with his bonus his score is 19). Enemy B decides to attempt a dodge. Enemy B rolls the D20 . . . and gets a 3. He fails to dodge and is hit by Raven's shot!

Now it's Enemy C's turn. He shoots at Raven. He rolls to hit . . . and gets a 19 (with his bonus his score is a 22). Raven must take the hit.

Now it's Your turn. Notice that you're expiring your *fourth* and final APR (remember, you used 2 APRs during melee 1 when you exercised half of an Aggressive Advantage). Let's say you go ahead and shoot Enemy A. You roll the die . . . and get an 11 (with your bonus your score is 14). Enemy A decides to attempt to dodge this shot. He rolls the die . . . and gets an 8. Not good enough—Enemy A is hit by your attack!

Now it's Enemy A's turn, but he already expired his turn trying to dodge your last attack. Thus he's skipped over.

Now it's Enemy B's turn, but he expired his APR when he tried to dodge Raven's attack. Thus he's skipped over.

Everybody has had their turn, so now Melee 3 is over. *Melee 4* now begins.

Do you know why there is a fourth melee? That's right—because You, Raven and Enemy C all have 4 APRs. *However*, out of the three of you, only Raven still has his fourth APR left (remember, both you and Enemy C used half of an Aggressive Advantage, thereby expiring an additional APR). Had Raven expired his fourth APR, the *Round* would end now (there would be no need to have a fourth melee since nobody would have an APR left). However, because Raven *does* have his fourth APR, a fourth melee must be had. Therefore, *Melee 4* now begins!

Again, Raven goes first. He shoots at Enemy C . . . and rolls a 12 (with his bonus his score is a 14). Because Enemy C has no more APRs, he *must* take the hit.

Now it would be Enemy C's turn, but he has no APRs. Then it would be your turn, but you have no APRs. Then it would be Enemy A's turn, but he has no APRs. And finally, it would be Enemy B's turn, but he has no APRs. Thus, melee 4 is ended. The only person who got to act was Raven.

With the end of melee 4, ALL characters have expired ALL APRs. So, what does that mean rookie? That's right—*a new round begins.* Melee 1 of Round 2 would now begin, and because the round *changes-over* the character with the *lowest* initiative score (in this case, Enemy B) would go first. Everybody's APRs would be replenished and furious combat could once again ensue. But we're going to end this training session here. I think you're starting to get the hang of this rookie! Good work!

But before I let you go, did you notice any good strategies? Did you notice any bad choices made? Go over the training session again, and this time see if you can pick out the good choices made by the characters and the bad choices made. Is there anything you could have done differently? Is there anything that any of the enemy characters could have done better?

Ok rookie—that's it for now. Go get some rest and I'll see you back here real soon. MOVE OUT!

Footnotes

1 You have the Aggressive Position over Enemies A and B because they both have lower initiative scores than you. Enemy C has the Aggressive Position over you.

2 Although Raven has an Aggressive Position over Enemy C, he cannot exercise an Aggressive Advantage against him because he already faced-off against Enemy B.
You can only exercise the Aggressive Advantage over your immediate opponent—that is, the opponent you originally attacked during the current melee.

3 The only exception to this rule is on tied rolls of 20. In these cases, the Defender always wins.

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Training Session 4: Hit-Location, Submission and Barrage

Ok rookie—I think you're ready to start incorporating even more rules into your combat scenarios. For this scenario, I have pitted you alone against two straw combat dummies. We will use all of the rules from training session 3, but this time we're going to incorporate the rules for Hit-Location, Submission and Barrage into the scenario. Once again, we will NOT use damage or hit-points, and everybody hits on 9 and up. Figure 15.3 shows you the current battlefield. I have taken the liberty of pre-rolling everybody's initiative scores and writing them down in figure 15.3. Below is a listing of all bonuses that each character has in combat. I've included a copy of the hit location table for easy reference.

You
3 APRs, +3 to hit, +5 to dodge

Enemy A
5 APRs, no bonuses

Enemy B
5 APRs, +5 to hit

Hit Location Table
20: Head / Neck
9 - 19: Torso (Chest and Stomach)
7 -8: Right Arm
5 - 6: Left Arm
3 - 4: Right Leg
1 - 2: Left Leg

You will notice that you are greatly outmatched in APRs. This should immediately tell you that you're going to be overwhelmed at the end of each round and will have to go submissive or take a barrage.

Ok, we'll pretend that we've already rolled initiative. As noted in figure 15.3, your initiative score is 7, Enemy A's is 2 and Enemy B's is 18. Thus, order of turns will flow in this order: Enemy B, you and finally Enemy A.

Melee 1 of Round 1 now begins. Enemy B goes first because he has the highest initiative score.

Enemy B attacks you by firing his gun. He rolls the D20 . . . and gets a 5. But with his +5 to hit bonus, that makes his final to-hit score a 10. Now, according to the Hit Location Table, where on your body will you be hit by this attack? If you said *torso*, then you're WRONG! Remember, Hit Location

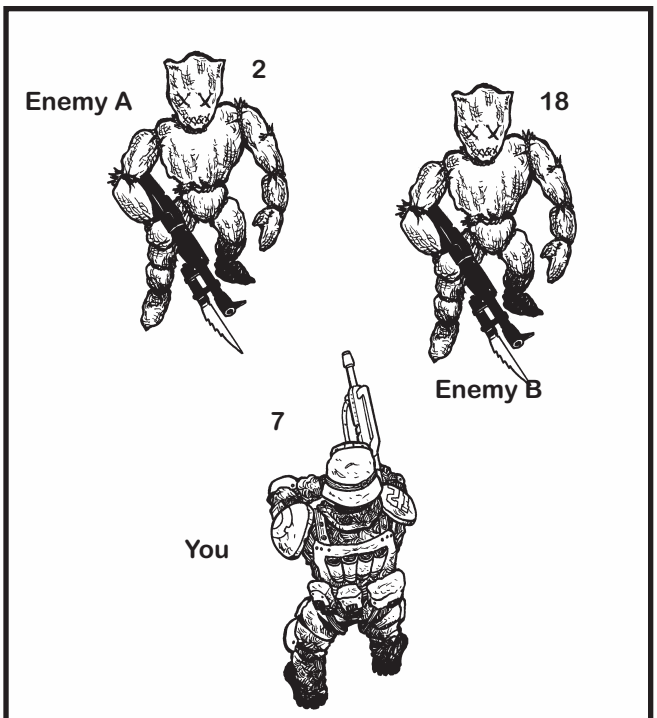

Fig. 15.3: Training Session 4

is determined by your *natural* to-hit score. In this case, Enemy B's natural to-hit score was 5, which makes the Hit Location on your body the LEFT ARM. Let's say you take this hit. You have now been shot in the left arm and—if we were using damage rules and hit-points—you'd take damage to your left arm only.

Now it's your turn. Let's say you shoot Enemy B who just attacked you. You roll to hit . . . and get a 10 (with your +3 bonus, your final to-hit score is 13). Where will this attack hit Enemy B? That's right—the Torso (Hit Location is number 10—the Torso). But, since Enemy B has the Aggressive Position over you, and you're the opponent he's facing off against, he decides to exercise his Aggressive Advantage. He rolls to dodge . . .and gets a 3 (he has no bonus to dodge). He fails! You successfully shoot him in the torso. (If we were using damage and hit-point rules, he'd take damage to the torso only). Because he failed to dodge your shot, he cannot further exercise his Aggressive Advantage.

Now it's Enemy A's turn. He shoots at you . . . and rolls a 17. He has no bonus to hit. According to the Hit Location Table, he shoots you in the Torso. You've already had your turn, so you must take this hit. You are shot in the torso.

Ok, that's it for melee 1. Now *Melee 2* begins. Again Enemy B starts it off.

Enemy B shoots at you. He rolls the D20 . . . and gets a 4. With his +5 bonus to hit, that makes his to-hit score a 9—just barely successful. Because his natural to-hit score is 4, where does he shoot you? That's right—the Right Leg. Let's

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say you attempt to dodge (you have to roll above his total to-hit score, which is 9). You roll to dodge . . . and get a 13. You win! The bullet doesn't hit you! You have successfully dodged the shot.

Now it's your turn, but you've expired your turn dodging the last shot.

We skip over to Enemy A. Enemy A shoots at you . . . and rolls a 2. Because Enemy A has no bonus to hit, this roll is a miss. The bullet zings past you[1].

Ok, everybody has had their turn so this melee is over. *Melee 3* now begins.

Again, Enemy B goes first. He shoots at you . . . and rolls a 12. With his +5 bonus to hit, his final to-hit score is 17. According to the Hit Location Table, this shot is at your Torso. Let's say you attempt to dodge. You roll the D20 . . . and get a 3. Even with your bonus to dodge this roll is not high enough. You therefore get hit in the torso.

Now it would be your turn, but you've already expired your APR trying to dodge the last shot. But not only that, you're completely out of APRs now!

Now it is Enemy A's turn. He shoots at you . . . and rolls a 12. This shot would be at your Torso. But here's where rules for Submission and Barrage come into play. If this were the LAST melee of the round, we wouldn't have to worry about it because all characters would be out of APRs. However, because Enemy A still has 2 more APRs after this one and Enemy B still has 1 more, you can choose to go *Submissive* or take a *Barrage*. For this example, we will assume you go *Submissive* since your opponents still have a lot more APRs than you.

Ok, even though you are completely out of APRs (turns), you can take *Submissive Dodges* for EVERY shot made at you from here on out! However, these are done with an accumulative -1 and you can NOT use your +5 bonus to dodge. This is because you have been overwhelmed with gunfire. Ok, so let's see how this works . . .

Enemy A rolled a 12 (a Torso shot). You must roll a 13 or better to make this Submissive Dodge. You roll the die . . . and get a 16. You win! You successfully dodge the shot!

Ok, that was the end of the melee. Now *Melee 4* begins.

It is Enemy B's turn. He shoots at you . . . and rolls a 6 (with his bonus that makes his final to-hit score an 11). The natural to-hit score of 6 means that this is a Left Arm shot. But, because you're in Submission, you get to attempt a Submissive Dodge! Note however, that because this is your SECOND Submissive Dodge you now have a -1 to it. You roll for your dodge . . . and get a 13. With the -1 modifier, that makes your score a 12. You win! You dodge the shot!

Now it would be your turn, but you're out of APRs. Thus, you're skipped. Remember, although you can make Submissive Dodges while in Submission, you can NOT take a turn because you're out of APRs.

Now it's Enemy A's turn. He shoots at you . . . and rolls a 12—a Torso shot. Even though you've already had a Submissive Dodge this melee, you still get to make another one! Remember, when in Submission, you get to roll a Submissive Dodge for ALL shots made on you! You roll the die . . . and get a 13. But since this is now your THIRD Submissive Dodge, you now have a -2 modifier, bringing your dodge score down to an 11. Not good enough—you're shot in the torso.

That's the end of melee 4, but Enemy A still has one more APR. Thus, we enter *Melee 5*.

It's Enemy B's turn, but he's out of APRs. Thus, he is skipped.

Now it's your turn, but you too are out of APRs and are in Submission. You're skipped.

Now it's Enemy A's turn. He takes his last turn and shoots you . . . he rolls a 15. A Torso shot. You get to roll a Submissive Dodge . . . and get a 12. Since this is your FOURTH Submissive Dodge, you have a -3 modifier, bringing your score down to a 9. Even before the modifier, your roll wasn't good enough. You're again hit in the torso.

Everybody is now completely out of APRs, thus Round 1 ends. Now *Round 2, Melee 1* begins. The round changes-over, so now Enemy A goes first, followed by you and finally Enemy B.

But, remember how you chose Submission last round? Well now you have to pay the price. According to the rules for Submission, on the next round (which is this round) you lose 1 APR and 3 points to your initiative score. That means now you have but 2 APRs and your initiative is dropped to 4! Luckily, Enemy A still has a lower initiative score than you (a 2). If this were not the case, Enemy A would have taken the Aggressive Position over you!

Ok, it's the beginning of *Round 2, Melee 1*. We'll do the same as last round, only this time, you're going to take a *Barrage* at the end of the round. Remember, your initiative score has now been dropped to 4 (not that it makes a difference in this case) and you only have 2 APRs. Remember, the round has changed-over, so now Enemy A goes first, followed by you and then Enemy B.

Ok, the melee starts and Enemy A fires at you. He rolls the D20 . . . and gets a 12 (a Torso shot). Let's say you attempt to dodge this since it's a low score and you took quite a beating last round. You roll the die . . . and get a 10. With your +5 bonus, your dodge score is 15. You win! You manage to dodge the attack.

Now it would be your turn, but you expired your APR dodging the last shot.

We skip over to Enemy B. He shoots at you. He rolls the die . . . and gets a 4 (a Right Leg shot). With his +5 to hit, that brings his score to 9—and that's high enough a score to successfully hit. Since you already had your turn, you must take this hit. The bullet slams into your right leg.

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That's it for melee 1. Now *Melee 2* begins.

Enemy A goes first, and he shoots at you. He rolls . . . and gets a 7 (a Right Arm shot). However, Enemy A has no bonuses to hit so that shot misses you (it's not a 9 or better). You got lucky!

Your turn. Let's try something new. Since you still have an APR, but you're getting pretty badly beaten, let's say you *save* your APR[2] to defend against the next attack made on you. To do this, you would tell the GM something like "I save my APR to dodge the next attack." This is a good strategy if you're getting beaten up and your first attacker misses you.

Ok, now it's Enemy B's turn. He shoots at you . . . and rolls a 7 (a Right Arm shot). With his +5 bonus, his to-hit score is 12. Because you saved your APR on your turn, you can now roll to dodge this shot. You roll the die . . . and get an 11. With your +5 bonus to dodge, your final score is 16. You succeed!

Ok, that's the end of Melee 2. Now *Melee 3* begins.

Enemy A attacks. He rolls to hit . . . and gets a 19 (a Torso shot). But you are out of APRs! Remember, because you went Submissive last round you lost an APR this round. Thus, you only have 2—which you expired during the last 2 melees. Thus, you have no choice but to take the hit.

Now it's your turn, but you have no more APRs for the round. You could go Submissive again, but that would mean that on the next round you'd only have 1 APR and your initiative would drop to only 1-point! This time, you will take a *Barrage.* So at this point you'd just tell the GM "I take a barrage."

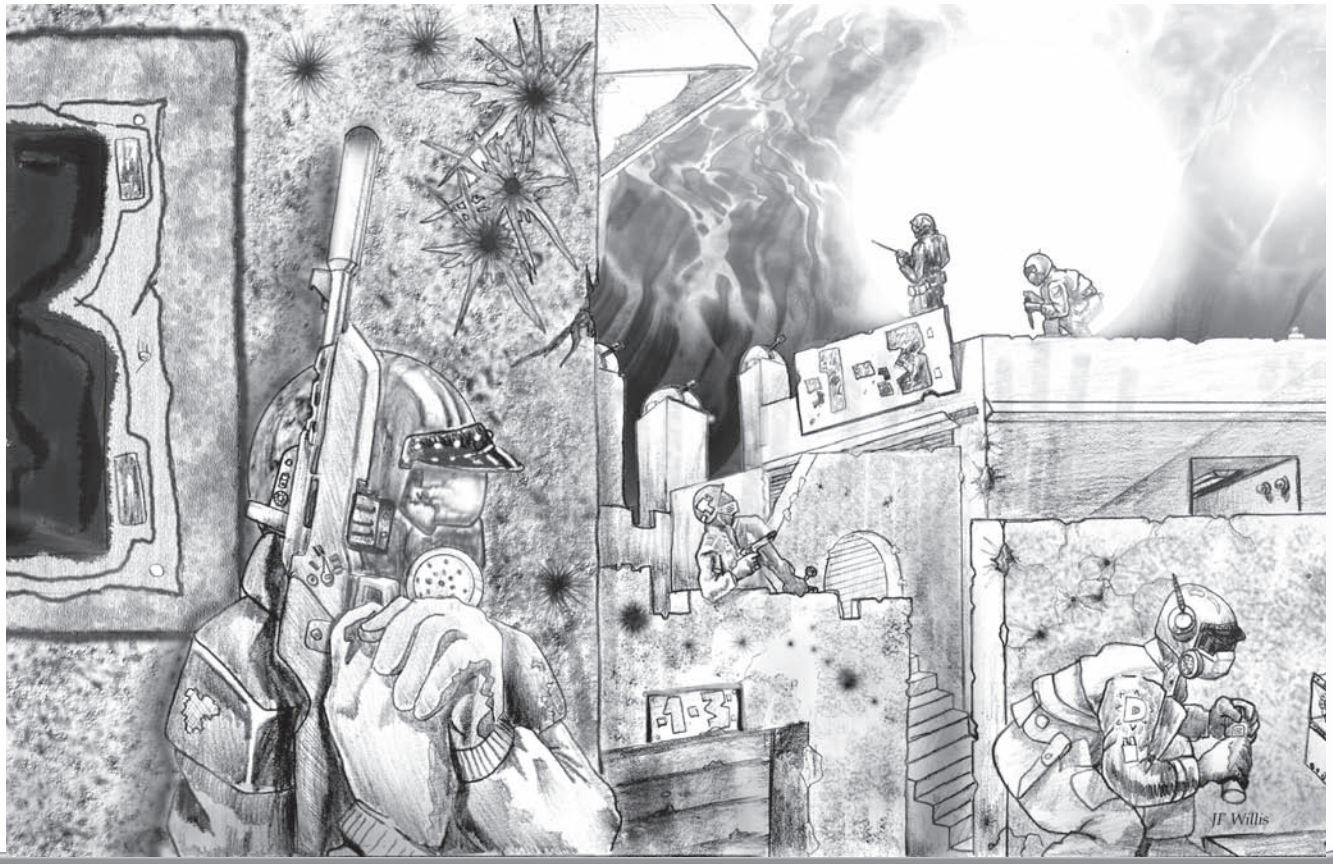
Ok, Enemy B's turn. He rolls to hit . . . and gets a 12 (a Torso shot). With his bonus his score is 17. You must take the hit.

That's it for Melee 3. *Melee 4* begins.

Enemy A's turn. He shoots . . . and rolls a 20 (a Head shot). You get hit in the head by the bullet.

Your turn, but you're being Barraged and cannot act.

Enemy B's turn. He shoots . . . and rolls a 1 (a Left Leg shot). Even with his bonus, he misses you.



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That's the end of Melee 4. Now *Melee 5* begins. This is Enemy A's and B's last melee—then they'll be out of APRs.

Enemy A's turn. He shoots . . . and rolls a 17 (a Torso shot). You get hit in the body.

Your turn, but you're being Barraged and cannot act.

Enemy B's turn. He rolls to hit . . . and gets a 9 (a Torso shot). With his bonus his score is a 14. You get hit in the body again.

That's it for Melee 5. Now all characters are out of APRs. Thus, the round ends as well. Now *Round 3* begins. Again, the round changes-over. So Enemy B goes first. But lucky for you, all of your APRs have been restored (you now have 3 again). This is because you were NOT Submissive last round[3]. However, your initiative score will remain at 4.

But let's end this training session here. I'd like to say you did well, but the truth of the matter is that you got your ass kicked. Had we been using hit-points and damage, you surely would have been dead long ago. But I won't hold it against you this time, but only because I planned it this way. So, as long as you now have a firm understanding of how Hit Location, Submission and Barrage work, I can tell you that you did Ok rookie!

So, from this training session, what have you learned? When would be a *good* time to go Submissive? When would be a *good* time to take a Barrage? In the training session above, would it have been wiser for you to take Submission again or do you think the Barrage was the better choice? I'll let you think about that rookie. Now go clean yourself up; I'll be seeing you again!

Footnotes

1 Note that because the Hit Location Table determines that a roll of 2 would equal a shot in the LEFT LEG, it could be assumed that this shot landed in the ground near your feet or in a wall behind your left leg. However, because the shot was a miss (Enemy A failed to roll a 9 or better) there really is no reason to determine a hit location.

2 An APR can be "saved" until the end of the melee. However, it can ONLY be done to defend against the next attack made on you. If you manage to make it until the end of the melee and never need to roll to dodge, you then lose out on your APR (that is, you forfeit it). Again: If, on your turn, you do NOT use your APR to attack or perform some other action, it MUST be used for a defense roll.

3 Remember, your APRs are restored if you go an entire round without being Submissive. Last round you took a Barrage, thus you get all your APRs back. However, your initiative score stays the same.

A Final Word From Drill Sergeant Corgun

Well, I think I've done as much as I can for you right now. At this point you should be familiar enough with the combat system to go out and begin your real-world missions. True mastery of combat will only come with plenty of practice, and you'll get better with every mission. And even though my time with you is through, feel free to drop in any time for further training. If you're out in the field and you have any questions or concerns about a combat situation, radio me at this frequency and I'll do my best to respond in a timely manner: **Sergeant_Corgun@CuttersGuild.com**

See ya around, rookie. *Move out!*

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Vehicular Combat Rules

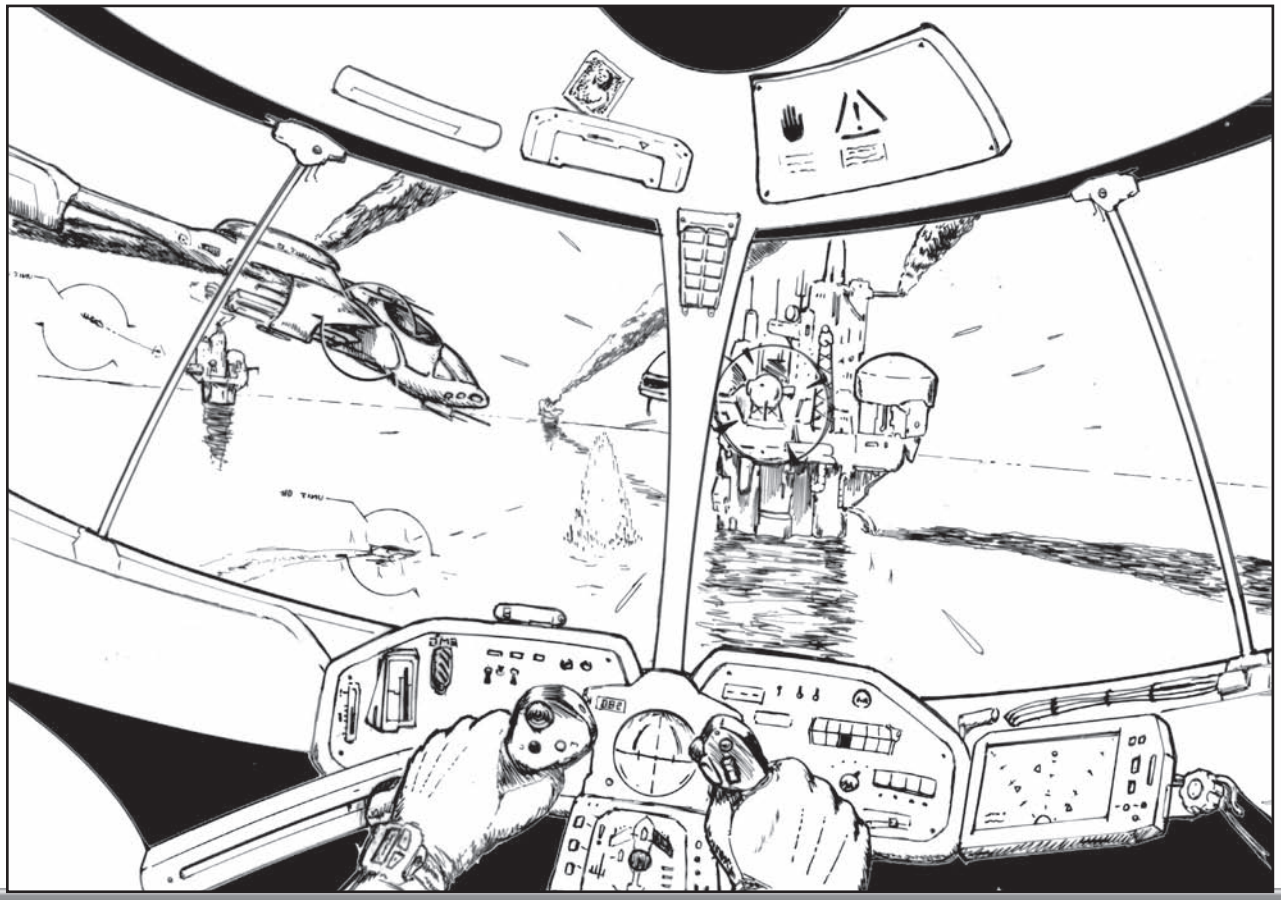
One of the most exciting aspects of *Perfect Blue* is that players can play the role of their fighter pilots (note that in *Perfect Blue* "vehicle" and "aircraft" are used generically to describe both air, sea, land and space combat vehicles). Using the vehicular combat rules, you'll get to shoot down marauding Triaxy and enemy aircraft, take down Triaxy walkers or blast your way through enemy lines in a heavy tank. Although you are considered to be playing the role of your pilot character, vehicle combat is more accurately described as playing the role of your vehicle. This is because all of the action during vehicular combat mode takes place from the cockpit of your fighter craft, and most of the rules pertain to your fighter. But your pilot character is still invaluable, for the more skilled he is at piloting his fighter craft the better chance you'll have at shooting down an enemy craft.

Vehicular Combat has been designed to work as a stand-alone system of combat or in conjunction with tactical combat. Thus, Players are encouraged to engage enemy craft one-on-one with their own craft, or bring their vehicles along on tactical combat missions!

How Does Vehicular Combat Initiate?

Your soldiers are sitting down to a well-deserved meal; your executives are going over their budget in a quiet office. Suddenly your base lights up as sirens sound and red lights flash. You are called into the surveillance room where you are told that an enemy craft has been spotted on your radar, only 100 miles to the east of your current location. You scramble your pilots to their craft. In just a few short moments they are en route to the enemy craft, ETA only 5-minutes. Then the call from your first pilot comes in, "*Enemy craft spotted. Looks like a Triaxy transport. Request permission to engage."* You give the order to engage. Your pilots increase their speed and get radar lock with their missiles. All you can do now is watch from your surveillance room, the small blips on your screen that indicate what vehicles are still in the air.

Most of the time vehicular combat will be initiated from your base, typically in the form of air combat. Your satellites and radar will warn of any incoming enemy craft. If they are within range of your fighters, it will be up to you to determine if you will launch an air assault or let them pass by. If you launch the assault, your pilots will gear up and jump into their



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fighters. Then they'll speed off to catch or intercept the target craft. Once they are within range, air combat will begin.

However, vehicular combat can also be initiated during tactical combat and can be used in conjunction with it. All of the rules for tactical combat apply to vehicular combat, and thus *Perfect Blue* can bring walkers and other vehicles with them on tactical missions!

However, vehicular (and especially air) combat can be initiated in many other ways as well. Perhaps your team is being transported to a certain location for a ground assault mission when enemy craft show up on your radar. Or, perhaps your Executive characters are being flown to a distant planet when you're engaged by hostile fighter craft. Or, during a tactical mission your FTMs are engaged by a heavy Walker that storms out of the shadows of a tall building. Vehicular combat can happen at *any* time.

Of course, it is the GM's duty to determine when and if enemy craft appear on your radars. The GM will also determine beforehand what type of crafts, how many of them, and how heavily armed they are. While your radars and satellites can tell you if the craft is big or small, you won't know until you actually get a visual from your pilots (or ground troops) what type of craft they truly are. All air, sea and space craft have a "blip reading" value (such as probe, small, medium or large). The GM must tell the players what size "blip" they get on their radar and how many. All craft listed in the *Buyer's Guide* section have a "blip reading value" listed with them. For more information, see the *Buyer's Guide*. During tactical missions, radar readings typically aren't used.

Engaging the Enemy—Vehicles and Ground Troops

Used in conjunction with tactical combat, vehicles are role-played or marked with miniatures to show their location. The following rules are almost identical to tactical combat, but there are a few minor differences. The following pages detail full rules for vehicle combat whether engaging only other vehicles or whether using them in combination with tactical combat.

Flow Of Vehicular Combat

Vehicular Combat flows in turns just like regular combat and is even performed in much the same manner. Pilots use APRs just like in regular combat, however it is the vehicle as well as the pilot that determines how many APRs and turns are had.

The most significant difference is that each person can move across the battlefield during their turn *while* performing other actions. Players can always move across the battlefield while taking their turn. This is because most vehicles are in constant motion during combat (especially air and spacecraft) and require both a pilot and co-pilot. Another difference is *how* attack and defense rolls are made. But despite these few differences, vehicular combat moves in the same manner and flow as tactical combat.

Vehicular combat flow moves in the following order:

1. Initiative is determined by all players, including the enemy craft which are under the GM's control, to determine the order in which turns are taken. Those with highest initiative scores go first and are in the Aggressive Position. In tactical combat, vehicles are treated as individual characters and thus have initiative scores as well.

2. Turns are taken by each player and by all enemy craft. Turns are taken in initiative order, with those with the highest scores going first. ***Vehicles manned by more than one pilot add their initiative scores together to form a single initiative score***. Because vehicles manned by multiple pilots can do and achieve more, vehicles typically have higher initiative scores than ground troops; and vehicles with many pilots typically will have the initiative over vehicles with fewer pilots.

During a turn, each character can:

A. Move across the battlefield (if they so desire)

*B. Fire at a target (if they choose to and if their weapons are within range) and / or make an evasive maneuver to avoid being hit.

Note that *movement across the battlefield* must always precede

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attacking and / or defending. If a character attacks or defends first, then he waives his chance to move!

*Vehicles manned by more than one pilot (that is, a pilot and one or more co-pilots) can act multiple times during a single turn! For example, a Walker that has a pilot and a co-pilot can both attack *and* defend on a single turn. This is because one pilot can maneuver the vehicle out of harm's way while the other uses the weapons systems to engage the enemy. **Vehicles are allowed one turn (that is, 1 APR) *per pilot*!**

As an attack is made on a vehicle, that vehicle can always attempt to evade the attack. Evading an attack is done immediately after the attack is made. Evading attacks will count as a pilot's APR (just like in tactical combat), and thus if the pilot attempts to evade he forfeits his chance to attack or perform some other action. Each pilot is only allowed to use one APR per melee! Thus, vehicles that have two pilots get 2 turns per melee; vehicles that have three pilots will have 3 turns per melee!

3. After all players and enemy craft have had their turn the melee ends and a new melee begins. The process then starts over. It continues this way until all vehicles have expired all APRs for all pilots. Once all vehicles and characters have used all APRs a new round begins. Just like in tactical combat, the round *changes-over*.

Because vehicular combat works in the same exact manner as tactical combat, only the differences in procedures are detailed below. The flow of combat is not further detailed. The only thing to keep in mind is that vehicles manned by multiple pilots act as singular entities on the battlefield. That is, although there are many pilots, the vehicle itself has but one initiative score. On the vehicle's turn, *all* pilots are allowed to use one APR (provided they have APRs to use). Most typically, one pilot will navigate the vehicle, attempting to dodge out of the way of in-coming fire, while the co-pilot(s) attack using the weapons systems.

Note: Because vehicles are much faster, stronger and more powerful than humans and the hand weapons carried by them, Vehicles will typically get higher initiative, to-hit scores and other scores. This is also necessary for keeping a linear system that can be mixed into tactical combat.

Determining Initiative

Once all combating vehicles are marked on the board or are described on the battlefield, it is time to determine initiative. Initiative is calculated the same as in tactical combat: the Pilot characters roll D20 to determine their score. **Note that *all Navigating* pilots for a single vehicle get to roll for initiative. Each of their scores are added together, which will calculate the vehicle's total initiative score. All Navigational Pilots also get to add in their Pilot Skill General (PSG) stat. *Pilots working only weapon systems or communications do not get to roll for initiative*. Thus, only vehicles with multiple navigational pilots will get to have more than one pilot's initiative score added in.**

Just as in tactical combat, initiative determines the order in which player and enemy craft take their turns during combat. Turns are taken in descending order of initiative. That is, the vehicle with the highest score goes first, followed by the vehicle with the next highest, on down the line. If two or more vehicles tie their initiative scores, then the vehicle whose pilot character(s) have the highest PSG stat(s) goes first; if they still tie, then the vehicle with the fastest SPD stat goes first. If still a tie, flip a coin.

If being used in combination with tactical combat, the vehicles must also yield to ground troops who have higher initiative scores. However, due to the fast nature of vehicles, ground troops will almost always have lower initiative scores than vehicles.

As a last note, vehicles do not receive any type of Aggressive Advantage in combat over opponents with lower initiative scores than they.

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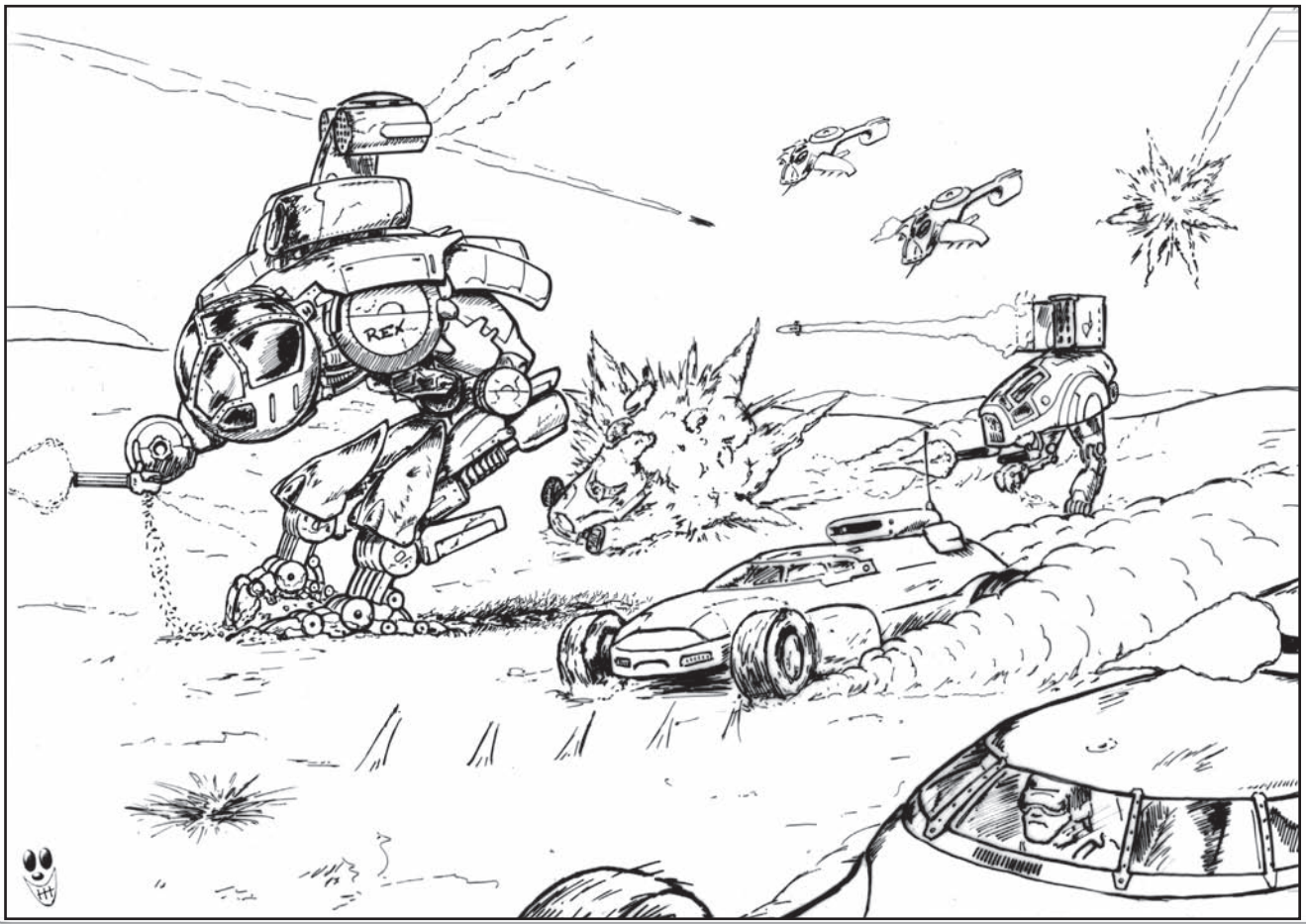
Determining APRs and Combat Bonuses

For the most part, APRs for vehicles work the same way as they do for combat troops. However, because some vehicles can have more than one Pilot, these vehicles can have more than one turn per melee! For example, if a vehicle has two cockpits (a Navigator's cockpit and a Weapons cockpit) the Pilot sitting in the Navigator's cockpit can use his APR to pilot the vehicle, avoiding missiles or maneuvering into range, while the Weapons Pilot can use his APR to shoot at enemy troops or vehicles. For this reason, while a vehicle operates as a singular entity, each Pilot within the vehicle can use one APR. Please note however that this is only true for vehicles that have multiple cockpits. Vehicles that have a "Universal" cockpit where a single Pilot operates the vehicle and its weapons only get to use a single APR per melee.

APRs and combat bonuses for the *vehicle* are determined by each Pilot's *Vehicular* Combat Bonuses in his CC's experience table. If the Pilot is fighting as a foot-soldier, he uses his *Tactical* Combat Bonuses. Typically a Pilot's Vehicular Bonuses and APRs will be lower than his Tactical Bonuses because of the complex nature of vehicles. Also note that only the *Navigating* Pilot will get to use his bonuses to dodge for the vehicle while *Weapons* co-pilots only get to use their bonuses to hit.

Note on APRs: Unlike in tactical combat, if a vehicle runs out of APRs and other vehicles or foot-soldiers still have more APRs, that vehicles does *not* go submissive. They are considered "Sitting Ducks" and abide by the rules of *Barrage* in tactical combat.



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Taking Turns

Once initiative has been established, all players take turns in order. Players only control their fighter craft and the GM controls all enemy craft. During a turn a player can move across the battlefield and / or make an attack and / or evasive move. Movement must *always* be performed prior to attacking. That is, if a player wishes to move across the battlefield, he must do so before he or the co-pilot(s) makes an attack. If a vehicle wishes to stay in the same place it simply does not move. The navigator then forfeits his chance to move.

Attacking

There are three steps to attacking when in a vehicle. They are:

1. Getting into range
2. Locking your weapons
3. Firing your weapons

While your vehicle may have numerous different weapons on board, you can only lock and fire one weapon per turn, per pilot. But before you lock on to your target, you must first get within range of him. Many weapons can be fired from great distances. Others may have a much closer range. All weapon systems listed in the Vehicle Weapons section of this book have a "range" listed. Your target *must* be within this range before you can fire on him.

After you move across the battlefield (if you chose to do so) and get your target within range, you then get a chance to lock and fire your weapon. Your weapon can be anything from a machine gun to a deadly heat-seeking missile.

The first step to firing your weapon is to first *lock on to your target.* Unlike a foot soldier who simply has to point his weapon at you and pull the trigger, vehicles have elaborate firing mechanisms that require much more than to just "point and shoot." Unless a weapon specifically states that it can be "point and shot" (at which time you roll to hit like any normal weapon in tactical combat), you will first have to *Lock-On* to your target.

Your lock-on roll is your to-hit roll. Locking-on is done by rolling *doubles* on a D8. Every pilot gets basic "lock-on" dice of 2D8. This means you roll two 8-sided die. If doubles come up (such as 1 and 1, or 5 and 5) you have successfully locked your weapon onto your target. If you do *not* roll doubles, you fail to lock your weapons and cannot fire at your opponent this turn.

Each pilot can only roll to lock one weapon on his turn. *Rolling to lock counts as one APR.* Please note that locking on to your opponent costs an APR—not actually firing the weapon. A pilot can fire the weapon at any time—even after he has used his APR—but it *must* be done on his turn! **Thus, a pilot can lock and fire during a single APR.**

If a pilot rolls to lock-on but *fails* (that is, does not roll doubles) he has still expired his APR and cannot roll to lock again until the next turn.

Note: having MLS computer systems will allow you to lock multiple weapons at the same time. If you are lucky enough to have one of these expensive weapon systems you may roll to lock-on once for each weapon that you have, in one APR! Note however that these upgraded lock-on systems may require that your pilot have certain stat requirements. See the equipment section (MLS systems) for details.

Although rolling two of the same number on the D8 might seem tricky (it's about a 25% chance), different weapons and better lock-on equipment will increase this chance.

For example, all weapons listed in the Weapons section for aircraft have an "Increased Hit Dice" modifier from 0 - 4. A 0 represents a weapon that has no increased chance of hitting. However, faster and better weapons (such as certain missiles) might have a 1 or 2 or even a 3 or 4. These numbers represent how many *extra* D8's you get to roll with your "lock-on" dice.

For example, a weapon with an Increased Hit Dice modifier of 2 means that you get to roll 4D8 to lock-on to your target (your base lock-on dice are 2D8, then you get to roll 2 more because of the weapon's modifier which brings the total to 4D8). If any of the dice roll doubles, you lock-on!

Heat-seeking and laser-guided weapons typically have better Increased Hit Dice than standard weapons. This is because the weapon itself retains a lock once fired. On the other hand, simple cannons and bullets will not have any Increased Hit Dice because they don't have any type of system for increasing the chance of a successful hit.

Additionally, upgraded computer lock-on systems found in the Equipment section have "Auto Lock Numbers" from 0 - 8. A 0 represents a system that adds no bonus to your lock-on rolls. A number from 1 - 8 represents a system that makes it easier to lock-on to your target. Auto Lock Numbers act as "automatically rolled" numbers. That is, if a system has an Auto Lock Number of 1, 2 and 3, it acts as if you've already rolled a 1, 2 and a 3 on your lock-on dice. Thus, you'd only have to have one of your die come up a 1, 2 or 3 to get a lock! Auto Lock Numbers can thus be considered "automatic hit" numbers in that you only have to roll one of those numbers on your lock-on dice to get a lock.

However, not all locks are considered equal. The higher your lock-on numbers, the more difficult it will be for your target to evade the attack. A lock-on roll of double 1s is considered a "poor" lock. A lock-on roll of double 8s is considered a "solid" lock. That's because to evade an attack, all the enemy craft has to do is roll *higher* than your lock-on numbers. For more

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info on evading attacks, see below. *Remember, your lock-on score is your to-hit score!*

But there is even more. After you lock your weapons onto your opponent, you can decide to fire at him or not fire at him. If you decide *not* to fire (this may be because you rolled low lock-on numbers and don't want to risk wasting an expensive missile), you then forfeit your turn and you will not get another chance to attack until the next melee (when you must then *re-calculate* your lock). For more info on re-calculating a lock see *Preserving Lock-On* below. However, if you *do* decide to fire you must then calculate your hit. See *Calculating Hits* below.

Note, if you roll to lock-on to your opponent and wish to fire immediately you can do so as one turn (using one APR). However, if you do not fire immediately, your APR was used locking on to your opponent and you can make no further actions this melee.

Calculating Hits

To calculate your hit, you simply add the total of your Lock-On Score (or *Lock*) to your Pilot's Pilot Skill Targeting (PST) as gained through his CC. For example, if you rolled double 6's your Lock number is 12; if you rolled double 8's your lock number is 16. If your Lock score is, say, 10 and your Pilot has a PST stat of 4, his Hit score is 14.

Auto Lock Numbers (as gained through ALTS systems added to your vehicle) and Increased Hit Dice numbers (as gained from using advanced weapons) are also added to create your final lock-on score.

For example, let's say you are firing a special missile that has an Increased Hit Dice modifier of 2. This means you get to roll 4D8 for your lock-on roll. Let's say you roll all 4 die and get a 2, 3, 3, and another 3. You would have rolled triples (three 3s). You now get to add *all* three of your 3s as your Lock number, which in this case adds up to 9. Thus, your Lock number is 9. In the same example, if you had an upgraded lock-on system with an Auto Hit Number of 3 you'd get to add that in too for a total Lock number of 12.

So, to be put simply, a vehicle's to-hit score is calculated as follows:

Lock-On Score + Pilot's Pilot Skill Targeting stat = To-Hit Score

Lock-On Score = Doubles rolled for lock-on score + Increased Hit Dice (if applicable) + Auto Hit Numbers (if applicable).

Pilot's Pilot Skill Targeting (PST) Score = His CC's PST stat score.

Once you are satisfied with your to-hit score you can fire your weapon. To do this, simply tell the GM that you "fire at the enemy". Remember: *firing* the weapon does not count as a turn! Only locking-on to your opponent costs an APR; firing can be done at any time after a lock has been set.

But you might not be entirely happy with you initial lock-on score. Luckily, vehicles can preserve their lock and can actually make them better!

Preserving and Recalculating Lock-On

During vehicular combat you must lock your weapons onto your opponent. Once locked on, you can keep your lock round after round. Keeping your lock on your enemy will also allow you to increase your lock, thereby increasing your chances of hitting your opponent. This is *called preserving your lock*. Preserving your lock does not count as an APR. Thus, you can keep your lock and still perform other actions.

Every melee of combat after you lock on to your opponent you get to recalculate your lock number. Every turn, you get to add your *Pilot Skill: Targeting* stat to your Lock score. However, if you have a LOCS system in your craft, your "re-calculation" will vary. All LOCS systems listed in the vehicle equipment section have a Lock Recalculation Bonus listed with it, ranging from +1 to +6. This bonus is also added to your lock score every turn. This recalculation is done every round until you either fire the weapon at your opponent or until your opponent "shakes" the lock (see below). Therefore, the longer you keep your lock, the better the chance your opponent won't be able to evade the attack once you fire at him.

Remember: Only *locking-on* counts as an APR. You can preserve the lock-on as long as you like and fire at a later time. Firing the actual weapon does not cost an APR! Thus, it is typically wise to lock your weapons on one turn and then fire them at a later time—such as after you've evaded an attack. Doing this, you know that your opponent has already wasted his APR shooting at you and he cannot re-lock his weapons until his next turn. If you have a lock and wait to evade his attack before shooting him, you have a great advantage!

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Evading

When you are fired on in vehicular combat, you can use your APR to evade the attack; or if you have multiple pilots, your navigator can use his APR to evade. Evading an attack counts as an APR, and if your navigating pilot already used his APR to lock his weapons, he will not be able to evade an attack made at him.

Evading is trying to dodge your vehicle away from a missile or moving out of the way of cannon fire. The better your opponent's lock was (and consequently, his hit number is), the more difficult it will be to evade the attack. As well, slower vehicles such as walkers have a harder time evading than fast-moving air and spacecraft.

To successfully evade an attack, you must roll your "Evasion Score" and have it come up *higher* than your opponent's hit number. To determine your Evasion Score, you roll the D20 (just as if you were dodging in typical combat). To this roll you add your Pilot's *Pilot Skill: Evasive Maneuvers* (PSEM) stat. If your Evasion Score is lower than your opponent's to-hit score you will be hit by the weapon and you will take damage. Take enough damage and you will explode or crash.

Note: If a foot soldier is fired upon by a vehicle, he can attempt to dodge the attack just as he would any other attack. However, *any ground troop that rolls a* ***natural*** *20 to dodge automatically dodges any vehicle's weapon fire regardless of the vehicle's to-hit score!*

Note: In tactical combat, if your vehicle is shot at by a ground troop, you have to roll to *dodge* in the same manner as you would if you were a ground troop. To this dodge roll you get to add your PSEM stat as gained by your Pilot in his Vehicular Combat table.

However, there are situations that can affect—either beneficially or adversely—your Evasion Score. These include range. All vehicles listed in this book have the following Evasion Roll Modifiers listed with them:

1. **Short Range:**
This is any enemy who fires on you within or 1 - 3 miles.

2. **Medium Range:**
This is any enemy who fires on you within 4 - 6 miles.

3. **Long Range:**
This is any enemy who fires on you within 7 - 9 miles.

4. **Extremely Long Range:**
This is any enemy who fires on you within 10 or more miles away.

4. **Dogfight:**
This is any enemy who fires on you from less than a mile away.

Long and Medium range modifiers are usually a bonus to your Evasion Roll (such as a +1 or +4). Short and Dogfight modifiers are almost always a negative modifier (such as a -3 or -6). *These modifiers are either added or subtracted to your Evasion Score.* The better your ship, the better it will fair during evasive maneuvers.

To be put simply, to calculate your Evasion Score follow this formula:

Pilot's D20 roll + Pilot's PSEM stat modified by Range = Your Evasion Score

Note: Equipping your vehicle with special evasion equipment such as flak, flares or electronic countermeasures can allow you to automatically evade attacks. For more information, see the *Equipment* section for vehicles.

Shaking a Lock-On

If you have been locked-on to but your opponent has not yet fired upon you (that is, he is "preserving his lock") you can attempt to shake the lock. All vehicles have computerized equipment that can detect a lock and will warn the pilot that his vehicle has been locked on to. Thus, when your navigational pilot receives this warning he can attempt to shake the lock. The GM *must* tell all Players if their vehicle has been locked-on to; however he does not have to tell the Players *which* enemy craft has locked-on to him.

Shaking a lock counts as your navigational pilot's turn, *although he can still roll to Evade if the enemy he is shaking fires at him*! Thus, if you want to shake the lock you will forfeit your ability to attack or perform some other action with that Pilot, although he can still roll to evade. This is because your pilot must focus on maneuvering his vehicle.

To shake a lock your pilot must roll a *Pilot Skill: Evasive Maneuvers* (PSEM) stat check. This is done by rolling *the same or lower* than your pilot's PSEM stat on a D20. If he succeeds in passing his PSEM check, the enemy vehicle must subtract the pilot's PSEM stat from his Lock Score. This effectively reduces his Lock Score and will make it easier to Evade. ***However, if the pilot rolls a 1 on his PSEM check he completely shakes the lock--reducing the attacker's hit score to 0!***

For example, let's say your enemy has locked-on to you and has a Lock Score of 17. And let's say you have a PSEM stat of 9. If you roll 2 - 9 on the D20 for your PSEM stat check, you would have successfully passed and your opponent would have to subtract 9-points (your PSEM stat) from his Lock

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Score of 17, bringing it down to only an 8. If you rolled a 1 you would have *completely* shaken the lock and reduced his score to a 0. If you rolled higher than a 9 you would not have reduced his Lock Score.

It is a good idea to shake locks when possible before they get too high. The longer your enemy keeps his weapons locked on you, the greater his lock-on score becomes. Eventually this score may get so high that it will be impossible for your character to shake it or even evade the attack.

Note: Range modifiers used for Evading attacks (see above) are not used when shaking a lock. Also note that ground troops cannot shake a lock if they are locked on to.

Damage

If you fail to evade an attack made on you, you will take damage. The amount of damage taken by your craft from a hit is dependant upon the weapon type that hit you. All weapons listed in this book have a damage value, such as 20D6 or 10D10. The attacking character gets to roll for damage. The result of the die roll indicates how much damage you must subtract from your vehicle's hit-points. Most vehicles can only withstand a few hits before either exploding or having to crash land.

Foot soldiers hit by vehicle weapons take damage just as they would from any other weapon. *All hits from vehicle attacks count as full body damage*. Likewise, vehicles hit by ground troop fire are subject to the damage inflicted by their weapons.

Crash-Landing a Vehicle

If your vehicle reaches 0 to -4 hit-points it has sustained too much damage to remain functional. However, the Pilot can make a *Pilot Skill: General* (PSG) check to attempt to crash-land airborne vehicles. If he fails the check, the craft will explode upon hitting the ground, killing the pilot and destroying every last piece of the plane. Of course, the pilot can always "eject" from the vehicle at any time *before* attempting to crash-land it. While this guarantees the pilot will live, it also guarantees the destruction of the vehicle.

To toll a PSG check for crash-landing, the pilot must roll a D20 and have the score come up the same or lower than his PSG stat. For example, a pilot who has a PSG stat of 12 must roll a 1 - 12 to successfully crash-land the vehicle. Failure results in the vehicle crashing and killing all occupants. On a successful crash-land, all occupants of the vehicles may take 2D6 damage at the GM's discretion.

Note: A pilot cannot attempt to crash-land, fail the check and then eject to safety. If a pilot attempts to crash land, he cannot eject.

Kamikaze

Of course, there is also another option with a plane that can be crash-landed: kamikaze. If a pilot wishes to sacrifice himself to crash his plane into his target (thereby automatically killing himself and his plane) he must roll a Kamikaze Score. It should be noted however, that a Kamikaze maneuver can only be attempted if the target vehicle is within the crashing vehicle's movement range on that turn. For example, if a vehicle has a movement of 2 miles, the target vehicle must be within this range.

A Kamikaze Score is determined as follows:

The Pilot adds in his *Pilot Skill: Targeting* (PST), Pilot Skill General (PSG) and Pilot Skill Evasive Maneuvers (PSEM) stats together. The result equals his Kamikaze Score.

The Pilot's Kamikaze Score acts as a to-hit score, just as if it were a weapon being fired. The targeted vehicle can roll to evade a Kamikaze attack just as a normal weapon attack. However, a Kamikaze cannot be shaken like a lock-on. It must be completely evaded.

Vehicle Destruction

If your vehicle reaches -5 hit-points or below, it automatically explodes, killing the pilot(s) and destroying the vehicle. However, before it totally explodes, the pilot is allowed to make a *Pilot Skill: General* check. If this check passes he ejects before the plane blows up. If the check fails, he is destroyed with the plane.

Unless you have a really good pilot and / or have a really expensive plane, you may want to think twice about attempting to crash-land it. It may be better to eject and save your pilot character. For land-based vehicles, kamikaze and crash-land rules do not apply. However, the pilots can still eject (or evacuate the vehicle). For vehicles that have more than one pilot, only one pilot needs to remain to crash-land the vehicle; all others can eject (if possible).

Armor and Vehicle Damage

Vehicles, just like ground troops, can have armor. All vehicles are listed with an *Armor Rating* of 0 through -40 or higher. This reflects how much to *subtract* from a weapon attack made on the vehicle. For example, if a missile hits a vehicle and inflicts, let's say, 30 points of damage and the vehicle has -10 armor, it will only sustain 20 points of damage. Obviously, the better the vehicle's armor the better chance you have of keeping your vehicle intact.

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Vehicle Damage Tables

As an optional rule, the *Vehicle Critical Hit Table* (found on the next page) can be used during vehicle-to-vehicle combat. The Vehicle Critical Hit Table determines any adverse effects from being hit during combat, such as engine failure, cabin decompression, etc. Ideally the table should be used any time a *single hit* reduces a vehicle's total *remaining* Hit-Points (after armor deductions) by 25%. For example, if a vehicle has 100 Hit-Points and gets hit by a missile that inflicts 25 or more points of damage, a roll on the below table is necessary.

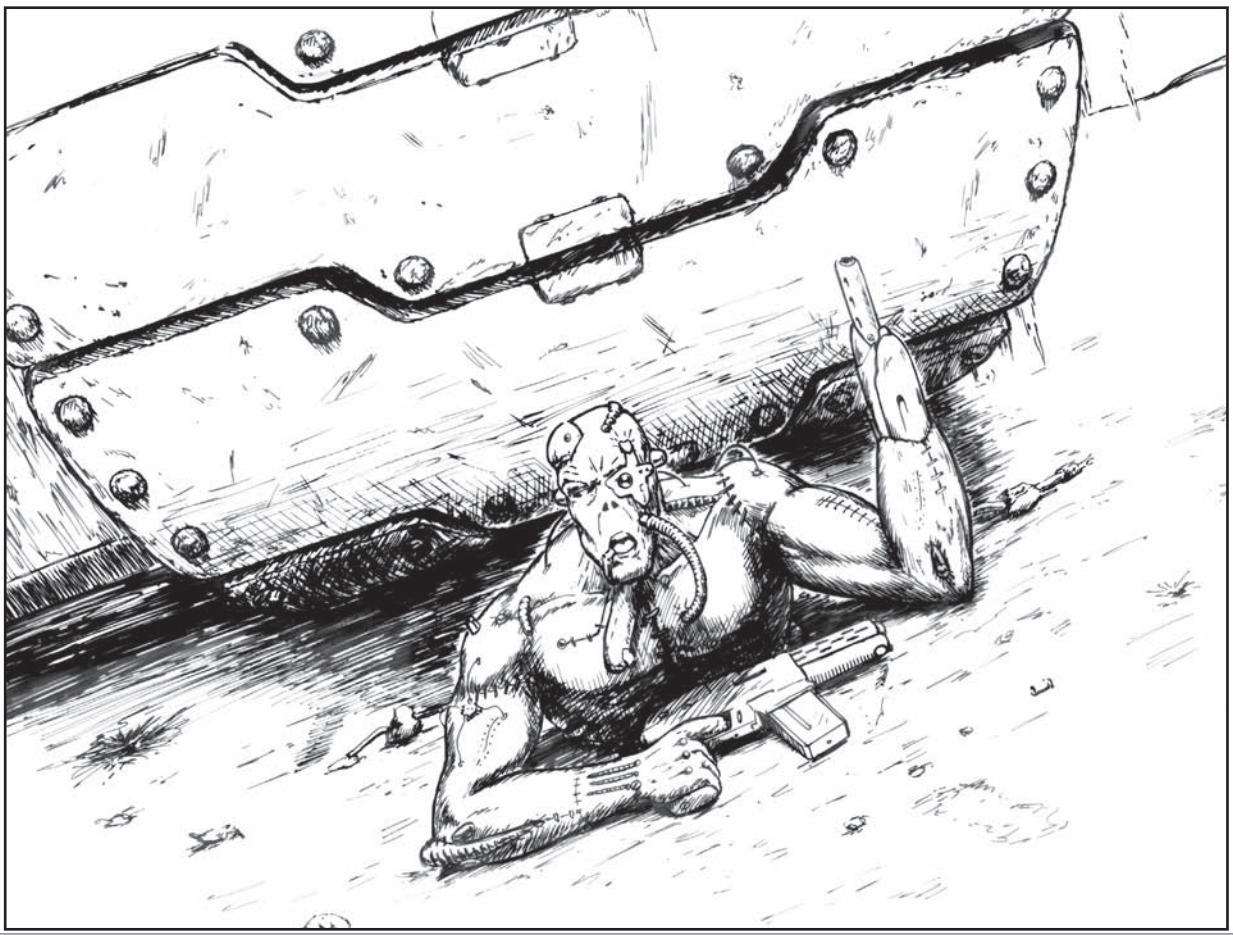
Obviously, the lower a vehicle's Hit-Points become, the easier it is to reduce its remaining Hit-Points by 1/4, thereby increasing the chances of having to roll on the below table. The GM is to determine if rolling on the table is appropriate or not. Please be aware that some of the table's effects may cause a vehicle to be destroyed before its Hit-Points are expired.

To use the table, simply roll a D100 and follow the appropriate instructions. If a particular event does not / should not apply to the affected vehicle, simply re-roll or have the GM determine a similar effect. If the same event is rolled more than once, the GM should skip to the next, more severe event. Events are listed on the table in ascending order, getting worse as the roll is higher.

Ending Air Combat and the Aftermath

Vehicular combat ends when all of Perfect Blue's craft or all of the enemy craft have either fled the battlefield or have been shot down.

If Perfect Blue has won the battle, and they have managed to crash-land some enemy craft, they have the option to go investigate the crash site. However, Perfect Blue cannot investigate crash sites if they blow up all the enemy craft. Thus, players may want to be careful when shooting enemy craft—especially if it's a large cargo ship which may potentially be carrying valuable items. After all, being able to investigate a crash site will lead to captured prisoners (which could be bargaining chips) and enemy equipment. A destroyed enemy craft cannot be salvaged.



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Vehicle Critical Hit Table		
Roll of	**Event**	**Description**
1 - 10	Minor Electrical Failure	Immediately after having been hit, the vehicle experiences some sparks in the cabin as select instruments flicker off and on. If the vehicle has more than one cockpit, the GM determines how many and which ones are affected. Pilots in the affected cockpit(s) are stunned and must recover the instrumentation, thereby losing their next turn.
11 - 15	Minor Engine Failure	Vehicle's engine is damaged by the attack. Engine experiences minor malfunctions and will only operate at 50% of its normal performance.
16 - 20	Minor Cabin Decompression	The vehicle's cabin and cargo areas are compromised. While the damage is minor, the vehicle will lose some oxygen and is only 50% safe against NBC agents. Sea and space vehicles suffer no immediate, severe effects, however repairs are essential.
21 - 25	MLS Failure	The vehicle's MLS computer system is damaged in the attack. If the vehicle has more than one, the GM determines which one is damaged. The MLS system is out for 1D4 rounds. If the Pilot using the MLS system wishes to expire an APR, he can roll a PSG stat check. Success determines that he was able to get the MLS system back up.
26 - 30	ALTS Failure	The vehicle's ALTS computer system is damaged in the attack. If the vehicle has more than one, the GM determines which one is damaged. The ALTS system is out for 1D4 rounds. If the Pilot using the ALTS system wishes to expire an APR, he can roll a PSG stat check. Success determines that he was able to get the ALTS system back up.
31 - 35	LOCS Failure	The vehicle's LOCS computer system is damaged in the attack. If the vehicle has more than one, the GM determines which one is damaged. The LOCS system is out for 1D4 rounds. If the Pilot using the LOCS system wishes to expire an APR, he can roll a PSG stat check. Success determines that he was able to get the LOCS system back up.
36 - 40	CMS Failure	The vehicle's CMS computer system is damaged in the attack. If the vehicle has more than one, the GM determines which one is damaged. The CMS system is out for 1D4 rounds. If the Pilot using the CMS system wishes to expire an APR, he can roll a PSG stat check. Success determines that he was able to get the CMS system back up.
41 - 43	Wheel / Landing Gear Loss	For ground vehicles, one of the tires or tank treads are completely destroyed and must be repaired. For other vehicles, the landing gear is damaged and cannot deploy correctly. A PSG check is necessary to land the vehicle without destroying it.
44 - 46	Minor Internal Damage	After having been hit, the vehicle is experiencing some loss of control and maneuverability. Navigational pilots lose every second turn to keeping the vehicle under control and keeping systems up and running.
47 - 49	Communications Systems Destroyed	All of the vehicle's communications systems have been damaged. There is only a 25% chance of sending and receiving any type of communication.
50 - 52	Severe Electrical Failure	Immediately after having been hit, the vehicle experiences sparks and minor flames in the cabin as select instruments flicker off and on and computer systems shut off. If the vehicle has more than one cockpit, the GM determines how many and which ones are affected. Pilots in the affected cockpit(s) are stunned and must recover the instrumentation, thereby losing their next two turns.
53 - 55	Large Missile Bay Failure	In the attack, one of the vehicle's Large missile bays is destroyed. The missile bay is no longer functional and cannot fire any more missiles. If the bay was carrying any missiles, there is a 20% chance that a missile explodes, causing damage to the vehicle (roll to determine damage amount). If the vehicle has more than one Large bay, GM is to determine which bay was hit. If the vehicle does not have a Large bay, move to the next, similar bay.
56 - 58	Medium Missile Bay Failure	Same as for Large bay, but pertains to any Medium missile bay.
59 - 61	Small Missile Bay Failure	Same as for Large bay, but pertains to any Small missile bay.
62 - 64	Large Cannon Bay Failure	In the attack, one of the vehicle's Large cannon bays is destroyed. The cannon bay is no longer functional and cannot fire any more shots. If the bay was carrying any explosive ammunition, there is a 10% chance that it explodes, causing damage to the vehicle (roll to determine damage amount per GM's discretion). If the vehicle has more than one Large bay, GM is to determine which bay was hit. If the vehicle does not have a Large bay, move to the next, similar bay.
65 - 67	Medium Cannon Bay Failure	Same as for Large bay, but pertains to any Medium cannon bay.
68 - 70	Small Cannon Bay Failure	Same as for Large bay, but pertains to any Small cannon bay.
71 - 73	Machine Gun Bay Failure	In the attack, one of the vehicle's machine bays is destroyed. The machine gun bay is no longer functional and cannot fire any more rounds. If the bay was carrying any explosive ammunition, there is a 10% chance that it explodes, causing damage to the vehicle (roll to determine damage amount per GM's discretion). If the vehicle has more than one bay, GM is to determine which bay was hit. If the vehicle does not have a bay, move to the next, similar bay.
74 - 76	Large Bomb Bay Failure	In the attack, one of the vehicle's Large bomb bays is destroyed. The bomb bay is no longer functional and cannot drop any more bombs. If the bay was carrying any bombs, there is a 20% chance that a bomb explodes, causing damage to the vehicle (roll to determine damage amount). If the vehicle has more than one Large bay, GM is to determine which bay was hit. If the vehicle does not have a Large bay, move to the next, similar bay.

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Vehicle Critical Hit Table		
Roll of	**Event**	**Description**
77 - 79	Small Bomb Bay Failure	Same as for Large bay, but pertains to any Small bomb bay.
80 - 82	Misc. Weapons Bay Failure	In the attack, one of the vehicle's Misc. bays is destroyed. The bay is no longer functional and cannot function. If the bay was carrying any explosives, there is a 20% chance that it will explode, causing damage to the vehicle (roll to determine damage amount based on GM's discretion). If the vehicle has more than one bay, GM is to determine which bay was hit. If the vehicle does not have a Misc. bay, move to the next, similar bay.
83 - 85	Countermeasures Systems Bay Destroyed	The vehicle's countermeasures bay is destroyed in the attack. The bay is no longer operational and cannot deploy any more countermeasures. If the vehicle has more than one bay, the GM is to determine which is destroyed.
86 - 87	Severe Cabin Decompression	The vehicle's cabin and cargo areas are severely compromised. The vehicle is no longer safe against NBC agents. Sea and space vehicles must get to a safe harbor and evacuate within 1D20 rounds. If this is not done the cabin will full decompress and all passengers will die.
88 - 89	Severe Engine Failure	Vehicle's engine is severely damaged in the attack. Engine begins to malfunction. It will remain 50% operational for 1D4 rounds and then will become only 25% operational for 1D4 rounds, after which it will fail completely. Airborne vehicles will have to crash-land at this point.
90 - 91	Severe Internal Damage	After having been hit, the vehicle is experiencing severe loss of control and maneuverability. Navigational pilots must pass a PSG stat check (-4 penalty) every round or lose control of the vehicle for 1D4 rounds. This may mean a crash-landing for airborne vehicles at low altitudes.
92 - 93	Catastrophic Electrical Failure	Immediately after having been hit, the vehicle experiences sparks and flames in the cabin as instruments flicker off and on and computer systems shut off. If the vehicle has more than one cockpit, the GM determines how many and which ones are affected. Pilots in the affected cockpit(s) must make a PSG check to put out the flames and recover the instrumentation panels. If the check fails, the cockpit is destroyed and all systems lost. If this is the vehicle's only navigational cockpit, the vehicle will crash or is rendered inoperable; of this is the vehicle's only weapons systems cockpit, all weapons systems will fail. GM to determine any other effects.
94 - 95	Catastrophic Engine Failure	Vehicle's engine explodes in a ball of fire. If navigating pilot passes a PSG stat check he will be able to crash-land the vehicle. If he fails, the vehicle will explode on the next round. All passengers are allowed to eject.
96 - 97	Catastrophic Cabin Decompression	The vehicle's hull suffers a major, devastating tear. Sea and space vehicles immediately decompress, killing all. Airborne vehicles have 1D4 rounds to crash-land.
98 - 99	Catastrophic Internal Damage	After having been hit, the vehicle experienced complete loss of control and maneuverability. Navigational pilots must pass a PSG stat check (-4 penalty) or lose control of the vehicle (no crash-landing allowed). If the pilot passes his PSG check he is allowed to crash-land the vehicle.
100	Cabin Explosion	The vehicle's cabin experiences sparks and flames as it is hit. Within a second it is engulfed in a ball of fire, instantly killing the pilot. If the vehicle has more than one cockpit, the GM determines which cockpit is destroyed. The fire will spread unless it is put out by another pilot or the vehicle's fire suppression system is activated (all vehicles are assumed to have these).

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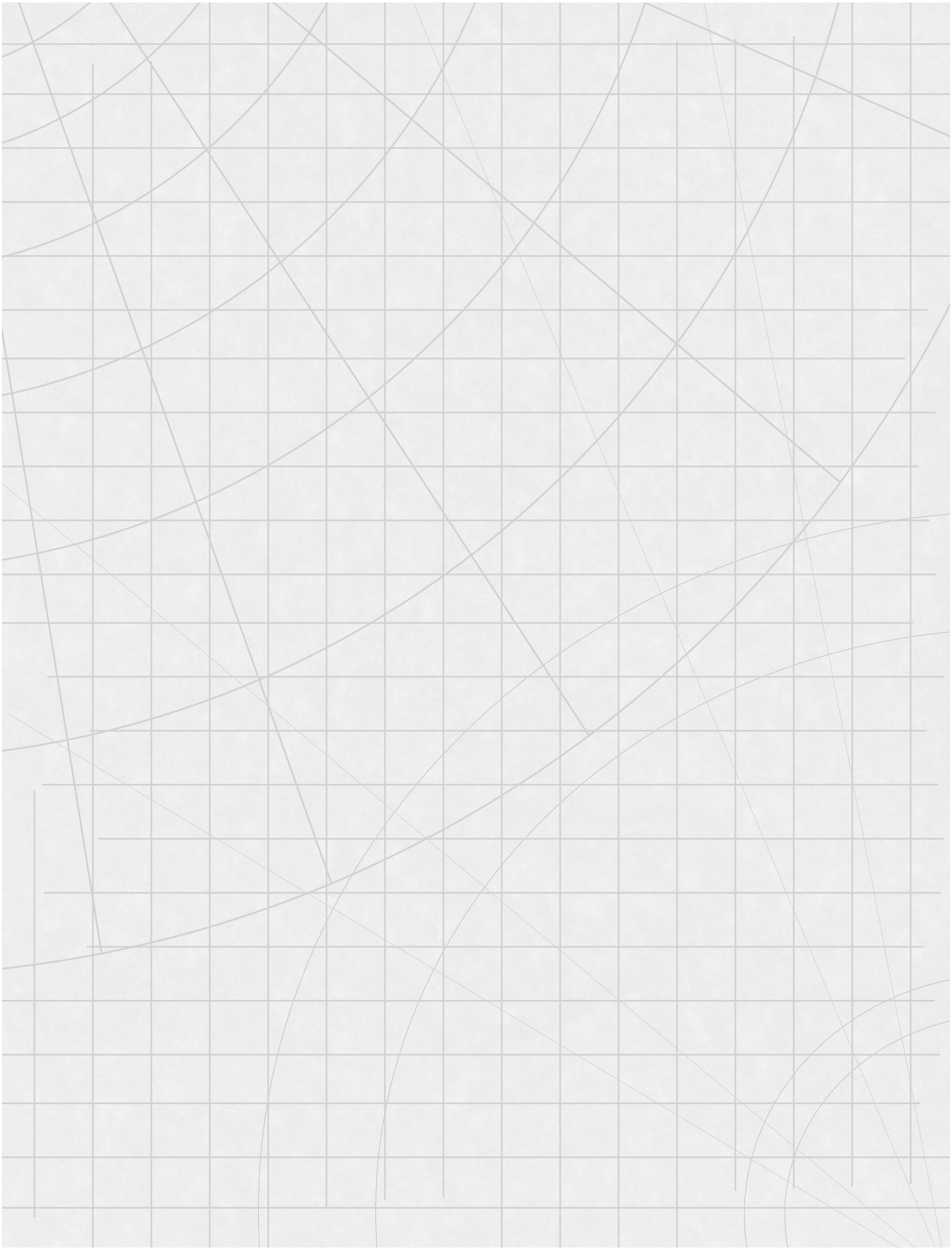

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Base Creation And Operation

After you have created your Executive Characters, you will need to purchase and build your base of operations. This base can be anywhere on Orna, and it will grow larger and more powerful as you increase BLUE Level's income. Initially, you will have but a single base, neatly hidden away somewhere in the deep abysmal planes of Orna. However, in the future you may want to build additional bases of operation—perhaps some even on land! The more bases you have, the more powerful BLUE Level becomes and the more Triaxy threats you'll be able to handle. However, it will also make managing BLUE Level all the more difficult, as you will have to populate these bases with FTMs, Executives and Pilots and manage your money and resources across multiple bases.

Perfect Blue Bases

Perfect Blue is a secretive organization. While it is up for the players to determine just how much of their actions are in the public eye, Majestic Blue insists that they keep the location of their bases top-secret. All Perfect Blue bases are hidden deep under sea in the abysmal planes, in giant shells of steel and concrete that were once military bases of the old Ornan government.

The Perfect Blue organization acquired the exclusive rights to these secret locations from around the world when the Ornan government collapsed under Triaxy rulership. However, most of these base locations have been left to rot for many years and today are but hollow husks that need to be repaired and made into proper facilities before they can be used. Thus, you will have to use BLUE Level's money and income to transform these underground lairs into mighty headquarters for your operations. You will do this by building certain facilities within the base, such as power plants, satellite or sonar surveillance centers, medical bays and storage facilities. However, all of these high-tech offices and facilities cost money to build and money to upkeep. Your BLUE Level headquarters will be a reflection of your financial standing. And if you can't afford to keep your bases operating, you'll be out of business in no time!

Majestic Blue was able to purchase the first base for you—thus you will begin the game with the *Toulon Operations Base*, code named "Trident." The Toulon Operations base is shown on the map of Orna and is located upon the sea floor of the abysmal plane there. This base is barren, except for those facilities currently listed with it. You will have to purchase more facilities as they become necessary for you—or as you can afford them. Your Toulon Operations Base will be your *only headquarters* when you begin the game. However, as you further your BLUE Level operation you can establish more and more headquarters from which to launch your missions.

The Players must always have at least one operational base at all times! Although the Players are allowed to abandon, shut down or otherwise terminate any of their bases at any time (this may be because of funding problems, Triaxy has located it and is launching too many assaults on it, or any number of reasons), they *must* have one base operational at all times. Thus, if the Players have but a single base, they must do all they can to keep it up and running and away from enemy eyes.

If the players lose their only base because of a catastrophe (perhaps a power generator explodes, they get bombed by Triaxy or any other number of hazards occur), they *must* open a new headquarters within one year. This is because of Perfect Blue policies enforced upon BLUE Level, by Majestic Blue. If the players fail to run and operate a primary headquarters the BLUE Level operation will be deemed a failure and no further resistance to Triaxy will be possible. Remember, Perfect Blue is a last ditch effort to reclaim the planet. Without it, the people of Orna have nothing to protect them and planet Orna will have no native diplomats to speak out against the Trigalactic Trade and Union. Without any BLUE Level bases of operation, Perfect Blue cannot exist!

Players can have as many bases as they desire. However, they must be able to afford each base. If they can no longer afford to operate a specific base they will have to shut it down. After all, without the proper care and maintenance a base will begin to fall into disrepair and will no longer be usable by BLUE Level. All bases and base facilities listed in this section have "Monthly EP Costs" listed with them. If these costs cannot be met by the Players, the base will begin to degenerate per the rules of *Base Degeneration* listed below.

As stated previously, the Perfect Blue operation acquired knowledge of, and exclusive rights to all abandoned fallout shelters and old Ornan military bases around the world. BLUE Level, as an organization, can fix these old places up and turn them into bases of operation. Of course, the Players are not limited to the locations listed below. They can also build entirely new bases anywhere in the world. However to do this is much more expensive than rebuilding or salvaging current installations. But the Players may eventually have to build a base from the ground up. For although Triaxy is unaware of the locations of any of the pre-existing installations listed below, they search doggedly for them and it will only be a matter of time before they find them all and destroy them.

All bases that BLUE Level can currently acquire are hidden deep underground beneath the oceans of Orna. This is because when the Ornans ruled their planet, they built their military installations in hard to penetrate places. Very few were above ground or on land, and those that were have all been long destroyed by Triaxy when they first seized the planet. All of the bases below are empty and void of anything; titanic shells of steel and concrete waiting to be built into a powerful

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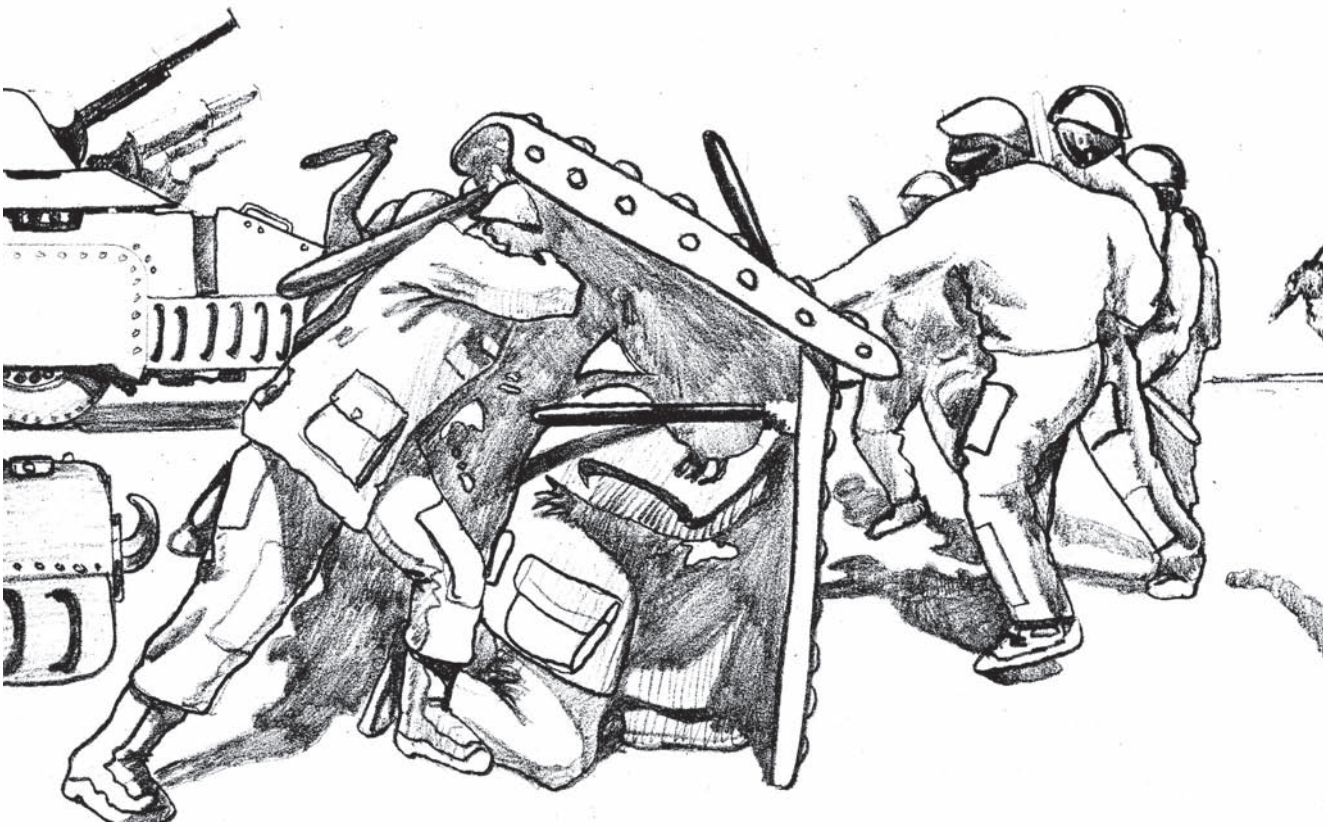
military headquarters.

The base layouts on the following pages illustrate all of these empty underground fortresses. Many of them share a similar—or even identical—layout. It is up to the players to choose one with the most strategic layout, as well as one that will allow them to expand and build into even larger establishments. The players begin the game with the Toulon Operations Base (Trident). This is the *only* base that has pre-built facilities in it.

Land Bases

Although not listed below, the Players can eventually—if they wish—build bases upon land. However, this could be risky business at first. Before the Players do this, they will want to clear out any Triaxy threats located near it and reclaim the surrounding land. Having done this, a land base is still very risky for new Players. This is something that only seasoned Players may want to venture into.



In their free time, BLUE Level soldiers often play some rough-and-tumble games to relieve stress.

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Base Degeneration

Of course, having hi-tech military bases isn't all it's cracked up to be! The Players will have to keep their bases in livable conditions and maintain them well or they'll slowly begin to deteriorate. All bases and base facilities have monthly maintenance costs. These costs must be met every month or the Players' bases will begin to fall into disrepair, resulting in unfavorable situations. These maintenance costs are listed with the base as *Monthly EP Costs.*

While the Players may be able to get away with skimping on some of the monthly EP costs every so often, it will eventually catch up with them and a facility—or even the entire base—will degenerate, resulting in loss of facilities or even the entire base! The below table (Figure 16) illustrates what happens when the Players begin to fall behind in their maintenance EP costs.

According to the *Base Deterioration Table* (Fig. 16.0), if the Players fall 1-month behind on their maintenance costs and are up to 10% behind in these costs, their facility—or base as a whole—is in Good condition still. However, say they are 75% behind in their maintenance costs and they are 4 months behind in paying: Now their base or facility is in Poor condition. As you can see, the longer the Players don't pay their maintenance costs the worse the conditions of their base gets; likewise, the more money behind in maintenance costs they fall the worse their conditions get.

For example, let's say the Players only pay 90% of their base's EP cost the first month (that means they are 10% behind). According to the table their base is in Good condition still. No problem! However, let's say that on the second month they only pay 80% of the base's maintenance cost; Now they are 30% behind in costs and their base falls into the "Operational" category. In another example, let's say the Players are 4 months behind in paying, and are 50% behind. According to the table their base is in Poor condition. Now, let's say month 5 rolls around but they make up for most of their behind monies by paying back bills and they are now only 10% behind in monies. Their base gets cleaned up and they fall into the Attention Urgent category—still not favorable, but better. And that's how the table works.

Keeping Track of a Base's Maintenance Costs

There are two ways to keep track of maintenance costs: The base as a whole, or individual facilities. Keeping track of the base as a whole is much easier and might be better for novice Players and GMs. Doing it this way, the Players pool *all* of their facilitys' and base's Monthly EP Costs together and pay it (or don't pay it) as a whole every month. Keeping track of it this way it is assumed that the table reflects the *entire* base's well-being.

However, the Players can (and should) keep track of each individual facility's Monthly EP Costs, as well as the base's. Then pay them each separately at the end of the month. This way, if money is low during a month they can elect which facility to skimp on or not pay at all. Doing it this way, the table will reflect each *individual* facility's health, as well as the base's. If the base's own maintenance cost ever falls behind into the "Degenerated" condition, the entire base becomes inoperable. However, if a facility's condition falls into

Base Deterioration Table

Months Behind on Maintenance Costs	1	2	3	4	5	6	7	8	9
% of EPs Behind in Cost									
1 - 10%	Good	Good	Operational	Operational	Attention Urgent	Attention Urgent	Poor	Poor	Degenerated
11 - 25%	Good	Operational	Operational	Attention Urgent	Attention Urgent	Poor	Poor	Degenerated	
26 - 45%	Operational	Operational	Attention Urgent	Attention Urgent	Poor	Poor	Degenerated		
46 - 60%	Operational	Attention Urgent	Attention Urgent	Poor	Poor	Degenerated			
61 - 75%	Attention Urgent	Attention Urgent	Poor	Poor	Degenerated				
76 - 100%	Attention Urgent	Poor	poor	Degenerated					

Fig. 16.0: As you can see, the more you let your base fall into deterioration, the more money it will cost to make it operational again. Players should strive to keep their base up and running in peak condition as much as possible.

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the "Degenerated" condition, then only that *facility* becomes inoperable.

When the Players fall behind in paying their maintenance costs they must make up for all back costs before their base can operate in peak (good) condition. Thus, the GM must keep track of how much money the Players are behind in total. Doing this, it will be easy to see the percentage behind the Players are, as well as keep track of how much they owe.

So, what do all the conditions mean? Below are listed each of the above conditions and what it means to the Players.

Good: The facility is still in good condition and working at peak, or near peak performance.

Operational: The facility is getting dirty and needs some cosmetic work.

Attention Urgent: The facility (or base) is falling apart. Equipment in the facility may begin to fail (as the GM sees fit) and certain repairs are needed. If the Players don't act soon they'll have bigger problems than some loose wires and a broken computer.

Poor: The facility has major problems now. Equipment is not working properly and may fail altogether (GM to deal out sufficient punishments). Repairs are needed at the cost of 25% the facility's total price tag before it is operational again. This cost must be added to the Monthly EP Costs the Players are behind in.

Degenerated: The facility (or base) is now inoperable. Too many system failures and broken pieces of equipment have left the facility a disaster. Nothing works properly. Repairs at a cost of 50% of the facility's total price tag are needed before the facility can operate again, and all back maintenance fees must also be paid before the facility can run again. If an entire base falls into a Degenerated condition, the base can no longer be used until it is repaired.

GMs are encouraged to deal out situations and circumstances befitting the facility's condition. For example, if the Players let a Radar Station fall into a Poor condition, maybe the radar starts giving faulty readings. Or, if the Players let a Power Station degenerate, maybe their base begins to lose power, affecting the rest of the base. The GM should *slowly* introduce new and bigger problems the further into disrepair a facility or base falls.

BASES AND LAYOUTS

On the following pages you will find all of the available *known* base locations for BLUE Level. Toulon (Trident) is listed first, as the Players will begin the game with this base. Please note that while there may have been more bases than this on Orna in the past, they have all since been destroyed by Triaxy, or their locations forgotten. The below bases are the only remaining installations from the old Ornan government known to exist. Triaxy is currently unaware of the locations of any of them

Each base lists the following information:

History: This details a little about the installation's past and what it was used for.

Condition: This indicates the current condition of the base. Although all of the bases that BLUE Level can acquire are in some state of degeneration, some are in better condition than others and work on the below scale. The scale represents how much work, and therefore money, must be put into the empty installation just to make it an acceptable place to start a new base. None of the bases—with the exception of Toulon—have anything in them and are in a state of disrepair. The Players must "reclaim" the base by fixing it up before they can begin building facilities within the base and using it. The cost to reclaim the base is also listed (see below), and the Players must shell out the indicated monies to begin using it. Base condition is a big factor in the "Cost to Reclaim." Note that all costs are given in EPs.

Degenerated: These bases are in very bad condition and need lots of work to reclaim them. Torn-out wiring, broken plumbing, cracked foundations are even catastrophic flooding are typical problems.

Poor: These bases are in poor condition and will need plenty of work to make them habitable. Leaking plumbing, poor wiring and cracked foundations are typical problems.

Fair: In decent condition, but these bases still need work put into them before BLUE Level can start an operational base in the facility. Some new wiring and cosmetic work can get the place back in shape.

Good: Although not in perfect condition, this is about as good as BLUE Level can find them. They need little work, and thus little money, to get them up and running. Typically, just a few cosmetic problems and minor repairs are needed.

Cost to Reclaim: Because all pre-existing installations have degenerated from disrepair, the Players must "reclaim" them—

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that is, fix them up—before they can start building facilities within it and start using the base. The Players must pay this amount just to repair and fix the base. Until this money is paid, the Players cannot do anything with the base. The cost is given in EPs.

Time to Reclaim: This is how long a repair effort will take to reclaim the base. It assumed that a Perfect Blue-hired team is making repairs around the clock.

Monthly EP Cost: This is the amount of money that the players must pay *every month* for "maintenance." Maintenance includes keeping the building clean and running, power for general lighting, water, etc. As the Players build facilities within their bases, the monthly maintenance cost will increase. If the monthly maintenance cost cannot be met, the building will slowly start to fall into disrepair, and other actions that the GM sees appropriate (such as loss of electricity, heating and water) may be imposed. If the operational cost of the base cannot be made every month the base will slowly begin to degenerate. See the rules for *Base Degeneration* earlier in this section.

BASE LOCATIONS

Below are listed all of the pre-existing base locations available to the Players. Although they only begin with the Toulon facility, they can reclaim and begin using any other base as their budget allows. Ideally, the Players will want to have at least two bases at all times (one for backup in case Triaxy attacks or destroys one of them). Each base location is shown on the map of planet Orna. Of course, bases other than these can be found, and the Players can always build their own, custom bases. Use these as examples.

Toulon Abyss
(Toulon Operations Base, a.k.a Trident)

This is the base the Players begin the game with. It is located in a remote and secluded area of the Toulon Ocean. This is one of the largest facilities available to the Players, having plenty of room for future expansions. It uses it's own layout style (see *Toulon* layout style on the following page). The monthly maintenance cost includes the cost of all of the pre-established facilities within it. These pre-established facilities cannot be removed as they have been integrated specifically into this base.

History: Toulon was the newest of all military installations owned by the Ornan government when Triaxy forced them to begin a single-world government. While the Ornans had others that they made visible to Triaxy, this one was always kept top-secret and was also used as a secret governmental, ruling facility. After the fall of the Ornan government, this base was redesigned for Perfect Blue use. It is currently up and running and the Players begin with this base.

Condition: Excellent (currently in use)
Cost to Reclaim: None
Time to Reclaim: None
Monthly EP Cost: 2.5

As you will see from the Trident layout diagram on the following page, the base comes fully equipped with the following pre-built facilities:

- 2 Small Housing Blocks
- 1 Kitchen / Mess Hall
- 1 Small Storage Facility
- 1 Large Storage Facility
- 1 Large Docking Bay
- 1 Standard Medical Bay
- 1 Standard Computer Facility
- 1 Small Lab
- 1 Small Workshop
- 1 Small Missile Silo
- 1 HIDE System
- 1 Itosium Power Supply Facility
- 1 Small Hostage Containment Facility
- 1 Advanced Radar / Sonar Facility
- Monitored Security Cameras (indicated by small x's on the map)
- An Advanced Alarm System
- 1 Standard Prophet Radar
- 1 Wide-Array Prophet radar

In addition, the Trident base comes with the following additional items:

- 2 MerCore Hornet fighters (see page 255)
- 1 Pilot (GM to let Players design one Capricorn Class Pilot character)

The Players also begin with a Trigalactic Banking Account that is good for purchases of any type *anywhere* in the Tri-Galaxies! This account is under the dummy name of *Extensive Enterprises, Inc.* and has $2,000,000 in it (or 400 RPs). Each of the Player's Executive Characters has been given an account debit card. These cards can be used to withdrawal monies from the account at various ATM machines and banks, or can be used to make purchases at any store. Additionally, the Players can add or withdraw money from the account by going to any Trigalactic Bank.

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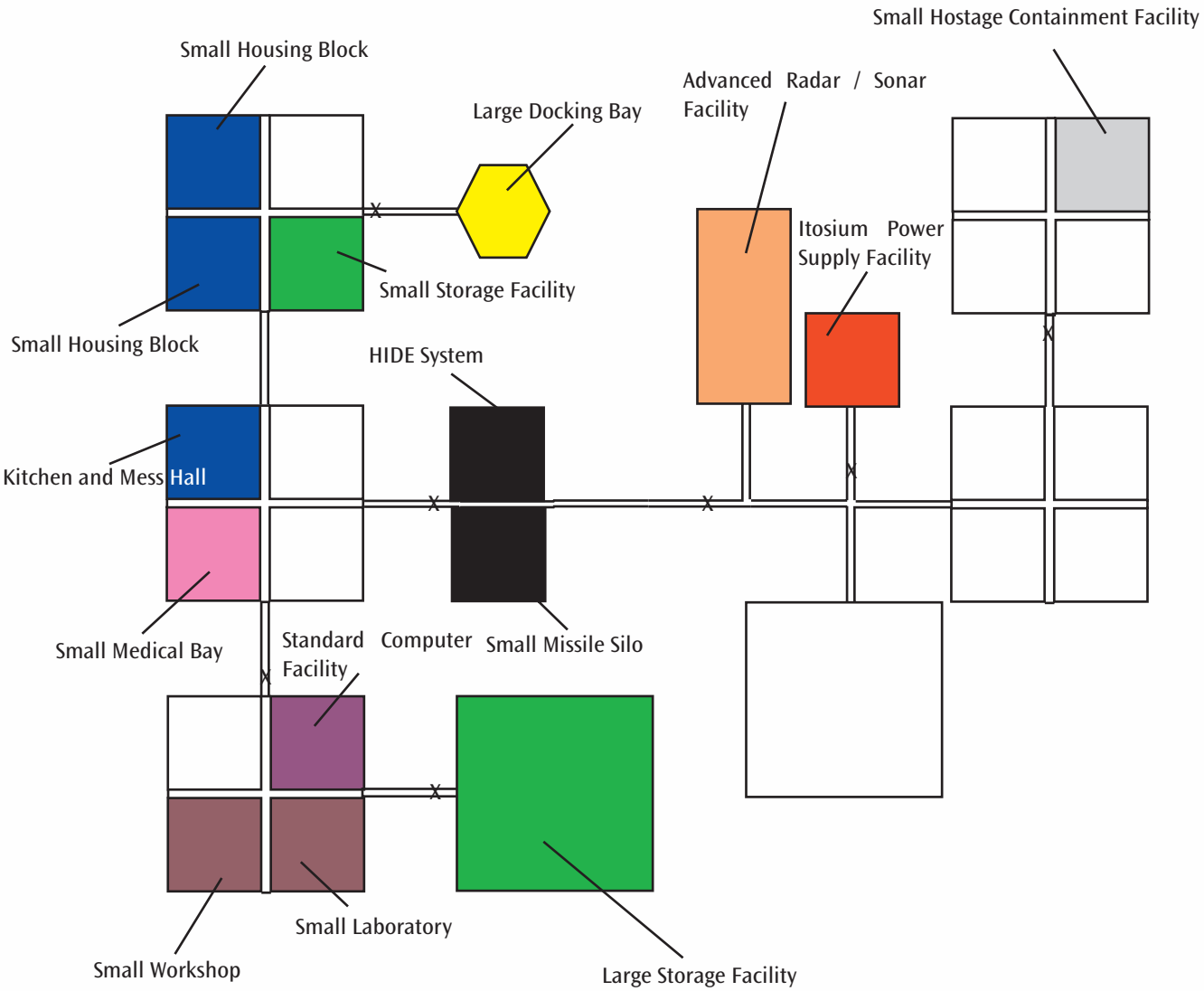
Toulon Operations Base (Trident)

Below is a diagram of the Trident base. This is the base that the Players begin the game with. This is the only base that the Players will acquire with pre-built facilities. Facilities are marked on the below diagram; empty rooms are left white. Players can add new facilities to this base as they see fit. New facilities can be added in any of the empty rooms.



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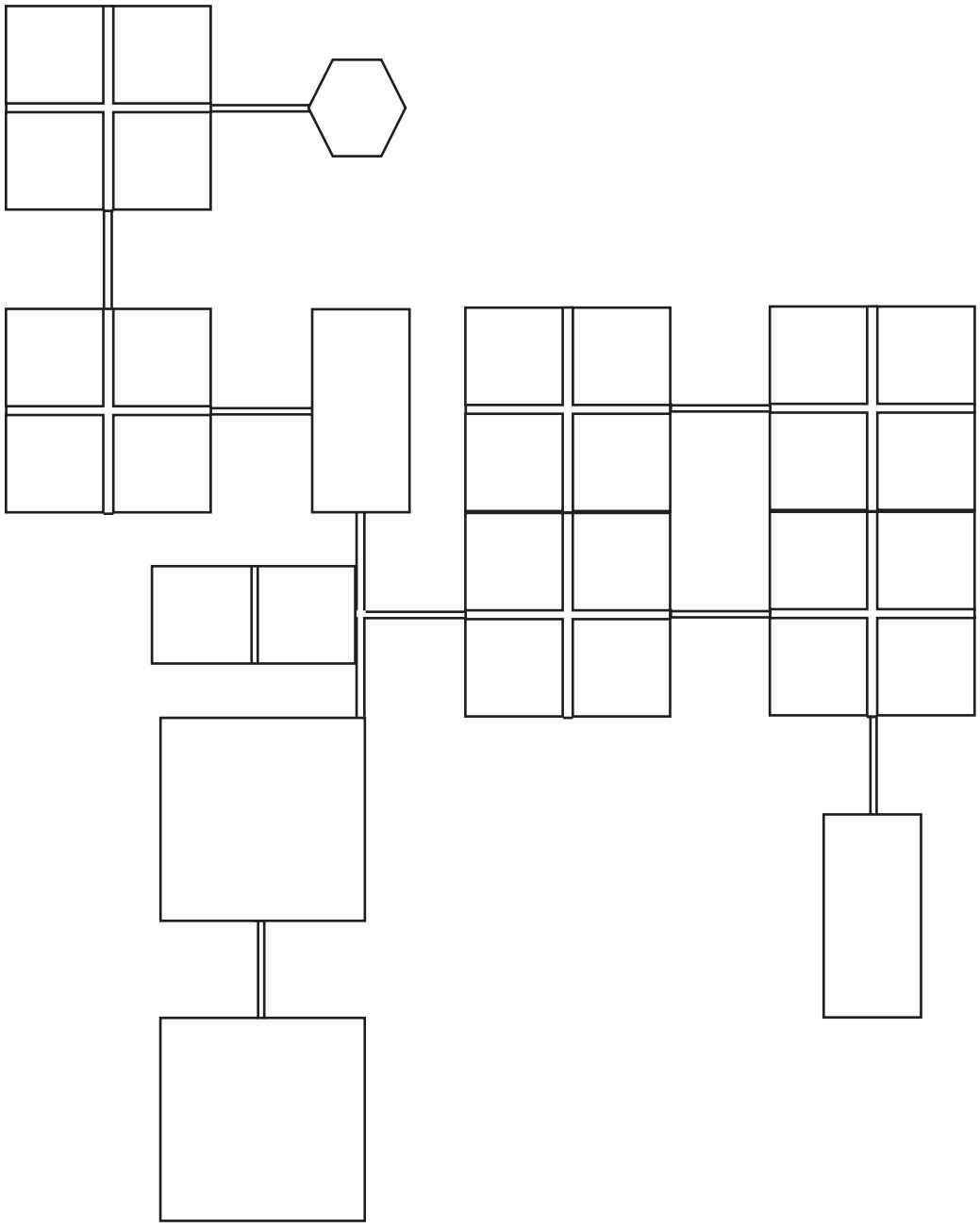
Basica Abyss

History: Originally built as a top-secret military installation for Basica, it was gutted and left to rot beneath the sea after the formation of the new Ornan government. In its prime the Basica Abyss installation was one of the largest deep-sea bases ever built. Today it lies forgotten and in near ruin in one of the deepest depths of the Basica ocean. While this base may prove costly to repair and make operational, it is probably one of the most secure facilities available.

Condition: Degenerated
Cost to Reclaim: 20 EPs
Time to Reclaim: 6 months
Monthly EP Cost: 3



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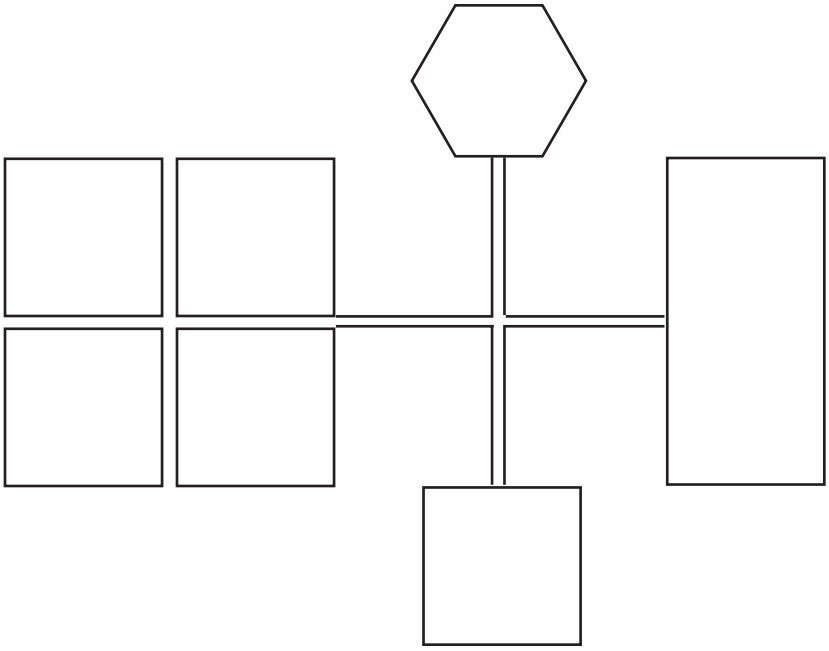


Genosa Deep-Sea

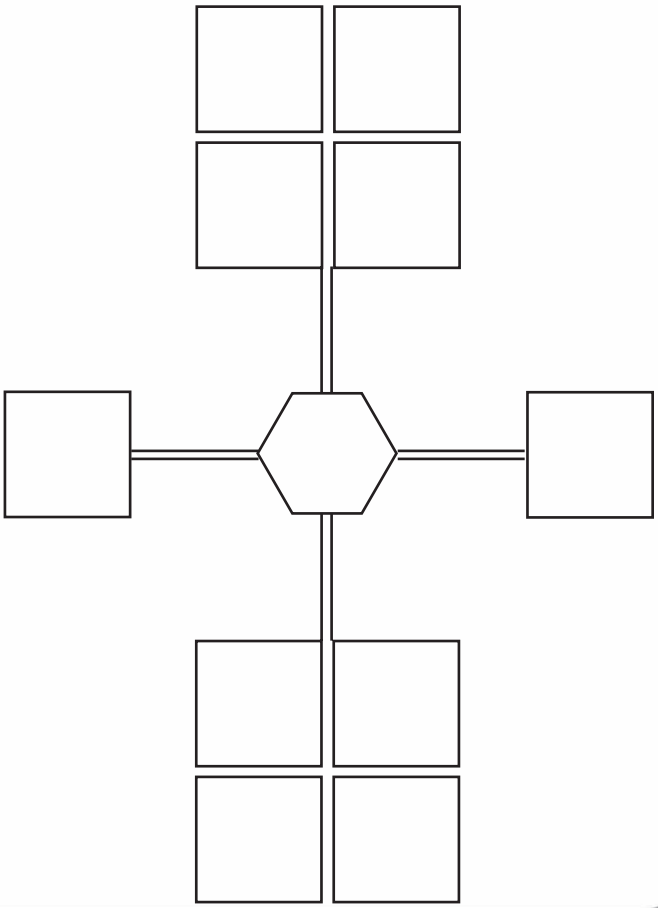
History: Located close to the eastern Genosian shoreline, the Genosa Deep-Sea installation was built not as a military base but as a research and development facility. While small in size, this is a very secure installation that can make an excellent reserve base. It was abandoned and left forgotten after the coming of Triaxy.

Condition: Fair
Cost to Reclaim: 1.5 EPs
Time to Reclaim: 2 months
Monthly EP Cost: .5

Orcosa Offshore Facility

History: Small in size, Orcosa had a relatively small military. Their Orcosa Offshore installation was their only secret military base. However, they used this base to also conduct research and development and it is therefore larger in size than many would guess. However, Orcosa was also a poorer country and therefore this base requires some extensive reconstruction.

Condition: Poor
Cost to Reclaim: 4 EPs
Time to Reclaim: 4 months
Monthly EP Cost: 1



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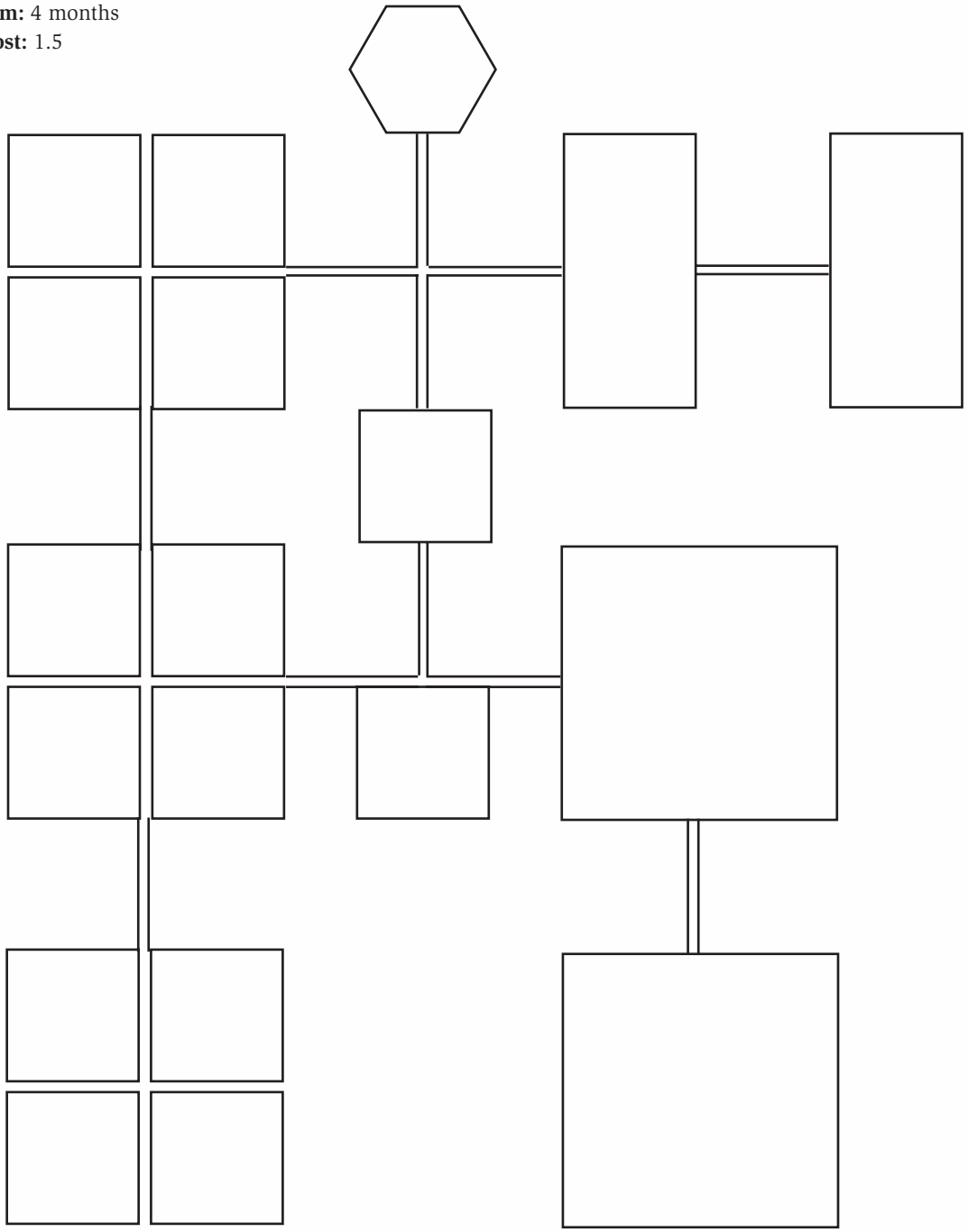
Terramatta Great-Lake Facility

History: One of the great secret installations of the Terramattan government before the coming of Triaxy was the Terramatta Great-Lake Facility. Actually located within Terramatta at the deepest point of the Great Lakes, this facility is both large and mostly intact. While it had been gutted after the fall of the Ornan government, having been built in freshwater has allowed this facility to remain in excellent condition. Although the Players can get a lot of bang for their buck on this facility, the cost to get this installation up and running might put it out of reach of beginning BLUE Level operations.

Condition: Good
Cost to Reclaim: 10 EPs
Time to Reclaim: 4 months
Monthly EP Cost: 1.5



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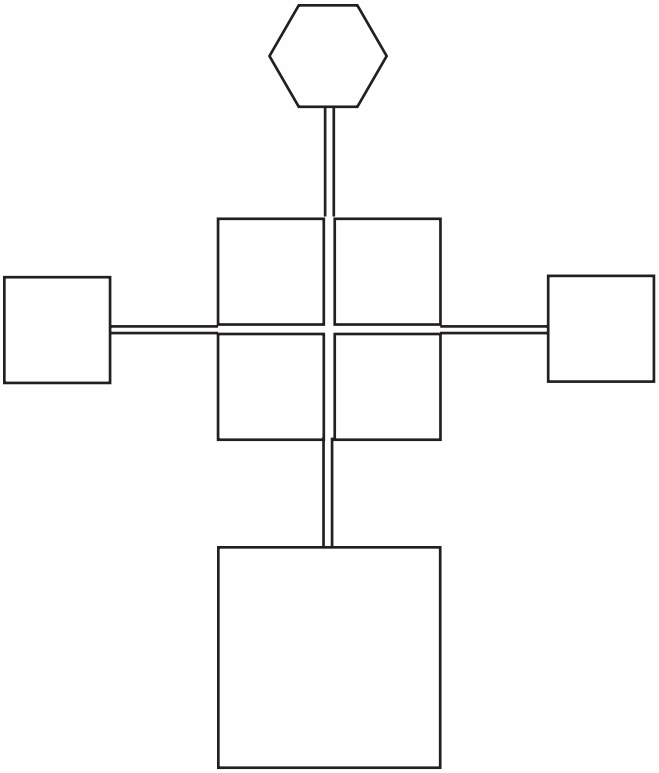
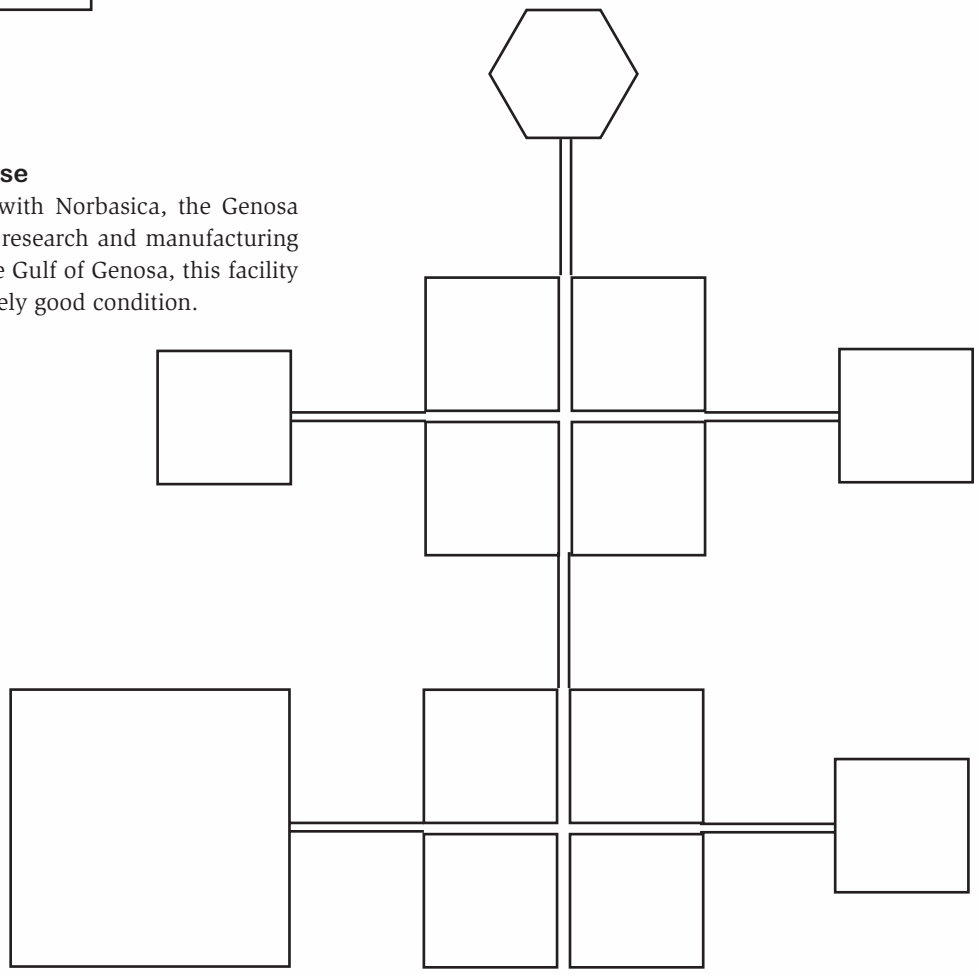


Terramatta Offshore Facility

History: Designed to house military troops and equipment during the reign of the Terramattan government, this facility was decommissioned after the reformation of the Ornan governments. Smaller in size than some bases, but in relatively good condition, this is an excellent choice for a BLUE Level base.

Condition: Fair
Cost to Reclaim: 1 EP
Time to Reclaim: 3 months
Monthly EP Cost: .5 EP



Genosa Joint-Operations Base

History: Built in a partnership with Norbasica, the Genosa JOB was used to conduct secret research and manufacturing for both countries. Located in the Gulf of Genosa, this facility is moderate in size and in relatively good condition.

Condition: Fair
Cost to Reclaim: 5 EPs
Time to Reclaim: 5 months
Monthly EP Cost: 1 EP

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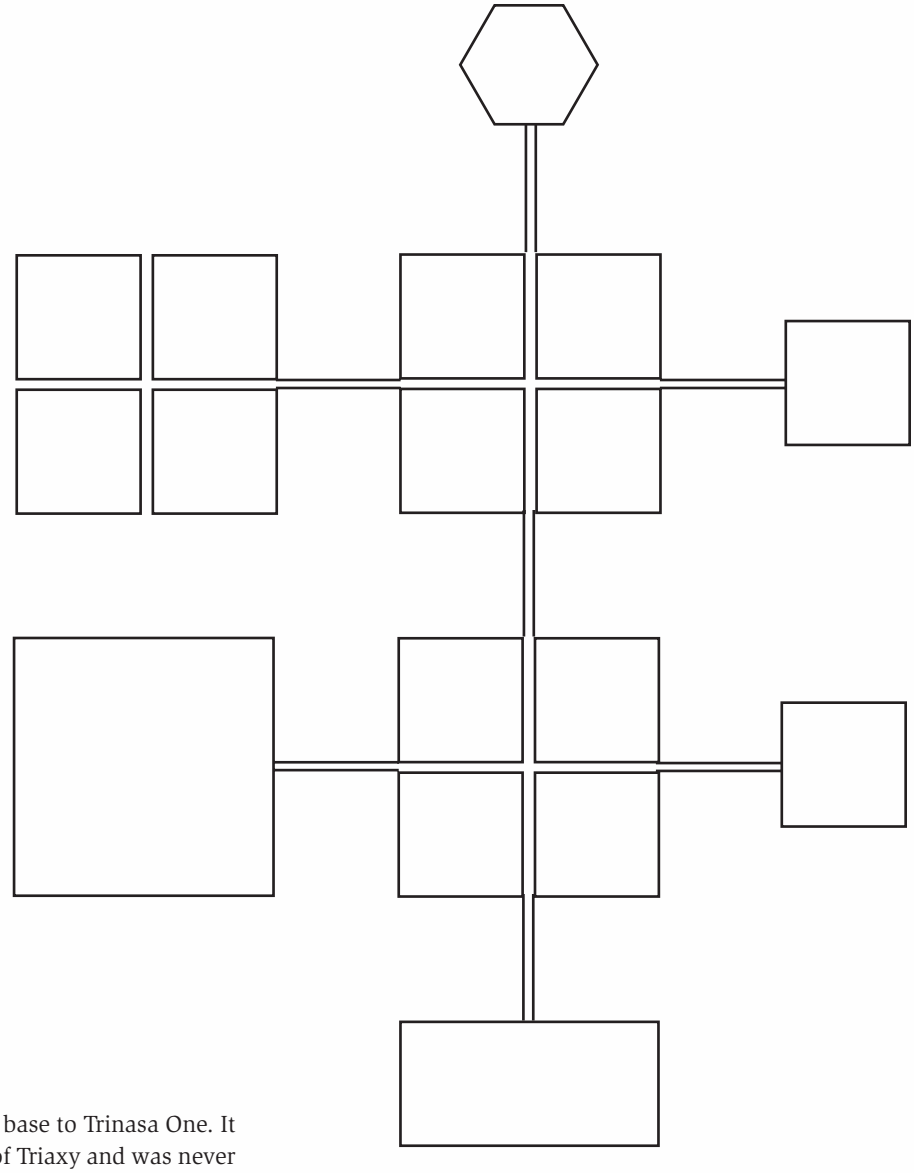
Trinasa One

History: Trinasa One is located just off the eastern shore between Trinasa and Lesser Trinasa. It was the first deep-sea military base built by the Trinasan government and was used extensively until the coming of Triaxy. Today this mid-sized installation lies in near ruin at the bottom of the ocean, just waiting for Perfect Blue to reclaim it. While it is in very poor condition and will cost a lot to make it operational again, it is in a very strategic location and close to Trinatlantia.

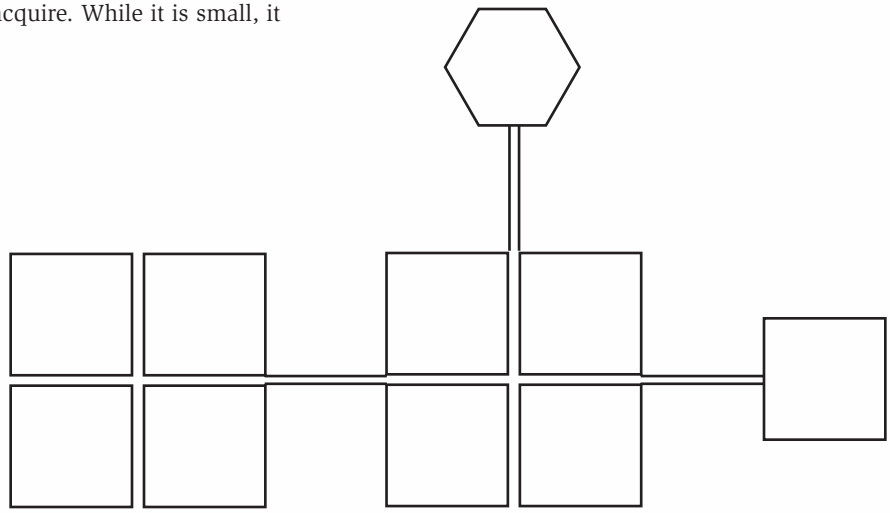
Condition: Degenerated
Cost to Reclaim: 14 EPs
Time to Reclaim: 6 months
Monthly EP Cost: 1.5



Trinasa Two

History: Trinasa Two is a smaller sister base to Trinasa One. It was being built just before the coming of Triaxy and was never used—in fact, it's not even fully wired yet. This is perhaps the newest base that BLUE Level can acquire. While it is small, it is in perfect working order.

Condition: Good
Cost to Reclaim: .5 EPs
Time to Reclaim: 1 month
Monthly EP Cost: .5 EP



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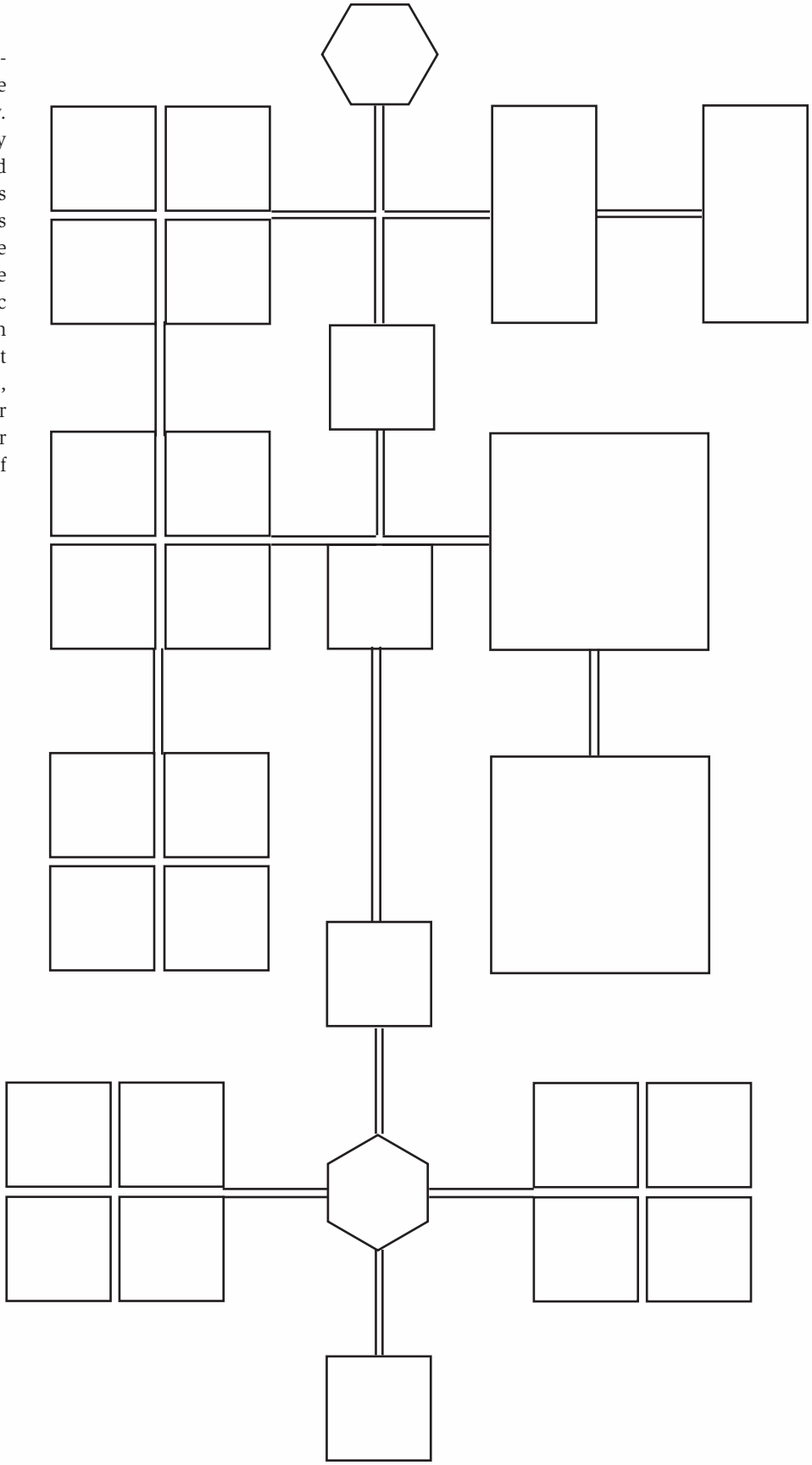
Terramatta Eastern Abyss

History: One of the most top-secret bases of all time is the Terramattan Eastern Abyss facility. In fact, it wasn't until just recently that Perfect Blue even discovered its whereabouts. This base rests over 7-miles beneath the ocean's surface far from any land. While this makes for an extremely secure base, it is a relatively poor strategic location. However, the base is in fair condition and is very large. It also has two docking bay areas, which is unique amongst bases. For BLUE Level operations looking for a large and highly secure base of operations, look no further.

Condition: Fair
Cost to Reclaim: 24 EPs
Time to Reclaim: 7 months
Monthly EP Cost: 1.5



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BASE FACILITIES

Eventually, you will want to add new facilities to your base(s). This may be because you need or want to upgrade to a more powerful type of facility, or because you need more room to store all of your equipment or personnel. This section details all of the facility types that can be built into your operations bases.

Types of Facilities

BLUE Level must perform many different functions. They must track Triaxy activity around the world, launch tactical missions against enemies of Orna, be diplomats to the Trigalactic Union, house hi-tech vehicles and equipment and board elite soldiers. And BLUE Level must do all of this from their bases of operation. As you can imagine, all of this work requires a number of different facilities.

In *Perfect Blue* there are nine primary types of facilities. Each serves a different function. The facility types are:

1. Power / Energy Facilities
2. Weapons and Defense Facilities
3. Storage and Housing Facilities
4. Vehicle Docking and Repair Facilities
5. Computer and Surveillance Facilities
7. Research and Workshop Facilities
8. Hostage Containment Facilities
9. Medical Bays

Each type of facility plays an important role in the operation of a BLUE Level base. Facilities can be built into the base layout styles in "blocks." As you may have noticed in the base layouts, each base style is composed of a number of square blocks. These blocks represent *empty* facility locations. Facilities can *only* be built into empty blocks, and the facility cannot occupy a block that it cannot fit into.

For example, there are four different types of blocks: small squares, large squares, narrow rectangles and hexes. While the rectangles represent hallways or corridors (which cannot house facility rooms) and the hexes represent the base's docking entrance (which cannot house any facility other than a docking and repair facility), the squares represent space in which more facilities can be built. A facility that occupies a large square cannot be built into a small square block. However, four small square facilities can be built within a large square block. A large square facility must occupy all four small blocks within the large block.

Once a block has been occupied by a certain facility, that block can have no further facilities built within it, unless the current facility is demolished. Blocks occupied by a facility are represented by a color-coding scheme. The best way to keep track of your base and its facilities is to make a photocopy of the base layouts and fill them in with a marker of the appropriate color; then write the name of the facility type inside the colored block. See the example above (Figure 17.0). Also, feel free to use the *Base Layout Grid* at the back of this book for laying out custom bases of your own.

All blocks are connected by black "corridor" rectangles. These are the hallways and access ways of the base that lead from one room to the other. All bases have these hallways pre-

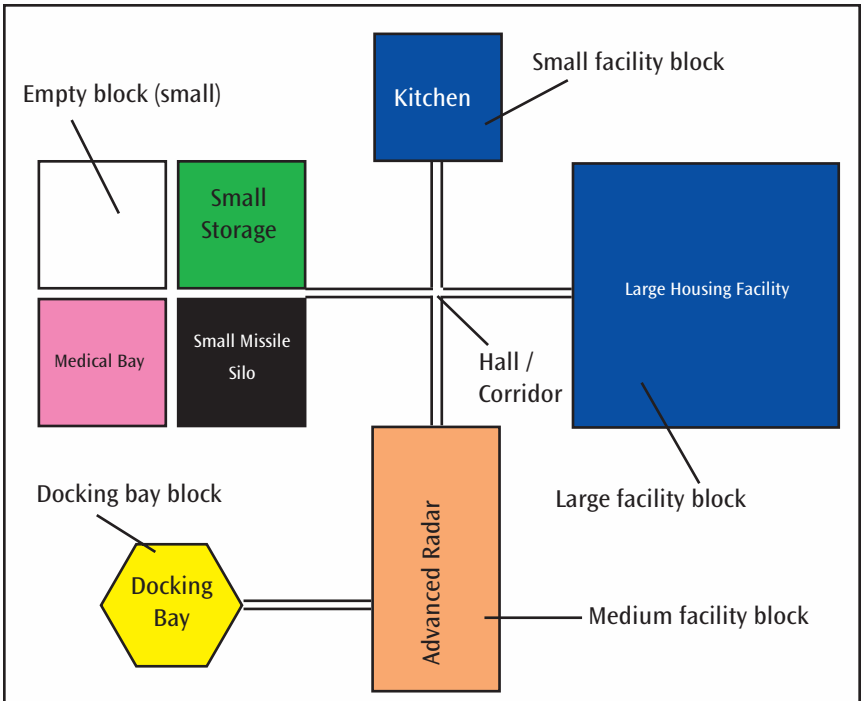

Fig. 17.0: This shows all of the types of blocks used to create a base. Small squares represent small facility rooms such as where the kitchen, small storage, medical bay and small missile silo are. A large square represents a large facility room such as where the large housing unit is (note that a group of four small blocks, such as where the storage, medical bay and missile silo are, can be used to create one large block). Medium facility rooms are large rectangles, such as where the advanced radar facility is. Hex rooms can only be used for docking bays. Notice the narrow corridors connecting all the rooms -- these are the hallways of the base. If this book were in color, you would be able to see that each of the facilities has been filled with a different color while the empty facility and hallways are left white. In your game, you may wish to photocopy the base layouts and fill the rooms in with different marker colors.

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built. You can add more corridors to your base location as well as add more "blocks" to the facility. However, to do so requires *Building New Base Housing* and can be very expensive. See the rules for building new housing detailed below.

Additionally, all (underwater) bases come with a pre-built Docking Bay facility. This is represented by a Hex block and it is the only facility that can be built into these blocks. All underwater bases must have at least one hex Docking Bay. This is the *only* way in and out of the base, and is used to house vehicles and the vehicle repair bay as well. All bases begin with only a standard docking bay. Docking bays and corridors are also the only facilities that do not have to be demolished before being upgraded.

Sacking Facilities

If the Players can no longer afford a facility, or no longer need or want it, they can "sack" it. When a facility is sacked, the Players are basically selling off the facility within the base and all of its equipment. The Players cannot move the facility to a different base; it must be sacked if they don't want it. The Players cannot sack any required facility unless they are sacking the entire base.

If the Players want to sack a facility, they will receive Revenue Points (RPs) equal to the *resale value* of that facility. Each facility in this book is listed with a Resale value. See below for more info.

Strategic Base Layouts

The best base layouts have only a single corridor leading from the docking bay to the rest of the base. This is because if your base is ever attacked or laid siege to by Triaxy or another threat, they have but a single corridor leading into the rest of the base. This makes your base easier to defend. You will also want to keep your expensive and delicate facilities as far from the docking bays as possible. This can help prevent your expensive computer and other facilities from getting damaged in the event that your base is attacked.

Another strategy is to build multiple bases, each with a specific goal. This may include Research Bases (where most of the facilities are dedicated to research and development), Troop Deployment Bases (where most of the facilities are dedicated to housing troops and transport vehicles) and a Warehousing Base (a base that is heavily protected and houses all of your most valuable assets, vehicles, facilities, and troops). Using a little strategy with the layout of your base will increase your chances of success and will allow you to defend yourself in times of attack.

Base Facilities in Detail

On the following pages you will find a listing of all the currently available facilities that you can purchase and have built within your base. Each of the facilities is listed with the following information:

Prerequisites

This lists any facilities, if any, that your base *must* have before this type of facility can be built. Some facilities need lots of power for example, and may require that you have an advanced power generator installed.

Cost to Build

This is how much, in EPs, it will cost you to build the facility. The cost to build must be paid 100% in full before construction will begin on your facility. Construction is typically carried out by a Perfect Blue owned company, such as MerCore. The cost to build is paid to that company, or to Majestic Blue, who will oversee the construction.

Resale

This is how much money that you can get back for the facility if you ever want to sack it (see rules for sacking, above). The amount shown is what is leftover after having paid to tear down the facility, clean it out and clean it up. What is leftover is a reflection of what could be resold, minus the expenses of the demolition. The tear-down of a facility is typically conducted by a Perfect Blue company, such as MerCore. They pay BLUE Level the resale value.

Construction Time

Facilities don't get built overnight. Some may take weeks or months to build. You cannot use the facility until the construction is complete.

Monthly EP Cost

This EP cost is *added* to your base's standard monthly EP costs listed with the base's layout style. This is how much it will cost you per month just to own the facility, taking into account how much power it uses, how much it costs to keep it running and maintained in working order, etc. If this cost cannot be met, your facility will become dilapidated and fall into an in-operational condition per the rules of *Base Degeneration*.

Energy Units Required

This is how many "energy units" the facility consumes. Rather than deal with amps, volts and more technical means of energy measure, *Perfect Blue* uses energy units to simplify things. Your base's power supply must be able to afford the needed

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energy units of a facility before you can install it. If your base cannot meet the energy unit requirements of a facility, you cannot build the new facility.

Power Facilities installed at your base produce these energy units, and the more Power Facilities you have, the more energy units you'll have to "spend" on other facilities. Large bases with many facilities will require lots of energy units.

Every facility in the base—from the simple corridor to the most powerful laser defense system—will consume energy units. *All energy units from all facilities get added together to determine a base's total energy unit consumption. This total must not exceed the total energy units produced by a base's Power Facilities.*

Energy Units Produced (Power Facilities Only)

This indicates how many total energy units the power facility produces. Better and more powerful facilities will produce many more energy units than the less expensive ones, allowing you to power more additional facilities and facilities that require a lot of energy unit consumption. *The total of all energy units produced by all Power Facilities in a base equals the amount of energy units a base has to spend on other facilities such as stores and laser defenses.*

SD

This stands for *Structural Damage*. SD works just like hit-points, but pertains to your base and its facilities. Certain facilities that have very little delicate parts like Storage and Housing facilities will have more SD than delicate facilities such as power stations. For more information, see *Base Attack* later in this section.

Cost to Repair

Under this heading are three subheadings: Light Damage, Medium Damage and Heavy Damage. If your base gets attacked, bombed or otherwise damaged, you may have to pay to have the facilities repaired. Facilities that maintain Medium to Heavy damage cannot be used until repaired. The cost shown is how much (in EPs) you will need to spend to fix the damaged equipment in the facility. For more information, see *Base Attack* later in this section.

Block Space Occupied

This indicates what type and size of block the facility requires.

Block Color

This indicates the color of the base's block for use on your base layout map. It is recommended that you photocopy the base facility maps and fill them in with these colors. This will help you to layout your base.

Interior Room

This indicates how much room the facility has to work with. Most are given with a number of people or equipment that can be housed inside of the facility, or how much work can be done within it.

POWER / ENERGY FACILITIES

All bases will need power and electricity. These facilities are designed to generate plenty of power throughout your entire base. However, larger bases—and bases with lots of power-consuming facilities—may need additional power facilities. Or, they may need an upgraded, specialty power facility.

Standard Power Facility

The standard power facility is an enormous array of electrical generators, all designed to be self-supportive. Within the walls of this facility are three massive generators, each producing thousands of watts of electricity. These are electromagnetic-turbine generators which use massive magnets to spin the turbines around, thereby producing energy. They are not very efficient generators, but their technology is solid and true.

Energy Units Produced: 100
Prerequisites: None
Cost to Build: 20 EPs
Resale: 10 EPs
Construction Time: 4 Weeks
Monthly EP Cost: .5
SD: 100

Cost to Repair:
Light: 1 EP
Base still operates with 90% power
Medium: 20 EPs
Only essential power remains, flowing to important computers and containment facilities or similarly important facilities.
Heavy: 10 EPs
No power until repairs can be made. All electronics are down.

Block Space Occupied: Small
Color: Red
Interior Room: Not Applicable

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Advanced Power Supply

This is an upgraded version of the standard power supply. It uses three massive self-supporting electromagnetic-turbine generators which produce twice the amount of power as the standard power supply.

Energy Units Produced: 200
Prerequisites: None
Cost to Build: 35 EPs
Resale: 16 EPs
Construction Time: 4 Weeks
Monthly EP Cost: 1
SD: 100

Cost to Repair:
Light: 2 EPs
Base still operates with 90% power
Medium: 6 EPs
Only essential power remains, flowing to important computers and alien containment facilities or similarly important facilities.
Heavy: 18 EPs
No power until repairs can be made. All electronics are down.

Block Space Occupied: Small
Color: Red
Interior Room: Not Applicable

Nuclear Power Source

Reliable and ultra powerful, the nuclear power system has a self-supporting reactor that can produce nearly unlimited power for years. However, the reactor requires lots of maintenance and can be costly to keep.

Energy Units Produced: 400
Prerequisites: None
Cost to Build: 100 EPs
Resale: 50 EPs
Construction Time: 6 Weeks
Monthly EP Cost: 1.5
SD: 100

Cost to Repair:
Light: 10 EPs
Base still operates with 100% power
Medium: 20 EPs
Base still operates with almost 90% power
Heavy: 50 EPs
Base still has power to all major equipment and facilities. Other, less important facilities operate on minimum power requirements until repairs are made.

Block Space Occupied: Small
Color: Red
Interior Room: Not Applicable

Itosium Power Reactor

These highly reliable, highly clean generators use a core of pure, raw Itosium. Based on tried-and-true Ornan technology, these reactors are incredibly efficient and produce a lot more energy than even the nuclear generators. And as an added bonus, they are remarkably clean and cheap to maintain.

Energy Units Produced: 800
Prerequisites: None
Cost to Build: 200 EPs
Resale: 130 EPs
Construction Time: 6 Weeks
Monthly EP Cost: 1
SD: 100

Cost to Repair:
Light: 8 EPs

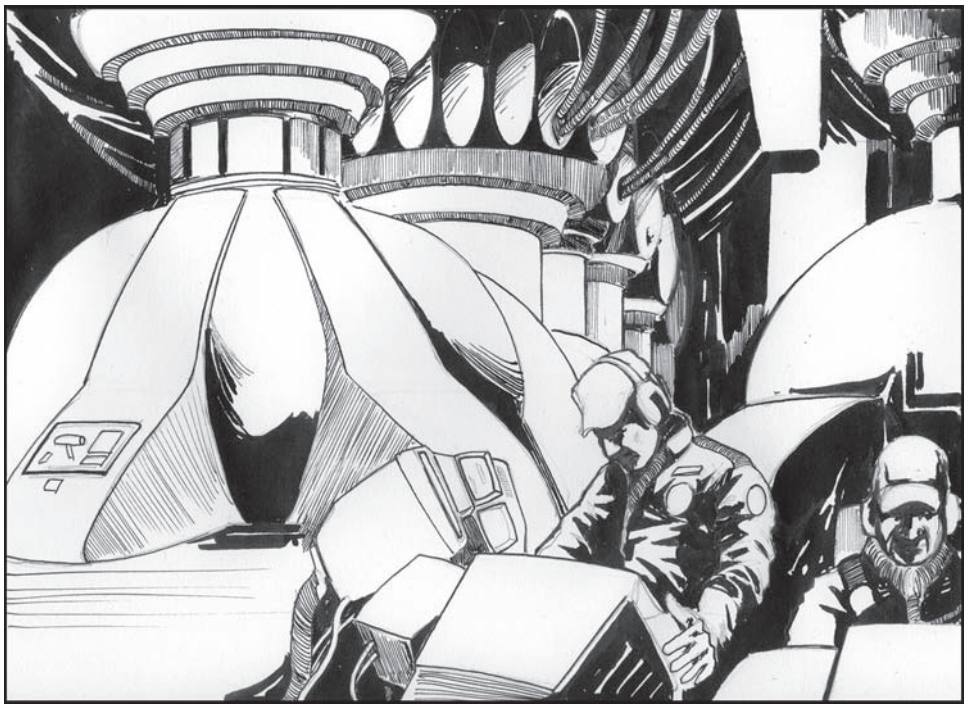

Fig. 18: The interior of a standard power facility

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Base still operates with 100% power
Medium: 16 EPs
Base still operates with almost 90% power
Heavy: 30 EPs
Base still has power to all major equipment and facilities. Other, less important facilities operate on minimum power requirements until repairs are made.

Block Space Occupied: Small
Color: Red
Interior Room: Not Applicable

Back-Up Generator Room

The back-up generator room is an inexpensive means to ensure steady and reliable power to all facilities in times of crisis. While they are not self-supporting (they charge themselves up from the main power source and run off stored electricity until primary power is returned to the base), they do add a sense of security to any base. *The back-up generator facility cannot be used as a primary power facility.*

Energy Units Produced: Stores up to 300 energy units worth of power which can be used / distributed over all facilities until all energy units are depleted (energy units per facility are depleted daily). Larger bases may wish to have more than one back-up generator with which to power all facilities. Back-up generators can be wired to specific facilities or to an entire base.

Prerequisites: Standard power facility or better
Cost to Build: 13 EPs
Resale: 2 EPs
Construction Time: 3 Weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 1 EP
Medium: 2 EPs
Heavy: 5 EPs

Block Space Occupied: Small
Color: Red
Interior Room: Not Applicable

Exterior Weapons and Defense Systems

Perfect Blue has many enemies. Not only is there the constant threat of a Triaxy assault on your base but other rivals such as evil Ornans working for Triaxy might attempt to take the base. Having an underground defense system to launch missiles at incoming attack fighters is a great way to protect your base from all manner of threats. The following are some of the more common exterior weapons systems designed to negate hostile invaders *before* they get inside.

Use of these weapons systems are subject to the rules of vehicular combat. Treat the Perfect Blue base as a stationary vehicle. All weapons must first "lock on" to their targets (as per the rules for vehicular combat). See the *Base Attack* section later in this book for more information.

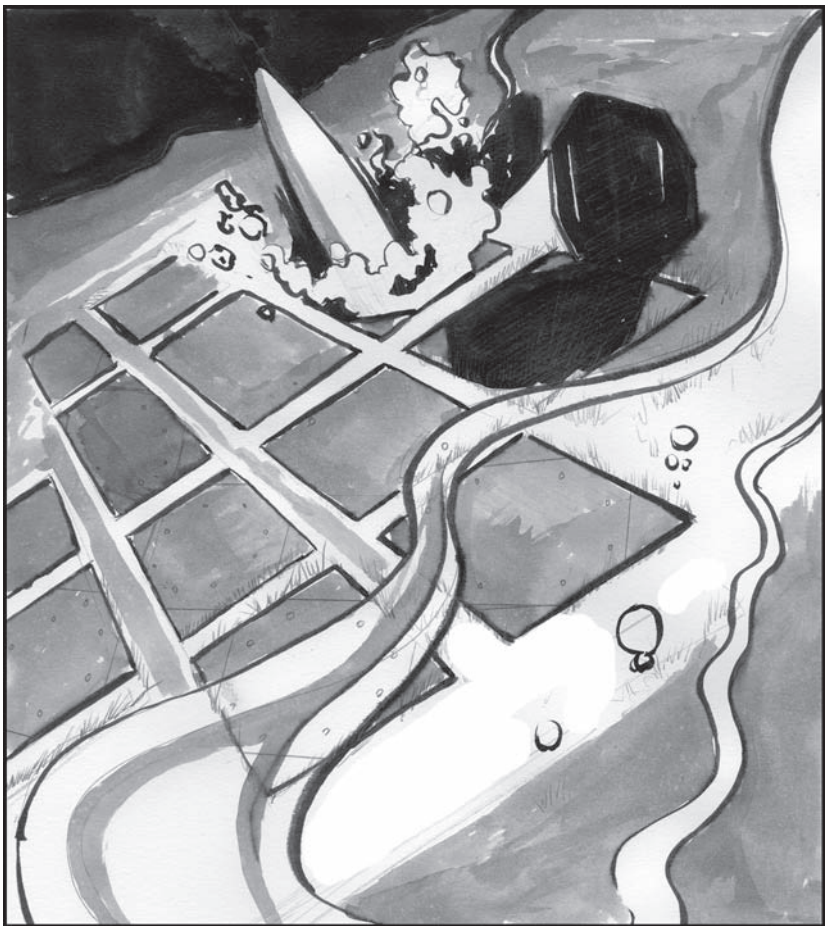

Fig. 18.1: Missile Defense System

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Small Missile Silo

This is an array of 12 small missile / torpedo silos that are buried deep underground. Only the covers of each silo can be seen from above. The missiles themselves are housed in large, steel shafts occupying the base facility block they are located in (the openings to each silo are directly above this room on the surface of the land). Any of the *small* SAM (surface-to-air) missiles and / or torpedoes can be housed in these silos.

Energy Units Required: 10
Prerequisites: Standard Radar Facility or better
Cost to Build: 50 EPs, plus cost of missiles
Resale: 14 EPs
Construction Time: 4-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 4 EPs (and 1D4 missiles are damaged as well)
Medium: 10 EPs (and 1D6 missiles are damaged as well)
Heavy: 20 EPs (and 1D12 missiles are damaged as well)

Block Space Occupied: small
Color: Black
Interior Room: NA

Medium Missile Silo

This is an array of 8 medium missile / torpedo silos that are buried deep underground. Only the covers of each silo can be seen from above. The missiles themselves are housed in large, steel shafts occupying the base facility block they are located in (the openings to each silo are directly above this room on the surface of the land). Any of the *medium* SAM (surface-to-air) missiles and / or torpedoes can be housed in these silos.

Energy Units Required: 10
Prerequisites: Standard Radar Facility or better
Cost to Build: 50 EPs, plus cost of missiles
Resale: 14 EPs
Construction Time: 4-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 4 EPs (and 1D4 missiles are damaged as well)
Medium: 10 EPs (and 1D6 missiles are damaged as well)
Heavy: 20 EPs (and 1D8 missiles are damaged as well)

Block Space Occupied: small
Color: Black
Interior Room: NA

Large Missile Silo

This is an array of 5 large missile / torpedo silos that are buried deep underground. Only the covers of each silo can be seen from above. The missiles themselves are housed in large, steel shafts occupying the base facility block they are located in (the openings to each silo are directly above this room on the surface of the land). Any of the *large* SAM (surface-to-air) missiles and / or torpedoes can be housed in these silos.

Energy Units Required: 10
Prerequisites: Standard Radar Facility or better
Cost to Build: 50 EPs, plus cost of missiles
Resale: 14 EPs
Construction Time: 4-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 4 EPs (and 1D2 missiles are damaged as well)
Medium: 10 EPs (and 1D4 missiles are damaged as well)
Heavy: 20 EPs (and 1D6 missiles are damaged as well)

Block Space Occupied: small
Color: Black
Interior Room: NA

Laser Defense System

The Laser Defense System uses an advanced CryAg generator to produce plasmic light energy which focuses through numerous lenses to produce a devastatingly powerful laser blast. The beam travels at the speed of light and is both silent and nearly invisible. For this reason, the laser cannot be evaded by enemy craft, making it one of the most terrifying weapons available. A single hit from the laser inflicts 20D8 damage, instantly burning a 2' x 2' hole through the target. It has an effective range of 3-miles. The laser can be fired at the rate of once per round.

However, the laser is large and must be openly mounted above ground and its working components eat up an entire small-block of base space within the base. Its swivel base and barrel give it full range of attack. However, this also leaves it open for attack and it is easily damaged. The laser also requires a lot of maintenance to keep up and running and consumes enormous supplies of power.

Energy Units Required: 100
Prerequisites: Standard Radar Facility or better and an Advanced Power Supply or better
Cost to Build: 130 EPs
Resale: 65 EPs
Construction Time: 7-weeks

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Monthly EP Cost: .5
SD: 100

Cost to Repair:
Light: 15 EPs (20% chance laser is rendered inoperable)
Medium: 30 EPs (45% chance laser is rendered inoperable)
Heavy: 65 EPs (95% chance laser is rendered inoperable)

Block Space Occupied: small
Color: Black
Interior Room: NA

EMP Blaster

The Electromagnetic Pulse (EMP) Blaster is perhaps one of the best deterrents against enemy attack. However, it also prohibits Perfect Blue from operating any vehicles within the area of effect and it can only be operated by underground bases. While most of BLUE Level's bases—especially in the beginning—will be underground, future land bases built above ground will not be able to operate an EMP Blaster.

Above ground, the EMP Blaster resembles a large, round sphere atop a tall steel tower. When activated, huge electromagnetic generators housed below ground in the base facility charge up to create a powerful store of magnetic energy. This energy is released in a pulse-blast above ground through the EMP tower. The actual blast lasts 1-second and spreads throughout a 500-yard radius. It is nearly silent and invisible except for the crackle of light and energy around the EMP tower. It is impossible to evade the EMP blast and its effects are immediate.

While harmless to living creatures and the surrounding area, this EMP blast wreaks havoc upon all electrical and computer systems, shutting them down completely. Vehicles caught in the blast area immediately lose all power and shut down, causing airborne vehicles to crash. Computers, electronics and other such devices are also shut down as power is cut from all equipment. Even battery-operated devices will fail.

All electrical and computer devices caught in the blast area have a 90% chance of being permanently damaged and will not work again until repaired. This chance of being damaged doubles for every blast that occurs. Because of the powerful electromagnetic charge that is emitted into the surrounding area, metal objects may be bent and distorted—including vehicles. The EMP Blaster is capable of generating one blast every 10-minutes (approximately 15 - 20 rounds).

While this may be the ideal defense mechanism, it is very costly and hazardous to use. Even underground bases must have special shields installed to protect against the blast (which makes the installation cost of the EMP Blaster so high), and friendly vehicles and devices are subject to the effects of the blast as well. Thus, if used, Perfect Blue must make certain that none of their vehicles are within the blast radius.

Energy Units Required: 175
Prerequisites: Standard Radar Facility or better and an Advanced Power Supply or better
Cost to Build: 300 EPs
Resale: 80 EPs
Construction Time: 6-weeks
Monthly EP Cost: .25
SD: 95

Cost to Repair:
Light: 20 EPs (20% chance EMP tower is rendered inoperable)
Medium: 64 EPs (40% chance EMP tower is rendered inoperable)
Heavy: 100 EPs (80% chance EMP tower is rendered inoperable)

Block Space Occupied: small
Color: Black
Interior Room: NA

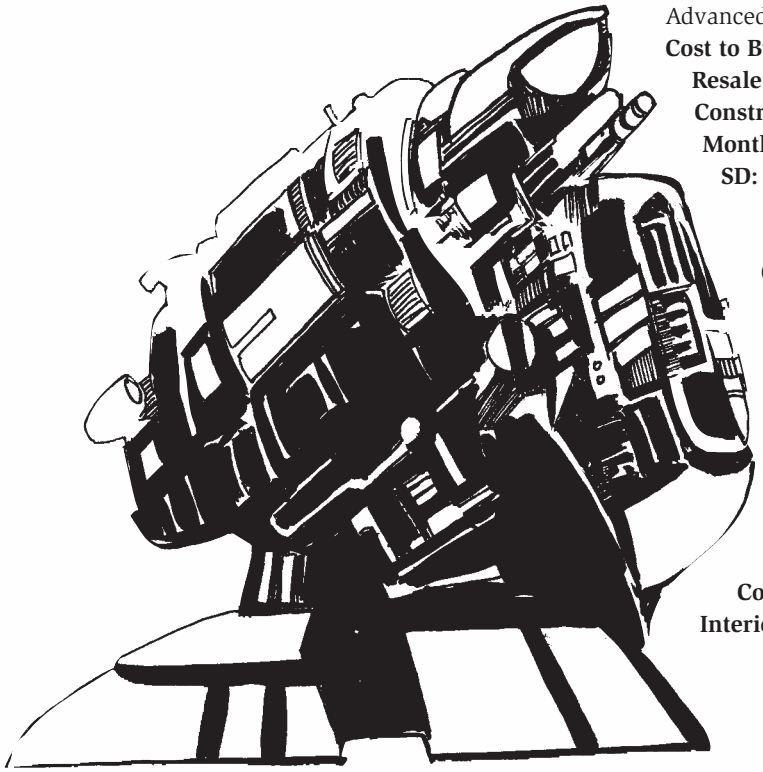

Fig. 18.2: Laser Defense System

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HARM Cannon (Heavy Artillery Railgun Mount)

Railguns use electromagnets that are sequentially fired to propel a projectile from its barrel. These electromagnets are so powerful and fire so quickly that it actual throws the projectile at its target at over twenty-times the speed of sound. This makes for an extremely accurate, extremely long-range, and extremely deadly weapon. The kinetic energy that a projectile creates when it slams into an object at the speed of sound is so great that the projectile itself, as well as the object it hits, are nearly vaporized.

The HARM Cannon is an enormous piece of artillery mounted on a swivel-base above ground to give it full range of motion. Beneath ground in the base facility is located the weapon's ammo supply, motors and electronics. The HARM Cannon's ammunition are large, tungsten steel "spikes"—each nearly 3-feet long and 3-inches in diameter—which it fires at its targets. It receives these spikes from a self-feeding belt and can fire up to 100 times before needing to be reloaded. Reloading must be done manually and requires up to 10-minutes for a single man to put the ammo belt into place.

The HARM Cannon inflicts 25D6 damage to targets when hit. On land, the cannon has an effective range of 1-mile. Although it can be fired beneath the ocean, the water dampens the force of the cannon and reduces its effective range to only a quarter mile. But best of all, the HARM Cannon can be fired up to five times in a single round, making it quick and agile. Enemy craft have a -7 to all evasion rolls when attempting to dodge a shot made on them.

Note that ammunition for the HARM Cannon costs 20 EPs per belt of 100 spikes.

Energy Units Required: 100
Prerequisites: Standard Radar Facility or better and an Advanced Power Supply or better
Cost to Build: 190 EPs, plus the cost of ammo
Resale: 65 EPs
Construction Time: 6-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 30 EPs (20% chance cannon is rendered inoperable)
Medium: 60 EPs (35% chance cannon is rendered inoperable)
Heavy: 120 EPs (75% chance cannon is rendered inoperable)

Block Space Occupied: small
Color: Black
Interior Room: NA

HIDE System (High Interference / Deterrent Emitter)

This is a unique technology developed by the Ornans long ago and is used as a passive defense system. However, due to the nature of the device, it is only available to underwater bases. The HIDE system is an array of sonic and olfactory outputs which mimic those of common sea life. On the surface, the HIDE appears as a large, steel box with narrow slits on the top and sides. However, below ground, housed inside the base, are powerful computers which are able to mimic the sounds of whales, dolphins and other common aquatic life and "talk" to them. The sonic output attracts large aquatic fish and mammals to the area. But the HIDE does not stop there—vats of chemicals are combined drop-by-drop and sent out into the surrounding ocean. The computers are able to create scents such as blood and raw meat, which further attracts schools of large fish and sharks. Pheromones are also emitted into

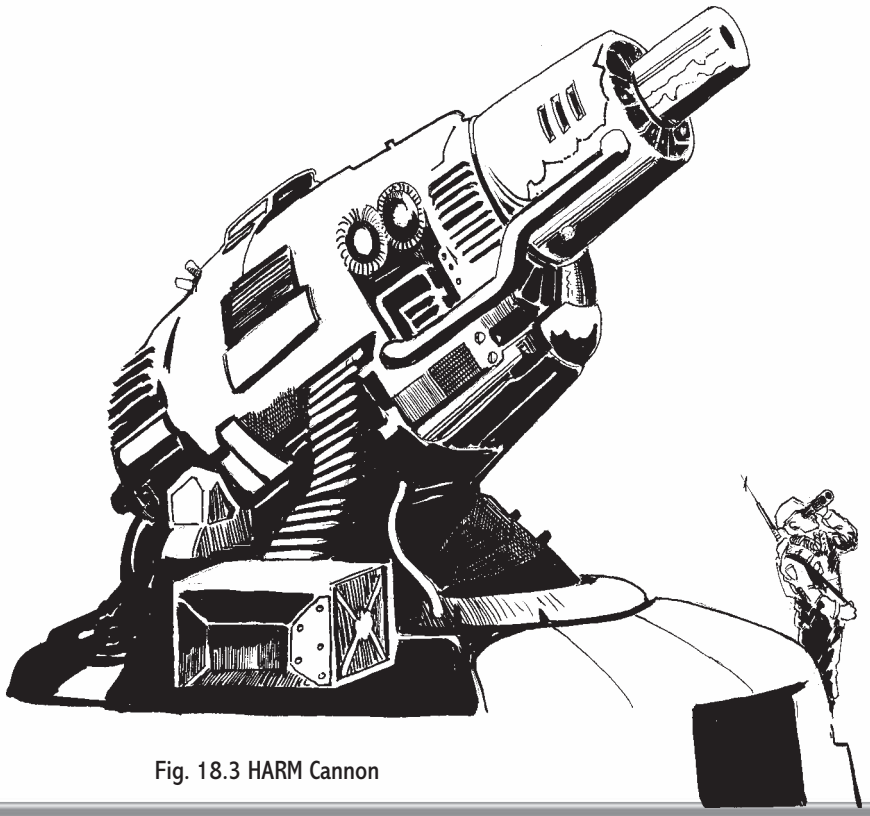

Fig. 18.3 HARM Cannon

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the waters, making the ocean around the base teaming with sea life.

While this may seem like it has no practical application other than to create a veritable zoo around the base, the sea life attracted to the area actually cloaks the base from enemy detection. Huge schools of fish, large sharks and giant whales will ping on enemy radar, but will be detected as nothing more than sea life. This clutters the radar's senses and the small abnormalities on the seabed which would otherwise be detected as a possible base location are often overlooked. While this does not guarantee that the base will not be discovered by enemy forces scouring the area, it does provide some cover. The HIDE system, in practical terms, makes the base 45% less likely to be spotted by radar and surveillance systems.

But perhaps one of the best reasons to install one of these systems is that they are very affordable. They consume very little energy and need little maintenance. Other than the vats of specially developed chemicals needed, there is hardly any operational cost. The system requires 6 separate 55-gallon barrels of chemicals. Each vat lasts one year and costs 1 EP.

Energy Units Required: 5
Prerequisites: None
Cost to Build: 30 EPs
Resale: 11 EPs
Construction Time: 4-weeks
Monthly EP Cost: Insignificant
SD: 100

Cost to Repair:
Light: .5 EP
Medium: 1 EP
Heavy: 4 EPs

Block Space Occupied: small
Color: Black
Interior Room: NA

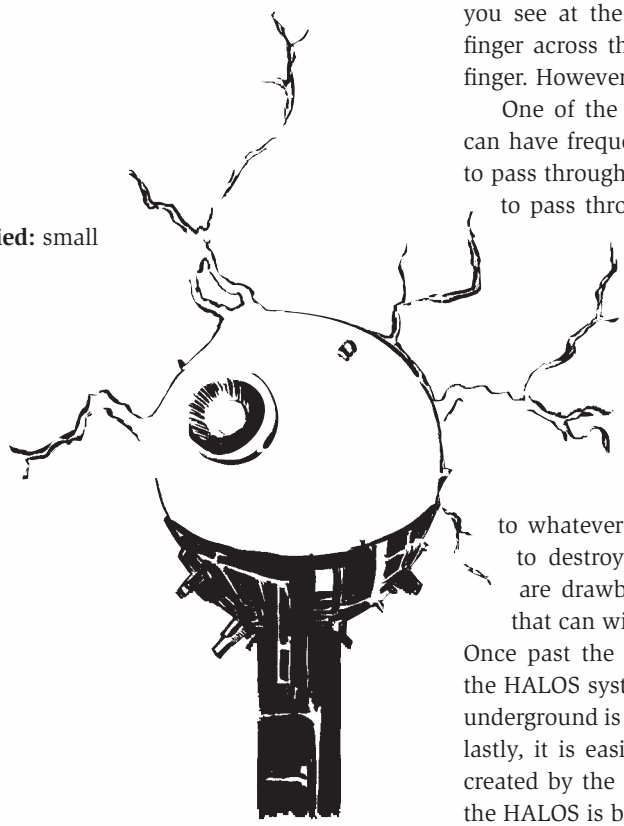

Fig. 18.4: HALOS System

HALOS System (High Amplitude Lightning Overhead Shield)

Perhaps the best defensive system in a time of crisis is the HALOS system which creates an offensive and defensive barrier around the base. However, the power consumption and requirements of the HALOS system will probably keep it out of the hands of most BLUE Level bases.

Above ground the HALOS system appears as a tall steel rod capped by a round sphere. It stands 25-feet tall and the sphere has a radius of 10-feet. Below ground, within the base, the HALOS system eats up an entire large block of base space and is filled with enormous coils and power cables nearly a foot in diameter. When activated, a low "hum" or "buzz" can be heard throughout the area—even within the underground base. And despite the shielding that must be installed throughout the base, static electricity builds up everywhere and the hair on your arms will begin to stand on end.

Outside, the rod glows brightly and tendrils of yellow-green "lightning" crackle and whip, creating a sort of dome around the perimeter of the base. People, vehicles and objects that near the perimeter attract the electrical current to them. Thus, as objects reach the perimeter of the "dome", the electrical currents are attracted to the breached area and instantly zap the offending intruder. It works much like the colorful globes you see at the stores—the ones where you can trace your finger across the glass and watch the electricity follow your finger. However, this works on a much more powerful scale.

One of the best features of the HALOS system is that it can have frequency settings to allow certain types of objects to pass through the shield unharmed, or certain sized objects to pass through unharmed. For example, it can be set to allow only living beings to pass through the perimeter while zapping any vehicle or missile that might try to breach the base's perimeter. Additionally, it could be set to allow only small, medium, or large objects to pass through (the HALOS system can be set by weight or size to determine exactly what small, medium and large is).

The HALOS system inflicts 30D10 damage to whatever it "zaps". This is more than enough damage to destroy missiles and most vehicles. However, there are drawbacks to the HALOS system. First, any object that can withstand the electrical zap will breach the area. Once past the HALOS perimeter you are safe. Additionally, the HALOS system only protects from the outside. Burrowing underground is a sure way of safely breaching the system. And lastly, it is easily seen. The glowing and crackling lightning created by the system can be seen from far distances. Thus, the HALOS is best turned on only when under direct attack.

The HALOS system can effectively stop an unlimited

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number of simultaneous perimeter breaches at a time. However, for each object hitting the perimeter at the same time, the system inflicts 2-dice less of damage per object. Thus, a single target breaching the perimeter would take the system's full force of 30D10 damage; 2 vehicles breaching would take only 28D10 damage each; 10 objects simultaneously breaching would only take 10D10 damage each, etc.

Energy Units Required: 1,000
Prerequisites: At least two Itosium Power Facilities.
Cost to Build: 360 EPs
Resale: 200 EPs
Construction Time: 8-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: 20 EPs (20% chance system is rendered inoperable)
Medium: 40 EPs (35% chance system is rendered inoperable)
Heavy: 80 EPs (75% chance system is rendered inoperable)

Block Space Occupied: large
Color: Black
Interior Room: NA

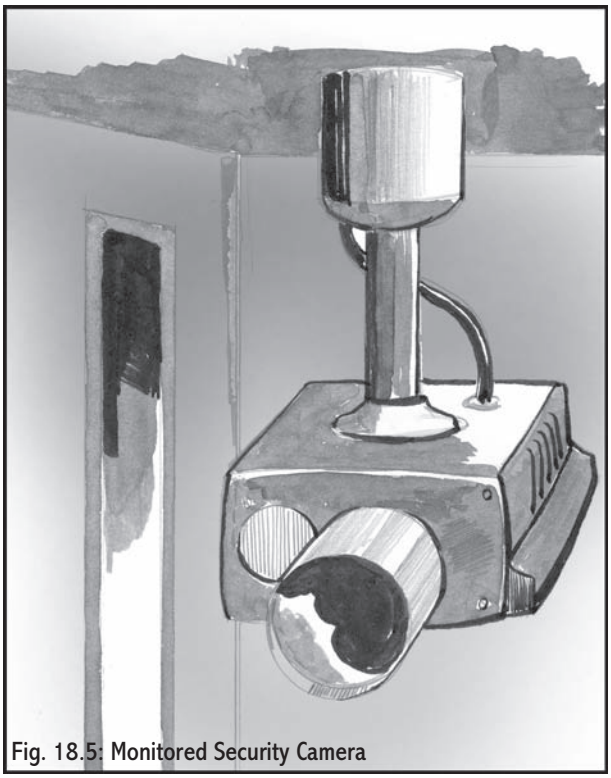
Fig. 18.5: Monitored Security Camera

Interior Defense Systems

In the unlikely and unfortunate circumstance that hostile invaders do penetrate your outer defenses, you'll want to be sure you can stop them before they destroy your base and its precious facilities; or worse, break into your computers and steal valuable data. These interior defenses are designed to protect the facilities, corridors and rooms of a base.

Monitored Security Cameras

The least amount of interior security that any base should have are monitored security cameras. These are simple surveillance cameras that can be placed at various locations throughout the base. They unblinkingly film everything that they see, putting the video into digital storage that can be retrieved for years. Typically, cameras should be placed in every corridor and every room of a base.

The downside of these is that they require a person to physically watch each monitor. After all, it doesn't matter how many cameras you have if nobody is monitoring what they see. The monitors are set up in the base's radar and surveillance room. Players should mark with a small "X" in each location they place a camera on their base layout map.

Energy Units Required: 1 (per 50 cameras)
Prerequisites: Radar Surveillance Room
Cost to Build: $500 per camera
Resale: $250 per camera
Construction Time: 1 day
Monthly EP Cost: Insignificant
SD: 1 per camera

Cost to Repair:
Light: NA
Medium: NA
Heavy: Must be replaced

Block Space Occupied: NA
Color: NA (marked as an X on layout map)
Interior Room: NA

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Fig. 18.6: Rail Traveling Smart Gun

Rail-Traveling Smart Guns

The best interior defense system is the Rail-Traveling Smart Gun system (or the RTSG system). With this, a system of tracks are built into the ceilings of all corridors and rooms. Upon these tracks glide specialized security cameras outfitted with a .45 caliber gun. The cameras read the retinas of each person they encounter. If the retina does not match any in the database, the camera will open fire using its gun. The cameras can also travel down corridors on the installed tracks and are thus able to follow fleeing intruders. Additionally, a person in the monitoring facility can control the cameras and follow people around with them to see what they're up to. However, this system can be costly as it requires both a Radar Monitoring Facility and a Small Computer Room. But again, the Players can assign security clearances to certain areas. The cameras themselves can enter all rooms—even ones with closed doors—via a small opening at the top of each. However, if blast doors are installed or the room is designed to be airtight the cameras cannot enter as there is no opening for them to do so.

The cameras, when they open fire, hit with a +3 bonus. A shot from their .45 caliber gun inflicts 3D6 damage. Each camera can hold 15 rounds of ammunition. The guns travel on the rails with a SPD stat of 14. Players should mark with a line all areas on their base layout map where tracking has been installed.

Energy Units Required: 1
Prerequisites: Radar Surveillance Room (if a person wants to monitor the cameras manually) and a Small Computer Room
Cost to Build: 1 EP per camera, plus $1,000 per room or corridor for tracking. Ammunition for each gun is also required.
Resale: .5 EP per camera
Construction Time: 1 week
Monthly EP Cost: Insignificant
SD: 2 per camera

Cost to Repair:
Light: NA
Medium: NA
Heavy: Must be replaced

Block Space Occupied: NA
Color: NA (marked as an X on layout map)
Interior Room: NA

Retinal Scan Doors

One of the best ways to defend a base is to install retina scanners on all doors leading to each facility in the base. People wanting to enter a protected room will have to scan their eyes before the door will open. Each of BLUE Level's recruits have their eye data stored in the base's computers and the computer determines if the door should be opened for the person or not. In this way, the Players can even assign security clearances for certain rooms. Players should mark with a small circle each door to each room that they install retinal scanners on.

Energy Units Required: 1
Prerequisites: Small Computer Room
Cost to Build: .5 EP per door
Resale: .25 EP per door
Construction Time: 2 days
Monthly EP Cost: Insignificant
SD: 10 per door

Cost to Repair:
Light: NA
Medium: NA
Heavy: Must be replaced

Block Space Occupied: NA
Color: NA (marked as a circle on layout map)
Interior Room: NA

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Blast Doors

Entryways into the most valuable facilities should have blast doors installed. Blast Doors are armor-plated doors nearly 2-feet thick. When closed, they seal the room or corridor airtight. They can be opened and closed electronically through a surveillance room, or through a retinal scanner if one is attached. However, during times of crisis, they can be sealed and a cut-off switch can be thrown so that they cannot be opened once sealed. Areas with a blast door should be marked by a circled x on the base layout map.

Energy Units Required: NA
Prerequisites: None
Cost to Build: 5 EPs per door
Resale: 2 EPs
Construction Time: 2 days
Monthly EP Cost: Insignificant
SD: 400 per door

Cost to Repair:
Light: NA
Medium: NA
Heavy: Must be replaced

Block Space Occupied: NA
Color: NA (marked as a circled X on layout map)
Interior Room: NA

Advanced Alarm System

Most bases will want an alarm system installed. These are multi-purpose systems and require at least the Monitored Security Camera System and a Small Computer Room. With the advanced alarm system, sprinklers and halon systems are also installed throughout the base to protect against fires. From a Surveillance room, a person monitoring the base can sound many types of alarms—Fire (which will activate sprinkler systems), Intruder (which can be made to close and seal all doors), Base Attack (which can be made to seal all Blast Doors if installed), etc. The alarm system can have as many as 100 different alarm warnings which will sound throughout the base. Additionally, red lights will flash in each room. Because the alarm system is hooked up to the Computer Room, the Players can program it to act in many ways. For example, if they have retinal scanners on their doors, they can program the alarm to sound if an intruder attempts to infiltrate a door. In the event of the fire extinguishers going off, they can program it to seal all doors. There is no end to what they can program different types of alarms to do. Players should write down on a sheet of paper what programs they have installed for their alarm system.

Energy Units Required: 1
Prerequisites: Monitored Security Cameras or better, Radar Surveillance Room and Small Computer Room
Cost to Build: 1.5 EPs
Resale: .25 EPs
Construction Time: 1 week
Monthly EP Cost: Insignificant
SD: NA

Cost to Repair:
Light: NA
Medium: NA
Heavy: NA
Block Space Occupied: NA
Color: NA
Interior Room: NA

Storage and Housing Facilities

Operating a BLUE Level base requires many things: weapons, ammunition, food, clothing and don't forget the troops! You will need at least one Storage facility and at least one Housing facility at every base you operate.

Small Housing Facility

A small housing facility has enough room to bunk 10 people comfortably. Inside are five pairs of bunk-beds, a small shower and bathroom facility and a small entertainment center for television, videogames and the like. Up to ten people can live comfortably in the small housing facility.

Energy Units Required: 3
Prerequisites: None
Cost to Build: 15 EPs
Resale: 2 EPs
Construction Time: 2-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: .25 EP
Medium: 1 EP
Heavy: 2 EPs

Block Space Occupied: Small
Color: Blue
Interior Room: 10 people

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Medium Housing Facility

A medium housing facility has enough room to bunk 20 people comfortably. Inside are ten pairs of bunk beds, a nice shower and bathroom facility, and a small entertainment center for television, videogames and the like. Up to twenty people can live comfortably in the medium housing facility.

Energy Units Required: 4
Prerequisites: None
Cost to Build: 22 EPs
Resale: 4 EPs
Construction Time: 2-weeks
Monthly EP Cost: .25
SD: 200

Cost to Repair:
Light: .25
Medium: 1.5 EPs
Heavy: 4 EPs

Block Space Occupied: Medium
Color: Blue
Interior Room: 20 people

Large Housing Facility

A large housing facility has enough room to bunk 40 people comfortably. Inside are twenty pairs of bunk beds, a spacious shower and bathroom facility, and a nice-sized entertainment center for television, videogames and the like. Up to forty people can live comfortably in the large housing facility.

Energy Units Required: 5
Prerequisites: None
Cost to Build: 35 EPs
Resale: 6 EPs
Construction Time: 3-weeks
Monthly EP Cost: .5
SD: 400

Cost to Repair:
Light: 1.25 EPs
Medium: 4 EPs
Heavy: 8 EPs

Block Space Occupied: Large
Color: Blue
Interior Room: 40 people

Fig. 18.7: Typical sleeping arrangements within a housing facility

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Kitchen and Mess Hall

Unless BLUE Level wants their troops to constantly leave base to get their three square meals a day, they'll want a kitchen and mess hall. The kitchen is a small cooking area equipped with all manner of ovens, cooking utensils and equipment. It even has its own cold storage and dry storage facility within it to store food and rations. Next to the kitchen is a small dining area where up to ten people can eat at once. The kitchen can have up to two cooks working simultaneously and can feed up to forty people per day. Larger bases may want to invest in more than one kitchen and may want to hire a full-time cook.

Energy Units Required: 6
Prerequisites: None
Cost to Build: 16 EPs
Resale: 6 EPs
Construction Time: 3-weeks
Monthly EP Cost: 1 (includes cost of food for up to 40 people)
SD: 100

Cost to Repair:
Light: 1 EP
Medium: 2 EPs
Heavy: 4 EPs

Block Space Occupied: Small
Color: Blue
Interior Room: 12 people

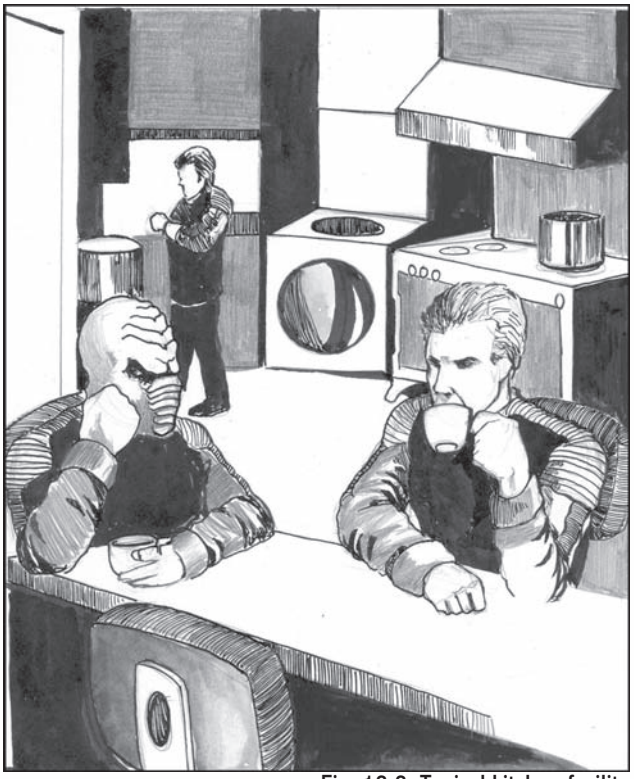

Fig. 18.8: Typical kitchen facility

Small Storage Facility

A small storage facility can hold up to 1,000 Encumbrance Value Points (see the *Equipment* section) worth of stores, including weapons, ammunition, clothing and other field gear. It is climate-controlled to ensure that stores are not damaged.

Energy Units Required: 2
Prerequisites: None
Cost to Build: 2 EPs
Resale: .5 EPs
Construction Time: 2-weeks
Monthly EP Cost: .25
SD: 100

Cost to Repair:
Light: .25 EP (plus cost of lost goods)
Medium: .5 EP (plus cost of lost goods)
Heavy: 1 EP (plus cost of lost goods)

Block Space Occupied: Small
Color: Green
Interior Room: 1,000 encumbrance value points

Medium Storage Facility

A medium storage facility can hold up to 2,000 Encumbrance Value Points (see the *Equipment* section) worth of stores, including weapons, ammunition, clothing and other field gear. It is climate-controlled to ensure that stores are not damaged.

Energy Units Required: 3
Prerequisites: None
Cost to Build: 3 EPs
Resale: .75 EP
Construction Time: 2-weeks
Monthly EP Cost: .5
SD: 200

Cost to Repair:
Light: .25 EP (plus cost of lost goods)
Medium: .5 EP (plus cost of lost goods)
Heavy: 1 EP (plus cost of lost goods)

Block Space Occupied: Medium
Color: Green
Interior Room: 2,000 encumbrance value points

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Large Storage Facility

A large storage facility can hold up to 4,000 Encumbrance Value Points (see the *Equipment* section) worth of stores, including weapons, ammunition, clothing and other field gear. It is climate-controlled to ensure that stores are not damaged.

Energy Units Required: 4
Prerequisites: None
Cost to Build: 5 EPs
Resale: 1.25 EPs
Construction Time: 3-weeks
Monthly EP Cost: 1
SD: 400

Cost to Repair:
Light: .5 EP (plus cost of lost goods)
Medium: 1 EP (plus cost of lost goods)
Heavy: 2 EPs (plus cost of lost goods)

Block Space Occupied: Large
Color: Green
Interior Room: 4,000 encumbrance value points

Vehicle Docking and Repair Bays

Although all bases come with a pre-established docking and repair bay (represented as a Hex on the base layout maps), larger bases may do better with an upgraded bay. Some bases may even want to build additional docking bays to cope with a great number of vehicles.

Small Docking and Repair Bay

This is the standard bay with which all bases in this book come equipped with. It is also the standard style bay for most underground / undersea bases. On the surface the bay appears as a large rectangular building with two enormous steel blast doors. On land bases, there may be a runway leading up to the doors. The blast doors can withstand 1,000 points of damage before being destroyed and can only be opened from an operator within the base's control room (typically the

Fig. 18.9: Inside a storage facility

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Radar and Surveillance room). When opened, the vehicle is able to slowly drive inside. On small docking bays, there is only enough room for one "Large" type vehicle at a time, two "Medium" sized vehicles or four "Small" sized vehicles.

Once the vehicle is inside the blast doors close and seal airtight. For underwater bases, the water is pumped out which takes five minutes. Once all of the water is out the floor of the hangar becomes much like an elevator, taking the ship(s) down to the lower level where the real docking bay is located—typically 100 or more feet below. Once at the bottom, there is another set of airtight blast doors (again, which can withstand up to 500 points of damage), which can only be opened from an operator in the base's control room. These doors open to reveal the hangar area, where the vehicle can then slowly drive into and park. Note that when leaving the docking bay the above procedure is reversed. At the top of the hangar water must be pumped into the room before the outer blast doors can be opened.

Inside a small docking bay is enough room to house up to two "Large" vehicles, four "Medium" sized vehicles or eight "Small" vehicles. There is also equipment such as hydraulic lifts, diagnostic computers, fluid changing and cleaning machinery, tools, and all manner of equipment to fix and repair all types of vehicles. The small docking bay can repair one vehicle at a time with its equipment.

Leading from the docking bay area into the base itself is a double set of blast doors. These blast doors can withstand up to 1,000 points of damage before being destroyed and are the base's last line of defense if intruders were ever to breach the base's perimeter and enter.

Energy Units Required: 20
Prerequisites: None
Cost to Build: 240 EPs
Resale: 100 EPs
Construction Time: 6-weeks
Monthly EP Cost: 1
SD: 400 plus blast doors

Cost to Repair:
Light: 20 EPs
Medium: 60 EPs
Heavy: 140 EPs

Block Space Occupied: Docking Bay Hex Only
Color: Yellow
Interior Room: 2 Large Vehicles, 4 Medium Vehicles or 8 Small vehicles or any combination of such not equaling more than the space of 2 large style vehicles.

Medium Docking and Repair Bay

Exactly like the small docking bay, however the medium-size has upgraded space and can hold up to four "Large" vehicles, eight "Medium" vehicles or sixteen "Small" vehicles or any combination of such not exceeding 4 Large vehicles in space. As well, the entry docking bay can load one and a half Large vehicles (i.e., one Large vehicle and one Medium vehicle) at a time. And the repair facility can accommodate up to two vehicles at a single time.

Energy Units Required: 40
Prerequisites: None
Cost to Build: 400 EPs
Resale: 220 EPs
Construction Time: 6-weeks
Monthly EP Cost: 1.5
SD: 800 plus blast doors

Cost to Repair:
Light: 30 EPs
Medium: 90 EPs
Heavy: 200 EPs

Block Space Occupied: Docking Bay Hex Only
Color: Yellow
Interior Room: 4Large Vehicles, 8 Medium Vehicles or 16 Small vehicles or any combination of such not equaling more than the space of 4 Large style vehicles.

Large Docking and Repair Bay

Exactly like the small docking bay, however the large-size has upgraded space and can hold up to eight "Large" vehicles, sixteen "Medium" vehicles or thirty-two "Small" vehicles or any combination of such not exceeding 8 Large vehicles in space. As well, the entry docking bay can load two Large vehicles at a time. And the repair facility can accommodate up to three vehicles at a single time.

Energy Units Required: 60
Prerequisites: None
Cost to Build: 540 EPs
Resale: 300 EPs
Construction Time: 7-weeks
Monthly EP Cost: 2
SD: 1,200 plus blast doors

Cost to Repair:
Light: 80 EPs
Medium: 180 EPs

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Heavy: 280 EPs

Block Space Occupied: Docking Bay Hex Only
Color: Yellow
Interior Room: 8 Large Vehicles, 16 Medium Vehicles or 32 Small vehicles or any combination of such not equaling more than the space of 8 Large style vehicles.

Dual-Level Docking Bay

Exactly like the large docking bay, however the dual-level docking facility has another level located beneath the primary level! Each level has room enough for up to four "Large" vehicles, eight "Medium" vehicles or sixteen "Small" vehicles or any combination of such not exceeding 4 Large vehicles in space. The primary level has a repair facility that can accommodate up to two vehicles at a single time while the second level has a repair facility able to accommodate up to four. However, the second level—known by many as the "garage"—is not readily accessible and requires ships be carried down on a large lift (similar to the entry lift). This lift can carry up to two Large vehicles at a time and is protected by sealed blast doors which can withstand up to 800 points of damage.

Energy Units Required: 50
Prerequisites: None
Cost to Build: 700 EPs
Resale: 460 EPs
Construction Time: 8-weeks
Monthly EP Cost: 3
SD: 800 plus blast doors

Cost to Repair:
Light: 90 EPs
Medium: 200 EPs
Heavy: 400 EPs

Block Space Occupied: Docking Bay Hex Only
Color: Yellow
Interior Room: 16 Large Vehicles, 32 Medium Vehicles or 64 Small vehicles or any combination of such not equaling more than the space of 16 Large style vehicles.

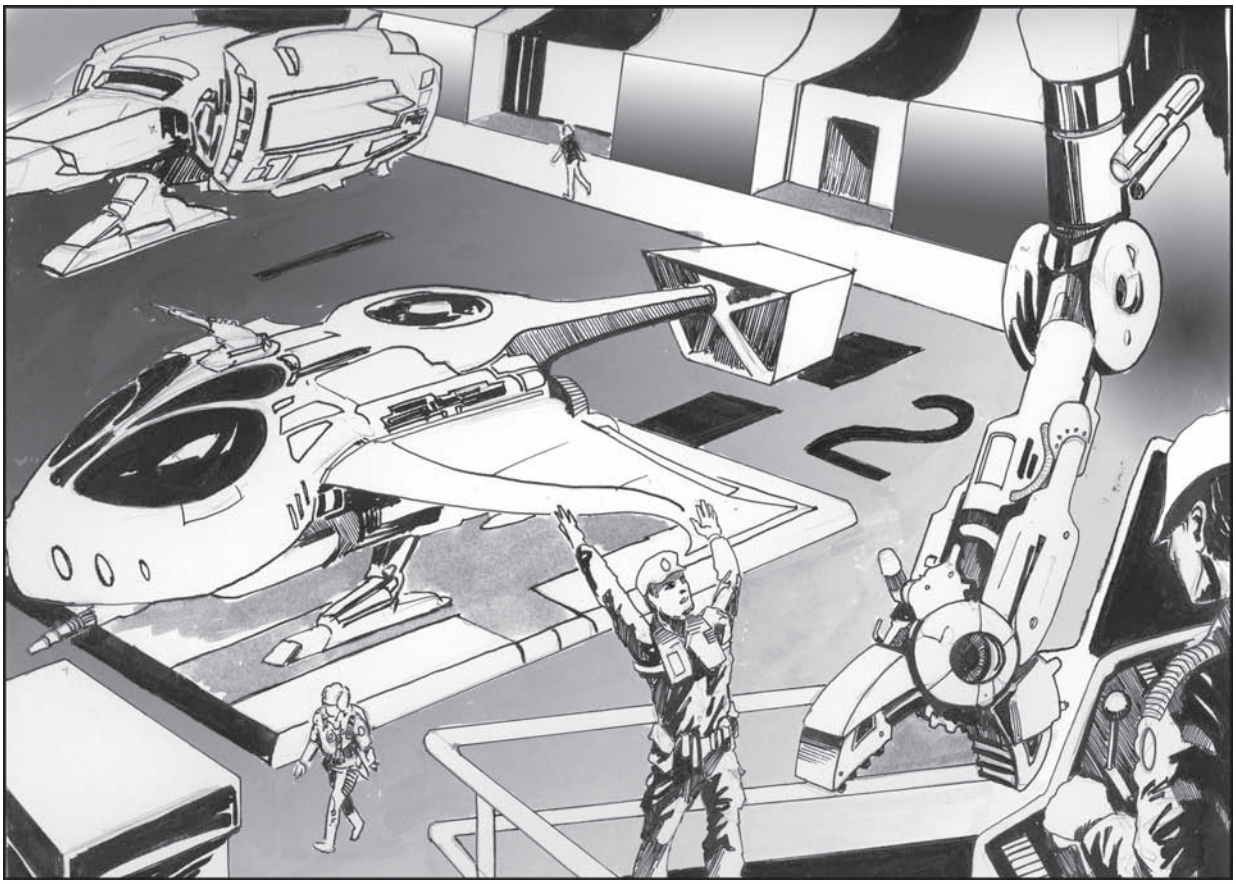

Fig. 19: The interior of a docking bay

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Computer and Surveillance Facilities

Tracking Triaxy schemes and keeping watch for enemy activity is a full-time job for BLUE Level. Having state-of-the-art surveillance centers is a good way to track the movement of Triaxy ships and attack fighters for interception by your Pilots. Computer facilities may also help your base run more smoothly and may help take care of many tasks. All bases will need at least a standard radar facility to act as the base's main center of operation.

For radar / sonar, each is given with a "Ping Rating", which is a % chance at a certain distance. For example, a radar or sonar device might have the following Ping Rating: Small: 25% @ 300 Miles. This means that that particular radar / sonar device has a 25% chance of detecting "Small" rated vehicles at a distance of 300 miles. The GM would be responsible for determining if the Players' radar / sonar detected the approaching craft. The GM should roll every time the craft enters a new distance zone until it is detected.

Ping Ratings are accumulative. That is, the more radar / sonar devices you have, the better the chance of detecting approaching craft. For example, if a device had the following rating: Small: 25% @ 300 Miles, you'd only have a 25% chance of detecting small craft at 300 miles away. However, by installing two of those devices you'd increase that 25% to 50%. For each radar / sonar device installed, Ping Ratings are added together!

Bases are also required to have at least one Computer Facility. The computer facility houses all of the base's computers that run and operate the radar facilities and other facilities. The computer facility will determine any auto-lock numbers your base will have when firing weapons at incoming vehicles and will also determine how many APRs the base has to attack with.

For more information on the functionality of these facilities, see the *Base Attack* section later in this book.

Standard Radar / Sonar Facility

All bases will need one of these. This contains the heart and soul of the base, with all of the computer monitors and controls to operate everything from the radar and internal surveillance systems to the blast doors and external weapons systems. The base's alarms, communications—everything—is controlled from within this single room. Obviously, all of this hi-tech gadgetry is worthless without being manned, so the facility will require at least one man on duty at all times to watch the monitors and operate the base. Typically, the Executive Characters or even the Field Team Members can man and operate this facility.

The standard radar / sonar facility gives the base one radar or sonar (depending upon if the base is on land or below the sea) port and comes pre-installed with one *Standard Radar or Sonar* device. The radar / sonar device is housed above ground on top of the base and can be swapped out for better, more advanced units if desired. Inside, this facility has room for up to four people to work and monitor simultaneously.

Energy Units Required: 50
Prerequisites: Standard Computer Facility or better
Cost to Build: 300 EPs
Resale: 100 EPs
Construction Time: 6-weeks
Monthly EP Cost: 2
SD: 200

Cost to Repair:
Light: 20 EPs
Medium: 60 EPs
Heavy: 120 EPs

Block Space Occupied: Small
Color: Orange
Interior Room: 4 People

Advanced Radar / Sonar Facility

Identical to the standard facility, however this is a much larger facility, occupying a medium base block. It gives the base two radar / sonar ports and comes pre-installed with one *Standard Sonar / Radar* device and one *Wide Array Sonar / Radar* device. It also has room for up to eight people to work and monitor simultaneously.

Energy Units Required: 70
Prerequisites: Standard Computer Facility or better
Cost to Build: 600 EPs

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Resale: 200 EPs
Construction Time: 6-weeks
Monthly EP Cost: 4
SD: 400

Cost to Repair:
Light: 40 EPs
Medium: 80 EPs
Heavy: 300 EPs

Block Space Occupied: Medium
Color: Orange
Interior Room: 8 People

Large Radar / Sonar Facility

Identical to the standard facility, however this is a much larger facility, occupying a large base block. It gives the base four radar / sonar ports and comes pre-installed with two *Standard Sonar / Radar* devices and two *Wide Array Sonar / Radar* devices. It also has room for up to sixteen people to work and monitor simultaneously.

Energy Units Required: 100
Prerequisites: Advanced Computer Facility or better
Cost to Build: 1,000 EPs
Resale: 350 EPs
Construction Time: 7-weeks
Monthly EP Cost: 6
SD: 800

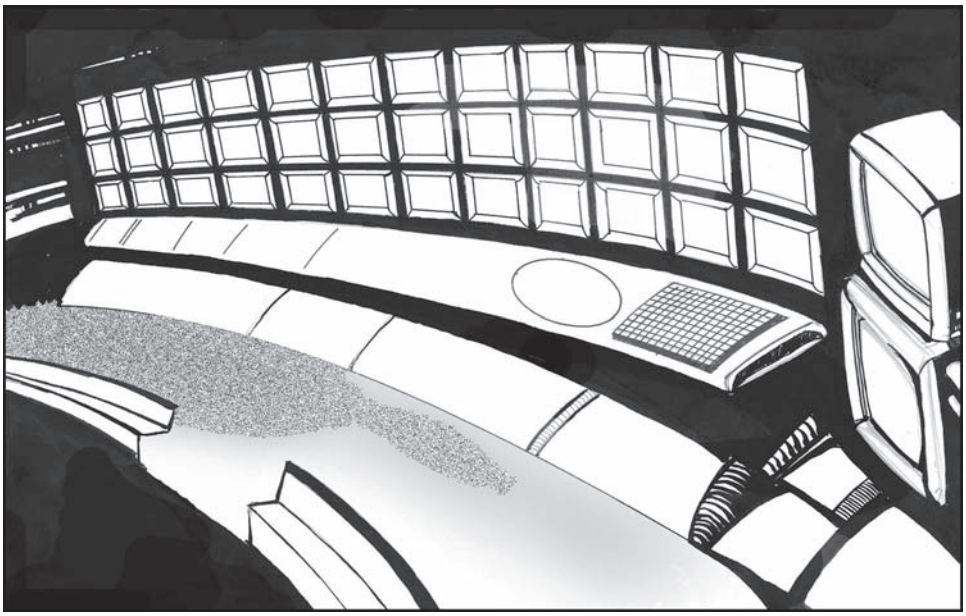

Fig. 19.1: A radar facility is cluttered with an array of monitors

Cost to Repair:
Light: 80 EPs
Medium: 200 EPs
Heavy: 450 EPs

Block Space Occupied: Large
Color: Orange
Interior Room: 16 People

Prophet I Radar (Standard Radar / Sonar Device)

The standard Prophet Radar device is a large, spherical polygon that rests just above the base. It uses an advanced type of electromagnetic Doppler-shift detection unit which tracks frequency shifts along the path of the wave. The radar can pick up moving objects such as attack craft and vehicles from a short distance away, or even small things such as fish or birds. It can also monitor wind or ocean currents and cloud cover, making it an excellent forecaster of the weather. It also includes an advanced ultra-high frequency transmission antenna which can send and receive data up to 100 miles away—both from above and below the ocean.

The EmaDS (Electromagnetic Doppler-Shift Sensor) is much more sophisticated than the traditional radar and sonar. EmaDS works both above and below water and picks up on electromagnetic fields created by objects and living creatures. The system is so sensitive that it can easily distinguish between the composition of a hawk and a sparrow, or a small fighter and a small walker. Furthermore, the device picks up signals from all directions simultaneously and it can even detect objects moving close to the ground. Thus, it is impossible to sneak in below the radar's range. The only exception is objects moving underground, as the system is unable to detect movements beneath the earth. Due to the 3-dimensional ability of the tracking device, the display utilizes an advanced holographic viewing system.

The Prophet Radar is also unaffected by large, natural objects such as mountains, chasms and the like. While the radar cannot detect objects moving within mountains or within such formations and structures, the system can detect objects moving *beyond* these structures, thereby making it nearly flawless. However, the system is not absolute. Objects

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and people equipped with Advanced Electromagnetic Dampening Fields (EDFs) can shield themselves from the system or make themselves appear smaller than they truly are. But despite this, the EmaDS is the most sophisticated and trustworthy "radar" system available. It goes by the common name of "Prophet Radar".

It has the following Ping Rating to 100 miles:

Long Distance (within 100 miles):
Small object 15% @ 100 Miles
Medium object 25% @ 100 Miles
Large object 35% @ 100 Miles
Very Large object 45% @ 100 Miles
Medium Distance (within 75 miles):
Small object 25% @ 75 Miles
Medium object 35% @ 75 Miles
Large object 45% @ 75 Miles
Very Large object 55% @ 75 Miles
Short Distance (within 50 miles):
Small object 35% @ 50 Miles
Medium object 45% @ 50 Miles
Large object 55% @ 50 Miles
Very Large object 65% @ 50 Miles
Incoming (within 25 miles):
Small object 55% @ 25 Miles
Medium object 65% @ 25 Miles
Large object 75% @ 25 Miles
Very Large object 85% @ 25 Miles
Immediate Threat (closer than 25 miles):
Small object 85% @ within 24 Miles
Medium object 95% @ within 24 Miles
Large object 100% @ within 24 Miles
Very Large object 110% @ within 24 Miles

Energy Units Required: 30
Prerequisites: Standard Radar / Sonar Facility or better
Cost to Build: 60 EPs
Resale: 30 EPs
Construction Time: 1-week
Monthly EP Cost: 1
SD: 100

Cost to Repair:
Light: 10 EPs (10% chance radar is rendered inoperable)
Medium: 20 EPs (25% chance radar is rendered inoperable)
Heavy: 40 EPs (65% chance radar is rendered inoperable)

Block Space Occupied: NA
Color: NA
Interior Room: NA

Prophet II Radar (Advanced Radar / Sonar Device)

This is an upgrade from standard radar / sonar and replaces those units. It has a longer range, using low-frequency transmissions, and is more effective at detecting in-coming objects at far distances. It also includes an advanced ultra-low frequency transmissions antenna which can send and receive data up to 1,000 miles away—both from above and below the ocean. It works on the same technology as the Prophet I system, however the Prophet II has a much longer range.

It has the following Ping Rating to 300 miles:
Long Distance (within 300 miles):
Small object 15% @ 300 Miles
Medium object 25% @ 300 Miles
Large object 35% @ 300 Miles
Very Large object 45% @ 300 Miles
Medium Distance (within 200 miles):
Small object 25% @ 200 Miles
Medium object 35% @ 200 Miles
Large object 45% @ 200 Miles
Very Large object 55% @ 200 Miles
Short Distance (within 100 miles):
Small object 55% @ 100 Miles
Medium object 65% @ 100 Miles
Large object 75% @ 100 Miles
Very Large object 85% @ 100 Miles
Incoming (within 50 miles):
Small object 75% @ 50 Miles
Medium object 85% @ 50 Miles
Large object 95% @ 50 Miles
Very Large object 110% @ 50 Miles
Immediate Threat (closer than 50 miles):
Small object 100% @ within 49 Miles
Medium object 105% @ within 49 Miles
Large object 120% @ within 49 Miles
Very Large object 130% @ within 49 Miles

Energy Units Required: 30
Prerequisites: Standard Radar / Sonar Facility or better
Cost to Build: 100 EPs
Resale: 40 EPs
Construction Time: 1-week
Monthly EP Cost: 2
SD: 100
Cost to Repair:
Light: 25 EPs (10% chance radar is rendered inoperable)
Medium: 60 EPs (25% chance radar is rendered inoperable)
Heavy: 80 EPs (65% chance radar is rendered inoperable)

Block Space Occupied: NA
Color: NA
Interior Room: NA

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Prophet III Radar (Highly Advanced Radar / Sonar Device)

This is an upgrade from standard radar / sonar and replaces those units. It has superb long and short-range detection capabilities, using both high and low-frequency transmissions, and is more effective at detecting in-coming objects at all distances. It also includes an advanced ultra-low frequency transmissions antenna which can send and receive data up to 1,500 miles away—both from above and below the ocean. It works on the same technology as the Prophet I Radar however the Prophet III has an even farther detection range and is more sensitive to electromagnetic fields than even the Prophet II. This is the pinnacle of radar technology!

It has the following Ping Rating to 300 miles:
Long Distance (within 300 miles):
Small object 30% @ 300 Miles
Medium object 50% @ 300 Miles
Large object 70% @ 300 Miles
Very Large object 90% @ 300 Miles
Medium Distance (within 200 miles):
Small object 50% @ 200 Miles
Medium object 70% @ 200 Miles
Large object 90% @ 200 Miles
Very Large object 110% @ 200 Miles
Short Distance (within 100 miles):
Small object 110% @ 100 Miles
Medium object 130% @ 100 Miles
Large object 150% @ 100 Miles
Very Large object 85% @ 100 Miles
Incoming (within 50 miles):
Small object 150% @ 50 Miles
Medium object 170% @ 50 Miles
Large object 190% @ 50 Miles
Very Large object 220% @ 50 Miles
Immediate Threat (closer than 50 miles):
Small object 200% @ within 49 Miles
Medium object 205% @ within 49 Miles
Large object 220% @ within 49 Miles
Very Large object 230% @ within 49 Miles

Energy Units Required: 40
Prerequisites: Standard Radar / Sonar Facility or better
Cost to Build: 140 EPs
Resale: 60 EPs
Construction Time: 1-week
Monthly EP Cost: 3
SD: 100

Cost to Repair:
Light: 50 EPs (10% chance radar is rendered inoperable)
Medium: 80 EPs (25% chance radar is rendered inoperable)
Heavy: 120 EPs (65% chance radar is rendered inoperable)

Block Space Occupied: NA
Color: NA
Interior Room: NA

OSAMS (Orbiting Satellite Array Monitoring System)

The OSAMS system is an array of six satellites that are precision-aligned to monitor the entire surface area of the planet. Looking down, they are able to pick up and detect movement of vehicles and people. While it is difficult for it to detect these objects when scanning large areas, it can focus on small, particular areas making it one of the most effective surveillance devices available.

A satellite can zoom in and focus on an area as small as 50-miles and can also magnify in on an object the size of a car. While it can't read a newspaper from orbit, it can make out small details—fine enough to distinguish a male civilian from a female. It even has advanced electron diffraction-pattern tracking which can allow an operator sitting in a control room to view a simulated 3-dimensional view of an object based on electromagnetic algorithms that are used to define molecular patterns.

Using an advanced form of Doppler-type radar, the OSAMS is unaffected by planetary weather conditions and can see through smog, cloud cover and water. Information from the OSAMS is transmitted to the base's radar / sonar device. Additionally, transmissions from the base can be sent to the satellites, giving the base global transmissions capabilities. The satellites, of course, are equipped with digital encryption technology.

However, the OSAMS does have a weakness. Taking out a satellite will prevent OSAMS from seeing an entire sextant of the globe (1/6 the planet) and will also prevent sending and receiving of transmissions to that sextant.

It has the following Ping Rating around the entire planet:
Global Scan (i.e., entire 1/4 of planet)
Small object 10%
Medium object 15%
Large object 20%
Very Large object 25%
500 mile area zoom:
Small object 30% @ 300 Miles
Medium object 50% @ 300 Miles
Large object 70% @ 300 Miles
Very Large object 90% @ 300 Miles
250 mile area zoom:
Small object 50% @ 200 Miles
Medium object 70% @ 200 Miles

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Large object 90% @ 200 Miles
Very Large object 110% @ 200 Miles

125 mile area zoom:
Small object 110% @ 100 Miles
Medium object 130% @ 100 Miles
Large object 150% @ 100 Miles
Very Large object 185% @ 100 Miles

75 mile area zoom:
Small object 150% @ 50 Miles
Medium object 170% @ 50 Miles
Large object 190% @ 50 Miles
Very Large object 220% @ 50 Miles

50 mile or less area zoom:
Small object 200% @ within 49 Miles
Medium object 205% @ within 49 Miles
Large object 220% @ within 49 Miles
Very Large object 230% @ within 49 Miles

Energy Units Required: 20
Prerequisites: Standard Radar / Sonar Facility or better, Standard Radar / Sonar Device or better, Advanced Computer Facility
Cost to Build: 2,000 EPs
Resale: 800 EPs
Construction Time: 10-weeks
Monthly EP Cost: None
SD: 100 Per Satellite

Cost to Repair (per satellite):
Light: 100 EPs (10% chance satellite is rendered inoperable)
Medium: 150 EPs (10% chance satellite is rendered inoperable)
Heavy: 300 EPs (10% chance satellite is rendered inoperable)

Block Space Occupied: NA
Color: NA
Interior Room: NA

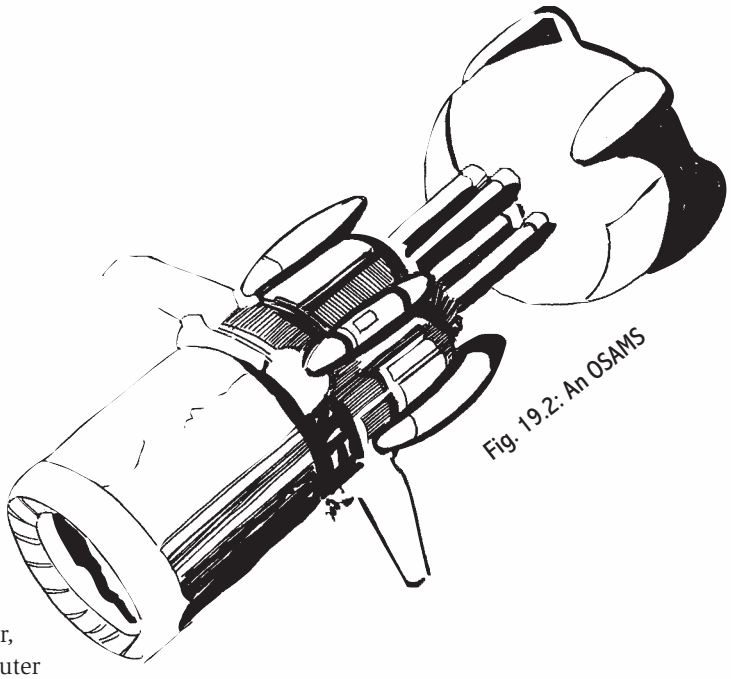

Fig. 19.2: An OSAMS

Standard Computer Facility

The standard computer facility takes up an entire small block of base space. Within it are housed a small array of super-computers, server stations and back-up devices. The room acts as the central nervous system of the base, as all of the base's software, programs and computers are housed within it. Thus, the computer facility should be considered the base's most vital area and should be highly protected. Blast doors, retinal scanners and security devices are highly recommended. Taking out this facility will render the base practically dead.

The standard computer facility allows the base to operate an almost limitless number of devices, weapons and other systems simultaneously. Operators working in the radar / sonar facility will receive the following benefits from this facility:

* Allows up to 6 Simultaneous APRs (that is, it allows 6 people to operate weapons at once)
* Gives weapon systems Auto-Lock Numbers of 1, 2, and 3.

Energy Units Required: 50
Prerequisites: None
Cost to Build: 100 EPs
Resale: 50 EPs
Construction Time: 2-weeks
Monthly EP Cost: 2
SD: 75

Cost to Repair:
Light: 20 EPs

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Medium: 40 EPs
Heavy: 80 EPs

Block Space Occupied: Small
Color: Purple
Interior Room: NA

Advanced Computer Facility

The advanced computer facility is much like the standard facility, however taking up a medium block space on the base layout. It has about twice the number of computers and can run and operate more efficiently—especially for bases with larger radar / sonar facilities. Operators working in the radar / sonar facility will receive the following benefits from this facility:

* Allows up to 12 Simultaneous APRs (that is, it allows 12 people to operate weapons at once)
* Gives weapon systems Auto-Lock Numbers of 1, 2, 3, 4, 5 and 6.

Energy Units Required: 100
Prerequisites: None
Cost to Build: 200 EPs
Resale: 100 EPs
Construction Time: 3-weeks
Monthly EP Cost: 4
SD: 150

Cost to Repair:
Light: 40 EPs
Medium: 80 EPs
Heavy: 160 EPs

Block Space Occupied: Medium
Color: Purple
Interior Room: NA

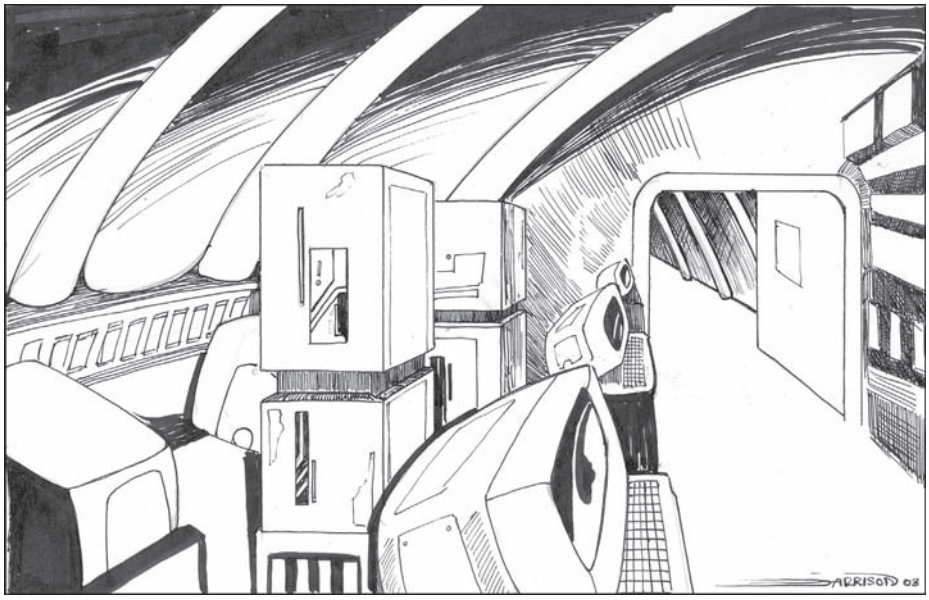

Fig. 19.3: The interior of a typical computer facility

Research and Workshop Facilities

Eventually you may stumble upon an alien artifact. After all, the Trigalaxies are a large place and the Ornans know very little about it. With a research facility you can reverse-engineer alien artifacts you may come across or research Triaxy equipment you obtain. You can also use a research facility to retrieve encrypted data from a seized Triaxy computer! Using research facilities, you can also begin to design your own, new equipment! Workshop facilities can allow your BLUE Level base to purchase blueprints and plans for vehicles and weapons so that you can build them yourself! For more information, see *Research and Development* later in this book.

Small Laboratory

The small lab occupies a small block of base space and has enough room within for up to 5 scientists to work comfortably together. It also contains the necessary equipment needed by those scientists to perform most research work. Equipment such as cold storage, bio-hazardous material lockers, incinerators, centrifuges, high powered microscopes and computers running specialized programs (such as code-cracking software) are all housed in this state-of-the-art facility. Additionally, the facility has a "gray area" air-lock entrance where workers can be decontaminated before and after entry into the lab if the lab is to be used to study extremely hazardous items (included in the gray area are sealed "space suits" for lab workers if needed

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and a decontamination shower).

As well, the lab is completely self-sealed and contained with its own environment and it has air purifiers and exchange systems to ensure that a disaster will not affect the rest of the base. Thus the lab is fully prepared to handle lethal viruses and microorganisms.

While it is impossible to list everything in the lab, it should be assumed that it has all necessary equipment and chemicals for a wide array of research. Also, the lab will not have more equipment than five scientists could use at a single time, nor will it have any equipment that might be considered too large for the facility.

Energy Units Required: 50
Prerequisites: None
Cost to Build: 600 EPs
Resale: 400 EPs
Construction Time: 5-weeks
Monthly EP Cost: 4 (includes basic supplies and materials)
SD: 150

Cost to Repair:
Light: 50 EPs
Medium: 120 EPs
Heavy: 250 EPs

Block Space Occupied: Small
Color: Brown
Interior Room: 5 people

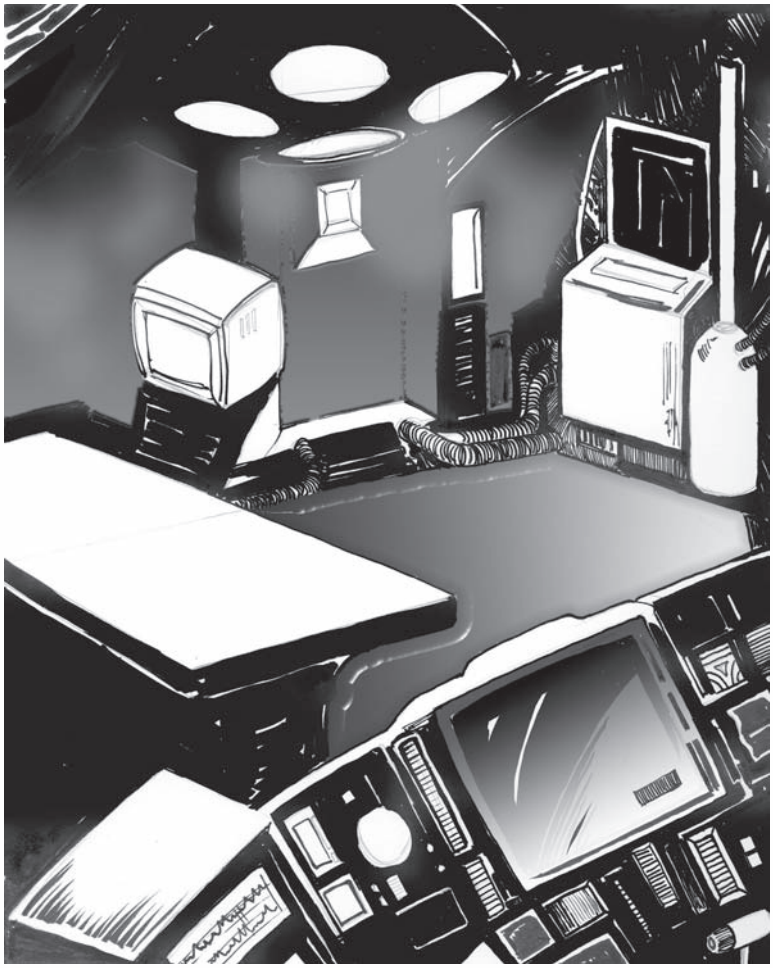

Fig. 19.4: The interior of a typical lab

Advanced Laboratory

The advanced lab occupies a medium block of base space and has enough room within for up to 10 scientists to work comfortably together. It contains all of the equipment as listed with the small lab and also has the same decontamination chamber.

While it is impossible to list everything in the lab, it should be assumed that it has all necessary equipment and chemicals for a wide array of research. Also, the lab will not have more equipment than ten scientists could use at a single time, nor will it have any equipment that might be considered too large for the facility.

Energy Units Required: 75
Prerequisites: None
Cost to Build: 1,000 EPs
Resale: 600 EPs
Construction Time: 7-weeks
Monthly EP Cost: 8 (includes basic supplies and materials)
SD: 250

Cost to Repair:
Light: 80 EPs
Medium: 160 EPs
Heavy: 350 EPs

Block Space Occupied: Medium
Color: Brown
Interior Room: 10 people

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Large Laboratory

The large lab occupies a large block of base space and has enough room within for up to 20 scientists to work comfortably together. It contains all of the equipment as listed with the small lab and also has the same decontamination chamber. However, the large lab also has some larger equipment and has the ability to research almost anything.

While it is impossible to list everything in the lab, it should be assumed that it has all necessary equipment and chemicals for a wide array of research. Also, the lab will not have more equipment than twenty scientists could use at a single time, nor will it have any equipment that might be considered too large for the facility.

Energy Units Required: 150
Prerequisites: None
Cost to Build: 1,500 EPs
Resale: 900 EPs
Construction Time: 9-weeks
Monthly EP Cost: 12 (includes basic supplies and materials)
SD: 350

Cost to Repair:
Light: 200 EPs
Medium: 300 EPs
Heavy: 600 EPs

Block Space Occupied: Large
Color: Brown
Interior Room: 20 people

Small Workshop

The small workshop occupies a small block of base space and has enough room within for up to 5 engineers to work comfortably together. Inside there is a large array of equipment, tools and machinery with which engineers can build and design just about anything. The workshop also provides a small 3-Dimensional Automated Parts Printer (3-DAPP) which allows an engineer to input a 3-dimensional schematic of any type of simple part and the 3-DAPP will automatically create the part using a wide variety of plastics and metals that the engineer has to choose from. The small 3-DAPP can make any simple part that does not have any type of moving parts, wires or motors up to 12-inches in size.

While it is impossible to list everything in the workshop, it should be assumed that it has all necessary equipment and tools to allow engineers to build and design just about anything. Also, the workshop will not have more equipment than five engineers could use at a single time, nor will it have any equipment that might be considered too large for the facility.

Energy Units Required: 75
Prerequisites: None
Cost to Build: 200 EPs
Resale: 100 EPs
Construction Time: 4-weeks
Monthly EP Cost: 4
SD: 150

Cost to Repair:
Light: 40 EPs
Medium: 80 EPs
Heavy: 160 EPs

Block Space Occupied: Small
Color: Brown
Interior Room: 5 people

Advanced Workshop

The advanced workshop occupies a medium block of base space and has enough room within for up to 10 engineers to work comfortably together. Inside there is a large array of equipment, tools and machinery with which engineers can build and design just about anything. The workshop also provides a large 3-Dimensional Automated Parts Printer (3-DAPP) as described with the small workshop. The large 3-DAPP can make any simple part that does not have any type of moving parts, wires or motors up to 24-inches in size.

While it is impossible to list everything in the workshop, it should be assumed that it has all necessary equipment and tools to allow engineers to build and design just about anything. Also, the workshop will not have more equipment than ten engineers could use at a single time, nor will it have any equipment that might be considered too large for the facility.

Energy Units Required: 150
Prerequisites: None
Cost to Build: 400 EPs
Resale: 200 EPs
Construction Time: 6-weeks
Monthly EP Cost: 8
SD: 250

Cost to Repair:
Light: 80 EPs
Medium: 160 EPs
Heavy: 300 EPs

Block Space Occupied: Medium
Color: Brown
Interior Room: 10 people

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Large Workshop

The large workshop occupies a large block of base space and has enough room within for up to 20 engineers to work comfortably together. Inside there is a large array of equipment, tools and machinery with which engineers can build and design just about anything. The workshop also provides a super-large 3-Dimensional Automated Parts Printer (3-DAPP) as described with the small workshop. The super-large 3-DAPP can make any simple part that does not have any type of moving parts, wires or motors up to 60-inches big. As well, the Large Workshop also provides 4 robotic units which can be programmed to build, wire, paint, solder, weld, etc. The large workshop has enough room inside to build small vehicles and cars.

While it is impossible to list everything in the workshop, it should be assumed that it has all necessary equipment and tools to allow engineers to build and design just about anything. Also, the workshop will not have more equipment than twenty engineers could use at a single time, nor will it have any equipment that might be considered too large for the facility.

NOTE: 2 of these facilities can be built side-by-side to create an Ultra-Large Workshop which will have twice the equipment and room as described above. It is capable of housing and constructing a Medium-sized vehicle.

Energy Units Required: 250
Prerequisites: None
Cost to Build: 900 EPs
Resale: 450 EPs
Construction Time: 7-weeks
Monthly EP Cost: 12
SD: 350

Cost to Repair:
Light: 100 EPs
Medium: 200 EPs
Heavy: 400 EPs

Block Space Occupied: Large
Color: Brown
Interior Room: 20 people

Fig. 19.5: This workshop has employed an early model Android to work

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Hostage Containment Facilities

If you plan on seizing high-ranking Triaxy officials to use as bargaining chips, you'll want to invest in a Hostage Containment Facility. Some facilities allow you to house large creatures as well for use in research and development.

Small Containment Facility

This is your basic jailhouse. It contains 10 small cells comprised of titanium bars, each able to house a single prisoner. Each cell also comes equipped with a video surveillance camera to monitor the prisoner. Doors can only be locked and unlocked from the base's radar / sonar facility, or by a keypad located within the facility. It has no luxuries and is a simple holding cell.

Energy Units Required: 3
Prerequisites: None
Cost to Build: 200 EPs
Resale: 25 EPs
Construction Time: 1-week
Monthly EP Cost: 2 (includes food for prisoners)
SD: 100

Cost to Repair:
Light: 10 EP
Medium: 20 EPs
Heavy: 50 EPs

Block Space Occupied: Small
Color: Gray
Interior Room: 10 hostages

Advanced Containment Facility

This is a state-of-the-art hostage containment facility. It contains 5 small cells comprised of steel and break / shatter-proof glass. Each of these cells is shielded against electronic transmissions to prevent hostages from being able to covertly transmit information (if they're clever enough to get any devices inside) and they are also sound proofed. Each cell is able to house two prisoners comfortably. Additionally, the Advanced Facility also has two Psychic-Shield Chambers with which to house dangerous Psyonicists in. These cells are much like the others, but transmit psychic static into the cell which prevents prisoners from being able to use their psyonic abilities and also prevents them from receiving any sort of psychic transmission. Each cell also comes equipped with a video surveillance camera to monitor the prisoner. Doors can only be locked and unlocked from the base's radar / sonar facility, or by a keypad located within the facility.

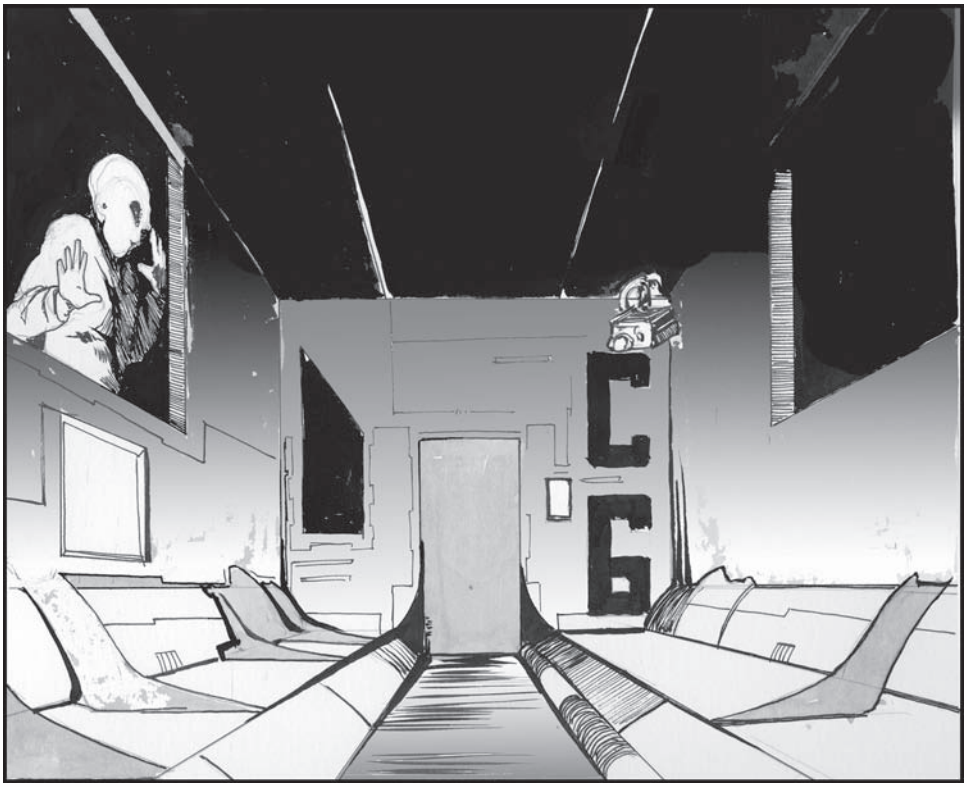

Fig. 19.6: A hostage containment facility with an Andromedian captive

Energy Units Required: 10
Prerequisites: None
Cost to Build: 400 EPs
Resale: 75 EPs
Construction Time: 2-weeks
Monthly EP Cost: 3 (includes food for prisoners)
SD: 170
Cost to Repair:
Light: 20 EPs
Medium: 60 EPs
Heavy: 125 EPs
Block Space Occupied: Medium
Color: Gray
Interior Room: 10 hostages and 4 psyonics

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Large Containment Facility

Identical to the advanced facility, however the large containment facility has 10 cells (each able to house 2 prisoners comfortably) and 4 psychic shield chambers (each able to house up to 2 Psyonicists). The Large facility also has an Advanced Life-form Containment cell which is able to house a creature up to 15-feet tall. The entire facility is shielded against electronic transmissions, and the entire facility also emits psychic static to prevent psyonic transmissions from entering the entire facility.

Energy Units Required: 10
Prerequisites: None
Cost to Build: 800 EPs
Resale: 150 EPs
Construction Time: 2-weeks
Monthly EP Cost: 4 (includes food for prisoners)
SD: 170

Cost to Repair:
Light: 40 EPs
Medium: 100 EPs
Heavy: 200 EPs

Block Space Occupied: Large
Color: Gray
Interior Room: 20 hostages, 8 Psyonicists and 1 large life form.

Medical Bays

It's only a matter of time before your troops get injured. Medical bays allow you to doctor your troops in-house. All bases should have at least one medical bay.

Standard Medical Bay

The Standard Medical Bay is a minimum standard for any BLUE Level base. It has room inside to treat up to 5 people at once and has all of the necessary medicine, drugs and equipment to do so. While state-of-the-art, this facility will require at least one Medic to staff it. Surgeries and treatments must be done by hand, although a wide array of hi-tech equipment makes this process much easier. Like the labs, the medical bay also has a gray-zone entry and decontamination area which makes it capable of handling those infected with even the most dire of viruses.

While it is impossible to list all of the drugs, medicines and equipment contained in this facility, it should be assumed that any type of medical emergency or surgery can be successfully treated within the facility. Treatment times will vary depending upon the severity of the patient's condition and wounds.

Energy Units Required: 5
Prerequisites: None
Cost to Build: 200 EPs
Resale: 50 EPs
Construction Time: 2-weeks
Monthly EP Cost: 5 (includes cost of medicines)
SD: 100

Cost to Repair:
Light: 20 EPs
Medium: 60 EPs
Heavy: 150 EPs

Block Space Occupied: Small
Color: Pink
Interior Room: 5 patients

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Advanced Medical Bay

The Advanced Medical Bay should be the standard for any BLUE Level base. It has room inside to treat up to 10 people at once and has all of the necessary medicine, drugs and equipment to do so. It also has four Submerged Robotic Surgery and Treatment Tanks (SRSTTs).

The SRSTTs are large upright tubes filled with a special gel-like liquid. Patients are hooked into special life-support systems while in the tank while delicate robotic units within the tank perform all manner of surgery—even brain surgery. These robotic units are able to perform the functions of any surgeon and have almost a 100% chance of successfully treating patients. The SRSTTs can diagnose what is wrong with a patient and can carry out the necessary surgery or treatment, thereby canceling the need to staff Medics.

The downside is that each SRSTT costs upwards of a million dollars each, so building one of these facilities might be out of reach for new BLUE Level bases. Like the labs, the medical bay also has a gray-zone entry and decontamination area which makes it capable of handling those infected with even the most dire of viruses.

While it is impossible to list all of the drugs, medicines and equipment contained in this facility, it should be assumed that any type of medical emergency or surgery can be successfully treated within the facility. Treatment times will vary depending upon the severity of the patient's condition and wounds.

Energy Units Required: 5
Prerequisites: None
Cost to Build: 1,000 EPs
Resale: 500 EPs
Construction Time: 2-weeks
Monthly EP Cost: 7 (includes cost of medicines)
SD: 100

Cost to Repair:
Light: 100 EPs
Medium: 250 EPs
Heavy: 500 EPs

Block Space Occupied: Medium
Color: Pink
Interior Room: 10 patients and 4 in the SRSTTs

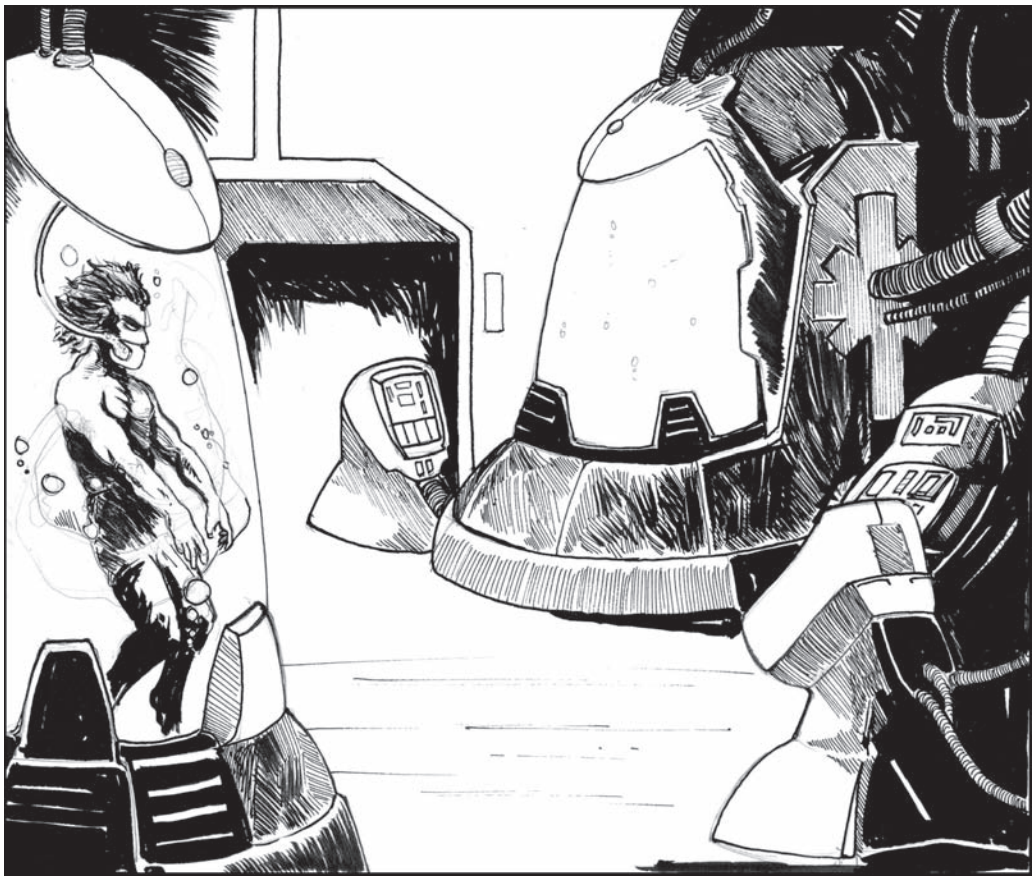

Fig. 19.7: The interior of a medical facility with a wounded soldier in an SRSTT unit

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Building Housing from the Ground Up

So, you think you're ready to add additions to your existing base layout? Or maybe you think it's time to stop using the pre-existing bases and build your own from the ground up. In either case, you'll have to build base housing units. If this is what you want to do, this is the right section to come to.

Perfect Blue has designed a system of base creation that uses modular housing block units. This helps to keep construction costs down as well as construction times. It also keeps the bases easy to design and manage. Thus, all bases are constructed from three basic modular pieces: Corridors, Halls, and Housing Blocks. Corridors are used only to connect Housing Blocks to the rest of the base; Hallways are used to connect facilities within a Housing Block; Housing Blocks are large, square underground cubes where facilities are built within. Using these three simple modules, entire bases can be constructed.

All of the housing units listed in this section are for underground / undersea bases only. This book will not get into above ground facilities as BLUE Level will likely want to keep their bases hidden deep beneath the earth. All of the housing facilities listed in this section are identical to those used in the base layouts section, therefore making it possible to expand on the existing layouts. Of course, many Players will want to use this section to build a completely new base from the ground up. With the GM's permission, Players can be allowed to design new housing modules or even their own facility types. GM is to determine construction and maintenance costs.

Corridors

The standard base corridor is 30-feet long and 10-feet wide and is represented on the base layout maps as long, thin, hollow rectangles that connect to the base's hallways in the primary housing blocks. Corridors are necessary components to any base, as they must be used to connect all of the base's housing blocks.

Corridors are constructed of concrete slabs nearly 2-feet thick and are lined with steel on the inside. Although they are plain and unremarkable, they are extremely rugged and will stand the test of time. Corridors typically have an automatic sliding door located at either end to allow entrance into the hallways of the base's primary housing. These doors can be upgraded to blast doors (and should be when leading to and from important facilities). As well, corridors can be outfitted with surveillance cameras. Otherwise, they are simple, plain corridors. Construction includes the corridor, standard sliding doors at either end and all necessary wiring.

Cost to Build: 4 EPs (per 30' unit)
Construction Time: 1-week

Hallways

Hallways are built between housing units in the base and are represented as thin, hollow spaces between housing units. They are only built between housing units and may not be necessary when building a Large housing block. Typically, they only join small and medium housing units together, forming a cross within a large housing block. When two housing blocks are built next to each other, a hallway is automatically installed and they come with the price of construction for the small and medium housing units. However, if a Large housing block is built, and later it needs to be split into four small blocks or two medium blocks, a hallway system can be installed.

The typical hallway is about 10-feet wide and 80-feet long (the length of a large housing block. They are constructed of concrete slabs 2-feet thick and are usually lined with steel beams. Most hallways are also paneled or drywalled to make them more pleasing and hospitable. Doorways into the housing facilities lead in and out of the halls. Typically, these are standard automatic sliding doors but can be upgraded to blast doors. Halls can also have surveillance cameras installed within them.

Cost to Build: 1 EP per 80-foot long hallway
Construction Time: 1-week

Small Housing Block

A small housing block is 40-feet by 40-feet in size with a ceiling 20-feet high. They are exactly 1/4 the size of a Large housing block (that is, four small blocks fit within a large block). These are the smallest housing blocks available. They are represented on the map as small, hollow squares.

Constructed from slabs of solid concrete nearly 3-feet thick and lined with steel beams, these housing blocks are rugged and tough and can take quite a beating. Construction of a small housing block includes only the empty framework. Facilities can be built within it. In addition from being built from scratch, up to four Small Housing Blocks can be built (at a reduced price) within an existing Large Housing Block; two can be built within an existing Medium Housing Block.

Cost to Build: 6 EPs complete, or 3 EPs to construct within a Large or Medium Housing Block
Construction Time: 2-weeks

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Medium Housing Block

A medium housing block is 40-feet wide by 80-feet long with a ceiling 20-feet high. They are exactly 1/2 the size of a Large housing block (that is, two medium blocks fit within a large block). They are represented on the map as long, hollow rectangles.

Constructed from slabs of solid concrete nearly 3-feet thick and lined with steel beams, these housing blocks are rugged and tough and can take quite a beating. Construction of a medium housing block includes only the empty framework. Facilities can be built within it. In addition, two Medium Housing Blocks can be built within an existing Large Housing Block.

Cost to Build: 10 EPs complete, or 4 EPs to construct within a Large Housing Block.

Construction Time: 3-weeks

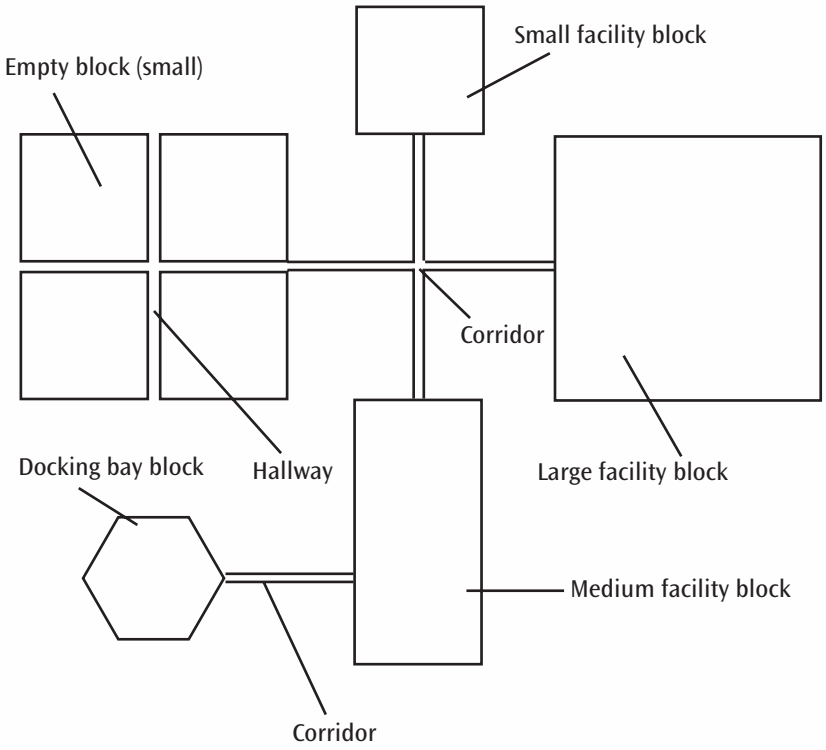

Fig. 19.8: This illustration shows what each of the housing bloacks appears as on a typical base layout diagram

Large Housing Block

A large housing block is 80-feet by 80-feet in size with a ceiling 20-feet high. These are the largest housing blocks available. They are represented on the map as large, hollow squares.

Constructed from slabs of solid concrete nearly 3-feet thick and lined with steel beams, these housing blocks are rugged and tough and can take quite a beating. Construction of a large housing block includes only the empty framework. Facilities can be built within it. Later, if base layout calls for it, the Large Housing Block can be split into four Small Blocks OR two Medium Blocks OR two Small and one Medium Block by installing Hallways in the center.

Cost to Build: 17 EPs

Construction Time: 4-weeks

Docking Bay Housing Block

Represented on the base layout maps as hollow hexes, the size of the bay varies depending upon what type is installed. Docking Bay construction prices are listed previously in the Base Facilities section. All bases must have at least one docking bay. Docking Bays cannot be built as empty modules as they have to be fully constructed and can only be used as docking bays. Therefore docking bays must be built using the facility guidelines provided early in this book.

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Base Attack

Sooner or later Triaxy will find out where Perfect Blue's been hiding out. Because Perfect Blue is the only force that dares to oppose their tyrannical rule, they search doggedly for their bases. Thus, unless the Players are careful, Triaxy will eventually discover their base of operations and launch an attack. But the threats don't only come from Triaxy. There are those Ornan groups and cults with evil intent who think that if they sellout Perfect Blue Triaxy will grant them a position of power. There are also other enemies of Perfect Blue who would like to see them shut down. In any event, Perfect Blue will have to one day defend their bases.

Simply, base defense works in the same two modes as standard combat: Tactical and Vehicular Combat. When a base is first attacked—especially if it's by fighter craft—the Players may want to initiate Vehicular Combat in order to shoot down any marauding enemy craft such as bombers, fighters or even transports that could be carrying enemy troops to seize the base. If the Players are lucky and have good surveillance facilities they will pick them up on radar before any damage is done to the base. However, if the enemy craft sneak past the radar defenses—or if they get by the Players' own interceptors and exterior defense systems—the base might get hit by bombs, missiles or other weapons.

With any luck, the Players will be able to defend their base by intercepting the enemy craft before they get within striking range of the base using their own interceptors or base missile defenses. However, this is not always the case and some enemies might land a few bombs on top of the base or even manage to get troops within the base. If enemy troops get inside the base the Players will have to defend it in Tactical Combat mode using all of their troops within the base. This section will tell you how to deal with base defense and attacks.

Bases: Initiating Combat

When a base is first under attack by outside forces—such as Triaxy fighter craft—Vehicular Combat is initiated. If the Players have any radar / surveillance facilities installed at their base, the GM should first roll to see if the radar picks up the attacking craft. Base combat works in the same manner as Vehicular Combat.

All radar facilities listed in the Base Facilities section of this book have an "Effective Tracking Distance" rating in miles—this indicates how far away that facility can begin tracking and detecting incoming enemy craft. Typically, this distance is 300 miles.

Additionally, each radar facility has a "Ping Rating"—a % chance of detecting craft within a certain distance of its Effective Tracking Distance. Ping Ratings are given for Long, Medium, Short and In-Coming distances. The GM rolls the percentile dice each time the enemy craft enter a "Ping Area" (that is, long, medium, short and in-coming). If the radar detects the enemy craft the GM then tells the Players that their radar facility has detected a possible enemy craft and gives them the "Blip Reading" of the craft (all craft listed in this book have a Blip Reading of small, medium or large) and tells them how far away it is.

At this point the Players have a few options: they can launch their fighters to intercept the incoming enemy craft, or, if there is no time to do so, they can wait to launch their base defenses. Additionally, Players can always do both!

All rules for typical vehicular combat apply. The Players must even roll to determine their base's initiative score. The only difference is that the Players' base is stationary (obviously) and cannot be moved. Also, because the base is stationary, it cannot dodge or evade attacks made on it. When hit, the base will take damage per the rules listed below.

When the Players attack using their base's defense systems (such as SAM missiles or laser defenses) they must abide by all rules for vehicular combat. For example, the Players must roll to "lock-on" their weapons before they can fire them. The number of APRs that the Players' base has is determined by their Computer Facilities. The more and better computer facilities the base has, the more APRs that they will get. Additionally, bases get "Simultaneous APRs"—that is, a base can launch more than one missile at a time and can do so at different targets. Simultaneous APRs work like the Pilot and Co-Pilot APRs—a single vehicle getting two separate turns per round. A base that has 4 Simultaneous APRs can fire four times during a single round! Simultaneous APRs are also determined by the base's Computer Facilities. Note however, that radar facilities may require the use of personnel to fire base defense weapons. See facilities for more information.

Bases: Sustaining Damage

All bases are comprised of facilities. And each facility has a number of Structural Damage Points (or SD). The total of *all* facility SD points equals the total number of SD for the entire base. For example, if a base had five separate facilities, and each facility had 100 SD points, the *entire* base would have 500 SD points. When bases are attacked from the outside, SD is typically subtracted from the base as a whole. However, each facility's SD also works independently of other facility SD points. SD points are usually kept separate when a base is attacked from within. When a facility's SD reaches 0, that facility is considered destroyed. If an entire base's SD reaches 0, the entire base is considered destroyed.

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SD work just like typical character Hit-Points. Whenever a base sustains damage from an attack—whether the attack comes from outside the base or from within—it will lose a number SD points.

When a base is attacked from *outside* sources (such as being bombed), SD should be subtracted from the base as a whole. See below for more information.

Outside Attacks

When a base is attacked from outside sources SD should be subtracted from the base as a whole. That is, the GM adds up all of the base's facility SD points and pools them together. This will represent how much damage the base can sustain as a whole before being destroyed. As an optional rule, the GM can keep facility SD separate during outside attacks, and when a base takes damage divide the damage evenly amongst all facilities. Outside attacks are those attacks that occur outside of the base. This is typically from being bombed from attack fighter craft.

Inside Attacks

When a base is infiltrated by enemy forces the base may take interior damage (most likely from explosives). When this happens each facility's SD are kept separate from each other. If a facility is entered, all shots fired within the facility that do not hit a person will damage the equipment within the facility. Likewise, any bombs, grenades or other explosives set off inside the facility will cause damage to the facility. Damage caused to the facility is dependant upon the weapon being used. The damage inflicted from the weapon is subtracted from the facility's SD points.

If a base is first attacked from outside, and then the enemy enters the base, the GM must divide the amount of outside damage inflicted to the base as a whole to each separate facility.

Damage Level

To make things simple, a damage level scale has been established to help determine the extent of a base's or facility's damage. This will also aid in determining repair costs to the base or facility. Damage Level is as follows:

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No Damage
A base or facility is considered to have "no damage" or insignificant damage when it has 90 - 100% of its total SD.

Light Damage
A base or facility has sustained "light" damage when it loses up to 25% of its total SD points.

Medium Damage
A base or facility has sustained "medium" damage when it loses up to 50% of its total SD points.

Heavy Damage
A base or facility has sustained "heavy" damage when it loses up to 75% of its total SD points.

Destroyed
A base or facility has been destroyed when it loses more than 80% of its total SD points. If a facility is destroyed, a new one must be completely rebuilt. If an entire base is destroyed, the base is no longer usable and a new base must be built. If BLUE Level loses an entire base, all equipment, weapons and vehicles inside the base are also destroyed (they might be able to salvage 10% of it). They will have to re-establish a new base or rebuild the current base.

Other information pertaining to a facility's damage level is listed with each facility in the previous section.

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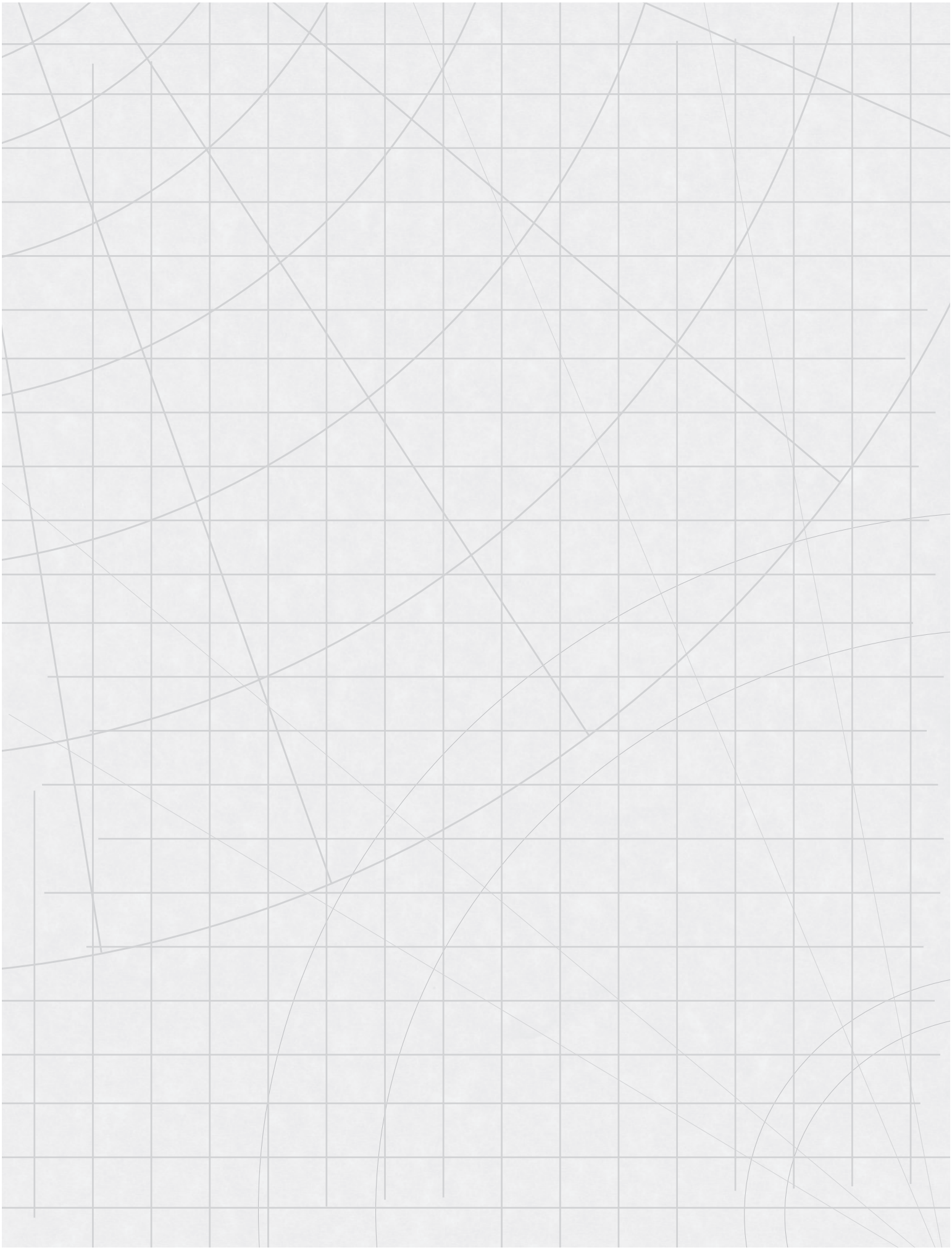

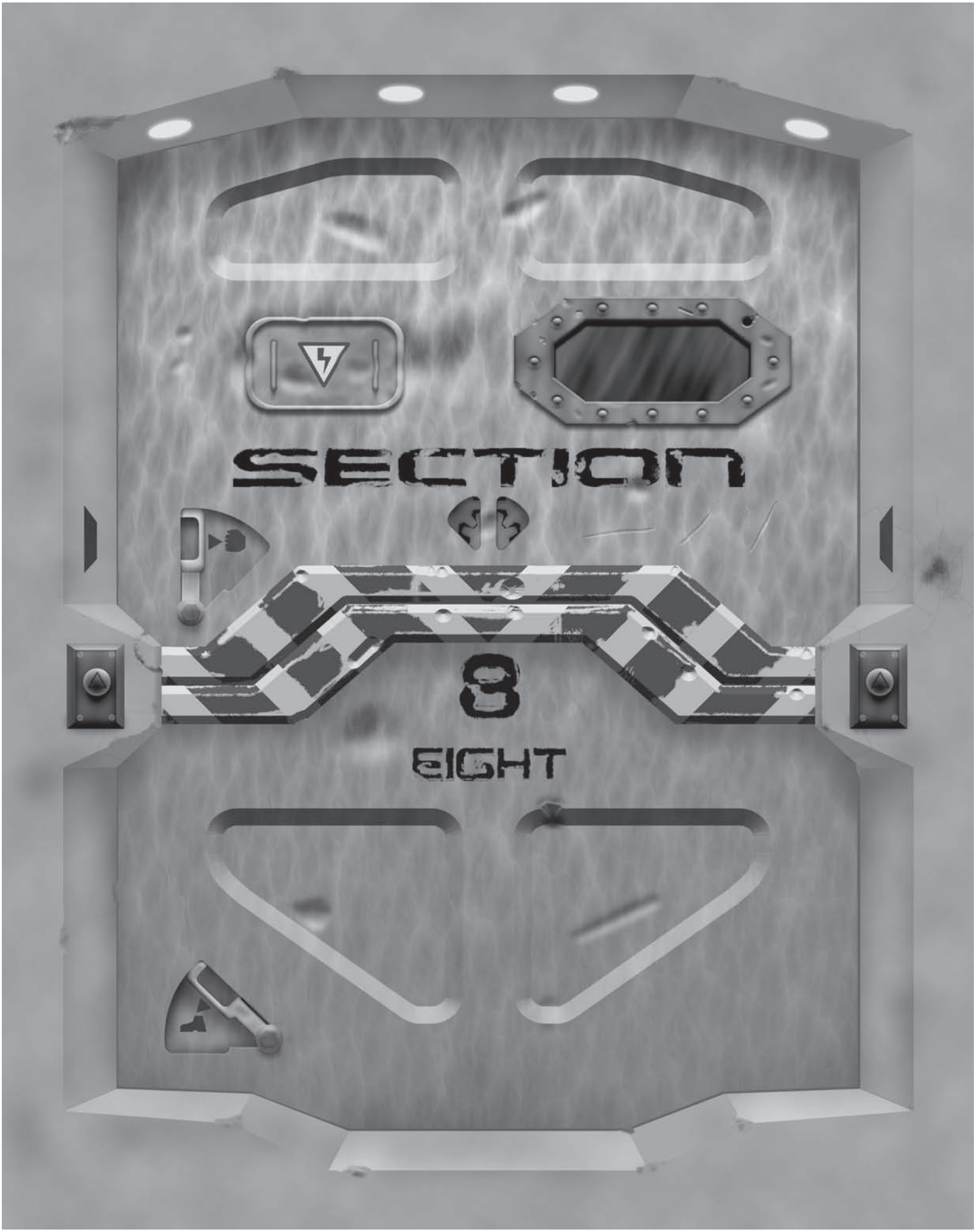

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Research and Development

One of the great things about running a BLUE Level operation is that you get to do research, development and manufacturing! This adds an element of evolution to the game, allowing Players and GMs alike to come up with their own, unique weapons, armor, vehicles and equipment. With research and manufacturing, Players are *encouraged* to develop their own technologies and add them to the game! Likewise, Game Masters are encouraged to throw new, unique elements at the Players for them to research; he can also devise his own unique technologies for the enemy characters to use against them.

While all of this is purely optional for any BLUE Level base, Players who have bases that are doing really well might want to consider investing in a research facility and / or a workshop. Additionally, in future scenarios the GM may want to make researching a mandatory part of the game. For example, an entire adventure could revolve around the Players having acquired a strange artifact or piece of information from Triaxy or another enemy, and having to research what it is and what it does.

But for BLUE Level operations not financially stable enough to invest in there own research facilities, there is another option. This is *outsourcing* to different companies. For example, the Players need not own their own research facility to research something; they could send the object or information to be researched out to a scientific company such as MerCore. Likewise, the Players could go through a manufacturing company to have a special piece of equipment built. The benefits of doing this are that the Players need not build their own facilities and they don't have to staff their own scientists and engineers. However, the downside to this is that they'll pay a lot more than if they did it all in-house. Rules for outsourcing are listed below.

Research

For the most part, what the Players need to research, and the results of their research, are left purely to the GM's imagination when it comes to the Players having acquired a strange artifact or piece of information. When this happens, it is usually because the GM wants to integrate something new into the storyline of the game. However, the PCs need not wait to find something to begin researching something. The Players are actually encouraged to think up new technologies, vehicles and equipment to build! Although this is typically done out of necessity (for example, the Players might get hit by incendiary grenades a lot and decide that it's time to develop some armor against it), it can also be done out of idea (for example, a Player says, "man, wouldn't it be nice if we could develop some type of force-shield?"). The possibilities are endless.

So, with a limitless amount of things that Players can potentially research, how does the GM determine *how* they research it, or if what they want to do is even possible? The below set of rules is laid out to help GMs determine the scope of the PC's research projects, as well as the results of them. Using the table below (Figure 20), the GM can easily determine, using his own judgment, what the Players can successfully research and what projects might be considered impossible to research. Keep in mind that the table assumes the Players are researching *in-house* and have their own research facility and scientists.

Difficulty Level of Research

This indicates, on a scale of 1 - 10 (1 being a very easy project and 10 being *impossible* to complete) how difficult or how possible the GM deems the research project. For example, researching a new type of insect repellant for the troops might be considered by the GM a very easy project (a 1 on the scale). On the other hand, if the Players want to research how to make an impenetrable wall of force, the GM might deem this project impossible (or a 10 on the scale). Any project deemed a 10 by the GM is considered impossible to research, or that whatever it is the PC's want to research does not / cannot exist. Of course, the GM shouldn't tell the Players what difficulty level a project is. The GM should keep this to himself and make the Players wonder just how long a research project will take. Any research project deemed a 10 will ultimately fail when the Players are done (i.e., they get no results and have wasted their time and money.).

of Research Scientists on the Job

This indicates how many scientists the Players have working on the research project at a single time. Obviously, the more scientists working, the quicker the job gets done.

Typical Cost, in thousands of Dollars, to Research

This is approximately how much money the Players will have

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Research Difficulty and Time Table (In-House)										
Difficulty Level of Research	1	2	3	4	5	6	7	8	9	10
Typical Cost (in EPs) to Research	1	2	3	4	5	7	9	13	17	20
Time Needed to Research (in # of months)										
# of Research Scientists on the Job										
1 – 2	4	4.5	5	5.5	6	7	8	9	10	12
3 – 4	3	3.5	4	4.5	5	6	7	8	9	11
5 – 6	2.5	3	3.5	4	4.5	5	5.5	6	7	9
7 – 8	1.5	2	2.5	3	3.5	4	4.5	5	6	8
9 – 10	1	1.5	2	2.5	3	3.5	4	4.5	5	6
11 – 12	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5

Fig. 20: This table shows how much money and how much time the Players must invest in research, based on the difficulty of their research project. Notice that having multiple scientists on the job greatly reduces the amount of time needed.

to spend—not including scientist salaries—to complete the research project. This money should be divided amongst the number of months the Players spend researching. If during any month the cost to research is not met, the Players will fall behind one month in their research. Costs are given in Expense Points.

Time Needed to Research

This how long, in months, it will take the PCs to complete research. The time is shortened and lengthened depending on the project's difficulty level and number of scientists working on the job.

Hiring Research Scientists

If the Players plan to research anything in-house they'll need some scientists working for them. These scientists can be hired anywhere but are most often hired through MerCore (much like their FTM characters). When hired, scientists are assumed to be living on base with the rest of the Players' characters. Thus, they consume base resources and living space and the Players must have sufficient quarters to house them.

As well, the Players must be able to afford hiring them. Scientists, unlike Executive Characters and FTM characters, are essentially working for BLUE Level as "freelancers", which means they want their money above anything else. While most of them do want to see Perfect Blue succeed, they usually have families to feed and homes to keep. Living on-base at a BLUE Level facility is only a temporary job. Below you will find the typical salary that must be paid to *each* scientist the Players have on staff. If the salary cannot be met for any particular month, the Scientist will leave and the hiring agency through which the scientist was hired will refuse to allow BLUE Level to hire any more scientists until all back salaries have been paid in full. Scientists also must be purchased by the week or by the month. They cannot be hired by the day.

Salary breakdown for Scientists:
Weekly: 1 EP
Monthly: 4 EPs

While Scientists are considered NPC characters (characters that the Players do not role-play with), they can be used to help defend the BLUE Level base if it is ever infiltrated by enemy forces. Treat all scientists as 1st level Civilians, with 10 Critical HPs and 10 Standard HPs.

As an optional rule, the GM can also allow Scientists to be played and hired as FTM characters. To do this, allow the Players to roll up a character using any of the races. Use the Civilian CC advancement table. Doing this can add an entirely new element to the game! The Players can then even take scientists on tactical missions with them if the scenario calls for it!

Outsourcing Research

If the Players cannot afford to hire and staff their own scientists, they can still have things researched by going through an outsourced research company. Doing this, the Players are essentially paying a company to research something for them. While this may be more expensive to do than with your own scientists, it is actually cheaper in the long run if the Players don't think they need a full-time research staff. It may also be the only alternative for the BLUE Level operation short on money and base facilities. Another benefit of outsourcing research is that things get done faster. This is because the research company typically employs a small force of scientists to work together on a single job—more scientists than even a well-established BLUE Level base might have on hand.

Figure 20.1 shows the typical outsourced fees that a company will charge BLUE Level to research something for them. Difficulty ratings are the same as the previous table, with 1 being considered a simple research job and a 10 being considered an impossible job to research.

When the Players approach a research company and tell

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Outsourced Researching Fees (Typical)										
Difficulty Level of Research	1	2	3	4	5	6	7	8	9	10
Typical Cost, in EPs, to Research	16	32	44	80	140	300	500	1,000	1,400	2,000
Weeks Needed to Complete Research	1	2	3	4	5	6	7	8	9	10

Fig. 20.1: This table shows typical cost and time to have an outside company do your research. Notice it is much more expensive than doing it yourself.

them what they want researched, the company will give the Players a quote or estimate on the cost (use Fig. 20.1 as a reference). At least half the fee must be paid by the Players upon acceptance of the job and the other half must be paid when research is complete. Once research is complete and the Players are all paid up, the company will give all of their findings to the Players. Most research companies will guarantee that all research is kept top-secret.

If a research group feels that what the Players want researched is impossible they will typically tell the Players up front so as not to waste their time or money. Likewise, if the research group feels that the research will need additional funding (such as travel expenses and the like), they will also add that into the costs. In all other ways, outsourced research works the same as in-house research.

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Research Stages: Success, Failure and Prerequisites

Research should have to be carried out in degrees of success by the Players. While it is ultimately up to the GM to decide what he wants to allow the Players to acquire through research, there should be a standard by which to calculate if a technology can be acquired or achieved.

For example, let's say the Players want to develop a means of time travel. Obviously this technology is a great leap forward. To achieve such a feat, the Players might have to research *prerequisite* fields. By researching prerequisite fields, the Players might eventually be able to develop the technologies they want.

Using the above example, the GM might tell the Players that their scientists must first research quantum physics and its application for time travel. The GM would then (without telling the Players) assign this research task a difficulty level using the Research Difficulty and Time Table (Fig. 20). Once the Players successfully complete this research (which might be impossible if the GM deemed the research a difficulty rating of 10), he would then tell the Players the results of their research and any other prerequisite fields needed. For some research projects (such as time travel) the Players might end up with a large "research tree"—a chart of many other prerequisite fields needed. For simpler projects (such as, perhaps, a new type of explosive), the Players might not even need a prerequisite.

So, how are prerequisite fields handled in a game where just about anything can be researched and developed? This is simple if the following rules and steps are adhered to:

1. Players name and describe the research project they wish to embark upon

The first step to any research project should be the Players naming and detailing what they want to research. The GM should make the Players give a name to their research project. Then, the Players must detail *how* this new technology will work by writing down a scientific summary on how this technology *could* work. Obviously you shouldn't need to be a scientist to play this game, so this "scientific summary" can be based in fiction, using fictional theories. However, these theories *should* have a sound basis. For example, if the Players wanted to research time travel, a sound fictional theory would *not* be "By bombarding an atom with 2-parts hydrogenated vegetable oil, we hope to achieve the miracle of time travel." The Players' theories must at least sound vaguely factual—at least to the GM.

For this example, we will use *Seismic Weapons* as a research subject. The following illustrates step 1 of the research phase.

Research Name: Seismic Weapons
Scientific Summary: By researching high-powered, low frequency sound waves, we hope to come up with the basis for a sonic generator capable of directing concentrated sound waves toward a target. This generator will be able to act as a means of creating a "seismic ray" powerful enough to inflict harm upon a given target. Used in weapons, this new technology can replace our current underwater rifles and cannons which are slow, have poor range and poor accuracy. Seismic rays, because they are not solid in form, will have a much longer effective range than projectile ammunition and will also be more accurate underwater.

While the Players don't have to write a one-hundred page thesis on the subject, they should provide enough information to the Game Master so that he can decide if this is a viable research project and determine the information about it that he needs to (see below). The GM can ask the Players to elaborate on any subject he feels lacking, although he should not be overly critical (after all, this is a fictional game).

The GM cannot deny the Players the ability to research anything. While he can ask for more information from them in their scientific summary, he cannot tell the Players that any research field is impossible. Instead, if the GM feels that the Players' summary and theories are overly faulty, he can rate the project's difficulty level a 10 and allow the Players to research until their scientists come up empty handed. At this point, the GM would then offer the Players "Viable Solutions" or "Viable Alternatives", if any. See below for more information.

2. GM determines the researches Difficulty Rating

Once the Game Master has approved the Players' research summary (that is, he feels he has obtained all of the information he needs to from the Players to make a fair decision about the research project), he must assign the research project a Difficulty Rating, write down what *he* feels the outcome of the project will be, a Research Tree (if any) and *seal it away in a closed envelope.* This should be done at the *end* of the gaming session, without any of the Players present. All of this information is confidential until the Players finish their research.

The Difficulty Rating of the project can be determined using one of the research difficulty tables as given above (either the In-House table if the Players are doing their own research, or the Outsourced table if they are outsourcing the project). This will also determine how long the research will last and how much it will cost the Players.

Like the Players' Scientific Summary, the GM's "Results of Research" should also sound at least vaguely factual and have some sort of viable theory. The GM should write down what

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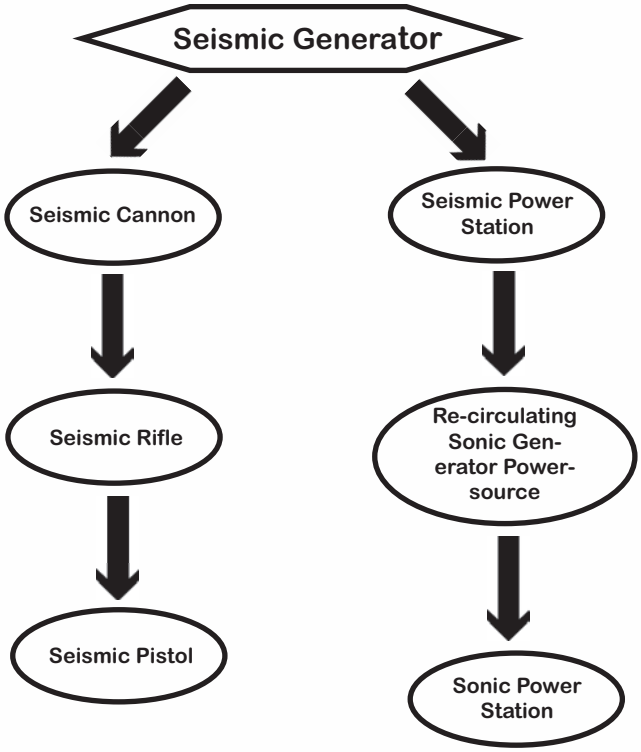
he feels the research team might invent based on what the PC's want. It should include exactly what the scientists might have found or discovered during their research. This can be as broad or as narrow as the GM likes, but should at least give the Players more outlets to research, therefore building a "research tree." If the GM rated the project a 10 (impossible), his research results should at least give reasons why the project failed and / or what routes *could* be researched to bring the project closer to reality.

The GM's Research Tree should contain any offshoots to the current research. For example, using the below, by researching seismic weapons the Players might eventually be able to develop a Seismic Generator. The initial tree should have only the rudiments of new projects available with the new technology (if any)—that is, only new research branches that can be immediately started using the newly researched field. Eventually, as the Players research these other branches (if they wish to), these other branches might sprout even more branches. Who knows what technologies await in the far future for the Players? Of course, the GM need only take the research tree as far as he feels comfortable, or as far as he feels necessary. Also, beneath each branch, the GM should give a short description of what that branch deals with.



Using the same Seismic Weaponry example, the GM might write the following on the Players' Scientific Summary:

Difficulty Rating: 5
Results Of Research: Your scientific team has developed a seismic generator capable of producing super-low frequency sonic rays. While this generator consumes high amounts of energy to produce these rays, they are highly concentrated and capable of destruction. They are also produced below the frequency of human hearing, and are thus silent. The seismic generator, because it needs vast amounts of energy, uses a miniaturized version of a typical nuclear reactor. This generator is still large and thus can be used only for rifle and cannon weapons. However, during research the scientists came across a new theory: the theory of "Sonic Generators". A Sonic Generator might be used to "re-circulate" the sonic energy produced by the weapon, therefore producing a smaller, more powerful version of the weapon. Even large Sonic Generators capable of powering entire bases might be possible with this technology if researched further. Using the results of the current research, production of *Seismic Cannons* can now begin.
Research Tree: During research for the seismic cannon, scientists came upon new ideas and theories for research. They are:

Once the GM has written all of this information down he must then put the sheet into an envelope and seal it shut. Once the Players have finished the research (which could take many game sessions!), the GM then gives the envelope to the Players to open and look at.

3. GM and Players Discuss the Results
Once the Players have completed the research, the GM should then hand them the sealed envelope and allow them to open and read it. The Players and the Game Master should then discuss the outcome of the results and *exactly* what they can start doing with the new research data. This may include the GM writing up the stats and abilities of a new weapon, vehicle, base facility, etc.

For example, using the Seismic Cannon example, the GM might write down the following about the new weapon:

The Seismic Cannon inflicts 4D6 points of damage, has a range of 200 yards. Its sonic generator has enough energy to produce 100 shots before "reloading" is necessary. Reloading is done by recharging the generator, which takes 24-hours.

The GM should also determine the "Production Cost" of the new technology as determined in the *Development* section below. Any information needed to use the technology in the game should be included.

Once that has been taken care of, the GM and the Players should work together on creating new Scientific Summaries for any of the new research branches that have spawned from

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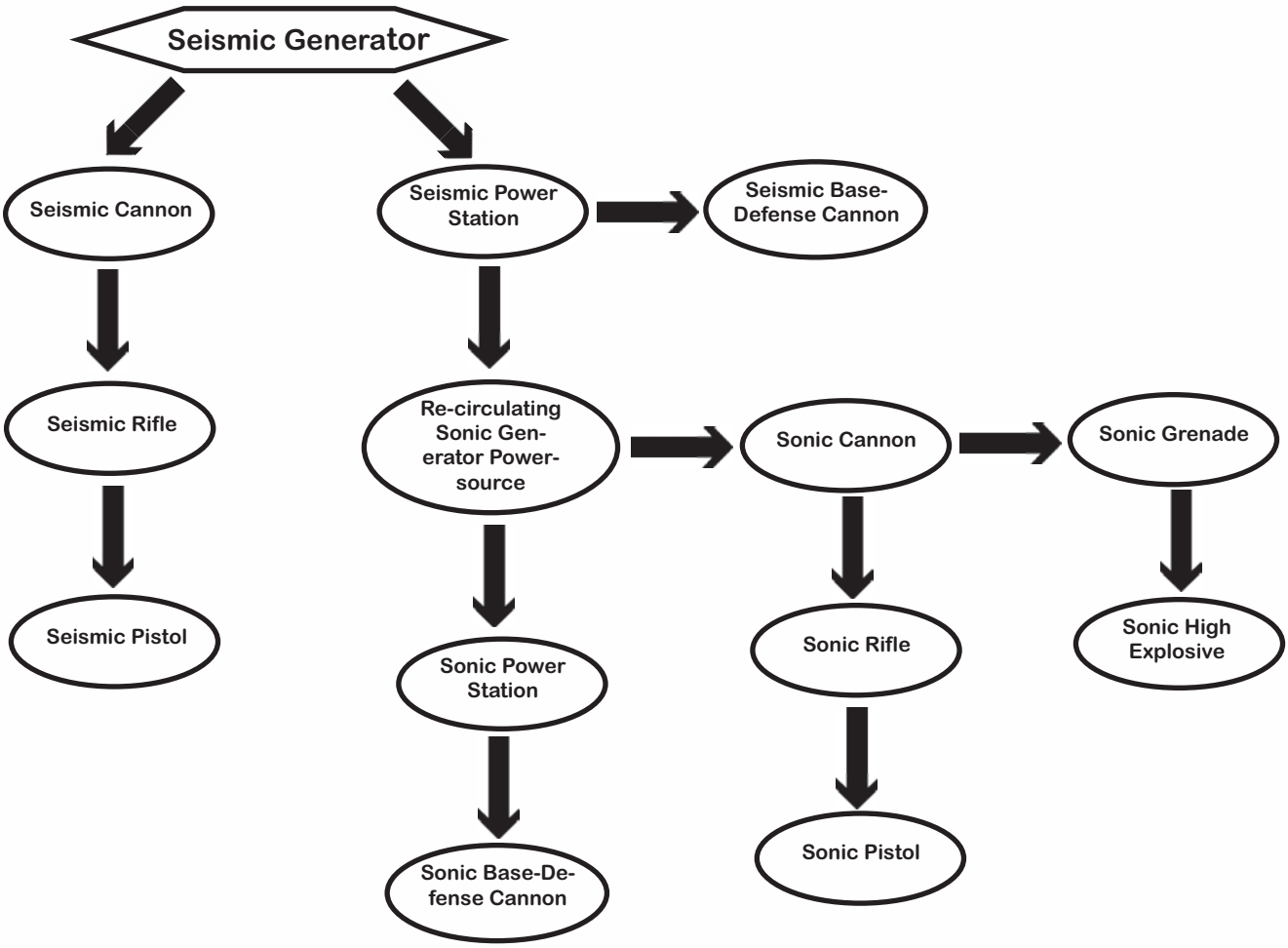
the Research Tree that the GM initially began. Ideally, from this point, the GM and Players should work up an *entire* research tree in detail as far as they can get. This way, the Players will have many research routes for future projects. Getting through an entire tree could take a few game sessions, or even months of gaming! The GM and the Players can take this tree as far as they wish.

Below is an example—using the seismic cannon research—of what could be an entire research tree:



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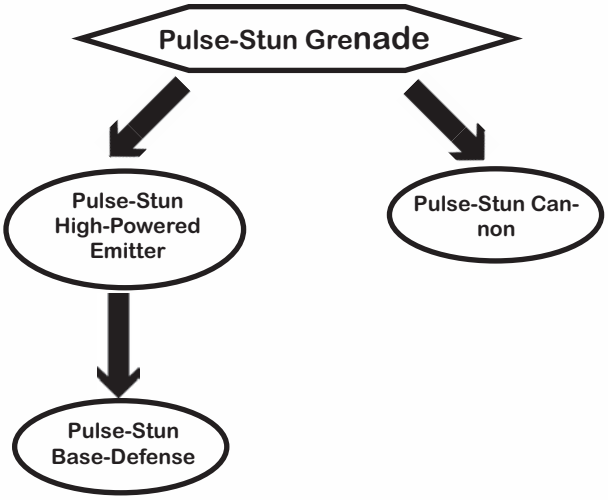
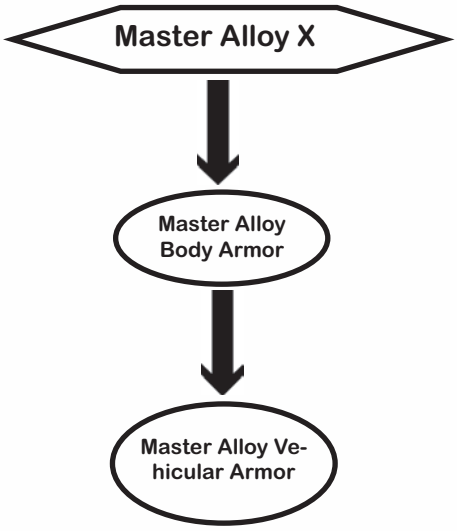
Sample Research Ideas

Aside from the sonic technologies, here are some basic outlines for research projects. Feel free to use any of them in your game. A basic Scientific Summary and research tree has been given for each. You will have to fill out the rest using your imagination.

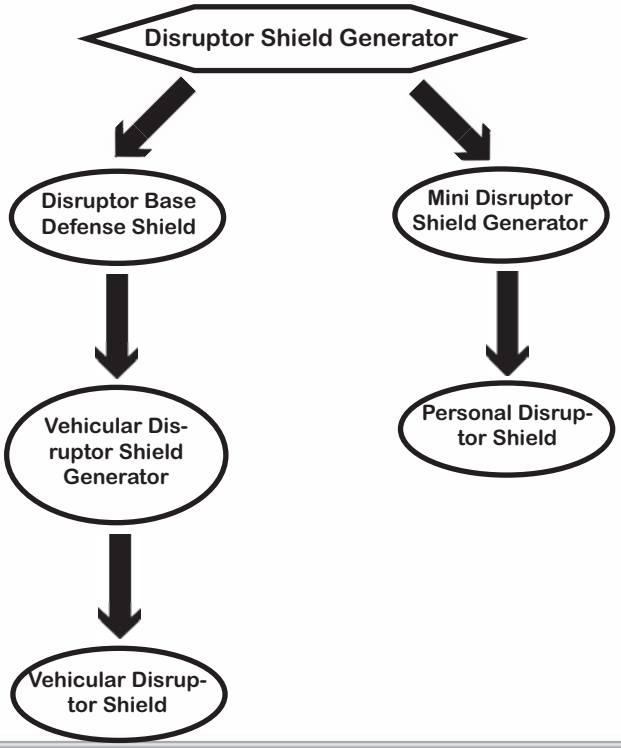
Research Name: Pulse-Stun Grenade
Scientific Summary: Using high-powered electromagnetic interference tuned specifically to the electrical impulses of the mind, we hope to produce a grenade that can create pulse-waves of this interference and incapacitate enemy troops. We theorize that such as weapon would cause those in the effective pulse radius to lose all motor function, and possibly even their sense of hearing, sight and smell. The ideal weapon would be able to create pulse-waves of this interference that would last a few minutes.



Research Name: Master Alloy X
Scientific Summary: By experimenting on different metals, ores and chemical compositions we hope to develop a stronger, more protective body armor. Our hopes are that by manipulating the molecular structure of certain metals we will be able to develop a metal that is diamond-hard but very light. The finished alloy could be used to create superior body armor that offers all the protection of reactive armor but with none of the drawbacks. We hope that the finished body armor will have an Armor Rating of -10 and will weigh no more than current body armors.



Research Name: Disruptor Shield
Scientific Summary: The goal of this research project is to design the next generation HALOS system. Current HALOS systems eat up far too much energy and are too complex and dangerous to make into personal body shields. By delving further into this technology we hope to create a molecular disruption field. This disruptor field will generate an area of high-density plasma around a given area. This high-density plasma will have very low amplitude, making it safe to touch it. However, it will have an ultra-high density which means that it creates an electrical charge that is almost solid in form. This means that the energy produced acts as a solid shield and will block in-coming attacks.



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Development

Development is much like research in that the Players can either have their own in-house staff of engineers or go through an outsourced company, such as MerCore. They also have the option to design their own equipment and build their own weapons and vehicles! However, much of the engineering staff relies upon the scientific research done. The Players will likely have to research anything they hope to develop.

For example, the Players can't just build and produce their own Seismic Cannons (using the example from the *Research* section). First they have to finish research on it. This is because the work of the engineers can only start after they know *exactly* how to build something. Engineers are the people who design and build; they do not research *how* to make things work.

As with research, the Players can either do development in-house or outsourced. To be able to produce their own goods, the Players will need to hire engineers and will have to have workshop facilities within their base. One of the downsides to having your own workshop is that workshop space must be large and will consume a lot of base space. This is especially true if the Players want to build their own fighter craft and vehicles. Weapons and equipment can be built using a much smaller space.

However, if the Players can afford to house and staff their own engineers and workshops the potential to make money for the base is phenomenal. This is because the Players can build weapons and vehicles and sell them to other corporations and people. This means that engineers, unlike scientists, can actually *earn* money for BLUE Level! If the Players do a good job managing their production and workforce, the engineers can actually pay for themselves and recoup money lost in research.

But for the BLUE Level base low on money or without the facility space for a workshop, outsourcing can be a great means of producing custom weapons and products. To do this, the Players will have to submit their research to a development company. The company will then produce and build what the Players want. This can be substantially more expensive than doing it yourself, but can be cheaper in the long run if the Players don't think they'll be needing the product regularly.

Development and Production

As with research, the GM must assign a product a "Production Difficulty Rating". This is to help gauge how difficult and / or expensive a product is to produce. Typically, a large vehicle will be more difficult and time consuming to produce than a gun. Likewise, a computer component might be cheaper to produce than an ammunition round, but will be more time consuming per unit. Many things must be taken into consideration by the GM when determining a Production Difficulty Rating.

Figure 20.2 works on a scale from 1 - 10 in difficulty. A 1 would be a product that is both easy to produce and cheap to produce. It might also reflect a product that does not require a lot of special equipment to produce. A product rated at 10 would be extremely difficult, time consuming and expensive to produce and it might also require a lot of additional equipment in the workshop. This additional equipment (as determined by the GM) must also be purchased.

The "Time Needed to Produce" column gives a general idea of how long, in weeks, that a single unit needs to be produced. The "Typical Cost to Produce" column gives a general idea of how much money must be spent purchasing equipment needed to produce the units. This could be computers and tools or even more sophisticated machinery such as production robots.

Please note that a "unit" can be defined in many ways. For example, if producing vehicles, one vehicle may equal one unit. However, if producing ammunition, one unit may equal 1,000 bullets (a "unit" being a case of 1,000). GM to use his own discretion.

The "# of Engineers on Job" column shows the approximate number of engineers it will take to produce the item in the given amount of time. Obviously, the more Engineers working, the quicker it will be to produce.

Production Difficulty and Time Table (In-House)										
Production Difficulty Rating	1	2	3	4	5	6	7	8	9	10
Typical Cost (in EPs) to Produce	1	2	3	4	5	7	9	13	17	20
Time Needed to Produce 1 Unit (in # of weeks)										
# of Engineers on the Job										
1 – 2	4	4.5	5	5.5	6	7	8	9	10	12
3 – 4	3	3.5	4	4.5	5	6	7	8	9	11
5 – 6	2.5	3	3.5	4	4.5	5	5.5	6	7	9
7 – 8	1.5	2	2.5	3	3.5	4	4.5	5	6	8
9 – 10	1	1.5	2	2.5	3	3.5	4	4.5	5	6
11 – 12	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5

Fig. 20.2: This table shows typical production time and cost to make units in-house. This table should only be used as a general guideline for the Game Master. Adjust costs and production times according to specific projects.

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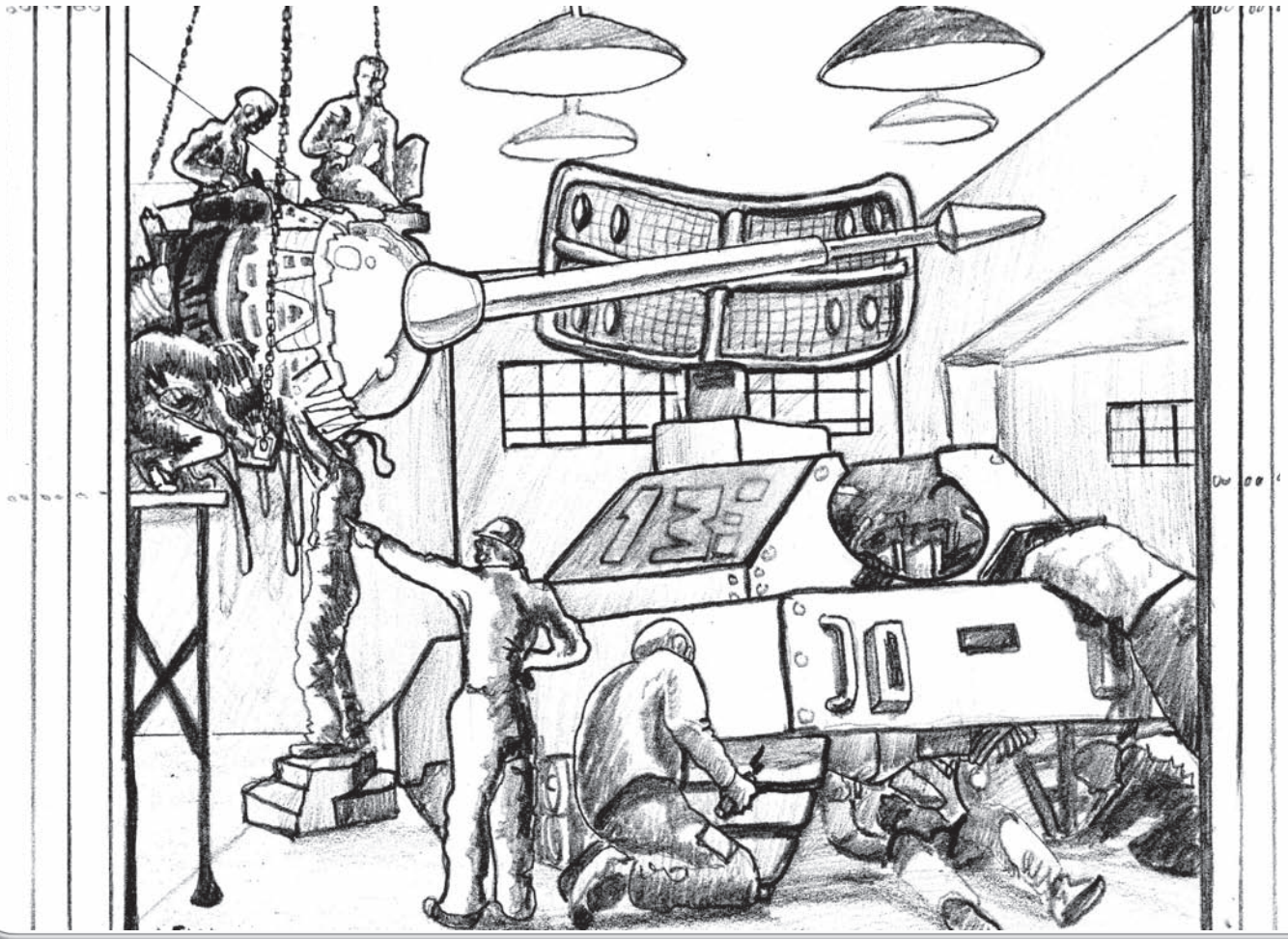
Outsourced Production Fees (Typical)										
Difficulty Level of Production	1	2	3	4	5	6	7	8	9	10
Typical Cost, in EPs, to Produce 1 Unit	8	16	22	40	70	150	250	500	700	1,000
Weeks Needed to Complete Production of 1 Unit	1	2	3	4	5	6	7	8	9	10

Fig. 20.3: Use this table to help determine outsourced production costs.

Of course, all of this is relative to what the Players are building. A product, in theory, could be easy to produce (rating 1 or 2) but could need lots of expensive machines to make (rating a 9 or 10). Thus, the below ratings should be given for a product's time to produce, start-up costs and staff needed. The GM must use his own discretion. The table (Figure 20.2) is only for general purpose.

Outsourcing

Additionally, the Players can outsource their production needs. When the Players approach a production company and tell them what they want produced, the company will give the Players a quote or estimate on the cost (use Figure 20.3 as a reference). At least half the fee must be paid by the Players upon acceptance of the job and the other half must be paid when production is complete. Once production is complete and the Players are all paid up, the company will give all of the produced units to the Players. Most production companies who are partnered with Perfect Blue (such as MerCore) will guarantee that all production is kept top-secret. Also, please note that "1 unit" is to be defined by the GM. It can mean a single item (such as a vehicle) or a case of smaller objects ("1 unit" of ammunition may equal 1,000 bullets).



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Hiring Engineers

If the Players plan to build anything in-house they'll need some engineers working for them. These engineers can be hired anywhere but are most often hired through MerCore. When hired, engineers are assumed to be living on-base with the rest of the Players' characters. Thus, they consume base resources and living space and the Players must have sufficient quarters to house them in.

As well, the Players must be able to afford hiring them. Engineers, unlike Executive Characters and FTM characters are essentially working for Perfect Blue as "hires", which means they want their money above anything else. While most of them do want to see Perfect Blue succeed, they usually have families to feed and homes to keep. Living on-base at a Perfect Blue facility is only a temporary job. Below you will find the typical salary that must be paid to *each* engineer the Players have on staff. If the salary cannot be met for any particular month, the engineer will leave and the hiring agency through which the scientist was hired will refuse to allow Perfect Blue to hire any more engineers until all back salaries have been paid in full. Engineers also must be purchased by the week or by the month. They cannot be hired "by the day".

Salary breakdown for Engineers:
Weekly: $2,500
Monthly: $10,000

While Engineers are considered NPC characters (characters that the Players do not role-play with), they can be used to help defend a BLUE Level base if it is ever infiltrated by enemy forces. Treat all engineers as 1st level Civilians, with 10 Critical HPs and 10 Standard HPs.

As an optional rule, the GM can also allow Engineers to be played and hired as FTM characters. To do this, allow the Players to roll up a character using any of the races. Use the Civilian CC advancement table. Doing this can add an entirely new element to the game! The Players can then even take engineers on tactical missions with them if the scenario calls for it!

Assigning Production Costs

Once the Players decide that they will enter a product into production, the GM and Players must sit down and discuss the fair production cost and re-sale value of the item. These costs should be determined based upon existing equipment and products found in the *Buyer's Guide* section of this book. As a rule, the production cost (cost to produce each unit) should be *half* of the item's resale value (or how much it can be sold to others for). Of course, this can vary from item to item and the salary of the engineers must also be divided into the cost of the item. As a general rule, do the following to decide production costs:

1. Add the weekly (or monthly) salary of all engineers together and divide by the number of days, weeks or months it will take to produce a single unit.

2. Estimate how much money it costs in materials and goods to produce a single unit.

3. Divide the start-up cost of production by the number of units the Players want to produce.

4. Add the sums of the above together. This is how much it will cost to produce a single unit.

The *fair* or realistic resale value of the product *should* be twice the production cost. That is, if an item costs the Players $100 to produce, they should be able to get up to $200 for the item. Of course, this is not always true—especially with vehicles, which may only be able to sell for a little more than 20% above production cost. Resale value of any product should be agreed upon by both the GM and the Players.

Obviously the more units the Players produce, the cheaper everything gets. Thus, if the Players come up with a great item that can sell well, they might want to invest in a long-term production facility.

Outsourcing Production

When the Players want to outsource a product, the outsourced company will inevitably charge more than their production cost. This is a simple business principle. To determine what the *outsourced* production cost is for the Players, follow steps 1 - 4 above and add in 10% - 25%. This is what the Players can expect their cost to be per unit. However, some items might be cheaper to outsource with the GM's discretion—especially vehicles which might always be out of the Players' realistic ability to build in-house.

For information on research and production companies available for use by Perfect Blue and BLUE Level, see the *Corporate Powers and Cults* section of this book.

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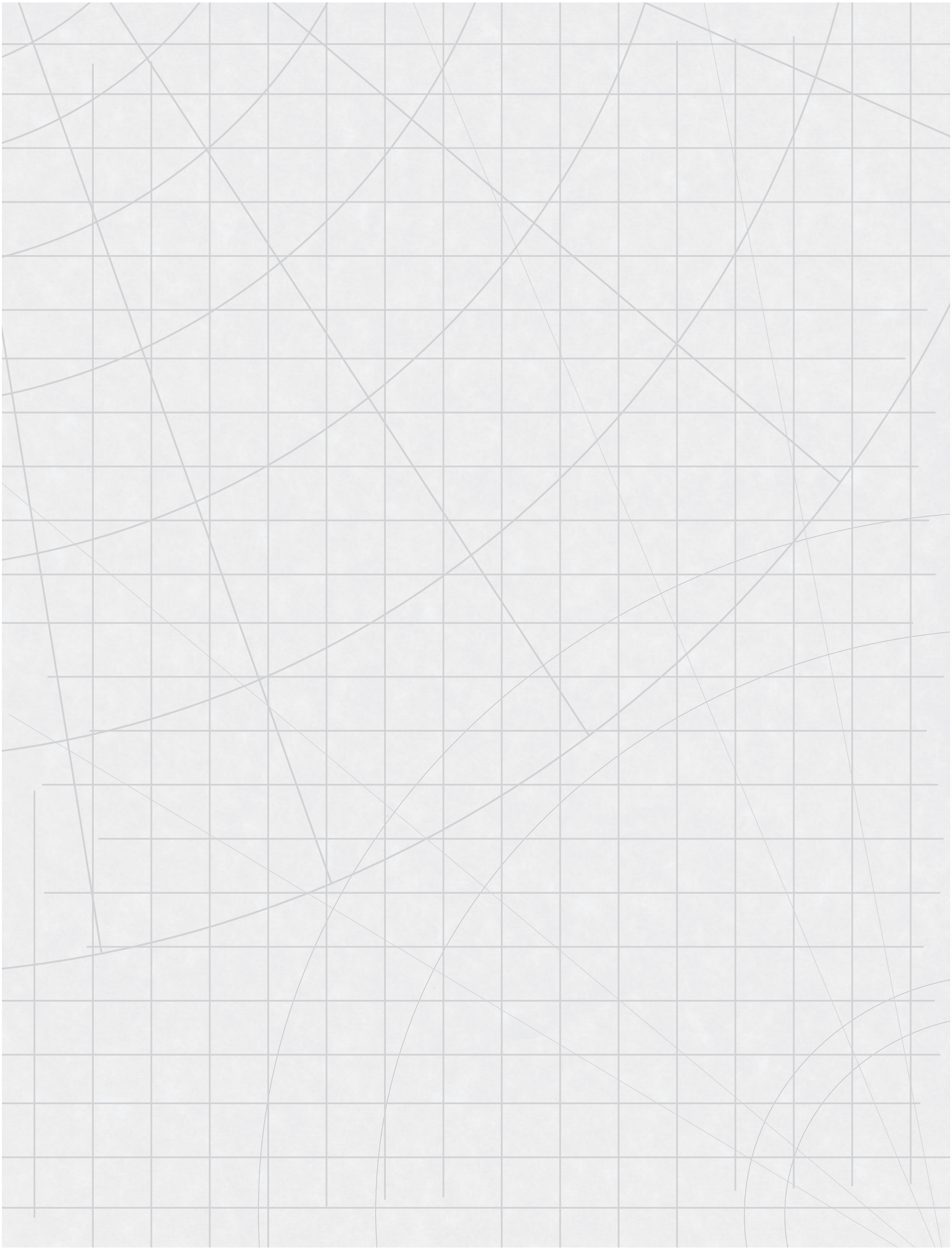

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Corporate Powers and Cults

In this section we will explore the corporate world of the game. In this section you will find information on many of the powerful corporate figures in the Tri-Galaxies. These include manufacturers of military weapons, equipment and vehicles, scientific and engineering specialists, medical suppliers and many more. While this list in no way represents every corporation in the Tri-Galaxies, it does represent the major corporations and powerful Ornan manufacturers that the Players may have most of their dealings with.

All of the corporations listed below have the following information listed with them:

Corporation Focus

This details what the company primarily manufactures, or what their primary area of service is. Many companies will have multiple focuses. These are as follows:

Military: These companies focus primarily on manufacturing military equipment, gear and / or vehicles.

Medical: These companies focus strongly on supplying medicine, vaccination and medical and surgical supplies. While most of these companies do not focus on the military aspects of such—and even though biological warfare is banned throughout the Tri-Galaxies—some of them do dabble in viral weaponry and chemical warfare.

Chemical: These companies focus on the production and manufacturing of chemicals. While most of these companies are dedicated to producing scientific chemicals and even common household chemicals, some of these companies have military branches and produce poisons and biological chemicals.

Engineering: These companies offer engineering, design and building services. Many of them focus on architecture and building while others focus on engineering electronics, computers and weapons. Most of these corporations will help design and build just about anything the Players can imagine, provided the technology exists. Many of these companies work closely with scientific corporations or have their own scientific branches.

Scientific: These corporations offer scientific and laboratory services to the Players. They specialize in research and design.

Banking: There are only a handful of recognized financial institutes in the Trigalactic Union. These banks hold almost 90% of the entire universe's money and financial assets. Next to the mining corporations, they are some of the most powerful and politically influential corporations in the universe.

Mining: These are the mining companies of the universe. While nearly all of them mine metals, jewels and ores, they all make the bulk of their profits from the mining of Crystal Aggregate.

Technology: These corporations primarily focus on computers, robotics and other technology-driven devices. Many of these corporations make the bulk of their money from military sales.

Staffing: These companies specialize is finding workers and personnel. They are staffing agents who actively seek out qualified candidates for employment by other corporations. Many staffing agencies are partnered with Perfect Blue and can help the Players find FTMs, scientists and engineers.

Religious Cult: These are fanatical cults that are bent on their own ideals and objectives. Many are evil and twisted—more a threat to Perfect Blue than a help. However, some are good at heart and may be willing to offer what assistance they can. And even the most vile of cults may be put to some good use if the Players can pull off schemes of their own.

Corporate Power

Rated on a scale of 1 - 5 stars, this shows how financially and politically powerful the corporation is. One star would represent a small company that might not exist outside of its native planet while a five-star company has great power and limitless financial strength throughout the universe.

Trust

Rated on a scale of 1 - 5 stars, this shows how well the Players, operating as BLUE Level, can trust the company. Would the company sell them out to Triaxy or another enemy force? Would the company try to steal from Perfect Blue? Would the company do its best to help protect the Players and their mission?

A rating of one star represents a company that should *not* be trusted—let alone used—by BLUE Level. Most of these companies are very loyal to Triaxy (if not owned by them) or the Trigalactic Trade Association. A company rated five stars is very friendly toward Perfect Blue and can be trusted. These companies are oftentimes partnered with the Perfect Blue operation and are owned by Ornans, or those who are sympathetic to the Ornan people, and want to help in any way they can. These are the companies that the Players should use. However, it should be noted that while a company might be loyal and trustworthy to Perfect Blue, not all of their employees may be. Triaxy is devious and has been known to hire insiders to work at these corporations in order to obtain information about the Perfect Blue operation. Players should always be wary.

Description

This is a description of the company and what it does.

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Triaxy Mining Corporation

Corporation Focus: Mining, Technology, Engineering, Scientific, Medical, Military
Trust: ★
Corporate Power: ★★★★★
Description: The Triaxy Mining Corporation began as a simple mining company under the name of CryoMine in the early years after the Humans brought CryAg to the Andromedians. CryoMine was owned and operated by the Andromedian government and was as corrupt and sinister a company as the government. CryoMine was one of the first intergalactic mining companies and quickly grew in power. However, because of their ruthlessness, CryoMine begot a bad reputation and after the CryAg wars they restructured their corporation to be independent of the Andromedian government and changed their name to Triaxy Mining. However, this was primarily a ruse as Triaxy was still very much a part of the Andromedians' wicked government.

Today, Triaxy is the single most powerful corporation in the universe and their corrupt power reaches to every end of the Tri-Galaxies. They single-handedly control both the Trigalactic Union and Trigalactic Trade Association with their greed and power. And since their overtaking of planet Orna, Triaxy has even become a political power.

While the Triaxy corporation advertises and markets itself as only a mining company, they are much more than this. On the surface they appear to be a legitimate, honest and a solid member of the Trigalactic Trade. However evil festers beneath this surface as the Andromedian government pulls all the strings. In truth, Triaxy is much more than a simple mining company. They own and operate many more companies and have their fingers in everything from computer and technology developments to medical and military supplies. Triaxy even owns and operates many hospitals, schools and other such community organizations under one of their many names. Although many do not know it, 99% of all people throughout the Tri-Galaxies have and use Triaxy products.

Under the Triaxy name the Andromedians have successfully become the universe's most powerful and wicked corporate and political force. While many are blind to this, the evil of Triaxy is all too well known on planet Orna and slowly the sinister schemes of this company are coming to light elsewhere in the universe. However, it may be too late to stop this powerful juggernaut. The roots of their evil schemes grow deeper than anybody can guess.

For more information on Triaxy and the Andromedians, see the *Guide to the Game World* section later in this book.

MTC (Mining Technologies Corporation)

Corporation Focus: Mining, Military
Trust: ★★★★
Corporate Power: ★★★
Description: MTC is a large supplier of CryAg and metal ore throughout the universe. They have mining operations on thousands of planets and are the leading supplier of CryAg, steel and coal next to Triaxy. While they also mine for gold, jewels and other precious minerals, they now focus primarily on CryAg and metal to help further their new "military division". Next to Triaxy, MTC is also the leading seller of weapons, explosives and military gear. MTC weapons are used by nearly every planet's military force and they make some of the universe's best military equipment. Currently, MTC does not focus on building military craft, although they do produce a handful of combat vehicles. MTC's new focus on military equipment comes from their fear of Triaxy and they are secretly gearing up for large-scale corporate warfare.

Luckily for Perfect Blue, MTC is highly sympathetic toward the plight of the Ornans and they are willing to work with Perfect Blue and sell them weapons and equipment at a 25% discount. They are also one of BLUE Level's funding corporations and will continue to fund Perfect Blue operations so long as BLUE Level can shut down Triaxy mine sites and cause financial pain to them. However, because MTC's board of directors fears the power and influence Triaxy has, they will not openly admit to any dealings on planet Orna. Thus, they will only work on a secret basis with Perfect Blue and will not openly help them.

Sunnostar

Corporation Focus: Mining
Trust: ★★★★
Corporate Power: ★★
Description: Sunnostar mining has been around since the beginning and has been a leader in the fight for clean, ethical mining practices. Founded long ago by a small Lothorian company, Sunnostar has continually waged war on the environmentally unfriendly mining practices of companies such as Triaxy. However, Sunnostar has always been one of the smaller mining companies and they do not hold as much political or corporate sway as many of their competitors. Additionally, Sunnostar focuses on mining ore and precious metals and CryAg mining has always come second. Thus Sunnostar's services are not in as high demand as Triaxy's, MTC's or UniMine's.

Sunnostar makes up for their lack of popularity in

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providing community services and clean up on planets over-mined by the larger companies. Thus, Sunnostar is seen by the public as one of the better and friendlier companies in the Tri-Galaxies. Sunnostar also keeps in good faith with many of their competitors (with the exception of Triaxy) by offering joint mining contracts and clean-up services. In fact, many mining operations held by MTC and UniMine are subcontracted to Sunnostar to provide environmental services on the mine site.

Sunnostar, despite their fear of being ousted from the Trigalactic Trade Association, openly admit to helping overcome the plight of the Ornan people and have no qualms about giving financial or military aid when they can. However, they remain silent about Perfect Blue and keep all their dealings with BLUE Level top secret. Sunnostar is one of BLUE Level's funding corporations and trusts in Perfect Blue's ability to clean up planet Orna and shut down Triaxy.

UniMine (Universal Mining Corporation)

Corporation Focus: Mining
Trust: ★★★
Corporate Power: ★★★
Description: UniMine is another mining company that has been around since the beginning. Originally founded by the Humans on Earth, the corporation has since grown and prospered and now has branches on every major planet. Their primary focus is currently on CryAg, however they also pour a lot of resources into the mining of metals and ores. UniMine, unlike many other mining corporations, does not view Triaxy as a threat. Instead, UniMine seems determined to merge companies and has long been in partnership with them.

This is in stark contrast to their seemingly honest devotion to the Perfect Blue operation. UniMine agreed to help fund the Perfect Blue operation on the premise that their dealings would be kept top secret. However, their goal in this partnership seems to be more about learning Triaxy's secrets than helping the Ornans. The more inside info BLUE Level can acquire about Triaxy, the more funding they will give. However, Perfect Blue must use caution when dealing with UniMine and not all of their executives are to be trusted.

MerCore Corporation

Corporation Focus: Military, Staffing
Trust: ★★★★★
Corporate Power: ★
Description: MerCore was founded on planet Orna many years ago—long before the coming of Triaxy and the downfall of the Ornan government. MerCore was originally established as a military equipment and weapons supplier to Ornan militaries and they also manufactured a limited amount of combat vehicles. However, since the coming of Triaxy, MerCore has nearly vanished from the face of the planet and now only operates secretly throughout Orna, disguising itself as a staffing-solutions corporation. Thus, Triaxy has allowed MerCore to exist in some of the propaganda cities and even in some of the Triaxy Cities. In fact, Triaxy often uses MerCore has a means of finding employees and staff for their numerous mining operations and offices. But like Triaxy themselves, MerCore's roots grow deep and unseen. Beneath the surface MerCore still exists as an Ornan military supplier. Their primary headquarters is based in the Trinasa Atlantean City far from the view and knowledge of Triaxy. In fact, many of MerCore's own employees (mostly Ornans) are unaware of the secret services that MerCore provides.

MerCore, now, exists primarily to assist Perfect Blue. Their main area of expertise is still in staffing solutions, and thus they are Perfect Blue's number one asset in finding recruits and training troops. Perfect Blue is on very good terms with MerCore, and MerCore does all it can to provide Perfect Blue with a steady flow of troops and military candidates. MerCore even trains troops for Perfect Blue's uses and operates a training ground in the Trinasa Atlantean City. But MerCore's influence and power does not extend beyond Orna and they struggle to remain hidden from Triaxy. And while they are a powerful asset for BLUE Level, the services they can provide will only help on the most rudimentary basis. The military recruits they can find are very limited—limited mostly to Orna, in fact. Thus, if the Players want to hire a diverse team of Field Team Agents they may have to look elsewhere.

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Red Current Staffing

Corporation Focus: Staffing
Trust: ★★
Corporate Power: ★★
Description: Red Current is one of the leading service providers for staffing solutions throughout the Tri-Galaxies. They recruit for military personnel, engineers, scientists, constructions workers—everything. They are very popular with Triaxy, who use them to find qualified miners and other workers. Many militaries also use them to find Special Forces operatives and other hard-to-find agents. Red Current's reach is universal, so chances are that they can find the man you want. However, as far as Perfect Blue is concerned, this company can be risky. Not wanting to lose their contracts with Triaxy, Red Current may be hesitant—at best—to help Perfect Blue find recruits.

Workforce, Inc.

Corporation Focus: Staffing
Trust: ★★★★
Corporate Power: ★
Description: Workforce is another large staffing agency used by many corporations across the Tri-Galaxies. Although Workforce primarily focuses on finding engineers, scientists, architects, miners and candidates for professional careers, they do have a small branch that seeks out military recruits. But most importantly, Workforce refuses to find staff for Triaxy (they have contracts with UniMine, MTC and Sunnostar) and they are sympathetic to the Ornans. Thus, Workforce can be a valuable asset to Perfect Blue when it comes time to look for scientists, engineers and military personnel.

Transparent Staffing Agency

Corporation Focus: Staffing
Trust: ★★★★
Corporate Power: ★
Description: Transparent Staffing focuses only on finding military recruits. They work closely with just about every military throughout the Tri-Galaxies, helping them to find specialized operatives and agents. Transparent specializes in finding top-notch soldiers and spies. Transparent does not favor any particular company or military, and will find recruits for whoever is willing to pay for their services (which can be up to 50% more than other staffing agencies). However, this price is well justified as Transparent can locate just about any recruit imaginable—even for Perfect Blue. But although Perfect Blue can trust using this company, they do have a 25% up-charge for Perfect Blue. This is because finding recruits for Perfect Blue is difficult and oftentimes dangerous. Perfect Blue should also be careful because it is not past Triaxy to set up "false recruits" to work as spies. But if Perfect Blue is looking for the best possible FTMs, Transparent is probably the best staffing agency available to them.

MerCore Scientific

Corporation Focus: Medical, Research
Trust: ★★★★★
Corporate Power: ★
Description: MerCore Scientific openly operates in many cities across Orna, allowed to do so by the ignorance of Triaxy. A subsidiary of the MerCore Corporation they masquerade as a civilian research company for medicine, providing hospital care and medicine to both Ornans and Triaxy workers. But as with all of MerCore's open operations this is just a ruse, for MerCore Scientific secretly conducts classified and top-secret research and provides research services for Perfect Blue at very good rates (up to 50% cheaper than most research companies). Most of MerCore Scientific's employees are unaware of this, as their primary headquarters are top-secret and located in the Atlantean city of Atlantea. They are on very good terms with Perfect Blue and are willing to do research for the Players.

MerCore Development and Manufacturing

Corporation Focus: Chemical, Engineering, Military
Trust: ★★★★★
Corporate Power: ★
Description: Like Mercore Scientific, this is an underground branch of MerCore that masquerades as a vehicle and car manufacturer and is thus allowed to operate publicly on Orna. They employ both Ornan and Triaxy workers, and are oftentimes forced to produce cars, vehicles and mining machinery for Triaxy. However, deep beneath the ocean floors they have

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facilities to create weapons, missiles and large vehicles and spacecraft. These facilities are top-secret and unknown by all but the most high-level Ornan CEO's. Branches of these sorts can be found in nearly all of the Atlantean cities and will do work for Perfect Blue at discounted rates. They are a powerful asset to Perfect Blue.

Tripodad

Corporation Focus: Scientific, Engineering, Chemical
Trust: ★
Corporate Power: ★★★★★
Description: Tripodad is Triaxy's primary research and development company. While they are officially a division of Triaxy, the corporate powers who run Tripodad are money hungry and are willing to conduct research and development for Perfect Blue. Of course, this is very risky for both parties, for if Triaxy ever found out, Tripodad would be in big trouble and they'd likely seize all of Perfect Blue's research. As well, the Players risk being "sold out" by Tripodad employees loyal to Triaxy. But there is a major advantage to going with Tripodad: unlimited research and development capabilities. They are a large company with branches throughout the Tri-Galaxies. They can do just about anything and in a very short amount of time. If the Players want to go through this company, they'll have to be careful and conduct meetings in secret or under alias names.

Tri-Med

Corporation Focus: Medical, Scientific, Technology
Trust: ★
Corporate Power: ★★★★★
Description: Tri-Med is yet another powerful corporation owned by Triaxy. Tri-Med focuses mainly on medical research and technology, but also dabbles in robotics, chemicals and military uses for these things. While Tri-Med owns, operates and maintains thousands of hospitals and medical facilities throughout the Tri-Galaxies, they have a top-secret base located on planet Orna on the infamous Island 9. Here Tri-Med employees experiment on Ornan slaves, using their bodies to create advanced military cyborgs and horrible abominations. Under their Juggernaut project, Tri-Med successfully engineered the universe's first "organic cyborg"—the Enforcers. And with their viral and bacterial research conducted under project Deathstalker, they have also produced the universe's first "zombie"—commonly referred to as the Project Deathstalker Zombies. Of course, all of this research is against the Intergalactic Geneva Contract and is highly illegal. But what the Trigalactic Union does not know won't hurt them. Tri-Med is a very evil and very powerful subsidiary of Triaxy and is one of the Andromedians' favorites. Using the resources of this vile company, devastating new viral weapons and organic technologies are being developed. Unfortunately, it is the Ornans they are using as guinea pigs.

Systematic Ordnance Manufacturing

Corporation Focus: Military, Chemical, Technology, Engineering
Trust: ★★
Corporate Power: ★★★
Description: With corporate headquarters throughout the Tri-Galaxies, Systematic Ordnance Manufacturing (SOM) is one of the largest suppliers of military weapons and chemicals in the universe. This company specializes is manufacturing weapons and ammunition, with a secondary focus on computer technology and engineering services. They also produce chemicals and have a chemical weapons division. They have many large facilities throughout the Tri-Galaxies and can typically manufacture weapons and ammunition for far less than the competition. However, they fear Triaxy and the Trigalactic Trade and wouldn't dare help Perfect Blue—at least not openly. Thus, the Players will have to go under aliases if they hope to get development through Systematic.

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OTC (Ornan Technologies Center)

Corporation Focus: Military, Engineering, Scientific, Chemical, Medical, Technology
Trust: ★★★★★
Corporate Power: ★
Description: OTC was created as an effort to help Perfect Blue liberate planet Orna. In fact, OTC was created *before* the Perfect Blue operation was officially put into place. OTC exists only in the Atlantean cities of Orna and is highly top-secret. After the collapse of the Ornan government many of Orna's top scientists, engineers and medical experts were taken to the Basica Atlantean City to hide. With the help of Perfect Blue operatives, they created OTC. Today, their primary headquarters is still in the Basica Atlantean City. Ornan Technologies Center specializes in just about everything and they even have a strong focus on creating and developing combat vehicles. OTC should be BLUE Level's primary manufacturer of weapons, ammo and equipment as this is what OTC was originally developed for. As well, OTC will supply these things to BLUE Level at discounted prices (up to 30% cheaper than competition). But OTC also sees the bigger picture and is willing to sell goods to others. In the near future, OTC may ask Perfect Blue to help them export their weapons and combat vehicles to other races and planets who might potentially help Orna end its plight.

Midnight Military Manufacturing

Corporation Focus: Military
Trust: ★★★
Corporate Power: ★★★★
Description: The Midnight corporation specializes in hi-tech combat vehicles. They supply many militaries throughout the Tri-Galaxies with military vehicles, including tanks, armored cars, spaceships and combat fighters. They make some of the most advanced weapons systems and engines on the market. They especially focus on aftermarket parts and upgrades for vehicles. Like most companies though, they will not openly deal with the Ornans.

Machingbird, Inc.

Corporation Focus: Military
Trust: ★★★
Corporate Power: ★★★
Description: The Machingbird Corporation specializes in combat vehicles. With locations across the universe, their ability to manufacture and market these to planetary militaries is strong. Machingbird's primary rival is Midnight and the two companies are always engaged in bid-wars to supply their products. Machingbird also has a strong hatred for Triaxy, as Triaxy has stolen many of their contracts. They may do business with Perfect Blue if conditions are right.

Robotic Creations Corporation

Corporation Focus: Military, Engineering, Scientific, Technology
Trust: ★★★
Corporate Power: ★★★★
Description: Robotic Creations Corporation (RCC) is the leading manufacturer of robotic and cybernetic components. Not only do they create robots and androids, but they will also custom build robotic units. They also supply parts and do repairs for all types of robotic units. Other branches of the corporation specialize in computers and even military technology.

Biotech, Inc.

Corporation Focus: Medical
Trust: ★★★
Corporate Power: ★★★★
Description: Biotech rivals even Tri-Med in the field of medical technology. Biotech owns and operates more than 50% of all hospitals and medical facilities in the Tri-Galaxies and is committed to providing excellence in care. Their research division specializes in medicine and prescription drugs and they are constantly developing newer and better medicines. They also have a large focus on medical technologies and equipment and produce some of the best in the field.

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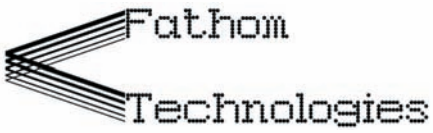
Culver Medicines

Corporation Focus: Medical, Scientific
Trust: ★★★
Corporate Power: ★★★
Description: Culver Medicines has been around for a long time and specialize in gene therapy, DNA and biological engineering. They work closely with Biotech and Tri-Med. They are also a leading producer of medicines and prescription drugs.



Fathom Technologies, Inc.

Corporation Focus: Technology
Trust: ★★★
Corporate Power: ★★★★
Description: Fathom is the universe's leading manufacturer of computers and software. They design and produce everything from the simple home computer to the powerful supercomputers used by militaries.

Trigalactic Bank

Corporation Focus: Banking
Trust: ★★
Corporate Power: ★★★★★
Description: With as much corporate and political power as Triaxy, the Trigalactic Bank is the largest and most widely used bank in the universe. With trillions of dollars at their disposal, the Trigalactic Bank keeps and tracks funds for everybody from the simple blue-collar worker to the powerful leaders of distant planets. They issue loans, credit cards, cash advances—everything. They also help run and operate the Trigalactic Stock Exchange and are powerful members of the Trigalactic Trade Association. Of course, all money uses the Earth Standard of dollars and cents and they help to maintain this system. The Trigalactic Bank is also a division of the Trigalactic Union and is in charge of the minting of all monies.

Most people in the Tri-Galaxies do not carry cash however. In fact, less than 1/10 of 1% of all transactions are done using cash. All people of the Tri-Galaxies are issued a Bank Card which looks just like a modern-day credit card but has a small LCD display screen on it and a small "scratch pad" beneath it. This card has a computer chip in it and links all of the person's funds to it. The display will show exactly how much money the person has. The Bank Card can be attached to another person's Bank Card so that two people can transfer funds between them. Using the "scratch pad", a person can use a stylus or a fingertip to enter in the amount of the transaction.

Additionally, like modern-day cards, the card can be "swiped" through computers or used at ATMs to withdraw funds, add funds, make purchases and deposits, etc. Basically, any monetary transaction needed can be done using this card. Of course, these cards are only issued by the Trigalactic Bank and are almost impossible to counterfeit. Even those who use banks other then the Trigalactic Bank must obtain a Bank Card through the Trigalactic Bank.

These cards are created and manufactured with the same care and caution as real money and are nearly impossible to fake. Stolen cards are all but impossible to use as the card is linked to the owner's DNA. The owner's DNA and fingerprint must be present on the card in order to use the card. The card itself can extract DNA harmlessly and unnoticed by the user when it is held, and it also reads the holder's fingerprints. These cards help to keep crime down and also make counterfeiting money almost impossible.

Universal Bank and Trust

Corporation Focus: Banking
Trust: ★★★
Corporate Power: ★★★★
Description: The second largest bank in the universe, Universal is many peoples' bank of choice. With locations across all the galaxies they are a household name. Many people prefer to use Universal as they are not owned and operated by the Trigalactic Union and have a stronger focus on customer service.

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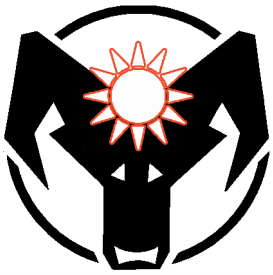


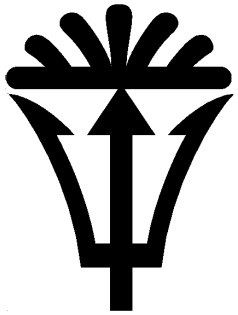
Cult of the Rising Sun

Corporation Focus: Cult
Trust: ★
Corporate Power: ★
Description: This is an Ornan cult who believes that the Andromedians are ancient Gods who have come to cleanse the planet. The leader of this cult—Gabern Lofgrin—bases his beliefs on ancient Ornan texts and "monuments" found on their neighboring planet of Cathuul. Cathuul is a barren planet of rock and dust that bakes in the light of the sun. It has no breathable atmosphere and no water except for frozen icecaps at its poles.

Cathuul is Orna's nearest neighbor, and for centuries ancient Ornans have looked upon it with awe—a bright yellow star in the sky. But with high-powered telescopes the Ornans long ago discovered some strange features on the planet—objects that looked like giant pyramids and a "face". Known as the Cathuul Face, it does, in many ways, resemble that of an Andromedian. Long ago when Ornan space teams explored the planet they went to these pyramids and the face. It was debatable whether the Pyramids were man-made structures or just peculiar rock formations. And the debate on whether the face is just another odd formation or a man-made object still goes on.

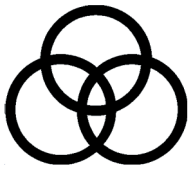
Obviously, the Cult of the Rising Sun strongly believes that the pyramids and the face were made by intelligent beings millions of years ago when Cathuul was still inhabitable. And since the coming of Triaxy and its Andromedian leaders, Gabern Lofgrin has decided that it was indeed the Andromedians who left the pyramids and face behind and that the Andromedians have at last returned to cleanse the planet.

The Cult of the Rising Sun are fanatical psychopaths and are bent on helping Triaxy succeed. The Ornans of this cult believe that if they help Triaxy "cleanse the planet of the unworthy", that they will be taken to Sangri Luul—a Heaven beyond the stars where they will live as kings. As may be guessed, Triaxy promises them this dream and the Cult of the Rising Sun loyally serves them as if they were Gods. Unfortunately, this means that the cult is very dangerous—especially for Perfect Blue and its friends. The cult has been known to plant bombs in Ornan buildings and to snipe Ornans living in the ruined cities. They have also been known to help Triaxy find rebel forces of Ornans and secret, Ornan base camps. The cult's next goals are to help Triaxy find and destroy the Atlantean Cities and Perfect Blue.



The Family of Light

Corporation Focus: Cult
Trust: ★★★
Corporate Power: ★
Description: The Family of Light is a secret, militant Ornan organization that views Triaxy—and any non-Ornan person—as a threat. While at first glance this may seem like a viable source of friendly allies for Perfect Blue, the Family (as they're called) are extremists and fanatics who are more dangerous than one might expect. In recent years, it is true that they have placed bombs at Triaxy processing facilities and have sniped many Enforcers within the propaganda cities, but they have also fired missiles at in-coming ships carrying Humans and Trigalactic diplomats. While some of the Family's actions can be viewed as helpful for Perfect Blue, many more of them have given the Ornans a bad name and help only to reinforce Triaxy's lies that the Ornans are best kept as slaves and captives. But the Family of Light is also one of BLUE Level's funding corporations and the Players must do what they can to keep this source of income. However, once BLUE Level is financially sound, it might be in their best interest to dissolve relations with this cult.



The Trinity Organization

Corporation Focus: Cult
Trust: ★★
Corporate Power: ★
Description: The Trinity Organization started as a small gang of Ornans living in the ruined cities throughout Basica. Their scare-tactics and brutal reputation insured that their members remained loyal and that outsiders respected them. While they did offer some form of protection to the homeless and unfortunate Ornans living in the same ruined cities as they (often protecting and fighting off rival gangs or raiders who might enter the city), they also took what they wanted from who they wanted. Over the years they have grown in power and have become more of a militant organization than a gang. Many of their practices also border on cult activity, sacrificing women and children to foul Ornan Gods of old in hopes of securing their place of power.

Presently, the Trinity Organization makes the majority of their money from smuggling drugs and weapons. They have many contacts with space pirates and often trade with them for drugs, weapons, bombs and even slaves. Trinity has been known to sell Ornans to these pirates in return for drugs and weapons. Recently, it is rumored, that Trinity even acquired a lesser Itosium warhead—a warhead powerful enough to incinerate an entire city—in exchange for 200 Ornan slaves.

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Trinity is a force to be reckoned with. Throughout the ruined cities, and even within the Triaxy cities, members of this gang work their evil schemes. They have no loyalty to any person, organization or corporation. They have been known to work with Triaxy and against them; for the Ornans and against them. They are powerful, cruel and not to be trusted.

The Corsairs

Corporation Focus: Any (considered Cults rather than Corporations)
Trust: Varies by Tribe
Corporate Power: Varies by Tribe
Description: Corsairs are, simply put, space pirates; most of whom are Human Corsairs. They operate throughout the universe as smugglers, drug-runners, weapons and arms dealers and as any other sort of illegal operation you can imagine. Corsairs are widely regarded as ruffians and thugs and the Trigalactic Police are constantly trying to put an end to them. Triaxy too, in recent years, have been keeping a watchful eye on them as rumors of their helping the Ornans have arisen. However, in the grand scheme of things, the Corsairs (and especially the Human Corsairs) are very powerful and have their hands in just about everything. It is very possible that they help keep the universe running. Although nobody would ever admit to it, just about every major corporation—including Triaxy and the Trigalactic Union—has used the services of Corsairs for one purpose or another—albeit mostly for underhanded dealings and illegal operations best kept out of the public eye. The Corsairs often work as informants and smugglers, drug runners and pimps. They control many gangs and even own major shares of stocks in some of the most powerful corporations. As a whole, Corsairs are quite possibly the single most powerful and influential entity in the universe.

The Humans were the universe's original Corsairs. Before the destruction of Earth, small factions and gangs of space pirates roamed the galaxies smuggling drugs and weapons or selling prostitutes and slaves. But after the destruction of Earth and the laws passed making it impossible for the Humans to permanently inhabit any planet of their own, the majority of the Humans took on the title of "Corsair" and soon all Humans were called Corsairs—wandering vagabonds and pirates traveling from planet to planet, galaxy to galaxy. Over the years, the Human Corsairs became rather crafty and stealthy in their operations. Because they could not readily own a planet of their own or start a large corporation of their own, they began pooling their resources and funds and joining together as a single entity. Slowly they began to acquire major shares of stocks and secretly buying out businesses. It wasn't long before they became incredibly powerful—although many do not know exactly just how powerful they became.

Today, while not all Corsairs are created equal, they all operate in almost the same way. They all have their hands in underhanded schemes and crooked deals. They smuggle weapons and arms, drugs and bombs. They even smuggle aliens from planet to planet. Of all the Corsairs, the Humans are the most powerful and trustworthy to Perfect Blue. But working with them can still be very dangerous, as different "tribes" may not be as kind or sympathetic as others.

There are literally thousands of tribes of Human—and other—Corsairs spread throughout the Tri-Galaxies. Of them, the most powerful are the Atani tribe of the Humans (who, luckily, are the same ones who helped Perfect Blue get off the ground). The Atani tribe owns more stock within the Trigalactic Trade than any other Corsair tribe and rumors exist that they even own 50% of the Trigalactic Bank. And although the Atani are just as crooked and entangled in illegal operations as any tribe of Corsairs, they have sworn their trust and companionship to the Ornan people. This is mostly because of their strong hatred and dislike of the Triaxy corporation and the Andromedian people. The Atani were the first Humans to form a tribe of Corsairs after the destruction of Earth, and their long-standing hatred of the Andromedian race has not died. Perfect Blue can consider them allies, but must also be wary of them. Although the Atani will help BLUE Level, they are not currently one of the funding corporations.

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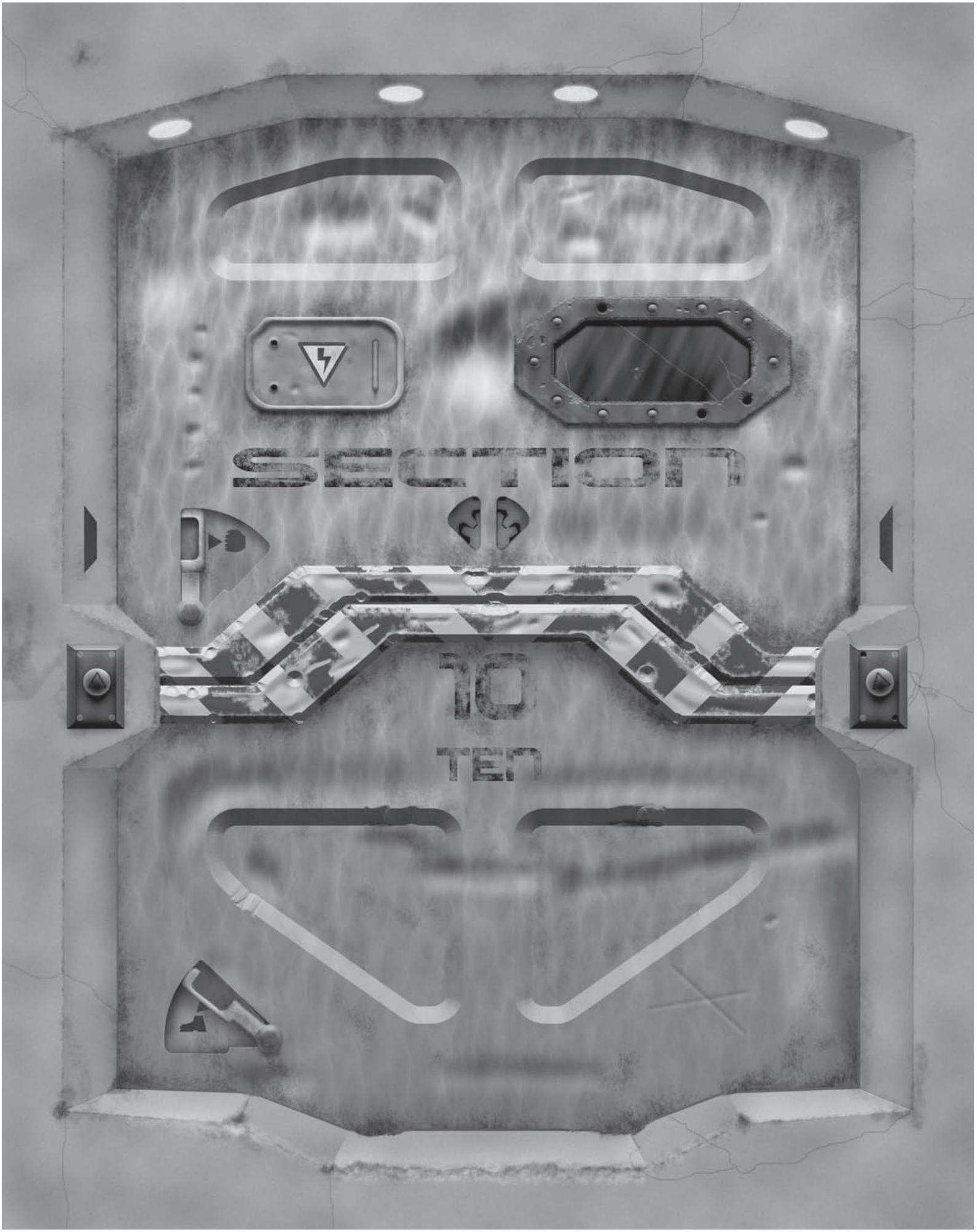

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Buyer's Guide

In this section you will find a variety of equipment, weapons and vehicles for use in the game. All equipment and weaponry listed in this section is widely available throughout the Trigalaxies. However, getting it to a BLUE Level base might not be so easy. Many companies within the Trigalaxies are part of the Trigalactic Trade Association and they fear repercussions from Triaxy for supplying Perfect Blue. Many times, if the Players wish to purchase goods, they may have to purchase under alias names or even travel across the galaxy to pick up their goods. There are very few manufacturers of weapons and combat vehicles on Orna, and the few that do exist are hidden out of the eyes of Triaxy. Another means for the Players to get goods is through pirates who might frequent the area. If the Players get on good terms with some of them, they can expect a reliable shipment of various weapons and equipment every month.

The *Buyer's Guide* has been broken down into the following four categories:

1. Body Armor and Clothing
2. Weapons
3. Field Equipment
4. Vehicles

Weapons and equipment are listed with all or some of the following information:

Cost: This is how much, per unit, the item costs. For small items such as weapons, the price is usually given in Earth Standard Dollars (ESD) and is a one-time purchase cost. However, larger items—such as most vehicles—are given with a monthly *lease* cost in Expense Points (EPs). This cost typically covers the cost of the vehicle, its fuel costs, etc.

Availability: This is how available the product is on the following scale:

Common (C): Readily available and easy to acquire

Average (Ave): Typically available; can be acquired with little hassle

Rare (R): Hard to find and obtain

Manufacturer: This is the company that manufactures the item

Effective Range: This is the weapon's range in feet or yards

Ammo Types: This indicates what types of ammunition the weapon can use. They include the following. Please note that ammo types are typically listed with a bonus (+) to damage—this is the extra damage inflicted by the weapon (see *Damage* below) when this type of ammo is used. They may also be listed with other information specific to the ammunition.

Standard: Regular bullets or rounds

High Explosive (HE): High Explosive rounds which typically inflict full-body damage

Incendiary (IN): These types of rounds burst into flames upon hitting

Armor Piercing (AP): Armor Piercing rounds go right through body armor. They typically inflict extra damage.

Aquatic (AQ): Aquatic bullets can be fired underwater.

Damage: This is how much damage the weapon will inflict when it hits its target. Specialized ammunition may add a bonus to this amount.

Ammo Cap.: This is the weapon's ammo capacity, or how many rounds of ammo it will hold. When it runs out the weapon must be reloaded. Most weapons use a type of clip.

Attack Style Capabilities: This is what types of attack styles (see *Combat* section) the weapon is capable of making. These include:

Single Shot: Weapon can only fire one round at a time

Buckshot: Weapon can fire buckshot or "spray" ammunition

Semi-Auto: Weapon is capable of semi-automatic fire

Full Auto: Weapon is capable of fully automatic fire

Explosive: Weapon is an explosive device or can fire explosive rounds

EV: This is *Encumbrance Value.* It represents how heavy the item is to carry, in pounds. It also represents how much room the item will take up in a base's storage facility. See the *Strength, Weight and Encumbrance* section for more info.

AR: This is only used for armor. It shows the armor's *Armor Rating*—how much protection it affords the wearer.

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Body Armor and Clothing

Gladiator IV Body Armor

Gladiator IV

Cost: $8,000
Availability: C
Manufacturer: OTC
EV: 35
AR: -7
Description: This is the top-of-the-line body armor produced by Ornan Technologies Center. The full suit consists of an airtight helmet fixed with a filtration system designed to protect against harmful toxins, biological threats and even radiation. The body, arms, legs and even hands and feet of the suit are made of a highly durable steel laminate over a Kevlar-like material that can withstand the blast of even the most powerful bullet or explosion. The suit's material is also flame resistant and water tight. It is also insulated to keep the soldier warm when it's cold outside and cool when the battle heats up. All pieces of the suit are designed to fasten together to create an airtight environment that will protect the wearer against all toxins, biological threats and radiation. The suit also features a self-healing underlayer. If the suit is ever punctured from a bullet or other projectile a membrane beneath the suit's hard outer shell will instantly seal so as not to compromise the suit's integrity against outside biological threats. The suit can self-heal up to 10 shots, or 1 square foot of damage. The only downsides are that the suit requires a partner to put on, and because the outer shell is made of steel, movement can be somewhat restricted. The helmet's visor incorporates Flash Protection, ISL, Night Vision and LSDM technology (see *Glossary*). Wearing the suit gives a -3 modifier to a character's AG stat and a -2 to his SPD.

XA-15 Ultra Armor

XA-15 Ultra Armor

Cost: $1,500
Availability: C
Manufacturer: Systematic Ordnance Manufacturing
EV: 17
AR: -4
Description: Made by SOM, this armor is lightweight, highly maneuverable and offers great protection against enemy fire. It is made from a clever blend of Kevlar-like fibers which, by weight, are stronger than steel. The fibers are also 100% flame resistant and water repellant. While the suit is lightweight and flexible, it has a stiff, rigid feel to it. The full suit includes armament for the body, legs and arms, although a single vest can be purchased for about $600. A simple combat helmet of the same material will run an extra $200 but affords -6 protection due to the fact that it has a steel undershell.

Hercules 5-G Power Armor

Hercules 5-G

Cost: $15,000
Availability: R
Manufacturer: Midnight
EV: 50
AR: -10
Description: This is the ultimate suit of armor for any trooper, although it can be a little bulky and restrictive to wear. The suit is an airtight, full-body armament including helmet, boots and gloves. The helmet provides a respiratory system to protect the wearer against radiation, biological and toxic gasses. The entire suit is 100% flame-retardant, airtight and insulated. The suit itself is crafted from the Midnight corporation's patented *Armorcraft* material which is a type of depleted-uranium armor beneath a shell of blast-proof plastic. The result is some of the toughest body armor on the market. But the Hercules 5-G doesn't stop there; the suit contains powerful servomotors at all joints to help boost the strength of the wearer. Because of this, the wearer obtains a +7 to his ST stat and is able to lift and carry much more than he typically could. The servos are powered by a small battery pack on the suit's back. The battery will last up to 8-hours during active combat and can be recharged by plugging it in to an outlet overnight. However, the suit is heavy and bulky, restricting movement and speed. Thus, the wearer suffers a -4 to both his AG and SPD stat.

For an extra $2,000 a modified helmet allowing for thermal

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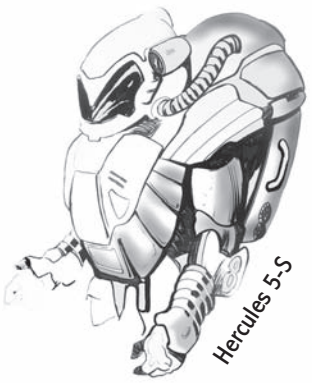
vision and night vision can be added. An upgrade to Reactive Armor Plating (see glossary for reactive armor) can be added for an additional $10,000. The Reactive upgrade affords the wearer -20 AR protection and each piece can withstand 12 hits before it becomes unusable.

Hercules 5-S Aqua Armor



Cost: $22,000
Availability: R
Manufacturer: Midnight
EV: 70
AR: -10
Description: This suit is identical in all ways to the Hercules model 5-G. However, the 5-S is also a Liquigen suit and contains a Liquigen filled backpack with enough breathable Liquigen to last 3-hours beneath the ocean. Liquigen is a type of oxygen-infused heavy liquid that can be breathed into the lungs. Liquigen is typically used to allow divers to achieve enormous depths. In the case of the Hercules 5-S, the wearer can safely dive to a depth of 5-miles. The 5-S also comes with thermal imaging viewer and night-enhancing vision equipment to allow the wearer to see perfectly at the darkest depths of the oceans. The wearer of this suit suffers a -4 to both his AG and SPD stat due to the bulky nature of it.

T1-A Deep-Sea Liquigen Armor

T1-A Armor

Cost: $11,000
Availability: C
Manufacturer: OTC
EV: 50
AR: -7
Description: Perhaps the most superior aquatic armor available to Perfect Blue is OTC's T1-A suit. Identical in all ways to their Gladiator IV armor, the T1-A adds a Liquigen backpack to allow for deep-sea combat missions. The Liquigen supply is enough to last up to 2-hours. Liquigen is a type of oxygen-infused heavy liquid that can be breathed into the lungs. Liquigen is typically used to allow divers to achieve enormous depths. In the case of the T1-A, the wearer can safely dive to a depth of 4-miles. The T1-A is also "self-healing" which means even the nastiest bullet hole won't drown the wearer. The self-healing membrane is a more powerful one than what is used on the Gladiator armor and will even protect the wearer at the suit's maximum diveable level of 4-miles. The suit can self-heal up to 10 shots, or 1 square foot of damage. The helmet's visor incorporates Night Vision, Thermal Imaging, LSDM and Flash Protection (see *Glossary*). Wearing the suit gives a -3 modifier to a character's AG stat and a -2 to his SPD.

SOM Deep 6 Body Armor

SOM Deep 6

Cost: $9,250
Availability: C
Manufacturer: Systematic Ordnance Manufacturing
EV: 50
AR: -5
Description: Affordable and highly effective, SOM's Deep 6 suit is one of the best bargains for underwater combat missions. Comprised of steel laminate plates atop a suit of thick Kevlar-like material, the suit offers plenty of mobility and does not compromise protection. This full-body armor includes a soft-shell helmet with heat-sensitive viewing mask to help troops see in dark and murky waters. The compressed oxygen backpack feeds fresh air to the troop for up to a 3-hour dive. While this suit offers comparable protection to others, it cannot sustain the troop at abysmal depths. Maximum dive-range for the Deep 6 is 1-mile. The helmet's visor includes Flash Protection, Night Vision and Thermal Imaging (see *Glossary*).

Space Trooper XA-18 Armor

Space Trooper XA-18

Cost: $11,000
Availability: Ave
Manufacturer: OTC
EV: 40
AR: -7
Description: Made on the same framework as OTC's T1-A Liquigen armor, the only difference is this armor's superior insulation and replacement of the Liquigen pack. In its stead, the Space Trooper XA-18 has a super-compressed liquidized oxygen container. Having a liquidized oxygen tank allows for a very high amount of oxygen to be stored in a relatively lightweight pack and allows for up to 6-hours of breathable air. The liquidized oxygen is transformed to a breathable gas before entering the actual suit. The XA-18 is also "self-healing" which means even the nastiest bullet hole won't doom the wearer. The suit can self-heal up to 10 shots, or 1 square foot of damage. The helmet's visor includes Flash Protection and

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ISDL technology (see *Glossary*). Wearing the suit gives a -3 modifier to a character's AG stat and a -2 to his SPD.

Chameleon IV

Chameleon IV Body Armor

Cost: $95,000
Availability: Ave
Manufacturer: OTC
EV: 30
AR: -4
Description: This is the pinnacle of OTC's technology. This hi-tech body armor includes everything, even a visored helmet. It is not a hard "shell" type armor, but rather a softer armor made of special Kevlar-like materials. On the armor's back is a large pack which contains the armor's battery cells and powerful computer and processors which drive and control the billions of microscopic chromatophores covering every inch of the armor's skin (including the helmet and visor). The chromatophores are color pigment and reflecting cells which blend and produce colors to match the immediate surrounding. They can even cause the armor to appear transparent while in the water! The chromatophores are so accurate and so sensitive that the wearer can become almost invisible when standing in front of a brick wall or a tree. The entire suit will blend flawlessly into the wearer's background. In game terms, the wearer is 95% undetectable while standing still (even within 10-feet) and 80% undetectable while moving slowly. When running, the wearer is still 60% undetectable. In the dark, the wearer is nearly 100% invisible. The only downfall of the armor is that a single shot will destroy a large portion of the chromatophores' "nervous system" which will render no less than 1/8 of the suit inoperable. Four or five shots will completely destroy the delicate chromatophores. The suit is water-resistant and can be submerged. The helmet's visor incorporates Night Vision, Thermal Imaging, Flash Protection, ISDL and ISL technology (see *Glossary*). Wearing the suit gives a -2 modifier to a character's AG stat and a -2 to his SPD.

SOM Grav-0

Cost: $10,000
Availability: Ave
Manufacturer: Systematic Ordnance Manufacturing
EV: 40
AR: -9
Description: Perhaps one of the finest space suits available to military troops, SOM's Grav-0 suit is now in its 5th generation and is used by more than 90% of the universe's military forces. Comprised of an outer shell made from a type of depleted uranium and a bottom layer of laminated steel-weave material and Kevlar, this suit offers some of the best protection available. As well, the suit is incredibly lightweight and the armor is very thin making it easy for troops to maneuver in. Best of all, the suit contains a special self-healing membrane which will ensure a troop doesn't decompress from a bullet hole. The membrane can self-heal as many as 15 times or sustain a single tear up to 1-square foot. For oxygen, the suit uses a specially developed gas which can be compressed hundreds of times more than oxygen. While this allows for up to 15-hours of breathable air for the wearer, the gas causes dementia, dizziness and nausea once the wearer resumes breathing regular air. The effects can last up to 4-hours, thus this suit is best used when troops will not be taking them off during a mission. The helmet's visor includes Night Vision and Flash Protection. Wearing the suit reduces a character's AG and SPD stats by 2 points.

SOM Grav-0

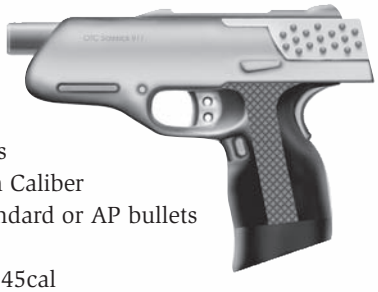
The SOM Grav-0R costs as extra $10,000 but uses Reactive Armor technology. It has all of the features mentioned above (minus the self-healing membrane) but affords the wearer a -18 to damage! Each piece of the suit can withstand 10 hits before being destroyed by the reactive armor.

Jason Howard (order #809507)

Additional Armor and Clothing Item	Cost	EV	AR	Description
Camouflage Fatigues	$200	2	0	This is the standard dress of any soldier. Suit includes pants, poncho, jacket, gloves, etc. and has numerous pockets for holding ammo clips and other necessary equipment. Available in many different camouflage styles and patterns.
Combat Boots	$50	2	0	Tough, rugged and built to last, no soldier should be without a pair.
Combat Backpack	$50	2	0	Capable of holding up to 50 EV points worth of various gear, this backpack also sports numerous pockets, pouches and compartments. Waterproof packs are available for an extra $15.
Combat Belt	$40	1	0	Designed to fit comfortably around the waist, this belt has room to hold up to 6 ammo clips and 2 grenades as well as a knife.
Shoulder Belt	$40	1	0	Designed to fit comfortably across the shoulder of a soldier, this belt has convenient storage for up to 10 ammo clips and 4 grenades.
Gasmask	$100	2	0	Effective against nuclear, biological and chemical attacks, this mask is a must for any soldier in the field. Mask restricts peripheral vision.
SCUBA Gear	$600	30	0	Includes wetsuit, flippers, mask and air tank.
Biohazard Suit	$600	20	0	Pressurized and airtight, the suit is also lined with lead to give the wearer protection from radiation. Suit also comes with an oxygen tank and filtration system to protect the wearer from all biological threats. Suit is bulky and gives the wearer a -3 to AG and SPD.
Bulletproof Vest	$200	8	-4	Provides decent protection from enemy fire and made of a lightweight yet very strong Kevlar-like material over steel plates.
Combat Helmet	$75	3	-5	A nice steel shell to provide protection from enemy fire.
Riot Shield (Effective to 30 damage points)	$350	10	0	In combat scenarios, a shield can be used to parry. If successful the shield is assumed to have stopped all damage to the maximum damage points allowed.
Blast Shield (Effective to 75 damage points)	$900	20	0	In combat scenarios, a shield can be used to parry. If successful the shield is assumed to have stopped all damage to the maximum damage points allowed.

Weapons

OTC Sidekick 911



Cost: $1,450
Availability: Ave
Manufacturer: OTC
Effective Range: 150 yrds
Ammo Type: .45 or 9mm Caliber
Can hold any type of Standard or AP bullets
Damage: 2D6
Ammo Cap.: 10 per clip .45cal
15 per clip 9mm
Attack Style Capabilities: Single Shot
EV: 4
The OTC Sidekick 911 is a highly reliable sidearm which can use either 9mm or .45 caliber ammunition. Tough and rugged, the Sidekick is also water resistant and can even fire underwater. The Sidekick comes with a standard laser pointer (+5 to hit when used) which can be turned on and off. It also includes a SARGS system for use with .45cal HE rounds. This is OTC's top-of-the-line handgun.

SOM Standard Issue 9mm

Cost: $425
Availability: C
Manufacturer: SOM
Effective Range: 50 yrds
Ammo Types: 9mm
Can hold any 9mm rounds
Damage: 1D8
Ammo Cap.: 15 per clip
Attack Style Capabilities: Single Shot
EV: 4
The SOM SI 9mm is a staple sidearm of many militaries. Highly reliable and built to last, this is one of the best 9mm handguns manufactured today. While it cannot fire underwater, it can fire after having been dropped in a pool of water or puddle of mud.

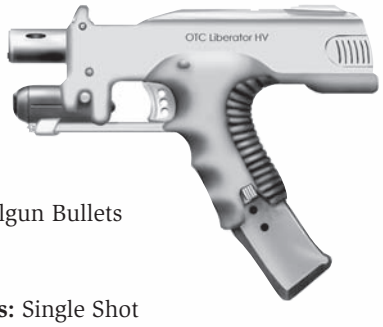
Jason Howard (order #809507)

Midnight Special

Cost: $1,850
Availability: Ave
Manufacturer: Midnight Technologies
Effective Range: 150 yrds
Ammo Types: .50 caliber
Uses any .50cal bullets
Damage: 2D10
Ammo Cap.: 9 per clip
Attack Style Capabilities: Single Shot
EV: 6

Perhaps the most powerful small arm available is the Midnight Special. Produced by Midnight Technologies, this hand cannon holds up to 9 rounds of .50cal ammunition and delivers a nasty blow. Weatherproof and rugged, the Special can be fired in the most wet and humid conditions and can even be fired underwater if needed. In fact, if loaded with Midnight's Special .50cal AQ bullets, this weapon is effective underwater to 30-yards! The Midnight Special comes with a standard laser pointer (+5 to hit when used) which can be turned on and off. It also comes complete with a SARGS system to get the most out of using HE and Incendiary munitions.

OTC Liberator HV



Cost: $1,450
Availability: Ave
Manufacturer: OTC
Effective Range: 300 yrds
Ammo Types: .45cal Railgun Bullets
Damage: 3D6
Ammo Cap.: 12 per clip
Attack Style Capabilities: Single Shot
EV: 5

Perhaps the pinnacle of OTC's railgun technology, the liberator fires .45cal solid tungsten steel spikes. Each are about the size of a standard .45cal bullet. This mini-railgun blasts the bullet at over 4 times the speed of sound and utterly devastates any target. Because it uses railgun technology, the Liberator is powered by a small power cell which must be replaced every 100 shots (cost is $200). The Liberator comes with a standard laser pointer (+5 to hit when used) which can be turned on and off.

OTC PL-98

Cost: $1,300
Availability: Ave
Manufacturer: OTC
Effective Range: 100 yrds
Ammo Types: Plasma A
Damage: 2D8
Ammo Cap.: Per plasma pack
Uses any *Plasma A* Plasma Cell and Power Cell
Attack Style Capabilities: Single Shot
EV: 4

The smallest plasma weapon on the market, OTC's PL-98 fires a nasty laser from its barrel. Powered by an internal plasma cell and power cell, this highly reliable weapon is operational both on land and below water. The internal power cell is housed in the weapon's handle and resembles a typical clip. It comes with a standard laser pointer (+5 to hit when used) for improved accuracy which can be turned on and off.

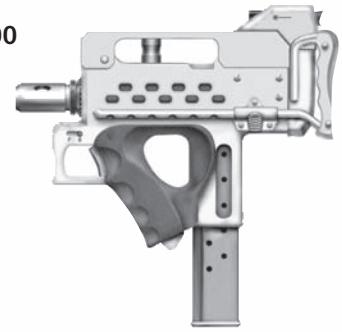
OTC Annihilator 38

Cost: $1,450
Availability: Ave
Manufacturer: OTC
Effective Range: 50 yrds
Ammo Types: .38cal
Uses any .38cal bullets
Damage: 2D8
Ammo Cap.: 32 per clip
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 5

A cross between a handgun and a sub-machine gun, the Annihilator 38 allows for single-shot or semi-auto fire in 3-round bursts. It comes complete with a SARGS system so it can use HE ammo and it even has a laser pointer for improved accuracy (+5 to hit when used). Furthermore, the Annihilator is fully submersible and can be loaded with aquatic ammunition for deep-sea use.

Jason Howard (order #809507)

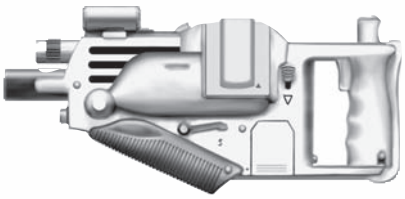
SOM Street Sweeper 2000



Cost: $1,550
Availability: Ave
Manufacturer: SOM
Effective Range: 75 yrds
Ammo Types: .32cal
Uses any .32cal bullets
Damage: 2D8
Ammo Cap.: 50 per clip
Attack Style Capabilities:
Single Shot, Semi-Auto, Full Auto
EV: 5

The Street Sweeper 2000 has been one of SOM's most successful sub-machine guns to date. Capable of firing single rounds, 3-round bursts or a fully automatic barrage, this gun is both powerful and intimidating. While it comes standard with a laser pointer (+5 to hit when used), it lacks a SARGS system for HE ammo. And, while it works just fine in wet and humid conditions, it cannot fire underwater.

Stormtrooper XL



Cost: $2,435
Availability: R
Manufacturer:
Midnight
Technologies
Effective Range: 100
yrds .40cal / 200 yrds laser
Ammo Types: .40cal and Plasma C
Any .40cal and Plasma C pack
Damage: 3D6
Ammo Cap.: .40 50 per clip / Laser: per plasma cell
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 6

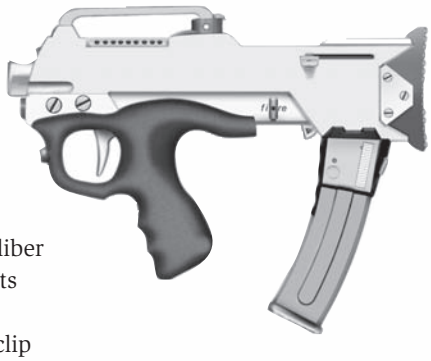
A uniquely designed weapon that fires both standard .40cal rounds and a plasma beam, the Stormtrooper is an awesome dual weapon in combat. The top barrel fires a plasmic laser with an effective range of 200 yards (uses Plasma C) The bottom barrel fires .40cal rounds in both single-shot mode or semi-auto bursts of 3 rounds. It is fed by an internal ammunition cartridge that can hold any type of .40cal bullet. To top things off, the Stormtrooper includes a SARGS system and a laser pointer (+5 to hit when used). For an extra $150 it can be equipped with an ISL laser pointer. Additionally, the Stormtrooper is designed to function both on land and underwater (needs aquatic ammunition for the .40cal if used underwater).

SOM Offender 5000

Cost: $3,250
Availability: R
Manufacturer:
SOM
Effective Range: 100 yrds
Ammo Types: .45cal
Railgun Bullets
Damage: 3D6
Ammo Cap.: 50 per canister
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 6

The Offender 5000 is SOM's smallest railgun. Firing .45cal tungsten steel spikes, this puppy can pack a wallop in single-shot mode. But switch to semi-automatic and it will fire 3-round bursts to really tear up the battlefield! What's more, the Offender has a lower barrel that can be loaded with a single 40mm grenade. A very fine weapon, but only suitable for land-based missions.

OTC Frontline 980



Cost: $2,300
Availability: Ave
Manufacturer:
OTC
Effective Range:
100 yrds
Ammo Types: .45 caliber
Uses any .45cal bullets
Damage: 2D8
Ammo Cap.: 45 per clip
Attack Style Capabilities:
Single Shot, Semi-Auto, Full Auto
EV: 5

OTC's top-of-the-line sub-machine gun, the Frontline 980 fires .45cal rounds in either single-shot or 3-round burst semi-automatic modes. In full-auto mode the Frontline sprays a continuous stream of lead at an enemy. It comes standard with a laser pointer (+5 to hit when used) for added firing accuracy.

Jason Howard (order #809507)

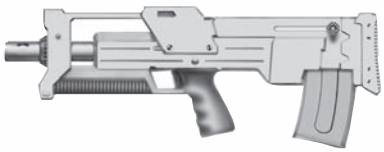
OTC Firefly PL-91

Cost: $2,700
Availability: Ave
Manufacturer: OTC
Effective Range: 300 yrds
Ammo Types: Plasma C
Uses any Plasma C plasma cell and power cell
Damage: 3D6
Ammo Cap.: Per plasma cell
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 5
The Firefly is a semi-automatic laser assault rifle capable of both single-shot and 3-round bursts. It uses powerful Plasma C cartridges and can be used both on land and underwater.

SOM Soothsayer 410

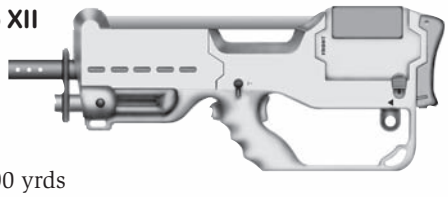
Cost: $3,900
Availability: Ave
Manufacturer: SOM
Effective Range: 300 yrds
laser / 100 yards .38cal
Ammo Types: Plasma B and .38cal
Uses any Plasma B plasma cell and power cell
and call also be loaded with .38cal bullets
Damage: 2D10 Plasma / 2D8 .38cal
Ammo Cap.: Per plasma cell / 35 rounds per .38cal clip
Attack Style Capabilities: Single Shot
and (.38cal only) Semi-Auto
EV: 5
SOM's most popular laser weapon, the Soothsayer, is a lightweight and powerful assault rifle. Using deadly Plasma B cartridges, the Soothsayer is capable of single-shot firing above and below water. But the Soothsayer can also be loaded with a clip full of .38cal bullets making it a great semi-automatic weapon capable of firing 3-round bursts. But what makes this weapon so awesome is the fact that it can be loaded with both plasma and .38cal rounds and a simple flip of the switch will select either mode. A great dual-ammo weapon!

Nightwolf XL



Cost: $2,450
Availability: C
Manufacturer:
Midnight Technologies
Effective Range: 100 yrds
Ammo Types: .44cal
Uses any .44cal rounds
Damage: 2D10
Ammo Cap.: 40 per clip
Attack Style Capabilities: Single Shot, Semi-Auto, Full Auto
EV: 6
Midnight Technology's Nightwolf XL is a favorite assault weapon of militaries across the universe. Highly reliable and able to fire under water, the Nightwolf comes complete with a SARGS system so that it can be loaded with HE ammunitions.

SOM Commando XII



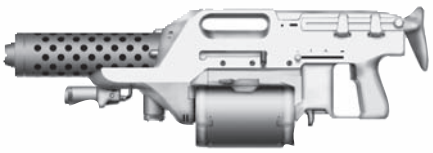
Cost: $2,450
Availability: Ave
Manufacturer:
SOM
Effective Range: 100 yrds
Ammo Types: .50cal
Uses any .50cal ammunition
Damage: 3D6
Ammo Cap.: 50 per cartridge
Attack Style Capabilities: Single Shot, Semi-Auto, Full Auto
EV: 6
The SOM Commando is a 12th generation heavy assault rifle using .50cal rounds. Capable of firing a single shot, 3-round bursts or a fully automatic spray, this weapon is good for both land and under sea missions. It comes complete with a SARGS system as well for use with smart ammo. A standard laser pointer located beneath the barrel gives the shooter a +5 to hit when used.

SOM Elite 980

Cost: $2,750
Availability:
Ave
Manufacturer: SOM
Effective Range: 100 yrds
Ammo Types: .44cal
Uses any .44cal rounds
Damage: 2D10
Ammo Cap.: 30 per clip
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 6
The SOM Elite 980 is a preferred weapon of many militaries throughout the Tri-Galaxies. Capable of firing on land or underwater, and coming complete with a SARGS system, the Elite 980 fires .44cal rounds and is a force to be reckoned with. While a standard clip holds 30 rounds, the Elite can also be hooked to a canister and belt-fed ammunition. Well tested and battle proven, the Elite 980 is one of the universe's premier heavy assault rifles.

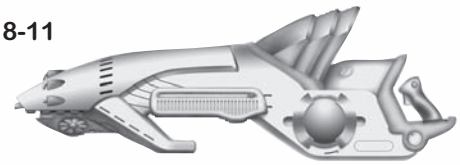
Jason Howard (order #809507)

OTC BFG 55



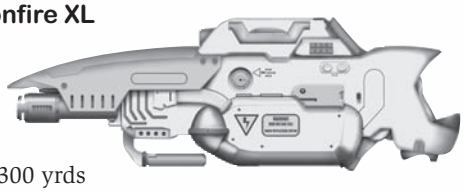
Cost: $3,160
Availability: Ave
Manufacturer: OTC
Effective Range: 100 yrds
Ammo Types: .55cal
Uses any .55cal ammunition
Damage: 3D6
Ammo Cap.: 60 per canister
Attack Style Capabilities: Single Shot, Semi-Auto, Full Auto
EV: 7
One of OTC's largest machine guns, the BFG is a powerhouse that fires .55cal rounds in either single shot, 3-round semi-auto bursts, or full auto modes. Watertight, this weapon can also be used for deep-sea missions. The BFG has a built-in SARGS system for use with smart ammos and it also comes with a laser pointer (+ 5 to hit when used) for improved firing accuracy.

OTC Fireworks 8-11



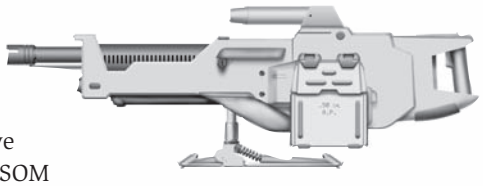
Cost: $5,500
Availability: R
Manufacturer: OTC
Effective Range: 300 yrds
Ammo Types: Plasma C or D
Uses any Plasma C or D plasma cell and power cell
Damage: 3D6 plasma C / 3D8 Plasma D
Ammo Cap.: Per Plasma Cell
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 8
OTC's heaviest laser weapon, the Fireworks 8-11 can be loaded with either Plasma C or Plasma D cartridges. Effective on land or beneath water, the Fireworks can really light up the battlefield with its powerful plasma beams. OTC even managed to work in a semi-automatic mode to allow the user to fire 3-shot bursts.

Midnight Dragonfire XL



Cost: $6,175
Availability: R
Manufacturer: Midnight
Effective Range: 300 yrds
Ammo Types: Plasma D
Damage: 3D8
Ammo Cap.: Per plasma cell
Attack Style Capabilities: Single Shot
EV: 7
The Dragonfire is one of Midnight Technology's best laser weapons. Firing Plasma D rounds, the Dragonfire is a devastating weapon on the battlefield. Because it can hold two plasma cells, the Dragonfire can hold twice as much ammunition as similar weapons. The Dragonfire is also capable of firing underwater. It also comes with an ISL laser and ISL goggles. For an extra $4,250 the Dragonfire can be factory equipped with an L-PAS system.

SOM Vindicator 2000

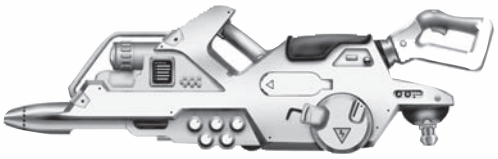


Cost: $3,450
Availability: Ave
Manufacturer: SOM
Effective Range: 100 yrds
Ammo Types: .50cal
Damage: 3D6
Ammo Cap.: 100 per magazine
Attack Style Capabilities: Single Shot, Semi-Auto, Full Auto
EV: 10
The Vindicator is a heavy machine gun produced by SOM. It fires .50cal rounds from a magazine or it can be hooked up to a larger canister of ammo and belt-fed. While it cannot operate under water, it does come complete with a SARGS system for use with most HE ammunitions.

OTC Firewall 210

Cost: $4,100
Availability: Ave
Manufacturer: OTC
Effective Range: 100 yrds
Ammo Types: .55cal
Uses any .55cal ammunition
Damage: 3D8
Ammo Cap.: 100 per cartridge
Attack Style Capabilities: Single Shot, Semi-Auto, Full Auto
EV: 11
OTC's Firewall 210 is one of the finest heavy machine guns available to Perfect Blue. Firing .55cal ammunition from either a 100-round cartridge or from a belt-fed canister, the Firewall lays down an impressive amount of firepower. What's more, OTC managed to outfit this gun with a SARGS system and made it capable of firing under water.

Midnight Obliviator XL

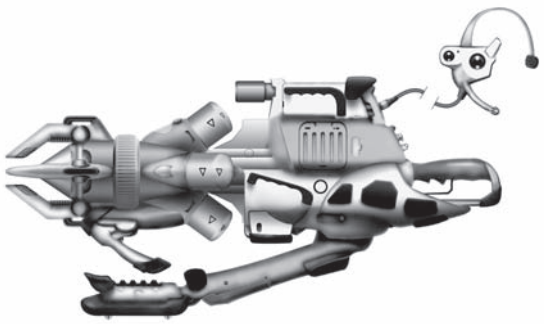


Cost: $7,450
Availability: R
Manufacturer: Midnight Technologies
Effective Range: 400 yrds
Ammo Types: See below (backpack)
Damage: 4D6
Ammo Cap.: 500 per pack
Attack Style Capabilities: Single Shot
EV: 50, including backpack

Jason Howard (order #809507)

The most powerful laser weapon produced by Midnight Technologies, the Obliviator XL is powered by a heavy backpack containing ultra-heavy plasma and energy cells. A single shot from this cannon produces incredible damage to 400 yards. It can even be fired underwater. Plasma recharge packs for the Obliviator XL's backpack cost $1,200.

SOM Hellfire 3800



Cost: $15,450
Availability: R
Manufacturer: SOM
Effective Range: 200 yrds
Ammo Types: See below (backpack)
Damage: 6D6
Ammo Cap.: 500 per pack
Attack Style Capabilities: Single Shot
EV: 80, including backpack
The most powerful laser weapon in production is SOM's Hellfire 3800. Powered by a heavy backpack which contains ultra-heavy plasma and high-output energy cells, the Hellfire must also be attached to a special harness around the wearer and "floats" on a hydraulic arm attached to his waist. The Hellfire also comes with an L-PAS eyepiece to give the weapon superb accuracy and is also equipped with an ISL laser pointer. The Hellfire is able to fire single shots to a distance of 200-yards but can also create a sustained blast for up to one minute, inflicting 6D6 damage per round to anything hit by it. The beam can also be focused to create an ultra-wide blast beam effective to 50-yards. Those hit by this sustain 7D6 damage, although the beam drains 2 shots worth of plasma. To recharge the backpack costs $2,100.

OTC Vortex

Cost: $10,500
Availability: Ave
Manufacturer: OTC
Effective Range: 200 yrds
Ammo Types: .55cal (any) (backpack)
Damage: 6D6
Ammo Cap.: 2,000 per pack
Attack Style Capabilities: Full Auto
EV: 75, including backpack
The Vortex is the heaviest infantry weapon made by OTC. Strapped around the shoulder and held in place by a special harness, this massive weapon is fed by a backpack containing 2,000 rounds of .55cal ammunition. Pulling the trigger causes the gun's three barrels to spin at a high velocity, spraying up to 900 rounds per minute! Using an advanced cooling system, the barrels can sustain fire indefinitely without overheating. Additionally, this weapon is designed to be able to fire underwater. However, it cannot fire smart ammunition.

OTC Assassin Anti-Vehicular Sniping Railgun

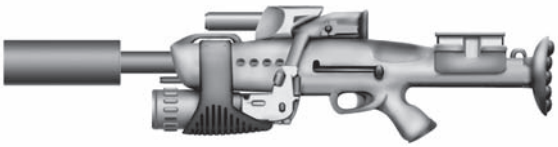
Cost: $10,500
Availability: Ave
Manufacturer: OTC
Effective Range: 1,000 yrds
Ammo Types: .55cal Railgun
Damage: 5D8
Ammo Cap.: 20 per clip
Attack Style Capabilities: Single Shot
EV: 15
The Assassin is one of the most powerful railguns on the market. Effective to 1,000 yards, this weapon fires .55cal railgun spikes made of solid tungsten steel. Loaded with a canister-style cartridge, the Assassin can hold 20 rounds at a time. Its high-powered ISL laser scope can pinpoint any target. Meant to deliver a nasty blow to enemy vehicles, this weapon can prove especially deadly to living targets.

Jason Howard (order #809507)

Midnight Stealth PL

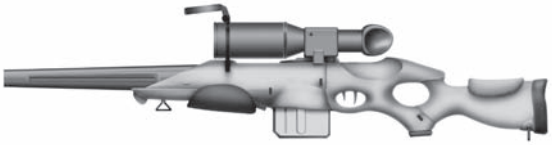
Cost: $12,300
Availability: Ave
Manufacturer: Midnight
Effective Range: 1,000 yrds
Ammo Types: Plasma D or .55cal
Damage: 4D8 Plasma / 4D6 .55cal
Ammo Cap.: 20 per clip .55cal / per plasma pack
Attack Style Capabilities: Single Shot
EV: 16
The Stealth PL is an advanced sniper's rifle capable of firing from either a Plasma D pack or a .55cal clip. Both ammo types can be loaded simultaneously to give the weapon added versatility. Both ammo types are effective to 1,000 yards, and with the included ISL scope the user is sure to hit his target even from the farthest distance.

SOM Claymore IV



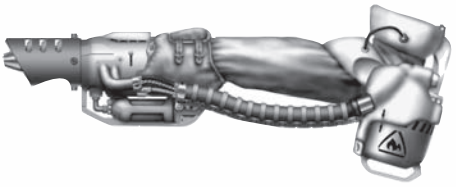
Cost: $9, 245
Availability: Ave
Manufacturer: SOM
Effective Range: 1,500 yrds
Ammo Types: .55cal / .45cal grenade
Damage: 4D6
Ammo Cap.: 50 per clip
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 16
SOM's Claymore is a favored weapon amongst snipers. Powerful and accurate, it also doubles as a semi-automatic rifle capable of firing 3-round bursts. In snipe mode it is effective to 1,500 yards. Below the main barrel a single .45cal grenade can be loaded for when the action is getting too close. An ISL laser scope is included.

OTC Shockwave III



Cost: $10,000
Availability: Ave
Manufacturer: OTC
Effective Range: 900 yrds
Ammo Types: .50cal
Damage: 3D8
Ammo Cap.: 50 per clip
Attack Style Capabilities: Single Shot, Semi-Auto
EV: 14
OTC's Shockwave is a light and powerful gun designed for both sniping targets and also for use as a semi-auto combat rifle. When the action gets close the rifle is capable of firing 3-round bursts. In snipe mode it is effective to nearly 1,000 yards with a single round fired. An ISL laser scope is included.

OTC Blaze of Glory



Cost: $5,000
Availability: Ave
Manufacturer: OTC
Effective Range: 25 yards
Ammo Types: Flame Canisters
Damage: 4D6
Ammo Cap.: 7 one-round bursts per can
Attack Style Capabilities: Hand to Hand
EV: 8
Perhaps the most ingenious flamethrower on the market is OTC's Blaze of Glory. Crafted of flame and heat resistant materials, this "sleeve" fits on over the user's arm with the ammo canister located at the elbow joint. It is activated by squeezing a trigger within the sleeve. A single blast sprays some nasty fire up to 25-yards away, incinerating anything it touches. OTC sells two types of ammo canisters: The Standard Flame (cost is $100) is for use on land and uses a type of chemical that is highly combustible and clings to whatever it touches; they also sell a Magnesium Flare canister (cost is $300) for use underwater. The Magnesium Flare canister is fully effective beneath the ocean and can boil any diver like a lobster.

Jason Howard (order #809507)

OTC HE-12 Grenade

Cost: $150
Availability: C
Manufacturer: OTC
Effective Range: Thrown
Ammo Types: NA
Damage: 3D6
Ammo Cap.: NA
Attack Style Capabilities: Hand to Hand
EV: 2

OTC's standard grenade, the HE-12, is a high-explosive grenade delivering a powerful blast to those unfortunate enough to get in its way. Blast radius is 10 yards, inflicting full-body damage to all those in the blast radius.

OTC IN-4 Grenade

Cost: $160
Availability: C
Manufacturer: OTC
Effective Range: Thrown
Ammo Types: NA
Damage: 2D6 (incendiary)
Ammo Cap.: NA
Attack Style Capabilities: Hand to Hand
EV: 2

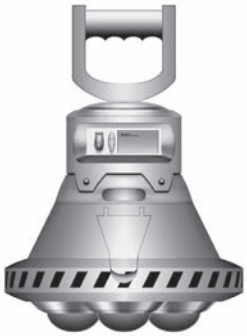
This nasty little grenade explodes in a ball of fire and spreads flames throughout the blast radius. The flames stick to targets, inflicting 2D6 damage per round until smothered. Blast radius is 10-yards and full-body damage is inflicted to those caught within it.

OTC Smoker II

Cost: $90
Availability: C
Manufacturer: OTC
Effective Range: Thrown
Ammo Types: NA
Damage: NA
Ammo Cap.: NA
Attack Style Capabilities: Hand to Hand
EV: 2

This grenade creates a cloud of thick smoke to mask the movement of troops or to signal their whereabouts. Smoke can come in a variety of colors, although gray and black are typically used to mask movement while red, yellow and green are typically used as signal markers. Smoke will cover a 20-yard radius within 3 rounds and will linger for up to 15 rounds in low-wind conditions. Smoke is non-toxic. Note that an underwater version of this grenade creates an ink cloud.

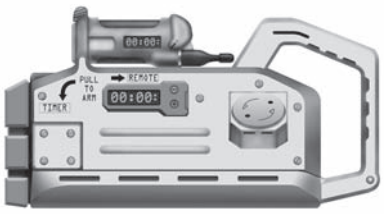
OTC Kaboom! HE



Cost: $800
Availability: C
Manufacturer: OTC
Effective Range: NA
Ammo Types: NA
Damage: 7D8
Ammo Cap.: NA
Attack Style Capabilities: NA
EV: 6

This is OTC's high-explosive bomb. Weighing in at only 6-lbs, this explosive device delivers a powerful punch. An electronic timer allows a soldier to place the bomb, set the timer for the desired seconds or minutes (or even hours) and get the hell out. The ensuing blast causes full-body damage to all those within 25-yards. The bottom of the bomb canister is a powerful magnet which can cling to metal surfaces.

SOM Exterminator HE 98



Cost: $1,500
Availability: C
Manufacturer: SOM
Effective Range: NA
Ammo Types: NA
Damage: 7D8
Ammo Cap.: NA
Attack Style Capabilities: NA
EV: 10

SOM's high-explosive bomb has an electronic timer which allows a soldier to place the bomb, set the timer and run. Or, it has a remote control (effective to 5-miles) that allows it to be detonated with more accuracy. The ensuing blast causes full-body damage to all those within 30-yards.

Midnight XXX

Cost: $2,500
Availability: Ave
Manufacturer: Midnight
Effective Range: NA
Ammo Types: NA
Damage: 10D6
Ammo Cap.: NA
Attack Style Capabilities: NA
EV: 10

Midnight's high-explosive bomb has an electronic timer which allows a soldier to place the bomb, set the timer and run. Or, it has a remote control (effective to 5-miles) that allows it to be detonated from afar. The ensuing blast causes full-body damage to all those within 40-yards.

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OTC Vibrosword

Cost: $5,000
Availability: Ave
Manufacturer: OTC
Effective Range: Hand weapon
Ammo Types: NA
Damage: 4D8
Ammo Cap.: NA
Attack Style Capabilities: Hand to Hand
EV: 4

OTC's Vibrosword is an excellent weapon for close combat and for cutting through the steel shells of vehicles. Its lightweight, super-hardened alloy steel blade will almost never dull and is as sharp as a razor. Powered by an energy cell in its handle, the Vibrosword radiates sonic energy and vibrates at a high frequency when activated. This allows it to cut through steel like butter. Armor affords no protection against a vibrosword. Its energy cell is good for 60 minutes of use and must be recharged overnight.

Additional Weapons

Obviously what are shown on these pages are just a sampling of the vast array of weapons available to Perfect Blue soldiers. Numerous other weapons are available as well. The cost, availability and ability of these weapons are left to the Game Master and the Players. Using research the Players may even be able to come up with their own, unique weapons.

Optional Weapon Upgrades

Many of the weapons shown in this book are highly advanced and already come with many of the high-end options available. However, Players on a budget may be forced to purchase cheaper, more standard weapons such as .22 caliber handguns or typical .38 caliber rifles. In these cases the Players can always upgrade their weapons using special kits that are available. These upgrade kits are as follows.

Laser Pointer (Standard)

Cost: $100

Depending upon the brand and type of weapon, these can be placed upon the weapon or inside of it. It shoots a laser beam up to 1,000-yrds which leaves a tiny red dot on the target. This allows for easier ability to hit a target. Typically, laser pointers allow a +4 to hit bonus when used.

ISL Laser Pointer Kit

Cost: $250

ISL (Invisible Spectrum Laser) laser pointers require the user to wear a special visor or eyepiece. The ISL pointer fires a laser beam at a target and the beam is invisible to all but the user wearing the ISL visor or goggles. Some weapons have a special scope that when looked through allows the user to see the ISL laser. With typical laser scopes, a red dot can be seen when it is aimed upon a target. This can alert enemies and give away positions. However, with ISL *only* the person firing the ISL laser can see the dot. As well, the user can see the entire beam. This is because the special visor / eyepiece allows the user to actually see the laser's spectrum of light. The ISL laser kit includes an ISL pointer device for attachment onto any weapon and a pair of ISL goggles. When used, ISL gives the user a +4 to hit bonus.

L-PAS Kit

Cost: $5,000

The L-PAS (Laser-guided Point And Shoot) system comes with one motorized armpiece (typically for the right arm) hooked to an eyepiece containing a laser targeting mechanism. The eyepiece allows the user to target objects simply by looking at them. The laser is guided by the movement of the user's retinas and points the laser at exactly what he is looking at. In turn the user's weapon arm is automatically pointed at the object he is targeting, thereby pointing his weapon at exactly the designated area. This gives the wearer of the L-PAS system incredible firing accuracy (+7 to hit bonus) with true "Look-and-Shoot" capability. The drawback of the L-PAS system is that the powered armpiece moves the user's arm and is controlled by the direction in which the laser is pointed. Thus, an L-PAS user has no motion control over his weapon arm—which is fine as long as the user is in complete control of what he is looking at and scanning for. However, in the heat of close-range or face-to-face combat the user may find his weapon arm flying wildly about as his eyes shift quickly around the environment. However, the system can be disengaged by the push of a button.

SARGS System Kit

Cost: $1,000

A SARGS (Smart Ammunitions Range Guidance System) kit can be added to almost any weapon. Using an invisible laser, the weapon determines the distance to the target and tells the ammunition where to explode. Obviously, SARGS only works when used with "smart ammunitions" which have a microchip built into them. Typically most HE and Incendiary ammunitions are smart ammos and will explode before impacting the target to send thousands of pieces of shrapnel into the victim, causing major damage. The operator of a SARGS weapon can also "program" the gun to tell the ammunition to explode at a certain distance. Programming a SARGS systems takes an extra melee to perform. Weapons with SARGS kits added can still fire standard ammunitions.

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Ammunition for Weapons

All weapons need ammunition, whether it be a standard .22 caliber pistol or a high-end railgun. The following pages contain tables showing the cost of ammunition for various types of weapons most common throughout the Tri-Galaxies.

Types of Ammo

There are three basic types of ammunition. They are:

- Bullets
- Plasma
- Railgun

Bullets

Bullets are measured by their caliber and range from .22 (the smallest bullet in *Perfect Blue*) to .55 (the largest bullet for infantry weapons in *Perfect Blue*). The higher the caliber, the more powerful the bullet is and the more damage it will inflict. All bullets are listed with a *Damage Bonus*. This is how much *extra* damage the bullet will inflict when a target is hit. For example, if you're firing a 2D6 damage gun loaded with +3 to damage bullets, your attack will inflict 2D6+3 damage. The same weapon loaded with +0 damage bullets will only inflict 2D6 damage. Powerful bullets can greatly affect how much damage is caused to a target.

With bullets there are generally five different types, or categories, that can be used. They are: Standard (S), Armor Piercing (AP), High Explosive (HE), Incendiary (IN) and Aquatic (AQ).

Standard bullets are just regular bullets. There is nothing remarkable about them. Armor Piercing bullets have a hardened and highly pointed tip designed to get through body armor. They generally have a higher damage bonus than regular bullets.

High Explosive bullets require a weapon with a SARGS system. These bullets have a microchip in them that tells the bullet where to explode (typically right before impacting the victim). HE bullets are typically filled with highly explosive elements and shrapnel to inflict lots of damage to a target. **Weapons loaded with HE ammo inflict full-body damage; that is, the damage from the shot is divided amongst all hit locations.** For this reason HE bullets are the most lethal type of ammunition available.

Incendiary bullets typically require a SARGS system as well and are filled with highly combustible fluid. When they explode they shower the victim with fire, which causes a lot of havoc amongst the targets. IN ammunition is probably the most feared ammunition, even though it is not as powerful as HE.

Finally there are Aquatic bullets—ammunition designed to fire and fly straight underwater. These bullets are specially designed to cut through water and fly straight—something regular bullets cannot do underwater. Although these bullets are very expensive, they are typically not as powerful as others.

Plasma / Laser

Plasma—also known as laser—weapons do not use bullets. Instead, these weapons are powered by plasma cells *and* energy cells. The energy cells are like batteries which deliver power to the weapon; the plasma cell is what contains the actual ammunition. A Plasma weapon will not work without both the plasma cell and energy cell.

Plasma cells typically work by combining chemicals which create a powerful laser. There are four basic types of plasma-classed weapons available to foot soldiers. They are: Plasma A, B, C and D. Plasma A is the weakest and smallest plasma pack. Handguns and low-powered rifles typically use Plasma A cartridges. Plasma D is the most powerful and is typically used on the largest rifles and laser machine guns. Plasma weapons are generally not as strong as most guns which use bullets, however plasma cells get a lot more shots out of them than ammunition clips do. *Plasma shots do not cause extra damage like bullets can.*

Railgun

Finally there are railguns which must fire solid metal "spikes" at their targets. These are fired at such a high velocity (faster than the speed of sound) that they literally disintegrate what they hit. Thus **armor affords no protection against railgun shots.** While railgun ammunition does not cause extra damage like bullets do, the guns that fire these are generally more powerful than either regular weapons or even plasma weapons. Railgun "bullets" are, shot-for-shot, the most expensive ammunition.

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Ammunition Name / Manufacturer	Caliber	Type	Cost (per box of 100)	Damage Bonus
OTC 22S	0.22	S	$20	0
SOM SI22	0.22	S	$18	0
OTC Vengeance	0.22	AP	$26	+1
SOM AP22	0.22	AP	$25	+1
Midnight 22XL	0.22	AP	$40	+2
SOM HE22	0.22	HE	$30	+2
Midnight 22XL-HE	0.22	HE	$50	+4
SOM IN22	0.22	IN	$35	+1
OTC 22AQ	0.22	AQ	$28	0
SOM AQ22	0.22	AQ	$28	0
OTC 32S	0.32	S	$26	+1
OTC 32M	0.32	S	$30	+2
SOM SI32	0.32	S	$24	+1
OTC Vengeance	0.32	AP	$40	+3
SOM AP32	0.32	AP	$44	+4
Midnight 32XL	0.32	AP	$45	+3
OTC Vengeance HE	0.32	HE	$50	+4
SOM HE32	0.32	HE	$55	+5
Midnight 32XL-HE	0.32	HE	$55	+5
SOM IN32	0.32	IN	$60	+1
OTC 32AQ	0.32	AQ	$45	0
SOM AQ32	0.32	AQ	$42	0
OTC 9S	9mm	S	$30	+1
OTC 9M	9mm	S	$40	+2
SOM SI9	9mm	S	$40	+2
OTC Vengeance	9mm	AP	$45	+3
SOM AP9	9mm	AP	$47	+4
Midnight 9XL	9mm	AP	$50	+3
OTC 22S	0.22	S	$20	0
OTC Vengeance HE	9mm	HE	$55	+5
SOM HE9	9mm	HE	$60	+5
Midnight 9XL-HE	9mm	HE	$70	+6
OTC Vengeance IN	9mm	IN	$65	+2
SOM IN9	9mm	IN	$65	+2
OTC 9AQ	9mm	AQ	$60	0
SOM AQ9	9mm	AQ	$60	0
OTC 38S	0.38	S	$35	+1
OTC 38M	0.38	S	$45	+2
SOM SI38	0.38	S	$50	+2
OTC Vengeance	0.38	AP	$55	+3
SOM AP38	0.38	AP	$55	+4
Midnight 38XL	0.38	AP	$60	+3
OTC Vengeance HE	0.38	HE	$65	+5
SOM HE38	0.38	HE	$65	+5
Midnight 38XL-HE	0.38	HE	$80	+6
OTC Vengeance IN	0.38	IN	$75	+2
SOM IN38	0.38	IN	$75	+2
OTC 38AQ	0.38	AQ	$70	0
SOM AQ38	0.38	AQ	$70	0
OTC 40S	0.40	S	$40	+2
OTC 40M	0.40	S	$50	+3
SOM SI40	0.40	S	$52	+2
SOM MP40	0.40	S	$56	+3
OTC Vengeance	0.40	AP	$60	+5
Midnight 40XL	0.40	AP	$70	+6
SOM AP40	0.40	AP	$60	+5
OTC Vengeance HE	0.40	HE	$70	+6
Midnight 40XL-HE	0.40	HE	$90	+7
SOM HE40	0.40	HE	$70	+7
OTC Vengeance IN	0.40	IN	$85	+2
SOM IN40	0.40	IN	$80	+2
OTC 40AQ	0.40	AQ	$75	0
SOM AQ40	0.40	AQ	$75	0
OTC 44S	0.44	S	$45	+2
OTC 44M	0.44	S	$55	+3
SOM SI44	0.44	S	$60	+3
SOM MP44	0.44	S	$65	+4
OTC Vengeance	0.44	AP	$65	+6
SOM AP44	0.44	AP	$70	+7
Midnight 44XL	0.44	AP	$90	+7
OTC Vengeance HE	0.44	HE	$75	+7
SOM HE44	0.44	HE	$85	+8
Midnight 44XL-HE	0.44	HE	$120	+9
OTC Vengeance IN	0.44	IN	$95	+3
SOM IN44	0.44	IN	$100	+4
OTC 44AQ	0.44	AQ	$85	0
SOM AQ44	0.44	AQ	$80	0
OTC 45S	0.45	S	$50	+3
OTC 45M	0.45	S	$60	+4

Ammunition Name / Manufacturer	Caliber	Type	Cost (per box of 100)	Damage Bonus
SOM SI45	0.45	S	$65	+4
SOM MP45	0.45	S	$70	+5
SOM AP45	0.45	AP	$75	+7
OTC Vengeance	0.45	AP	$70	+7
Midnight 45XL	0.45	AP	$100	+8
OTC Vengeance HE	0.45	HE	$80	+8
Midnight 45XL-HE	0.45	HE	$130	+10
SOM HE45	0.45	HE	$90	+8
SOM IN45	0.45	IN	$105	+4
OTC Vengeance IN	0.45	IN	$100	+3
OTC 45AQ	0.45	AQ	$90	0
SOM AQ45	0.45	AQ	$85	0
OTC 50S	0.50	S	$60	+4
OTC 50M	0.50	S	$70	+5
SOM SI50	0.50	S	$70	+4
SOM MP50	0.50	S	$85	+6
SOM AP50	0.50	AP	$100	+7
OTC Vengeance	0.50	AP	$85	+7
Midnight 50XL	0.50	AP	$115	+8
OTC Vengeance HE	0.50	HE	$100	+8
Midnight 50XL-HE	0.50	HE	$155	+10
SOM HE50	0.50	HE	$115	+9
SOM IN50	0.50	IN	$125	+4
OTC Vengeance IN	0.50	IN	$110	+3
OTC 50AQ	0.50	AQ	$100	0
SOM AQ50	0.50	AQ	$95	0
OTC 55S	0.55	S	$80	+5
OTC Vengeance	0.55	AP	$100	+7
OTC Vengeance HE	0.55	HE	$120	+9
OTC Vengeance IN	0.55	IN	$140	+4
Midnight 55XL	0.55	AP	$150	+8
Midnight 55XL-HE	0.55	HE	$175	+10
SOM MP55	0.55	S	$90	+7
SOM AP55	0.55	AP	$100	+7

Ammunition for Plasma and Laser Weapons				
Name / Manufacturer	Plasma A, B, C	Type	Cost (Each)	Shots per Pack
OTC Mini A	A	Plasma Cell	$100	100
SOM PL A	A	Plasma Cell	$110	105
Midnight Plasma XL	A	Plasma Cell	$150	120
OTC Mini A XT	A	Plasma Cell	$125	110
SOM PL A Max	A	Plasma Cell	$130	115
OTC Heavy B	B	Plasma Cell	$150	100
SOM PL B	B	Plasma Cell	$155	100
Midnight Plasma XL	B	Plasma Cell	$178	135
OTC B XT	B	Plasma Cell	$165	110
SOM PL B Max	B	Plasma Cell	$170	115
OTC Ultra C	C	Plasma Cell	$200	110
SOM PL C	C	Plasma Cell	$210	115
Midnight Plasma XL	C	Plasma Cell	$250	150
OTC C XT	C	Plasma Cell	$225	125
SOM PL C Max	C	Plasma Cell	$235	128
OTC Maximum D	D	Plasma Cell	$250	120
SOM PL D	D	Plasma Cell	$260	125
Midnight Plasma XL	D	Plasma Cell	$300	175
OTC D XT	D	Plasma Cell	$275	165
SOM PL D Max	D	Plasma Cell	$285	170

Power Cells for Plasma Weapons				
Name	Plasma A, B, C	Type	Cost	Hours of Use
OTC Power A	A	Power Cell	$250	24
SOM PLC A	A	Power Cell	$265	26
Midnight Power XL	A	Power Cell	$350	30
OTC Power B	B	Power Cell	$350	26
SOM PLC B	B	Power Cell	$400	32
Midnight Power XL	B	Power Cell	$450	40
OTC Power C	C	Power Cell	$400	27
SOM PLC C	C	Power Cell	$425	35
Midnight Power XL	C	Power Cell	$500	43
OTC Power D	D	Power Cell	$500	28
SOM PLC D	D	Power Cell	$528	35
Midnight Power D	D	Power Cell	$575	42

Ammunition for Railguns				
Name	Caliber	Type	Cost (per box of 50)	Damage Bonus
OTC	0.22	Railgun	$100	+5
OTC	0.45	Railgun	$200	+7
OTC	0.55	Railgun	$300	+10
SOM	0.22	Railgun	$125	+6
SOM	0.45	Railgun	$250	+8
SOM	0.55	Railgun	$375	+11

Jason Howard (order #809507)

Field Gear

On the following pages you will find a wealth of field equipment and gear. While this in no way represents all of the items available, it does illustrate the range of equipment that characters can obtain. This section should serve as a reference for field gear and equipment available throughout the Tri-Galaxies.

Field Gear: Gear and Outdoor Resources

Item	Cost	EV	Description
Binoculars	$150	3	The standard-issue binoculars for most soldiers are small, compact and extremely powerful. They can magnify up to 50X's, which means an object 1,000 yards away can be viewed as if it were only 20 yards away. Binoculars with laser range finders, infrared sight and nightvision are also available for additional money.
Compass	$10	1	The most basic compass will always point to the magnetic north pole.
Flare Gun	$75	4	Capable of holding and firing a single flare at a time, it can shoot a flare high into the sky to alert others of your whereabouts.
Flares	$10	1	Extremely bright and long-burning. Can be used with a flare gun or for placement on roads. Can also be held and used as a light source.
Flashlight	$25	3	The standard flashlight uses a high-intensity bulb for superior lighting up to 50 yards away. It is water resistant and fully submersible. Advanced battery cell will last up to 20 hours.
Goggles, Nightvision	$1,000	3	Nightvision goggles come in a variety of styles, but they all have the same function: to allow one to see in total darkness. By amplifying existing light the goggles allow the wearer to see as if it were daylight. Using advanced circuitry these goggles can even add color to the otherwise green environment one would typically see. Color nightvison goggles are typically $1,000 more expensive.
Goggles, Infrared	$200	3	These goggles allow the wearer to see in the infrared spectrum. This allows for nightvision (although not as clearly as true nightvision goggles) in a monochrome environment. Because of advanced design and circuitry, these do not require a source of infrared light to work.
Grappling Hook	$25	3	This is a lightweight steel hook that is used for climbing sheer surfaces. It is typically attached to a rope and slung over a wall.
Inflatable Raft	$150	10	This 4-man inflatable raft can be rolled into a small pack and strapped to a backpack. It can hold up to four people and their gear. It is made of highly resilient rubber and plastic which will not easily rip or tear.
Laser Cutter	$700	7	Small and portable, this cutting device uses a high-powered laser and is able to cut through fence, barbed wire and steel up to a foot thick. Cutting time for a simple wire fence is about 1-second per foot; for a blast door time is 1-minute per inch.
Lighter	$5	1	Very small and very compact, this lighter uses an electrical charge to spark a flame and can thus be used in windy and wet conditions.
Multi Tool	$25	1	Compact enough to fit in a pocket, the multi-tool unfolds to reveal knives, wire cutters, a saw, screwdriver and many other helpful tools.
Ration Pack Meal	$2	1	Each ration pack meal kit contains an entire meal fit for a soldier. While the food may not taste very good, it is engineered to be high in calories and nutrition to keep a soldier on his feet. Packed in special heat-producing pouches, these rations offer a hot meal to a hungry soldier.
Rope	$1 per foot length	1 per 3 feet of length	Strong, durable and designed to last, this rope made of synthetic fibers will not fray on rough stone or become heavy when wet. The rope is strong enough to hold 1,000 lbs of weight without snapping.
Sleeping Bag	$25	5	This light and thin sleeping bag can be rolled into a very small pack. With thermal insulation it will keep a troop warm and cozy even in the frozen tundras of Orna.
Tent	$150	5	A single person tent that can be rolled into a small pack. Available in a wide variety of colors and camouflage designs.
Tripwire	$1 per 3-feet	1	Ideal for stringing traps.

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Field Gear: Electronic Gear			
Item	**Cost**	**EV**	**Description**
Advanced Electromagnetic Dampening Field (EDF)	$1,000	5	This small device (about the size of a cigarette box) creates and electromagnetic dampening field, or EDF, around the subject. With it, the wearer has a 40% less chance of being detected by radar or sonar-like detection devices.
AV Bug	$800	1	Only a little larger than a shirt button, these bugs can be placed anywhere and will transmit back audio and visual surveillance. Typically they transmit back via satellite or a receiver. They have a battery life of about 72-hours.
AV Uplink	$600	2	Like a communications transmitter, however these can send and receive video images as well.
Bug Detector	$800	2	This small hand-held device can be used to sweep a room or area. It beeps louder and faster as it nears a transmitting device or "bug". They are quite effective and give the user a 65% chance of detecting the bug (more sensitive models are available for more money).
Burst Transmitter	$700	1	These small transmitters send short bursts of information up to 20 miles away. They must be pointed in the direction of the target recipient but cannot be intercepted without being in direct line of the transmission.
Communications Transmitter	$500	1	Much like a modern-day cellular telephone, these small devices are able to transmit and receive communication from hundreds and hundreds of miles away if linked to a satellite. They also encrypt transmissions to make it more difficult for enemies to listen in.
Camera	$500	2	These small, digital cameras are able to store up to 500 high resolution photos in their internal memory. Typical models can take pictures in 0 light without the need of a flash.
GPS Receiver	$200	1	Small and compact as a wristwatch, the GPS receiver provides the wearer with exact coordinates and even a vector map (overhead view only) of his current surroundings. The GPS receiver obtains its information from satellites in the planet's atmosphere. The GPS receiver only works when satellites equipped to transmit GPS data are present around the planet. Most planets have this – even Orna (from Triaxy placed satellites).
Video Camera	$700	2	Like a typical camera, only these record moving images. A typical video camera can store up to 8-hours of high-quality digital video in memory.
Satellite Uplink	$1,000	3	This small device unfolds to reveal a miniature satellite dish and can hook into just about anything, from a camera to a cell phone. It allows the device to send and / or receive information via a satellite. Additionally the satellite uplink is able to encrypt all incoming and out-going information.
Signal Jammer	$700	2	This small device allows the operator to jam specific radio and satellite frequencies so that they are unusable. The only drawback is that the operator must know which signals to jam.
Psyonic Jammer	$10,000	10	Although lightweight, this bulky device sends out "psychic static" throughout a 100-yard radius. It effectively blocks psyonic powers. The standard unit causes psyonic beings to spend twice as many PEPs than normal. Models as expensive as $50,000 can cause psyonic powers to fail completely.
Portable Computer	$1,000	5	No larger than one of today's PDAs, these portable computers have as much computing power as one of our top-of-the-line desktop models. They can also be hooked up to other devices and used to download info via satellite uplinks.

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Field Gear: Medical Gear			
Item	**Cost**	**EV**	**Description**
Auto Injector	$300	4	This high-tech syringe delivers an exact amount of injection into a person's bloodstream without pain or fear of infection. Most auto injectors have as many as six reservoirs to hold different medications.
Andromedoxitine	$20 dose	1	This is the high-tech antibiotic / pain killer of the day. One dose is as powerful as morphine at relieving pain and also acts as an antibiotic. Full pain relief takes effect 1D4 rounds after administration. Effects last 8 hours. Taking more than three doses in a single day can be deadly.
Medi Kit (Medi-Pack)	$600	5	The typical medi kit includes an array of pre-measured injections and pills to heal a severely wounded soldier in the field. These kits are single-use only and can be used by any soldier. The medi kit will do all of the following: 1. Revive an unconscious soldier 2. Heal 2D6 hit points of damage 3. Stop all bleeding Use of a Medi Kit in the field takes 2 rounds (2 turns) and the entire array must be administered for it to work. While the medicines included in it are very expensive, they are invaluable and no soldier should be without one.
Smelling Salts	$5	1	Wave under the nose of an unconscious victim for quick revival. Will not work on characters in a coma.
Truth Serum	$100 per Dose	1	More powerful than anything we have now, this special chemical must be injected into the victim. Victim is allowed to make an MT stat check with a -5 modifier to resist the effects. If the check fails the victim will be compelled to answer the questions of the interrogator.

Field Gear: Misc. Gear			
Item	**Cost**	**EV**	**Description**
Aquatic Booster Pack	$2,000	50	This high-tech booster system fits on the soldier's back like a backpack and is controlled via the user's body movements. The pack contains a small array of aquatic thrusters to help the wearer move about beneath the ocean with ease. Maximum speed is 30MPH and the pack is battery operated and has a life of 12 hours before needing recharging.
Jet Pack	$4,000	55	This backpack unit contains a small array of jet boosters and is controlled via the wearer's movements. It is effective for flying through the air at low altitudes or for use in space. It is powered by a small itosium reactor and will last 24 hours before needing more itosium fuel.
Parachute	$200	20	Lightweight and reliable, it offers a safe landing to those in need.

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Vehicles

Much like the rest of this chapter, this section in no way contains all of the vehicles available to BLUE Level. However, it can serve as a reference to what's out there and as design work for other vehicles the Players may wish to design with research and development.

In *Perfect Blue* there are four different classifications of vehicles. They are:

- Ships
- Lands Vehicles
- Walkers
- Probes or Drones

Ships are any type of air, sea or space vehicle. Most ships built in the Tri-Galaxies serve multiple purposes and can be used within multiple atmospheres. For example, many ships are capable of both air and space travel. Some ships can even be flown beneath the sea as well. Most of the ships detailed in this book can be used both in the air and beneath the sea, as these are the two places BLUE Level is most likely to engage enemies. Vehicles that can operate in multiple atmospheres are more economical because they do not require a base to house multiple types of vehicles. Ships are also highly upgradeable.

Land Vehicles are vehicles that move about the land either on wheels or on tracks such as a tank. Cars, trucks, tanks and personnel carriers are all considered land vehicles. Most land vehicles can only move about on land and cannot go beneath the sea or become airborne. However, there are some amphibious land vehicles that can float on the surface of the water.

Walkers are massive machines of destruction that walk about the land on legs. They are typically loaded with a wide variety of weaponry and are highly upgradeable. The Walkers in this book are solely land based, although it should be noted that there are many models in the Tri-Galaxies that are quite capable of flight and operation below water. Walkers are a favored military vehicle in the Tri-Galaxies because they are swift, agile and armored like a tank. Walkers have vastly outmoded land vehicles.

Finally, probes (also known as drones) are remote operated vehicles (ROVs) that are not piloted. Rather, they are controlled remotely and can serve as a means of spying and going into highly dangerous areas without risking human life. While probes are considered vehicles, they are more commonly thought of as remote controlled weapons. Typically they are designed for spying or delivering bombs to a target.

Vehicles are expensive pieces of merchandise and as a Player you will want to take good care of them. On the following pages you will discover a wide variety of different ships, land vehicles, walkers and probes for use on your missions. The following are only the most common vehicles available to BLUE Level in a variety of price ranges and sizes.

Vehicles are listed with the following information:

Capabilities: This section notes if the vehicle can operate on land, air, sea or space, or in a combination of atmospheres. However, please keep in mind that just because the vehicle is *capable* of operating in these environments does not mean that is can fully function in them. For example, a vehicle capable of operating in the air and beneath the sea can only operate underwater if its Engine is able to operate underwater. As well, just because a vehicle is in space does not mean it can fire its weapons in space; if its weapons can only operate in the air they cannot be fired when in space.

Purchase: This is how much the vehicle costs, in Earth Standard Dollars (ESD), if the Players wish to purchase the vehicle in cash (paid in full). Although vehicles can be extraordinarily expensive, purchasing the vehicle will result in a very low Monthly EP Cost (Mo EP). This EP cost covers the vehicle's monthly fuel expenses, maintenance and repairs.

Lease: Typically the Players will lease their vehicles through MerCore or a similar organization. The Leasing Monthly Cost is how much money, every month, you must pay MerCore to keep the vehicle. This amount is given in Expense Points (or EPs) and must be deducted from your account at the time the vehicle is obtained and at the beginning of each month thereafter. This leasing cost takes into account the monthly payment to MerCore for the vehicle, MerCore's insurance on the vehicle, fuel costs, and maintenance and repair costs. If at any time you cannot afford the monthly leasing cost (due on the first day of each month), MerCore will "repossess" that vehicle and you will lose it.

Manufacturer: This is the company that manufactures the vehicle

Cockpits: This is how many cockpits, what types of cockpits, and how many people can fit in each. These include:

Universal: Typically for one-man craft, this cockpit controls everything from the vehicle's movement to the vehicle's weapon systems.

Navigational: These are control cockpits for maneuvering the vehicle. For vehicles with multiple cockpits, this cockpit can also act as a universal cockpit and can control everything by one Pilot.

Communications: This cockpit has controls for the vehicle's communications devices only.

Weapons: These cockpits control only the vehicle's weapon systems.

CS Bays: This shows how many Computer System Bays the vehicle has and what types of systems the vehicle comes with.

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Vehicles cannot be equipped with more computer systems than they have bays.

Weapons System Bays: This shows you what types of weapon systems bays the vehicle comes with as well as what weapons are included with the vehicle. Vehicles cannot be equipped with more weapons systems than they have bays, nor can they place weapons systems into these bays that do not match the bay type. Weapons systems include the following types of bays:

Large Missile
Medium Missile
Small Missile
Large Cannon
Medium Cannon
Small Cannon
Large Machine Gun
Medium Machine Gun
Small Machine Gun
Small Bomb Bay
Large Bomb Bay
Misc. Weapons Bay (for EMP blasters and similar devices)

Blip Reading Value (also known as *Ping Rating*): This is how large a "blip" the vehicle creates on a radar (see Vehicular Combat for more info) on the following scale. It also determines the vehicle's Size Rating.

Probe: Vehicle is very small like a motorcycle, car or very small fighter craft. Typically, these vehicle's have half the chance of being detected on a radar as a "Small" craft.

Small: Vehicle is a small, one-man craft

Medium: Vehicle is of moderate size. Most attack fighters are considered Medium

Large: Vehicle is a large transport or gunship

Very Large: Vehicle is a large star cruiser

Evasion Roll Modifiers: These range from -6 through +9 and are given for the following:
Dog Fight
Short Range
Medium Range
Long Range
Extremely Long Range
The faster and more agile your ship, the better these modifiers will be.

Evasion Systems Bays
This tells how many countermeasures bays the vehicle has and what type of countermeasures system the vehicle comes with, if any. Vehicles cannot be equipped with more countermeasures than they have bays.

Engine Bay: This indicates what size engine bay the vehicle comes with, how many engine bays there are, and what engine the vehicle comes standard with. If a ship has multiple engine bays it will also indicate if the vehicle can operate on less engines than it has available. Vehicles cannot be equipped with larger engines than they have a bay for. *If a vehicle has multiple engine bays, your vehicle's speed will equal the total speed of all the engines combined.* There are three types of engines and engine bays:

Small: Typically used on small craft
Medium: Typically used on mid-sized fighters
Large: Typically used on large cruisers and freighters

Speed and other information is listed with the engines. You can purchase better engines to put into your vehicle.

AG: This is the vehicle's Agility stat.

Armor Rating: This is how good the vehicle's armor is. It shows how many damage points the armor will subtract when the vehicle takes a hit. Works the same way as body armor for soldiers.

Hit-Points: This is how much damage the vehicle can take before being destroyed. Works like hit-points for soldiers, however vehicles only use one type of hit-point.

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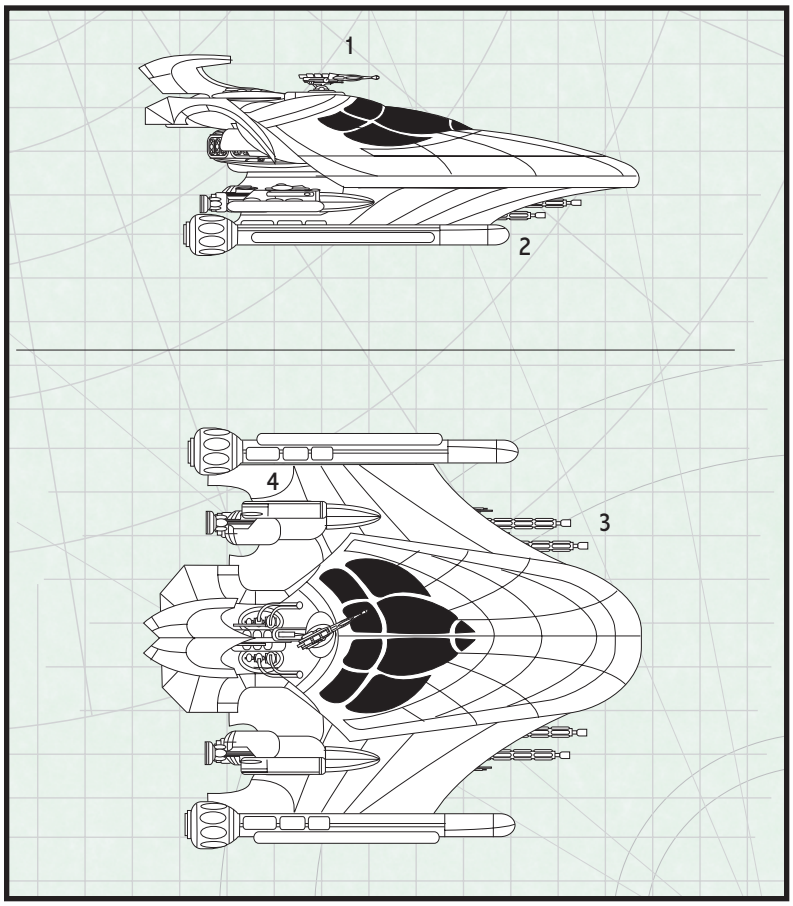
OTC Devil Fish F-111

Capabilities: Air, Sea, Space		**CS Bays: 3**	**Included**	**Weapon System Bays**		
Purchase: $1 million	Mo EP: 1			Bay Type	# of Bays	Ammo Capacity
Lease: 2 EPs		MLS	OTC Multi-System 180			
Manufacturer: OTC		ALTS	OTC Surelock 4	Large Missile Bays	2	1 each
Blip Reading Value: Small		LOCS	OTC Lock-Assure 1	Medium Missile Bays	2	1 each
AG: 17		Other	NA	Small Missile Bays	None	X
Hit-Points: 200		**Evasion Roll Modifiers**		Large Cannon Bays	None	X
Number of Cockpits:	**1**	Dogfight:	-5	Medium Cannon Bays	1	Per Cannon
Universal	1	Short:	-3	Small Cannon Bays	None	X
Navigational	X	Medium:	+5	Machine Gun Bays	4	50 rounds each
Communications	X	Long:	+7	Small Bomb Bay	None	X
Weapons	X	Extremely Long:	+9	Large Bomb Bay	None	X
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	None	X
Small	1	One OTC Thunder Hawk		Evasion Systems Bays	1	10
Armor Rating:	**-10**	**Includes OTC Gladiator A Armor**		Other	None	X



OTC's Devilfish is a heavily loaded attack fighter capable of operating underwater, in the sky and in space. It has a single cockpit with a single set of controls, however there is a rear seat for a passenger. The cockpit conforms to meet NBC standards and is capable of protecting the pilot and passenger from such threats. With a price tag of only $1 million, OTC has managed to pack in loads of weapons bays and even an engine capable of air, sea and space travel. The one drawback is that it only has three CS Bays which leaves no room to add a CMS system.

The base model as shown includes two Retribution missiles (4) for the medium missile bays, two Triton missiles (2) for the large missile bays, four Vindicator M-65s (3) for the machine gun bays (which are stationary and offer point-and-shoot capabilities) and an Omega 360 Plasma Cannon (1) mounted on a rotating turret for the medium cannon bay.

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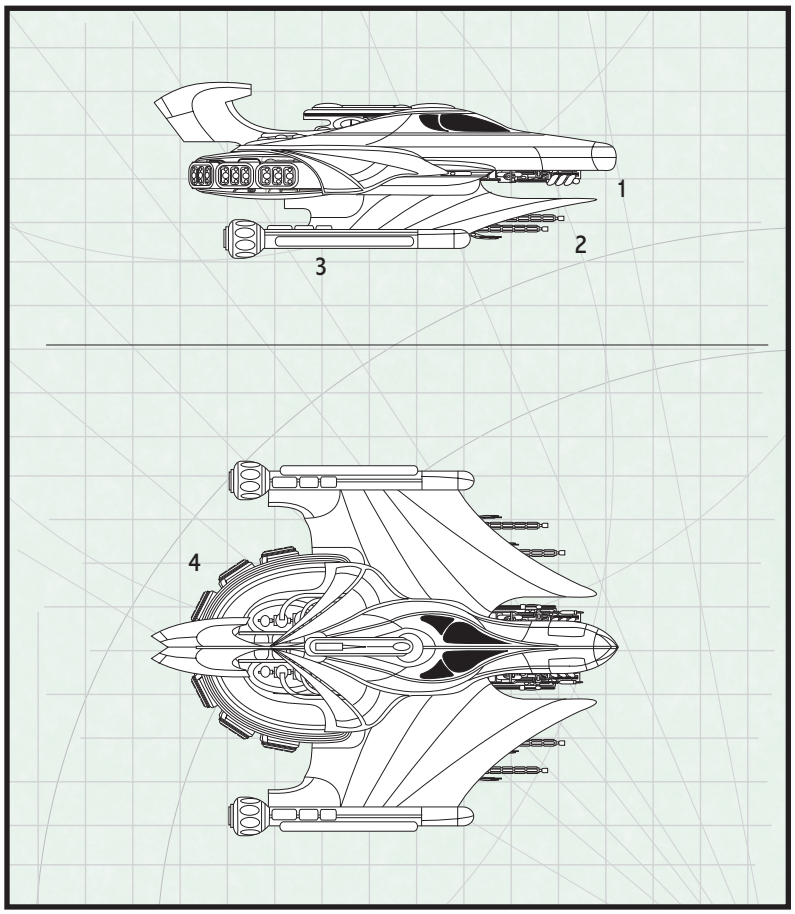
Machingbird Raven A-27

Capabilities: Air, Sea, Space		**CS Bays: 4**	**Included**
Purchase: $2 million	Mo EP: 1		
Lease: 4 EPs		MLS	Fathom Lock-On II
Manufacturer: Machingbird		ALTS	SOM Weapon Glue 100
Blip Reading Value: Small		LOCS	Fathom LiveWire 5-B
AG: 19		Other	None
Hit-Points: 220		**Evasion Roll Modifiers**	
Number of Cockpits:	**1**	Dogfight:	-5
Universal	1	Short:	0
Navigational	X	Medium:	+4
Communications	X	Long:	+6
Weapons	X	Extremely Long:	+8
Engine Bay Type	**# of bays**	**Included Engine(s)**	
Medium	1	One Machingbird M-1	
Armor Rating:	**-13**	**Includes Machingbird Protector S3**	

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Large Missile Bays	2	2 each
Medium Missile Bays	None	X
Small Missile Bays	None	X
Large Cannon Bays	2	Per Cannon
Medium Cannon Bays	None	X
Small Cannon Bays	None	X
Machine Gun Bays	4	100 rounds each
Small Bomb Bay	None	X
Large Bomb Bay	None	X
Misc. Weapons Bays	None	X
Evasion Systems Bays	1	15
Other	None	X

Machingbird has a reputation for building some of the best vehicles in the Trigalaxies, and the Raven A-27 is one of their premier small attack craft. Built and designed for travel in all atmospheres, the cockpit of the Raven A-27 is also sealed to protect the pilot from NBC agents. Its single cockpit holds one pilot, but that's all that's needed to operate its weapons and navigational systems. While it is not as heavily armed as some attack fighters, what the A-27 does hold is enough to send most larger craft speeding home.



The Raven's two large missile bays can hold up to two missiles each, giving the Raven four chances to blow away its targets. It is also equipped with something not seen on many craft its size: large cannon bays. These large cannons are located and mounted on its underside beneath the cockpit and remain stationary for point-and-shoot capabilities. Next to these are mounted four machine gun bays, also stationary for point-and-shoot capabilities. Although it only comes with an engine capable of air and space travel, it can be upgraded with an engine capable of underwater travel. And with its patent QuadraPlex Thruster (4) design, the Raven is one of the most highly maneuverable attack fighters available.

The base model shown includes two Isis missiles (3) for its large missile launchers, two Retaliator Cannons (1) for its large cannon bays and four Titan MX-65s (2) for its machine gun bays.

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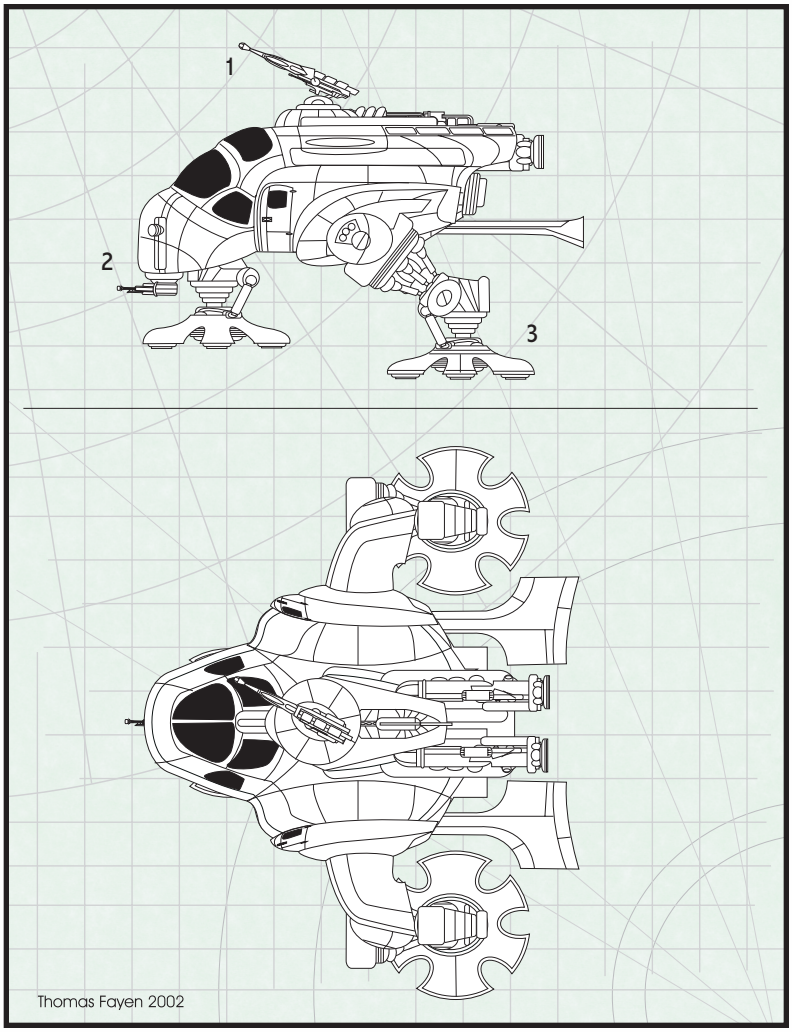
MerCore Torrent AB-109

Capabilities: Air, Sea, Space		**CS Bays: 3**	**Included**	**Weapon System Bays**		
Purchase: $1.5 million	Mo EP: 1			Bay Type	# of Bays	Ammo Capacity
Lease: 3 EPs		MLS	OTC Multi-System 180			
Manufacturer: MerCore		ALTS	OTC Surelock 4	Large Missile Bays	None	X
Blip Reading Value: Small		LOCS	OTC Lock-Assure 1	Medium Missile Bays	None	X
AG: 12		Other	NA	Small Missile Bays	None	X
Hit-Points: 250		**Evasion Roll Modifiers**		Large Cannon Bays	1	Per Cannon
Number of Cockpits:	**2**	Dogfight:	-8	Medium Cannon Bays	None	X
Universal	X	Short:	-5	Small Cannon Bays	1	Per Cannon
Navigational	1	Medium:	+0	Machine Gun Bays	None	X
Communications	X	Long:	+4	Small Bomb Bay	1	10
Weapons	1	Extremely Long:	+6	Large Bomb Bay	1	2
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	None	X
Small	1	One OTC Thunder Hawk		Evasion Systems Bays	None	X
Armor Rating:	**-20**	**Includes OTC Gladiator B Armor**		Other	None	X

MerCore offers a small attack-bomber craft that can double as a mini troop-transport. It has two cockpits, one for a navigational pilot and one for a weapons systems operator, although the navigational cockpit can act as a universal cockpit as well. The vehicle is airtight and sealed to protect it from NBC agents and it is capable of travel in the air, beneath the sea and in space. The base model (shown) comes with fairly rugged armor manufactured by MerCore's partner, OTC. While it only sports one Large Cannon bay (1) and one Small Cannon bay (2), the Torrent is actually designed for bombing missions. It has a single, large bomb bay and one small bomb bay capable of delivering death from above. However, empty these bomb bays of their ordnance and the Torrent can double as a small troop-transporter capable of holding up to six soldiers. Need to get equipment somewhere instead? Then load the Torrent with up to 400 EV points worth of equipment.

To further support its role as a transport, the Torrent has all-terrain landing gear which folds up in flight and deploys downward during landing to create a stable platform (3). The base model comes with OTC's Alpha 210 Plasma Cannon for its small cannon bay and OTC's HARM XJ 98 Cannon for its large cannon bay. Both cannons are mounted on turrets to give it 360-degrees of attack motion.



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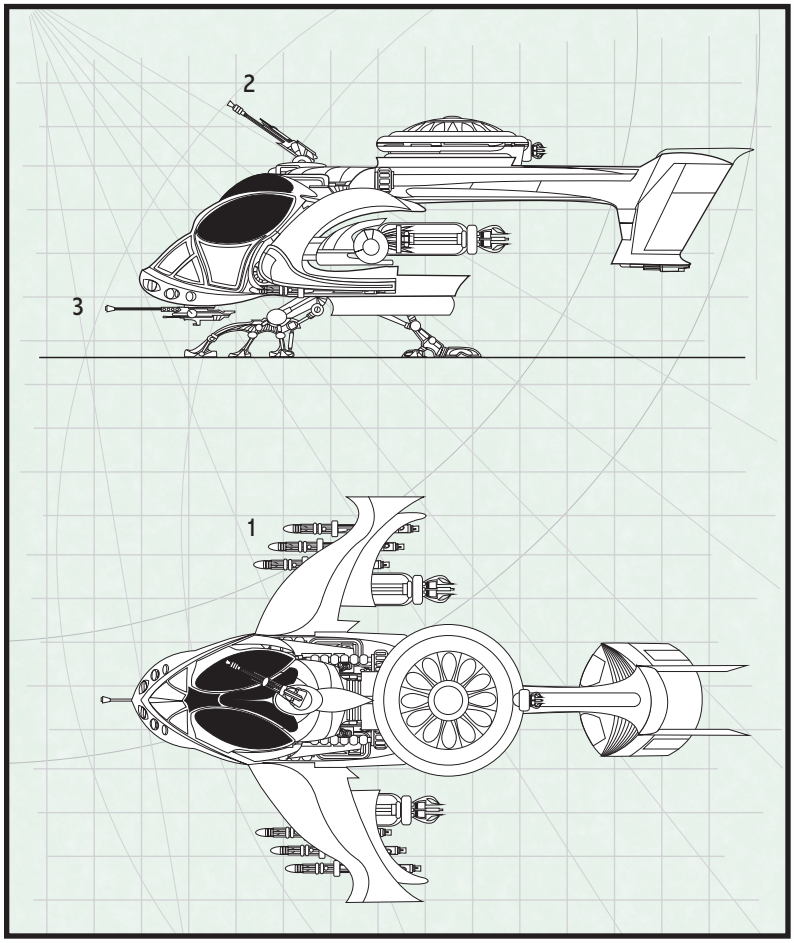
MerCore Hornet AF-14

Capabilities: Air, Sea		**CS Bays: 4**	**Included**
Purchase: $4.5 million	Mo EP: 2		
Lease: 7 EPs		MLS	OTC Multi-System 360
Manufacturer: MerCore		ALTS	MerCore Zen-1
Blip Reading Value: Medium		LOCS	MerCore TIE I
AG: 17		CMS	MerCore CMS system 1A
Hit-Points: 300		**Evasion Roll Modifiers**	
Number of Cockpits:	**2**	Dogfight:	+0
Universal	X	Short:	+3
Navigational	1	Medium:	+6
Communications	X	Long:	+9
Weapons	1	Extremely Long:	+12
Engine Bay Type	**# of bays**	**Included Engine(s)**	
Large	1	One OTC Turbo Eagle	
Armor Rating:	**-20**	**Includes OTC Gladiator B Armor**	

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Large Missile Bays	None	X
Medium Missile Bays	6	1 each
Small Missile Bays	None	X
Large Cannon Bays	2	Per Cannon
Medium Cannon Bays	None	X
Small Cannon Bays	None	X
Machine Gun Bays	None	X
Small Bomb Bay	1	5
Large Bomb Bay	None	X
Misc. Weapons Bays	None	X
Evasion Systems Bays	2	10 each
Other	None	X

MerCore's Hornet is perhaps one of the finest vehicles readily available to BLUE Level. Its single, split cockpit has a seat for one navigational pilot and one weapons systems pilot (the navigational cockpit can double as a universal cockpit as well). Sealed against NBC agents, the vehicle can function in the air and beneath the oceans, making it a highly versatile vehicle. While it cannot operate in space, the Hornet's maneuverability and speed easily make up for this shortcoming. And because it handles similarly to a helicopter (thanks to MerCore's patented Gyro-Thrust technology), the Hornet has nearly unmatched maneuverability in the air. Another great feature of this vehicle is the fact that MerCore has generously outfitted it with a large engine bay.



In combat the Hornet can make a deadly adversary. The base model (shown) comes with six medium missile bays loaded with MerCore's Guardian Missiles (1). At the top of the cockpit is mounted a large cannon bay on a swiveling turret (2) and one beneath the cockpit (3) also on a swiveling turret. The base model includes two OTC HARM XJ 98 Cannons. The Hornet also sports a single small bomb bay capable of holding up to five bombs (not included). In short, the Hornet is one of the finest mid-sized attack craft available.

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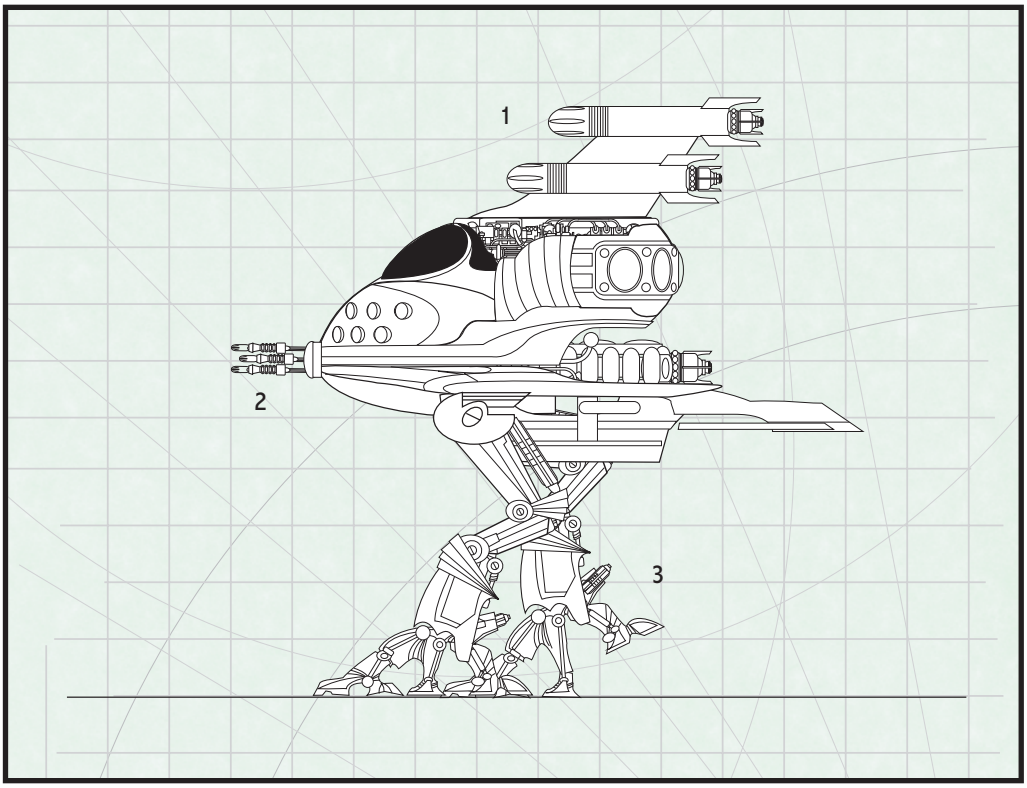
OTC Piranha AB-404

Capabilities: Air, Sea		**CS Bays: 4**	**Included**	**Weapon System Bays**		
Purchase: $2.2 million	Mo EP: 1			Bay Type	# of Bays	Ammo Capacity
Lease: 3 EPs		MLS	OTC Multi-System 360			
Manufacturer: OTC		ALTS	OTC Surelock 8	Large Missile Bays	None	X
Blip Reading Value: Small		LOCS	OTC Lock-Assure 1	Medium Missile Bays	4	1 each
AG: 13		Other	None	Small Missile Bays	None	X
Hit-Points: 200		**Evasion Roll Modifiers**		Large Cannon Bays	None	X
Number of Cockpits:	**2**	Dogfight:	-8	Medium Cannon Bays	None	X
Universal	X	Short:	-5	Small Cannon Bays	None	X
Navigational	1	Medium:	+0	Machine Gun Bays	3	400 rounds each
Communications	X	Long:	+4	Small Bomb Bay	None	X
Weapons	1	Extremely Long:	+6	Large Bomb Bay	None	X
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	None	X
Small	1	One OTC Thunder Hawk		Evasion Systems Bays	1	10
Armor Rating:	**-10**	**Includes OTC Gladiator A Armor**		Other	None	X



OTC's Piranha AW-404 is a hybrid Walker and mini attack fighter. Sporting a single, split cockpit that allows two pilots to sit next to each other, the Piranha has controls for both a navigator and weapons operator. In a pinch, the navigational cockpit can also take charge of all weapons systems. The vehicle is suitable for travel beneath the oceans as well as in the air. With its fold-out legs (3), the Piranha even becomes a mini Walker suitable for ground assaults. But while the vehicle is sealed for protection against NBC agents, the Piranha is not capable of space flight and is one of its drawbacks.

On land in Walker Mode, the Piranha has an admirable top-speed of 75mph while running. Beneath the oceans or in the air with its legs retracted (4) the Piranha's speed is equal to whatever type of engine is put in it. The base model shown comes standard with an OTC Thunder Hawk which gives it ample power. It also comes standard with four CS bays, although only an ALTS, MLS and LOCS systems are included. It is recommended that a CMS system is added to the fourth bay.

As far as firepower is concerned, the Piranha has a modest array of weapons. Included are four medium missile bays and three machine gun bays. The base model shown comes standard with four of OTC's Retribution Missiles (1) and three of OTC's Vindicator M-65 machine guns mounted in the front which act as a gatling gun, spinning at high velocity spitting out round after round. It should be noted that model AB-408

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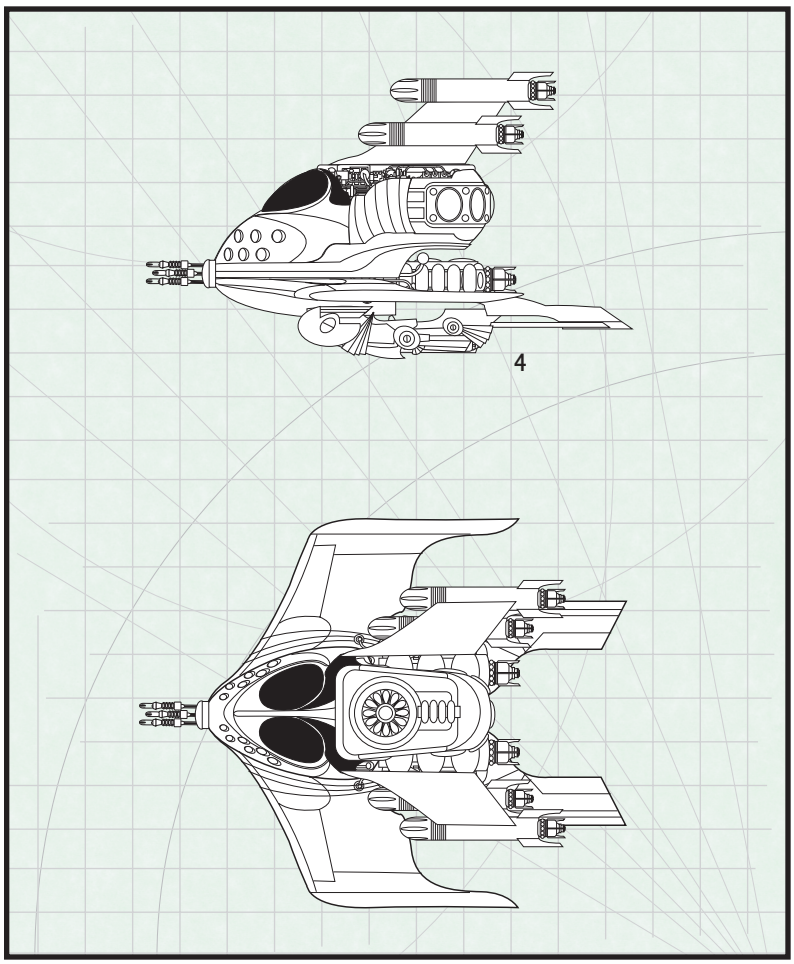
(not pictured) replaces the machine gun array with a single, large cannon bay. While this array of weapons cannot compare to that of a true Walker, it is quite an impressive array for a miniature attack fighter.

Maneuverability is what hurts the Piranha the most. By attempting to be a submarine, Walker and air fighter, the vehicle sacrifices a lot of the maneuverability a true Walker has and cannot compare to other aircraft in agility. With that said, the Piranha is best suited for reconnaissance and scouting missions or as a ground support vehicle on the battlefield. In these roles the Piranha can excel, but used as an attack vehicle the Piranha's weaknesses may overcome it.

While a reliable and efficient vehicle, the Piranha has some noticeable weaknesses not found in other small attack craft or Walkers. However, the Piranha is currently the only submersible Walker on the market and its meager asking price is enough to make it attractive to Perfect Blue nonetheless.



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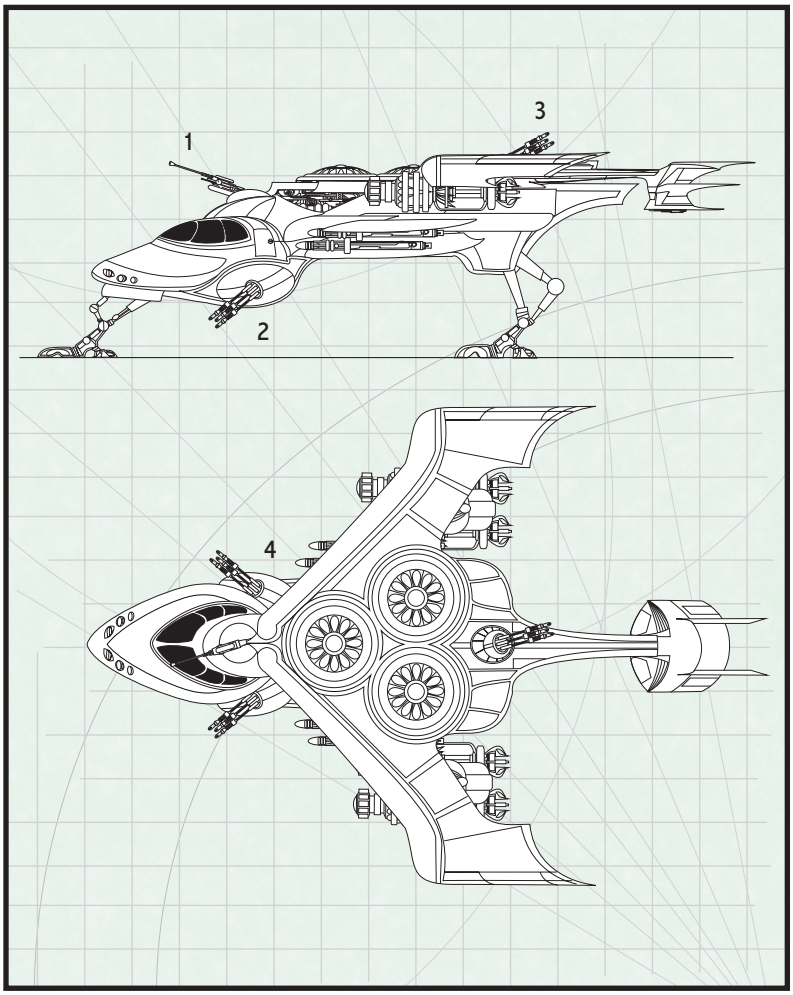
SOM Raptor AB-6

Capabilities: Air, Sea, Space		**CS Bays: 4**	**Included**		**Weapon System Bays**		
Purchase: $10 million	Mo EP: 2				Bay Type	# of Bays	Ammo Capacity
Lease: 11 EPs		MLS	SOM Quantum Lock B				
Manufacturer: SOM		ALTS	SOM Weapons Glue 200		Large Missile Bays	None	X
Blip Reading Value: Large		LOCS	SOM Orion 12		Medium Missile Bays	6	2 each
AG: 14		CMS	SOM Target Keeper IV		Small Missile Bays	None	X
Hit-Points: 600		**Evasion Roll Modifiers**			Large Cannon Bays	1	Per Cannon
Number of Cockpits:	**3**	Dogfight:		-7	Medium Cannon Bays	None	X
Universal	X	Short:		-4	Small Cannon Bays	None	X
Navigational	1	Medium:		-1	Machine Gun Bays	9	200 each
Communications	1	Long:		+4	Small Bomb Bay	1	10
Weapons	1	Extremely Long:		+7	Large Bomb Bay	1	10
Engine Bay Type	**# of bays**	**Included Engine(s)**			Misc. Weapons Bays	1	Varies
Small	3	Three SOM Lightning SMs			Evasion Systems Bays	2	10 each
Armor Rating:	**-15**	**Includes SOM Paladin VI Armor**			Other	None	X

The Raptor AB-6 is one of SOM's best selling attack bombers. Fully capable of operation in the air, in space and in sea, the vehicle is also sealed against NBC agents and attacks. It has three cockpits to hold a navigator, weapons operator and a communications commander. The navigational cockpit can also double as a universal cockpit in times of trouble. One of the most unique features of this vehicle is that SOM has decided to outfit it with three small engines rather than a single large one. Having three engines makes the Raptor a tough target to take out and also gives it added power and speed capabilities.

Primarily meant to be used as a bomber, the Raptor has both a small and large bomb bay. But it also makes a powerful attack vehicle with six forward-mounted machine gun bays located within armored turrets (2) and three more mounted in the rear on a swiveling turret (3). This gives the Raptor a total of nine machine guns bays, although all are mounted in a gatling gun style array. The base model shown includes SOM's Titan MX-65 machine guns. The Raptor also has six medium missile bays (4), each able to be loaded with two missiles giving the Raptor a total cargo of 12 missiles. The base model includes SOM's Archangel M-1s. Lastly, the Raptor has a top-mounted large cannon (1) on a swivel turret. It comes with SOM's Retaliator Cannon.



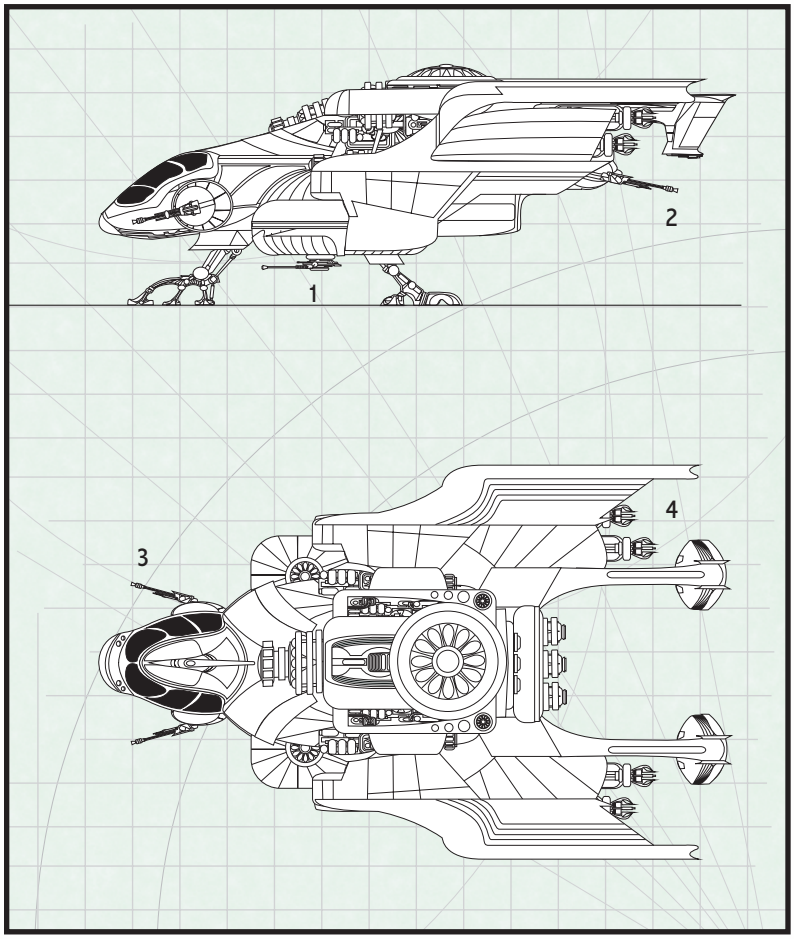
Jason Howard (order #809507)

Midnight Specter AC-45

Capabilities: Air, Sea, Space		**CS Bays: 5**	**Included**
Purchase: $20 million	Mo EP: 2		
Lease: 16 EPs		MLS	Fathom Lock-On III
Manufacturer: Midnight		ALTS	Fathom Can't Shake III
Blip Reading Value: Large		LOCS	Fathom LiveWire 5-C
AG: 12		CMS	Fathom CMS IR-210
Hit-Points: 1,000		**Evasion Roll Modifiers**	
Number of Cockpits:	**5**	Dogfight:	-12
Universal	X	Short:	-8
Navigational	2	Medium:	-4
Communications	1	Long:	+0
Weapons	2	Extremely Long:	+4
Engine Bay Type	**# of bays**	**Included Engine(s)**	
Large	1	One Midnight Banshee Screamer	
Armor Rating:	**-40**	**Includes Midnight's EXO-Shell 2 Armor**	

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Large Missile Bays	4	2 each
Medium Missile Bays	None	X
Small Missile Bays	None	X
Large Cannon Bays	4	Per Cannon
Medium Cannon Bays	None	X
Small Cannon Bays	None	X
Machine Gun Bays	None	X
Small Bomb Bay	None	X
Large Bomb Bay	1	15
Misc. Weapons Bays	2	Varies
Evasion Systems Bays	3	10 each
Other	1	Varies

Midnight Technologies has a reputation for making excellent military craft coveted by armies across the galaxies. The Specter AC-45 is a large attack carrier outfitted with an array of weapons and ample cargo space. The vehicle is designed for operation in all atmospheres and is sealed against NBC agents. It has five cockpits, including 2 navigational, 2 weapons and a communications, although the navigational cockpits can double as universal cockpits in a pinch. The Specter comes with four CS bays, although it has room for a fifth. It operates efficiently on a single, large engine, although like most large craft, it suffers from poor maneuverability.



But the Specter was not designed for dogfights. Instead it was designed to serve as a carrier craft and has enough interior room for 25 troops and their gear or about 2,000 EV worth of cargo. Even fully loaded with troops, the Specter still has plenty of space to harbor up to fifteen bombs in its large bomb bay. To protect your valuable cargo, the Specter has four large cannon bays. The two in front (3) are mounted just behind the cockpit on rotational turrets. The base model (shown) includes two Holy Fire PL-1000 cannons. Another large cannon bay located just beneath the vehicle (1) is mounted on a swivel turret for 360-degrees of motion (the base model includes a Worg HARM-X cannon). Finally, a rear-mounted Holy Fire PL-1000 offers protection from enemies on your six. If that's not enough, the Specter is equipped with four large missile bays (4), each capable of carrying two missiles each. All of this firepower makes Midnight's Specter AC-45 worthy of both an attack craft and carrier.

Jason Howard (order #809507)

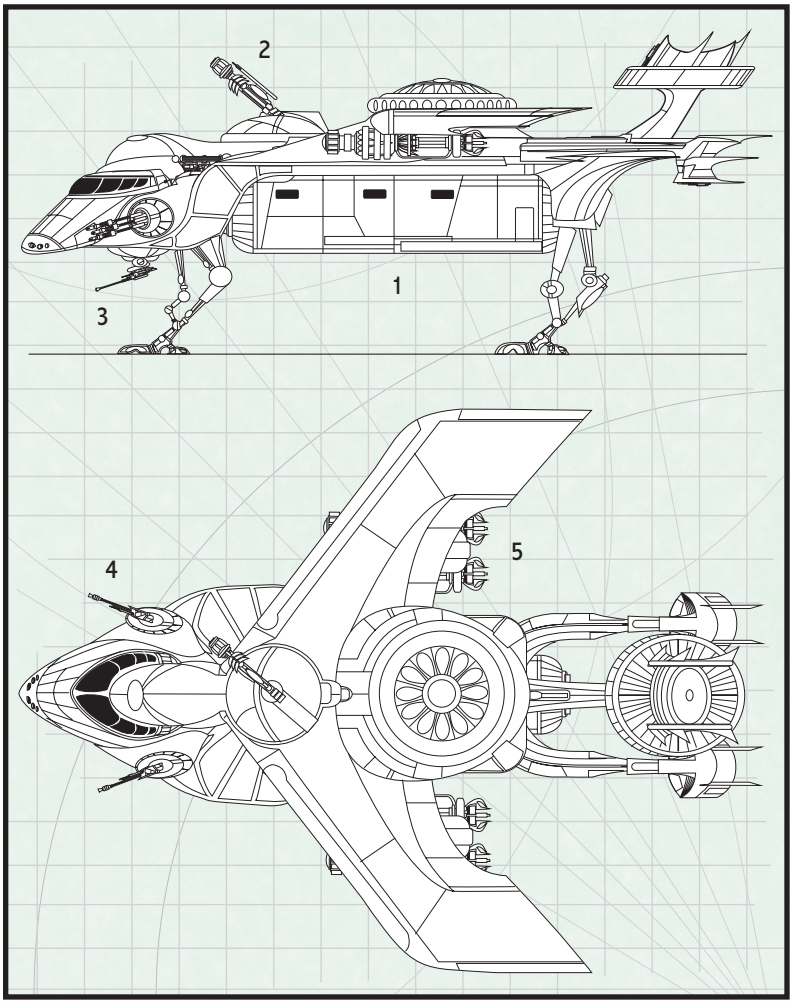
OTC Paladin C-34

Capabilities: Air, Sea, Space		**CS Bays: 4**	**Included**
Purchase: $16 million	Mo EP: 3		
Lease: 12 EPs		MLS	OTC Multi-System 360
Manufacturer: OTC		ALTS	OTC Surelock 8
Blip Reading Value: Large		LOCS	OTC Lock-Assure 4
AG: 15		CMS	OTC Counter System 1
Hit-Points: 900		**Evasion Roll Modifiers**	
Number of Cockpits:	**4**	Dogfight:	-10
Universal	X	Short:	-8
Navigational	2	Medium:	-3
Communications	1	Long:	+1
Weapons	1	Extremely Long:	+4
Engine Bay Type	**# of bays**	**Included Engine(s)**	
Large	1	One OTC Turbo Eagle	
Armor Rating:	**-20**	**Includes OTC Gladiator B Armor**	

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Large Missile Bays	4	2 each
Medium Missile Bays	None	X
Small Missile Bays	None	X
Large Cannon Bays	1	Per Cannon
Medium Cannon Bays	1	Per Cannon
Small Cannon Bays	None	X
Machine Gun Bays	6	200 each
Small Bomb Bay	None	X
Large Bomb Bay	None	X
Misc. Weapons Bays	1	Varies
Evasion Systems Bays	2	10 each
Other	1	Varies

OTC's Paladin C-34 is a large cargo carrier designed to haul an entire platoon to a battlefield or tons of equipment to the troops. Designed for operation in all atmospheres, the Paladin also keeps its passengers safe from NBC attacks. Its two navigational cockpits can act as universal cockpits if necessary, although a weapons pilot is recommended to take control of the vehicle's array of guns and missiles. The Paladin's cargo compartment (1) can hold as many as 50 soldiers and their gear or up to 4,000 EV worth of cargo—including small vehicles. The rear end of the Paladin folds down into a ramp for quick loading and unloading. Its leg-like landing gear fold in for flight.

But with so much precious cargo, you'll want to make sure you get good use out of the Paladin's array of weapons. Atop the craft is located a large cannon bay (2), of which the base model (shown) includes MerCore's Omega XXXL Cannon. Beneath the cockpit (3) is located a single medium cannon bay, for which the base model includes an OTC Omega 360 Plasma Cannon. To either side of the cockpit are mounted 3 machine gun bays in a rotating turret (4). The base model includes OTC's Vindicator M-65s which are mounted in a gatling gun fashion. Finally, the Paladin has four large missile bays (5), each capable of carrying two missiles. The base model comes with OTC's Goliath Missiles.



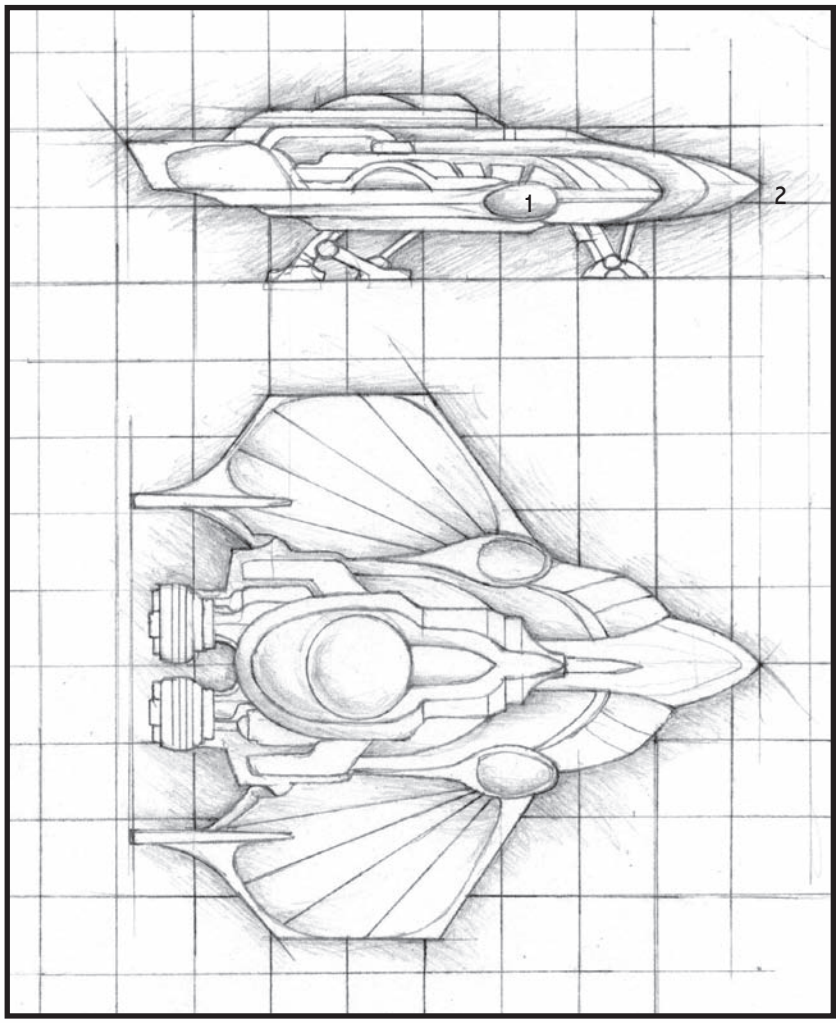
Jason Howard (order #809507)

OTC Demonwing XF-1A

Capabilities: Air, Sea, Space		**CS Bays: 3**	**Included**	**Weapon System Bays**		
Purchase: $2 million	Mo EP: 1.5			Bay Type	# of Bays	Ammo Capacity
Lease: 2.5 EPs		MLS	OTC Multi-System 180			
Manufacturer: OTC		ALTS	OTC Surelock 4	Large Missile Bays	None	X
Blip Reading Value: Small		LOCS	OTC Lock-Assure 1	Medium Missile Bays	2	3 each
AG: 20		Other	NA	Small Missile Bays	None	X
Hit-Points: 210		**Evasion Roll Modifiers**		Large Cannon Bays	None	X
Number of Cockpits:	**1**	Dogfight:	-4	Medium Cannon Bays	1	Per Cannon
Universal	1	Short:	-2	Small Cannon Bays	None	X
Navigational	X	Medium:	+6	Machine Gun Bays	4	50 rounds each
Communications	X	Long:	+9	Small Bomb Bay	None	X
Weapons	X	Extremely Long:	+11	Large Bomb Bay	None	X
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	None	X
Medium	1	Lightning Hawk		Evasion Systems Bays	1	10
Armor Rating:	**-10**	**Includes OTC Gladiator A Armor**		Other	None	X

OTC's Demonwing is an experimental craft not yet available to Perfect Blue. It will be the successor to the current Devil Fish fighter. The Demonwing exists only as an experimental craft, and only a handful have been produced for testing. The Demonwing is expected to exceed the performance of the Devil Fish in every way.

The Demonwing has two medium missile bays (1), each capable of holding 3 missiles. Concealed in the vehicle's nose (2) are four machine guns and a medium cannon bay. A single cockpit allows the pilot to fully operate the Demonwing in the air, below sea, and in space. The Demonwing also boasts a medium engine bay which will give it incredible speed and maneuverability. OTC's hope is that it will be one of the fastest (if not the fastest) small fighter on the market. The Demonwing is expected to be available for sale to Perfect Blue within the next year.



Jason Howard (order #809507)

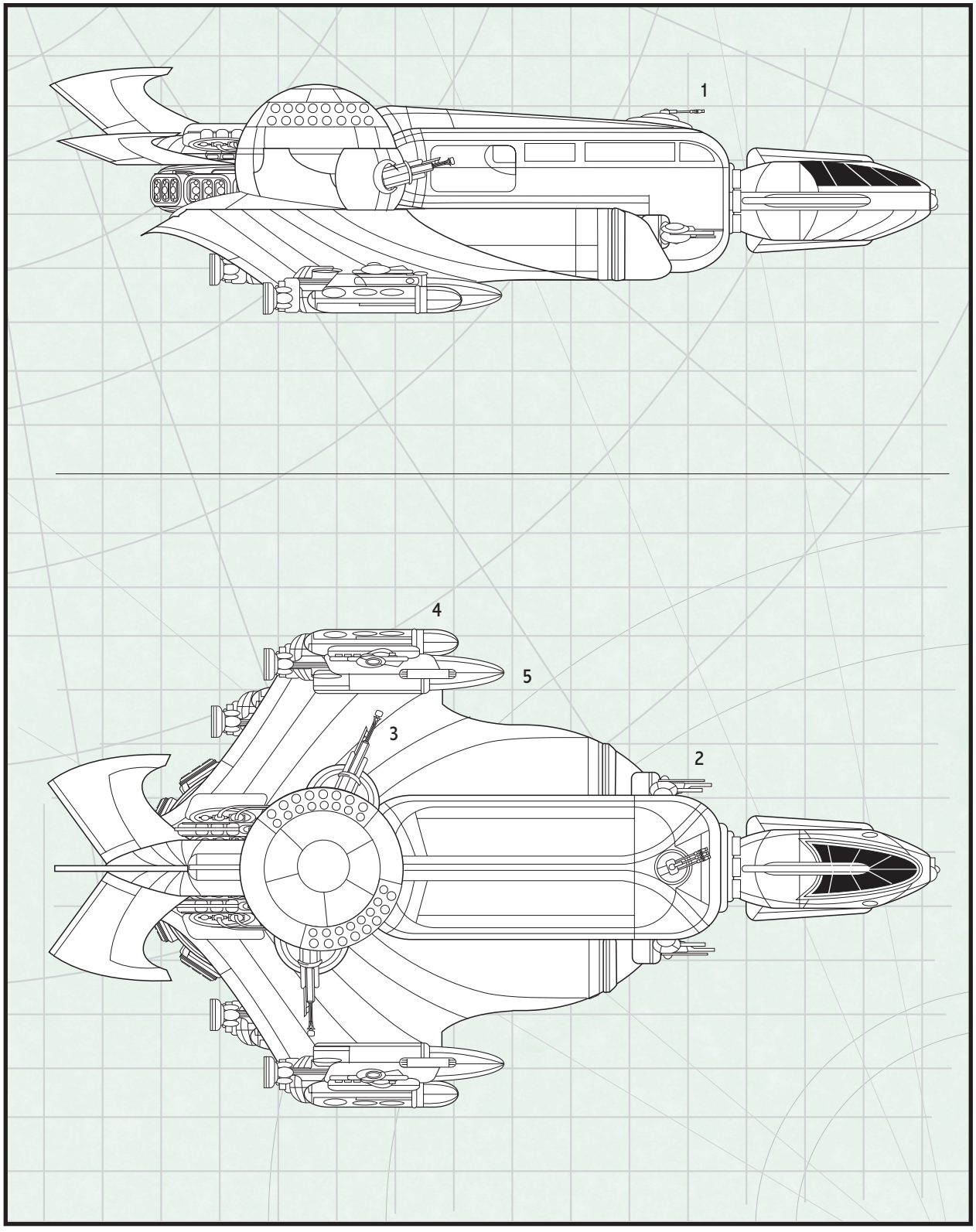
Machingbird Broadsword GC-98							
Capabilities: Air, Space		**CS Bays: 11**	**Included**	**Weapon System Bays**			
Purchase: $50 million	Mo EP: 4			Bay Type	# of Bays	Ammo Capacity	
Lease: 30 EPs		MLS	Fathom Lock-On IV (x3)				
Manufacturer: Machingbird		ALTS	Fathom Can't Shake III (x3)	Large Missile Bays	2	5 each	
Blip Reading Value: Very Large		LOCS	Fathom LiveWire 5-C (x3)	Medium Missile Bays	2	5 each	
AG: 10		CMS	Fathom CMS IR-210 (x1)	Small Missile Bays	2	6 each	
Hit-Points: 1,400		**Evasion Roll Modifiers**		Large Cannon Bays	5	Per Cannon	
Number of Cockpits:	**8**	Dogfight:	-14	Medium Cannon Bays	None	X	
Universal	X	Short:	-10	Small Cannon Bays	None	X	
Navigational	2	Medium:	-5	Machine Gun Bays	1	500	
Communications	2	Long:	+0	Small Bomb Bay	None	X	
Weapons	4	Extremely Long:	+3	Large Bomb Bay	1	25	
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	2	Varies	
Large	2	Two Machingbird Sonic Boundary engines		Evasion Systems Bays	3	10 each	
Armor Rating:	**-25**	**Includes Machingbird's Protector R8 Armor**		Other	1	Varies	

This is Machingbird's top-of-the-line gunship. While it is not capable of travel beneath the sea, it is suitable for operation in the air and in space and it is sealed against NBC attacks. Its main cockpit seats six pilots: two navigators, two communications operators and two weapons system operators. The navigational pilots cannot operate the weapons systems, although they can operate the communications devices if necessary. The Broadsword also has two large cannon bays (3) at the rear mounted within rotational turrets. Inside these turrets is a cockpit (one for each turret) for a weapons pilot. These cannons cannot be operated without a pilot in each. Each of these turrets also has its own MLS, ALTS and LOCS system. The base model shown comes standard with Midnight's Holy Fire PL-1000 cannons. It should be noted that the GC-298 model's turrets also include small missile launchers capable of holding 10 small missiles each. That model costs as extra $5 million.

Located at the front-top of the craft is another large cannon bay (1). On the base model this includes SOM's Retaliator Cannon. On either side of the bottom-front of the ship are located two more large cannon turrets (2). Included are Midnight's Worg HARM-X Cannons. Hidden in the nose of the cockpit (not visible) is a single machine gun bay, in which Machingbird has included one Titan MX-65 Cannon. Finally, the Broadsword has two large missile bays (5), two medium missile bays (4) and two small missile bays (not visible). Combined, these missile bays hold 32 missiles in all, although the ship does not include any missiles with its purchase. The Broadsword also has a single large bomb bay capable of holding 25 bombs, two miscellaneous weapons bays, and three evasion system bays. All of this firepower makes the Broadsword a fearsome opponent to face.

But the Broadsword was designed for more than just tearing up the battlefield or wreaking havoc in the air. It doubles as a cargo ship, capable of transporting up to fifty soldiers and their gear or up to 4,000 EV worth of cargo. Powered by two large engines, the Broadsword can travel far and fast. This makes the Broadsword a great asset for intergalactic travel and transportation. Most militaries use the Broadsword to strike fear into their enemies. The sight of a single one of these gunships is enough to strike fear into any soldier on the field. However, the cost may be prohibitive to most Perfect Blue operations.

Jason Howard (order #809507)



Jason Howard (order #809507)

OTC Enforcer G-109

Capabilities: Air, Sea, Space		**CS Bays: 11**	**Included**	**Weapon System Bays**		
Purchase: $56 million	Mo EP: 4			Bay Type	# of Bays	Ammo Capacity
Lease: 31 EPs		MLS	OTC Multi-System 720 (x3)			
Manufacturer: OTC		ALTS	OTC Surelock 16 (x3)	Large Missile Bays	4	7 each
Blip Reading Value: Very Large		LOCS	OTC Lock-Assure 3 (x3)	Medium Missile Bays	4	10 each
AG: 10		CMS	OTC Counter System II (x1)	Small Missile Bays	2	2 each
Hit-Points: 1,500		**Evasion Roll Modifiers**		Large Cannon Bays	3	Per Cannon
Number of Cockpits:	**11**	Dogfight:	-15	Medium Cannon Bays	1	Per Cannon
Universal	X	Short:	-11	Small Cannon Bays	None	X
Navigational	3	Medium:	-6	Machine Gun Bays	4	200 each
Communications	3	Long:	+0	Small Bomb Bay	None	X
Weapons	5	Extremely Long:	+2	Large Bomb Bay	1	25
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	2	Varies
Large	2	Two OTC Phoenix Ultra engines		Evasion Systems Bays	2	15 each
Armor Rating:	**-23**	**Includes Gladiator B and C armors**		Other	1	Varies

This is the largest ship OTC makes and is also one of the largest available in the Trigalaxies. The Enforcer is a very large gunship equipped with a multitude of computer systems and weapons bays. It is also the largest ship capable of operating beneath the sea as well as in the air and space. This makes the Enforcer a valuable asset to Perfect Blue, for it can go where others cannot.

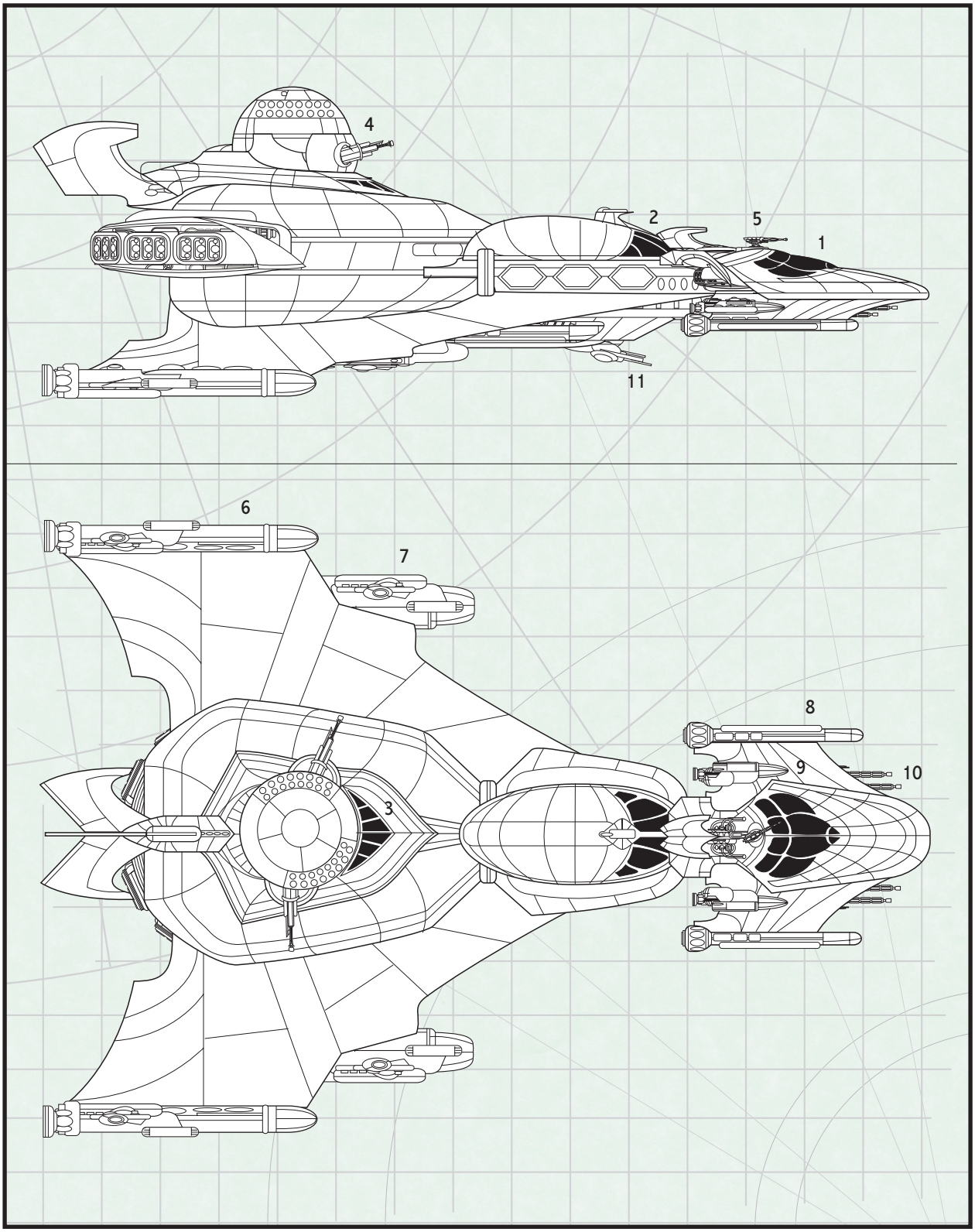
Bringing the Enforcer into battle makes one heck of a statement. To start with, it is completely sealed against NBC attacks and it includes both standard armor and EMP Damping armor. It has eleven total cockpits located throughout, including two weapons system cockpits located within its two large turret cannons (4). In the Enforcer's forward cabin (1) there are two navigational cockpits and a communications cockpit. In its forward-rear cabin (2) are another navigational cockpit (which can double as a universal) and communications cockpit and a weapons cockpit. Finally, in its rear cabin (3) the Enforcer houses the last of its cockpits: a communications cockpit and two weapons cockpits. While each of the large cannon turrets (4) has its own MLS, ALTS and LOCS system, the rest of the ship shares the others. As well, the large cannons (4) cannot be operated without a pilot seated in each of their cockpits.

While the two large turret cannons are operated independently, the rest of the ship's weapons systems pilots operate a variety of weapons found throughout the ship. Located at the top of the forward cabin is mounted a medium cannon bay on a swivel turret (5). The base model (shown) includes an OTC Omega 360 Plasma Cannon. To the rear of the vehicle are mounted two large missile bays (6), each capable of harboring seven missiles. Next to these are located two medium missile bays (7), each capable of harboring ten missiles. Upon the forward cabin (which was designed to look like OTC's Devil Fish) are located another two large missile bays (8) each capable of holding a single missile and two medium missile bays (9) each capable of holding a single missile. Beneath the forward cabin are located two small missile bays (not shown) each capable of holding two missiles. At the very front of the ship are located four machine gun bays (10), for which the base model includes four OTC Vindicator M-65s. Finally, beneath the ship, the Enforcers has a large cannon bay (11) for which the base model includes a OTC HARM XJ 98 Cannon. The two large turret cannons atop the ship (4) include MerCore's Omega XXXL Cannons.

But the Enforcer does not have to be used as a gunship. It has a large bomb bay for bombing missions and a cargo area large enough for fifty soldiers and their gear, or as much as 5,000 EV worth of other items. This allows the Enforcer to act as a transport vehicle for added versatility. And with its two large engine bays, the Enforcer can get supplies and troops to where they are needed quickly.

All of this firepower certainly makes the Enforcer a force to be reckoned with, as well as a statement of power. Unfortunately this vehicle's price tag may remain out of reach for many BLUE Level operations. And because of its size, the Enforcer suffers from poor maneuverability and is susceptible to easy attack. Luckily the vehicle has two evasion system bays for countermeasures.

Jason Howard (order #809507)



Jason Howard (order #809507)

Midnight Phantom GC-1010

Capabilities: Air, Sea, Space		**CS Bays: 11**	**Included**	**Weapon System Bays**		
Purchase: $57 million	Mo EP: 4			Bay Type	# of Bays	Ammo Capacity
Lease: 35 EPs		MLS	Fathom Lock-On IV (x3)			
Manufacturer: Midnight		ALTS	Fathom Can't Shake III (x3)	Large Missile Bays	None	X
Blip Reading Value: Large		LOCS	Fathom LiveWire 5-C (x3)	Medium Missile Bays	None	X
AG: 15		CMS	Fathom CMS IR-210 (x1)	Small Missile Bays	None	X
Hit-Points: 1,200		**Evasion Roll Modifiers**		Large Cannon Bays	6	Per Cannon
Number of Cockpits:	**7**	Dogfight:	-8	Medium Cannon Bays	None	X
Universal	X	Short:	-4	Small Cannon Bays	None	X
Navigational	2	Medium:	+0	Machine Gun Bays	None	X
Communications	2	Long:	+4	Small Bomb Bay	1	30
Weapons	3	Extremely Long:	+8	Large Bomb Bay	None	X
Engine Bay Type	**# of bays**	**Included Engine(s)**		Misc. Weapons Bays	1	Varies
Large	3	Three Midnight Banshee Screamers		Evasion Systems Bays	3	10 each
Armor Rating:	**-40**	**Includes Midnight's EXO-Shell 2 Armor**		Other	1	Varies

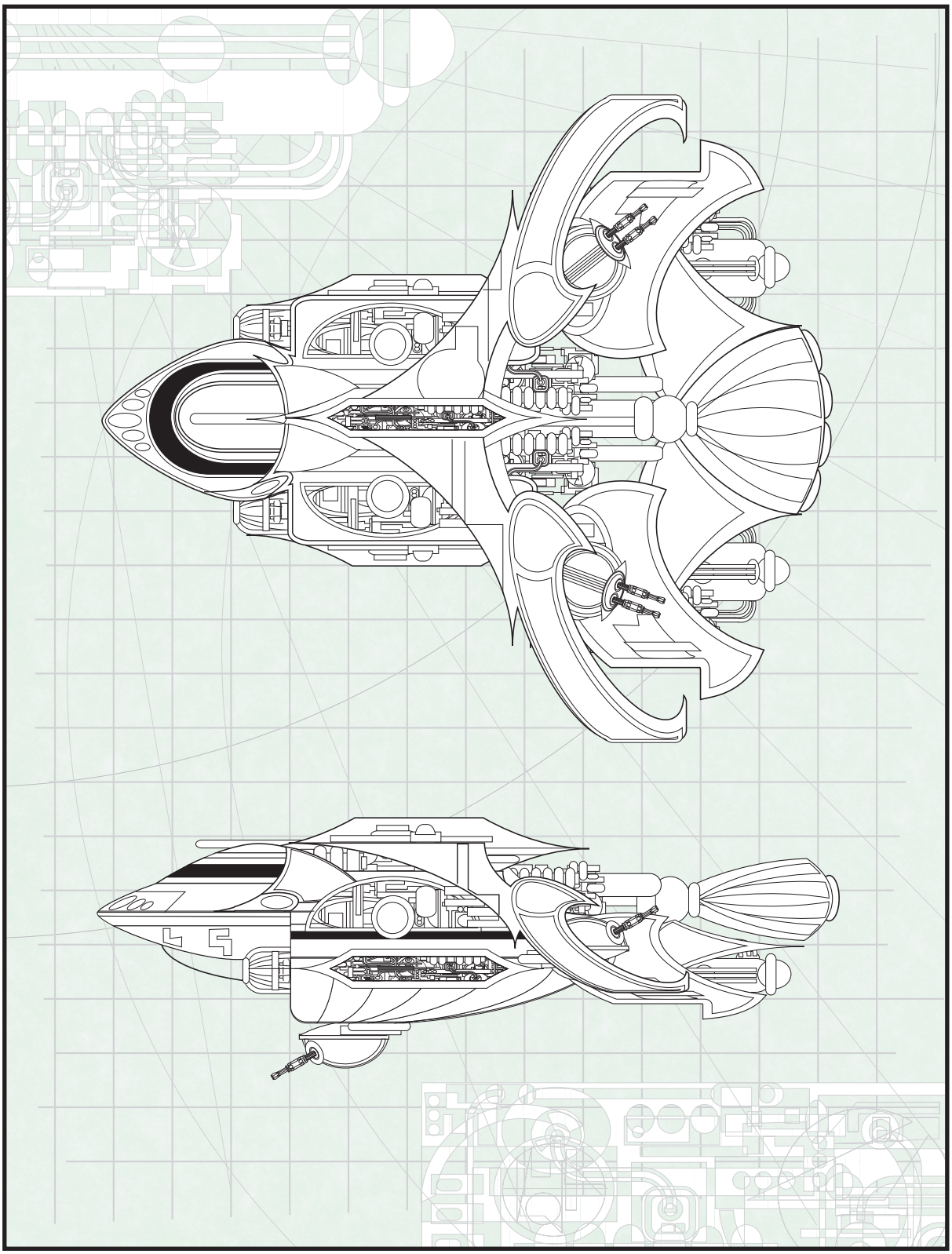
The Phantom is Midnight Technology's premier multi-role combat craft. Capable of air, sea and space travel, the Phantom can go where most other craft its size can't. Equipped with tough armor and sealed against NBC agents, it keeps its passengers and cargo safe at all times.

To fulfill its role as a gunship, the Phantom has six large cannon bays mounted in pairs upon three rotating turrets. Two of these cannon turrets are located in the ship's rear and the third is located beneath the ship. The cannons of each turret are designed to fire simultaneously to inflict twice the damage a single large cannon would produce. The base model (shown) includes Midnight's Holy Fire PL-1000 cannons for each bay. Each of the turrets are controlled from a separate weapons cockpit located in the ship's cabin. As well, each turret is linked to its own MLS, ALTS and LOCS system. It should be noted that the GC-2020 model includes medium missile launchers on each turret as well as the cannons. To fulfill its role as a bomber, the Phantom has a small bomb bay capable of delivering up to thirty bombs.

But the Phantom is primarily designed to be an intergalactic carrier ship. Its enormous interior has enough room for up to sixty troops and their gear or can hold up to 6,000 EV worth of equipment, including small vehicles. When it lands, a large ramp folds down from the rear for swift deployment of troops and / or equipment. And because the Phantom includes a trio of Banshee Screamer engines, it can traverse galaxies very quickly.

Midnight's high-tech design and construction also create a very maneuverable vehicle. The Phantom has some of the best handling of any large ship and it can hold its own in a fight. And with two navigational cockpits and two communications cockpits which can all act as universal cockpits, the Phantom will always have a pilot ready to take charge in a worst-case scenario. A notable array of weapons, plenty of CS bays and great maneuverability combine to make the Phantom one of the most coveted gunship-carriers in any fleet.

Jason Howard (order #809507)



Jason Howard (order #809507)

Ship Weapons and Missiles

Having an array of different weapons and missile systems is invaluable. The following is a list of the weapons systems available, sorted by weapons bay type. While you can use any "large missile" in a large missile bay, you cannot place a small missile into a large missile bay. The same applies for cannons and other weapons. The weapons you choose must match the bay types that your vehicle comes with.

All weapons are listed with the following:

Type: This tells what type of missile it is, such as Heat Seeking or Laser Guided; or what type of weapon it is, such as a Plasma weapon or Railgun. For missile weapons, this will also determine what types of countermeasures will thwart the missile. Types include:

Heat Seeking: This is the most basic type of missile. It attaches to the heat signature of a target and follows it. Flares, flak and other heat-producing countermeasures can thwart it.

Laser Guided: These missiles attach a laser beam to the target and track the target with the laser. Flak and electronic countermeasures can thwart them.

EMT: Electromagnetic Tag is the best type of guidance system for a missile. EMT missiles detect and read the electromagnetic signature of the target craft and follow it. EMT weapons are the most difficult to thwart and produce very strong locks on their targets. Only the most advanced electronic countermeasures can thwart them.

Capabilities: This shows if the weapon can be fired in space, air, water or a combination of them. "Air" also represents weapons that must be fired on land.

Cost: Given in Earth Standard Dollars

Range: This is given in distance, typically miles.

Damage: This is the number and type of dice to roll for damage on a successful hit. Some weapons for vehicles are extremely powerful and may require you to roll as many as 20D10 for damage! In these cases, you can also roll one die and multiple it by the number of dice (in the above you'd roll 1D10 and multiply it by 20).

Increased Hit Dice: This is how many Increased Hit Dice the weapon provides, if any. For info on Increased Hit Dice, see the Vehicular Combat section.

Vehicles cannot be equipped / loaded with more weapons than they have bays or that their bays allow for. Also, please note that all missiles and ammunition have an Encumbrance Value (EV) listing. This is for use with Storage Facility room only and does not represent the weight of the actual missile or ammunition.

A direct hit from a missile (within 5-yards of ground zero) inflicts full damage to the target. Most small missiles have a blast radius of about 10-yards and will inflict ½ damage to those within this area. Most medium missiles have a blast radius of about 15-yards and will inflict ½ damage to those within this area. Most large missiles have a blast radius of about 20-yards and will inflict ½ damage to those within this area. This should be used as a guideline for all missiles unless otherwise stated.

A direct hit (within 5-yards of ground zero) from a bomb inflicts full damage to the target. Most small bombs have a blast radius of about 20-yards and will inflict ½ damage to those within this area. Most large bombs have a blast radius of about 40-yards and will inflict ½ damage to those within this area. This should be used as a guideline for all bombs unless otherwise stated.

Large Missile Bay Weapons

Triton Missiles

Type: Heat Seeking
Capabilities: Air, Space, Water
Cost: $6,600 each
Manufacturer: SOM
EV: 350
Range: 10 miles
Damage: 15D10
Increased Hit Dice: 1
Triton missiles are powerful missiles designed to do nothing more than explode on contact with an enemy vehicle. They are equipped with a heat-seeking warhead which gives them an increased hit dice of 1. Tritons are able to operate underwater, in space and in the air which makes them extremely versatile. While they are powerful, they are not one of the better large missiles available and are one of the bulkiest.

Apostle Missile

Type: Laser Guided / EMT
Capabilities: Air, Space, Water
Cost: $10,400 each
Manufacturer: SOM
EV: 350
Range: 10 miles
Damage: 12D10
Increased Hit Dice: 4
One of the best missiles available, the Apostle is fast and deadly. Using a laser-guided warhead that attaches itself to the electromagnetic signature of the target vehicle, the Apostle missile proves nearly impossible to evade. Because it attaches to an electromagnetic signature rather than a heat signature, only countermeasures that interfere with electromagnetic waves can thwart these deadly missiles. Apostle missiles are designed to work underwater, in the air and in space.

Isis Missile

Type: Laser Guided
Capabilities: Air, Space, Water
Cost: $15,150 each
Manufacturer: Machingbird
EV: 370
Range: 15 miles

Jason Howard (order #809507)

Damage: 20D10
Increased Hit Dice: 3
Isis Missiles are Machingbird's largest missiles and are designed for use in all environments.

Goliath Missile
Type: Heat Seeking
Capabilities: Air, Space, Water
Cost: $10,000 each
Manufacturer: OTC
EV: 400
Range: 12 miles
Damage: 20D6
Increased Hit Dice: 2
OTC's Goliath Missiles are designed for increased range and functionality in air, space and below the sea. They are armed with a high-explosive warhead for dealing out incredible damage.

Nemesis Missile
Type: EMT
Capabilities: Air, Space
Cost: $10,000 each
Manufacturer: MerCore
EV: 365
Range: 13 miles
Damage: 10D10
Increased Hit Dice: 4
The Nemesis Missile, while not as powerful as other large missiles, offers the highest degree of accuracy with a modest price tag.

Tangent L2 Missile
Type: EMT
Capabilities: Air, Space
Cost: $50,000 each
Manufacturer: Midnight Technologies
EV: 400
Range: 22 miles
Damage: 40D10
Increased Hit Dice: 4
Arguably the best missile available, Midnight Technology's Tangent Missiles have astounding range and power. Driven by a powerful pulse-force engine, the Tangent Missile L2 has a range of over 20-miles. Its warhead is a devastating RCA tip which creates a powerful blast, able to take out the largest ships.

Shockwave Missile
Type: Laser Guided
Capabilities: Air, Space
Cost: $125,000 each
Manufacturer: Midnight Technologies
EV: 400
Range: 15 miles
Damage: None (see below)
Increased Hit Dice: 3
Perhaps one of the most feared missiles on the market, the Shockwave missile is designed to deliver an EMP blast to the target vehicle(s). Once the missile gets within a few yards of its target it explodes, releasing a powerful EMP blast. All vehicles within 500-yards will be subject to the blast. All vehicles caught within the blast will lose power and computer systems. There is a 65% chance that all electronics and computers in the vehicle are permanently destroyed. If it is determined that the electronics are *not* destroyed, the pilot operating the vehicle is allowed to make a Pilot Skill check to get the vehicle back on-line. If his check fails the vehicle will crash (if airborne) or will be completely disabled. Only vehicles with EMP damping armor are immune to EMP attacks.

Medium Missile Bay Weapons

Archangel M-1 Missile
Type: Laser Guided
Capabilities: Air, Space, Water
Cost: $8,000 each
Manufacturer: SOM
EV: 200
Range: 10 miles
Damage: 6D10
Increased Hit Dice: 3
One of the best missiles available, the Archangel M-1 is fast and deadly. Archangel missiles are designed to work underwater, in the air and in space.

Retribution Missile
Type: Heat Seeking
Capabilities: Air, Space, Water
Cost: $4,000 each
Manufacturer: OTC
EV: 200
Range: 7 miles
Damage: 10D6
Increased Hit Dice: 1
The retribution is OTC's basic medium-sized missile for vehicles.

Guardian Missile
Type: Laser Guided
Capabilities: Air, Space
Cost: $9,000 each
Manufacturer: MerCore
EV: 215
Range: 10 miles
Damage: 7D10
Increased Hit Dice: 3
The Guardian missile offers range and power at an attractive price tag.

Osirus Missile
Type: Laser Guided
Capabilities: Air, Space, Water
Cost: $14,050 each
Manufacturer: Machingbird
EV: 230
Range: 11 miles
Damage: 20D6
Increased Hit Dice: 3
Osirus Missiles are Machingbird's mid-sized, extremely powerful missiles that are designed for use in all environments. Loaded with an RCA warhead, they are one of the more powerful medium missiles.

Tangent M-2 Missile
Type: EMT
Capabilities: Air, Space
Cost: $20,500 each
Manufacturer: Midnight Technologies
EV: 200
Range: 18 miles
Damage: 20D10
Increased Hit Dice: 4
Arguably the best missile available, Midnight Technology's Tangent Missiles have astounding range and power. Driven by a powerful pulse-force jet, the Tangent Missile has a range of nearly 20-miles. Its warhead is a devastating RCA tip which creates a powerful blast, able to take out large ships.

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Small Missile Bay Weapons

Gladius Missile
Type: Heat Seeking
Capabilities: Air, Space, Water
Cost: $2,500 each
Manufacturer: OTC
EV: 125
Range: 4 miles
Damage: 6D8
Increased Hit Dice: 1
OTC's basic small missile, the Gladius is cheap and operates in all environments.

Sentry Missile
Type: Heat Seeking
Capabilities: Air, Space
Cost: $3,500 each
Manufacturer: MerCore
EV: 127
Range: 6 miles
Damage: 7D8
Increased Hit Dice: 1
The Sentry missile offers range and power at an attractive price tag.

Lamb of God Missile
Type: Heat Seeking
Capabilities: Air, Space, Water
Cost: $5,000 each
Manufacturer: SOM
EV: 150
Range: 6 miles
Damage: 6D10
Increased Hit Dice: 2
One of the best small missiles available, the Lamb of God is fast and deadly. These missiles are designed to work underwater, in the air and in space.

Pharaoh Missile
Type: Laser Guided
Capabilities: Air, Space, Water
Cost: $10,150 each
Manufacturer: Machingbird
EV: 138
Range: 7 miles
Damage: 12D10
Increased Hit Dice: 3
Pharaoh Missiles are Machingbird's small-sized, extremely powerful missiles that are designed for use in all environments. Loaded with an RCA warhead, they are one of the more powerful small missiles.

Tangent S-2 Missile
Type: EMT
Capabilities: Air, Space
Cost: $17,150 each
Manufacturer: Midnight Technologies
EV: 150
Range: 14 miles
Damage: 20D8
Increased Hit Dice: 4
Arguably the best missile available, Midnight Technology's Tangent Missiles have astounding range and power. Driven by a powerful pulse-force jet, the Tangent Missile S-2 has a range of nearly 15-miles. Its warhead is a devastating RCA tip which creates a powerful blast, able to take out large ships.

Large Cannon Bay Weapons

HARM XJ 98 Cannon
Type: Railgun
Capabilities: Air, Space, Water
Cost: $75,000
Manufacturer: OTC
EV: 300
Range: 4 miles
Damage: 20D10
Increased Hit Dice: 0
This HARM cannon fires solid steel spikes at almost 7-times the speed of sound. The velocity at which the projectile flies creates a tremendously powerful impact. This HARM cannon can be loaded with up to 50 shots. Replacement spikes for the XJ98 cost $5,000 per 50.

Retaliator Cannon
Type: Plasma
Capabilities: Air, Space, Water
Cost: $100,000
Manufacturer: SOM
EV: 300
Range: 8 miles
Damage: 15D10
Increases Hit Dice: 0
SOM's largest plasma cannon on the market is the Retaliator Cannon. Powered by the Retaliator Power cell ($5,000 each) which is good for up to 24-hours before needing a recharge and their Retaliator Plasma Cells ($8,000 each) which is good for 600 shots, this cannon offers a lot of fire power.

Worg HARM-X Cannon
Type: Railgun
Capabilities: Air, Space, Water
Cost: $125,000
Manufacturer: Midnight Technologies
EV: 300
Range: 6 miles
Damage: 20D10
Increases Hit Dice: 0
Midnight's Worg HARM-X cannon is a high-velocity railgun that fires solid steel spikes at almost 12-times the speed of sound. The velocity at which the projectile flies creates a tremendously powerful impact. This HARM cannon can be loaded with up to 75 shots. Replacement spikes for the Worg cost $7,000 per 50.

Holy Fire PL-1000
Type: Plasma
Capabilities: Air, Space, Water
Cost: $150,000
Manufacturer: Midnight
EV: 300
Range: 10 miles
Damage: 15D12
Increases Hit Dice: 0
Midnight's Holy Fire plasma cannon is powered by the Holy Fire Power cell ($7,000 each) which is good for up to 24-hours before needing a recharge and their Holy Fire Plasma Cells ($12,000 each) which are good for 750 shots. The Holy Fire is one of the most deadly plasma cannons available for vehicles.

Omega XXXL Cannon
Type: Plasma
Capabilities: Air, Space, Water
Cost: $200,000
Manufacturer: MerCore
EV: 350
Range: 10 miles
Damage: 20D12
Increases Hit Dice: 0
MerCore's largest plasma cannon on the market is the Omega XXXL Cannon.

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While it is considered a "large" cannon, it is actually an oversized-large and may not fit in all large cannon bays. It is powered by the Omega Power cell ($10,000 each) which is good for up to 48-hours before needing a recharge and Omega Plasma Cells ($10,000 each) which are good for 800 shots.

Medium Cannon Bay Weapons

Omega 360 Plasma Cannon

Type: Plasma
Capabilities: Air, Space, Water
Cost: $50,000
Manufacturer: OTC
EV: 200
Range: 6 miles
Damage: 10D8
Increased Hit Dice: 0
This mid-sized plasma cannon is powered by the Omega 360 Power Cell which is good for 24 hours before needing recharging and uses the Omega 360 Plasma Cell which contains enough heavy plasma for 500 shots. Cost for a replacement Power Cell is $5,000 and cost for a replacement Plasma Cell is $5,000.

Eliminator 2000

Type: Railgun
Capabilities: Air, Space, Water
Cost: $60,000
Manufacturer: Midnight Technologies
EV: 200
Range: 3 miles
Damage: 10D10
Increased Hit Dice: 0
This HARM cannon is one of the best on the market for medium cannon bays. It fires tungsten steel spikes at nearly 6 times the speed of sound. It can be loaded with up to 50 at a time. Replacement spikes cost $4,000 per 50.

Small Cannon Bay Weapons

Alpha 210 Plasma Cannon

Type: Plasma
Capabilities: Air, Space, Water
Cost: $35,000
Manufacturer: OTC
EV: 150
Range: 5 miles
Damage: 10D6
Increased Hit Dice: 0
This small-sized plasma cannon is powered by the Alpha 210 Power Cell which is good for 24 hours before needing recharging and uses the Alpha 210 Plasma Cell which contains enough heavy plasma for 300 shots. Cost for a replacement Power Cell is $4,000 and cost for a replacement Plasma Cell is $4,000.

Halberd IV

Type: Railgun
Capabilities: Air, Space, Water
Cost: $35,000
Manufacturer: SOM
EV: 150
Range: 3 miles
Damage: 10D8
Increased Hit Dice: 0
This HARM cannon fires tungsten steel spikes at nearly 6 times the speed of sound. It can be loaded with up to 50 at a time. Replacement spikes cost $3,000 per 50.

Machine Gun Bay Weapons

Most vehicles have more than one machine gun. Machine guns can be linked together to all fire at the same time. This allows you to fire and hit your opponent with more than one barrel at a time! On a successful hit, the target will take damage from *all* machine guns fired.

Vindicator M-65

Type: Macnine Gun
Capabilities: Air, Space, Water
Cost: $25,000 each
Manufacturer: OTC
EV: 75
Range: 1 mile
Damage: 8D6
Increased Hit Dice: 0
OTC's Vindicator M-109 fires 65mm bullets. Vindicator 65 bullets cost $500 per box of 50.

Titan MX-65

Type: Macnine Gun
Capabilities: Air
Cost: $33,000 each
Manufacturer: SOM
EV: 75
Range: 1 mile
Damage: 8D8
Increased Hit Dice: 0
SOM's Titan MX-65 fires 65mm bullets. Titan 65 bullets cost $650 per box of 50.

Nova HARM

Type: Railgun
Capabilities: Air, Space, Water
Cost: $40,000 each
Manufacturer: Midnight Technologies
EV: 100
Range: 2 miles
Damage: 8D10
Increased Hit Dice: 0
Perhaps one of the smallest HARM-class weapons, Midnight has designed these babies to fit within the confines of vehicle machine gun bays. They fire tungsten steel spikes at nearly 5-times the speed of sound. Replacement spikes cost $1,300 per box of 50.

Small Bomb Bay Weapons

Bombs are like missiles, only they're designed to rain down upon a target rather than go after them. Bombs act in many ways like missiles and can have the same types (Laser Guided, EMT, etc.). However, the cheaper bombs are "gravity bombs" which only rely upon gravity to bring them to their target. With that said, laser guided bombs are generally more accurate.

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Hailstorm Bomb
Type: Gravity Bomb
Capabilities: Air
Cost: $4,000 each
Manufacturer: OTC
EV: 100
Range: NA
Damage: 20D10
Increased Hit Dice: 0
OTC's basic small bombs. The hailstorm is packed with high explosives which detonate on impact. Very effective.

Rupture Bomb
Type: Gravity Bomb
Capabilities: Air
Cost: $5,000 each
Manufacturer: SOM
EV: 100
Range: NA
Damage: 20D10
Increased Hit Dice: 0
SOM's basic small bombs.

Hellfire Bomb
Type: Laser Guided
Capabilities: Air
Cost: $5,500 each
Manufacturer: MerCore
EV: 100
Range: NA
Damage: 10D6
Increased Hit Dice: 2
MerCore's Hellfire bombs explode in a burst of fire. This fire scatters about a 20-yard radius inflicting 4D6 points of fire damage to all in the area. A direct hit inflicts 10D6 damage.

Great White Bomb
Type: Laser Guided
Capabilities: Sea
Cost: $6,000 each
Manufacturer: MerCore
EV: 120
Range: NA
Damage: 15D6
Increased Hit Dice: 2
MerCore's Great White bombs are designed to operate in underwater environments. The bombs include a small propeller-driven engine which helps deliver the bomb to its target.

Zeus Bomb
Type: Laser Guided
Capabilities: Air
Cost: $10,000 each
Manufacturer: SOM
EV: 100
Range: NA
Damage: 4D6 to all (see below)
Increased Hit Dice: 0
These fragmentation bombs explode about 100-feet above the ground and spray the area with deadly shrapnel. All people and vehicles within 50-yards of the bomb will take 4D6 damage.

Disruptor
Type: Laser Guided
Capabilities: Air
Cost: $40,000 each
Manufacturer: Midnight Technologies
EV: 125
Range: NA
Damage: 30D10
Increased Hit Dice: 3
These RCA tipped bombs are laser guided and cause a lot of damage.

Large Bomb Bay Weapons

Earthquake
Type: Gravity Bomb
Capabilities: Air
Cost: $8,000 each
Manufacturer: OTC
EV: 200
Range: NA
Damage: 20D10
Increased Hit Dice: 0
OTC's basic large bombs. The Earthquake is packed with high explosives which detonate on impact. Very effective.

Zeus II Bomb
Type: Laser Guided
Capabilities: Air
Cost: $20,000 each
Manufacturer: SOM
EV: 100
Range: NA
Damage: 4D6 to all (see below)
Increased Hit Dice: 0
These fragmentation bombs explode about 100-feet above the ground and spray the area with deadly shrapnel. All people and vehicles within 100-yards of the bomb will take 4D6 damage.

Disruptor II
Type: Laser Guided
Capabilities: Air
Cost: $100,000 each
Manufacturer: Midnight Technologies
EV: 255
Range: NA
Damage: 50D10
Increased Hit Dice: 3
These RCA tipped bombs are laser guided and cause a lot of damage.

Misc. Weapons Bay Weapons

Ghost System III
Type: EDF
Capabilities: Air, Space, Sea
Cost: $150,000
Manufacturer: Fathom Technologies
EV: 75
Range: NA
Damage: NA
Increased Hit Dice: NA
The Ghost System III is a Electromagnetic Dampening Field (EDF) unit produced by Fathom Technologies. The Ghost system gives radar and detection systems a -35% chance of detecting a vehicle equipped with this system. If the vehicle is detected, it shows up as a blip one size smaller than normal (for example, a Large vehicle will show up as a small vehicle; small vehicles show up as a probe; probes don't show up at all). During combat, a vehicle equipped with this system cannot be locked on to with lock numbers of 1 or 2. Only locks of 3 and higher will succeed. More powerful systems do exist.

HALOS System
Type: HALOS shield
Capabilities: Air, Space, Sea
Cost: $100,000
Manufacturer: OTC
EV: 75
Range: NA

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Damage: NA
Increased Hit Dice: NA
When activated, a low "hum" or "buzz" can be heard within the cockpit of the vehicle. And despite the shielding that must be installed within the vehicle, static electricity builds up everywhere and the hair on your arms will begin to stand on end. Outside, the vehicle glows brightly and tendrils of yellow-green "lightning" crackle and whip creating a sort of globe around the vehicle. People, vehicles, missiles and objects that near the perimeter attract the electrical current to them. Thus, as objects reach the perimeter of the vehicle, the electrical currents are attracted to the breached area and instantly zap the offending intruder. This works to effectively destroy any in-coming missiles, bullets or other projectiles (Plasma / Laser weapons are not affected) before they can do any damage to the vehicle. However, the HALOS system eats up so much power that it can only sustain blocking 10 hits before the system is out of power. A new mini Itosium generator must be installed at the cost of $25,000 each.

Armor for Ships

All vehicles need armor to help withstand the devastating missiles and plasma cannons that will be attacking them. Armor will reduce the amount of damage taken from a successful attack. All armor provides an Armor Rating (also known as AR). This is the amount of damage you will get to *subtract* when you are hit by an attack. Armor is priced by vehicle size. That means if an armor is said to cost $50,000 per vehicle size, it would cost $50,000 to arm a Small vehicle with it, $100,000 to arm a Medium Vehicle, $150,000 to arm a Large vehicle and $200,000 to arm a very large vehicle.

Gladiator A
Type: Standard Armor
Capabilities: Air, Space, Sea
Cost: $50,000 per vehicle size
Manufacturer: OTC
Armor Rating: -10
OTC's Gladiator line of armor provides excellent protection for vehicles. Gladiator A is their standard steel-plate armor.

Paladin VI
Type: Standard Armor
Capabilities: Air, Space, Sea
Cost: $75,000 per vehicle size
Manufacturer: SOM
Armor Rating: -15
SOM's Paladin VI armor is one of the best standard plate armors available for vehicles. Made of their special blend of Kevlar-like materials and synthetic metals, this armor is lightweight and highly durable.

Protector S3
Type: Standard Armor
Capabilities: Air, Space, Sea
Cost: $60,000 per vehicle size
Manufacturer: Machingbird
Armor Rating: -13
Protector S3 armor is Machingbird's patent metal plating armor. It is made from their special blend of real and synthetic metals.

EXO-Shell 1
Type: Standard Armor
Capabilities: Air, Space, Sea
Cost: $155,000 per vehicle size
Manufacturer: Midnight Technologies
Armor Rating: -20
Midnight is known for their exceptional quality. This armor continues their tradition, offering a depleted uranium core to increase damage protection and an outer shell made of their patent EXO metal fibers which are stronger than steel.

Gladiator B
Type: Reactive Armor
Capabilities: Air, Space, Sea
Cost: $100,000 per vehicle size
Manufacturer: OTC
Armor Rating: -20
OTC's Gladiator line of armor provides excellent protection for vehicles. Gladiator B is their reactive armor which explodes in small, controlled bursts when hit to help disintegrate missiles and bullets before they can penetrate the vehicle. Reactive armor must be repaired after every hit at a cost of about $2,000.

Protector R8
Type: Reactive Armor
Capabilities: Air, Space, Sea
Cost: $125,000 per vehicle size
Manufacturer: Machingbird
Armor Rating: -25
This reactive armor is produced by the Machingbird corporation. This reactive armor must be repaired after every hit at a cost of about $2,100.

Paladin XR IV
Type: Reactive Armor
Capabilities: Air, Space, Sea
Cost: $150,000 per vehicle size
Manufacturer: SOM
Armor Rating: -30
SOM's Paladin XR armor is a reactive-core armor with an outer shell made of their special blend of Kevlar-like materials and synthetic metals. This reactive armor must be repaired after every hit at a cost of about $2,500.

EXO-Shell 2
Type: Reactive Armor
Capabilities: Air, Space, Sea
Cost: $155,000 per vehicle size
Manufacturer: Midnight Technologies
Armor Rating: -40
Midnight's EXO-Shell 2 is a reactive inner core armor protected by a subcore of depleted uranium. This armor is perhaps the strongest on the market in reactive armors. This reactive armor must be repaired after every hit at a cost of about $3,000.

Gladiator C
Type: EMP Damping
Capabilities: Air, Space, Sea
Cost: $75,000 per vehicle size
Manufacturer: OTC
Armor Rating: -3
OTC's Gladiator C is Electromagnetic Pulse Dampening, meaning that it blocks EMP blasts and protects the vehicle. EMP Dampening armor is almost like a foam

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underlayer which can be added to any other type of armor for added protection. Vehicles equipped with this armor suffer no effects from EMP blasts.

Paladin X-EMPT

Type: EMP Damping
Capabilities: Air, Space, Sea
Cost: $95,000 per vehicle size
Manufacturer: SOM
Armor Rating: -4
SOM's Paladin X-EMPT armor is Electromagnetic Pulse Dampening, meaning that it blocks EMP blasts and protects the vehicle. It can be added to any other type of armor for added protection. Vehicles equipped with this armor suffer no effects from EMP blasts.

Protector EMP 7

Type: EMP Damping
Capabilities: Air, Space, Sea
Cost: $82,000 per vehicle size
Manufacturer: Machingbird
Armor Rating: -3
This armor is Electromagnetic Pulse Dampening, meaning that it blocks EMP blasts and protects the vehicle. It can be added to any other type of armor for added protection. Vehicles equipped with this armor suffer no effects from EMP blasts.

EXO-Shell EMP

Type: EMP Damping
Capabilities: Air, Space, Sea
Cost: $250,000 per vehicle size
Manufacturer: Midnight Technologies
Armor Rating: -45
This armor takes all of what makes their EXO-Shell 2 armor so great and adds a layer of EMP damping material. Vehicles equipped with this armor suffer no effects from EMP blasts. This reactive-core armor must be repaired after every hit at a cost of about $3,000.

Ship Engines and Propulsion Systems

All vehicles need some type of propulsion system in order to move. This section lists some of the common engines available to Players. Each engine is listed with the following information:

Type: This is what type of reactor / power system it uses:

Fuel: Requires basic rocket fuel

Itosium Reactor: Requires Itosium for Fuel

CryAg Reactor: Requires refined Itosium (CryAg) for fuel

Warp Engine Class: as noted below (if applicable). Also denotes exactly how fast it can travel at Top-Warp. Warp speeds can only be attained in outer space.

Class 1 Warp Engine: The fastest warp engine available, they can achieve speeds of 10,000 parsecs per hour or faster.

Class 2 Warp Engine: These engines can achieve speeds of 8,000 - 9,999 parsecs per hour

Class 3 Warp Engine: These engines can achieve speeds of 6,000 - 7,999 parsecs per hour

Class 4 Warp Engine: These engines can achieve speeds of 4,000 - 5,999 parsecs per hour

Class 5 Warp Engine: The slowest warp engines, class 5 achieve speeds of less than 4,000 parsecs per hour

Capabilities: This denotes what types of atmospheres the engine will operate in: Air, Sea, Space or a combination of all of them.

Speed: This is given in miles per hour (MPH).

Fuel Type: This tells you what type of fuel the engine burns and typically coincides with the "Type" listing. It also shows you how much fuel it can hold. Fuel types are as follows:

Fuel Cell: Has a container that holds rocket fuel (given in pounds). Most non-civilian vehicles do *not* use fuel anymore. It is much more cost-effective to use CryAg. Thus, this section will not deal with fuel-powered engines.

Itosium Cell: Has a small Itosium reactor which an Itosium cell must be placed in. This will tell you how many pounds of Itosium it can hold. Most engines do not use Itosium as Orna is the only planet that contains this pure mineral.

CryAg Cell: This is the most common, and has a small CryAg reactor which a CryAg cell must be placed in. This will tell you how many pounds of CryAg it can hold.

Small Engines

Thunder Hawk

Type: Itosium Reactor
Warp Engine Class: 5
Top Warp: 1,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $100,000
Manufacturer: OTC
Speed
Air: 800mph
Sea: 300mph
Fuel: Itosium Cell with 6-lb capacity
OTC's Thunder Hawk is their basic workhorse engine. Powered by an Itosium reactor, this engine delivers ample thrust and speed at an economic price.

Lightning SM

Type: CryAg Reactor
Warp Engine Class: 5
Top Warp: 2,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $175,000
Manufacturer: SOM
Speed
Air: 1,000mph
Sea: 350mph
Fuel: CryAg Cell with 6-lb capacity
SOM's Lightning engines offer performance, reliability and speed for those on a budget.

Machingbird SR-4

Type: CryAg Reactor
Warp Engine Class: 4
Top Warp: 2,000 parsecs per hour
Capabilities: Air, Space
Cost: $225,000
Manufacturer: Machingbird
Speed
Air: 1,200mph
Fuel: CryAg Cell with 10-lb capacity

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Very fast and highly reliable.

Roc
Type: Itosium Reactor
Warp Engine Class: 4
Top Warp: 5,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $200,000
Manufacturer: OTC
Speed
Air: 1,350mph
Sea: 400mph
Fuel: Itosium Cell with 6-lb capacity
OTC's Roc is their upgraded version of the Thunder Hawk engine. Powered by an Itosium reactor, this engine delivers more thrust and speed at a reasonable price.

Comet S
Type: CryAg Reactor
Warp Engine Class: 3
Top Warp: 6,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $364,000
Manufacturer: SOM
Speed
Air: 1,400mph
Sea: 425mph
Fuel: CryAg Cell with 8-lb capacity
For those with a larger bank account, SOM's Comet S is the perfect choice for those looking for an all-around good engine to put in their vehicle.

Banshee
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $1.1 million
Manufacturer: Midnight technologies
Speed
Air: 2,400mph
Sea: 600mph
Fuel: CryAg Cell with 10-lb capacity
Midnight's Banshee engines offer some of the fastest warp drives available and are known for their exceptional quality.

Phoenix
Type: Itosium Reactor
Warp Engine Class: 3
Top Warp: 7,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $400,000
Manufacturer: OTC
Speed
Air: 1,600mph
Sea: 500mph
Fuel: Itosium Cell with 6-lb capacity
OTC's finest engine for small vehicles is their Phoenix. This Warp Class 3 engine delivers loads of power and speed and still maintains OTC's low price tag for Perfect Blue.

Machingbird SL-7
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,500 parsecs per hour
Capabilities: Air, Space
Cost: $900,000
Manufacturer: Machingbird
Speed
Air: 2,200mph
Fuel: CryAg Cell with 10-lb capacity
Machingbird is known for their great engines. This is one of the finest available for small craft.

Blazer SX
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 8,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $629,000
Manufacturer: SOM
Speed
Air: 1,800mph
Sea: 550mph
Fuel: CryAg Cell with 9-lb capacity
This is SOM's top-of-the-line engine for small craft.

Medium Engines

Lightning Hawk
Type: Itosium Reactor
Warp Engine Class: 5
Top Warp: 2,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $200,000
Manufacturer: OTC
Speed
Air: 1,050mph
Sea: 400mph
Fuel: Itosium Cell with 8-lb capacity
OTC's Lightning Hawk is their basic workhorse engine for medium-sized craft. Powered by an efficient Itosium reactor, this engine delivers ample thrust and speed at an economic price.

Lightning MX
Type: CryAg Reactor
Warp Engine Class: 4
Top Warp: 4,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $300,000
Manufacturer: SOM
Speed
Air: 1,450mph
Sea: 400mph
Fuel: CryAg Cell with 10-lb capacity
SOM's Lightning MX engine is an upgrade from the smaller version, offering increased performance for mid-sized vehicles.

Machingbird M-1
Type: CryAg Reactor
Warp Engine Class: 4
Top Warp: 5,000 parsecs per hour
Capabilities: Air, Space
Cost: $350,000
Manufacturer: Machingbird
Speed
Air: 1,470mph
Fuel: CryAg Cell with 10-lb capacity
Machingbird's M-1 is a favorite choice for medium sized engines.

Roc II
Type: Itosium Reactor
Warp Engine Class: 4
Top Warp: 5,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $300,000
Manufacturer: OTC
Speed
Air: 1,250mph
Sea: 400mph
Fuel: Itosium Cell with 8-lb capacity
OTC's Roc II is their medium sized version of the engine.

Starfarer
Type: CryAg Reactor
Warp Engine Class: 3
Top Warp: 6,000 parsecs per hour

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Capabilities: Air, Space, Sea
Cost: $464,000
Manufacturer: SOM
Speed
Air: 1,500mph
Sea: 425mph
Fuel: CryAg Cell with 8-lb capacity
For those with a larger bank account, SOM's Starfarer is the perfect choice for those looking for an all-around good engine to put in their vehicle.

Banshee
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $1.4 million
Manufacturer: Midnight technologies
Speed
Air: 2,800mph
Sea: 600mph
Fuel: CryAg Cell with 10-lb capacity
Midnight's Banshee engines offer some of the fastest warp drives available and are known for their exceptional quality.

Phoenix II
Type: Itosium Reactor
Warp Engine Class: 3
Top Warp: 7,000 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $550,000
Manufacturer: OTC
Speed
Air: 1,650mph
Sea: 500mph
Fuel: Itosium Cell with 10-lb capacity
OTC's finest engine for mid-sized vehicles is their Phoenix II. This Warp Class 3 engine delivers loads of power and speed and still maintains OTC's low price tag for Perfect Blue.

Machingbird MX-7
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,500 parsecs per hour
Capabilities: Air, Space
Cost: $1.1 million
Manufacturer: Machingbird
Speed
Air: 2,350
Fuel: CryAg Cell with 12-lb capacity
Machingbird is known for their great engines. This is one of the finest available for medium craft.

Tempest M-IV
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 8,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $755,000
Manufacturer: SOM
Speed
Air: 1,820mph
Sea: 550mph
Fuel: CryAg Cell with 9-lb capacity
This is SOM's top-of-the-line engine for medium craft.

Large Engines

Turbo Eagle
Type: Itosium Reactor
Warp Engine Class: 5
Top Warp: 2,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $350,000
Manufacturer: OTC
Speed
Air: 1,250mph
Sea: 400mph
Fuel: Itosium Cell with 10-lb capacity
OTC's Turbo Eagle is their basic workhorse engine for large-sized craft. Powered by an efficient Itosium reactor, this engine delivers ample thrust and speed at an economic price.

Fire Storm III
Type: CryAg Reactor
Warp Engine Class: 4
Top Warp: 4,300 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $450,000
Manufacturer: SOM
Speed
Air: 1,480mph
Sea: 400mph
Fuel: CryAg Cell with 12-lb capacity
SOM's Fire Storm engine is their basic engine for large-sized vehicles.

Sonic Boundary
Type: CryAg Reactor
Warp Engine Class: 4
Top Warp: 5,400 parsecs per hour
Capabilities: Air, Space
Cost: $500,000
Manufacturer: Machingbird
Speed
Air: 1,550mph
Fuel: CryAg Cell with 12-lb capacity
Machingbird's Sonic Boundary is a favorite choice for large-sized engines.

Lightning Roc
Type: Itosium Reactor
Warp Engine Class: 4
Top Warp: 5,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $450,000
Manufacturer: OTC
Speed
Air: 1,350mph
Sea: 420mph
Fuel: Itosium Cell with 11-lb capacity
OTC's Lightning Roc is their large-sized version of the Roc II engine.

Space Cruiser
Type: CryAg Reactor
Warp Engine Class: 3
Top Warp: 6,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $595,000
Manufacturer: SOM
Speed
Air: 1,900mph
Sea: 425mph
Fuel: CryAg Cell with 10-lb capacity
SOM's Space Cruiser is the perfect choice for those looking for an all-around good engine to put in their vehicle.

Banshee Screamer
Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,200 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $1.6 million
Manufacturer: Midnight technologies
Speed
Air: 3,050mph
Sea: 600mph
Fuel: CryAg Cell with 14-lb capacity
Midnight's Banshee engines offer some

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of the fastest warp drives available and are known for their exceptional quality.

Phoenix Ultra

Type: Itosium Reactor
Warp Engine Class: 3
Top Warp: 7,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $700,000
Manufacturer: OTC
Speed
Air: 1,900mph
Sea: 500mph
Fuel: Itosium Cell with 13-lb capacity
OTC's finest engine for large-sized vehicles is their Phoenix Ultra. This Warp Class 3 engine delivers loads of power and speed and still maintains OTC's low price tag for Perfect Blue.

Machingbird Thunder

Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,900 parsecs per hour
Capabilities: Air, Space
Cost: $1.4 million
Manufacturer: Machingbird
Speed
Air: 2,750
Fuel: CryAg Cell with 15-lb capacity
Machingbird is known for their great engines. This is one of the finest available for large craft.

Blazer LXT Ultra

Type: CryAg Reactor
Warp Engine Class: 2
Top Warp: 9,500 parsecs per hour
Capabilities: Air, Space, Sea
Cost: $900,000
Manufacturer: SOM
Speed
Air: 2,100mph
Sea: 550mph
Fuel: CryAg Cell with 13-lb capacity
This is SOM's top-of-the-line engine for large craft.

Fuel For Engines

Fuel (typical synthetic high-grade rocket fuel): $3.00 per pound

*Itosium (unrefined, for Itosium cell engines only): $8,000 per pound

*CryAg (refined for CryAg cell engines only): $7,365 per pound

*Please note that Itosium and CryAg engines will operate almost infinitely on a single pound of CryAg or Itosium when traveling within a planet's atmosphere. It should be assumed that the amount of CryAg / Itosium burned while traveling at maximum speed within a planet is so minute that it needs not be kept track of. However, when traveling at warp speeds in space this consumption is very high and can get costly. The typical amount of CryAg needed to travel 100,000 light years (or 30,769 parsecs) is approximately 1-lb. The nearest galaxy to most planets is roughly 300,000 light years away, which would cost almost 3-lbs of CryAg. Engines powered by fuel cannot achieve warp speeds.

Also note that because Perfect Blue is based on a planet so rich in Itosium, it is unlikely they will ever have to purchase Itosium for their engines. They can simply harvest their own from the planet. However, if they purchase a CryAg fueled engine, chances are they will have to purchase refined CryAg or steal some from a Triaxy refinery.

Countermeasures and Evasion Systems

All vehicles should be equipped with at least one type of countermeasures system. These systems are designed to throw-off enemy missiles or scramble their lock-on systems. Most vehicles come standard with some type of flare countermeasure, however it is recommended that a more advanced system be used as soon as possible. Please note that you cannot have more countermeasures equipped on your vehicle than the vehicle has Evasion System Bays.

All evasion systems and electronic countermeasure systems will give you increased chances of evading enemy attacks. Most countermeasure systems are designed to throw-off incoming missiles and do not work against machine guns or laser blasts. Countermeasure systems are all listed with Evasion Roll Modifiers that are added to your current modifiers to increase your chances of evading being hit. They are listed with the following information:

Type: This tells what type of countermeasure system it is. Some countermeasures may include multiple types and will work effectively against all those types. Types of countermeasure systems include:

Thermal: Throws off *only* heat-seeking missiles and tracking systems. Any missile or weapon system equipped with heat-seeking technology is subject to the effects of these countermeasures.

Laser Scatter: These systems throw-off laser tracking systems by inhibiting the laser's ability to track effectively. These systems work *only* on Laser Guided weapons. Any Laser-Guided weapon is subject to the effects of these countermeasure systems.

Electromagnetic Scatter: These systems inhibit the ability of EMT weapons. These systems work *only* on EMT equipped weapons. These are the most advanced countermeasure systems available but work only against EMT weapons.

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Capabilities: This shows if the countermeasure can be used in space, air, water or a combination of them. "Air" also represents systems that must be used on land.

Cost: Given in Earth Standard Dollars.

Decoy Success: This is given as a percent (%) chance for Short, Medium, Long, Extremely Long and Dogfight distances as described in the *Vehicular Combat* section. This indicates the percent chance the countermeasure has of successfully attracting the enemy missile. To determine success or failure, the Player rolls the percentile dice (1D100). If the roll is within the countermeasure's chances of success, the incoming missile is attracted to the countermeasure and is no longer a threat. However, if the roll exceeds the countermeasure's chances of success the incoming missile will strike the vehicle. Countermeasures count as a Pilot's action and therefore must be used as a turn. Vehicles with only one cockpit where a single pilot must operate the vehicle and weapons systems can deploy a countermeasure *in lieu* of an evasion roll.

Counter Measure Systems

Class A Thermic Flares

Type: Thermal
Capabilities: Air
Cost: $75 per unit
Decoy Success:
Short Range: 15%
Medium Range: 20%
Long Range: 25%
Extremely Long Range: 30%
Dogfight: 10%

Class A Thermic Flares are designed to drop out of the vehicle and are towed along by a string for a short distance behind the vehicle. The flare quickly reaches its hottest point and is then automatically let go, hopefully causing the incoming missile to chase the flare rather than the ship.

Class B Thermic Flares

Type: Thermal
Capabilities: Air, water, space
Cost: $125 per unit
Decoy Success:
Short Range: 22%
Medium Range: 27%
Long Range: 32%
Extremely Long Range: 37%
Dogfight: 16%

Class B Thermic Flares use special chemicals that burn beneath water and in space. They are designed to drop out of the vehicle and are towed along by a string for a short distance behind the vehicle. The flare quickly reaches its hottest point and is then automatically let go, hopefully causing the incoming missile to chase the flare rather than the ship.

Class C Thermic Flares

Type: Thermal
Capabilities: Air, water, space
Cost: $175 per unit
Decoy Success:
Short Range: 30%
Medium Range: 35%
Long Range: 45%
Extremely Long Range: 55%
Dogfight: 22%

Class C Thermic Flares are identical to Class B flares, however these have a much more powerful flare of energy which is more likely to attract the attention of heat-seeking objects than other flares.

Prism Burst

Type: Laser Scatter
Capabilities: Air, water, space
Cost: $250 per unit
Decoy Success:
Short Range: 20%
Medium Range: 30%
Long Range: 40%
Extremely Long Range: 45%
Dogfight: 17%

Prism Bursts are like small bombs that are dropped from the vehicle. The charge explodes in a burst of specially created crystalline dust that lingers in the air, water or space as a large cloud. When a laser looks through this cloud, the crystalline particles scatter the laser beam and do not allow the missile to properly track the vehicle.

Thermal Prism Burst

Type: Laser Scatter, Thermal
Capabilities: Air, water, space
Cost: $450 per unit
Decoy Success:
Short Range: 20%
Medium Range: 30%
Long Range: 40%
Extremely Long Range: 45%
Dogfight: 17%

Thermal Prism Bursts are identical in all ways to standard Prism Burst charges. However, the cloud of crystalline particles is also strewn with high heat-producing chemicals to hopefully attract the incoming missile.

Electromagnetic Burst

Type: Electromagnetic Scatter, Laser Scatter, Thermal
Capabilities: Air, water, space
Cost: $700 per unit
Decoy Success:
Short Range: 30%
Medium Range: 40%
Long Range: 55%
Extremely Long Range: 65%
Dogfight: 25%

These small, grenade-like charges drop from the vehicle and explode, emitting a huge burst of electromagnetic energy. A small transmitter attached to a parachute is also deployed in the charge which continues emitting electromagnetic energy and radio signals that scramble missile computers. Typically, EMT, Heat Seeking and Laser Guided weapons will stop following the vehicle and will attack the falling transmitter.

ORB charge

Type: Electromagnetic Scatter, Laser Scatter, Thermal
Capabilities: Air, water, space
Cost: $900 per unit
Decoy Success:
Short Range: 50%
Medium Range: 60%
Long Range: 75%
Extremely Long Range: 95%
Dogfight: 35%

These small, round spheres drop from the back of the vehicle and hover in the air where they were dropped.

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The sphere emits a large amount of heat, electromagnetic interference and radiation that interferes with lasers and other electronic devices. They are highly effective at countering all types of incoming missiles and are one of the best countermeasures available.

Upgraded Vehicle Computer Systems

All ships can be equipped with any of the following systems. All ships *should* be equipped with at least one of each system type. Vehicles cannot have more computer systems than they have CS Bays.

Multiple Lock Systems (MLS)

Multiple Lock Systems (MLS) allow a single pilot to target and lock-on to multiple targets simultaneously. Most vehicles come with some type of MLS system, although it is likely that you will want to upgrade as soon as possible. MLS systems fire an array of lasers which work to track targets. The computer system recognizes vehicle shapes and is able to determine the pilot's likely targets. Thus they help the pilot out by automatically locking-on to vehicles in the environment.

Vehicles can only be equipped with one MLS system *per cockpit*. Having multiple systems in the same cockpit will not improve the vehicle's performance, although a second or third could be added for a back-up system in case the initial one is damaged. For example, if a vehicle has two cockpits, two MLS systems can be added: one for each pilot in each cockpit. However, if the vehicle only has one cockpit, having two or more MLS systems will not allow the pilot to lock on to extra targets.

If a vehicle has more than one cockpit but does *not* have an MLS system, the vehicle cannot lock onto more than one target! Cockpits can share an MLS system and may have to if you cannot afford to upgrade or add more. For example, if a vehicle has no MLS system, it can only lock on to one target at a time, regardless of how many cockpits it has. If a vehicle has two cockpits and has one MLS system that allows it to lock on to two targets, each of the cockpits can lock on to one target at a time. However, that same vehicle equipped with two of those MLS systems can lock on to *four* vehicles at a time (2 per cockpit).

These systems allow the pilot (or the pilot operating the weapons cockpit) to lock-on to multiple targets on a single turn. Thus, with these systems a single pilot can potentially fire upon more than one target as a single turn. Some of the more high-end MLS systems even grant Auto-Lock Numbers for added surety in firing accuracy. For more information on MLS systems usage and Auto-Lock Numbers, see the *Vehicular Combat* section.

OTC Multi-System 180

Cost: $2,500

OTC's Multi-System 180 is a computer multiple-lock system that allows the vehicle to target and lock-on to two different targets at once. The pilot operating the weapons systems is able to roll to lock-on to two different targets as one turn and does not require the pilot to have any special skills or training.

Fathom Technologies Lock-On II System

Cost: $4,000

Fathom Technologies is a leader is computer system manufacturing for military vehicles. Their Lock-On II system allows the pilot operating the vehicle's weapons systems to simultaneously lock-on to two different targets at once. This counts as a single turn. The Lock-On II system even grants the operator an Auto Lock Number of 1. Because of the system's easy to use interface, the pilot needs no extra skill to operate it.

OTC Multi-System 360

Cost: $5,000

An upgrade from the 180 model, the 360 allows a single pilot to lock-on to three different targets on a single turn. Because this system is more complex than the 180 model, the 360 requires the pilot character to have a Maneuver (M) stat of 5 or higher and pass a Pilot Skill check. If the Pilot Skill check fails, the pilot can only lock-on to 2 different targets.

Fathom Technologies Lock-On III System

Cost: $8,500

Fathom Technology's Lock-On III system is an upgrade from their System II and allows the pilot operating the vehicle's weapons systems to simultaneously lock-on to three different targets at once. This counts as a single turn. The Lock-On III system even grants the operator an Auto Lock Number of 1. Because of the system's easy to use interface, the pilot needs no extra skill to operate it.

SOM Quantum Lock A

Cost: $6,750

SOM offers a great multi-lock system at a fair price. Their Quantum Lock A system allows the pilot to lock-on to three targets simultaneously. The system is easy to use and requires no special pilot skill.

SOM Quantum Lock A-1

Cost: $8,000

An upgrade from the A model, the A-1 offers the ability to lock three simultaneous targets and also grants an Auto Lock Number of 1. No special pilot skill is necessary to use the system.

OTC Multi-System 720

Cost: $10,000

An upgrade from the 360 model, the 720 allows a single pilot to lock-on to four different targets on a single turn. Because this system is more complex than other models, the 720 requires the pilot character to have a Maneuver (PSEM) stat of 5 or higher and pass a Pilot Skill General check. If the Pilot Skill check fails, the pilot can only lock-on to 2 different targets.

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Fathom Technologies Lock-On IV System

Cost: $17,000

Fathom Technology's Lock-On IV system is an upgrade from their System III and allows the pilot operating the vehicle's weapons systems to simultaneously lock-on to four different targets at once. This counts as a single turn. The Lock-On IV system even grants the operator Auto Lock Numbers of 1and 2. This system is more complex than their lesser models and requires the pilot to pass a Pilot Skill General check. If the check fails the pilot can only lock on to three targets.

SOM Quantum Lock B

Cost: $14,355

SOM's Quantum Lock B system allows the pilot to lock-on to four targets simultaneously. The system is easy to use and requires no special pilot skill.

SOM Quantum Lock B-1

Cost: $18,400

SOM's Quantum Lock B-1 system allows the pilot to lock-on to four targets simultaneously. It also offers an Auto Lock Number of 1 The system is easy to use and requires no special pilot skill.

MerCore Prophet 100 System

Cost: $14,500

MerCore offers a low-end MLS system which allows the pilot to lock up to three different targets at once. The system also grants the user an Auto Lock Number of 1. However, their system is rather complex and requires the pilot to possess a Maneuver (PSEM) stat of 5 or greater and to pass a Pilot Skill General check. Failing the check results in locking only one target.

OTC Multi-System 1440

Cost: $20,000

An upgrade from the 720 model, the 1440 allows a single pilot to lock-on to five different targets on a single turn. Because this system is more complex than other models, the 1440 requires the pilot character to have a Maneuver (PSEM) stat of 6 or higher and pass a Pilot Skill General check. If the Pilot Skill check fails, the pilot can only lock-on to 3 different targets.

Fathom Technologies Lock-On V System

Cost: $27,000

Fathom Technology's Lock-On V system is an upgrade from their System IV and allows the pilot operating the vehicle's weapons systems to simultaneously lock-on to five different targets at once. This counts as a single turn. The Lock-On V system even grants the operator Auto Lock Numbers of 1and 2. This system is more complex than their lesser models and requires the pilot to pass a Pilot Skill General check. If the check fails the pilot can only lock on to four targets.

SOM Quantum Lock C

Cost: $24,675

SOM's Quantum Lock C system allows the pilot to lock-on to five targets simultaneously. The system is easy to use and requires no special pilot skill.

SOM Quantum Lock C-1

Cost: $30,400

SOM's Quantum Lock B-1 system allows the pilot to lock-on to five targets simultaneously. It also offers an Auto Lock Number of 1 The system is easy to use and requires no special pilot skill.

MerCore Prophet 400 System

Cost: $26,500

MerCore offers a high-end MLS system as well. Their Prophet 400 allows the pilot to lock up to six different targets at once. The system also grants the user Auto Lock Numbers of 1 and 2. However, their system is rather complex and requires the pilot to possess a Maneuver (PSEM) stat of 6 or greater and to pass a Pilot Skill check. Failing the check results in locking only three targets.

Fathom Technologies Lock-On VI System

Cost: $35,000

Fathom Technology's Lock-On VI system is an upgrade from their System V and allows the pilot operating the vehicle's weapons systems to simultaneously lock-on to six different targets at once. This counts as a single turn. The Lock-On VI system even grants the operator Auto Lock Numbers of 1, 2 and 3. This system is more complex than their lesser models and requires the pilot to have a Maneuver (PSEM) skill of 5 or greater and to pass a Pilot Skill General check. If the check fails the pilot can only lock on to four targets.

SOM Quantum Lock D

Cost: $31,000

SOM's Quantum Lock C system allows the pilot to lock-on to six targets simultaneously. The system is easy to use and requires no special pilot skill.

SOM Quantum Lock D-1

Cost: $40,400

SOM's Quantum Lock D-1 system allows the pilot to lock-on to six targets simultaneously. It also offers an Auto Lock Number of 1 The system is easy to use and requires no special pilot skill.

Auto-Locking and Targeting Systems (ALTS)

ALTS systems are computers that are added to the vehicle's targeting systems much like MLS systems are. However, ALTS systems help the computer to recognize where the pilot is trying to target and help the pilot to lock-on the target in a much more advanced way. ALTS systems fire an array of lasers which actually target and follow the targeted vehicle. Thus the ALTS system actually creates stronger locks and makes it more difficult for targeted vehicles to shake the lock. Vehicles cannot have more than one ALTS system and having more than one will not increase the vehicle's performance. However, a second system could be added as a back-up in case the original system is damaged.

ALTS systems give the pilot operating the vehicle's weapons systems Auto-

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Lock Numbers of 1 - 8. These numbers act as pre-rolled lock-on numbers when you are rolling to lock-on your target. For example, an ALTS system that offers Auto-Lock Numbers of 1, 2 and 3 allow you to successfully lock on your target by rolling only a single 1, 2 or 3 (you don't need to roll doubles because your auto-lock numbers already gave you those numbers for free). For more information see the *Vehicular Combat* section. **ALTS systems only work on as many targets as your MLS system can target.**

OTC Surelock 4
Cost: $10,000
OTC's Surelock system is one of the best ALTS computers available. The System IV model offers Auto Lock Numbers of 1 and 2.

Fathom Technology's
Can't Shake I
Cost: $15,000
The Can't Shake I system is a great ALTS system and offers Auto Lock Numbers of 7 and 8.

MerCore Zen-1
Cost: $13,000
MerCore's base ALTS system offers Auto Lock Numbers of 1 and 8.

SOM Weapon Glue 100
Cost: $15,000
A favorite system of many pilots, Weapon Glue 100 offers Auto Lock Numbers of 4 and 5

OTC Surelock 8
Cost: $20,000
OTC's Surelock 8 system offers Auto Lock Numbers of 1, 2 and 3.

Fathom Technology's
Can't Shake II
Cost: $30,000
The Can't Shake II system is a great ALTS system and offers Auto Lock Numbers of 6, 7 and 8.

SOM Weapon Glue 200
Cost: $25,000
A favorite system of many pilots, Weapon Glue 200 offers Auto Lock Numbers of 2, 4 and 5

OTC Surelock 16
Cost: $40,000
OTC's Surelock 16 system offers Auto Lock Numbers of 1, 2, 3 and 4.

Fathom Technology's
Can't Shake III
Cost: $60,000
The Can't Shake III system is a great ALTS system and offers Auto Lock Numbers of 5, 6, 7 and 8.

MerCore Zen-2
Cost: $50,000
MerCore's Zen-2 system offers Auto Lock Numbers of 1, 2, 7 and 8.

SOM Weapon Glue 300
Cost: $50,000
A favorite system of many pilots, Weapon Glue 300 offers Auto Lock Numbers of 2, 4, 5 and 6

OTC Surelock 32
Cost: $80,000
OTC's Surelock 32 system offers Auto Lock Numbers of 1, 2, 3, 4 and 5.

Fathom Technology's
Can't Shake IV
Cost: $120,000
The Can't Shake IV system is a great ALTS system and offers Auto Lock Numbers of 4, 5, 6, 7 and 8.

OTC Surelock 64
Cost: $160,000
OTC's Surelock 64 system offers Auto Lock Numbers of 1, 2, 3, 4, 5 and 6.

Fathom Technology's
Can't Shake V
Cost: $240,000
The Can't Shake V system is a great ALTS system and offers Auto Lock Numbers of 3, 4, 5, 6, 7 and 8.

MerCore Zen-3
Cost: $200,000
MerCore's Zen-3 system offers Auto Lock Numbers of 1, 2, 3, 6, 7 and 8.

SOM Weapon Glue 300
Cost: $220,000
A favorite system of many pilots, Weapon Glue 300 offers Auto Lock Numbers of 2, 3, 4, 5, 6 and 8

OTC Surelock 128
Cost: $320,000
OTC's Surelock 128 system offers Auto Lock Numbers of 1, 2, 3, 4, 5, 6 and 7

OTC Surelock 256
Cost: $640,000
OTC's Surelock 256 system offers Auto Lock Numbers of 1, 2, 3, 4, 5, 6, 7 and 8

SOM Weapon Glue 400
Cost: $700,000
A favorite system of many pilots, Weapon Glue 400 offers Auto Lock Numbers of 1, 2, 3, 4, 5, 6, 7 and 8

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Lock Optimizing Computer System (LOCS)

LOCS systems are lock recalculating devices which come in handy when you are trying to preserve and / or recalculate your locks. Most LOCS systems use lasers and radar waves to make sure that the vehicle's targeting systems remain locked on the target round after round. In many cases these system even create stronger locks by giving the system a bonus to the lock score. These bonuses are typically between +1 and +6. For more information on locks and how to preserve and recalculate them, see the *Vehicular Combat* section.

In addition, some of the higher-end models come with CMS systems (Countermeasure Spoilers) which negate the effects of a vehicle's countermeasures. For info on how CMS systems work, see CMS systems below.

OTC Lock-Assure 1
Cost: $5,000
This system gives a lock recalculation bonus of +1

Fathom Technology LiveWire 5-A
Cost: $6,500
One of the best LOCS systems, this system gives a lock recalculation bonus of +1

OTC Lock-Assure 2
Cost: $15,000
This system gives a lock recalculation bonus of +2

Fathom Technology LiveWire 5-B
Cost: $17,000
One of the best LOCS systems, this system gives a lock recalculation bonus of +2

OTC Lock-Assure 3
Cost: $40,000
This system gives a lock recalculation bonus of +3

Fathom Technology LiveWire 5-C
Cost: $43,500
One of the best LOCS systems, this system gives a lock recalculation bonus of +3. It also has a CMS system of -5%.

SOM Orion 12
Cost: $41,000
A favorite among pilots, this system offers a lock recalculation bonus of +3. It also has a CMS system of -3%.

OTC Lock-Assure 4
Cost: $90,000
This system gives a lock recalculation bonus of +4. It also has a CMS system of -5%.

Fathom Technology LiveWire 5-D
Cost: $95,000
One of the best LOCS systems, this system gives a lock recalculation bonus of +4. It also has a CMS system of -5%.

SOM Orion 24
Cost: $90,700
A favorite among pilots, this system offers a lock recalculation bonus of +4. It also has a CMS system of -5%.

OTC Lock-Assure 5
Cost: $120,000
This system gives a lock recalculation bonus of +5. It also has a CMS system of -6%.

Fathom Technology LiveWire 5-E
Cost: $126,500
One of the best LOCS systems, this system gives a lock recalculation bonus of +5. It also has a CMS system of -7%.

SOM Orion 48
Cost: $121,500
A favorite among pilots, this system offers a lock recalculation bonus of +5. It also has a CMS system of -5%.

MerCore TIE I Advanced LOCS System
Cost: $175,000
MerCore is the only corporation to have developed an advanced LOCS system using their *Tagged Image Enhancement* (TIE) technology. Once locked, the system reads the electromagnetic signature of the target vehicle as well as the slipstream of the craft to help determine where it is going. This creates a powerful lock and also enhanced lock recalculation ability. The TIE I system *begins* with a lock recalculation of +2 on the first round. On the second round this increases to a +4, and on the third round it increases to a +8 and sustains a +8 bonus thereafter.

OTC Lock-Assure 6
Cost: $200,000
This system gives a lock recalculation bonus of +6. It also has a CMS system of -6%.

Fathom Technology LiveWire 5-F
Cost: $220,000
One of the best LOCS systems, this system gives a lock recalculation bonus of +6. It also has a CMS system of -7%.

SOM Orion 96
Cost: $205,500
A favorite among pilots, this system offers a lock recalculation bonus of +6. It also has a CMS system of -6%.

Fathom Technology LiveWire 6-A
Cost: $325,000
One of the highest-end LOCS systems, this system gives a lock recalculation bonus of +7. It also has a CMS system of -7%.

Fathom Technology LiveWire 7-A
Cost: $450,000
One of the highest-end LOCS systems, this system gives a lock recalculation bonus of +8. It also has a CMS system of -7%.

SOM Orion 220
Cost: $550,775
A favorite among pilots, this system offers a lock recalculation bonus of +9. It also has a CMS system of -7%.

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Fathom Technology LiveWire 10
Cost: $655,750
The highest-end LOCS systems available, this system gives a lock recalculation bonus of +10. It also has a CMS system of -8%.

MerCore TIE II-A Advanced LOCS System
Cost: $775,000
MerCore is the only corporation to have developed an advanced LOCS system using their *Tagged Image Enhancement* (TIE) technology. Once locked, the system reads the electromagnetic signature of the target vehicle as well as the slipstream of the craft to help determine where it is going. This creates a powerful lock and also enhanced lock recalculation ability. The TIE II-A system *begins* with a lock recalculation of +4 on the first round. On the second round this increases to a +8, and on the third round it increases to a +16 and sustains a +16 bonus thereafter. It also has a CMS system of -10%.

Countermeasure Spoiler System (CMS)

Countermeasure spoilers are computer systems that are hooked up to the lock and targeting systems of the vehicle. In most cases, the CMS unit looks for and attempts to detect anything dropped from the vehicle—such as countermeasures. The CMS computer recognizes the dropped object as a false target and tells the weapons not to go after it. These systems do not work on countermeasures that do not drop some type of flak, flare or other object.

To be put simply, CMS units negate the chances of a countermeasures system of thwarting a weapon lock. The CMS modifier is subtracted from the countermeasure's Decoy Success bonus, thereby making the countermeasure less effective.

MerCore CMS System 1A
Cost: $12,500
CMS Modifier: -5%
MerCore makes this simple and highly affordable unit.

OTC Counter-System I
Cost: $25,000
CMS Modifier: -10%
OTC's basic CMS system is reliable and affordable.

SOM Target Keeper IV
Cost: $30,000
CMS Modifier: -10%
This is SOM's base model CMS unit.

MerCore CMS System 2A
Cost: $27,000
CMS Modifier: -11%
MerCore makes this simple and highly affordable unit.

Fathom Technology CMS IR-98
Cost: $40,000
CMS Modifier: -13%
Fathom's CMS units are some of the best on the market.

OTC Counter-System II
Cost: $50,000
CMS Modifier: -15%
OTC's advanced CMS system is reliable and affordable.

SOM Target Keeper IV-XL
Cost: $58,000
CMS Modifier: -16%
This is SOM's advanced model CMS unit.

Fathom Technology CMS IR-210
Cost: $80,000
CMS Modifier: -20%
Fathom's CMS units are some of the best on the market.

SOM Target Keeper XJ 4
Cost: $100,000
CMS Modifier: -22%
This is SOM's top-of-the-line model CMS unit.

Fathom Technology CMS IR-380
Cost: $130,000
CMS Modifier: -25%
Fathom's CMS units are some of the best on the market.

Fathom Technology CMS IR-420
Cost: $160,000
CMS Modifier: -30%
Fathom's CMS units are some of the best on the market.

Machingbird Sure-Assist 12
Cost: $200,000
CMS Modifier: -35%
Machingbird's CMS system is at the pinnacle of CMS technology.

Midnight Technology
Magic Show
Cost: $250,000
CMS Modifier: -40%
Midnight makes some of the most powerful CMS systems on the market.

Midnight Technology
Magic Show XL
Cost: $300,000
CMS Modifier: -45%
Midnight makes some of the most powerful CMS systems on the market.

Fathom Technology
CMS IR-420
Cost: $460,000
CMS Modifier: -50%
This is Fathom's most powerful CMS unit.

Jason Howard (order #809507)

Walkers

Walkers have become an important asset to militaries throughout the Tri-Galaxies. They are classed as any military vehicle which moves about on 2 or 4 legs and is capable of delivering heavy weaponry to the battlefield. Most Walkers are designed with only two legs, however there are some four-legged models available (not covered in this book).

Walkers are produced by a variety of manufacturers, however Midnight, SOM and Machingbird are the leaders. Most Walkers are capable of only traversing land, however in recent years there have been adjustments made and now Walkers with booster packs and even space-capabilities are all the rave. Still, most Walkers are only capable of land movement and booster jets are still very expensive.

Like ships, Walkers can be outfitted with a variety of weapons systems and computer systems. Upgrades are available, however they are not as interchangeable as ships are. The following pages will detail all of the most popular Walker models available to the Players as well as some of their add-on weaponry.

Computer systems such as ALTS, MLS and LOCS systems can be used from the Ships section previously and they are not detailed in this section. Likewise, armor for Walkers is identical to the listings given in the Ships section.

Walkers do not have upgradeable engines (although special booster backs can be added). The engine listed with the Walker's entry is the only engine available for it, although it should be noted that, at and additional cost, higher-powered versions can be installed.

Jason Howard (order #809507)

MerCore Renegade AW-104

Capabilities: Land, limited Sea	
Purchase: $500,000	Mo EP: 1
Lease: 2 EPs	
Manufacturer: MerCore	
Blip Reading Value: Small	
AG: 15	
Hit-Points: 200	
Number of Cockpits:	**1**
Universal	1
Navigational	X
Communications	X
Weapons	X

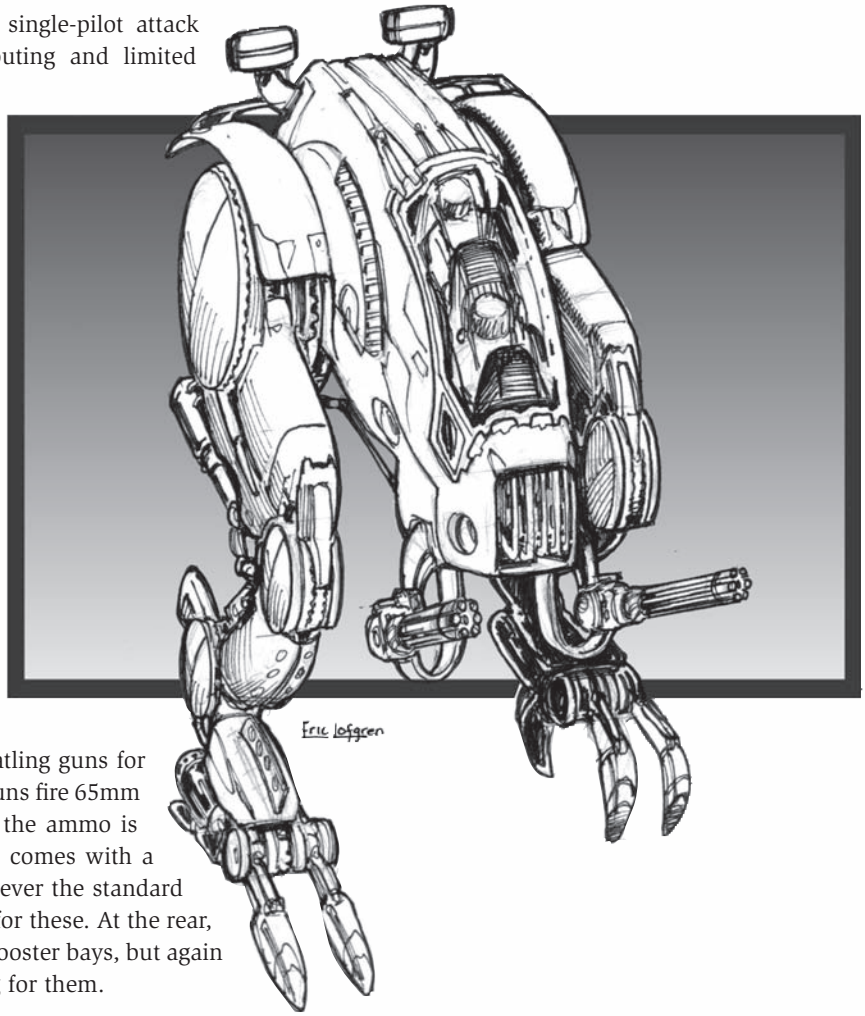
CS Bays: 3	**Included**
MLS	OTC Multi-System 180
ALTS	OTC Surelock 4
LOCS	OTC Lock-Assure 1
Other	NA

Evasion Roll Modifiers	
Dogfight:	-8
Short:	-4
Medium:	+0
Long:	+4
Extremely Long:	+8

Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	300 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	2	NA
Evasion Systems Bays	1	10
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	One MerCore WM80
Armor Rating:	**-10**	**Includes OTC Gladiator A Armor**

Mercore's Renegade AW-104 is a small, single-pilot attack walker suitable for reconnaissance, scouting and limited attack missions. It stands approximately 18-feet tall. The single cockpit allows the pilot to operate all controls and weapons systems. The cockpit is sealed for protection against all NBC agents and is also water-tight. Because of this, the Renegade can be fully submersed in water, however it is not capable of extended underwater operation and is best used to cross deep rivers, ponds and the like.



The Renegade has a top speed of 75mph while running. The base model shown includes MerCore's Renegade WM80 engine, but an upgraded WM90 engine is available for an additional $10,000. The WM90 gives the Renegade a top-running speed of 100mph. The base model shown also comes with three CS bays.

For weapons, the Renegade comes standard with two of MerCore's M-360 gatling guns for the modular cannon bays. These gatling guns fire 65mm rounds and inflict 8D6 damage. Cost for the ammo is $600 for a box of 50. The Renegade also comes with a pair of modular missile bays on top, however the standard model does not include any missile pods for these. At the rear, the Renegade also has a pair of modular booster bays, but again the base model does not include anything for them.

Jason Howard (order #809507)

SOM Raptor AW-209

Capabilities: Land		**CS Bays: 2**	**Included**
Purchase: $400,000	Mo EP: 1		
Lease: 2 EPs		MLS	SOM Quantum Lock A
Manufacturer: SOM		ALTS	SOM Weapon Glue 100
Blip Reading Value: Small		LOCS	NA
AG: 14		Other	NA
Hit-Points: 175		**Evasion Roll Modifiers**	
Number of Cockpits:	**1**	Dogfight:	-9
Universal	1	Short:	-5
Navigational	X	Medium:	+0
Communications	X	Long:	+4
Weapons	X	Extremely Long:	+8

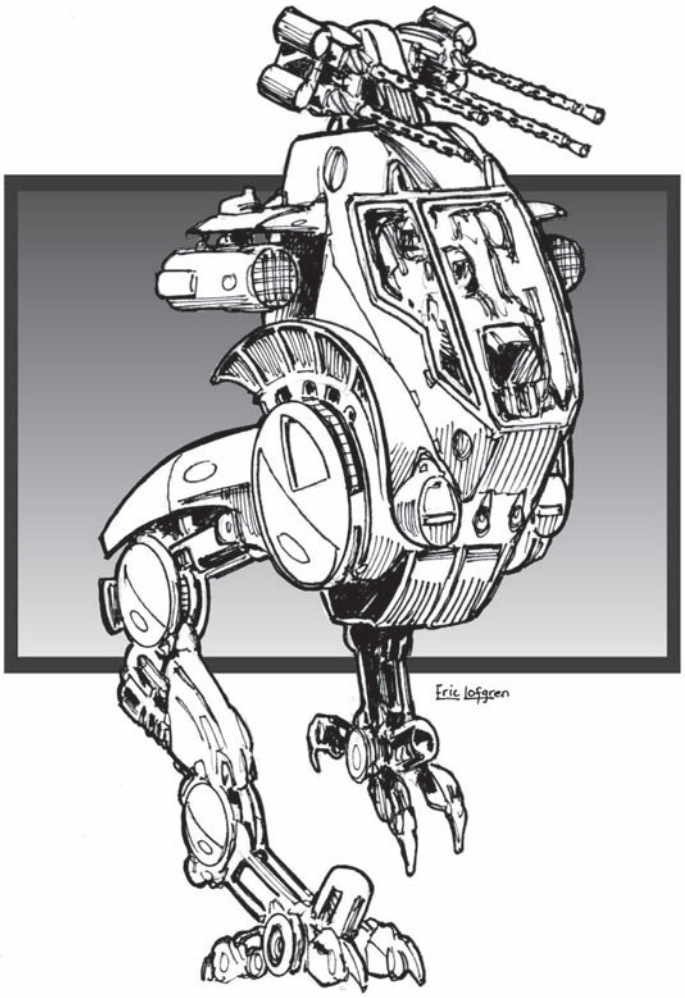
Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	300 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	0	X
Evasion Systems Bays	0	X
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	One SOM W-120
Armor Rating:	**-15**	**Includes SOM Paladin VI Armor**

The Raptor AW-209 is SOM's smallest and swiftest walker on the market. This single-cockpit model allows one pilot to operate the entire vehicle and its weapons systems. The cockpit is sealed against NBC agents to keep the pilot safe. It stands nearly 14-feet high and has a top running speed of 80mph using SOM's W-120 engine (for an additional $9,000 the SOM W-220 can be added to give it a top-speed of 110mph). The Raptor can trudge through water up to the base of the cockpit but cannot operate in water any deeper than that.

The base model Raptor (shown) comes with two CS bays complete with an MLS and ALTS computer system. For weapons, the base model includes SOM's very own Powershot 65-A machine guns (see entry later in this section for stats and data) mounted on the top of the cockpit. It should be noted that while this is considered a dual-modular cannon bay, an additional $5,000 will upgrade this to accommodate a Misc. Modular Bay, thus allowing it to house either a pair of cannons or a miscellaneous unit.

On either side of the Raptor are its modular missile bays. The base model shown includes a pair of SOM's Stinger Missile pods. Each pod can hold 30 Stinger missiles. Missiles can be fired singly at a target (inflicting 3D6 damage each), or in volleys of five which will inflict 10D6 damage to the target. Stinger missiles cost $100 each.



Jason Howard (order #809507)

Midnight Venom AW-300X

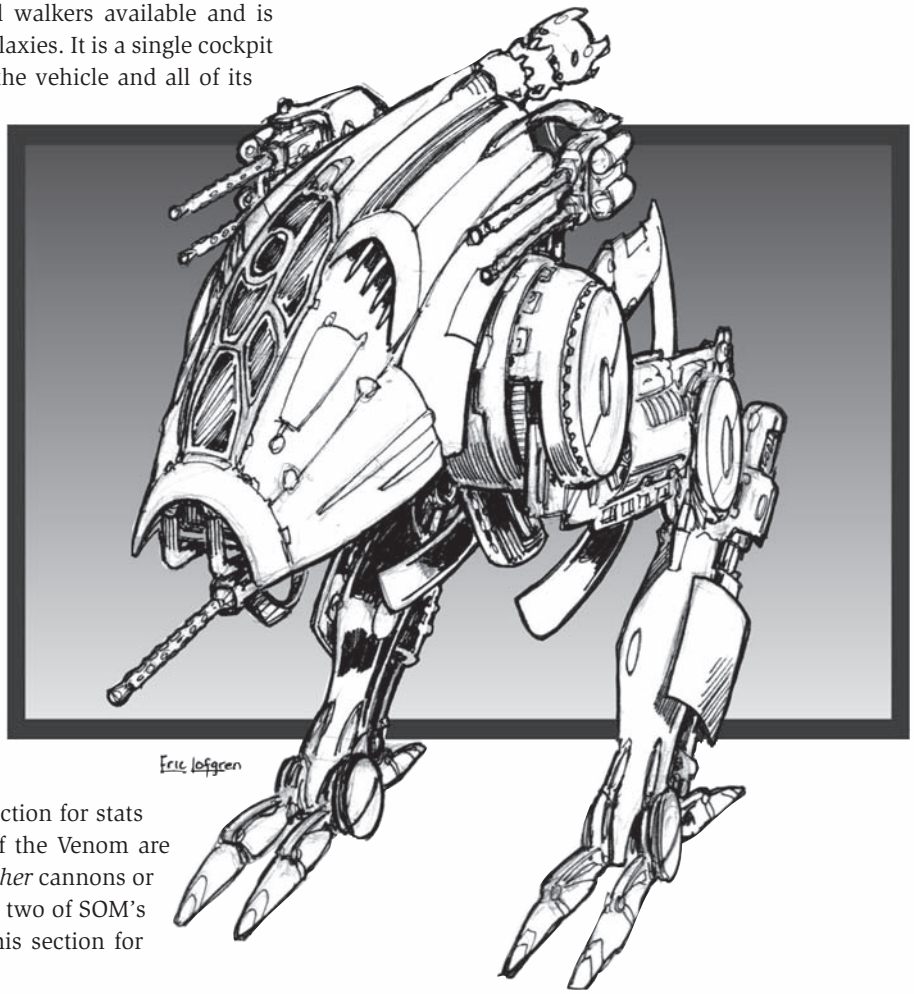
Capabilities: Land, Sea	
Purchase: $800,000	Mo EP: 1
Lease: 2.5 EPs	
Manufacturer: Midnight	
Blip Reading Value: Small	
AG: 16	
Hit-Points: 220	
Number of Cockpits:	**1**
Universal	1
Navigational	X
Communications	X
Weapons	X

CS Bays: 3	**Included**
MLS	Fathom Lock-On II
ALTS	Fathom Can't Sake 1
LOCS	Fathom LiveWire 5-A
Other	NA

Evasion Roll Modifiers	
Dogfight:	-7
Short:	-3
Medium:	+1
Long:	+6
Extremely Long:	+10

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	3	300 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	2	NA
Evasion Systems Bays	1	10
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	One Midnight AW300
Armor Rating:	**-20**	**Includes SOM's EXO-Shell 1 Armor**

The Venom is one of the finest small walkers available and is used extensively throughout the Tri-Galaxies. It is a single cockpit model, allowing one pilot to operate the vehicle and all of its weapon systems. The cockpit is NBC safe and the entire vehicle is water-tight, allowing it to operate fully submersed in water. Additionally, the Venom comes standard with Midnight's AW300 engine which is operational to depths of 1,000 feet, making the Venom a fully-aquatic walker—one of the very few on the market. The AW300 engine gives the Venom a top running speed of 85mph. The AW350 (a $12,000 upgrade) brings the Venom's top-speed up to 130mph and allows it to dive to 1,250 feet.



The base model Venom shown comes with three CS bays featuring high-quality Fathom Technology components. For weapons, the base model includes a single modular cannon bay beneath the cockpit and comes standard with a SOM Hyper Cannon 75-B (see entry later in this section for stats and data). To either side of the top of the Venom are mounted modular bays able to hold *either* cannons or missile pods. The base model includes two of SOM's Powershot 65-As (see entry later in this section for stats and data).

Finally, the Venom has two modular bays for booster packs (none included with base model). Because of its submersible capabilities, these are typically filled with Midnight's Aqua-Jet 5-C boosters (see entry later in this section for details).

The Venom stands 18-feet tall, from its feet to the top of the cockpit.

Jason Howard (order #809507)

Machingbird Land Falcon AW-90

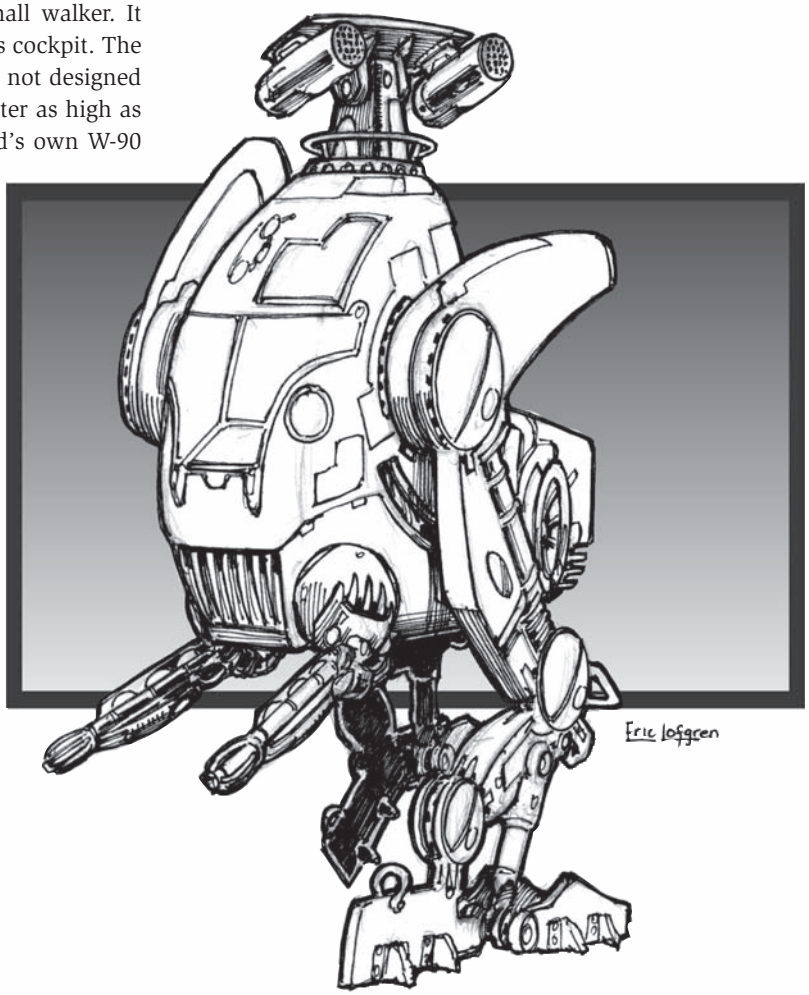
Capabilities: Land		**CS Bays: 3**	**Included**
Purchase: $700,000	Mo EP: 1		
Lease: 2.5 EPs		MLS	SOM Quantum Lock A
Manufacturer: Machingbird		ALTS	SOM Weapon Glue 100
Blip Reading Value: Small		LOCS	Fathom LiveWire 5-A
AG: 15		Other	
Hit-Points: 200		**Evasion Roll Modifiers**	
Number of Cockpits:	**1**	Dogfight:	-8
Universal	1	Short:	-4
Navigational	X	Medium:	+0
Communications	X	Long:	+7
Weapons	X	Extremely Long:	+9

Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	300 rounds each
Modular Misc. Bays	1	NA
Modular Booster Bays	2	NA
Evasion Systems Bays	1	10
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	One Machingbird W90
Armor Rating:	**-13**	**Includes Machingbird Protector S3 Armor**

Machingbird's Land Falcon is their premier small walker. It stands just over 14-feet from foot to the top of its cockpit. The single, one pilot cockpit is NBC safe. While it is not designed to operate submerged, it can operate well in water as high as 10-feet. The base model's engine— Machingbird's own W-90 engine—gives it a top speed of 70mph. The $20,000 upgraded W-180 engine increases this top-speed to 120mph while running.

The base model shown includes a pair of modular cannon bays beneath the cockpit. Included in these are SOM Mercenary 4 laser cannons (see entry later in this book for stats and data). On top of the vehicle is a removable bay which holds two missile pods (included with the base model are a pair of SOM Mosquito missile launchers—see entry later in this book for details). If this bay is removed, it makes room for a single Misc. Modular Bay. At the rear of the vehicle are two booster pack bays (none included with base model). Typically these are filled with rocket boosters to give the Land Falcon limited flight capabilities.



Jason Howard (order #809507)

SOM Bulldog AW-801

Capabilities: Land	
Purchase: $650,000	Mo EP: 1
Lease: 2 EPs	
Manufacturer: SOM	
Blip Reading Value: Small	
AG: 16	
Hit-Points: 200	
Number of Cockpits:	**1**
Universal	1
Navigational	X
Communications	X
Weapons	X

CS Bays: 3	**Included**
MLS	SOM Quantum Lock A
ALTS	SOM Weapon Glue 100
LOCS	SOM Orion 12
Other	NA

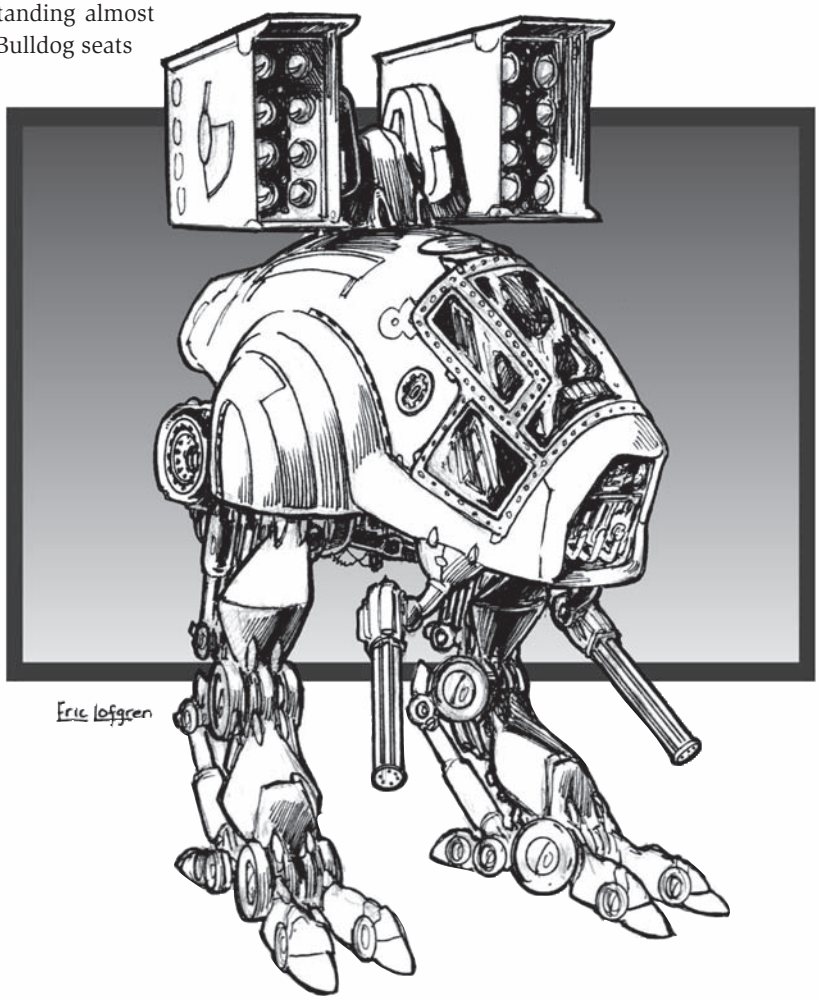
Evasion Roll Modifiers	
Dogfight:	-6
Short:	-3
Medium:	+0
Long:	+3
Extremely Long:	+6

Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	300 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	2	NA
Evasion Systems Bays	1	5
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	SOM AW801-E
Armor Rating:	**-15**	**Includes SOM Paladin VI Armor**

The Bulldog is SOM's premier light walker. Standing almost 15-feet from foot to the top of the cockpit, the Bulldog seats a single pilot who can operate all weapons and maneuver the vehicle. The cockpit is sealed against NBC agents, and while the Bulldog can be fully submersed, it cannot stay underwater for more than a few minutes. The base model shown includes SOM's AW801-E engine which allows it to achieve a maximum running speed of 80mph.

The base model includes two modular cannon bays beneath the cockpit and a pair of missile bays on top. Included with the Bulldog are SOM's Revolver XL 65mm gatling guns (see entry later in this section for details on this weapon). The Bulldog also includes a pair of SOM's Halberd Missile pods which are some of the most lethal small missiles available to walkers (see entry for these later in this book for details). The Bulldog also has modular bays in back to hold a pair of booster rockets (not included with the base model) to allow for limited flight capabilities.



Jason Howard (order #809507)

OTC Moray AW-202

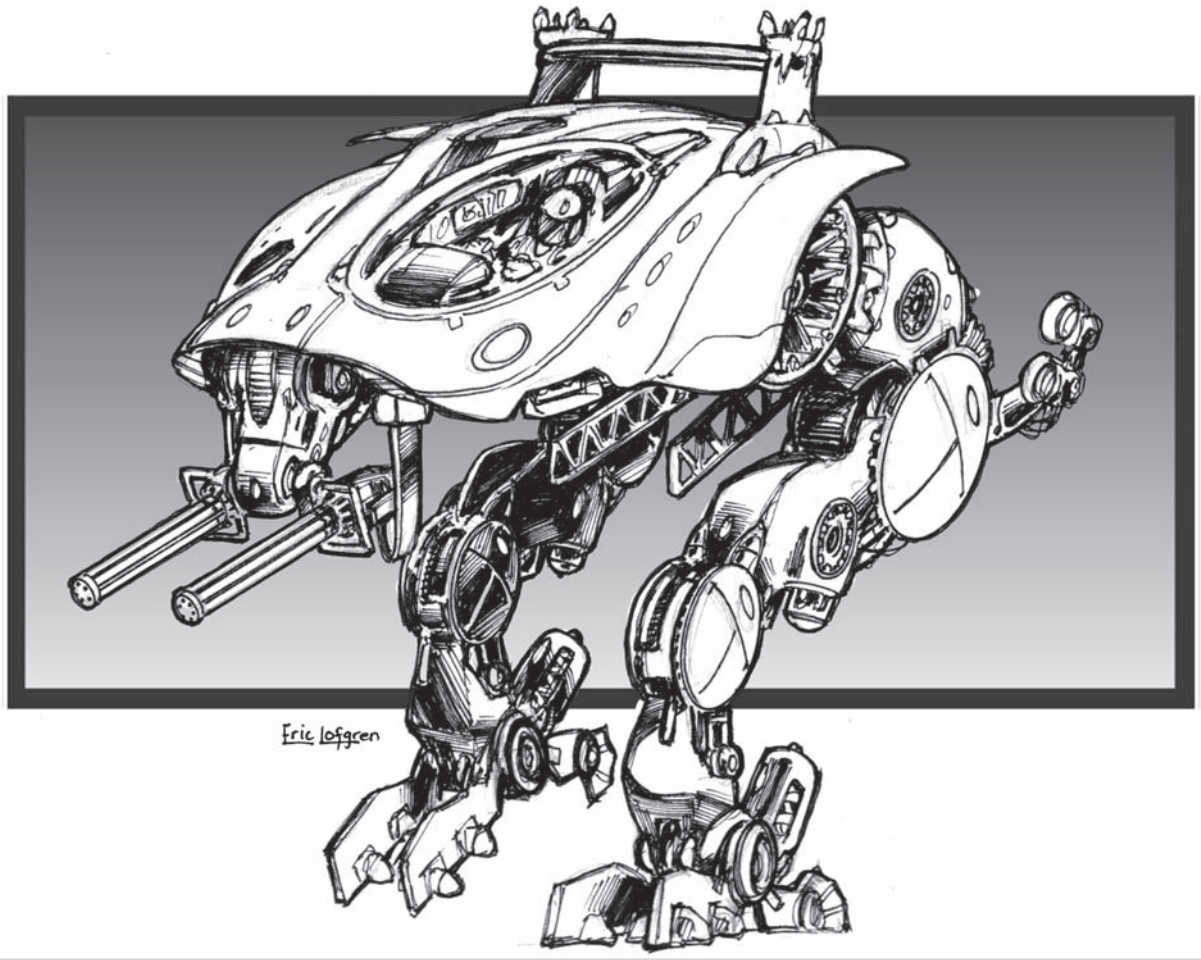
Capabilities: Land, limited Sea		**CS Bays: 3**	**Included**
Purchase: $600,000	Mo EP: 1		
Lease: 1.5 EPs		MLS	OTC Multi-System 180
Manufacturer: OTC		ALTS	OTC Surelock 8
Blip Reading Value: Medium		LOCS	OTC Lock-Assure 1
AG: 15		Other	NA
Hit-Points: 250		**Evasion Roll Modifiers**	
Number of Cockpits:	**2**	Dogfight:	-8
Universal	2	Short:	-4
Navigational	X	Medium:	+0
Communications	X	Long:	+3
Weapons	X	Extremely Long:	+6

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	500 rounds each
Modular Misc. Bays	2	NA
Modular Booster Bays	2	NA
Evasion Systems Bays	1	5
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Small	1	One OTC AWM1
Armor Rating:	**-20**	**OTC Gladiator B Armor**

While they do not have much experience building walkers, the Moray proves that OTC's engineering is on par with any of the big companies of the Tri-Galaxies. A medium-sized walker standing just over 19-feet, the Moray has a twin-cockpit design which allows two pilots to sit side-by-side. Having twin Universal cockpits, both pilots can operate the vehicle as well as all weapons systems. However, in combat, one pilot will typically take ownership of maneuvering the Moray while the other operates all weapons.

The cockpit is safe against all NBC agents, and the entire vehicle is designed to be submersible. With OTC's stock AWM1 engine, the Moray can achieve a maximum running speed of 70mph and can dive to depths of 1,500 feet.

The base model, while it has two modular cannon bays in front, two modular missile bays on top and two modular Misc. Bays in back, only comes equipped with a pair of OTC Stingray Cannons (shown in illustration). The Stingray cannons fire 68mm rounds in gatling gun style and are even operational below water. The Stingray cannons inflict 8D6 damage. Rounds cost $650 per box of 50. The Moray has booster modules in back and it is recommended that they are equipped with Midnight's Aqua-Jet 5-Cs.



Jason Howard (order #809507)

SOM Warlord AW-590

Capabilities: Land	
Purchase: $1.2 million	Mo EP: 1
Lease: 3 EPs	
Manufacturer: SOM	
Blip Reading Value: Medium	
AG: 14	
Hit-Points: 370	
Number of Cockpits:	**1**
Universal	1
Navigational	X
Communications	X
Weapons	X

CS Bays: 3 **Included**

MLS	SOM Quantum Lock B
ALTS	SOM Weapon Glue 300
LOCS	SOM Orion 12
Other	NA

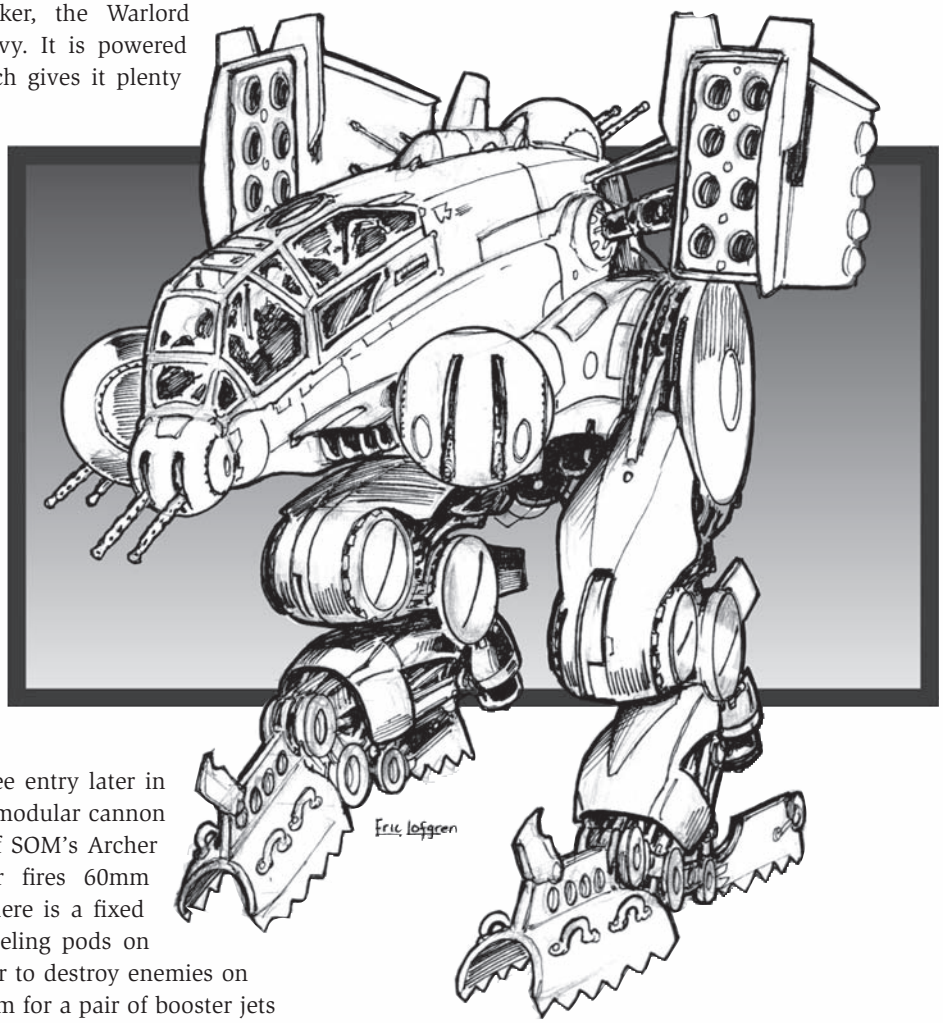
Evasion Roll Modifiers

Dogfight:	-10
Short:	-6
Medium:	-2
Long:	+3
Extremely Long:	+6

Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	4	400 rounds each
Modular Misc. Bays	1	NA
Modular Booster Bays	2	NA
Evasion Systems Bays	1	10
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Medium	1	SOM Hercules II
Armor Rating:	**-30**	**SOM Paladin XR IV Armor**

Considered a medium-sized walker, the Warlord is massively armed and ultra-heavy. It is powered by SOM's Hercules II engine which gives it plenty of horsepower and a maximum running speed of 65mph. A $40,000 upgrade to the Hercules III-B engine will give it a maximum running speed of 80mph. Its cockpit is sealed against NBC agents and has room for two pilots: a navigator and a weapons operator. The navigator's seat also acts as a universal cockpit in a pinch. The Warlord is designed only for land warfare and cannot operate in water deeper than 15-feet. The Warlord itself stands 22-feet tall from foot to top of cockpit.



The base model shown is well equipped for close-range warfare and to support ground troops. On top, it has two modular missile bays and includes a pair of SOM's Halberd Missile pods (see entry later in this section). It also includes four modular cannon bays, each fixed with a dual-set of SOM's Archer M-60 machineguns. Each Archer fires 60mm rounds, inflicting 5D8 damage. There is a fixed Archer cannon in front, two swiveling pods on either side, and one pod in the rear to destroy enemies on your six. The Warlord also has room for a pair of booster jets in back. Equipping the Warlord with a pair of these will allow it limited flight and the ability to hover above ground troops.

Jason Howard (order #809507)

Midnight Chimera AWC-900

Capabilities: Land		
Purchase: $1.4 million	Mo EP: 2	
Lease: 3 EPs		
Manufacturer: Midnight		
Blip Reading Value: Medium		
AG: 14		
Hit-Points: 400		
Number of Cockpits:	**2**	
Universal	1	
Navigational	X	
Communications	X	
Weapons	1	

CS Bays: 3	**Included**
MLS	Fathom Lock-On II
ALTS	Fathom Can't Shake II
LOCS	Fathom LiveWire 5-A
Other	NA

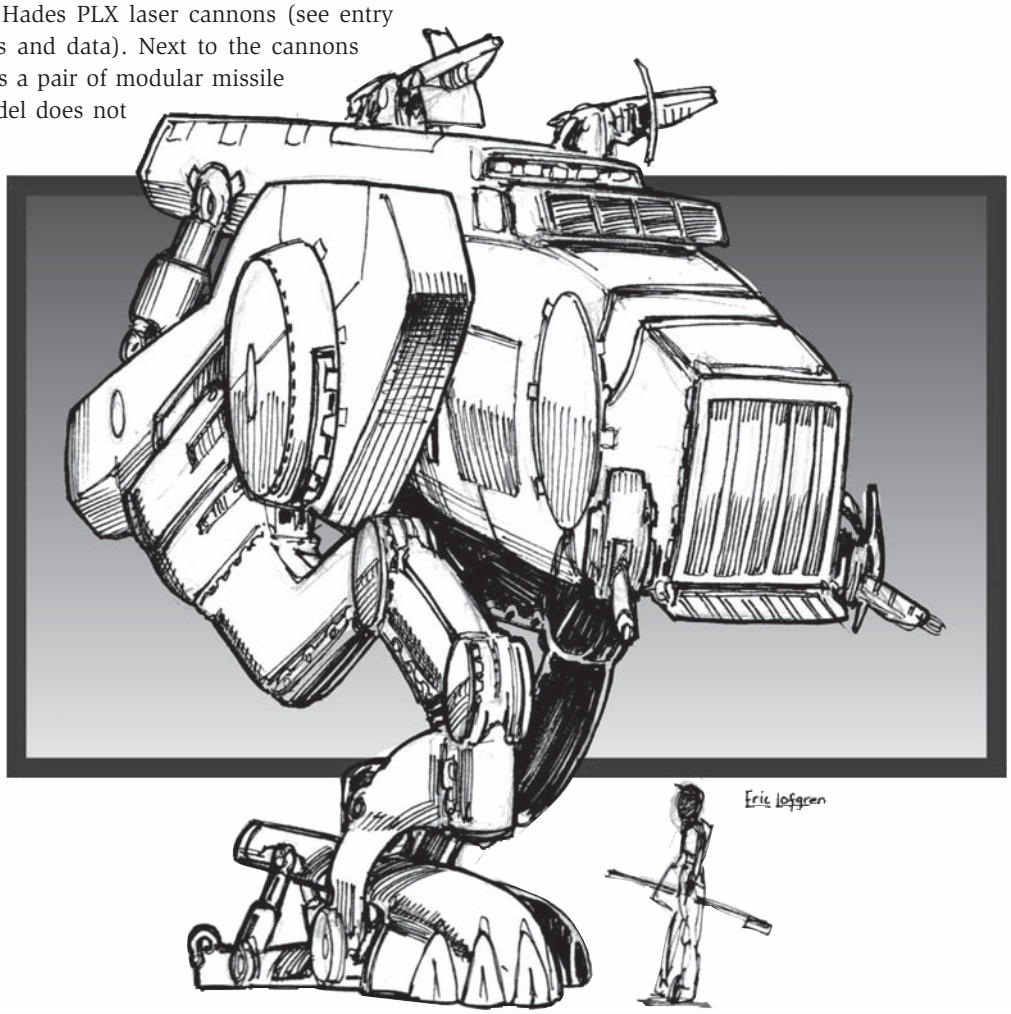
Evasion Roll Modifiers	
Dogfight:	-10
Short:	-6
Medium:	-2
Long:	+3
Extremely Long:	+6

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	4	400 rounds each
Modular Misc. Bays	1	NA
Modular Booster Bays	0	X
Evasion Systems Bays	0	X
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Medium	1	Midnight AWC-9
Armor Rating:	**-40**	**Includes Midnight EXO-Shell 2 Armor**

The Chimera AWC-900 is Midnight's dual-purpose attack walker and carrier. It is one of the most heavily armored and durable walkers of its size, and even the cockpit is sealed by steel plates. The pilots must navigate using monitors and video screens. The Chimera seats two pilots side-by-side: one pilot and one weapons-systems operator. The entire vehicle is sealed against NBC agents and the Chimera can operate completely submerged, although not for extended periods of time. But the Chimera can hold more than just a pair of pilots. It is designed to be a personnel carrier as well and has room for up to six soldiers in back. A quick-release ramp in back allows the soldiers to swiftly deploy from the vehicle.

The Chimera stands approximately 24-feet high from foot to top and is intimidating on any battlefield. With its stock AWC-9 engine, the Chimera can achieve speeds of 70mph while running. A $45,000 upgrade to the AWC-X9 engine will give you a top speed of nearly 90mph.

The Chimera has four modular cannon bays: two on swivel-mounted turrets in front and two on top. The base model shown includes four of Midnight's Hades PLX laser cannons (see entry later in this section for stats and data). Next to the cannons on top, the Chimera also has a pair of modular missile bays, although the base model does not include any missile pods. On back, the Chimera has a Misc. Bay, and once again the base model does not include any equipment for it.



Jason Howard (order #809507)

Machingbird Avatar AW-6

Capabilities: Land	
Purchase: $2 million	Mo EP: 2
Lease: 3.5 EPs	
Manufacturer: Machingbird	
Blip Reading Value: Large	
AG: 15	
Hit-Points: 500	
Number of Cockpits:	**3**
Universal	1
Navigational	X
Communications	1
Weapons	1

CS Bays: 3	**Included**
MLS	SOM Quantum Lock B
ALTS	SOM Weapon Glue 300
LOCS	SOM Orion 24
Other	NA

Evasion Roll Modifiers	
Dogfight:	-9
Short:	-5
Medium:	+0
Long:	+3
Extremely Long:	+6

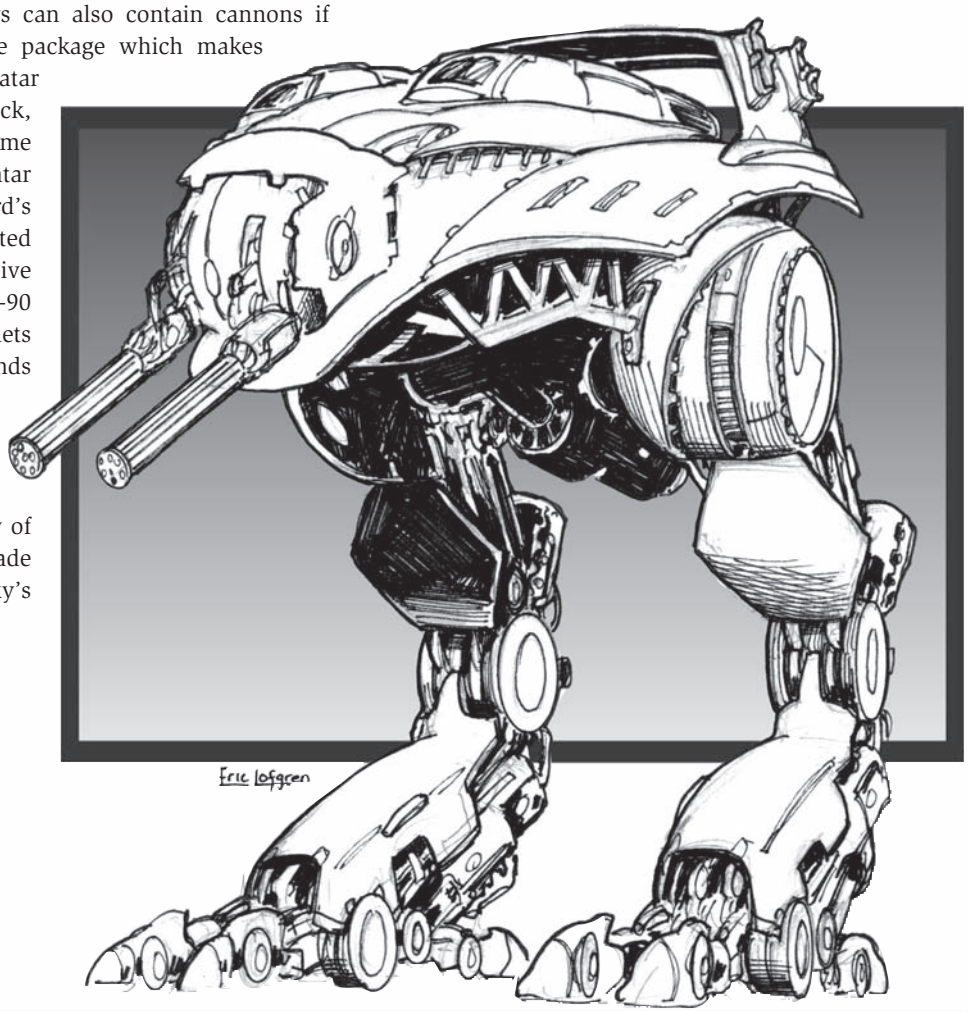
Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	4	Per Pod
Modular Cannon Bays	2	400 rounds each
Modular Misc. Bays	1	NA
Modular Booster Bays	0	X
Evasion Systems Bays	0	X
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Large	1	Machingbird A6
Armor Rating:	**-25**	**Includes Machingbird Protector R8 Armor**

Machingbird's Avatar is an intimidating and powerful walker most suitable for ground support. This large-sized walker stands just over 30-feet tall and has seating for three pilots. The cockpit is sealed against NBC agents and it can trudge through water as high as the fuselage. With Machingbird's A6 engine which was specifically designed for this single model, the Avatar is one of the fastest heavy walkers, able to achieve a running speed of 100mph.

The base model shown has four modular missile bays, all located on top. However, the base model does not include any pods for these bays. These bays can also contain cannons if desired with a $20,000 upgrade package which makes them dual-purpose bays. The Avatar also includes a Misc. Bay in back, but the base model does not come with any unit for this bay. The Avatar does include two of Machingbird's XL-90 cannons in front mounted on a rotating turret. These massive cannons fire Machingbird's XL-90 shells: 90mm armor piercing bullets which inflict 8D10 damage. Rounds cost $1,250 per box of 75.

In short, the Avatar is a deadly opponent on the ground. It is both fast and powerful and can be loaded with an array of different weapons. This has made the Avatar one of the Tri-Galaxy's most popular models.



Jason Howard (order #809507)

SOM Destroyer AW-S 500

Capabilities: Land, Air, Sea, Space		**CS Bays: 3**	**Included**
Purchase: $2.5 million	Mo EP: 2		
Lease: 3.5 EPs		MLS	SOM Quantum Lock B
Manufacturer: SOM		ALTS	SOM Weapon Glue 300
Blip Reading Value: Large		LOCS	SOM Orion 24
AG: 15		Other	NA
Hit-Points: 500		**Evasion Roll Modifiers**	
Number of Cockpits:	**2**	Dogfight:	-9
Universal	1	Short:	-5
Navigational	X	Medium:	+0
Communications	X	Long:	+3
Weapons	1	Extremely Long:	+6

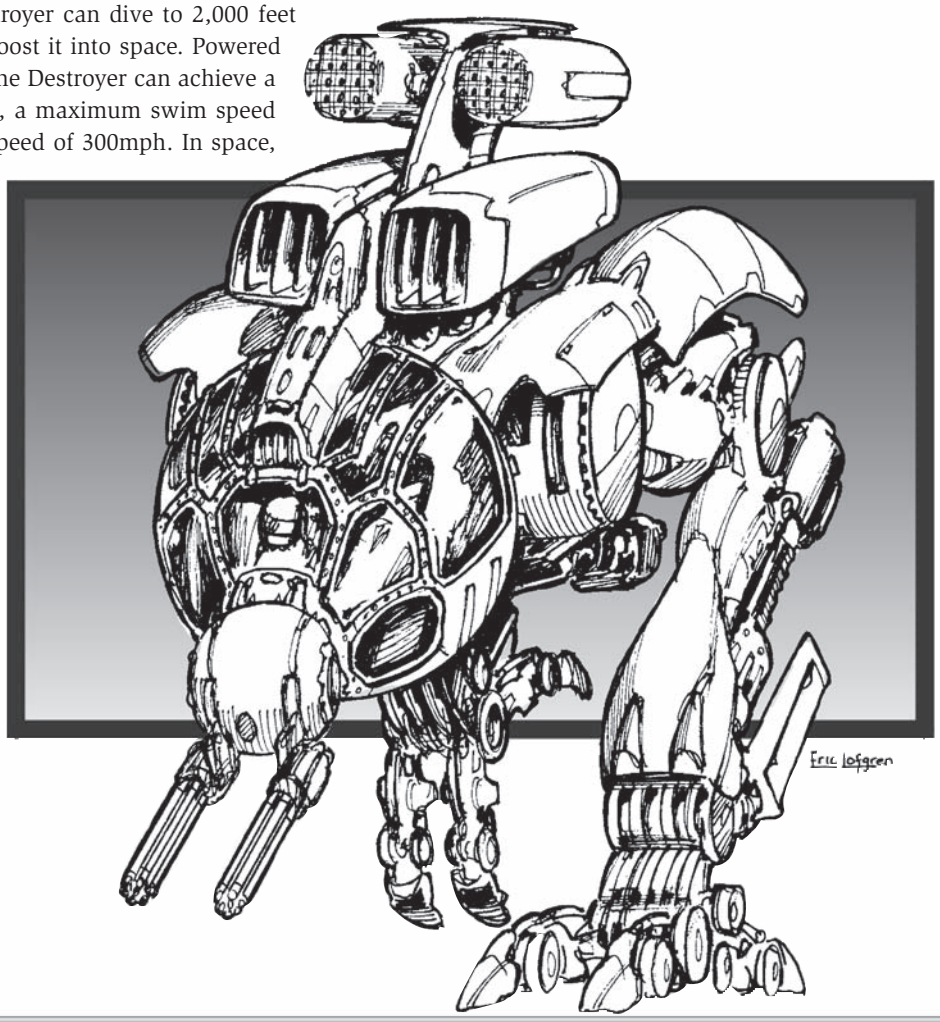
Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	400 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	0	X
Evasion Systems Bays	1	12
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Large	1	SOM AW-S 98
Armor Rating:	**-30**	**Includes SOM Paladin XR IV**

SOM's Destroyer is the only heavy walker on the marker with built-in flight capabilities. Two massive thrusters on top and a pair of variable-vector thrusters on bottom allow the Destroyer to fly through the air (although a bit clumsily) and also allows it to jet off into space for low-orbit warfare. The Destroyer can, by no means, replace ships in the air or in space, but can make for a powerful support vehicle.

The Destroyer is piloted by two men sitting in-line: one for the weapons and one for the controls. The cockpit is sealed against NBC agents and the entire vehicle is suitable for space and underwater missions. The Destroyer can dive to 2,000 feet using the same thrusters that can boost it into space. Powered by SOM's custom AW-S 98 engine, the Destroyer can achieve a maximum running speed of 65mph, a maximum swim speed of 100mph and a maximum flight speed of 300mph. In space, it can achieve speeds of about 600mph.

The Destroyer includes a pair of SOM's Revolver XL 65mm cannons in front (see entry later in this book for stats and data) and a pair of SOM's Mosquito Missile pods on top (see entry later in this book for details). While the Destroyer may not be the most heavily armed walker on the market, it is certainly the only stock model capable of operation under sea and in space. A relatively new model, the Destroyer is not widely used in the Tri-Galaxies.



Jason Howard (order #809507)

Midnight Mantis AW-100

Capabilities: Land, limited Sea	
Purchase: $2.5 million	Mo EP: 2
Lease: 3.5 EPs	
Manufacturer: Midnight	
Blip Reading Value: Large	
AG: 17	
Hit-Points: 550	
Number of Cockpits:	**2**
Universal	1
Navigational	X
Communications	X
Weapons	1

CS Bays: 3	**Included**
MLS	Fathom Lock-On IV
ALTS	Fathom Can't Shake II
LOCS	Fathom LiveWire 5-B
Other	NA

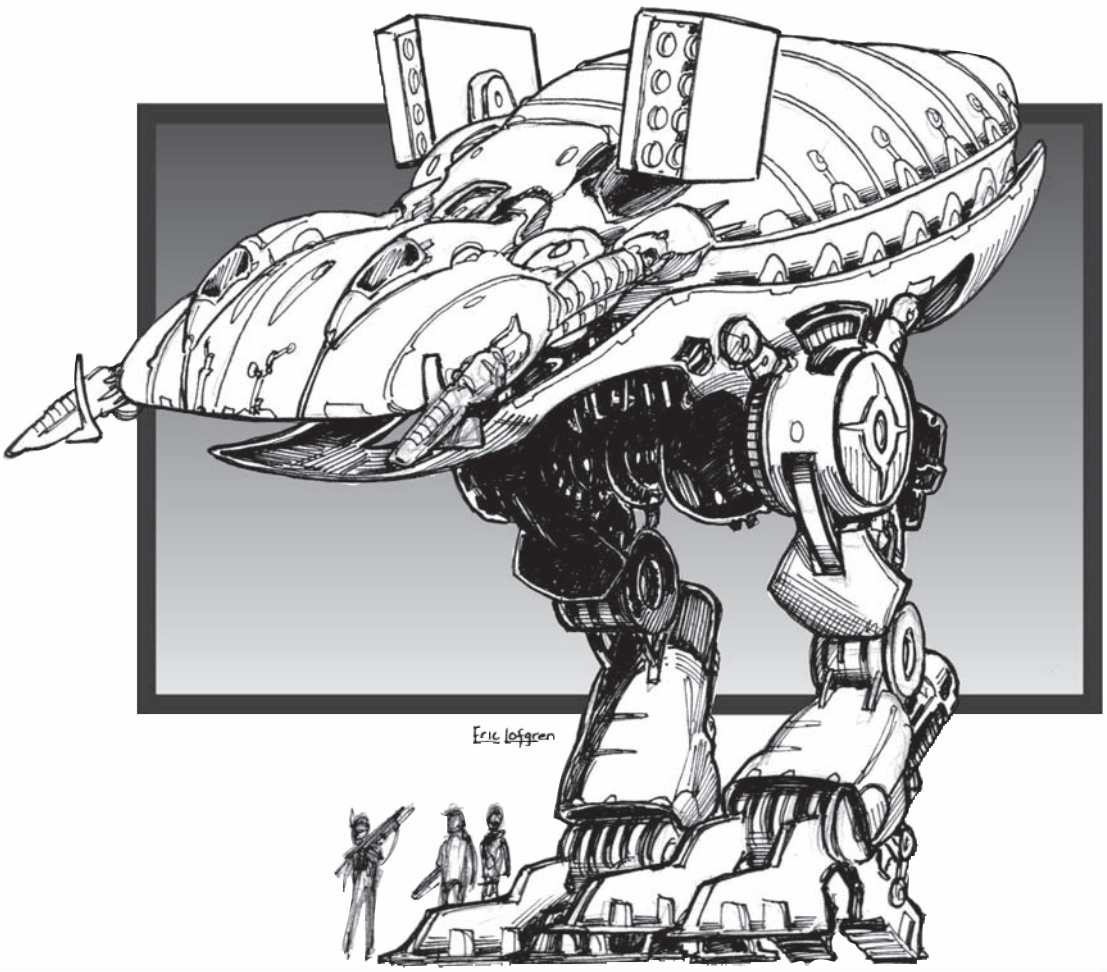
Evasion Roll Modifiers	
Dogfight:	-7
Short:	-3
Medium:	+2
Long:	+4
Extremely Long:	+8

Weapon System Bays

Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	2	400 rounds each
Modular Misc. Bays	0	X
Modular Booster Bays	0	X
Evasion Systems Bays	1	5
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Large	1	Midnight AW100
Armor Rating:	**-40**	**Includes Midnight EXO-Shell 2**

Midnight's Mantis is a very large walker, standing nearly 50-feet high. It is operated by a pair of pilots, using one for the controls and one for the weapons. However, in a pinch the navigator can operate even the weapon systems. The cockpit is sealed against NBC agents and can operate fully submersed, but cannot go below 100-feet of water. Using Midnight's AW-100 engine, the Mantis can achieve a running speed of 100mph. The Mantis is also the most agile of all the heavy walkers, but with the $50,000 upgrade to the AWM100 engine, the Mantis can achieve a top running speed of 120mph, making it the fastest heavy walker on the market.

The Mantis comes standard with a pair of Midnight's Hades PLX cannons mounted in front (see entry later in this section for details on these). The base model (shown) also includes a pair of SOM's Halberd Missile pods (see entry later in this book for stats). The Mantis also has a limited cargo area, able to transport up to six soldiers and their gear. However, to deploy these troops the Mantis has to kneel to the ground and lower a ramp which takes precious time during the heat of battle.



Jason Howard (order #809507)

Midnight Atlas AW-1240

Capabilities: Land		
Purchase: $4.5 million	Mo EP: 2.5	
Lease: 4.5 EPs		
Manufacturer: Midnight		
Blip Reading Value: Large		
AG: 12		
Hit-Points: 800		
Number of Cockpits:	**3**	
Universal	1	
Navigational	X	
Communications	1	
Weapons	1	

CS Bays: 4	**Included**
MLS	Fathom Lock-On IV
ALTS	Fathom Can't Shake II
LOCS	Fathom LiveWire 5-B
Other	None Included

Evasion Roll Modifiers	
Dogfight:	-15
Short:	-12
Medium:	-8
Long:	-4
Extremely Long:	+0

Weapon System Bays		
Bay Type	# of Bays	Ammo Capacity
Modular Missile Bays	2	Per Pod
Modular Cannon Bays	8	400 rounds each
Modular Misc. Bays	2	NA
Modular Booster Bays	0	X
Evasion Systems Bays	1	12
Fixed Engine Type	**# of Eng.**	**Included Engine(s)**
Large	1	Midnight A1240
Armor Rating:	**-40**	**Includes Midnight EXO-Shell 2 Armor**

The Atlas is perhaps the largest walker on the market, standing nearly 60-feet tall and armed with plenty of firepower. Although it may be a lumbering giant, the Atlas is so heavily armored and so well protected that very few vehicles will stand a chance against it. For this reason, the Atlas has become the premier walker of the Tri-Galaxies.

Midnight's Atlas AW-1240 is operated by up to three pilots: a navigator, communications and weapons system operator. The cockpit is sealed against all NBC agents. The Atlas can operate in water up to 50-feet deep. It includes Midnight's A1240 engine, which gives this massive beast a maximum speed of 50mph. The Atlas cannot run like most other walkers, but it can take immense strides.

For weapons, the Atlas leaves all other walkers in the dust. The base model shown includes a pair of large, modular missile bays on top. Included are Midnight's Demon Missile pods which fire Demon II missiles. These missiles have a range of 1,000 yards and inflict 10D6 damage. Each pod can hold 10 missiles and can fire them singly or in volleys of 2, 4, 5 or 10. Damage is compounded by number of missiles fired at the target. Each Demon missile costs $2,100.

Mounted in front are a pair of large, modular cannon bays, each capable of holding two cannons. This means that it has a total of four forward cannons. The base model includes Midnight's Lightning IV machineguns which fire 75mm rounds up to 500 yards away. These cannons inflict 6D8 damage per hit. Rounds cost $700 per box of 50. Located at the back of the Atlas is yet another array of these cannons. Again, there are two large, modular cannons bays, each capable of holding two cannons. Thus, the rear has four cannons to defend against in-coming targets.

But the Atlas does not stop there! It has room for two Misc. Bays on top (the base model shown does not include any units for these). It also has an Evasion Systems bay to help protect it. And this is good, because the Atlas is the slowest and least agile walker on the market.

The Atlas also has a surprise awaiting its enemies. To the left of the cockpit area there is what appears to be a large, steel plate. This is actually a ramp which flips down to reveal the troop transport area. In here up to twelve fully armed soldiers can sit. In the heat of battle the ramp will slowly flip down, allowing the troops inside to file out. It takes two rounds for the ramp to fully deploy.

The Atlas is a massive walker, able to deliver both firepower and troops to the battlefield. While it is slow and lumbering, the Atlas makes up for this with sheer power. It is indeed the most intimidating walker the Tri-Galaxies have ever seen. And while the Atlas may seem large, Midnight has bigger, more terrifying models in the making.

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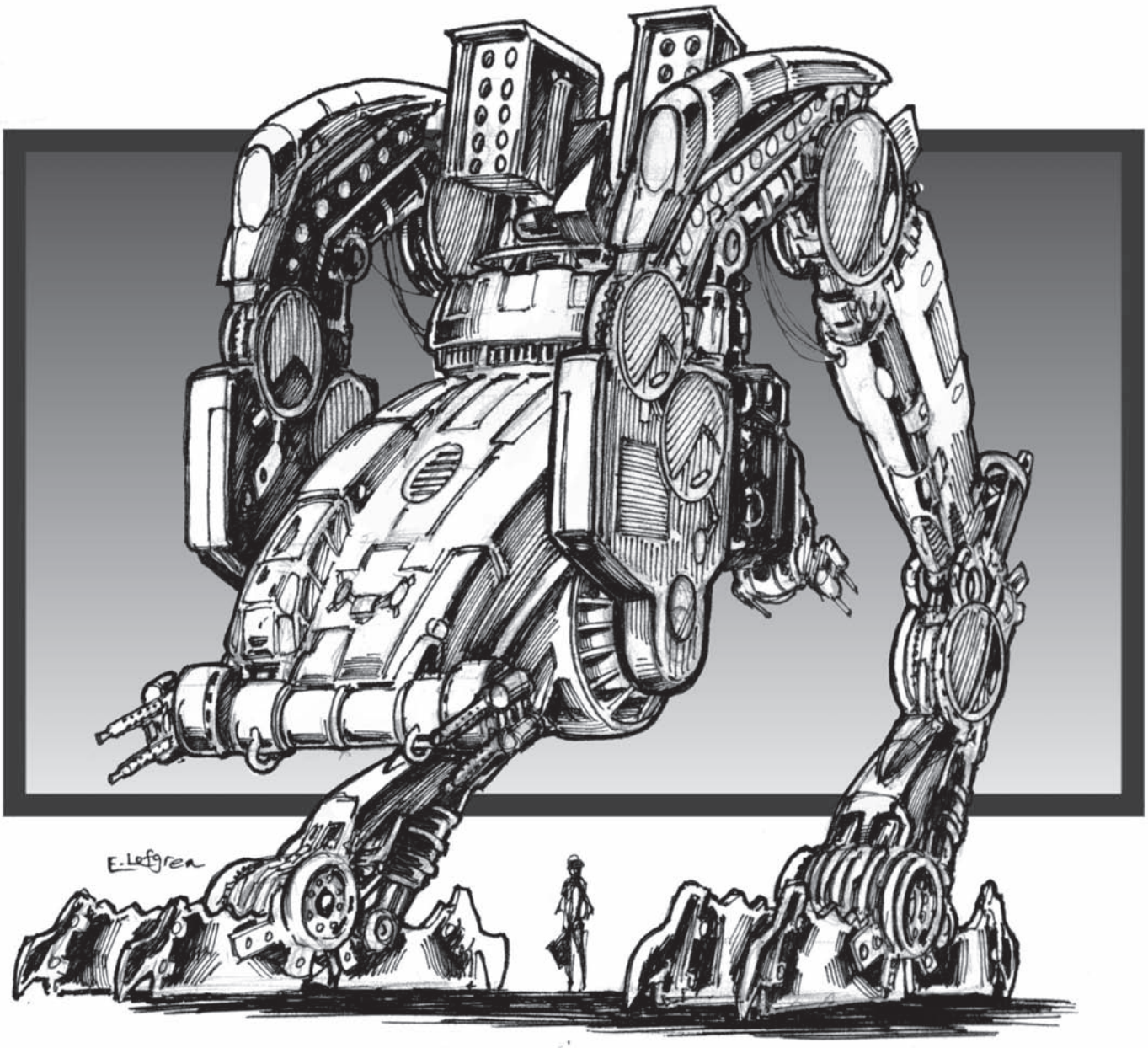


Jason Howard (order #809507)

Walker Weapons and Additional Equipment

All weapons are listed with the following:

Type: This tells what type of missile it is, such as Heat-Seeking, Laser Guided; or what type of weapon it is, such as a Plasma weapon or Railgun. For missile weapons, this will also determine what types of countermeasures will thwart the missile. Types include:

Heat Seeking: This is the most basic type of missile. It attaches to the heat signature of a target and follows it. Flares, flak and other heat-producing countermeasures can thwart it.

Laser Guided: These missiles attach a laser beam to the target and track the target with the laser. Flak and electronic countermeasures can thwart them.

EMT: Electromagnetic Tag is the best type of guidance system for a missile. EMT missiles detect and read the electromagnetic signature of the target craft and follow it. EMT weapons are the most difficult to thwart and produce very strong locks on their targets. Only the most advanced electronic countermeasures can thwart them.

Capabilities: This shows if the weapon can be fired in space, air, water or a combination of them. "Air" also represents weapons that must be fired on land.

Cost: Given in Earth Standard Dollars

Range: This is given in distance, typically miles.

Damage: This is the number and type of dice to roll for damage on a successful hit. Some weapons for vehicles are extremely powerful and may require you to roll as many as 20D10 for damage! In these cases, you can also roll one die and multiple it by the number of dice (in the above you'd roll 1D10 and multiply it by 20).

Increased Hit Dice: This is how many Increased Hit Dice the weapon provides, if any. For info on Increased Hit Dice, see the Vehicular Combat section.

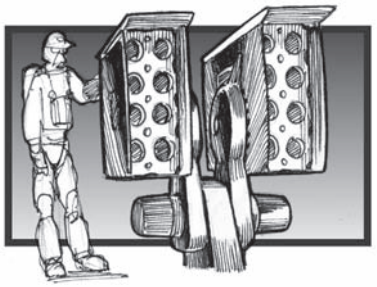
Modular Missile Bay Attachments

Mosquito Missiles

Type: NA
Capabilities: Air, Space
Cost: $9,000 per mod / missiles $500 each
Manufacturer: SOM
Range: 2 miles
Damage: 3D8 each
Increased Hit Dice: 0

Mosquito Missiles are small and deadly. Each pod holds 26 missiles. Missiles can be fired singly or in volleys of 3, 5, 10 or all at once. If multiple missiles are fired, compound the damage of each missile. A Mosquito Missile pod can be added to any modular missile bay on a walker. There are also a couple variations of the Mosquito Missiles. The Mosquito Stingers are tipped with a special metal. When they explode, the metal becomes molten and begins to eat through the target's armor.

Sparrow Missiles



Type: Heat Seeking
Capabilities: Air, Space
Cost: $9,300 per pod / missiles $800 each
Manufacturer: Machingbird
Range: 2 miles
Damage: 4D6 each
Increased Hit Dice: 1

Sparrow Missiles are small, heat-seeking missiles. What is unique about Machingbird's Sparrow pods is that they are mounted in pairs. Thus, a single modular missile bay is outfitted with a *pair* of missile pods. Each pod contains eight missiles. Missiles can be fired in volleys of 2, 4 or 8. And, they can also be fired one at a time. If multiple missiles are fired, compound the damage taken. A Sparrow Missile pod can be added to any modular missile bay on a walker.

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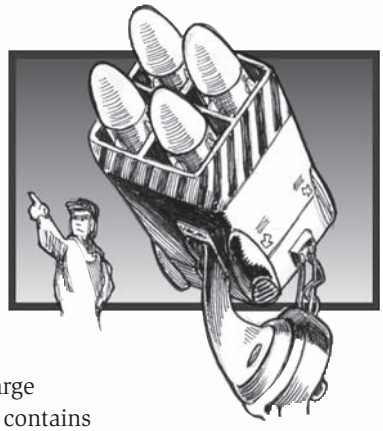
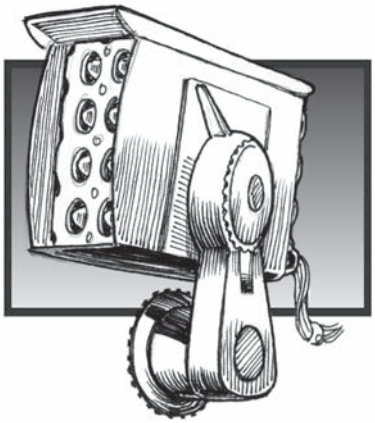
Nosferatu Missiles



Type: Heat Seeking
Capabilities: Air, Space
Cost: $10,500 per pod, missiles $1,000 each
Manufacturer: Midnight
Range: 3 miles
Damage: 4D8 each
Increased Hit Dice: 1
Nosferatu Missiles are large and powerful. Each pod contains four missiles. Missiles can be fired singly or in pairs. A Nosferatu Missile pod can be added to any modular missile bay on a walker.

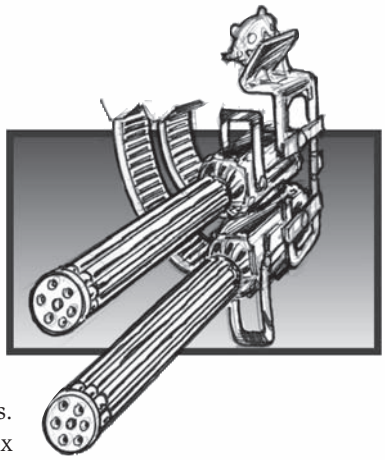
Halberd Missiles



Type: NA
Capabilities: Air, Space
Cost: $10,000 per pod / missiles $900 each
Manufacturer: SOM
Range: 2 miles
Damage: 4D8 each
Increased Hit Dice: 0
Halberd Missiles are one of the most popular missile pods for walkers because they are powerful and small. Each pod contains eight missiles. Missiles can be fired singly or in volleys of 2, 4, 6 or 8. A Halberd Missile pod can be added to any modular missile bay on a walker. Note that there are many variations of Halberd Missiles. For example, the Halberd INX missiles explode in a ball of fire, igniting everything they hit.

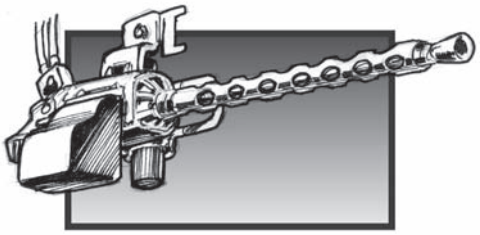
Modular Cannon Bay Attachments

Shogun Cannon



Type: Machine Gun
Capabilities: Air, Space
Cost: $15,000 each
Manufacturer: Midnight
Range: 1 mile
Damage: 4D8 each
Increased Hit Dice: 0
Midnight's Shogun cannons are twin-mounted gatling guns that fire 65mm rounds. Bullets are $500 per box of 50.

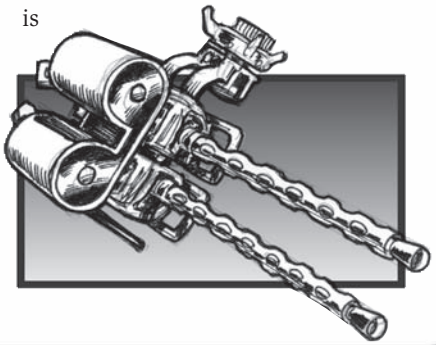
Hyper Cannon 75-B



Type: Machine Gun
Capabilities: Air, Space
Cost: $16,000 each
Manufacturer: SOM
Range: 1 mile
Damage: 5D8 each
Increased Hit Dice: 0
SOM's Hyper Cannon 75-B fires 75mm rounds and is extremely powerful. Bullets are $600 per box of 50.

Powershot Cannon 65-A

Type: Machine Gun
Capabilities: Air, Space
Cost: $16,000 each
Manufacturer: SOM
Range: 1 mile
Damage: 6D8 each
Increased Hit Dice: 0
SOM's Powershot is a twin-mounted 65mm cannon. Bullets are $600 per box of 50.



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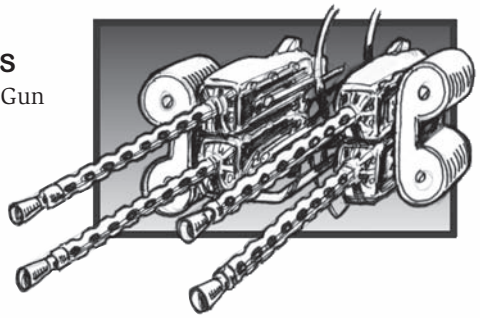
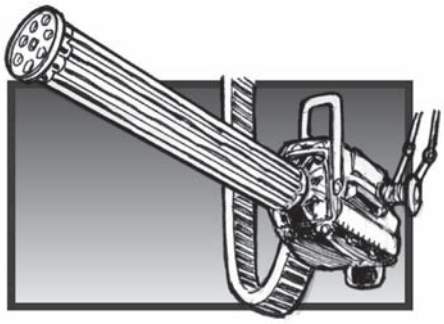
Powershot Cannon 65XLS



Type: Machine Gun
Capabilities: Air, Space
Cost: $25,000 each
Manufacturer: SOM
Range: 1 mile
Damage: 10D8 each
Increased Hit Dice: 0

SOM's Powershot XLS is a quad-mounted version of the Powershot and fires 65mm rounds. Bullets are $600 per box of 50.

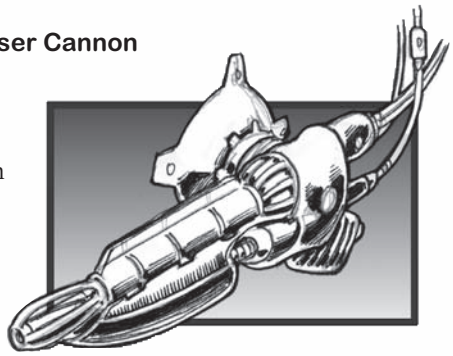
Revolver XL Cannon 65mm



Type: Machine Gun
Capabilities: Air, Space
Cost: $16,000 each
Manufacturer: SOM
Range: 1 mile
Damage: 6D6 each
Increased Hit Dice: 0

SOM's Revolver is a massive high-powered gatling gun that spits out an almost insane amount of ammunition. Bullets are $600 per box of 50.

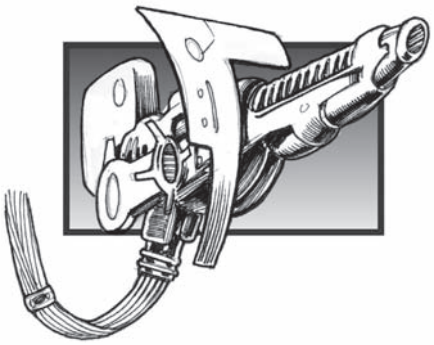
Mercenary 4 Laser Cannon



Type: Plasma
Capabilities: Air, Space, Water
Cost: $25,000 each
Manufacturer: SOM
Range: 5 mile
Damage: 6D8 each
Increased Hit Dice: 0

SOM's Merc 4 laser is a high-powered laser weapon fueled by a plasma cell ($4,500 each) and energy cell ($3,000 each). The plasma cell is good for up to 400 shots before needing to be replaced. The energy cell is good for 24 hours before needing a recharge.

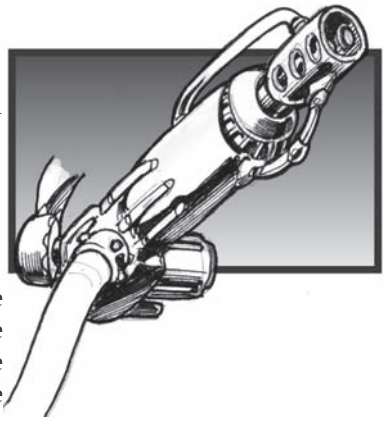
Hades PLX Cannon



Type: Plasma
Capabilities: Air, Space, Water
Cost: $35,000 each
Manufacturer: Midnight
Range: 5 mile
Damage: 6D10 each
Increased Hit Dice: 0

Midnight's Hades cannon is one of the best plasma weapons available for walkers. The Hades is fueled by a plasma cell ($5,000 each) and energy cell ($3,700 each). The plasma cell is good for up to 400 shots before needing to be replaced. The energy cell is good for 24 hours before needing a recharge.

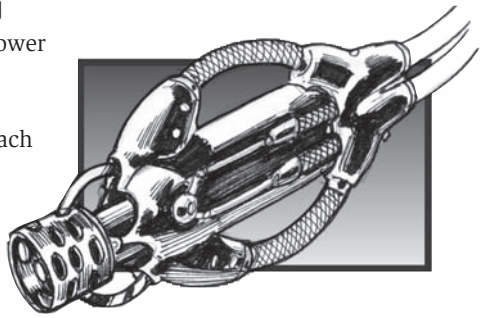
Dragonfire INX 330



Type: Flamethrower
Capabilities: Air, Space, Sea depending upon fuel
Cost: $16,000 each
Manufacturer: SOM
Range: 125 feet
Damage: 10D6 each
Increased Hit Dice: 0

SOM's the Dragonfire is a deadly close-range weapon able to spray fire upon the enemy. Those hit will instantly be engulfed by searing-hot flames that can melt metal and scorch flesh from bone. The Dragonfire can be fueled by a standard cell ($600) which lasts for 25 blasts or 25 consecutive melees of fire. The standard cell can only be used on land. There is also a magnesium-fuel cell ($1,200) which lasts for 25 blasts or 25 consecutive melees of fire. The magnesium cell works on land, in space and beneath water. This is a great weapon for dispersing ground troops.

Firestorm 111



Type: Flamethrower
Capabilities: Air, Space, Sea
Cost: $20,000 each
Manufacturer: Midnight
Range: 200 feet
Damage: 10D8 each
Increased Hit Dice: 0

Midnight's Firestorm 111 is a high-powered, long-range

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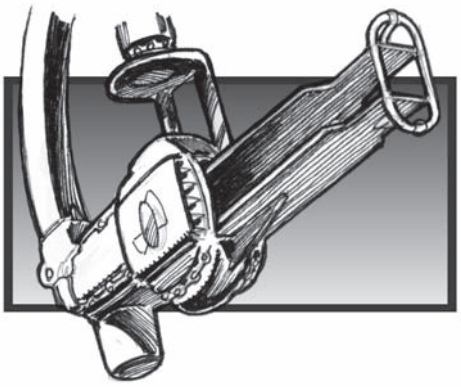
flamethrower. Those hit will instantly be engulfed by searing-hot flames that can melt metal and scorch flesh from bone. The Firestorm is fueled by a high-density ultra-magnesium cell which lasts for 55 blasts or 55 consecutive melees of fire. The fuel cell costs $2,500. The Firestorm can operate on land, in space and beneath water.

Vulture Railgun RX911

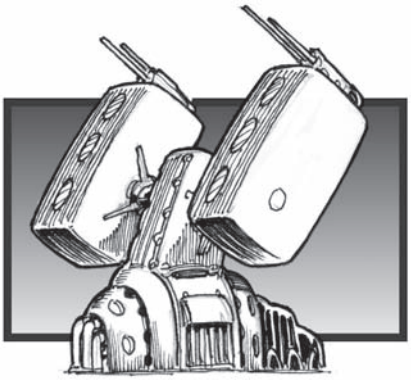


Type: Railgun
Capabilities: Air, Space, Sea
Cost: $65,000 each
Manufacturer: Machingbird
Range: 6 miles
Damage: 10D10 each
Increased Hit Dice: 0

The Vulture is Machingbird's premier cannon for walkers. This ultra-high velocity railgun fires solid metal spikes at more than 7-times the speed of sound. Replacement spikes cost $4,000 per fifty. The typical walker can hold about 100 shots.

Misc. Bay Attachments

Rupture EMP Blaster

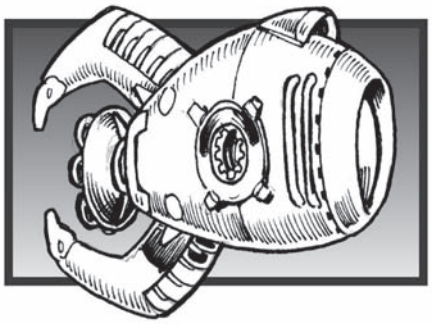


Type: EMP
Capabilities: Air, Space, Water
Cost: $100,000 each
Manufacturer: Midnight
Range: 1 mile
Damage: See below
Increased Hit Dice: 0

The Rupture is a focused EMP blaster capable of targeting vehicles up to a mile away. Because it generates a focused blast, it does not endanger other, possibly friendly, vehicles around it. The Rupture must be aimed and focused upon a single target. When fired, the Rupture creates a strong blast of electromagnetic pulses that fire directly at the target vehicle.

While harmless to living creatures and the surrounding area, this EMP blast wreaks havoc upon all electrical and computer systems, shutting them down completely. The target vehicle will immediately lose all power and shut down, causing airborne vehicles to crash. Computers, electronics and other such devices are also shut down as power is cut from all equipment. Even battery operated devices will fail. All electrical and computer devices caught in the blast area have a 90% chance of being permanently damaged and will not work again until repaired. This chance of being damaged doubles for every blast that occurs to the vehicle. The Rupture is capable of generating one blast every 10-minutes (approximately 15 - 20 rounds).

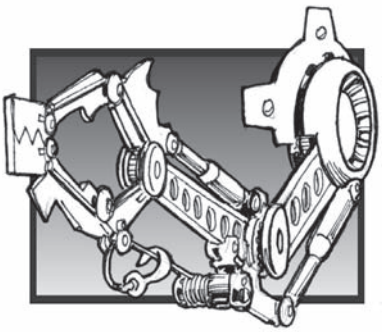
Seeker 980



Type: Smart Bomb
Capabilities: Air, Space, Sea
Cost: $25,000 each
Manufacturer: Machingbird
Range: 2 miles
Damage: 10D8 each
Increased Hit Dice: 7

The seeker is a unique weapon designed to attach to a walker's miscellaneous bay. It is a single, computer-driven bomb that is capable of seeking out its target. Once the seeker is locked (any lock roll will work) it launches itself and travels to its target. Because the seeker uses optically-guided sensors and a smart computer, it is almost impossible to evade. It almost never misses. Unfortunately, only one seeker can be attached to a bay, making this a one-shot weapon best suited to high-priority targets.

Multi-Arm 640



Type: Robotic Arm
Capabilities: Air, Space, Sea
Cost: $15,000 each
Manufacturer: SOM
Range: NA
Damage: NA
Increased Hit Dice: NA

SOM's multi-arm can be attached to any bay and acts as a robotic arm. It can be easily controlled from within the cockpit and is delicate enough to pluck a flower from the ground but strong enough to snip a man in half. It can be used for all sorts of things.

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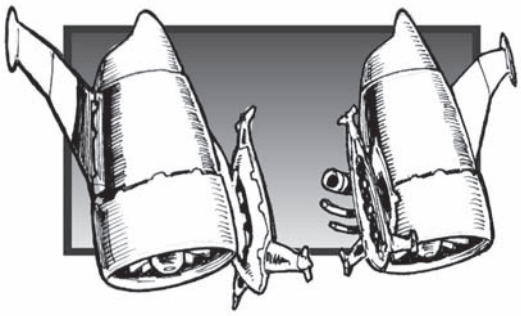
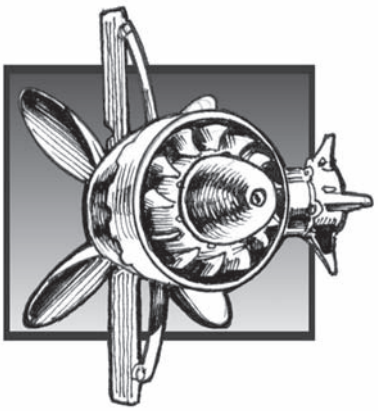
Booster Attachments



SOM Master Blasters

Type: Boosters
Capabilities: Air, Space
Cost: $25,000 each
Manufacturer: SOM
Range: NA
Damage: NA
Increased Hit Dice: NA

SOM's Master Blasters are the best rocket boosters available for walkers. A single pair attached to a walker will give it enough power to lift off the ground and hover. The boosters derive their power from the walker's existing engine. The boosters allow very light walkers to lift and hover up to 500-feet in the air; medium walkers can get about 300-feet into the air and large walkers about 100-feet into the air. While to boosters do not allow the walker to "fly", it does allow them to maneuver slowly and clumsily.



Midnight Aqua-Jet 5-C

Type: Boosters
Capabilities: Sea
Cost: $25,000 each
Manufacturer: Midnight
Range: NA
Damage: NA
Increased Hit Dice: NA

Midnight's Aqua-Jets are designed to allow walkers the ability to "swim" beneath the ocean. They are only suitable for underwater use. The boosters derive their power from the walker's existing engine. The boosters allow the equipped walker to swim slowly through the water, giving it the ability to dive, surface and turn beneath the water.

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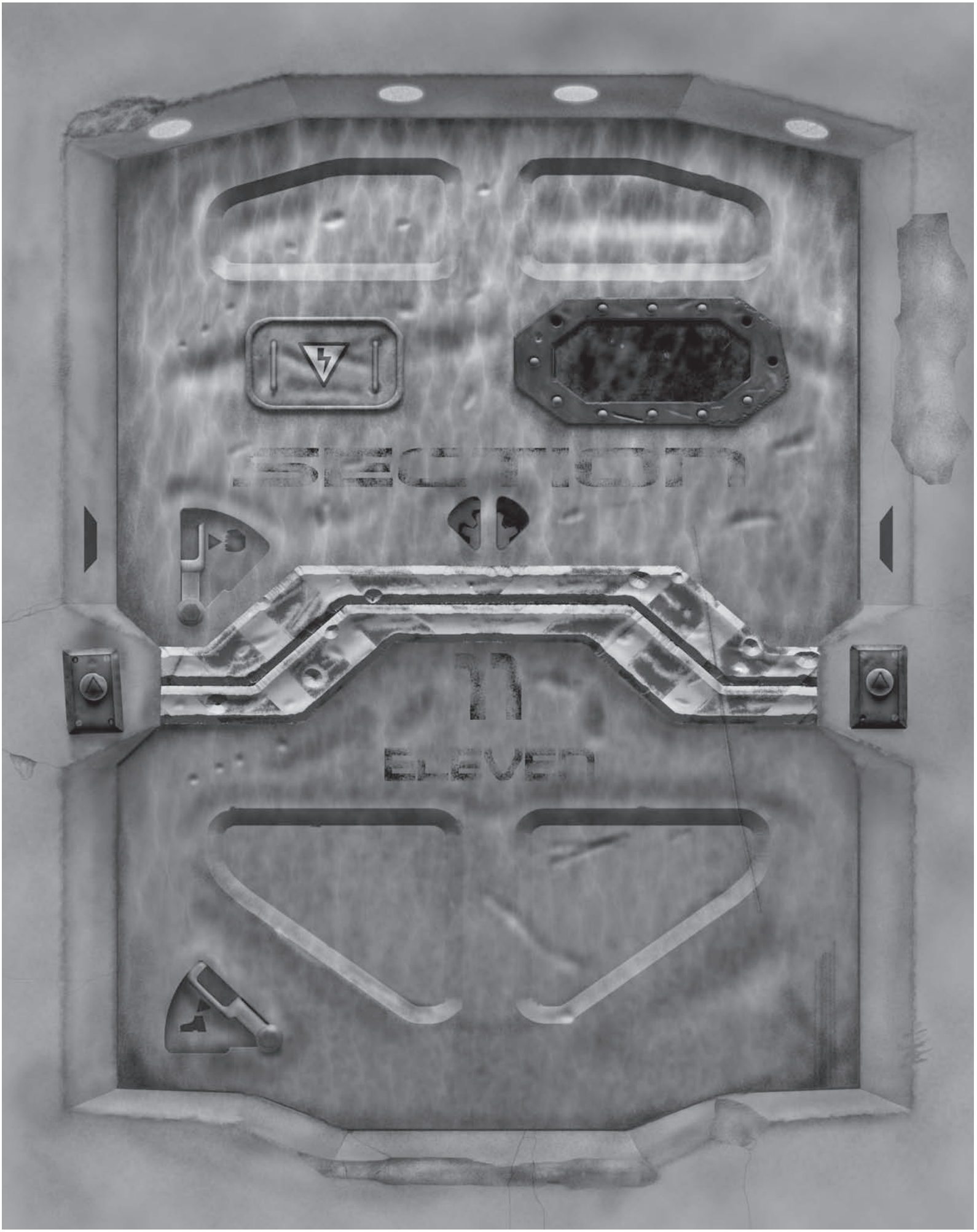

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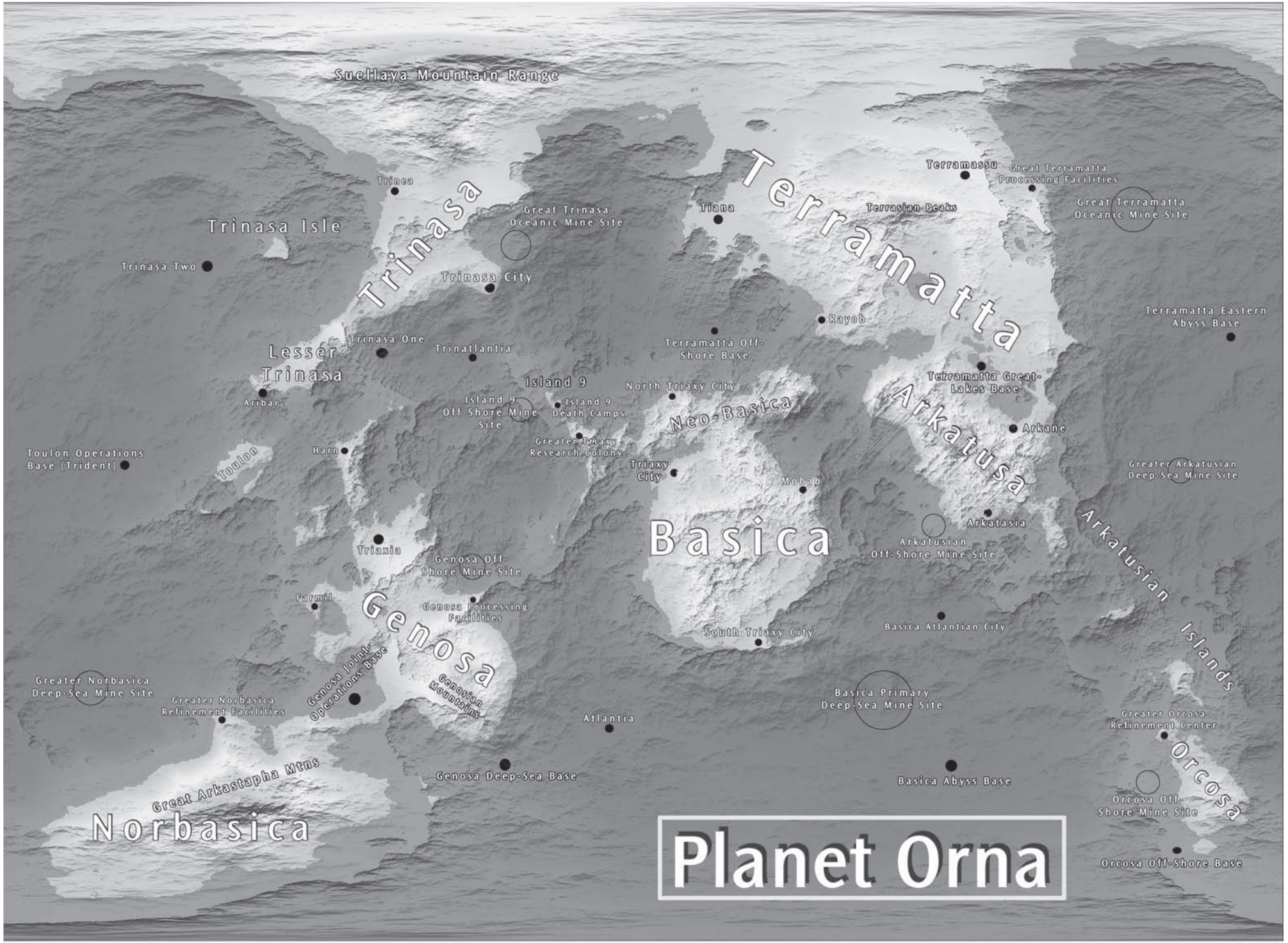

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The Map of Orna

The map of planet Orna shows all major land formations, all major cities and all of Triaxy's largest deep-sea mine sites and processing centers. Obviously, hundreds of other cities, refinement centers and mine sites exist, however only the largest can be shown on this map. Below you will find general information on some of the locations listed on the map. For more information on these locations, please refer to *Orna Today* later in this section.

Ruined Cities

These are the largest known cities where Ornans live amongst burnt-out buildings, rusting husks of old war machines, and tons of debris and rubble. The Ornans here live in constant fear of Triaxy attacks and under the suppression of gangs and cults. The Ornans manage to scrape a living off hunting the surrounding land and living within caves of debris and rubble. Their only currency is barter, and the richest men own working guns or even the occasional motorcycle or car. Disease and illness run rampant through the dirty streets and the only clean water available is from a nearby river or from the rain. There is rarely any working electricity, so on cold nights the people must huddle amongst piles of burning garbage. Life here is tough, to say the least.

The Ruined Cities shown on the Map

Farmil
Mohab
Rayob
Arkane

Propaganda Cities

These cities echo the way life once was. Ornans work for a living or go to school. They shop for groceries or spend an afternoon at the park. However, beneath the surface all is not well. Triaxy government officials watch the citizens like hawks and the streets are patrolled by ruthless Triaxy law officers and frightening Enforcers. Every word that is spoken is monitored and schools are only allowed to teach select subjects. Obedience to Triaxy officials is a must, and the unruly are taken away, never to be seen again. These cities are what Triaxy shows to Trigalactic Union officials and government watchdogs to show them that the Ornans still live with a high quality of life. But everything that can be seen on the surface of these cities is a lie.

The Propaganda Cities Shown on the Map

Trinea
Harn
Tiana
Arkatasia

Triaxy Cities

During their takeover of Orna, Triaxy requisitioned many of Orna's largest and most beautiful cities. Others they have rebuilt over the years. In all cases, Triaxy has made them into bustling metropolises of work and play where Triaxy citizens and workers can live. Casinos dominate the skyline, as well as the corporate offices of Triaxy. Miners who work this planet live in massive housing complexes while the white-collar employees live in rich suburban areas. Ornan slaves are bought and sold, and those who disobey their masters are typically slain or beaten. In the alleys Ornan slaves are commanded by ruthless pimps. Some who were lucky enough to escape their vile masters now hide in the sewers or dark corners of the cities where they eat from the garbage or fall into a life of drugs and crime.

The Triaxy Cities Shown on the Map

Aribar
Trinasa City
Triaxia
Triaxy City
North Triaxy City
South Triaxy City
Terramassu

Atlantean Cities

Hidden deep beneath the waves of the ocean are the only true cities where Ornans are free and go about their lives as they once did. Unbeknownst to Triaxy, the Ornans had built great cities beneath the sea. Always fascinated by the beauty of the oceans, the Ornans had long ago developed the technology to build these massive cities on the abyssal plains of the oceans. Although these cities are self-supporting, the Ornan citizens live in constant fear of being found by a Triaxy research crew or military sweep of the area. Because of these fears, rarely do the mayors of these cities allow any person to leave, and security runs tight and strict. For Perfect Blue, these Atlantean Cities hold the only hope of liberation and they must be protected at all costs.

The Atlantean Cities Shown on the Map

Trinatlantia
Basica Atlantean City
Atlantia

Death Camps and Ornan Processing Centers

Most infamous of all places on Orna are the death camps and Ornan processing centers. All Ornans have heard the stories of the awful experiments and tortures conducted on hapless victims. Most who are taken away to these places are never seen again. But there is one place that many Ornans dare not even whisper its name, and that is the infamous Island 9. For here it is said that terrible things beyond imagination are done to people, and in dark laboratories monsters are made out of men. Ornans who are deemed unfit for life in the propaganda cities or who are thought to cause trouble typically end up in one of these hellish places.

The Death Camps Shown on the Map

Island 9 Death Camp
Greater Triaxy Research Colony

Processing and Refinement Centers

These are the places where Triaxy processes CryAg and the Itosium harvested from planet Orna. They are large, dirty, noisy and spill thousands of gallons of toxic pollutants into the ocean. The air around some of the larger plants is so foul that workers must wear oxygen masks at all times. The shorelines around these plants are black and the waters are covered with toxic chemicals for miles. Because Triaxy has declared Orna a Waste Planet, no measures to clean up or reduce toxins are taken. All waste is pumped into the atmosphere or into the oceans. This is slowly killing the planet and already the oceans of Orna are suffering terrible fates.

The Processing Centers Shown on the Map

Greater Norbasica Refinement Facilities
Genosa Processing Facilities
Greater Orcosa Refinement Center
Great Terramatta Processing Facilities

Deep-Sea Mining Sites

Oceanic mine sites are denoted by a large circle and are roughly to scale. As you can see, the ones on the map are enormous with circumferences of hundreds of miles. These are very rich Itosium fields which Triaxy has been mining out for years now. Resembling great dishes upon the abysmal ocean plains, these sites are bustling with activity 24-hours a day. Triaxy will not stop until all Itosium has been mined out of the planet.

The Deep-Sea Mine Sites Shown on the Map

Greater Norbasica Deep-Sea Mine Site
Genosa Off-Shore Mine Site
Island 9 Off-Shore Mine Site
Greater Trinasa Oceanic Mine Site
Great Terramatta Oceanic Mine Site
Greater Arkatusian Deep-Sea Mine Site
Arkatusian Off-Shore Mine Site
Basica Primary Deep-Sea Mine Site
Orcosa Off-Shore Mine Site

Perfect Blue Base Locations Available

Luckily there is hope. Scattered throughout the oceans of Orna are ancient military bases once owned by the Ornan people. Many of these are unknown to Triaxy and make excellent places for BLUE Level to conduct their operations. On the map, only the deep-sea bases are shown.

The Base Locations Shown on the Map

Trinasa One
Terramatta Eastern Abyss Base
Genosa Joint-Operations Base
Terramatta Off-Shore Base
Trinasa Two
Toulon Operations Base
Basica Abyss Base
Genosa Deep-Sea Base
Orcosa Off-Shore Base
Terramatta Great-Lakes Base

Orna and Beyond: A Guide to the Game World

From space, Orna might look a lot like Earth—that is, when Earth still existed. It's a peaceful blue orb mottled with cloud cover and a few patches of green landmasses. However, enter the atmosphere and everything changes. Once the skies and seas here were blue, but since the coming of Triaxy and their CryAg refinement centers the atmosphere has taken on a yellowish-green tint and the seas near the shores of refinement plants are sickly and black with pollutants. From space, the damage is not yet entirely evident; however once you're on the planet you can see that it is dying.

But even in its prime Orna was not like Earth. The Ornans did not cover their planet with large cities and suburbs or pave roads that covered the lands between them. Although technologically advanced, the Ornans built large cities only sparsely and the idea of suburbs was foreign to them. Instead, the Ornans had their large capitol cities—only a handful to each continent—which were home to millions of civilians and thousands of businesses. Here, in these giant cities of neon lights and towering skyscrapers the Ornans worked and played. At the very outskirts of these bustling metropolises spread farmland and pasture where crops grew in abundance and ranchers raised livestock. But outside this was thick forests and untamed plainland. Scattered about might be small settlements consisting of 100 - 200 Ornan families. Many of them would have to fly hundreds—if not a thousand or more—miles to visit the city. They could not drive there because there were no streets. If they wanted to go by way of land, Ornans in the "outreaches" (as they were called) would have to take track-driven vehicles much like tanks just to make it through the tangled wilderness. But most of them owned personal cargo ships and transport fliers—the busses and vans of the Ornans. Only within the great cities did people drive "cars", for only here were their roads and streets. Motorcycles and hovering bikes were the most popular means of travel.

While much of the land was untamed and unpopulated, the gregarious Ornans clustered together in huge cities—cities the size of Los Angeles or Chicago on Earth. Of course, there were various smaller cities throughout the world, but not anywhere to the extent of Earth. Within these cities the Ornans carried out their daily lives: going to work during the day and coming home to their families at night. On the weekends they might take a trip to the local zoo or museum or have a night out on the town going to bars and nightclubs. By day, most Ornans worked for computer manufacturers or vehicle manufacturers, or worked packaging goods and equipment in factories. Others worked the local grocery stores or convenience marts while yet others might work at the local mall. For lunch they might grab a quick bite to eat at a nearby fast-food restaurant or go to a business lunch at a more relaxed establishment. Daily life was very much like that of earth.

The governmental structure of planet Orna was also much like Earth. Different countries had different rulerships and different cultures. Although there was very little war, countries armed themselves with massive armies and tools of war. The most powerful and technologically developed of these countries was Basica, and they were also the first to meet the Triaxy diplomats disguised as Trigalactic Union diplomats.

Although they had the technology to do so, the Ornans never truly reached for the stars. Content with their own planet, the Ornans only ventured to their moon on a rare occasion or put a satellite into orbit now and again. The coming of Triaxy was a strange and wonderful occurrence to them. Being a civilized and peaceful people, the Ornans welcomed their new guests and took them in. The stories of the Trigalactic Trade and Trigalactic Union intrigued them and they dearly wished to become part of this "galactic friendship". It was then too that they leaned of their planet's vast wealth.

What the Ornans had known as "Crystalate"—or element 171 on their periodic table—was known throughout the universe as *Itosium*, or Crystal Aggregate (CryAg). While the Ornans had known of its vast potential as a power source and had been using it for some time, they never realized to what degree its potential lay. Nor did they realize that it was the binding force and most precious mineral in the universe. And their planet was the richest source of this mineral ever discovered. By joining the Trigalactic Union, they were told, they would be helping countless civilizations throughout the universe and would also be one of the most powerful and richest planets.

The Ornans were taken in by the promises and trickery of Triaxy. Told that to be eligible to join the Trigalactic Union they'd have to adopt "Earth Standards" for their money, language and government, the Ornans quickly complied. With the help of the masquerading Triaxy diplomats, the Ornans quickly formed a single-world government and switched to the Earth Standard money system, using dollars as their currency. Schools began teaching English as a required language and after only a dozen short years Orna was ready to be introduced to the Trigalactic Union.

But what they did not know was that while they were adopting the Earth Standards, Triaxy was working their evil schemes. By switching them to a single-world government, Triaxy managed to downsize the planet's military and governmental powers and weaken the structure of their economy. Slowly, with every change, the Ornans became more dependant upon the Triaxy diplomats until it was Triaxy who was truly running the planet.

Then, on 14, June, 4030, the Ornans made the last of their fatal mistakes by signing Contract 429. Having staged

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numerous "assaults" on planet Orna, Triaxy put the fear of pirates and powerful alien armies into the minds of the Ornans. The Ornan military, already in shambles and too small to defend the entire planet, conceded and signed a contract that promised them "Trigalactic Union Armies" which would help defend their planet from the coming assaults. Little did the Ornans know, this contract was actually a Triaxy Mining contract which allowed the Triaxy Mining Company to seize control of the planet.

Having been swindled out of their planet, it wasn't long before the Ornans realized what had happened. Soon Triaxy Troops began clearing out Ornan cities. Armed to the teeth, they had orders to eradicate the indigenous life or enslave them for work in the deep-sea Itosium mines. What remained of the Ornan government was the first to be eradicated, thereby leaving the Ornan people leaderless and in a state of anarchy. Soon after, the Ornan military was wiped out. Triaxy had successfully taken control of the planet.

Triaxy's evil schemes did not end there however. Triaxy, claiming ownership of planet Orna, applied for recognition in the Trigalactic Union and was welcomed in. Triaxy now had legal ownership of Orna. Triaxy also applied for recognition as a waste planet, which gave them further powers of ownership and allowed them to destroy the planet in an effort to mine it out. Planet Orna was now on the endangered planets lists.

Today, Orna is a much different place than it was only a few decades ago. The powerful cities of the Ornans lie in ruin and decay; others struggle for survival under the tyrannical rule of Triaxy. The Ornans who are not slaves forced to work in the Itosium mines live in poverty and ruin, in the burnt-out husks of their once mighty cities. Others, fortunate enough to live in cities not destroyed during the takeover by Triaxy, struggle to get commerce up and running and get on with some sort of normal life. But even here crime and corruption run rampant as the Ornans too poor to make an honest living turn to lives of crime. And with no government other than the rule of Triaxy, there is no law.

Amnesty Universal
Report on Alleged Crimes and Human Rights Abuses
Triaxy Corporation, Planet Orna

The human rights dossier, released earlier last month, contains graphic first-hand accounts by Ornan victims of torture, with methods including eye gouging, piercing of hands with drills, and acid baths. Further accounts describe experimentation on live Ornans resulting in severe mutilation, and in many cases, death. Use of chemical and biological weapons as a means of mass extermination on civilian cities has also been documented.

It accuses the Triaxy Corporation and its subsidiaries (most notably Tripodad) of introducing severe penalties like cutting off ears and tongue amputation for criminal offences and speaking out against the Triaxy rule of Orna.

Women are allegedly raped, tortured and summarily executed. Prisoners at one jail are said to have been kept in steel boxes like those found in mortuaries with only half an hour a day allowed for light and air.

The dossier says "[for Ornan people] Orna is a terrifying place to live" with "fear being Triaxy's chosen method for keeping the peace".

"Torture is systematic in the prisons, known to most Ornans as Death Camps. The most senior figures in the Triaxy regime are personally involved," the dossier begins.

The report concludes by describing the Triaxy leaders as "ruthless", adding: "A cruel and callous disregard for human life and suffering remains the hallmark of this regime."

The dossier was launched six days before Triaxy was asked by Amnesty Universal to submit a full declaration of its chemical, biological and other weapons banned under the Intergalactic Geneva Convention laws, as well a declaration of its prison conditions and the Ornan quality-of-life. Refusing would cause Triaxy to face "serious investigations" by Amnesty Universal and Trigalactic Human Rights Inspectors.

To this date no documentation or declarations have been released by Triaxy. Amnesty Universal hereby recommends a full investigation into these matters of human rights abuses to be carried out by the Trigalactic Union. Amnesty Universal further asks that the Trigalactic Union require Triaxy to comply with all Amnesty Universal investigations and that immediate weapons inspections be made at key facilities throughout Orna.

Trigalactic Union
Re: Amnesty Universal's Report on Alleged Crimes and Human Rights Abuses
Triaxy Corporation, Planet Orna

We are sorry to inform you but due to inconclusive evidence and lack of support regarding your dossier the Trigalactic Union is unable to submit any type of request for Triaxy compliance in regards to any type of investigation. It is this committee's opinion that no human rights abuses have been or are occurring on planet Orna and that the Triaxy Corporation has not and is not harboring any outlawed bio-terror weapons. It is further this committee's opinion that further investigation into any of these matters would be unjust and in violation of the Triaxy Corporation's right to rule and govern their Waste Planet under articles 144-7666A and 145-4590B of the Trigalactic Union laws. This committee hereby bans any further investigations or reports by Amnesty Universal to take place on Planet Orna.

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Those who attempt to help reestablish the Ornan society and bring back an Ornan rulership are quickly sold-out by corrupt Ornans working as Triaxy spies or informants.

Perfect Blue is the last hope of this once great and mighty planet. If they cannot reestablish an Ornan government and bring back leadership to the people of Orna, the planet will soon be mined out, leaving it a dead and hollow shell. It is up to BLUE Level to liberate the people of Orna. If they fail, Orna and its people will soon be just a faded memory in the history of the universe.

Crystal Aggregate

Before learning about planet Orna in greater detail, it will be necessary to understand what all the fuss is about this otherwise unremarkable planet. Orna is a special place, but what makes it so special? Primarily, it is its vast deposits of Itosium which grow deep beneath the waves of Orna's oceans. It is this mineral—Itosium—that contributed to the planet's downfall.

On other planets—and only on rare occasions—Crystal Aggregate forms in small clusters deep beneath mountains where it can be mined with great difficulty. Other times it can be found in small clusters on ocean floors which are equally difficult to mine out. Crystal Aggregate found on these planets is rarely pure and must undergo extensive refinement before it is usable. Most CryAg (as it is also called) is millions of years old and was created early in the planet's birth. Most scientists speculate that Crystal Aggregate is a precursor to life on planets, occurring when certain minerals and metals are molten together and then vented into a cold sea floor where it slowly hardens into the crystalline mineral known as CryAg. This crystallization process gives off light, heat and oxygen and thereby breathes life into a forming planet. However, over hundreds of thousands of years this Crystal Aggregate slowly dissolves as it depletes its energy. Eventually a planet stops producing CryAg and eventually, a planet will come to have no CryAg deposits left whatsoever. And the older a planet is, the less CryAg it typically contains.

However, scientists also speculated that there was a precursor to Crystal Aggregate formation. They knew that the CryAg was formed by a combination of extraordinarily rare minerals being molten together at a planet's core. What they didn't know was if these molten and merged metals had to form a new element in order to create the CryAg. Thus, it was speculated that CryAg was actually produced by an element called Itosium. However, Itosium had never before been encountered.

But then a Triaxy survey team was sent to a small, unknown planet in the Quorophant galaxy. Planet 628—also known as Orna. Triaxy astronomers and deep-space scientists had been studying this small blue planet for sometime with high-powered space telescopes and observation equipment. It had the same composition, size and mass as Earth's Mars of long ago—of a Mars trillions of years ago that was rich in CryAg. The Earthlings had first discovered CryAg on Mars, and as they slowly explored the universe, they found that it was indeed the richest planet in the mineral ever known. However, it was also very similar to Earth itself—and Earth held no CryAg at all. On a hunch, a research team was sent to investigate.

And what the researchers discovered would shock the entire universe. Itosium! Planet 628 actually was *producing* Itosium! This element was being discovered in vast supplies deep beneath the planet's oceans. Only impure and half-depleted CryAg had been found on other planets. But on 628 the CryAg was being "born" and had not been depleted of its energy. Thus, this pure Itosium—which could be refined into usable CryAg— was one-hundred times more powerful than previously mined CryAg. And, it was abundant on this planet!

Of course, the indigenous life of planet 628 knew of the Itosium's power and had been using it for years to produce electricity and power for their cities and vehicles. But what these "Ornans" did not know was the extent of this mineral's power. Much like the Earthlings when they first discovered CryAg on Mars, they where using it to produce about twice the energy of plutonium used in nuclear reactors. However, the Ornans who had an abundance of this Itosium never pressed much further into their research of the mineral, and thus never tapped its nearly infinite power source. But unlike plutonium which produces deadly and hazardous radioactive waste, Itosium was extraordinarily clean when used normally. Thus, it did not pose an environmental hazard.

It was the Earthlings who first discovered how to effectively refine the mineral and tap its true potential. Of course doing this caused the CryAg to become very unstable and produce toxins and waste even more deadly than nuclear waste. The Ornans, had they even discovered this refinement technique, would never have used it. In fact, the Ornans never even attempted to refine Itosium into CryAg. This CryAg waste was more than 100 times more radioactive and deadly than nuclear waste. But it also created *thousands* of times more energy. It was this energy that allowed the Earthlings to build propulsion systems capable of carrying vessels to the farthest reaches of the universe. And this was the birth of intergalactic travel.

Of course, intergalactic travel at one-thousand parsecs per hour (a parsec is approximately 3.25 light-years) made the universe a much smaller place. New races and peoples where discovered and from this intergalactic trade blossomed. Of course, all of this far-distance travel between galaxies ate up loads of refined CryAg. And CryAg was in very short supply. This made intergalactic trade more and more expensive. Eventually, as the Trigalactic Union and Trigalactic Trade was formed, CryAg became the most valuable mineral in

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the universe—hundreds of times more valuable than gold. And as the years past CryAg deposits were mined out of the planets and they were sucked dry. It wasn't long before the CryAg shortage was of vast concern. Without it, the Trigalactic Trade would fail and all the progress of intergalactic relations pioneered by the Humans would be lost. The CryAg mining companies became the most powerful and richest corporations in the universe. Everything hinged on their abilities to find this precious mineral.

And now the Triaxy Mining Company has solved the universe's only problem. They have found the solution to the CryAg shortage. And that solution is planet Orna. Orna seems to produce an unending supply of the mineral—and the *pure* mineral at that. And that makes Orna the richest, most valuable and most powerful planet in the entire universe. But Triaxy, like all big corporations, is a greedy one. They invested billions of dollars to find Orna, and they won't just let it go. They *didn't* let it go. Essentially stealing Orna away from its own people with legal jargon and biased contracts, Triaxy seized control and ownership of the entire planet. Nobody now dares to challenge Triaxy, for they control the universe's only unending supply of CryAg. Without Triaxy, the universe would cease to exist as it is known.

But what of the Ornans who lived on the planet for so long? Are they not the rightful owners of this planet? Are they not at least entitled to live there? The answer is, sadly, no. The Ornans are a forgotten people—or at least they are wanted to be forgotten about. The universe knows of the wrong that Triaxy has done; the universe knows of the moral injustices done upon the Ornan people. But the universe, as are the natures of men, is cold and unforgiving. The universe refuses to stop because of some "red tape" and because a few toes get stepped on. After all, a contract is a contract. And business is business.

Triaxy Mining Corporation

Long ago—before the formation of the Trigalactic Union—the Andromedians formed a corporation called Cryomine. This corporation had one primary goal: to seek out and mine new sources of Crystal Aggregate. Cryomine was the first intergalactic mining company, formed shortly after the Humans visited the Andromeda galaxy and shared with the Andromedians the technology of CryAg-powered starcrusiers.

Over the coming years Cryomine discovered a small handful of planets containing very small amounts of CryAg. However, combined, these planets had a store equal to that of Earth's Mars—considered the universe's most abundant supply of discovered CryAg. (As a note, until the discovery of planet Orna, Mars was the most abundant planet in CryAg.) As the three galaxies grew and began to prosper, Cryomine became the second largest supplier of Crystal Aggregate to the planets. Earth's own Interterra Mining was the leading supplier and was owned and operated by the Humans. However, Cryomine and the Andromedians had a bad reputation. Infamous for their ruthlessness, the Andromedians often waged war with other planets and stole their CryAg. Cryomine was one of the backing forces of these assaults. Numerous times they had attempted to set up mining camps on Mars but were always forced out by the Humans. Over the coming years, the Andromedians became almost hated, and all of the mining corporations were at war.

This was the period known as the CryAg Wars. During these wars, over 24 inhabited planets were wiped from the universe. The Andromedians were behind almost every single attack. Armed with their deadly Nova-Class bombs—bombs capable of destroying an entire planet—the Andromedians took out any planet that posed a threat to their precious Cryomine corporation. Eventually, the Andromedians targeted Earth for their CryAg-rich Mars. With the power of a single Nova-Class bomb, Earth—and nearly all of the Humans—were wiped from the universe forever.

From the ashes of Earth, the Humans decided that all this warring was not what they had originally set out to accomplish. They wanted to bring galaxies together—not tear them apart. As a last effort by the Humans to right the wrongs of which their Crystal Aggregate had started, they banded together and formed the Trigalactic Union; a union of all the planets in all three galaxies. With this new union, laws were passed and mining was regulated. Peace was finally achieved between the races and the planets. Even the mining companies seemed at peace with one another. But the Andromedians, ruthless as they are, had one last trick up their sleeves. Blaming the Humans for the wars and deaths throughout the universe, the Humans were stripped of any CryAg they held on Mars and laws were passed which did not allow the Humans to own nor operate any planet or mine company. Mars was given to the Andromedians.

As CryAg mine sites were being evenly and fairly divided, Cryomine licked their lips. They held Mars, as well as numerous other abundant planets. But because of the new laws and regulations, many planets wanted contracts with mining companies before they would do business. This posed a problem for Cryomine. For everybody knew they were owned and operated by the Andromedians, and many were suspicious and hesitant to do business with them. In an effort to make themselves seem more friendly and to cleanse themselves of their ruthless reputation, the Andromedians gave up Cryomine and restructured it so that it was a corporation independent of the Andromedian race. Even a Lothorian was appointed as president of the company. Cryomine then changed its name to Triaxy Mining Corporation in honor of the newly formed Tri-Galaxies. The ploy worked and Triaxy picked up thousands of new CryAg contracts. Triaxy would be the universe's leading supplier of the mineral.

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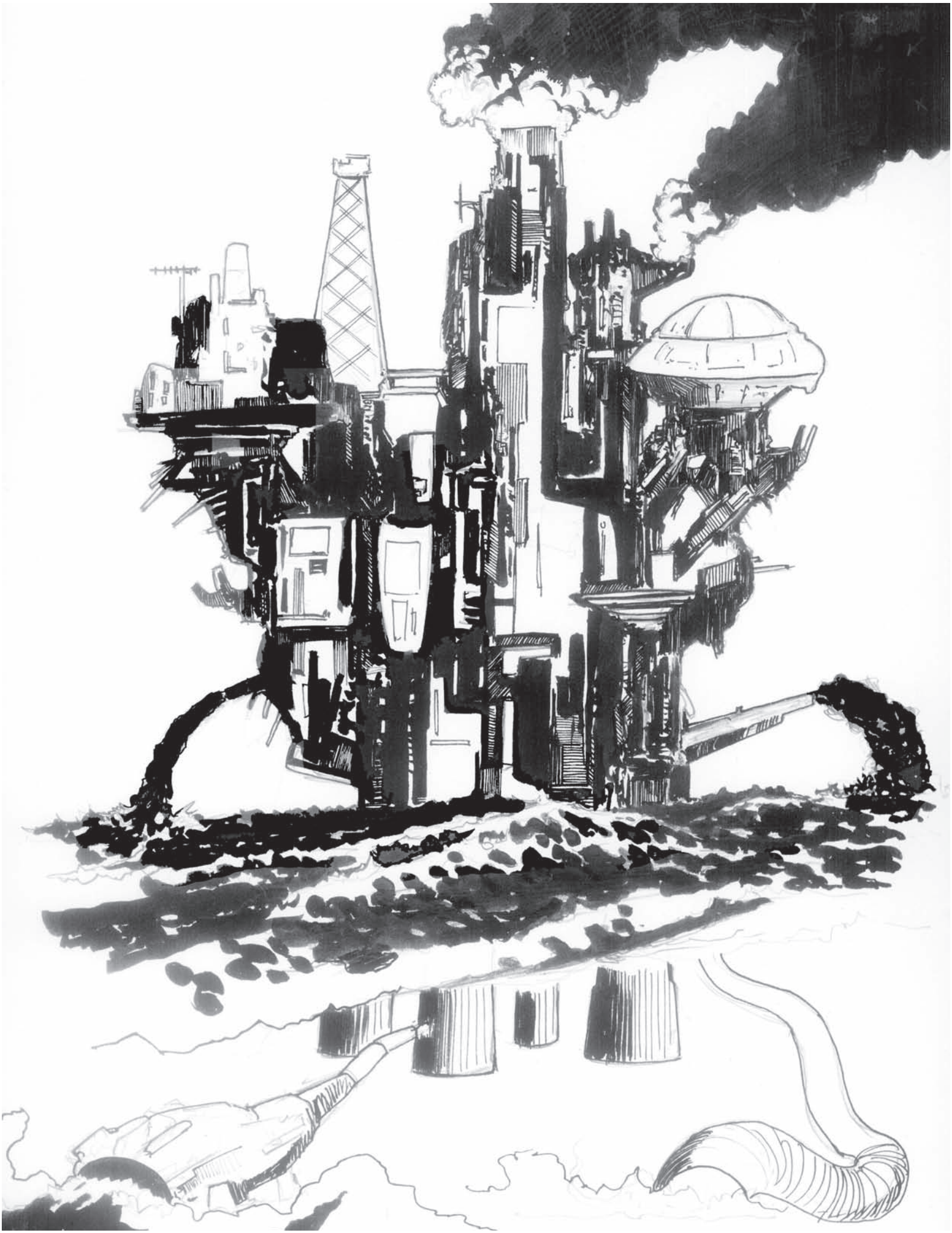

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But the Andromedians are conniving and devious. They only made it look like they gave up ownership of Triaxy. In reality, the CEO's and corporate officials of Triaxy were merely puppets to the Andromedian government. Triaxy is still very much owned by the Andromedians and they are pulling all the strings.

Orna Today

Orna is a grim reflection of what it once was. After the coming of Triaxy most of the large Ornan cities were bombed and destroyed. Millions of Ornans were killed or crippled. Corporations and businesses where destroyed and families were torn apart. But Triaxy didn't stop there. Surviving Ornans who posed resistance against Triaxy troops were taken to remote islands such as Arkasia—now infamously known as Island 9—where Triaxy had set up "holding camps" for the prisoners. These holding camps were actually prisons of death and torment where Ornans were starved or beaten to death. Here they waited in line for mass executions—if they weren't beaten or starved to death first. The lucky Ornans were taken to the Offshore Mine Sites where they slaved in the refinement centers or were given dangerous jobs in the mines themselves.

Today, only a few years since the coming of Triaxy, Orna is already beginning to die. The shores around the large refinement centers—some of which are the size of cities—are black with sludge and highly toxic waste. The skies of Orna are now yellowed with pollutants as the planet struggles with its atmospheric problems caused by all the devastating refinement centers. On rare occasions, radioactive and poisonous gasses will build up around these huge refinement cities and cause fallout which requires complete evacuation for days. It is estimated that within fifty years the air of planet Orna will no longer be breathable and its seas will no longer be able to support life.

But the Ornans have even bigger problems. Most live in bombed-out cities that lie in ruin and disrepair. They have no running water and very little food. Daily life is a struggle for survival as they huddle around burning piles of debris to keep warm at night. Illness and disease ravages those who live in these filthy and dangerous conditions. And with no government and no law, crime runs rampant and only the strong survive. Aid and medicine are desperately needed, but Triaxy will not allow help or aid to these poor people. Often, it is these ruined cities that Triaxy raids to find new slaves to work their refinement centers.

But some cities still stand. These are known as the "Remnant" or "Propaganda" Cities—cities which Triaxy either rebuilt or never destroyed. Here Ornans are allowed to live and work and go about their daily lives. However, this is under strict Triaxy govern. Triaxy troops march the streets and monitor everything that goes on. High taxation prevents businesses from becoming too large and jobs are scarce. Any uprise from the Ornan people who live in these cities is met with immediate force. Triaxy has Walkers and military platoons posted throughout the city to keep close watch on the people and deter any type of resistance. And Triaxy does not allow further Ornans to come into these cities. They closely monitor the population and the people. Ornans from the destroyed cities who attempt to sneak in are met with gunfire and execution. Any Ornan attempting to escape one of these cities is summarily shot.

But Triaxy lives in the lap of luxury. They have built themselves large cities filled with all the necessities of daily life. Places such as Triaxy City are home to hundreds of thousands of Triaxy workers and troops who live in large houses or plush apartments. They have restaurants and shopping malls, nightclubs and casinos. Here they spend their money and tend to their families. Many of them have purchased Ornans as slaves. Under Triaxy law number 1165 of the Ornan Labor Act, Triaxy allows its workers and civilians to purchase Ornan people for use as "personal laborers"—otherwise known as slaves—for a set "term of service". This term of service is typically 5 to 20 years, or "for life of the Ornan".

These "personal laborers" must be purchased from Triaxy and must be kept healthy and clean during the term of their service. They must also be fed and tended to properly. After all, Triaxy does not want disease to run through their cities, and they certainly don't want the Trigalactic Union to confuse "personal laborers" as slaves. Personal laborers must also be tagged and numbered with a barcode tattooed on the back of their necks. If a personal laborer "quits his job before his contract expires" (read: escapes his cruel master) they can be easily tracked and captured. But these Ornan slaves live in luxury compared to other Ornans. They get meals and warm beds and oftentimes are well taken care of. After all, who wants a sick or unhealthy slave working around the house? Most of these slaves clean and tend the homes of their masters while others might run diners and restaurants for their owners. Some slaves are even used to appease the sexual desires of their masters. While slave life in Triaxy cities is still rough, it is a luxurious life compared to what most Ornans have.

When an Ornan's term of service expires, the Ornan must either be given back to the Triaxy "hiring agency" which sold him, at which time he will be resold on the market, or the owner must renew the contract. The Ornan never sees a dime for his work, as the contracts state that they are working for room and board (and it should be noted that the Ornans never have a say in the contracts, and are almost always forced to sign them under pain of torture). Although most personal laborer contracts state that the Ornan is "willing to perform any and all duties without stipulation", bargain laborers (i.e., elderly or injured slaves) might have a "no heavy lifting" clause.

But Triaxy is not as wise as they'd like to think they are. They don't have absolute control—yet. On the surface,

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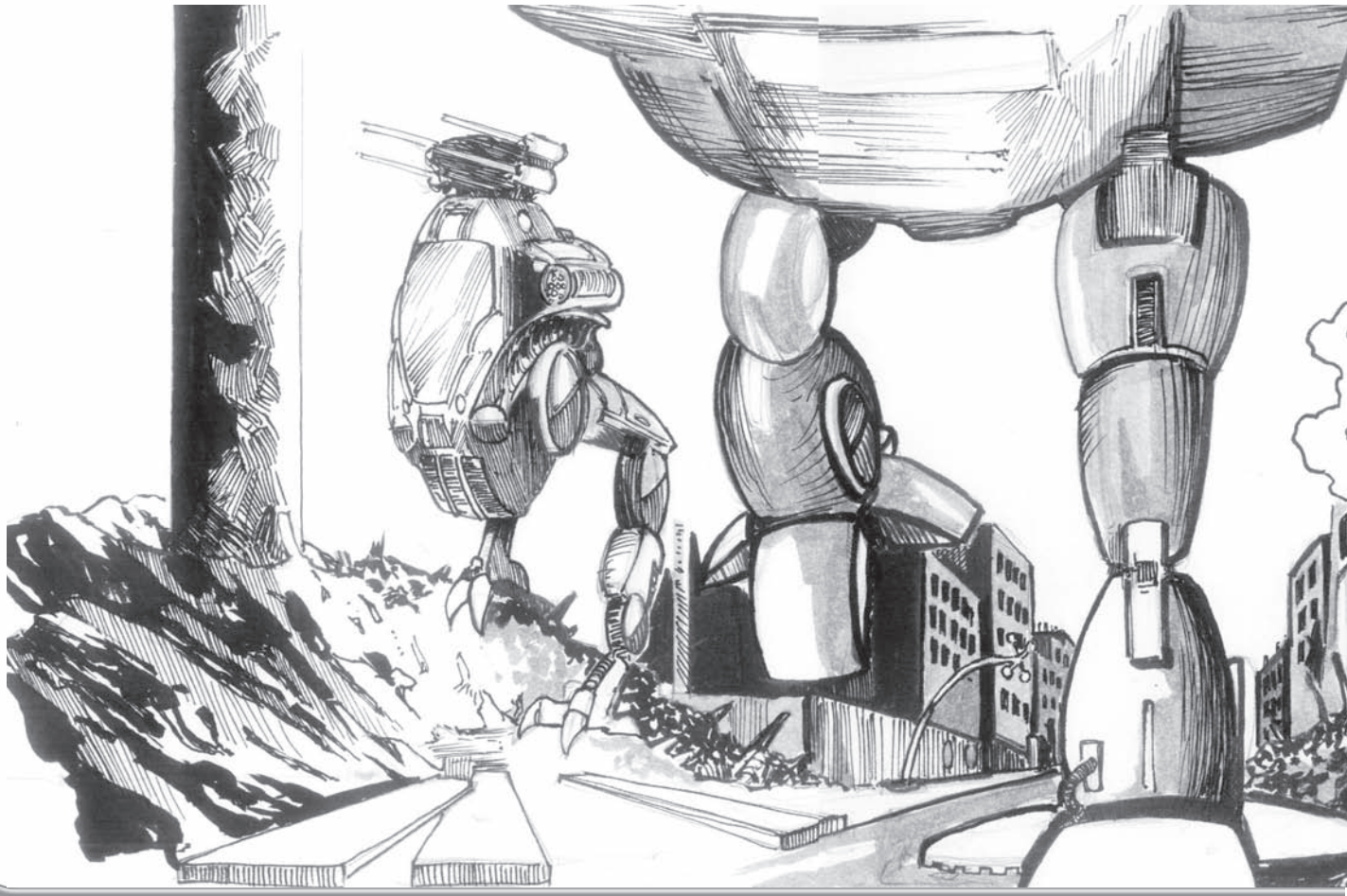
companies such as MerCore seem to be a pharmaceuticals company. But deep underground and in remote areas of the abysmal ocean depths some companies are manufacturing vehicles and arms, Walkers and powerful weapons. Some, such as MerCore, are even in the business of training warriors. Triaxy knows about Perfect Blue, but they can't seem to figure out how or where they are getting their supplies and troops. Likewise, Triaxy does not know about every city on Orna. Orna is a big planet (similar in size to Earth), and its oceans are vast. With a planet composed of more than 70% water, the Ornans perfected deep-sea technologies and learned to use the abysmal depths to their advantage. There are a handful of undersea cities of which Triaxy knows nothing. As well, numerous small towns and villages are scattered about the lands which Triaxy has yet to discover. While most of the land based cities will eventually be discovered by Triaxy and taken control of, Orna's deep-sea Atlantises will likely remain undiscovered for years.

Orna is not yet completely doomed. Perfect Blue's uprising has spurred citizens and corporations into action, giving them hope for the future. And while there is still a chance for freedom, the Ornans will fight on.

Life Inside The Ruined Cities

When Triaxy first came in force to seize control of Orna, they deployed thousands of fighters and heavily armed troops. Most of these fighters—mostly heavy Walkers and fighter craft—were sent do lay siege to the major cities of Orna, such as capitol cities of countries and large cities of commerce. The small units of guard troops that the Ornans had on hand couldn't compete with all the heavy Walkers and powerful bombs laid down upon them. And having come in force and simultaneously attacking all major cities at once, the Ornan armies could not respond to all the needs.

Triaxy had also planned well. Years previously they had convinced the Ornans to adopt a one-world government and downsize their armies. This set the stage for Triaxy's success, for when they attacked, the small Ornan army had little chance—especially against a force powerful enough to siege their *entire* planet. What was left in the aftermath of battle were hundreds of burned out cities filled with the crumbling remains of bombed skyscrapers and decimated buildings. The scene of each city was horrific: thousands of dead Ornans



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lying in the streets or buried beneath the remains of collapsed buildings. Streets and homes were on fire; tall buildings lay in piles of debris; corpses littered the streets amongst the destroyed tanks and walkers of the Ornan army. Of course, Triaxy suffered some casualties. Some of their fighters crashed to the ground and some of their walkers where destroyed. Triaxy troops also succumbed to Ornan gunfire. But this was not on a scale anywhere near the amount of Ornan casualties.

In the days after the battles, surviving Ornans began making the best they could out of the situation. Living in the husks of burned buildings, or amongst the debris and mangled steel and concrete, they tended to their wounded and dying. There was no electricity, no water and very little food. Their lives had been turned upside down. They waited—starving and dying—for help to arrive. But sadly, there was no help. To some of these decimated cities more Triaxy troops came to finish off the survivors. In others, Triaxy troops probed the area looking for anything of value. Ornans who continued to fight were shot on sight. Most, however, hid in the remains of their city.

As the Ornans realized that there was no help they began to fashion homes out of the debris and waste. Ornans with weapons went out in the woods to hunt for food while others lucky enough to still have working vehicles brought back water from the rivers. Small societies began to form and some semblance of order was restored. "Surely," they thought, "help would arrive."

But as the weeks and months passed news began to reach their ears that *all* the cities had fallen; that the Ornan government was no more and that Triaxy Mining had taken control of their planet. The entire Ornan army was destroyed. Some cities still stood, untouched by the devastation, but the Ornans there were being held as slaves or taken to death camps to await mass executions. The island of Botan, just off of Basica, had been transformed by Triaxy into a massive death camp and had been renamed Island 9. There Ornans were being held, beaten and slain by the hundreds. Triaxy had complete control of their planet.

With this grim news the Ornans of the ruined cities realized they could no longer hope for aid or help. They were on their own. Not knowing if further troops would come to finish them off or take them to the infamous Island 9, the Ornans began to hide amongst the debris and fashion homes from the mangled steel and cement. But without electricity, running water or any type of food stores, they had been reduced to basic survival—every Ornan for himself. There was no law, no government, no police. Anarchy was the governmental structure and only the strong survived. It was now survival of the fittest.

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Today the fallen cities remain the same. Ornans live in homes made of crumbled buildings without any type of basic comforts. Gangs and criminal foundations run rampant, declaring themselves the rulers of the cities. The people must hunt in the woods for food and travel in broken down vehicles to rivers for water. Some Ornans are lucky and have small generators to produce electricity. And various things of use can be foraged in the ruins, such as pots and pans, lighter fluid and tools. But Ornans lucky enough to have anything remotely valuable must guard it with their lives, for the gangs that reign freely will kill for what they want and starvation will push even the kindest Ornan to murder.

But they all share one thing in common: Fear. The people of these broken cities fear the day Triaxy comes looking for new slaves to capture; they fear for their lives that rogue gangs of homeless Ornans will attack them and take what little they have they fear for the day that Triaxy decides to return to slaughter them all. Life in the fallen cities is rough. Everyday is a matter of survival.

But they hold out hope. In the wind the whispered words of revolution and war can be heard. And the name Perfect Blue comforts them when all hope is lost. For it is the job of Perfect Blue to help restore peace and order to these cities; to provide aid and help here. Short term goals for a BLUE Level operation should be to send aid, medicine, supplies and food as often as they can to these cities. Other short term goals should be to launch counterassaults against Triaxy forces who enter these cities looking to find more slaves and captives. Although it will probably be out of their hands for many years, long term goals for BLUE Level should include helping to rebuild these cities and restore a governing body so that the city can support itself and protect itself from Triaxy.

Life Inside The Propaganda Cities

For the Ornans living in the ruined cities, the propaganda cities hold the allure of life as it once was; a life where Ornans go to work and come home to a warm bed and a hot meal with their families; a place where families still play in the parks and children still go to school. But all this is an illusion. The propaganda cities, although they still stand whole and complete, are little more than luxury prisons. Triaxy troops have seized control and patrol the streets day and night.

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heavy Walkers shake the earth as they move up and down the streets—a constant deterrent to any Ornans who might dream of an uprising.

But worst of all are the Enforcers: horrific mutilations of flesh and steel. Manufactured by Triaxy on the infamous Island 9, they are terrible abominations of slain Ornan flesh and robotic ingenuity. These mindless cyborgs patrol the dark streets and alleyways of these cities with large weapons, constantly on the lookout for Ornan militants or those plotting against the Triaxy troops. Partially man and partially machine, they obey the will of the Triaxy government and never think twice about opening fire upon anyone who looks suspicious.

But few outside of these cities know about all of this, for Triaxy has walled them all off with electrical fence and razorwire. Sentries guard key areas of the wall from tall towers where they man massive machineguns. Walkers also circle the perimeter regularly, searching for those attempting to get in or out. Intruders and escapees alike are shot on sight. But from the outside, the propaganda cities look like a near paradise to the Ornans of the ruined cities.

In some ways, the propaganda cities do hold a hint of what they once were. Skyscrapers reach to the sky as a testament to the power and wealth of Ornan corporations; buildings bustle with Ornan activity and children play outside in the parks after a day of school. Husbands come home to their wives after a hard day of work at the office and go to sleep in warm beds.

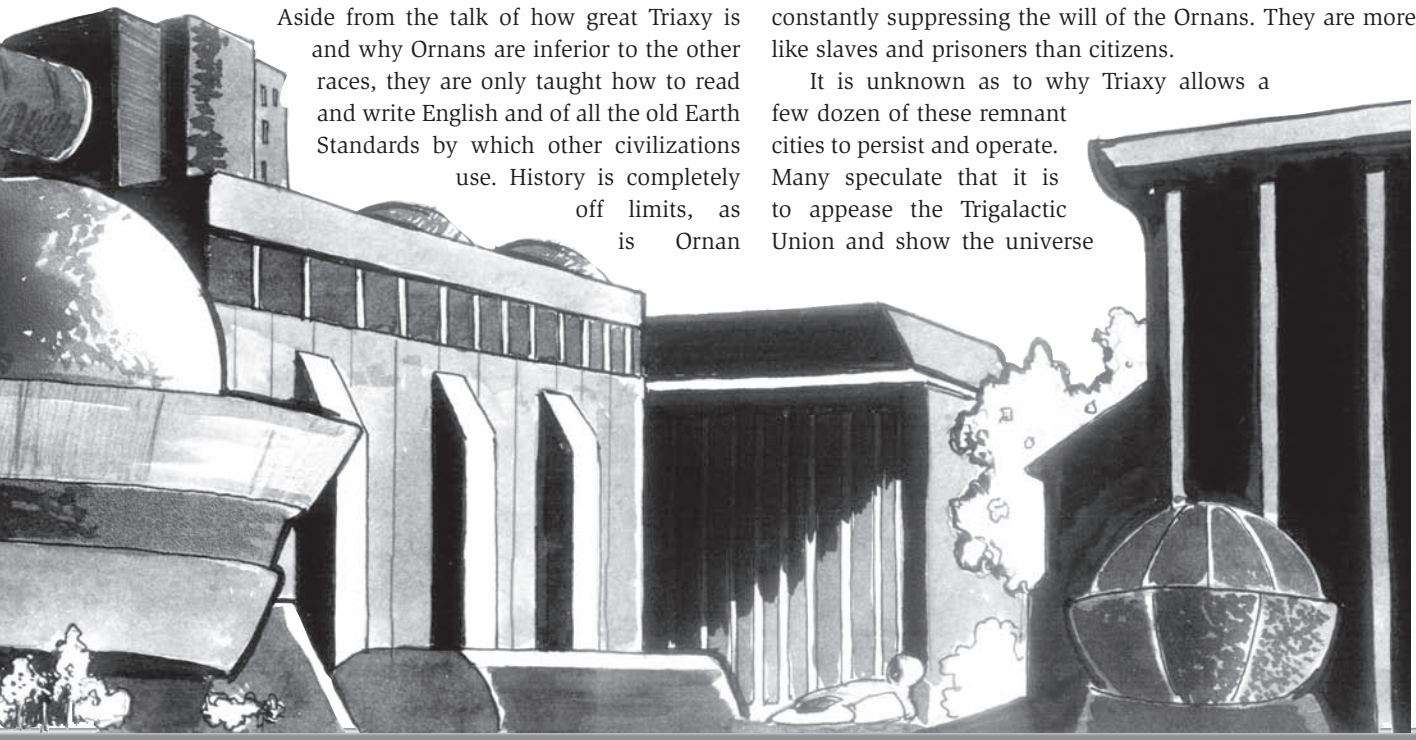
But there is a twisted and abstract reality to this. The schools are monitored by Triaxy officials and teachers have a strict list of what can and cannot be taught. Most of what is taught in the schools is Triaxy propaganda and lies. Aside from the talk of how great Triaxy is and why Ornans are inferior to the other races, they are only taught how to read and write English and of all the old Earth Standards by which other civilizations use. History is completely off limits, as is Ornan language and social studies. Teachers even suspected of teaching anything deemed "controversial" by Triaxy are immediately taken to Island 9 or a similar camp.

Businesses too are highly monitored and regulated by Triaxy. They are also heavily taxed. All accounting departments are run by Triaxy officials as are banks and other places that deal with money. Ornans are not allowed to run or operate any type of research firm without strict regulation, and weapons manufacture or similar companies are strictly off-limits.

While some businesses such as MerCore (which has several branches in all the remnant cities) are allowed to manufacture pharmaceuticals, computers and electronic devices, they are heavily monitored by Triaxy and are constantly raided and searched. Enforcers also patrol the halls of these companies as a constant reminder. Anything that could even remotely be construed as being able to better the Ornans or make them more knowledgeable or powerful is restricted by Triaxy. Corporations who are found to be "breaking the law" by manufacturing or researching off-limit items are immediately shut down and all employees executed.

Even at home not all is as well as it may seem. Triaxy constantly bugs telephones and computers, listens in on conversations and intercepts mail. They have an eye out for any Ornan who might be plotting against Triaxy, and when found are immediately removed from the city and taken to Island 9. The Ornans of these cities live in constant fear, always looking over their shoulders. Triaxy troops have been known to rape women or murder those they don't like. They bully children and threaten lives. Ornans of these cities are too afraid to dream of freedom, let alone whisper the name of Perfect Blue. Triaxy governs these cities with an iron fist, constantly suppressing the will of the Ornans. They are more like slaves and prisoners than citizens.

It is unknown as to why Triaxy allows a few dozen of these remnant cities to persist and operate. Many speculate that it is to appease the Trigalactic Union and show the universe



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that the Ornans are well taken care of. Undoubtedly it is these cities that Triaxy shows to corporate and planetary watchdogs who might otherwise protest the deeds of Triaxy. At least with these remnant cities Triaxy can give the illusion that they are allowing the Ornan people to go about their daily lives.

For Perfect Blue these remnant cities pose a large problem—even more so than the fallen cities. Because the remnant cities hold large numbers of Triaxy troops and powerful vehicles and walkers, liberating them may be nearly impossible for the budding BLUE Level operation.

However, BLUE Level does have some short term goals which they can achieve. Primarily, BLUE Level can thwart Triaxy and get weapons and ammunition to the people of these cities. Doing this, Perfect Blue can organize civilian uprisings and help them liberate themselves. Other objectives may include infiltrating the city to bomb Triaxy offices and / or take out Enforcers and Walkers. Assassinating the Triaxy governor of the city is also high on BLUE Level's list of things to do. In the long term, BLUE Level should strive to fully liberate these cities and restore a governing Ornan politician to office.

Life Inside The Triaxy Cities

Far from the ruined cities of Orna and away from the remnant cities Triaxy has built themselves glittering cities of neon lights and towering buildings. Here is where the employees and families of Triaxy Mining and citizens of Triaxy (Triaxians) live and play. Triaxy is only beginning to bud in their takeover of the planet. Triaxy City—the largest of all Triaxy built cities—is the capitol of Orna under Triaxy rule. Here is where most of the Triaxy politicians and political figures live and work. It is also where most of the high-level corporate offices are located. Mohab and Arkane are also large Triaxy cities filled with corporate and political offices. In these cities Triaxy is only now beginning to compile their laws, justice systems and political structures for the planet. Over the coming years and decades their political structure will begin to solidify as they become a more prominent planetary figure in the Trigalactic Union. For now, they have interim governmental structures in place and skeletal judicial systems.

But this can work to the Ornans' advantage. For there are those Triaxy citizens who sympathize with the Ornan people

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and are working to help end their suppression. Some protest openly about the goings-on at Island 9 and the remnant cities. Still others—even more radical—are working to help fully liberate the Ornans and restore them to power. Right now Triaxy can be thought of much like the Nazi regime of World War II; although many Germans fought for Hitler and worked for the Nazis, not all Germans agreed with what was going on. In this case, the high-level Triaxy officers and politicians are much like Hitler—maniacal psychopaths bent of the destruction of the Ornans. They know that the longer the Ornan people persist, the more public outcry will be heard amongst the other planets and galaxies. Even now the Trigalactic Union is thinking twice about the powers they've granted Triaxy. Whether or not it's too late to do anything about the political and financial juggernaut they've created is yet to be seen.

But despite the red tape and setbacks Triaxy is having establishing their political planetary structure, they are still finding plenty of time to suppress the Ornans. In the Triaxy cities Ornans are purchased by rich employees of the Mining Facilities, politicians and corporate officers and used as slaves. While these Ornans are typically treated better than those Ornans who live freely in the remnant cities or the fallen cities, their quality of life is still not the best. Many female Ornans are purchased as sexual slaves while the males are used for public works, cleaning out sewers and building skyscrapers and roadways. Their lives are harsh and they have no rights under Triaxy law. Ornans in these cities who try to escape, attempt harm upon any Triaxy citizen or are suspected of any sort of crime are immediately taken to Island 9 or a similar camp.

But few Ornans living in these glamorous cities try to escape, for many of them come from the fallen cities or the propaganda cities and know that things could be much worse. Some of them—the most grateful of all Ornans living here—have been released from death camps such as those on Island 9. They work hard and try to keep their masters happy, for at least here they are given meals and a warm bed to sleep in.

The citizens of these cities hold the highest quality of life found anywhere on planet Orna today. Triaxy is the most financially powerful Mining Corporation in the entire universe, and with unlimited funds they can afford to treat their citizens well. Public transportation is of the highest level of excellence and all apartments and homes built in these cities are plush and luxurious. Welfare and charity are not in Triaxy's vocabulary, as all citizens make more than enough money to afford all the creature comforts they desire. Many citizens waste their time and money in the casinos, nightclubs

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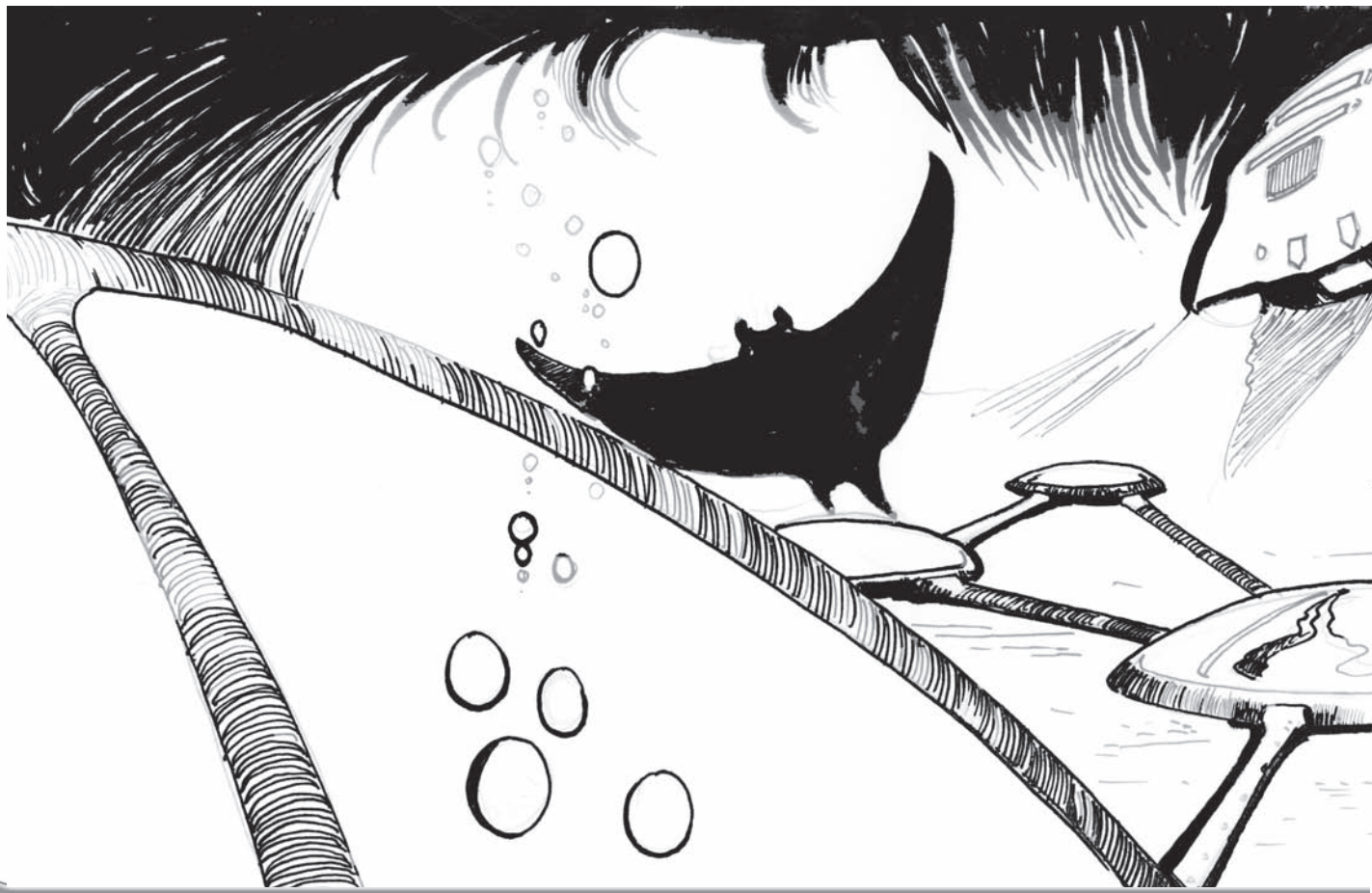
and taverns; others purchase expensive cars and vehicles or go on luxurious vacations. Triaxy has even built resorts and cruise lines on Orna for those citizens wishing to take a little time away from work. And with plenty of Ornan slaves, there are few Triaxians who can't afford to vacation.

But even in these cities there is a seedy underside. Drug dealers hide in the shadows of the back alleys of dark nightclubs and unscrupulous Triaxians pimp out their Ornan slaves. And while Triaxy does its best to keep others from entering the planet, space pirates and immigrants from other planets are slowly making their way into these cities to try to find work. Most of these immigrants make their money selling illegal drugs to the rich Triaxy citizens; others purchase female Ornan slaves and sell them into prostitution. Others—the most unfortunate of the immigrants—cannot find work and take to lives of crime. Already Triaxy is failing to keep their streets clean, despite the efforts of their highly armed law officers and Enforcers who patrol the streets.

These cities hold much for Perfect Blue—and they are also easily infiltrated. BLUE Level can usually send in covert, non-Ornan agents to scope out the cities, meet Triaxy contacts sympathetic to their plight, and even infiltrate Triaxy headquarters. There's not even much of a trick to getting in. Starships, cruisers, cargo ships and more frequently come and go with little to no regulations and Perfect Blue can easily slip in amongst them in inconspicuous ships. Likewise, because these cities are not walled or cordoned off, BLUE Level can simply drive in. However, Ornan soldiers who enter these cities will have to be very careful, and likely disguise themselves as slaves. But this is more difficult than it may seem. All Ornans within these cities are implanted with microchips which emit a signal. Enforcers and Triaxy police all have special gear which can read these chip's signals from far distances. If an Ornan is detected without one of these chips they are often shot on sight or taken in for interrogation. Thus, Perfect Blue would do better to send in non-Ornan troops.

As far as Perfect Blue missions, these cities hold a staple of work. Long term goals are obviously to shut these cities down—or better yet, put Ornan officials in charge of them and get rid of the Triaxy rule. However, short term goals include infiltrating Triaxy headquarters to steal information and data, help free captive slaves, meet Triaxy diplomats, politicians and others sympathetic to their needs and even bribe Triaxy workers. A greedy Triaxy miner might be tempted to take a bribe from Perfect Blue—and there is no end to what Perfect Blue can accomplish with this. Perhaps they pay the worker to place a bomb somewhere in the mining facility? Perhaps they pay him for plans to the mine site? Or maybe they can get him to leave certain doors "unlocked" for them. The Triaxy cities hold a plethora of missions to accomplish.



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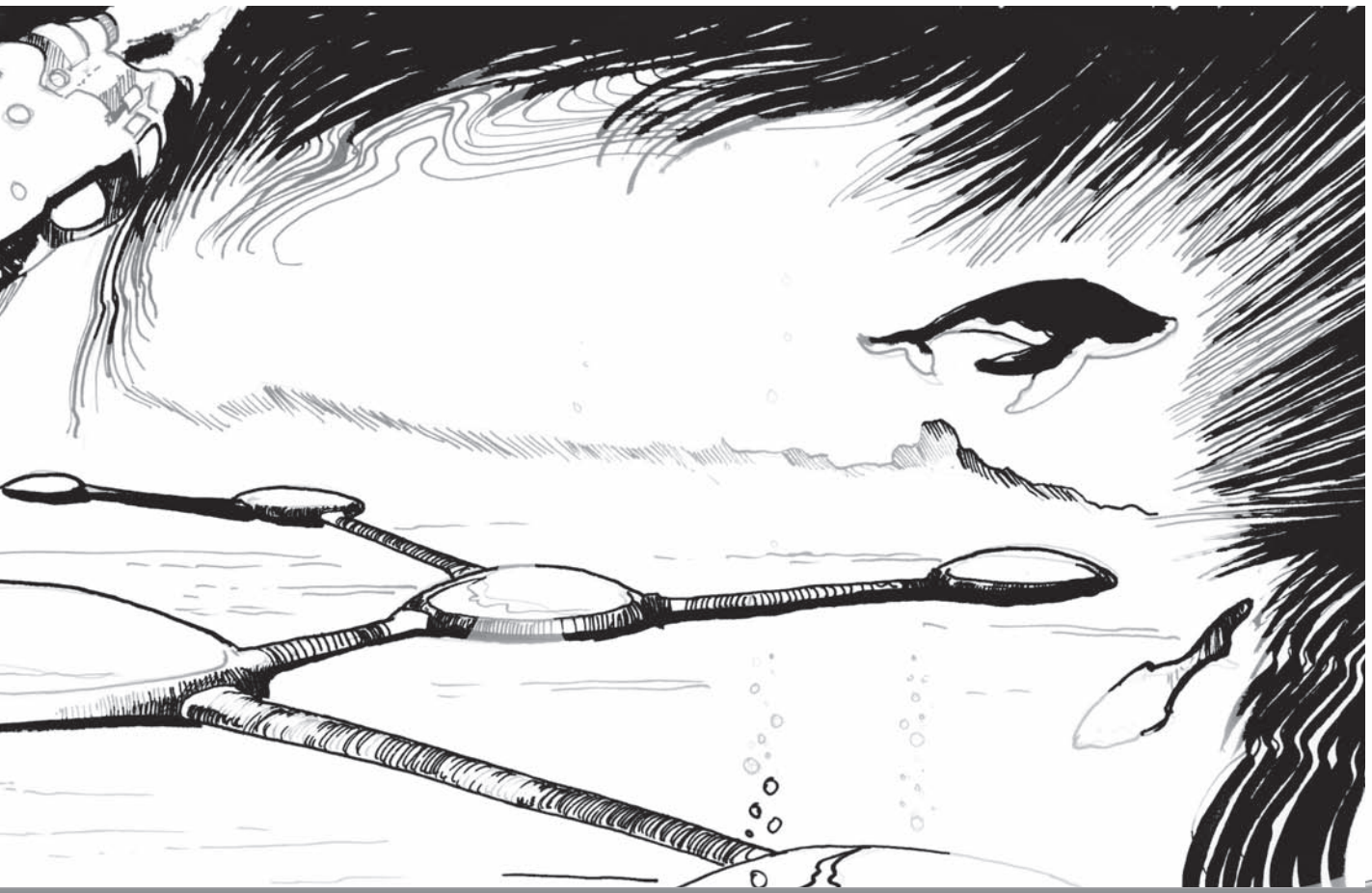
Life Inside The Atlantean Cities

Known by the Ornans as the "Atlantean Cities", these are the last truly safe refuges from Triaxy. Ornans have always been at one with the sea, having perfected deep-sea technologies long, long ago. Occasionally, they even built vast cities deep down upon the abysmal floors of the oceans. Only a dozen or so of these cities exist, and Triaxy—as of yet—knows nothing about their existence.

Upon the floors of the deepest oceans are large steel and glass domes hundreds of square miles in diameter; huge bubbles that sparkle and twinkle like stars from the city contained within. And what grand cities they are! Buildings dozens of stories high tower over paved roads and the neon lights of stores and shops below. Cars whiz by as pedestrians travel on foot upon nicely paved sidewalks. Children play in parks filled with lush vegetation and even birds sing in the trees. They look above to a dark sky of cold, ocean water where creatures of the deep swim passed or large fishes school about. They are quite a remarkable sight, and a great feat of technology. A perfect, self-supporting bio-dome of sorts.

But these cities are rare and only a handful exist. They are the last safe refuge from Triaxy's horrible reign. Within these cities Ornans still go about daily life as normal and corporations and businesses still cater to the needs of the Ornan people. Life is exactly as it once was for all Ornans. The mayors of these cities work long and hard to keep these cities fit and healthy and in perfect working order. And this is no easy feat—especially since these cities have all gone into "lock down" and neither let people in nor out. They've had to make these cities completely self-supporting—growing or producing all the food, water, electricity and other essentials of daily life on their own. Nothing can be chanced to be brought in from the outside; and nothing can be chanced to leave. Thus, only on a very rare occasion, are the massive air-locks opened to let limited supplies and / or people in or out. But, even despite all of these changes, life is nearly as perfect as it once was and the Ornans here are almost blind to the torment of their fellow Ornans elsewhere on the planet.

But the Ornan mayors of these cities are not as blind to what is going on and they know it is only a matter of time before these cities are discovered by Triaxy's deep-sea mine crews or scouts. And once they are, it will be all over for these remarkable cities. In an effort to keep these cities secret, the mayors of these cities have shut the air-locks and gateways, essentially putting them into lock-down. Ornan citizens are neither allowed in or out of them. Perfect Blue is the exception



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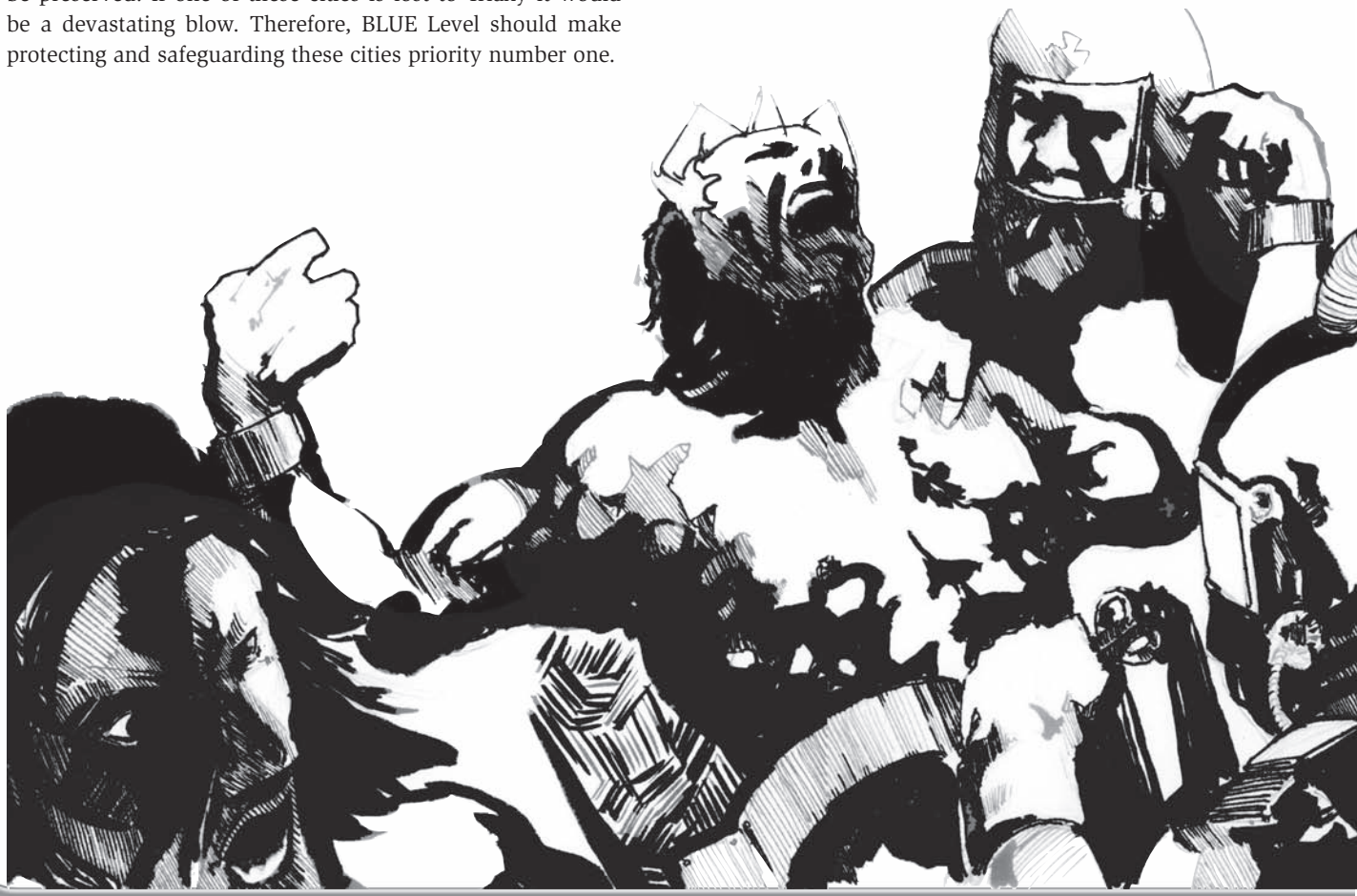
to this rule. Perfect Blue craft are freely allowed in and out of these cities and can even establish bases within them. Large corporations are also allowed to import and export goods from these cities, although this is on a highly irregular basis and specific procedures are strictly adhered to. In fact, many of the corporations Perfect Blue uses—such as MerCore—house their most top-secret facilities in these cities. Most of MerCore's training facilities for troops are found in these cities, as well as their weapons and vehicles manufacturing plants. On rare occasions, the air-locks are opened so as to allow corporations like MerCore to ship out products and vehicles going to far-off galaxies. This helps to keep the commerce system within these cities healthy and to provide a steady flow of work for the Ornan citizens of these cities. However, doing this is very dangerous and if any Triaxy activity is detected within 100-miles of the city the gates remain closed. Living here is risky business, but is well worth the efforts.

Obviously, Perfect Blue has plenty of business within these cities. Here they can freely purchase weapons and vehicles from large corporations such as MerCore and they can even hire troops. But not all if fun and games here. BLUE Level must stop at nothing to keep these cities secret and they must also stop at nothing to protect them. These are the last remaining echoes of Ornan life, history and culture and it must be preserved. If one of these cities is lost to Triaxy it would be a devastating blow. Therefore, BLUE Level should make protecting and safeguarding these cities priority number one.

Life On Island 9 And The Death Camps

Of all the places on Orna held by Triaxy, none are more feared and dreaded than the death camps. Of all these, Island 9 is the most infamous and widely known. Triaxy tries to keep these out of the eyes of the Trigalactic Union, for much of the goings-on at these camps are illegal under Trigalactic Union laws. As well, the things they do to the Ornans wouldn't bode well with watchdog groups. But regardless of their attempts to keep these camps secret, the rumors of their existence is beginning to spread through the galaxies.

Island 9 is the largest and most infamous of all these camps. Located just off of Basica, Island 9 gets its name from the Triaxy surveyors who first came to Orna looking for CryAg. Nine was the number designated to the island by the surveyors while mapping the islands off of Basica. Originally, this island was used by Triaxy to set up their large labs and scientific studies. When Triaxy first came, samples of Itosium were sent here for analysis and refinement processes for it



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were examined. Eventually, Triaxy began setting up computer and medical labs on this island as well. After their takeover of Orna, Triaxy set up prisons and holding camps here to house the Ornans taken prisoner during the fighting. At first, these prisons and camps were used to perform mass-executions of Ornan prisoners. With nothing better to do with the thousands of dead bodies, the nearby laboratories began using them for experiments.

It wasn't long before the labs began asking for live Ornans. For the first time in Triaxy history, Tri-Med (the Triaxy Corporation's medical division) was able to experiment on live, intelligent life. Here on Orna, they were out of the watchful eyes of the Trigalactic Union and could perform experiments and studies in complete secrecy. Almost all of these experiments were illegal and outlawed by the Union. Like Nazi death-doctors, Tri-Med scientists performed all sorts of horrific experiments upon the helpless Ornan captives. Many were psychological experiments; others involved breeding and the effects of hyper-evolution.

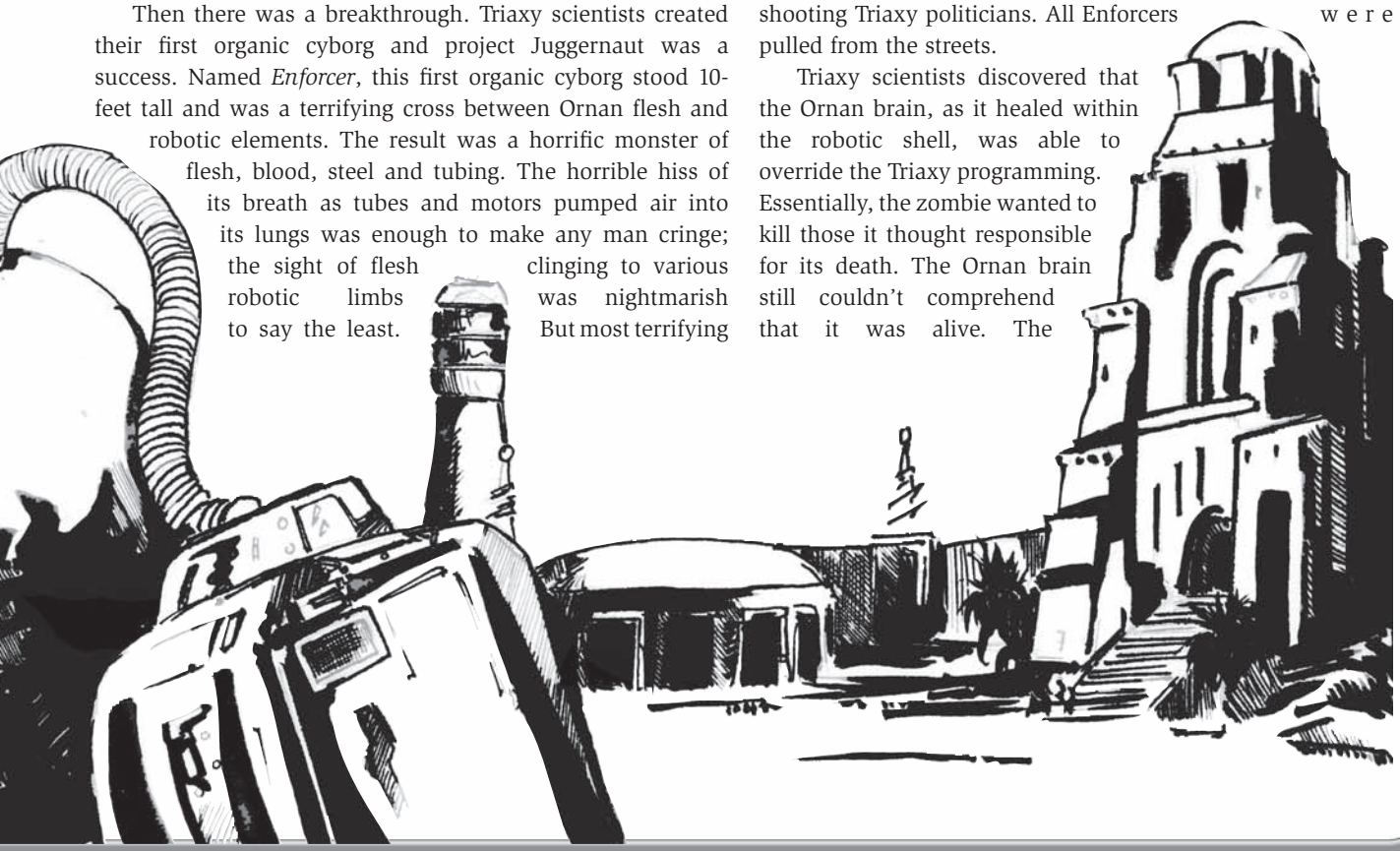
But they didn't stop there. Tri-Med's primary area of research was organic cyborgs and brain function enhanced computers. They also experimented on ways to bring the dead back to life. In a joint effort with Tri-Com (Triaxy's computer division), brains were taken from live Ornans and hooked to computers; other times robotic elements were directly hooked to Ornan bodies. These painful and horrific experiments went on for years under the codename, project *Juggernaut*.

Then there was a breakthrough. Triaxy scientists created their first organic cyborg and project Juggernaut was a success. Named *Enforcer*, this first organic cyborg stood 10-feet tall and was a terrifying cross between Ornan flesh and robotic elements. The result was a horrific monster of flesh, blood, steel and tubing. The horrible hiss of its breath as tubes and motors pumped air into its lungs was enough to make any man cringe; the sight of flesh clinging to various robotic limbs was nightmarish to say the least. But most terrifying of all, a living, Ornan brain controlled this monster, housed in a metal-encased skull covered by the stretched flesh of the Ornan's face. Lobotomized and taken of its will, this poor Ornan had almost no recollection of its former life and was forced to obey the will of the Triaxy scientists. This monster was praised as a scientific and engineering masterpiece.

Almost immediately tests were performed on this horrible creature to see how much damage it could sustain before "dying" and to see how much work was needed to restore it to "life". Additionally, it was trained to fire weapons and was tested in battle. After less than a year of testing, Triaxy political officials had the bright idea of using them as tools of war or as "law officers". Triaxy had 100 more of these "Enforcers" built and sent to various Propaganda Cities for testing. The idea was to get the Enforcers to patrol the streets and keep the peace. Armed with powerful guns and less-than-perfect programming, these monsters were set loose upon two different cities.

At first, all seemed to go well. The Enforcers shot only those Ornans attempting escapes or attacking Triaxy officials. But then they began shooting innocent Ornans as well. Every day one or two innocent Ornans were shot for no apparent reason. Triaxy scientists thought it might just be a glitch in the software, or the brain associated a certain act with what it perceived as a crime. The incidents were covered up and forgotten. But then a couple Enforcers began shooting Triaxy troops. One Enforcer even entered a government building and began shooting Triaxy politicians. All Enforcers were pulled from the streets.

Triaxy scientists discovered that the Ornan brain, as it healed within the robotic shell, was able to override the Triaxy programming. Essentially, the zombie wanted to kill those it thought responsible for its death. The Ornan brain still couldn't comprehend that it was alive. The



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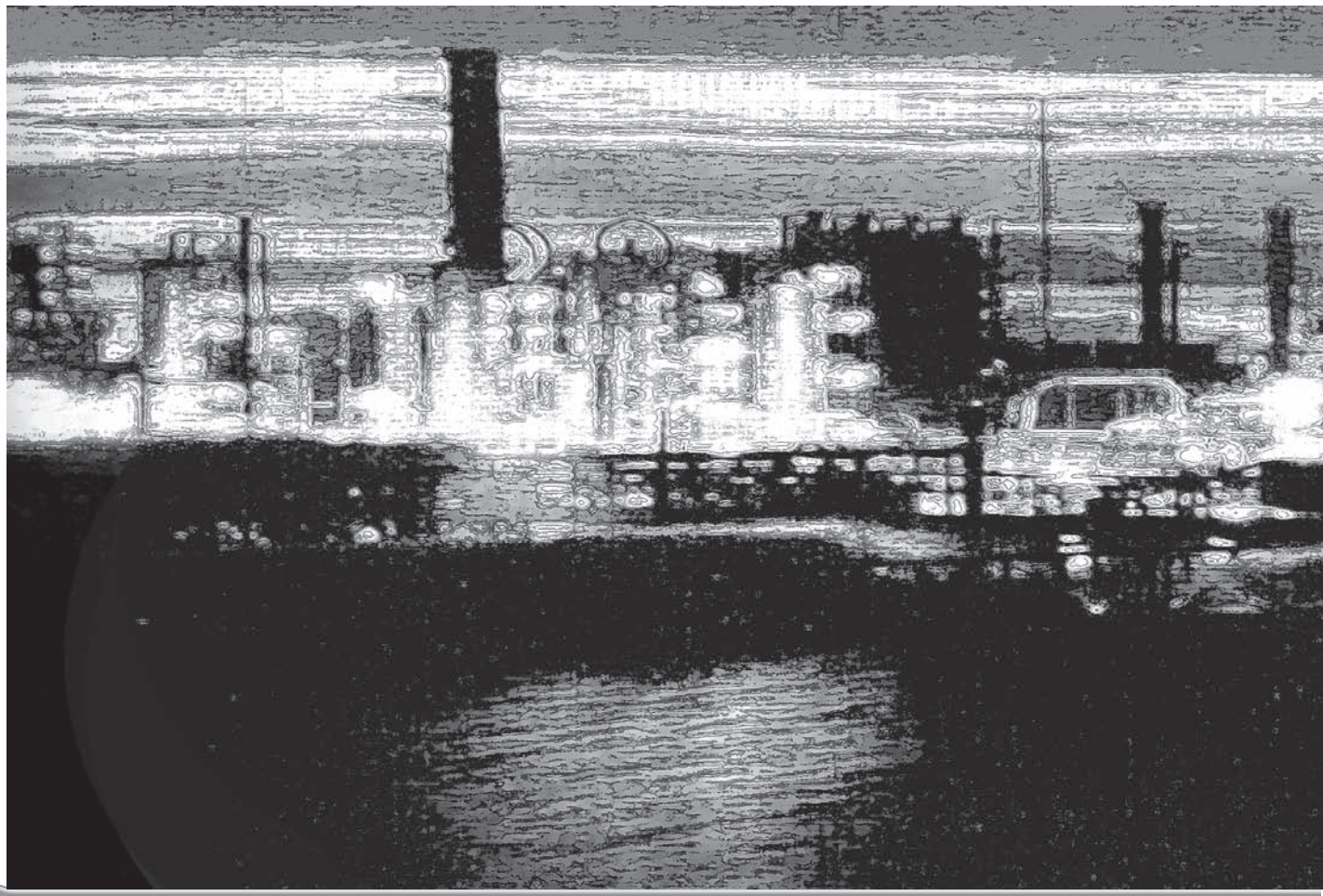
problems were fixed and new software and programming were added. Complete testing was performed and new, better Enforcers were built. These were the Enforcer II models and they were just as monstrous as their predecessors, however with a more stable brain and programming. Today, Triaxy uses both the Enforcer II and III models.

But project Juggernaut is only the tip of the iceberg. Tri-Med also works on illegal biological weapons—which they test on the Ornans. They also work on creating viruses and germs, bacteria and fungi. They also experiment further into the realms of organic cyborgs. Project *Deathstalker* is their new realm of experimentation—a fully organic cyborg with no robotic elements. Essentially zombies, these will-less and mindless servants will make up the next generation of Triaxy troops. These experiments are all highly illegal and outlawed by the Trigalactic Union. But here on Orna, they are done out of the Union's watchful eyes.

The Ornans who are taken to these places live in constant fear and pain, the subjects of starvation and torture, death and disease. Housed in huge prisons or herded together in camps surrounded by electrical fence, they are fed little—if anything—and are given no comforts of any kind. In the worst facilities and camps, they are forced to sleep on the ground where they must also defecate; in the best facilities they may be given a wooden cot to sleep on and a community cesspool. When they are fed, the food is often rotten or stale; their water is usually dirty and sometimes filled with harmful bacteria. Disease and illness wipe out most of the Ornans taken to these nightmarish places. Those tough enough to survive often await a worse fate in the labs of Triaxy. Reminiscent of the Nazi concentration camps of old, these places are too horrible for words to describe.

BLUE Level must free the Ornans who have been taken captive and sent here. These death camps must be shut down at all costs. Despite the armies of Triaxy troops and the watchful Enforcers who guard these camps, Perfect Blue must attempt to shut these places down as soon as they can. While the largest camps such as Island 9 might be beyond the reach of BLUE Level right now, hundreds of smaller camps have been set up around the world in out-of-the-way locations. These camps can make easy targets for Perfect Blue assaults; all they must do is find them.



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Life Within The Processing And Refinement Centers

The running and operation of massive Itosium refinement centers is one of the primary reasons Triaxy came to Orna. Triaxy has built several super-massive refinement and processing plants across Orna—each as large as a city and housing no less than 25,000 workers at a time! On the map, only the "super-massive" processing facilities are shown. However, there are *hundreds* more across the globe which are smaller—typically housing only one- to two-hundred employees at a time. They are always built near the shores of oceans, lakes or rivers as mass-quantities of cold water are needed to cool and clean the equipment. The waters also supply an easy waste-disposal system.

From the sky or from a far distance at night, these processing plants look beautiful, with hundreds—sometimes thousands—of lights. Fires blaze atop towering smokestacks like beacons and lights glimmer like a thousand stars on the sea. But during the day—or up close—they are a much different place. They are dirty, noisy and smelly, pouring thick, black smoke into the sky and pumping tons of dark sludge into the sea. Even from miles away the horrid stench of Itosium refinement lingers in the air—many liken it to sulfur—and it burns the eyes and nose. The refinement processes used by Triaxy and other mining companies are terribly dirty, requiring massive chemical treatments and radiation bombardment. While the Itosium can be used "cleanly" without heavy refinement, the refinement process makes the resulting CryAg much more potent and thereby more valuable. The tradeoff is tons of black, noxious smoke that must be pumped into the atmosphere and the thousands of gallons of "sludge" that must be poured into the oceans and rivers.

The refinement process works something like this:

First, the raw Itosium is brought in from the mine fields. Typically, the raw Itosium is full of dirt, rocks, sand and sediment. More than 90% of the Itosium mined on Orna comes from the oceans, and therefore the shipments are filled with dirt, sand and seawater. Itosium in its raw form appears as white crystalline rocks which give off a soft glow and small

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amount of warmth. The shipments are unloaded into huge cleaning vats where the raw Itosium is washed in a solution of water and cleaning chemicals. This process removes any dirt, rock, soot, sand and debris from the Itosium. The Itosium *must* be 100% pure before it can be further refined, and thus this cleaning process can take days.

Typically, it first travels down a Vibro-Conveyor which violently shakes the Itosium to loosen any rock and debris. From here it is dumped into the Tumblers, which are essentially large barrels. Inside, these tumblers are lined with jagged teeth made of hardened steel. Once the Itosium is loaded in the tumblers, they are then filled with a special mixture of acids. Over the next week the raw Itosium is "tumbled" inside these closed drums. Periodically the tumblers are drained and clean acids are added. Triaxy pumps the "dirty" acid—along with all of the removed debris—back into the oceans. After nearly a week of tumbling the Itosium is left clean and pure. This is known as "Pure Itosium" and it glows brighter and producers more warmth.

From the tumblers the pure Itosium is loaded into gigantic Radiation Furnaces—also known by the workers as "Cookers". These radiation furnaces, once loaded with thousands of tons of Itosium, are then sealed airtight. Once sealed, the Bombardment Process begins. Within the cookers the pure Itosium is bombarded with powerful radiation—hundreds of times more deadly than nuclear radiation. The radiation causes the Itosium to heat up to thousands of degrees. The Itosium is "cooked" like this for 2 - 3 days. During the cooking process, the radiation strips the Itosium of its outer shell and it will eventually be cooked down to only a fraction of its original load-weight.

After only being bombarded by radiation for a few hours, the Itosium begins to become clear like glass and it also glows much more brightly. The external crystalline form slowly begins to melt away and the Itosium begins to grow clearer and clearer as impurities and "Itosium Waste" is stripped away. The Itosium waste that melts off is a thick, black sludge. This sludge is *highly* toxic as it is filled with chemicals and radiation. Over the days that the Itosium is being cooked, fresh, cold ocean water is pumped in to the Radiation Furnaces to help regulate the temperature and to also carry off all of this waste. This dirty water—filled with toxic chemicals and radioactive Itosium waste—is then pumped directly into the ocean. The black smoke from the towers outside come from the filters which carry out all of the deadly fumes.

Once the cooking process is complete, the Radiation Furnaces are filled with cold water and final cleaning solutions and the Itosium is left to cool off for a couple days. What is now left in the Radiation Furnaces is not Itosium, but *pure* Crystal Aggregate—which is less than half the load-weight of the original Itosium. The refined Itosium has now made the change into what is commonly known as CryAg.

On other planets, refined CryAg takes on a white, powdery form. This is because the CryAg itself is refined. However, on Orna—the only planet known to contain actual Itosium—the *Itosium* itself is refined. The result is *pure, refined* CryAg which takes on the form of small, spherical, incandescent rocks typically 1 - 2 inches in diameter. Some of the CryAg spheres are less than an inch—some are nearly a foot in diameter. Size does not affect the value of the Itosium, as it is sold by weight. But large or small, this is the best CryAg—and most potent CryAg—in the universe.

The CryAg spheres hold unthinkable amounts of energy which can be tapped merely by sending electrical currents through them. The electrical currents cause the CryAg to vibrate and heat up and massive amounts of energy are released. When used properly, a small portion of CryAg can send a massive star-cruiser across many galaxies in only a matter of days. The only problem is, the CryAg "wears out" once its energy has been consumed, leaving behind "dead rocks"—also known as *depleted CryAg*.

Once the radiation furnaces are drained the newly formed CryAg is taken on a sealed conveyor line directly to a "Decontamination Center"—also known as being placed into "de-con." Because of all the radiation, the CryAg is too deadly and toxic to handle. The de-con facilities wash the CryAg with special chemicals as it is bombarded with anti-radiation microwaves which help strip off the radiation and toxins. This process creates further smoke—this time a thick yellow-green—which is then carried off to the open atmosphere via smokestacks outside. After only three days in de-con the CryAg comes out and is semi-safe to handle. The refinement process still leaves the CryAg toxic, and prolonged exposure to it can cause serious health problems. Many refinement center workmen die from strange diseases and the work-women often give birth to deformed children. Thus, for the safety of the general public, the finished CryAg is sent off to yet another part of the facility—the packaging and storage plant.

The packaging and storage facilities are divided into two separate divisions on the larger, super-massive plants. In the super-massive plants, one facility loads CryAg into "Depletion Cells"—cartridges filled with a specified weight of CryAg. These depletion cells are like fuel-tanks for many vehicles—especially vehicles used for intergalactic travel—throughout the universe. They come in all shapes and sizes (some weighing tons, others light enough to be lifted by hand) and are inserted into the vehicle when its current depletion cell empties (that is, once the CryAg has been drained of its energy).

But most companies build and manufacture their own depletion cells. Thus, the second division of the packaging and storage facility (and the only division in the smaller refinement plants) simply packages the CryAg. The CryAg is manually shoveled and poured into huge drums which are then welded shut. These drums are hauled off by intergalactic cargo ships to their final destination—typically vehicle manufacturers or parts manufacturers.

As far as Perfect Blue is concerned, these refinement plants must be shut down. They are hazardous and dirty, pumping

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tons of deadly pollutants into the atmosphere every day. Already the skies around these plants are yellow and black and the shorelines next to them are littered with the rotting remains of dead and dying sea life killed by the "black waters" created from the toxic byproducts and sludge. If something is not done soon, these refinement centers will inevitably kill off the planet. It is already estimated that Orna's atmosphere will be unlivable in one-hundred short years and that its seas will be unable to support life. But Triaxy does not care. They have applied for, and have been granted, Waste Planet status, which means they are free to destroy the planet in an effort to mine it out of Itosium. Of course there are cleaner ways to refine the Itosium—refinement methods which would not so pollute the environment. But these techniques are very expensive, and Triaxy only cares about its bottom line.

BLUE Level must work tenaciously to shut these plants down. While budding BLUE Level operations will not be able to attack the heavily guarded super-massive plants, they can infiltrate the smaller ones and destroy them. But even these smaller plants pose dangerous missions, for they are guarded around the clock by Triaxy troops and heavy walkers on the lookout for pirates and thieves wanting to get their hands on the precious Itosium. Already rival mining companies have been suspected of laying siege to some of these plants and looting them of the Itosium. And space pirates typically launch assaults on them to get the valuable mineral. Triaxy estimates that they lose more than 100-billion dollars a year do to piracy and thieves and they invest heavily in protecting their refinement centers—the richest places in the universe.

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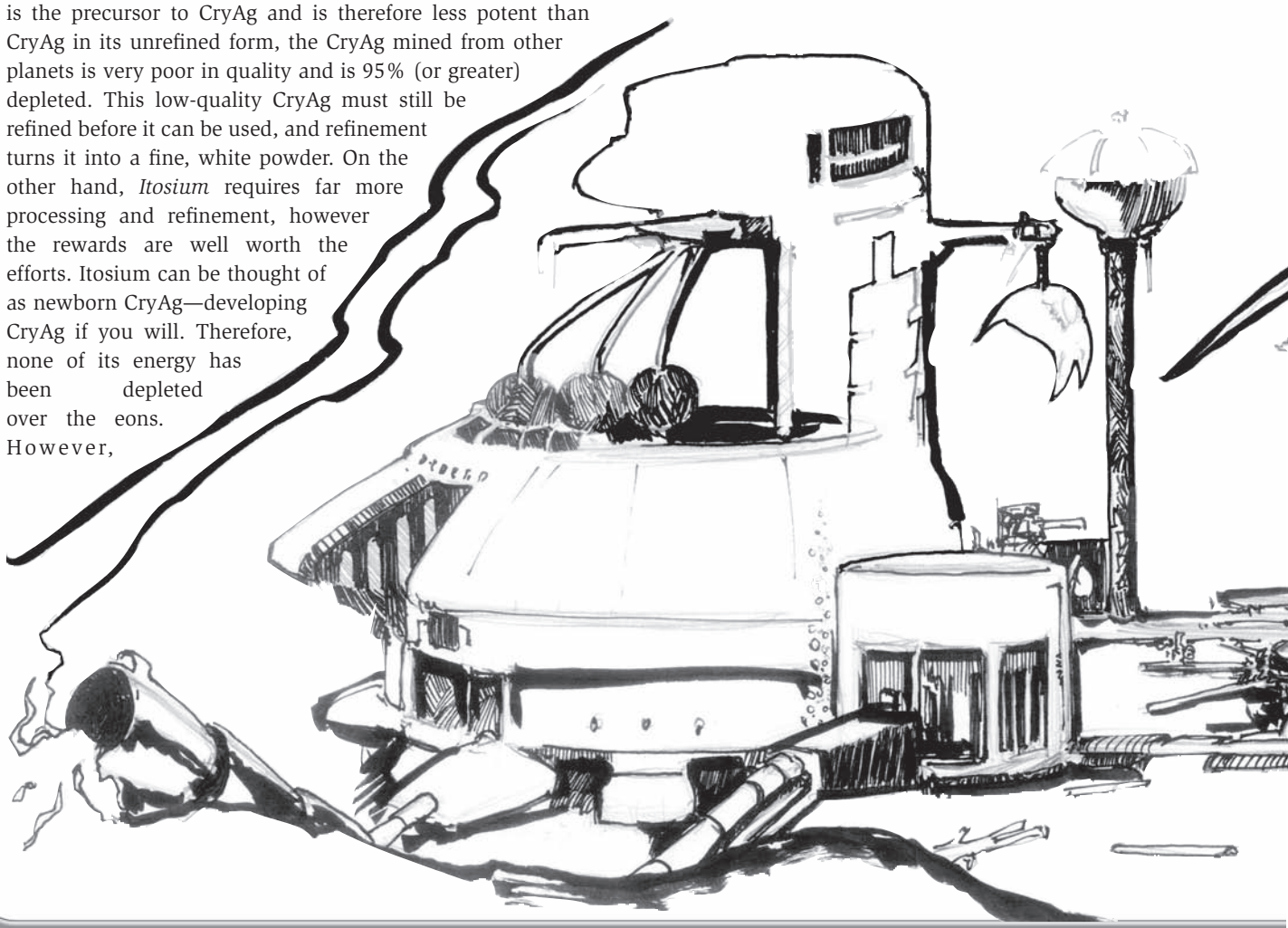
Life Within the Itosium Mines

This is where it all begins. Before Itosium can be refined into CryAg, it must first be "harvested" or mined from the oceans of Orna. While small deposits of Itosium can be found on land (usually areas which where once covered by oceans millions of years ago), the bulk of the Itosium comes from deep beneath the seas.

Itosium in its raw form is perfectly harmless and can be handled without any threats to health. However, mining it is a very dangerous undertaking. While land-based mining operations are far less dangerous (resulting in 65% fewer worker deaths per year) and are typically reserved for trainees or entry-level recruits, deep-sea Itosium mines are perhaps the universe's most dangerous job. Because more than 90% of all Itosium mined on Orna comes from the sea, this section will mostly detail the deep-sea ore mines.

Orna is the *only* planet known to contain true Itosium. On all other planets, it is CryAg that is mined. While Itosium is the precursor to CryAg and is therefore less potent than CryAg in its unrefined form, the CryAg mined from other planets is very poor in quality and is 95% (or greater) depleted. This low-quality CryAg must still be refined before it can be used, and refinement turns it into a fine, white powder. On the other hand, *Itosium* requires far more processing and refinement, however the rewards are well worth the efforts. Itosium can be thought of as newborn CryAg—developing CryAg if you will. Therefore, none of its energy has been depleted over the eons. However, Itosium itself—while still a great power source—produces very little energy compared to Crystal Aggregate, which can be thought of as "matured" Itosium. Through massive processing, mining companies can speed the transformation of Itosium into CryAg. In nature, this process would take millions of years. However, in the lab or in refinement plants, this process takes only days. The refinement process however, as detailed earlier, is very dirty and environmentally unsound.

Scientists are still unsure of the role Itosium and CryAg play in planetary development. Most believe unanimously that Itosium is a precursor to life on a planet and plays a major role in a young planet's development. It is believed that when a planet first forms, its core produces vast amounts of Itosium. The heat and energy of the planet's birth causes certain very rare minerals and gasses to combine and condense to form into crystalline rocks. These rocks of Itosium are therefore a waste product of a planet's birth. However, as is the way of nature, nothing is wasted. These Itosium rocks contain vast amounts of condensed and compressed energy stores. As the planet's birth is completed, these rocks are forced to the surface, typically into seabeds, where they give off light, heat and energy. While this energy is very little, it is enough to



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kick-start life, allowing bacteria, algae and microorganisms to flourish. Because the Itosium is a waste product of a planet's birth, a planet does not renew its stores of Itosium once it has finished forming. Therefore, a planet has only what Itosium it originally produces and will never contain any more. This makes Itosium rare and irreplaceable.

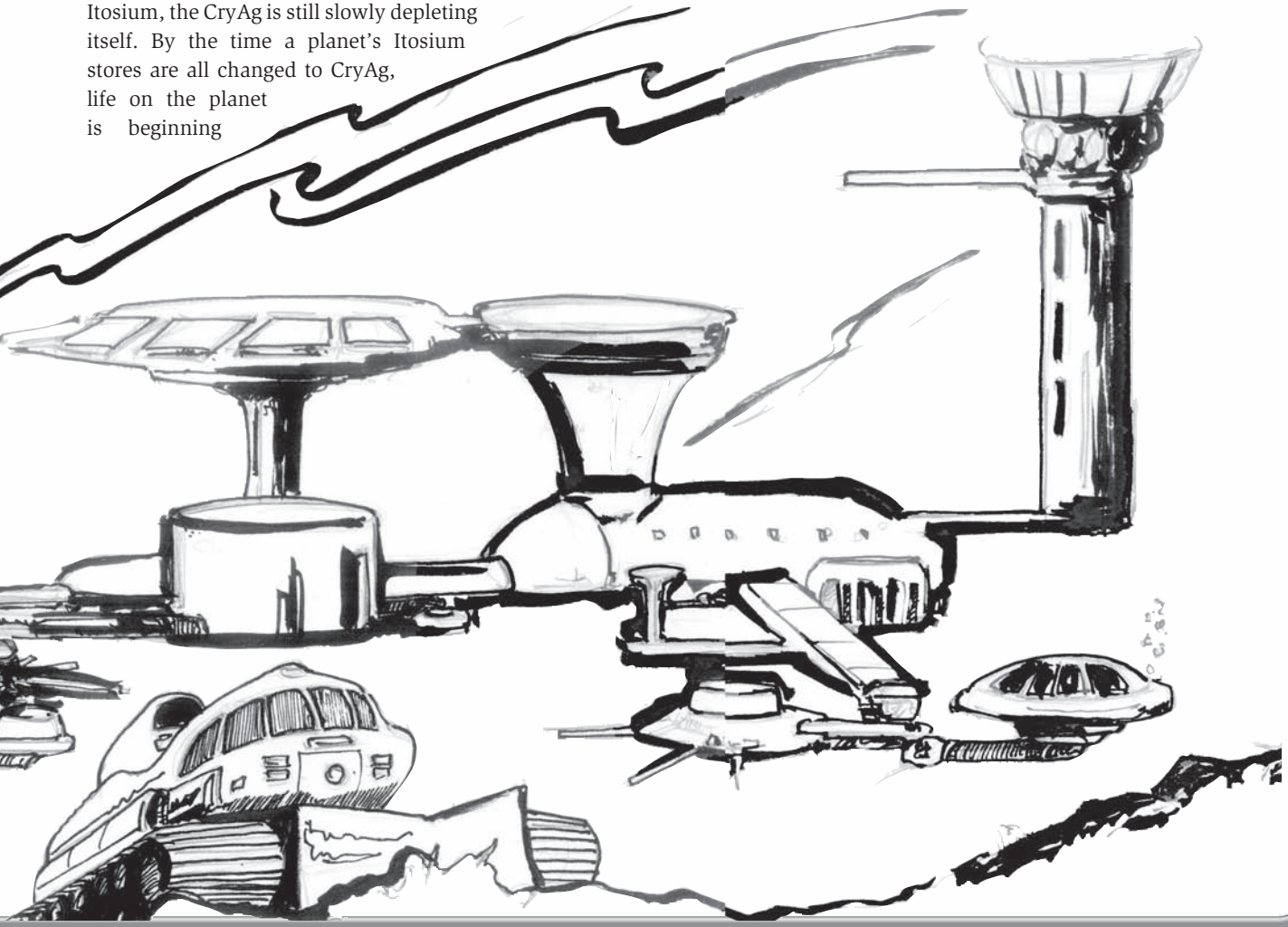
Over many millions of years, the Itosium begins to mature. As it does, its outer "shell" begins to wear away. As this shell wears away the Itosium begins to heat up as more and more of its energy is released. At its peak, the Itosium makes its change into CryAg when its own heat causes certain molecular changes to take shape. This molecular change causes the Itosium's inner crust to shrink, while the energy inside tries to expand. This in turn causes its energy to have to condense. With this condensation the energy builds up more and more but the Itosium's own heat causes it to become harder and harder and smaller and smaller. Once this transformation is complete, what is left is a small crystalline rock clear as glass and harder than diamond containing untold powers within it. The Itosium has now become CryAg.

But this CryAg—much like the Itosium—"leaks" energy. While this energy leak is very slight compared to the Itosium, the CryAg is still slowly depleting itself. By the time a planet's Itosium stores are all changed to CryAg, life on the planet is beginning to stabilize and support itself. Microorganisms are now fully developed and larger life forms can begin to evolve from them. It will still be millions—if not billions—of years before any intelligent life evolves on a planet.

Over the course of these millions of years, the CryAg continues to deplete itself. It weakens and begins to die. By the time any intelligent life evolves on a planet, more than 90% of its CryAg is dead and worthless, beaten down by the elements into sand and dust. The 10% that remains is "garbage" CryAg by all accounts, containing only a mere fraction of the energy it once had. And this is the CryAg mined from most planets.

Because it contains so little energy, when it is refined it breaks down into very small particles of dust. But refined Itosium, which is synthetically transformed into CryAg, holds nearly all of its power. Thus, this CryAg, when refined, transforms into a large sphere. Of course, in nature CryAg would not form a near-perfect sphere; this is merely a result of the refinement process. In nature, CryAg forms crystalline rocks that are very jagged and they form in large clusters. Hence the name, Crystal Aggregate.

So, with this knowledge the question might be posed of why



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can't the mining companies seek out newly-forming planets to find CryAg and Itosium? This could work, however forming planets are too unstable and dangerous to send spacecraft, let alone mining crews. Secondly, it is known that gas-giants such as Jupiter do not contain *any* CryAg. Likewise, suns, moons, meteorites, comets and stars do not contain any. Additionally, it seems that only planets containing life—or once having contained life—hold CryAg. Planets such as Mercury, Venus and Pluto hold little to no CryAg. Finding CryAg-rich planets is extremely difficult and extraordinarily rare.

So why does Orna contain so much—and Itosium at that? This is a question that Triaxy and others are still seeking answers to. Additionally it seems that Orna is *still* producing remnant amounts of Itosium. Triaxy is investing heavily in these answers and their scientists are hard at work in their labs.

But while the scientists seek answers, Triaxy's employees are hard at work doing what they do best—*mining*. The bulk of all Itosium is found on Orna's ocean floors. It is here where Triaxy has built enormous mining facilities to harvest these precious stones. Typically, it "grows" in vast clusters—sparkling and glowing crystals lying quietly in the mud. But this is only the tip of the iceberg, for beneath what can be seen on the surface, thousands of tons more can be found underground. Thus, to find the richest deposits, Triaxy sends scout-ships out to search for large Itosium fields on the sea floor.

Once an Itosium field is discovered, Triaxy begins building large Mining Platforms. For land-based CryAg Mining Platforms (or, CAMPs), these are built on location and look more like huge warehouses and factories. However, Off-Shore CryAg Mining Platforms (or, OS-CAMPs) are built in dry-docks near ocean or lake shores. The smallest platforms (which look much like oil platforms) house anywhere from 50 - 100 employees and might reach 1,000-feet from the bottom to the top (typically, the bulk of these rigs lie at the sea floor with only the large platform at the surface).

The OS-CAMPs are typically smaller in size due to the fact that they need not reach as far to the ocean floor (they are near shorelines) and second, Itosium fields are typically smaller near the shores.

Then there are the Mid-Ocean CryAg Mining Platforms (or, MO-CAMPs) which are at least twice the size of the OS-CAMPs. Mid-Ocean Platforms (also known as MOPs) can house between 200 - 500 workers and reach thousands of feet from the ocean floor to the enormous platform atop the waves. MO-CAMPs are the most common mining platforms used by Triaxy and are typically many miles out in the open oceans. Here vast fields of Itosium grow and huge yields of Itosium "crop" can be harvested.

But then there are also the Deep-Sea CryAg Mining Platforms (or, DS-CAMPs) which are gargantuan in size and scope. These house no less than 1,000 - 2,000 workers and can reach up to 4-miles in height—towering from the bottom of the abysmal ocean floor to the top of the waves. The DS-CAMPs mine the richest Itosium fields of Orna and yield huge amounts of crop.

Typically, all off-shore CAMPs are built in dry-dock and then tugged out to sea where they are permanently set into the ocean floor. Larger MOPs and DS-CAMPs must be built in numerous sections before being tugged far out to the deepest parts of the ocean. Here they are anchored permanently to suck dry the Itosium fields (which may take many years).

But the platforms are only the tip of the iceberg—for the largest bulk of the mining operation is built on the seabed. The platforms are, more or less, housing facilities for the workers. The platform above the waves may hold one or two cargoship landing pads (for smaller CAMPs) or even dozens to land super-carriers (the DS-CAMPs). The rest of the platform is housing for the many workers and "play" areas such as bars and game rooms.

The mining operation's headquarters is also located on the platform and is where all operations for the CAMP are monitored and conducted. These are vast computer rooms which monitor security, workers and all of the goings-on at the CAMP. As well, huge holding areas are also located on the platform where raw Itosium (known by the workers as "crop") is held. Thousands of tons of crop may be stored in these at any given time, ready to be loaded onto the cargoships that land periodically to be carried off to the refinement centers.

Below the waves, huge shafts run from the bottom of the platform all the way down to the ocean floor. These shafts hold huge elevators on the inside which the workers travel to get to and from the mine site below. On the outside of these shafts, enormous "dump lifts" travel up and down in a continuous circle, bringing crop harvested from the bottom all the way to the top of the platform where it is dumped into the holding areas. These dumps can pour tons and tons of crop at a single time, depending upon how much was loaded into it at the bottom. Only if and when the holding areas become full are these dump lifts ever turned off. The goal, of course, is to keep them continually running. Thus, heavy freighters fly in and out of these CAMPs many times per day to haul off the filled holding areas.

At the bottom of the shaft—which is typically a few hundred feet below the seabed—are worker "Prep and Rest" facilities. Here is where the workers suit up into hi-tech deep-sea aquasuits so that they can work comfortably at the astounding depths. Many miners—especially those who lift heavy loads and do lots of manual labor—must wear Power Suits as well. These Power Suits are much like forklifts and bulldozers in suit form. The worker pilots it from inside, wearing it almost like a suit of armor, able to work the arms (often outfitted with huge forklifts or giant claws) and walk around on the legs. Many of these suits are also outfitted with boosters which allow it to swim.

Once the workers are suited up and ready to start their hard day—or night (CAMPs are operated 24 hours a day)—of

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work, they enter the Lock Chamber which is slowly filled with water. Once it is filled, enormous doors slowly open to let the workers out into the open sea floor. But even out here there are more mining facilities. Huge undersea warehouses are built on the sea floor to hold mining equipment and machinery. But despite the titanic scope of these undersea dump trucks, cranes and digging machines, much of the work must still be done manually.

Most of the extremely dangerous work—such as blasting, drilling and jack-hammering—is left to the androids (which Triaxy loves to hire as they don't require expensive aquasuits) or Ornan slaves (which Triaxy likes because they don't have to pay them). Others must help dig-out the mine cavities or load the dump lifts. There are many jobs to do, ranging from the hard, manual labor to the supervisors who oversee the projects. The mine sites are always bustling with activity.

But Itosium is not like ores, metals and precious gemstones. Itosium does not grow in cavities which can be tunneled out. Instead, Itosium grows in huge clusters upon and near the surface. Thus, very rarely are there ever mine tunnels at these sites. Instead, the mine site becomes a large bowl or dish as it is slowly dug out. They are typically wide-open places, sometimes stretching miles and miles across. These dishes slowly become deeper and deeper over the years as the mining progresses. Eventually they become more like huge undersea crevices or canyons. Workers toil in these—working in teams—loading up huge dumptruck-like vehicles or jackhammering out huge chunks of Itosium. Where huge deposits are found they might start blasting the area with explosives to speed the process.

Because they are underwater, it is very difficult—and dangerous—to work these mine sites. The biggest problem the miners face is the "murk", as they call it. All the digging, drilling and blasting kicks up sand and mud which clouds the water, making it nearly impossible to see. Particle Barriers are set up at various points throughout the mine field. These barriers help to clear the waters by sending powerful electromagnetic waves into the surrounding area which cause the sand and dust to become heavier and fall back to the floor more quickly.

Additionally enormous turbines are sometimes built above specific sites in the field which catch the rising silt and essentially blast it high into the sea. This also helps to quickly clear the area of murk. But despite all of this it is still very difficult to see at times. Most workers are required to wear infra-goggles so they can see where their fellow workers are through the murk.

Luckily, the older a mine field gets the less silt and mud they have to work in. The deeper the miners go the more and more rock and "hard earth" they hit. Heavily mined sections have very little murk.

But even still, workers are killed every day when they are ran over by the heavy machinery or crushed beneath heavy rocks that have been blasted out. Another huge hazard are the bulky aquasuits. Powerful and rigid and filled with liquidized oxygen (also known as liquigen) to help the workers tolerate the powerful, crushing pressures of the deep sea, these suits are hard to work in and prevent full maneuverability. In emergencies workers cannot run or swim fast enough to avoid disaster. And the suits pose another deadly hazard: they can break.

If a heavy rock or piece of machinery damages the liquigen tank, the worker will have only a few minutes to make it back to the air lock. And although the suits are self-healing (meaning they instantly seal if they get a small rip or crack), a falling rock or a piece of blasted material can leave a huge gouge in the suit which will cause the worker to implode and die at the deeper depths. And natural hazards exist too: sharks and creatures of the deep looking for a quick meal have been known to pickoff loan workers. The deeps of Orna's oceans hold monstrous things—the least of which are giant sharks and squids. Often, snipers are placed at various points to keep watch for these man-eating creatures and pick them off before they can do any harm.

Working at these depths is also draining on the workers. Between the hard, physical labor, the pressures of the extreme depths and the stress of the dangerous environment, workers are left tired and exhausted at the end of the day. To help reduce the number of casualties suffered daily (the large DS-CAMPs may have up to 25 per day), paid workers work in short, 3-hour shifts with hour-long breaks in between. They work 12-hours per day. Androids—who do not suffer the same stresses or dangers—are allowed to work 12 straight hours. Ornan slaves, the lowliest of all the workers and the ones given the most dangerous jobs, typically work 6 - 8 straight hours. Deep-sea CryAg miners have a tough and dangerous job, but as long as they are not of Ornan blood, they are the highest paid workers in the universe.

Perfect Blue must try to shut these mining facilities down. Unfortunately there are a number of problems in doing this. Number one, these CAMPs are very heavily guarded and are protected by attack vessels that hunt the perimeters beneath the oceans. In the air, they are typically circled by more attack fighters. Triaxy is well aware that a few well-placed torpedoes can bring an entire CAMP crashing to the bottom and they guard them tenaciously from Perfect Blue assaults.

Beneath the waves, Triaxy troops keep guard and make sure Ornan slaves don't try to flee (although they really have no place to run) or that crop is not illegally smuggled out of the mine site by greedy workers. The second problem Perfect Blue faces are the workers and slaves themselves. While some Perfect Blue operations may not care about the Triaxy-paid workers, the Ornan slaves must not be harmed. If anything, Perfect Blue must try to free them. Engaging a CAMP with attack ships and walkers might sound like a good idea, but if it is damaged hundreds of Ornans might be killed and crushed beneath the toppling CAMP.

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The best tactic is to covertly infiltrate these mine fields from the ocean floor, sneaking in through the murk. From there Perfect Blue can get as many Ornan slaves to safety as possible. After this is done, then they can move in for the real assault.

Although BLUE Level may not be able to shut the large DS-CAMPs down early in their career, finding and attacking the OS-CAMPS shouldn't be too difficult. If BLUE Level plays their cards right, they may even be able to overtake the smaller ones through covert operations alone.

Beyond Orna: The Outer Galaxies

The universe is a large place. It is too large to even begin describing in this book. There are literally thousands of planets holding life and millions more like Jupiter, Mars and Venus where no life exists. On top of this, there are mining colonies owned by the large corporations who live on moons and gigantic asteroids scattered throughout the universe. While only the major and most powerful races have been described in this book, there are hundreds more within the Trigalaxies.

But there is a single, unifying governmental system and economic structure that brings everybody together. Based on the old Earth Standards, all planets use the same system of language, time, measurement and money. And all political matters between the planets and galaxies are handled through the Trigalactic Union. All economic matters are handled through the Trigalactic Trade Association.

Because describing every aspect of the universe would take an encyclopedia of books, we will only look at the political structure of the game world.

The Earth Standard

Early in the history of the Trigalaxies, the Humans—armed with the technology of CryAg—began to explore distant planets in their own Milky Way galaxy. From there, they were able to cross over to the Andromeda and Magellanic galaxies. Prior to the discovery of CryAg, there was technology available that could theoretically take a spaceship light-years away to other parts of the universe. However, there was no available power source that could supply the energy needed to travel such distances. When the Humans first discovered the powers of the CryAg they found on Mars, they began building engines that could take a starship to the farthest planets in their own galaxy, such as Neptune and even Pluto. Once they fully tapped the potential of this new element, they began building starcruisers that could sail to galaxies light-years away in only a matter of days.

Andromeda was the first galaxy to be explored outside of the Milky Way. It wasn't long before the Humans met the Andromedians who inhabited many of the planets in that galaxy, as well as the Vornites—a slave race to the Andromedians. While the Andromedians were technologically more superior than the Humans, they had not yet discovered CryAg, and therefore the Humans had beaten them to intergalactic travel.

But meeting the Andromedians posed a new problem: how to communicate? The Humans shared with them their language and soon communication was possible. The Humans

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shared their technology of the CryAg powered engines with their new friends, and soon both races were exploring the farthest reaches of their own galaxies. But greed set in with the Andromedians. They could foresee the future of the universe, and they knew it would all rely on vast supplies of CryAg. It took almost a ton of CryAg to fuel a medium-sized starship to another galaxy, and another ton to get back. CryAg was very short in supply on Mars, and thus the Andromedians went out in search for more. Cryomine—the universe's very first intergalactic mining company—was thus formed by the Andromedians. Later, when the Trigalactic Trade would form, Cryomine would change its name to Triaxy.

But while the Andromedians went in search for more CryAg, the Humans went in search of new life. It wasn't long before they began to explore the Magellanic galaxy—a galaxy much further away than Andromeda, but still accessible by a reasonable supply of CryAg. In this galaxy even more intelligent life was discovered; races such as the Trikosi and Lothorians. Once again, language barriers blocked any real progress and the Humans shared with them their language.

Over the next few decades, the Milky Way, Andromeda, and Magellanic galaxies were explored more fully. The Humans openly shared their technology with these other races—some not quite as advanced as others. And soon there were many races zipping about the galaxies in starships powered by CryAg engines. New races and cultures were discovered and trade and commerce between the planets began. But there were even more problems: money systems, languages and even calendars clashed. There was no standard by which to work. The only uniform object of value between the planets was gold. It seems that even on other planets, gold still holds a fantastic allure and rareness. But trading with bars of gold was awkward and inefficient. The galaxies needed a uniform system of language, money, time and measure.

It was thus that the Humans proposed that all known races join in an effort to create a single standard by which all planets and all races could easily communicate. Most of the races of the three galaxies (the Milky Way, Andromeda and Magellanic) openly agreed to this effort. And it was thus that the Earth Standard was born.

Based on their own systems of Earth, the Humans proposed a logical solution: The Earth Standard. With the Earth Standard, all races would be taught English in their schools and it would become the primary language of the galaxies. This was logical because most races were already speaking English. Second, a money system based on gold would be used. The system of money itself would be based on the Earth system of dollars and cents. All money would have to be backed by gold and a planet could not mint more money than its supply of gold. Next, like Earth had done long ago, all planets would adopt a one-world government. This government would be a democracy based on the Constitution of the United States of America and would oversee the entire planet's well-being. Lastly, all governments would then adopt time, calendar and measurement systems based on what Earth used. This would be the easiest system, as English would be the primary language of the galaxies.

The notion of the Earth Standard was put to a vote between the planets, and it was almost unanimously agreed upon. Only the Andromedians voted against it, as they wanted an Andromedian-based system adopted. Despite the Andromedians' disappointment and jealousy, the Earth Standard was born.

Today, despite the destruction of Earth and the near extinction of the Humans, the Earth Standard is still in use. All planets in the Trigalactic Union use English as their primary language, use dollars and cents for their money, and have changed their calendars and measurement systems to match that of Earth's. Everything is unified and standardized and the system works well.

The Trigalactic Union

After the destruction of their planet, the Humans realized an evil had befallen the universe. Greed prevailed and death and destruction were widespread. The Crystal Aggregate—the very thing the Humans had used to bring the universe together—was now tearing it apart. It seemed that all the work and triumphs that the Humans had accomplished in bringing planets and universes together was all for naught. But the political leaders of the Humans, now without a planet, knew that again it would have to be them to bring peace. Appealing to all the governmental officials of the planets and galaxies, the Humans pleaded for peace and the formation of a Union. A union to unite the galaxies and restore peace; a union to regulate mining and to make sure this would never happen again. The planets listened. It seemed they too wanted peace. But the Andromedians were wary. Already the Humans had slighted them with the Earth Standard, and they were not about to let the Humans have their way with this "union."

Under the orchestration of the remaining Human diplomats, the heads of all the known planets and mining companies were brought together on neutral ground. Here, the Humans revealed to them an outline for a Union—the Trigalactic Union—which would allow all the planets to be equals and have the same rights, and to divide fairly the stores of Crystal Aggregate so that no planet would go without. Over the weeks, a skeletal structure was composed for this new union and every aspect of it was put to vote. Eventually this skeletal structure filled out and the Trigalactic Union was formed. All the planets agreed to it, and they all joined.

"But," said the Andromedians. "There is one last order of business. The Humans." The Andromedians recalled the fact that it was the Humans who first brought the plague of CryAg to all the planets, and that they were the ones responsible for all the death and destruction. In their typical, devious ways, the Andromedians convinced the Trigalactic Union that all of the

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wars were the fault of the Humans. Lastly, the Andromedians proposed that the Humans be stripped of the right to join the Union and that all their CryAg stores be divided amongst the planets. They further suggested that the Humans no longer hold claim or right to any planet, and that they could never own nor occupy their own planet again. This was all put to vote, and only by a small victory were these first laws of the Union passed. The Trigalactic Union—the very thing the Humans began—dealt them their last, fatal blow.

Today the Trigalactic Union is the political backbone of the universe. It is a "United Nations" of sorts where diplomatic representatives from all planets vote on laws, regulations and other matters of importance. Trigalactic Union laws supersede any and all planetary laws and governmental laws. As well, votes, negotiations and other business voted on and passed by the union must be upheld by all union planets. Planets found to be breaking union laws, contracts or not adhering to union policies are subject to Trigalactic Union Enforcement. In effect, the Trigalactic Union is the true governing force in the universe, there to help promote and protect universal security.

However, the Trigalactic Union affects only those planets joined in the union. While there are some planets who refuse to join the union, more than 99% of all known planets in the Tri-Galaxies are members of the union. Galaxies are designated a number of "Galactic Representatives" based on the number of planets in their galaxy. Likewise, planets are designated a number of representatives into the union based on their total population. Planets with huge populations therefore have more power in the union, as do races who span many different planets in a galaxy. Of these, the Andromedians have the largest number of members in the union and are also the most powerful members of the union. If a planet wishes to negate its membership to the union, a vote must be passed by all citizens of that planet. If the vote favors abandoning the union, that planet is then allowed to leave the union. However, if the vote is in favor of the union, that planet must remain with the union. There really is no reason not to join the union, however.

The Trigalactic Union protects and helps serve those planets joined in the union. The union offers military support, medical aid, environmental aid and all sorts of programs designed to help planets prosper. Union support teams are owned and orchestrated by the union and are paid for by all of the planets joined in the union. The union board tries to answer to the calls and requests of all planets, but is often forced to triage their resources. The union also passes laws which help keep the universe a safe place, and which help all the planets prosper. The outlawing of biological warfare, weapons of mass-destruction and other such things are all the work of the Trigalactic Union. Planets are often subject to periodic inspections by the union. Some of the resources the Trigalactic Union holds are as follows:

Trigalactic Union Army

This is a huge military army owned and operated by the union. With hundreds of thousands of troops, weapons and vehicles there is no planet they cannot reach. The army is used to help enforce union laws, and protect planets and the rights of people. It is also the army used to combat non-union planets in times of war.

Trigalactic Union Environmental Protection Agency

TUEPA watchdogs planets and mining companies to make sure that they are following procedures to help protect the environments of planets. TUEPA makes sure that mining corporations are conducting their efforts in environmentally sound manners and are cleaning up after themselves. They also make sure that the planets themselves are healthy and send teams in to help clean up environmental accidents. The only planets not monitored by TUEPA are those planets designated as "waste planets". A waste planet is a planet designated by the Trigalactic Union as a planet that can be destroyed without consequence. Waste planets require no environmental protection and can be killed off. They are not subject to the *clean mining acts* of the union, nor are they subject to environmental protection laws. Almost all waste planets are on TUEPA's endangered planets list. Less than .01% of all planets in the union are designated waste planets. All waste planets but Orna are planets uninhabited by any life and are typically used to dump garbage, toxic waste or to be mined out using environmentally unsound refinement methods. TUEPA is highly against waste planets and also works to ban the creation of waste planets.

Trigalactic Union Weapons and Warfare Agency

This agency (TUWWA) watchdogs planets to make sure that they do not produce or manufacture outlawed weapons. They often inspect planets in search of biological weapons and weapons of mass destruction.

But while all this may seem well and good, there is something dark and sinister taking shape in the union. As has been mentioned, the Andromedians hold the greatest political power in the Trigalactic Union. And, with Triaxy Mining Corporation, also hold the greatest power in the Trigalactic Trade Association. And now that Triaxy Mining has taken control of their own planet, the Andromedians—with the help of Triaxy Mining—are the most powerful force in the universe. Slowly they are bending the will of the Union to their own devices as they make themselves grow more powerful by the day. Already they seem to be above the laws of the union and many question their intentions. Only now is the Trigalactic Union beginning to realize they have allowed a monster to grow amongst them—a monster that is out of control. The Andromedians seem to hold all the power of the universe in their hand, and nobody dares to question them.

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The Trigalactic Trade Association

Formed in conjunction with the Trigalactic Union, the Trigalactic Trade Association oversees the commerce and economics of the universe and is, essentially, a branch of the Trigalactic Union. The Trade Association regulates trade between the planets and also operates and runs the Intergalactic Stock Exchange (ISE). While the mining of CryAg is largely overseen by the union (CryAg mining has become more of a political issue than an economic issue), the trade association determines the Fair CryAg Market Value (the FCAMV) as well as the value of gold, and therefore, dollars. Currently, the FCAMV is at $5.5 million dollars per ton (a ton being 2,240 lbs). This is down from the $12.8 million dollars per ton it was before the discovery of Orna. This means that refined CryAg sells for about $2,455 dollars per pound (as apposed to the $5,714 per pound it used to sell for). You can see what an impact planet Orna makes on the economy and why it's so valuable.

The Trade Association also runs and operates deep-space exploration teams in search of CryAg-rich planets. This division is jointly operated by all of the mining corporations joined in the association, although many of these corporations (such as Triaxy) still do their own, private explorations. CryAg deposits found by the association are mined by Trigalactic Trade Association Mining Contractors (the TTAMC). This CryAg is divided amongst the mining companies of the association (by shares) with portions of the CryAg going directly to the planets. It's a great system that allows for fair distribution of CryAg. However, as mentioned, almost all of the mining companies conduct their own, top-secret explorations and they share their finds with no one.

The Trade Association also sets standards for quality between planets and helps settle disputes between companies. Much like moderators, the Trade Association's word is final after a dispute has been settled. Thus, the Trade Association can also be considered the "better business bureau" of the universe.

Like the Trigalactic Union, the Trade Association appoints board members. Corporations joined in the Trade Association are allowed a certain number of board members based on their yearly gross sales. Thus, corporation like Triaxy and the other mining companies typically have far more power in the association than computer and food distributors. In fact, Triaxy is the most powerful member in the Trade Association.

Travel Between Galaxies

Travel between the galaxies, in the beginning, was very time-consuming. The slowest "warp-drive engines" achieved speeds of only 500 parsecs per hour. The fastest achieved speeds of 5,000 parsecs per hour. Traveling to the Magellanic galaxy (which is about 200,000 light-years away) would take about 3 - 4 days. The Andromeda galaxy (which is nearly 2-million light-years away) would take 26 days! Travel—although miraculously fast—was still slow. But that was in the beginning.

Today, at various points near the major planets (such as Mars, Andromedus and Lothor), there have been set up "Warp Ports". These warp ports are owned and operated by the planets they are located near and appear as massive, circular rings made of steel. Most have an interior diameter of 200-yards and can allow even the most massive freighters to pass through. They float in orbit around the planet and are manned and operated by specially qualified technicians. There are highly expensive "tolls" to get through these warp ports, and while these tolls are often more expensive than the CryAg the ship would consume itself when traveling to a far-off galaxy, they are *much* faster. These warp ports are fueled by *tons* of CryAg. As a ship passes through the port, the technician operates the drive which essentially bends the fabric of the universe. The technician can bend the universe to any other warp port in the universe, thereby allowing for instantaneous travel between ports. The port must be cleared before a ship can pass in or out of it, thus only one ship at a time can pass through the port. The vast amounts of traffic around these ports is highly monitored to assure that no mishaps happen, for if two ships enter at opposite ends of the galaxy at the same time, the result is a collision that vaporizes both ships. Yearly, there are less than 3 collisions.

The table (Fig. 21.0) shows the typical CryAg consumption of a warp port to send a ship from one galaxy to another, as well as the typical toll charged to do so. Typically, only large freighting companies use these ports as the tolls are beyond the reach of the typical citizen.

But even today with the warp ports in place, many smaller companies and civilians travel the galaxy in their vehicles. This travel is more dangerous and much slower, but it's also much cheaper. Today, the average warp engine can achieve speeds of 1,000 parsecs an hour. The fastest reach speeds of 10,000 parsecs an hour.

The table (Fig. 21.1) shows the typical CryAg consumption of a ship when traveling intergalacticly. Please note that the typical speed of intergalactic travel is 1,000 parsecs per hour. A parsec equals about 3.25 light-years in distance (a light-year is about 6-trillion miles at light-speed). Thus, 1,000-parsecs an hour is equal to 3,250 light-years traveled. The nearest galaxy

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from the typical planet is around 250 - 300,000 light-years away. Thus, it takes the average ship about 93-hours to reach the nearest galaxy (around 4-days).

Warp Port CryAg Consumption and Tolls		
Type of Ship	**Amount of CryAg needed to travel to opposite port**	**Typical Toll Charged**
Light Fighter / Personal Vehicle	5 lbs	$12, 275
Small Craft	10 lbs	$24,550
Light Freighter	20 lbs	$49, 100
Medium Freighter	30 lbs	$73,650
Heavy Freighter	40 lbs	$98,200
Mega Freighter	50 lbs	$122,750

Fig. 21.0: This table shows how many pounds of CryAg a Warp Port consumes based on vehicle size. As you can see by the toll charges, CryAg is very expensive.

Typical CryAg Consumption and Costs by Vehicle		
Type of Ship	**Amount of CryAg needed to travel 100,000 light years (or about 30,769 parsecs)**	**Approx. Cost to Travel One Galaxy Away (300,000 light years)**
Light Fighter / Personal Vehicle	.5 lb	$3,683
Small Craft	1 lb	$7,365
Light Freighter	2 lbs	$14,730
Medium Freighter	3 lbs	$22,095
Heavy Freighter	4 lbs	$29,460
Mega Freighter	5 lbs	$36,825

Fig. 21.1: As you can see, intergalactic travel is extraordinarily expensive and is not for the average person (remember, those prices are one-way!). And, those prices were more than doubled before Triaxy discovered Orna. Intergalactic travel is typically reserved for freighters and transports of large corporations.

Map of the Universe

On the following page is a rough map of the position of the Tri-Galaxy universe. Only the three major galaxies and the newly found Quorophant galaxy are shown. As well, only the primary solar systems and their major planets are indicated. Small planets such as Pluto and moons are not shown. This universe map is in no way complete and is given only as a reference.

Other than what has been said in the *Races* section about most of the inhabited planets, many of the others shown on this map—such as Venus, Jupiter and Saturn—are uninhabitable. This can be due to numerous reasons, such as climate (most are either frozen wastes or scorching planets of molten rock) or the planet is a gas giant (such as Jupiter). In most cases, while these planets are not inhabitable for the long run, they can be explored or worked on for short periods of time provided ample life-support is brought along. As well, planets such as Mercury (while uninhabitable by Humans) makes a cozy home for cyborgs. Many of these so-called "uninhabitable" planets do have some type of outpost set up on them or on a circling moon. These outposts make great rest stops for travelers and freighters and typically contain, restaurants, taverns, brothels and hotels.

Also not shown on this map are the Warp Ports. Warp Ports can be found outside of just about any of the planets. While the largest Warp Ports are only located near planets such as Andromeda and Mars, smaller ones can be found near Mercury and even Pluto. The large Warp Ports are always manned by military police of the Trigalactic Union, although the smaller ones typically do not have such stringent security. Even planet Orna now has a Warp Port, although it is highly guarded by Triaxy forces and they do not allow just anyone to use it. If Perfect Blue hopes to travel using a Warp Port, they may have to get creative and smuggle themselves through.

On the following page you will find a list of each of the major plants shown on the map with a very brief and general description. Please use these only as guidelines when using the planets in your gaming adventures.

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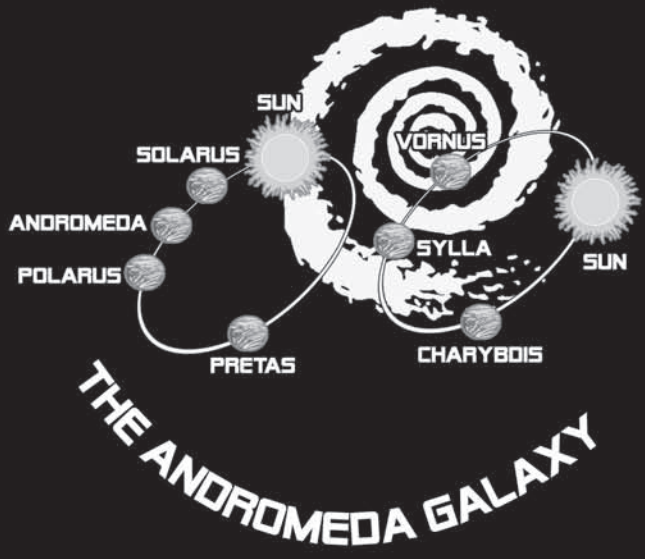
Map of the Tri-Galaxies



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The Major Planets of the Tri-Galaxies

The Quorophant Galaxy

This is the galaxy where Orna rests. Nearly six-million light-years away from the Milky Way Galaxy, Quorophant is the most distant galaxy in the Tri-Galaxy region. Because it is so far away, travel here is prohibitively expensive. This has helped Triaxy keep many of their doings on the planet secret, for it is rare when the Trigalactic Union will ever venture here and many watchdog organizations just can't afford to get here. The only Warp Port in this entire galaxy is located near Orna and it is doggedly guarded by Triaxy. Triaxy allows, at this time, only their own freighters to use this Warp Port.

Quorophant is vastly new territory. Only the Ornan solar system has been explored. The Ornans themselves never ventured too far into space before the coming of Triaxy. And while many other solar systems are known to exist within Quorophant, the Ornan system is the only one known to contain life at this time. It is also the only solar system in this galaxy shown on the map. The Ornan solar system contains the following major planets:

Orna
Belarivo
Cathuul
Inua
Menahune

The Milky Way Galaxy

This was the domain of the Humans. Of course, since the CryAg wars, Earth no longer exists (thus it is not shown on the map). The Milky Way is home to numerous known solar systems, many containing intelligent life not mentioned in this book. It is also the only galaxy that has been thoroughly explored. The Humans of old pressed the boundaries of space travel and avidly explored their galaxy. However, in this book only the Earth's solar system is shown.

In the Earth's solar system there are no inhabitable planets, although Mercury is home to many Cyborgs and Mars holds many mining colonies. There are dozens of Warp Ports in the solar system as well, with large ones near Mars, Uranus and Mercury. The major planets of the solar system are as follows (please note that Pluto is not included as it is not considered a major planet):

Mercury
Venus
Mars
Saturn
Jupiter
Uranus
Neptune

The Magellanic Galaxy

Only 200,000 light years away from the Milky Way lays the Magellanic Galaxy. Powerful and prosperous, there are two major solar systems in this galaxy, both of which play major roles in the Trigalactic Trade and Union. The Trikos solar system is home to the Trikosi people. Just a handful of light years away rests the Lothorian solar system, home to the Lothorians. Other solar systems containing life are known to exist in this galaxy, however they are not detailed in this book.

Full of activity, the Magellanic galaxy has numerous Warp Ports near all of the major planets in both solar systems. Although it should be noted that the Lothorian system has larger ports than the Trikosi. The major planets of the Trikosi system are as follows:

Aktran-Trikos
Bassarab
Quadriga
Juturna

The major planets of Lothor are as follows:

Lothor
Eos
Albion
Glamyre
Prospero

The Andromeda Galaxy

Nearly 2-million light-years from the Milky Way rests the infamous Andromeda galaxy from which both the Andromedians and Vornites hail from. The strongest and most powerful of all the galaxies, the Andromedians rule this sector of the universe ruthlessly and they protect it greedily. In fact, their closest neighbors, the Vornites, are little more than slaves to their will.

The Andromeda galaxy has the highest number of Warp Ports in the known universe, with dozens of them circling each planet. The Andromedians guard these ports and keep a watchful eye on them at all times. The major planets of the Andromeda solar system are as follows:

Andromeda
Solarus
Polarus
Pretas

The major planets of the Vornus solar system are as follows:

Vornus
Sylla
Charybdis

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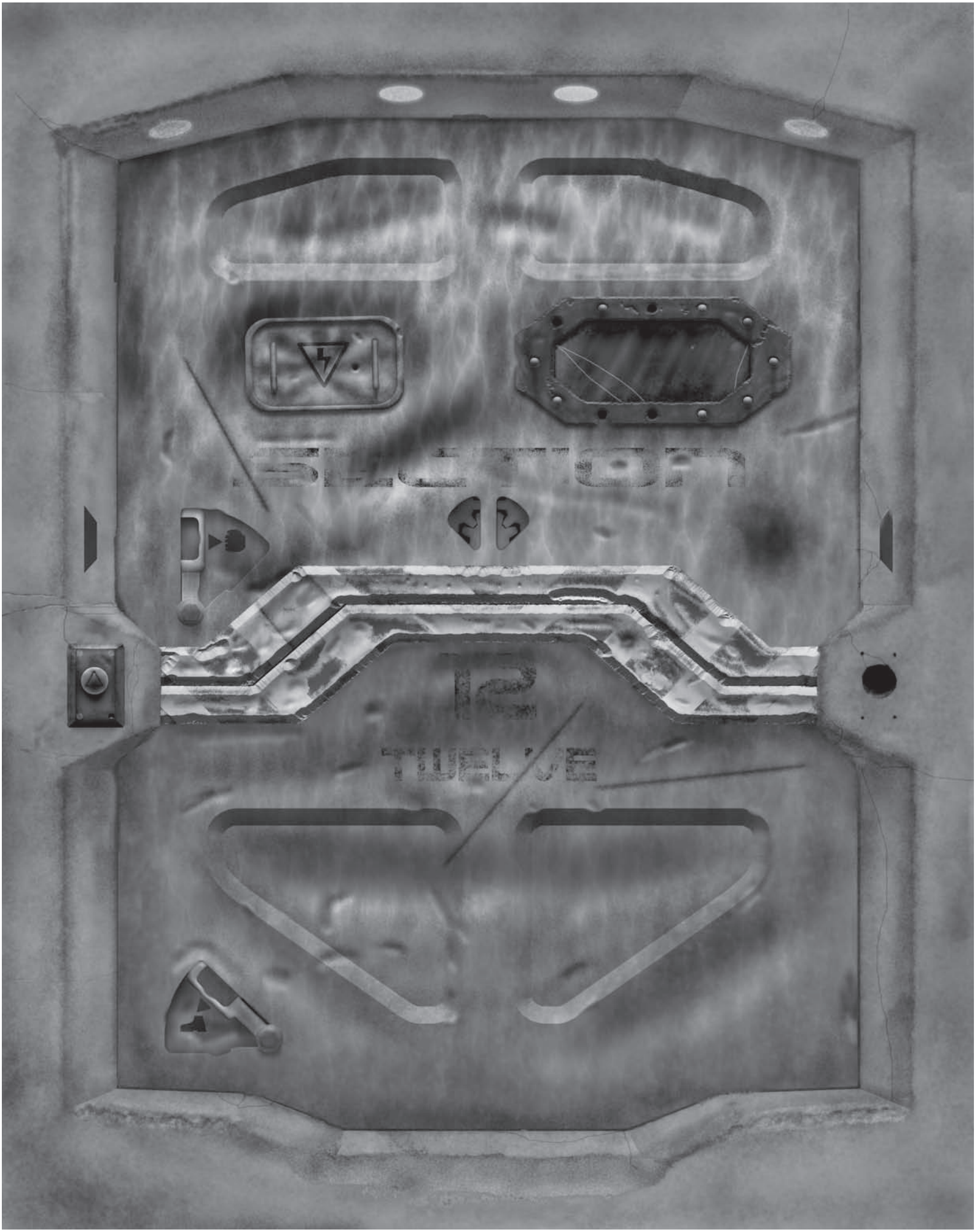

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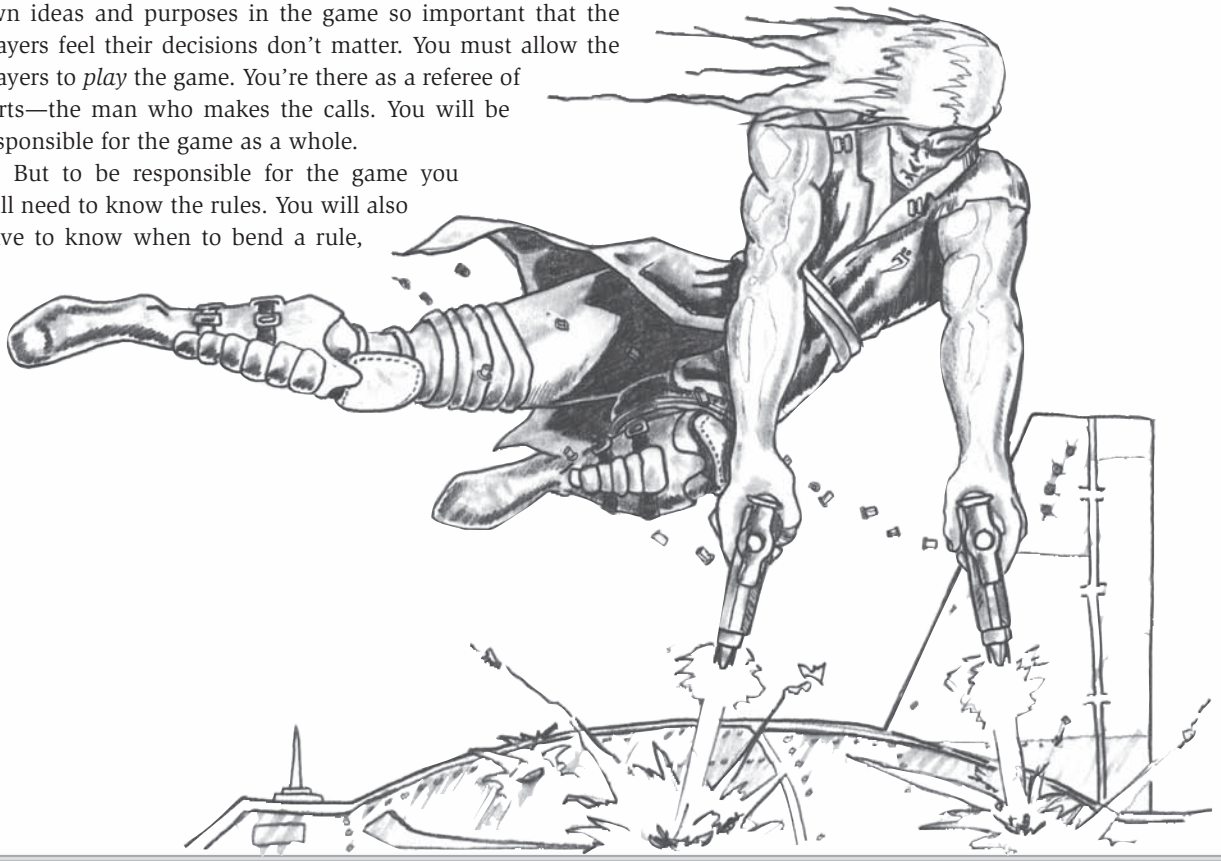
The Game Master's Section

Congratulations on taking on the role of the Game Master (or GM for short). As a GM you'll be responsible for setting up adventures and missions, handling the rules, and overseeing the game. You'll also handle Player disputes and mediate the game. You'll have many things to do, and to do them well you will want to read this section. This section of the book is designed to get you started playing *Perfect Blue*. It will not discuss in any detail rules of the game. If you need clarification on rules you'll have to refer to the appropriate sections of this book. What this section does is get you *started* in playing and it also provides some useful tools and tips for Game Masters. It also provides important information for beginning the game (such as how much money the Players begin with) and other information not provided elsewhere. You'll also find some sample adventure ideas in this section.

But before we go into detail, let's look at what a GM is. The Game Master (that's you) is the rules authority and narrator of the game. Everything that goes on in the game you will oversee. You must narrate adventures for the Players, describe what goes on, and also deal out consequences for Player decisions. You must also try to remain neutral in all your decisions. You should never favor one Player over another, nor make your own ideas and purposes in the game so important that the Players feel their decisions don't matter. You must allow the Players to *play* the game. You're there as a referee of sorts—the man who makes the calls. You will be responsible for the game as a whole.

But to be responsible for the game you will need to know the rules. You will also have to know when to bend a rule, change a rule or delete a rule all together. *Perfect Blue* is *your* game. You will want it to run smoothly. But more importantly, you'll want it to be fun. Thus, it is up to you to familiarize yourself with the rules of the game. You won't want to be flipping through the pages to see what needs to be done all the time. For this reason, I highly recommend that you read over all of the rules carefully and understand them. And because you're the rules authority, what you say is final. The GM has final say in any dispute and the Players should respect the GM's decisions.

But on the same note, the GM must also be fair. As a Game Master you must see that the game is balanced and that you are treating all of the Players evenly and fairly. And while it is your part to deal out disaster and calamity (these are necessities in any adventure), you must also make sure that the Players have a way out of these situations. After all, the Players will only become frustrated if you don't let them succeed. Reward their good role-playing and decision making; punish their foolish behavior. But the golden rule for any GM (and quite possibly the only rule you will never want to bend) is: *Keep it fun!* And with that said, let's see how you get a game going . . .



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Starting Your First Game

In *Perfect Blue* there are many things that are all going on at once. The Players might be planning their next siege of a Triaxy mining camp, the end-of-the-month budget is coming up, the Players have recruits coming home from training, more facilities are being built within the base, the Players' workshop is busy building new weapons, and on top of all this the Players are wanting to know how much longer until their research project is finished! And all of this is just a small portion of the things that you, as GM, need to keep track of. Undoubtedly this can quickly become overwhelming. But not to fear! There are some tools provided in this section that will help you to overcome these obstacles and keep your game on track.

But first you might be wondering what the best way to *start* the game is. Starting the game, believe it or not, is a very simple undertaking. It won't be until much later in the game that all of these other odds and ends accumulate which you must keep track of. And that's a good thing—for it will allow you and the Players to acclimate yourselves to the game and flow of things. So for now, let's just get you up and running.

As said, beginning the game is a simple procedure. All you have to do to get the ball rolling is follow these simple steps:

1. Players Create Their ECs

Before anything else can be accomplished in the game, the Players will have to have their Executive Characters. The ECs are the characters that will make all choices and decisions about the BLUE Level operation. Thus, these characters must be built first. During the character creation process, the GM should tell the Players a little about the game world. If the Players haven't already done so, they should read the *World Guide* and the introductory stories. This will help them understand their mission and what they will need to accomplish by running BLUE Level. For information on creating Executive Characters, see the *Character Classes* section. *At this time go through the* Opening the Game *scenario, below.*

2. Players hire their FTM and Pilot characters

Now that the Players have their base, and some start-up capital to work with, they are ready to hire their FTMs and Pilots. At this time they can also purchase any needed equipment and vehicles. The Players will want to sit down as a group, using their EC characters for this part. Remember, the game has now officially begun and the decisions they make now will forever affect them! While the Players may want to hire a lot of FTMs and lots of expensive Ace Pilots, they'll have to keep in mind that they're on a budget which only allows for so much. They'll have to get better characters and equipment once they start earning more money. This should be the Players' first test of teamwork. For information on creating Field Team Member and Pilot characters, see the *Character Classes* section.

3. Get the Players off on missions!

By now all of the initial work is done. All that's left is for the Players to get on their feet and start taking out Triaxy forces. The world is now theirs! Of course, you'll have a good hand in it all and you'll be the one driving the storyline. The Players might get off to a bumpy start (they might not know where to go, what to do, what to begin with) and that's exactly where you'll come in. You'll want to steer the Players in the right direction and (using Majestic Blue) make sure they're never at a loss for what to do. Maybe now is a good time to look over the sample adventure ideas . . .

Opening the Game

After the Players have created their Executive Characters and have been given their initial base (Trident), you will want to open the game with this scenario. This will get the Players up to speed and answer many of the questions they may have. In short, this is the Players' job briefing.

To begin with the opening game scenario, read the following to the Players. Note that they are all playing the role of their newly created Executive Characters and this is the first time that they have all met. Text in bold type is meant to be read aloud to the Players. At this time show the players the base layout map of Trident.

You all arrived via a shuttle from Atlantia, one of the largest and most grand of the Atlantean cities. From the airlocks of the city you boarded the small shuttle-ship and were taken across the ocean. Your travel was long, dark and tedious; the shuttle's pilot flying exclusively near the ocean's floor in complete darkness without any lights. Transmissions and other forms of communications were strictly prohibited on the flight as the transportation had to be kept top-secret.

Eventually the ship slowed down as it reached a far and desolate area of the Toulon Ocean. Here in the black abysmal depths the ship came to a pair of gargantuan steel blast doors situated lonesomely on the seabed—the entrance to your new base's airlock. The pilot flipped a few switches on his dimly lit control panel and muttered something over the communications channel. A moment later the doors slowly opened. The creaking of the door's hinges sounded like thunder here in the absolute darkness and silence of the ocean.

With great skill the pilot maneuvered the shuttle into the cavernous room beyond the doors, and then they closed slowly behind you, leaving you in absolute blackness. In here, the lights of the pilot's dim control panel seemed blinding. The doors closed with a thunderous thud and

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suddenly lights came on from within the steel airlock. Now for the first time you could see the enormity of this place. It was like some giant steel cavern, spacious enough for a couple large cruisers to fit side-by-side.

"Welcome to Trident." Spoke the pilot as he engaged the landing gear and set the shuttle down on the grated steel floor of the airlock.

From outside a loud sound, much like a massive turbine, could be heard. The water was being pumped out of the airlock and back into the ocean. "This only takes a little while." Mentioned the pilot as he began jotting down notes in his logbook. And he was right; in less than five minutes you could see the water level coming down from the windshield over the cockpit. It seemed amazing that such a large cavern could be emptied so quickly.

After the last of the water had been pumped from the airlock a few large clanks echoed from beneath the cavern. The floor of the airlock began to move downward like a freight elevator. As it did a bright yellow gold shown from beneath the ship like the light of the sun. As you moved down you were plunged into this light as you came into the docking area of the base. This brightly lit garage was immense in size and width, although mostly empty. In the far corners you could see a couple forklifts and crates. As you moved down, closer to the floor, a pair of MerCore-built Hornet fighters came into view.

Finally the elevator set down nice and gently, your shuttle hardly bobbing as it touched the floor. Through the cockpit window you could see a man in a bright orange vest with a glowing red wand waving your pilot out. Slowly the shuttle began to roll off the lift and onto the concrete floor of the docking area. The flagger ushered your craft to the right and directed him toward the resting Hornets further down. Slowly the pilot maneuvered the shuttle and parked it next to the fighters.

And that has brought you to the present. With the shuttle fully stopped all of the lights in the cabin come on and you hear the hiss of hydraulics as the side door swings open. You climb down the ladder, one after the other, and hear the sound of footsteps falling on the steel floor behind you. Turning around you see a tall Ornan with gray hair in a black suit approaching you. His face is old, dark and grim but his eyes are full of kindness and wisdom.

"Welcome to Trident." He says, extending his hand toward you. "I am Codename Majestic Blue. My real name is unimportant to you." He shakes each of your hands as he talks. His voice is deep and stern and his grip as he shakes is powerful. Earlier in his years he must have once been a part of the Ornan military. "I am very glad you have made it here. You all know me as the one who brought you together and organized this operation, and I already know who you are, your backgrounds and your names, so we can skip the small talk. I have much to go over with you and very little time here, so let's get down to business. Follow me."

With that he turns and walks swiftly across the vast expanse of the docking bay, his footfalls echoing loudly on the steel floor which is dotted and lined with bright yellow paint. You hurry along by his side as you cross the docking bay and head for a set of enormous blast doors at the opposite end. Only a security camera with a red, blinking light guards the doors. "This is the official entrance to the base." Says Majestic Blue as he punches some numbers into the keypad opposite the doors. "If an enemy is to breach these gates they will gain entry to the base. But don't worry—these doors can withstand a direct hit from a missile."

Slowly the doors begin to rise until they are open just high enough to allow you to walk beneath them. Following Majestic Blue, you enter into a long, steel hallway lit by sterile white lights from above. The entire place smells of new wiring and electronics, although the filtered air in this sub-oceanic base has a metallic odor in it.

"We chose this location for Trident because of its strategic layout and design. From the docking bay area this is the only way into the base. Thus, Trident should prove easy enough to defend if it is ever breached. We installed the housing facilities up ahead so that in case of an attack there would be troops available virtually at the base's front door."

You near the end of the hallway where a steel door stands blocking your way. Another surveillance camera watches you from above the door with its unblinking eye. Majestic Blue punches some more numbers into a keypad to the left of the door and it raises up with a swish. Beyond the door another hall lit by the same sterile light greets you. "You are now officially within the base." He says with a grin. "Welcome home."

At this point take the Players' EC characters on a virtual tour of their base while showing them the map of it on page 167. Have Majestic Blue explain to the ECs the importance of each of the facilities and describe their interiors to them. Let the Players ask Majestic Blue questions regarding the facilities if they have any. Feel free to show the Players illustrations of the facilities found in Section 7 of this book. Once you have completed the Players' tour of the base, have Majestic Blue take them back into the Radar / Sonar Facility for a meeting. Read the below to them.

"Have a seat boys." Says Majestic Blue, ushering you into the Sonar room. "We have a lot of things to discuss, and I only have a short time here."

All of you take a seat at one of the facility's many cushioned chairs. Majestic Blue, however, remains standing. "Welcome to Trident—your base of operations. This is where you'll work, live and get things done. For the moment Triaxy is unaware of this base and its location. However, they have gotten news that a new uprising

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amongst the Ornans has begun. Although this operation—Perfect Blue—remains unknown to them, it is only a matter of time before they know about us. Hopefully you boys will be able to keep this base top-secret. Any leaks in security would be devastating. But before I go into details about the base and your mission, let me first give you some background information. Most of this you should already know, but let me reiterate.

"Operation: Perfect Blue was put together long ago in an effort to restore Ornan ownership to this planet. Perfect Blue has been operating for a long time now, and I've been the one heading and overseeing all aspects of it to this point. There are many different levels of operation to the Perfect Blue organization. RED Level—or the division of Research, Engineering and Design—encompasses companies such as MerCore who are all a covert part of Perfect Blue. You will all have a lot of interaction with RED Level organizations and operations. However, there are other levels of Perfect Blue which will probably remain invisible to you, or which you will have very little to do with, such as ORANGE Level, VIOLET Level and GREEN Level. In fact, those levels which I just mentioned are top-secret—even from you—and I can tell you nothing other than they exist. I myself am part of PERFECT Level, the highest Level of Perfect Blue, and I can tell you nothing further.

"Each of you, however, are a part of Perfect Blue's most important level—a level even more important than PERFECT. In fact, the entire Perfect Blue operation and all its levels exist to do nothing more than support your level. And you are BLUE Level, or Black-ops, Land and Undersea Espionage. It is your level—BLUE Level—which will determine if Operation: Perfect Blue succeeds or fails; if planet Orna lives or dies. You are the Perfect Blue operation.

"Your objectives are not easy. It will be up to you to liberate planet Orna and take back our cities, free our people and restore our government. You are the scalpel and the broadsword by which this will happen. You are the voice of Orna and its people. You are the last hope of our world. If you succeed, our people will once again be free and planet Orna will be restored to its people. However, if you are to fail, this planet and all of its people will wither and die.

"But you are not alone in your duties. RED Level—which includes Ornan Technologies Center and MerCore—are in place to help you. And while not all of your allies—nor all of your enemies—can be fully revealed to you at this time for security reasons, I'm sure in time you will come to learn all you need. But at this time, please know that there are other operatives—top-secret men and women whose names are unimportant to you—who are hard at work making sure you have every chance to succeed. And just as the other Levels of Perfect Blue are a mystery to you at this point, so too is your Level a mystery to them. None of the other Levels, nor any other person besides us in this room, knows of the whereabouts of this base, or even who any of you are. This base is beyond top-secret. The only people who currently know its location are us and the pilot who got you here.

"In the meantime, it is important for you to know that you and your entire Level answer only to me. Founding Father is my boss. He—along with my help—is the one who orchestrated everything. If not for him, none of this would be possible. You will likely never hear from Founding Father. So for the present, do not concern yourself with him. Just know that Founding Father was once a part of the Ornan government before its final collapse. He acquired the knowledge of this and many other secret military bases across planet Orna. With the last of the government's money and grants from our "allies" he was able to put Perfect Blue together.

"Realize that this is a last-ditch effort. If you fail, Orna is lost and Triaxy will win. As you all know, our people live in cruel torment as slaves in the Triaxy Mining Camps or as guinea pigs in the Triaxy Death Camps. You've all heard the horror stories of what goes on at Island 9—and you've all seen the pictures of the Project Juggernaut Enforcers they've created using murdered Ornans. Word has it that that's not all that's going on there. Newer, more horrific projects are in the works. Take Project Deathstalker for example—turning dead Ornans into walking zombies. But I'll say no more. Just know that it will be up to you to stop these atrocities and liberate our people and planet.

"Anyway, this is Trident—your base of operations and the headquarters for BLUE Level. It is located far out in the Toulon Ocean. Right now we are hundreds of feet beneath the ocean's floor—nearly 5-miles below the ocean's surface. Here is where you must get things done. By no means does this base have everything you'll ever need. Quite to the contrary, you're going to have to build newer and better facilities. But this is what we could afford, and this is what you have to work with—for the time being. The facility has housing enough to hold about twenty troops—yourselves, pilots and field operatives.

"Of course, all you have at the present are yourselves and the pilot who brought you here. You're going to have to hire field agents as soon as possible. Down the line, you might also want to hire some scientists and engineers as this base has been equipped with a small lab and workshop. For the present however, you might have to outsource your research and development. I recommend you use OTC—Ornan Technologies Center—for now. They are a trusted part of RED Level and know about this operation. They will work with you in whatever way they can. This base also has ample storage space to get you started, a very good Itosium Power Facility, a Medical Bay, Computer Facility and a Hostage Containment Center. The base also has plenty of space for you to add additional facilities.

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"In addition, the base has been outfitted with Monitored Security Cameras and an Advanced Alarm System. In the docking bay you'll find you also have two MerCore Hornet attack fighters. The shuttle that took you here is mine.

"You also have a secret Trigalactic Bank account with two-million dollars in it. The account is under the dummy name of Extensive Enterprises, Incorporated, and cannot be traced to this planet or any person on it. You have all been issued Wallets and Bank Cards which can be used to access the account, add money to it, make purchases and withdrawals, etc. Use this money wisely boys—it's all you're going to get for a long time. You're going to have to please our allies—the funding corporations—if you hope to keep the money rolling in. Of course, you're also expected to add money to this account yourselves. My hope is that once you get fully up-and-running you will be able to sell off Triaxy weapons and equipment seized from raids or find alternate means of making money—such as setting up co-op agreements with other corporations and organizations.

"Well, this is it boys. This is what you have to work with. You have full run of the base, and full authoritative command over it and its finances. Do with it what you will, and run BLUE Level as you will. Your only goal—and it's not a modest goal—is to liberate Orna and its people and drive out Triaxy. You must take out Triaxy and eliminate them from our planet. If you fail, Orna and its people are lost. It might already be too late for you to succeed. We are asking of you the impossible, and we expect you to deliver. You have a lot of work ahead of you, and lots of planning and preparations to make. And because you're all so busy, I won't take up any more of your time. Before I depart, do you have any questions?"

At this time allow the Players to ask questions. Hopefully, as GM, you're familiar enough with the game to answer any questions the Players might have. Basically, let the Players know exactly what they have to work with and that they can do *anything* they want to. This is their base and their operation. They are expected to run it by whatever means necessary. Their primary goal: to liberate Planet Orna.

Try to explain to the Players about who and what the Funding Corporations are (pages 9 – 11 of this book). Let them know that they will need money to keep BLUE Level up and running, and that these corporations are their only source of income until they themselves can secure more. Explain to them everything their base currently has (page 166), and that they will now need to go about hiring FTM characters and start putting together some military operations. If the Players seem at a loss in getting started, have Majestic Blue steer them along. See also the adventure ideas at the end of this section.

Tools of the Trade

With so much going on at once it can be difficult for a Game Master to keep track of things. Luckily the GM (and Players) are provided with many tools to help them do this! Located in the back of this book are numerous utility sheets. All of these sheets may be photocopied and used for your *Perfect Blue* games. They are designed to help Players and GMs alike keep track of all the things going on during the game. Below is a summary of each of these sheets. While it is recommended that the Players keep track of all of these things, it is also a good idea for the GM to monitor these sheets as well.

Character Sheets

First and foremost, the Players will need to design their characters. They can do this by using the blank *Character Sheets* located at the back of this book. Character Sheets are provided for Executive Characters, Field Team Members and Pilots. You should include as much information about your character as possible. You can use separate sheets of paper if you need more room. The sample sheets provided include enough room for general information about your character's race and character class.

Perfect Blue Accounting Sheet

Next, budgets and money need to be kept track of. To do this either you or the Players will need to use the *Perfect Blue Accounting Sheet* located at the back of this book. It is recommend that the Players keep track of their own money using these sheets. On the sheet, the Players can balance their bank account much like their own checking accounts.

Base Stores and Condition Tracking Sheet

Players will also want to keep track of everything they have at their base(s), and what facilities they have. Using the *Base Stores and Condition Tracking Sheets* the Players will be able to keep track of what vehicles, items and personnel they have at their base, as well as what condition the base's facilities are in and how much it's all costing them each month. A separate sheet may be needed to list all of the vehicles and troops kept at the base.

End of Month Report

BLUE Level's performance will be judged each month by the funding corporations. The Game Master should use the *End of Month Report* sheets to keep track of the Players' progress in the game. At the start of each month, the GM should give the Players a copy of this report during their end-of-month meetings with Majestic Blue and the funding corporations. The GM (as Majestic Blue) should go over the report with the Players, and have the funding corporations give them new goals to meet in exchange for more funding.

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Scientific Summary and Production Sheets

If the Players decide they wish to research something, they'll want to use the *Scientific Summary Sheets* located in the back of this book; if they wish to produce and manufacture something they will want to use the *Development and Production Sheets*. These sheets will allow the Players and GM to keep track of a research project or production project and its progress. See also the rules for research and production earlier in this book.

Base Layout Grid

If the Players want to design and build their own bases, they can use the *Base Layout Grid* as a way to simply map out their base and its facilities. Simply color in the squares to make small and large rooms, as well as medium rooms and docking bays.

Steering the Players in the Right Direction

So what is it that the Players *should* be doing? Most importantly they need to put an end to Triaxy. But that task is not so easily accomplished. To do this the Players will have to seek many avenues of assistance and funding. You may have to push them in the right direction sometimes (probably acting as Majestic Blue) and help them stay on course.

In the beginning, the Players will likely start off by making small raids and attacks on Triaxy mining outposts and camps. Latter on, when they have more troops and more resources, they may attempt to take on larger refineries or even attack Triaxy death camps. But to get to that level of power the Players will need help.

The Players' best chance of gaining power is to increase their allies. Right now the list of Ornan sympathizers is thin and they'll have to get the word out of the schemes of Triaxy. By befriending other corporations and making allies out of those who have more resources than they, the Players will be on the right path to victory. However, even this path is paved with deadly peril. For the dark roots of Triaxy grow deep and the Players will never know if an ally can truly be trusted. Similarly, some of the allies the Players may make will only be temporary—existing only for a short time while they can both benefit from one another. Bargains, deals and twists of fate can turn the tides of battle. If the Players can successfully play their cards there is no telling what they can accomplish.

You will, at many times, have to urge the Players in the right direction or craft events to your will. *Perfect Blue* is a very big game and the scope of Player objectives is large. For this reason you will have to do a lot of planning and allow the Players to slowly tighten their fists around Triaxy.

As the Players begin to progress in the game, gaining power, allies and resources, the game will slowly begin to evolve. The Trigalaxies are a large place, and Orna might not be the only planet in peril. Eventually the game may be taken into the far reaches of the Trigalaxies and BLUE Level can become police to the universe. The game belongs to both you and the Players, and it will be an ever-evolving adventure for all of you!

On the following pages you will find some adventure ideas that can help you get set off in the world of *Perfect Blue*. They are a great starting point for you to make in-depth storylines from, and also to help keep the Players moving in the right direction.

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Adventure Ideas

While the scope of the universe provides limitless opportunities for adventure, the scope of this game focuses mainly on the plight of the Ornans and the role of Perfect Blue and BLUE Level. And while focusing on planet Orna may seem too narrow a scope for the game, *Perfect Blue* still offers countless game scenarios. Below are just a handful of adventure and mission ideas to get you and the Players off on exciting quests. All of the below scenarios assume the Players have hired Field Team Members and are fully up and running.

Scenario 1
Operation: Deep 6

In this scenario Majestic Blue contacts the Players' EC characters over encrypted transmissions and informs them that he has gotten word of a small deep-sea mining facility being established just off of Toulon. Obviously, this is in close proximity to the Players' base and poses a threat to their base's security. While the mining facility will be small, it is only currently in the construction phase. Majestic Blue's intelligence also shows that 25 Ornan slaves are being used to help construct the facility, which is being overseen by an Andromedian engineering crew of five. But that's not all: one of the Andromedian engineers is actually a member of the Triaxy Corporation's Tri-Med organization and is only there a short while to monitor the progress of work and to see how quickly small teams of Ornan slaves can build underwater. While there is no solid evidence, it is believed that because such an Andromedian is on site, there will be Enforcers lurking about.

The Players' mission: to infiltrate this construction site, liberate the Ornan slaves and capture the head Andromedian for questioning. Majestic Blue believes that the Andromedian may have valuable information about the goings-on at Island 9 as well as information regarding the Enforcers.

When the Players send their FTMs to investigate, they will find more than they bargained for. There are no Ornan slaves! All of the Ornans on-site are actually Project Deathstalker zombies. The Andromedians are all a part of Triaxy's Tri-Med organization and are there to monitor how well the zombies can work underwater. But that's not all: they've also brought with them five Enforcers to help protect the perimeter. The entire construction site is merely an experiment with the zombies.

The actual site lies 2-miles beneath the ocean on a rocky seabed. There are a handful of small, underwater bulldozers and similar equipment. If the Players are successful, they will neutralize all of the Enforcers and zombies and capture the Andromedians working there. The Andromedians have detailed information on the Deathstalker zombies, as well as other things. Feel free to give the Players any information you see fit!

Scenario 2
Operation: Black Cat

The Players get word that trouble is brewing in one of the Atlantean cities. A chapter of the Cult of the Rising Sun has arisen there and the members are plotting evil schemes. It is rumored that they possess a powerful Itosium-core bomb capable of blasting a hole in the city's outer shell, thereby flooding the city and destroying it.

The Players mission: to enter the city disguised as civilians and track down the whereabouts of the cult. The only problem: when the Players finally catch up with the cult, five of them are making plans of escaping from the city on the next shuttle out and the other five have already planted the bomb! The Players have little time to find out where the bomb is hidden. If the Players don't get to the bomb in time, the city will be destroyed; if they don't capture the escaping cultists, they may inform Triaxy to the existence of other Atlantean cities.

Luckily for the Players, once they find the bomb and defuse it and capture the cultists attempting to flee, they are free to plunder their hideout. Inside the ramshackle building the Players will find stores of weapons, ammo and other equipment! They may even find information leading them to other chapters of the cult around the world.

Scenario 3
Operation: Automated Teller Machine

In this scenario the Players get information about an incoming shipment of cash, gold and equipment. Sometime in the near future a shuttle of Space Pirates will be landing in one of the Triaxy cities, carrying on board over $1-million worth of cash and weapons. It seems that a corrupt Triaxy employee feels he's not paid enough and is getting greedy. He has arranged to trade the cash and equipment (all of which he plans to sell on the black market) for a few hundred pounds of refined CryAg he's stolen form one of the mining facilities. But to intercept the shipment and steal the money (which the Players probably need), they'll have to sneak into the city disguised as Ornan slaves, infiltrate a Triaxy corporate office building, pull the information off of the corrupt worker's computer, and then launch an interception mission against the in-coming Pirate ship!

Scenario 4
Operation: Back Alley

The Players get word that Tri-Med is planning a raid on a nearby Ruined City. About two-dozen Tri-Med researchers, escorted by a dozen Enforcers will be raiding the city in about five days. They plan to retrieve a handful of the Ornans living there and bring them back to their laboratory for further research in the Project Juggernaut and Project Deathstalkers experiments.

Intelligence shows that only a couple hundred Ornans live in this small city, long devastated and left in ruin. The Ornans who live there are starving and have little will to fight.

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However, a small gang of thugs calling themselves the Red Hand Gang also live in the city, and rumor has it that they were once part of the Ornan military. They supposedly have some weapons and explosives and are willing to fight Triaxy soldiers in their turf.

The Players' mission: To seek out the Red Hand Gang, earn their trust, and orchestrate a surprise attack on the Tri-Med soldiers when they arrive. But gaining the trust of the Red Hand Gang might not be so easy, especially because (unbeknownst to the Players) the Red Hand Gang has been trading Ornans of the city for weapons! In fact, the Red Hand Gang knows about the coming Tri-Med soldiers and has already agreed to help them round up some suitable "specimens" in exchange for more weapons. The Players will have to shut down the Red Hand Gang first and rouse the Ornans of the city to action. They will then have to fend off the Tri-Med invaders and put an end to the terror that these people have been living in.

Scenario 5
Operation: Cold Shoulder

The Players learn that Triaxy is building a small outpost on Orna's moon where they can track and monitor all satellites placed in Orna's orbit as well as all vehicles coming and going from Orna. Obviously such a monitoring station will prevent Perfect Blue from ever getting their own satellites and will severely limit their ability to travel outside of Orna.

The outpost is small and only in the construction phases right now. However, there is a lunar workforce of about twenty Triaxy employees and ten Ornan slaves. The workforce is shuttled to and from the site every eight-hours as shifts rotate. Only two shifts work per day.

The Players mission: To destroy the outpost and prevent construction from finishing. The Players really have a couple courses of action they can take. First, they could confront the construction team straight on and try to rescue the Ornan slaves. Second, they could launch a covert mission while no workers are present, place bombs and destroy the area. As long as the site is destroyed and construction prevented the Players' mission will be successful.

Scenario 6
Operation: Sacrificial Lamb

The Players learn that a branch of the Cult of the Rising Sun has been operating in one of the largest ruined cities. The branch has about 200 members in the city and intelligence suggests that they have been working with Triaxy, selling them information and slaves. Rumor has it that the cult also has information regarding the Atlantean cities and even Perfect Blue.

The Players' mission: To covertly enter the cult and find out how much information they actually have regarding Perfect Blue and the Atlantean cities. Their secondary objective is to spread disinformation to the cult leaders and inundate them with false data. Success will be determined by how well the Players throw the cult off of Perfect Blue's trail and the location of the Atlantean cities. Ideally, the Players will manage to keep a couple operatives working inside the cult for months, if not years. This will allow the Players to keep a close eye on this dangerous cult and monitor the information coming and going between them and Triaxy.

Scenario 7
Operation: Skullduggery

During a scenario where the Players manage to free some Ornan slaves, the Players come across an Ornan who claims to know of a secret entrance into Triaxy City—the largest Triaxy-held city on Orna. This Ornan claims to have once been a part of a small Ornan militia out of a ruined city. There were approximately 100 members of their faction and they planned to covertly enter Triaxy City and plant bombs at prominent Triaxy buildings. Their militia came across an underground tunnel which was part of the sewage system. This tunnel had been modified to allow for small transport vehicles to drive through it. However, the tunnel was guarded by some Human space pirates who had a deal with some unscrupulous Triaxy employees. The employees were stealing CryAg from one of the refineries and selling it to the pirates at bargain prices. This was making the employees very rich. All transactions were made in cash, and each day about $50,000 passed the hands of the pirates and employees. When the militia happened upon them, a firefight ensued and the militia was killed. This Ornan is the last remaining member of the team.

The Players have many options with this scenario. First, they could obviously launch an attack on the tunnel and claim it for their own. This would give them free access to Triaxy City at any time. Second, the Players could attempt to assassinate the Triaxy employees and ambush the pirates, taking their money. And thirdly, if the PCs have any Andromedian characters or Human characters, they could even pose as the Triaxy employees and set up a covert means of doing business. There are many possible outcomes of this scenario.

Scenario 8
Operation: Precious Cargo

The Players receive intelligence that a convoy of cargo trucks, marked as food suppliers, will be leaving one of the Propaganda Cities in two days. However, these are not food carries; they are going to be packed full of Ornans who have been taken out of the city and are on their way to one of the death camps. The trucks will likely be heading north out of the main road to the death camp located just 100-miles away.

The Players' mission: To ambush the convoy, kill the drivers of the vehicles and any hostile Triaxy soldiers, free the Ornan captives and bring them safely to one of the Ruined Cities or Atlantean Cities. The Players must be careful not to harm or kill any of the Ornans. The convoy will likely be escorted by an armored military vehicle and a handful of Triaxy soldiers. Success will be measured by how many

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Ornans are successfully freed.

Scenario 9
Operation: Big Dig

Atlantia, one of the major Atlantean Cities of Orna, is becoming overcrowded. Atlantia needs to expand, but does not have the resources to do so. They need things such as concrete, steel and other building materials. They are also in need of underwater construction machinery in order to complete the construction.

The Players' mission: To launch a raid on a small Triaxy underwater mine site, neutralize all Triaxy employees on site and claim all Triaxy deep-sea construction machinery. Upon completion, all machinery and materials must be brought back to Atlantia. Success will be measured by how many machines and materials are brought back. Ideally, Atlantia needs at least five deep-sea bulldozers, two deep-sea cranes and 5,000 steel girders. It may take the Players many missions to obtain the necessary equipment.

Scenario 10
Operation: Black Plague

The Players learn that Triaxy is hunting for a renowned Ornan computer hacker who is allegedly hiding out in one of the Ruined Cities. His name is Inez Hunt and he escaped from a Triaxy City where he was forced to work as a slave, writing code for computer viruses that Triaxy planned to use against their enemies. As well, because of his line of work, Inez had unprecedented access to Triaxy computers and databases. It is speculated that he downloaded secret Triaxy information onto a disk before his escape. Mr. Hunt could prove a valuable asset to Perfect Blue, but a more deadly foe if Triaxy were to get their hands on him again.

The Players' mission is to find out where Mr. Hunt is hiding and take him into custody before Triaxy can. If successful, the Players will also acquire any knowledge of Triaxy and their computers that Inez has and possibly even hire Inez on as part of the Perfect Blue team. If they fail, Triaxy will undoubtedly re-obtain Mr. Hunt. This is a once in a lifetime chance for the Players to obtain this much information about Triaxy. Who knows what is contained on the disk that Mr. Hunt downloaded . . .

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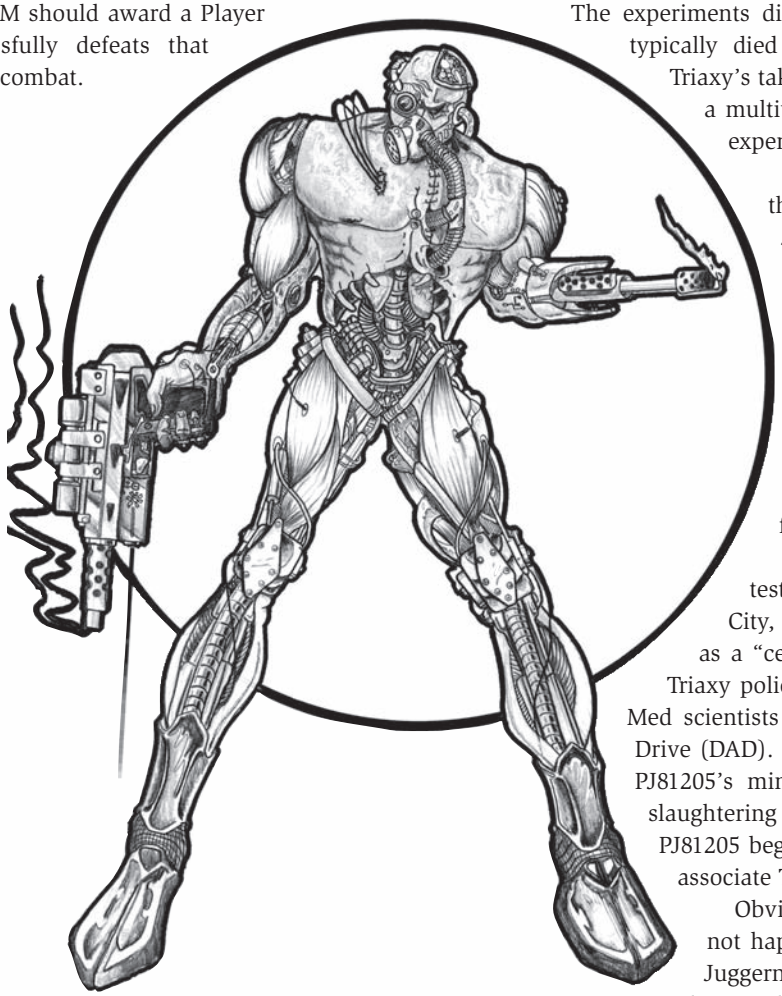
Enemies of Orna

In this section you will find general information about many of the enemies the Players will encounter—from the dreaded Enforcers to the typical Triaxy soldier. Listed in this section are the following:

1. The Enforcer
2. Project Deathstalker Zombies
3. Tenticulate
4. Andromedian Mind Machine
5. Typical Triaxy Miner
6. Typical Triaxy Law Officer
7. Typical Triaxy Soldier

All entries in this section are given with a general description of the character. Skills, combat bonuses, special abilities and anything else of note are given beneath the entry's *Combat* heading. A stat block is given for each character as well, which shows only the *average* attributes of that character. The character's Experience Value lists how many Experience Points the GM should award a Player who successfully defeats that character in combat.



The Enforcer

Enforcers are terrible abominations of man and machine. While they are a technological marvel, being the only cybernetic unit ever created to contain an actual living brain, they are horrible and loathsome, more akin to the Frankenstein monster than anything else. But still Triaxy manufactures these fearsome creatures, having had Tri-Med develop them under the Project Juggernaut name. Called *Enforcers* by the Triaxy military, they are used as frontline troops and weapons of intimidation and fear.

Of course, such terrible creatures are banned under Trigalactic Union laws and Human Rights treaties. However, what these organizations don't know about, they cannot stop. Likewise, the Andromedian government, who owns both Triaxy and Tri-Med, care little for such laws. In fact, it was the Andromedian government who first ordered the Tri-Med Corporation to begin research for Project Juggernaut. Their hopes were to create a sentient, yet controllable, form of robotic life. At first Tri-Med's experimentations were conducted on Andromedians born with birth defects or mental disabilities.

The experiments did not go so well, and the life forms typically died within a few days. However, since Triaxy's takeover of planet Orna, Tri-Med has had a multitude of perfectly fine Ornan people to experiment on.

Ornan prisoner number 81205 was the first true success under Project Juggernaut. More machine than living flesh, PJ81205 was a nightmarish creatures of steel, wires and tubing. However, housed beneath a steel skull was a living, Ornan mind. Able to think on its own, make choices and learn quickly, the creature proved it was fit for duty in the Andromedian military. However, PJ81205 had a fatal flaw: it could remember.

Not more than a month into military testing, during a patrol in a Propaganda City, PJ81205 had what Tri-Med described as a "cerebral meltdown" and began firing at Triaxy police officers. After it was destroyed, Tri-Med scientists analyzed the creature's Data Actions Drive (DAD). The last recordings into the DAD from PJ81205's mind were memories of Triaxy soldiers slaughtering Ornan civilians. Tri-Med concluded that PJ81205 began remembering its past and began to associate Triaxy soldiers with primary targets.

Obviously, such a cerebral meltdown could not happen again. All of the first-run Project Juggernaut creations were systematically destroyed and a new breed of Enforcers were

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born. Designated as PJ1.5 Enforcers, these abominations had select nerves and parts of the brain removed to help eliminate the problem of cerebral meltdowns. Highly successful, these models can still be found in use today.

However, Tri-Med is now on their PJ2 Enforcer models. These models retain more flesh from the bodies of experimental Ornans and are thus more agile. A creature of flesh, wires, steel and artificial organs, these Enforcers are truly horrific to behold. They stand between six and seven feet tall and weigh in at nearly 255 pounds. Typically, their arms, legs and chest still contain original body parts and organs while a system of artificial blood, tubing, metal skeleture and computer chips keeps the thing running. The illustration shows what a typical PJ2 model Enforcer unit looks like.

Combat

All PJ2 models are equipped with an L-PAS system for better targeting accuracy. The L-PAS system gives the Enforcer a +10 on all to-hit rolls in combat. Enforcers are also equipped with special optical circuitry that allows them to see all lasers (even ISLs) and follow them back to their point of origin. Similarly, these optical circuits allow them night vision, thermal imaging, and sometimes even other forms of vision. Their eyes typically incorporate flash protection as well. Although more agile than earlier models, the PJ2s have a -5 to all dodge and parry rolls, but will typically take hits rather than defend them.

Enforcers are trained in the use of all common hand weapons, including automatic rifles, machine guns, explosives and plasma weapons. They can fire all weapons as with a WE proficiency level 2 (hitting on rolls of 8 and higher). Enforcers are also trained with the following skills: *Bomb Defusion (65%), Drive Tanks (50%), Electronic Repair (65%), General Repair (40%), Interrogation (75%), Zero Gravity Training (65%)*. Enforcers are also programmed to speak English, Andromedian and a form of vocalized Binary. However it should be noted that their speech is often broken and sentences are short and to the point. Their voices are hollow and metallic, and mingled with all the wheezing of their pumps and tubing.

Enforcers are able to hook themselves directly into computers and download information. They can download information at speeds of 1GB per minute and can store as much as a terrabyte in their minds. Enforcers feel no pain and die only when their CHiPs reach -8. They do not fall unconscious. Because of their steel skeleture, Enforcers have an Armor Rating of -6.

Enforcer Stats						
KN	MT	L	E	ST	AG	SPD
9	25	5	20	25	9	10
CHiPs: Head		CHiPs: Body		Hit-Points: Arms and Legs		
30		60		25 each		

APRs: 4
Experience Value: 65

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Project Deathstalker Zombies

Enforcers aren't the only thing that Perfect Blue will have to worry about. Triaxy's next-generation soldiers are far more terrifying and far more deadly. In recent years Tri-Med has begun work on Project Deathstalker—research into keeping living flesh alive after death and even during decomposition. Tri-Med's first-generation "zombies", designated as PD13 Soldiers, are now in limited deployment throughout Orna, although testing of them has not fully completed.

Working off of data gathered and technologies created during Project Juggernaut, Tri-Med began research into viral and bacterial organisms capable of living within rotting tissue. Of course the specimens that Tri-Med used for these experiments were exclusively Ornan—those who had been taken out of propaganda cities or death camps. Eventually Tri-Med was able to engineer themselves a quite remarkable virus; a virus able to produce mild electrical currents from energy it took from decomposing flesh. Using nano-robotic units, Tri-Med "wired" a deceased Ornan with an artificial nervous system and injected the corpse full of their special virus, designated as the DS-2 virus.

The corpse rose to life, although it was sluggish and possessed almost no coordination or motor skills. It was not thinking, nor did it show any understanding of its environment or of itself. Additionally, this first "zombie"—known as PDT1—could not hear, see or vocalize. But the experiment was deemed a success. After testing of PDT1, Tri-Med disposed of the creation, but not before opening fire on it with a machine gun. This final test proved that Project Deathstalker soldiers could sustain massive amounts of damage while still remaining functional. Even after its head had been blown off, the body still moved as if alive.

Over the next few months Tri-Med further developed their DS-2 virus, finally perfecting it with the development of DS-4.5. This new virus produced a much more powerful electrical current and was also able to be controlled by sending specific electronic currents coursing through the body. In short, Tri-Med scientists were able to cause a zombie's arm to move or leg to move, although they had to shoot a specific electrical frequency through the zombie's nervous system to do this. Although the zombie was still far from acting on its own, Tri-Med finally had perfected the DS virus.

Taking what they new from the Juggernaut project, Tri-Med engineers developed a special microchip that could "speak" to the DS virus. As well, hardwired to the brain, this chip could pull data from cerebral imprints and produced a zombie capable of perfect walking, running and other common motor skills. Eventually the microchip was pre-programmed with this data and the zombie's brain was no longer needed to produce these functions. The microchip was powered completely by the electricity produced by the virus, and no power supply was needed. However, getting the zombie to understand commands or learn specific functions still eluded the scientists.

But then Tri-Med had a breakthrough. A new development in the DS virus allowed the virus to actually pull imprints out of the brain and feed the data to the microchip. DS-5 was born, and by implanting special micro-sensors within the zombie's ear canals and eyes, Tri-Med produced their first Project Deathstalker zombie capable of taking orders and understanding its environment. Tri-Med declared that within another year Project Deathstalker would be perfected and the first soldiers capable of combat would be born.

Tri-Med held true to their promise. The current zombies—designated PD12 Soldiers—are currently in use by the Andromedian government and Triaxy. Manufactured from the Ornan dead, these decomposing corpses are a new and terrible foe. They can understand rudimentary orders and how to use simple weapons, including machine guns and laser blasters. They can comprehend their environment and are able to traverse across any terrain and find their way around buildings and corridors. They are undying, feel no pain, and bullets do not stop their advance. In many ways, they are the perfect soldier.

But they do have their drawbacks. It is unknown if they truly comprehend their environment or if they produce any thought. Some Tri-Med scientists speculate that the DS virus is just pulling latent memories from the brain to use as a reference which is processed by the microchips implanted within the zombie. This would make sense, because when the brain is damaged during combat (such as a bullet wound to the head) the zombie begins to lose its ability to recognize its surroundings and they even begin to attack each other as well as Triaxy soldiers. The more the brain is damaged, the less the zombie is able to interact with its environment. However, even completely removing the head does not stop the zombie—it merely loses its ability to hear and see. It will still fire its weapon or claw at anything it comes in contact with.

Another drawback of the zombies is their savage and vicious demeanor. They are akin to rabid dogs, wildly attacking whatever they see. In large packs, the zombies are nearly uncontrollable and they will attempt to kill whatever gets too close to them or within range of their weapons. For this reason, Triaxy prefers to drop large groups of them on the battlefield and then evacuate their own troops. In the near future, Tri-Med hopes to have their PD13 Soldiers ready. These are more stable and more easily controlled by their handlers.

But the worst drawback of the zombies is the DS virus they carry. While the virus cannot be contracted through the air or by touch, if it gets into the bloodstream the infected victim is doomed. The virus quickly spreads through the bloodstream, killing off nerve endings and brain cells. Within 48-hours the victim will die, although his body will live on, animated by the virus. However, these "zombies" are completely mindless

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and act only on rudimentary latent knowledge. They have almost no comprehension of their environment and cannot understand any type of order. Known as Secondary Zombies, they are not as vicious as those implanted with microchips and wiring. However, they will attack anything near to them. See below for more details.

Zombies will live indefinitely. They typically start their "lives" as a fresh Ornan corpse. However, as the days and months wear by, more and more of their flesh will decompose until they are literally rotten and covered with mold. The special embalming fluids used by Tri-Med will prevent rotting for a time, but eventually the creature will decompose. The DS virus will live on inside of them until all flesh has completely rotted off the body, and even then the virus lives on within the bone marrow. However, for practical purposes, until all flesh is gone from the bones, the zombie is considered alive and well. It is quite common to see one with parts of its skull exposed or ribs sticking out from beneath rotten flesh.

Combat

Project Deathstalker zombies have special microchips implanted within their bodies. It is a redundant system, with a chip in the brain, chest and thigh. This ensures that, even if the zombie's head is blown off, it will still function. Their eyes have also been implanted with special optical sensors to give them night vision, and thus all zombies can see perfectly in total darkness. Similarly, each zombie is wired with a special nervous system which delivers enormous amounts of current to all major muscles. This makes the zombies incredibly strong and they are quite capable of picking up a man and throwing him across the room.

While zombies are trained to use firearms, they are by no means good with them. The typical zombie suffers a -10 on all to-hit rolls. In combat, this amounts to zombies who fire wildly in the direction of their targets. However, in close-range combat, zombies prefer to scratch at their victims or bite them, suffering to attack penalties. The bite of a zombie inflicts 1D8 points of damage.

The victim of a bite or deep scratch is allowed to make an Endurance stat check (-7 penalty) to resist contracting the DS virus. If the DS virus is contracted, the victim will have but 48-hours to live. After 24-hours the victim will slowly lose his ability to see, hear and taste. After 32-hours he will lose most of his motor function and by 48-hours the victim will be dead, reborn as a zombie. These Secondary Zombies cannot understand anything said to them, nor do they understand their surroundings. However, they will attack anything that nears them. They cannot use any weapons. They will live on this way (able to infect others with the DS virus) until they are destroyed. There is no cure, at this time, for the DS virus.

Furthermore, zombies are incapable of dodging or parrying, and they will walk right into the line of fire. Not that this matters, because zombies cannot be killed. This means that zombies do not have any type of hit-points associated with them (although hit location should still be used). As a rule of thumb, the only way to immobilize a zombie is to decapitate all of its limbs (even then arms and legs will writhe about the ground), destroy the head (it will no longer be able to see its targets), or burn all the flesh from the body (thereby killing the DS virus which animates these monsters). It should be assumed that any part of a zombie which sustains more than 20-points of damage is considered destroyed.

Because zombies do not need to eat or breathe, they cannot starve or suffocate. As well, temperatures do not affect them. Thus, zombies can live even submerged in abysmal depths of the oceans or in outer space. However, they can be burned to death, as once the virus-infected flesh is scorched from the bone the zombie will die. Likewise, because they have no bloodstream and do not rely on any body organs, poisons do not affect zombies. In many ways, zombies are indestructible.

When deployed in combat, zombies are typically controlled by a "handler". The Handler is a Triaxy soldier specifically trained to command and control zombies. They bark orders at them and know how to spur them to action. In larger numbers, more than one handler might be deployed. Even with the handler, the zombies are dangerous to their own teammates. It is not uncommon for the Handlers to be killed by their own zombies, or for zombies to attack one another. A zombie's natural instinct is to attack, although they will not typically attack each other. This instinct makes it ideal for Triaxy to just dump a platoon of them in the middle of the battlefield without a Handler, for the zombies will instinctively attack whoever they see. This is the most common tactic Triaxy will use when deploying large numbers of zombies.

Finally, zombies have no fear. They will walk headlong into the line of fire, oblivious to any weapons being fired at them, any traps or pitfalls, etc. They are not even afraid of fire, even though a good flamethrower is probably the best way to destroy them. Zombies take no prisoners, cannot be bargained with or spoken to. For most practical purposes, they are mindless, living dead organisms operating on basic instincts.

As a last note, zombies are immune to all forms of Psyonic attack and influences. Furthermore, they cannot be controlled via psyonics nor can they be communicated with through Psyonics. Their presence cannot be detected as anything more than an unliving object.

Zombie Stats						
KN	MT	L	E	ST	AG	SPD
0	25	0	30	35	3	8
CHiPs: Head		CHiPs: Body		Hit-Points: Arms and Legs		
NA		NA		NA		

APRs: 1
Experience Value: 25

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Tenticulate

One of Tri-Med's earlier contracts with the Andromedian government was for the creation of a living, thinking organism capable of being used as a spy, probe, and weapon in combat. What Tri-Med created, through advanced genetic engineering, was the Tenticulate—a strange and terrible creature capable of intelligent thought. These creatures have been employed by the Andromedian military for more than two decades now, and Triaxy currently uses them on Orna as sentries, spies, and combat troops.

Appearing as a strange, gray, grub-like creature, the Tenticulate rests on its long belly and has six yellow squid-like tentacles it can use to move about the ground with. It has a central mouth located at the front of its body and tiny black eyes, hardly visible, just above this. Its mouth is circular and filled with rows of sharp, needle-like teeth. At the beast's rear are a pair of frog-like legs which can be used for little more than pushing itself across the ground. A mature Tenticulate weighs nearly 250-pounds and achieves lengths of almost 6-feet. Very muscular and more intelligent than a dog, the keepers of these loathsome creatures must feed them a diet high in protein to sustain their bodies and minds. Typically raw meat is the preferred meal of the Tenticulate, and it has no qualms about eating its victims on the battlefield.

Although the Tenticulate can move on its own, scooting about the ground using its tentacles, most Tenticulates are given a hover-platform to move about on. These steel discs are capable of moving the creature about much faster than it could on its own and also gives it the ability of limited flight. Tenticulates are genetically implanted with an instinctive ability to maneuver on these platforms and can operate them just as well as they can their own bodies. These platforms respond to the Tenticulate's mind waves and motion of its body and are thus easily controlled and maneuvered by the creature. These hover-platforms add 10-points to the Tenticulate's Speed stat, 12-points to its Agility stat, and give it the ability to fly at heights as high as 200-yards. The platforms are powered by a miniature CryAg generator which supplies it nearly unlimited power.

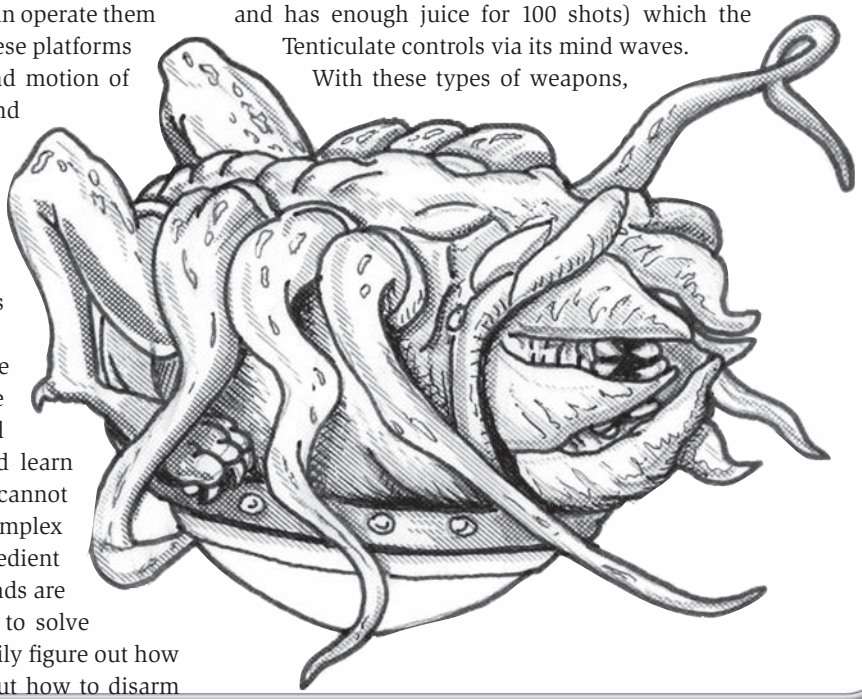
Tenticulates are smart, although not to the extent to be considered sentient life. They are much smarter than chimpanzees though, and are able to understand complex orders and learn complex tasks. Although they themselves cannot speak, they can understand surprisingly complex sentences spoken to them. They are also obedient to their owners and highly reliable. Their minds are able to focus on tasks and think creatively to solve problems. For example, a Tenticulate can easily figure out how to open doors, pick locks and even figure out how to disarm traps. It can learn more complex things as well, such as how to use a computer (although it could by no means become a computer hacker) or how to pilot vehicles on a rudimentary level.

Tenticulates have been engineered so that they cannot reproduce. Instead, Tri-Med grows them in a lab and sells them to Triaxy and the Andromedian government. A young Tenticulate goes for approximately $25,000 while a fully matured creature can sell for upwards of $100,000. After purchasing, a Handler must work with the creature for about two-months to fully train it for basic tasks and functions. A combat-ready Tenticulate that can recognize all friends from foes takes about 6-months to train. Triaxy employs special Tenticulate Handlers to train and keep these fearsome beasts.

Combat

Tenticulates serve many functions. They can be deployed alone to do spy work or scout out areas on a battlefield. They are also sent in to areas for reconnaissance missions and to gather information and eavesdrop on conversations. Information gathered from a Tenticulate is downloaded into a computer, for while the creature cannot speak it is hardwired to a special microchip in its body that collects data. Everything it sees and hears can be downloaded. The chip can hold up to 72-hours worth of audio and visual information.

In combat, Tenticulates are typically sent out in packs of four or more where they can hunt their targets down. Their hover-platforms run completely silently and it is easy for them to sneak up on their victims. Most Tenticulates can use small guns, although they are typically not given any. Instead, their hover-platforms are loaded with a laser weapon (typically a point-and-shoot blaster that inflicts 3D6 damage and has enough juice for 100 shots) which the Tenticulate controls via its mind waves. With these types of weapons,



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the Tenticulate has a +7 on all to-hit rolls. As well, on hover-platforms, the Tenticulate gains a +8 on all dodge rolls in combat. Without this platform, the Tenticulate is really a sitting duck, able to move only a few feet per round and suffers a crippling -12 to all dodge rolls.

But Tenticulates prefer to grapple their victims in their powerful tentacles. Each tentacle has a reach of about 6-feet. They can squeeze a victim to death, inflicting 1D6 points of CHiPs damage per round until the victim suffocates or is crushed to death. Their bite is even more deadly, inflicting 2D8 points of damage. Their bite also contains a powerful toxin which causes the affected victim to lose consciousness. The victim is allowed to make an Endurance stat check (-5 penalty). If the check passes the victim is unaffected by the poison; however, if it fails, the victim will become dizzy after one round (-4 to all combat rolls), suffer blurred vision on the second (-6 to all combat rolls), and will pass out after another 1D4 rounds. The victim will remain unconscious for 1D4 hours or until medical treatment is received.

Tenticulates are immune to all forms of Psyonic attack and they cannot be controlled via Psyonics. They can, however, be communicated with and are often commanded on the battlefield by a Triaxy Psyonicist. Mature Tenticulates may possess one or more of the following Psyonic abilities and as many as 75 PEPs: *Direction Sense, False-Sensory Output, Hide Thoughts, Mind Reading, Presence Sense, Psychic Blast, Sense Danger.*

The stats listed below are for a Tenticulate who is *not* on a hover-platform. With a platform, add 10-points to the Tenticulate's Speed stat and 12-points to its Agility stat. 99% of the time, Tenticulates will be equipped with one of these platforms as shown in the illustration. The platform is armored (-5 to damage) and can sustain 30-points of damage before it is destroyed or rendered inoperable, at which time the creature will plummet to the ground.

Tenticulate Stats						
KN	**MT**	**L**	**E**	**ST**	**AG**	**SPD**
9	17	3	16	25	7	8
CHiPs: Head		**CHiPs: Body**		**Hit-Points: Arms and Legs**		
25		50		17 each		

APRs: 5
Experience Value: 50

Mind Machine

Of all the insidious and loathsome creatures that the Andromedians and Triaxy employ, there are perhaps no creatures as wretched or terrifying as the Andromedian Mind Machine. Known simply as Mind Machines, these creatures are exclusively Andromedian in race and are born by a type of genetic defect (although Tri-Med is working on a way to genetically create these creatures in a lab). Mind Machines are simply Andromedians born with an overactive Ixtasia Gland, which causes their rear brain lobes to grow to enormous proportions. In a normal Andromedian, these rear lobes can become enlarged during maturity, resulting in Andromedians capable of enormous psyonic talent. However, in the Mind Machine, these lobes grow out of proportion, deforming the Andromedian and resulting in a tiny, malformed body with an enormous cranium.

At maturity, the cranium of the Mind Machine will be nearly 6-feet long and almost 3-feet wide. Their body, on the other hand, will remain no larger than an infant child's and oftentimes it is malformed with twisted limbs or missing fingers and toes. The skull covering the Mind Machine's brain is soft and cartilaginous, and is easily damaged. In times of war, most Mind Machines are given a special helmet (-10 to damage) to help protect their precious minds. Their eyes and ears typically work well, although many are born mute. The rest of their body is rather worthless and many times they are unable to feed themselves. For this reason, most Mind Machines are given a hover-platform similar to the one Tenticulates use in order to get around.

But a Mind Machine's lack of mobility matters little since these Andromedians possess enormous psyonic abilities and are able to manipulate just about anything—or anyone—with their thoughts. In fact, the psyonic powers that these creatures possess are so frightening that the Andromedian government confiscates all Andromedians born this way. At birth the infants are taken to secret military campuses where they are raised to be powerful psyonicists and deadly war machines. From birth, Mind Machines know no other life than the military.

Combat

As mentioned, Mind Machines cannot get around very well on their own. Typically they are given a hover-platform similar to the one Tenticulates use. This hover-platform adds 10-points to the Mind Machine's Speed and Agility stats (stats given below are for a Mind Machine without a hover-platform). The platform is controlled exclusively by the creature's mental thoughts and affords him a +10 to dodge in combat. The platform is typically equipped with some type of laser weapon (point-and-shoot capabilities) which inflicts 2D8 damage and has enough power for up to 100 shots. The platform can fly up to 200-yards in height and is powered by a small CryAg reactor. Andromedians without a hover-platform can typically

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hover about the battlefield, lifting themselves telekinetically. However, in this way they only receive a +6 to dodge in combat.

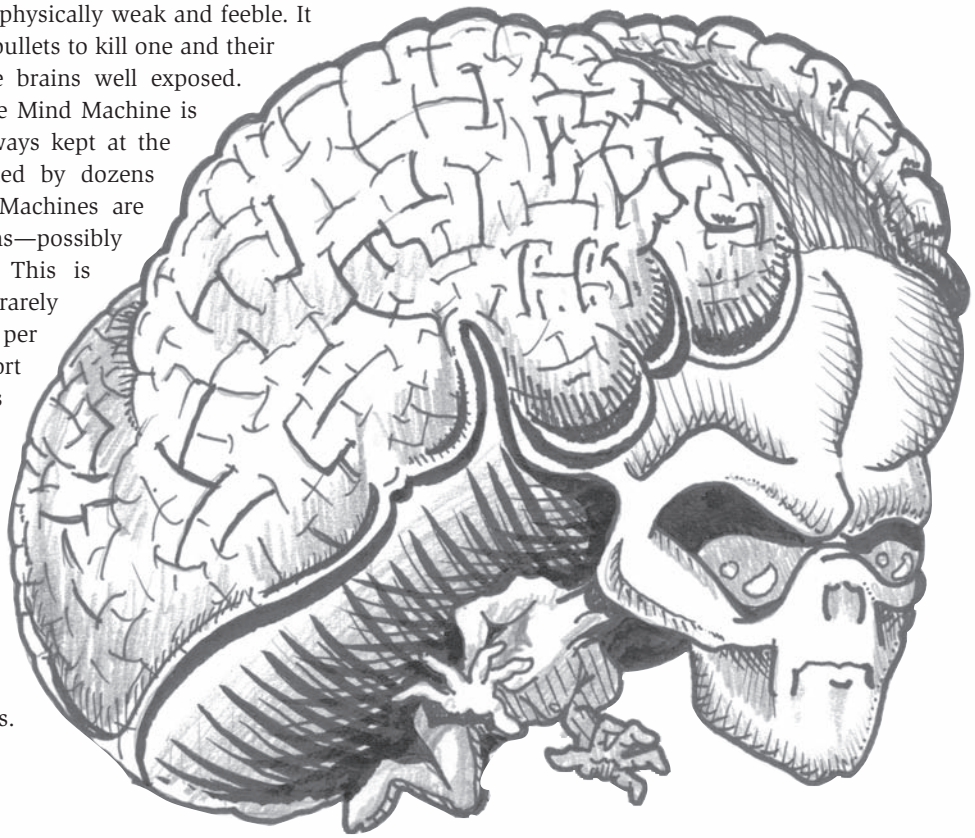
Mind Machines cannot wield weapons, however their mind powers are enough to make up for this. Mind Machines possess *all* psyonic abilities listed in this book and may even possess others not listed. Additionally, Mind Machines have a *minimum* of 500 PEPs but can have as many as 2,000. This nearly inexhaustible supply of PEPs allows them to lift enormous weight with their telekinesis and they are able to bring down large aircraft. It is not uncommon to see a Mind Machine crashing a large fighter craft into the ground. Additionally, because of their astounding power, the maximum effective range of all psyonic abilities for them is tripled, or possibly made indefinite with the GM's discretion. Similarly, psyonics used against them, such as Compel Truth, False-Sensory Output, Hypnotic Suggestion, Mind-Wipe and Psychic Static, have little to no effect.

All of this power is used to the Andromedians' benefit on the battlefield. During times of war, the Andromedians have been known to keep a dozen Mind Machines at the backlines to throw enemy vehicles to the ground and psychically heal the wounded. Others are employed to take control of enemy minds and turn the soldiers against each other. The dread thought of the Mind Machines alone has been enough to keep many of the Andromedians' enemies at bay. For Perfect Blue, a Mind Machine on the battlefield can spell ultimate disaster.

Luckily Mind Machines are physically weak and feeble. It takes little more than a couple bullets to kill one and their soft skulls leave their massive brains well exposed. However, actually *getting* to the Mind Machine is the difficult part. They are always kept at the back of the battlefield, guarded by dozens of well-armed soldiers. Mind Machines are highly valuable, worth millions—possibly billions—if held for ransom. This is because Mind Machines are rarely born—no more than three per year—and they have very short life spans. Most Mind Machines will die within months of birth. The oldest may reach twenty years of age. At this time it is speculated that the Andromedian military has less than three-hundred of these dreaded creatures, although it is unknown as to how far Tri-Med has gotten in their quest to genetically engineer these things.

Mind Machine Stats						
KN	MT	L	E	ST	AG	SPD
30	50	20	5	3	6	6
CHiPs: Head		CHiPs: Body		Hit-Points: Arms and Legs		
7		5		2 each		

APRs: 3
Experience Value: 500



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Typical Triaxy Miner

Throughout the course of their combat missions the Perfect Blue team is guaranteed to run into some miners—either working the deep-sea Itosium mines, the off-shore platforms or just working at a CryAg refinery. Most miners are the same: they come from working-class families, are just "regular guys" and have a family to feed. Most of them are not innately bad people; in fact some of them don't even know about the schemes of Triaxy or the plight of the Ornan people. All they want to do is earn an honest living and get their children through college.

However, this may be of little consolation to Perfect Blue who must witness the destruction of their beloved planet as the Itosium is sucked dry and tons of toxic waste is pumped into their air and seas. Some Players may view the miners as innocents or third-parties; other Players may view them as criminals who must be eradicated; and yet other Players may simply not care one way or the other until one gets in their way. In any event, Triaxy-employed miners are sure to be encountered on a regular basis.

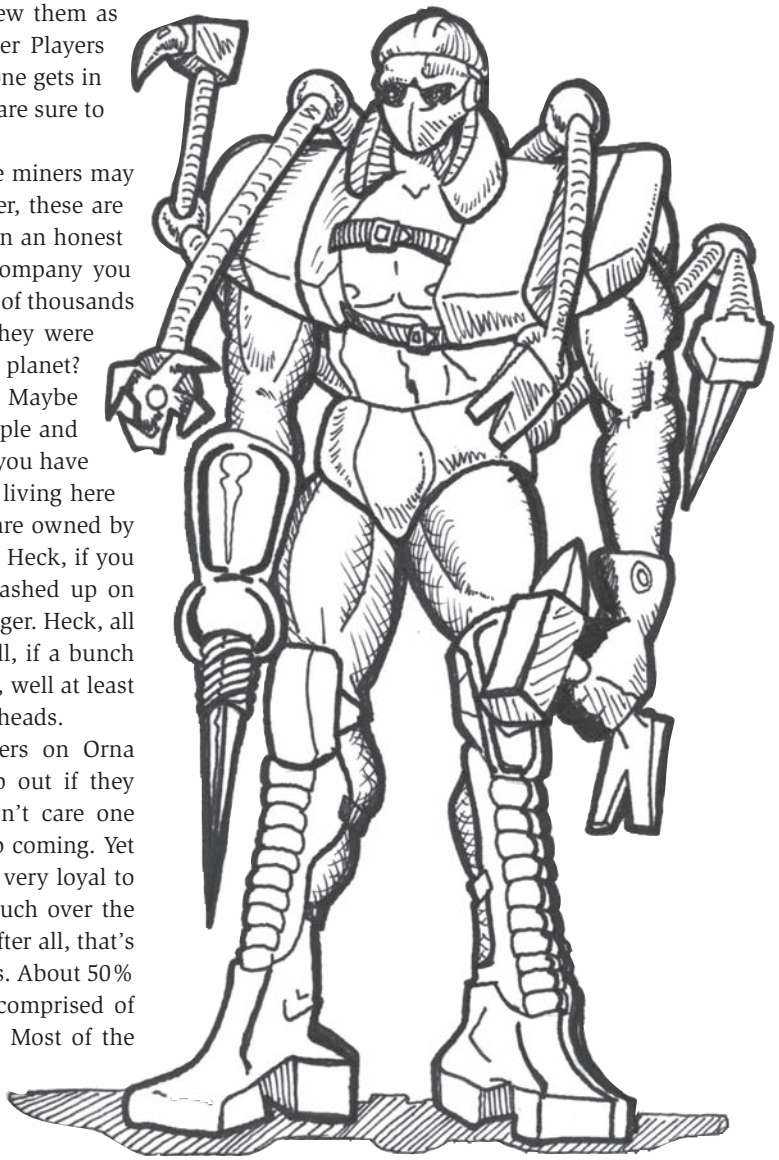
Unlike other foes of planet Orna, some of the miners may actually be willing to help the Players. Remember, these are just working-class men and women trying to earn an honest buck. What would you do if you learned the company you worked for was directly responsible for hundreds of thousands of deaths? What would you do if you learned they were responsible for the destruction of a people's planet? Would you care? Would you turn in your boss? Maybe you would, and you would want to help the people and put an end to all of this evil. On the other hand, you have nowhere to turn to. You're stuck on this planet, living here with your family, and all the people above you are owned by the company—or the Andromedian government. Heck, if you blow the whistle your body might be found washed up on shore—or worse, your family might be put in danger. Heck, all you want to do is earn an honest buck, and well, if a bunch of people you don't know get hurt along the way, well at least your family gets to eat and has a roof over their heads.

That's exactly the view many of the miners on Orna have. Some genuinely do care and would help out if they only knew how. Others are indifferent and don't care one way or the other as long as their paychecks keep coming. Yet others could care less about the Ornans and are very loyal to Triaxy—the company that has given them so much over the years. Miners should be played as real people—after all, that's really what they are. And miners come in all races. About 50% of them are Andromedians, while the rest are comprised of Humans, Trikosi, Lothorians and even Cyborgs. Most of the Andromedian workers will be less than reluctant to help Perfect Blue. However, many of the other races might actually be willing to help.

Combat

Miners are not soldiers. If you were at work and in stormed a bunch of soldiers that started shooting up the place what would you do? You'd probably run for your life! And that is exactly what 90% of miners will do when Perfect Blue comes storming through their work area. However, there are those select few who are loyal to Triaxy in the extreme, or want to play hero of the day. These few miners might actually fight back and attack Perfect Blue.

Because they are not soldiers, and many come from varying backgrounds, the *typical* miner will have the following combat bonuses: +3 to hit, +3 to dodge, +4 to parry, 2 APRs. Again, this is just an average and some miners might have a military history or have other forms of training. The skills that they possess will vary as well, although most will have the following skills to about 40% proficiency: *Electronic*



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Repair, General Repair. They may also have one or more of the following WEs at level 1 or 2: *WE Knives and Hand Weapons, WE Rifles, WE Shotguns, WE Small Arms and Handguns.*

Although some miners may have skills with guns and other weapons, when encountered at work it is highly unlikely they're packing their semi-automatic or sub-machine gun. The typical miner will have a hammer, pickaxe or some other similar tool on him. These weapons typically inflict 2D6 damage and are wielded as hand-to-hand weapons. In some cases the miner might have a power suit of some type or be driving some type of machinery, although that is beyond the scope of this entry.

Typical Triaxy Miner Stats						
KN	**MT**	**L**	**E**	**ST**	**AG**	**SPD**
11	10	10	13	14	12	12
CHiPs: Head		**CHiPs: Body**		**Hit-Points: Arms and Legs**		
10		15		10 each		

APRs: 2
Experience Value: 17

Typical Triaxy Officer

The Triaxy Corporation employs thousands and thousands of officers throughout planet Orna. While their official status is that of Law Officers, they operate more like military soldiers and carry military style weapons. Triaxy officers also perform many other roles and can be found just about everywhere. Triaxy officers perform the roles of firemen, paramedics and even animal control. They perform just about all police and rescue duties of the cities. From keeping the peace on the streets of the Triaxy cities to administering justice at the propaganda cities, to performing guard duties at the CryAg refineries, these hard-core officers do it all.

The primary functions of the typical officer are to keep the peace, fight crime, respond to emergencies and protect Triaxy property. In the Triaxy cities, this might include patrolling the streets looking for troublemakers or responding to emergency calls from the citizens of the city. Most officers double as paramedics and firefighters and are trained in basic medical practices and life-saving measures. Triaxy officers also work guard duty at banks, corporate headquarters, courthouses and other places of importance. Typically the officers of these cities are friendly and willing to help. After all, they are there to serve and protect the citizens of the town. They operate much like the police we're used to seeing in our own cities and towns. For all practical purposes, these officers should be played as friendly, caring people—even toward the Ornan slaves who live in these cities. There are those corrupt and cruel officers who may not regard the Ornans as anything more than an object to torture and humiliate, but the vast majority of them are there to genuinely protect and serve. As well, the officers of these cities can be of any race (except Ornan, of course), although the vast majority are Andromedian.

The officers deployed at the propaganda cities have very different roles, however, and are almost exclusively Andromedian in race. While they do respond to emergencies called in by the Ornan citizens, they tend to take their time and view these calls as nuisances. What the officers are *really* there for is to keep watch over the Ornans and make sure that no riots break out and that the citizens are kept under control. Almost every street corner has a Triaxy officer stationed there, heavily armed with full body armor. They also employ Enforcers to walk the streets to keep fear in the back of the Ornans' minds. The officers are authorized to use deadly force and are known to brutalize innocent citizens. The police headquarters of propaganda cities are little more than torture chambers, and the jails are holding cells for Ornans waiting to be taken to the death camps for extermination.

In all cases, Triaxy officers have nearly godlike authority over the citizens. While they are not allowed to brutalize civilians (although, in most cases, Ornans don't count), they do have the right do subdue suspects using any means necessary—including deadly force. They can search people,

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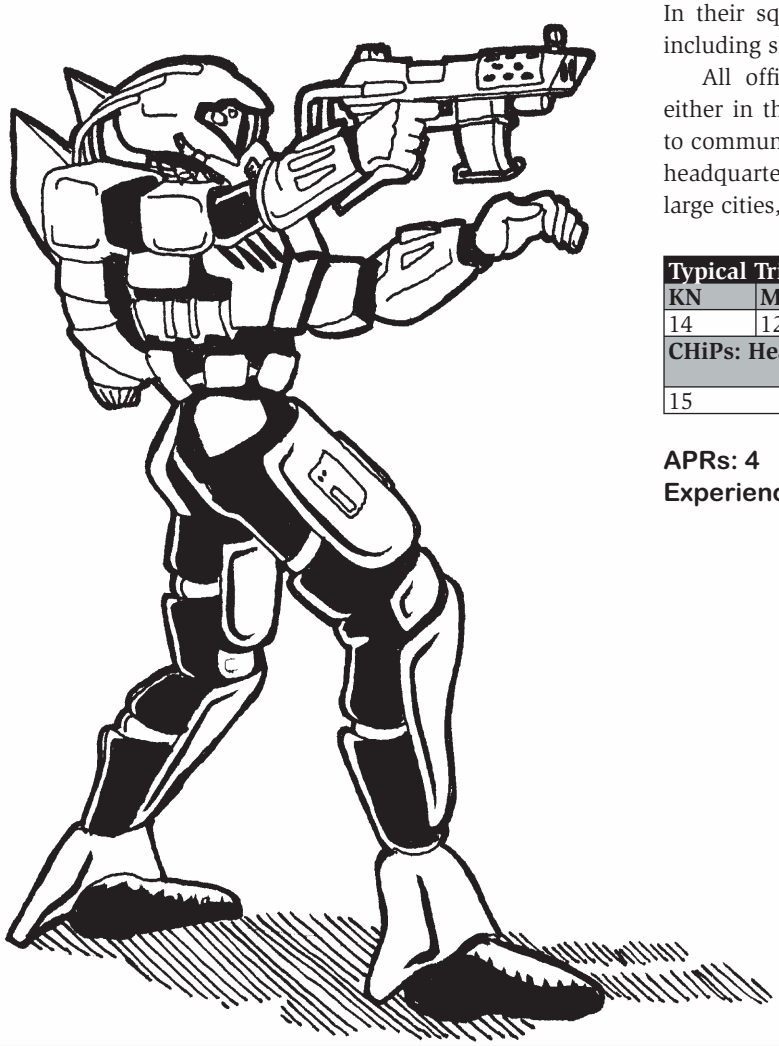
homes and businesses without any type of warrant as long as they have suspicion of a crime. Furthermore, they are allowed to seize anything they want—including cars and homes—if they suspect it is evidence for a crime. Citizens—even of the Triaxy cities—can be stopped and taken in for questioning if an officer thinks a person looks suspicious or is acting strangely. While the laws of the land are beyond the scope of this book, this should give you an idea as to the power Triaxy officers possess.

Combat

Triaxy officers train at least four years before joining the force, or must have at least three years of military background. They are taught basic firefighting techniques, paramedic skills, and of course, how to keep the peace. While officers vary in skill and rank, the stats detailed here are for the *basic* officer commonly found on the streets.

The typical Triaxy officer will have the following combat bonuses: +7 to hit, +5 to dodge, +4 to parry, +5 to initiative. They will have, at minimum, the following skills: *Bomb Defusion 30%, Drive Tanks 25%, Electronic Repair 40%, Interrogation 45%, Medical 55%, Move Silently 45%, Operate Remote Vehicles 30%, Public Relations 55%, Scale Walls 45%, WE Knives and Hand Weapons level 2, WE Rifles level 2, WE Shotguns level 2, WE Small Arms and Handguns level 3, WE Submachine Guns level 1.*



In the streets of Triaxy cities and at CryAg refineries, Triaxy officers will not openly endanger any citizens or workers (although they will make exceptions for Ornan slaves on occasion). Their primary duty is to protect the civilians and get them out of harm's way. Thus, during a Perfect Blue attack, many of the officers may concentrate on rescuing injured or hurt civilians before engaging the Players. On the other hand, in propaganda cities and at death camps, the officers will make no such allowances and will openly fire at Ornans who get in the way.

The typical officer will wear, at minimum, some type of armored vest (-4 to damage) but typically wears full body armor as shown in the illustration (-6 to damage). The typical officer will carry with him, at minimum, all of the following weapons: .32cal pistol, 3 smoke grenades or teargas grenades, a wooden baton (1D4 damage), a small submachine gun. In their squad cars they may carry a much larger arsenal, including shot guns, machine guns and explosive grenades.

All officers are equipped with communication devices either in their helmets or as a headpiece. These allow them to communicate directly with each other as well as with their headquarters. They always travel in pairs or larger groups. In large cities, backup is never more than 5-minutes away.

Typical Triaxy Officer Stats						
KN	**MT**	**L**	**E**	**ST**	**AG**	**SPD**
14	12	13	14	13	14	15
CHiPs: Head		**CHiPs: Body**		**Hit-Points: Arms and Legs**		
15		25		12 each		

APRs: 4
Experience Value: 50

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Typical Triaxy Soldier

Triaxy is owned by the Andromedian government, and therefore has access to the Andromedian military. Triaxy, as a corporation and as a governmental power on Orna, employs many soldiers from the Andromedian military. These Triaxy soldiers are well trained, armed to the teeth, and have a background in one of the most ruthless military forces in the Tri-Galaxies. Exclusively Andromedian in race, they are 100% loyal to Triaxy and the Andromedian government. They will fight tenaciously to the death to defend Triaxy and its corporate and governmental ideals, and they employ any means necessary to ensure success.

Triaxy soldiers are some of the best trained warriors in the universe. The Andromedian government trains them and provides them with the most high-tech and expensive weapons and vehicles money can buy. Furthermore, they are trained in the use of chemical and biological weaponry and they are not afraid to use such weapons in combat. Of course, these weapons are banned by the Trigalactic Union, but that has not stopped them from using them in the past.

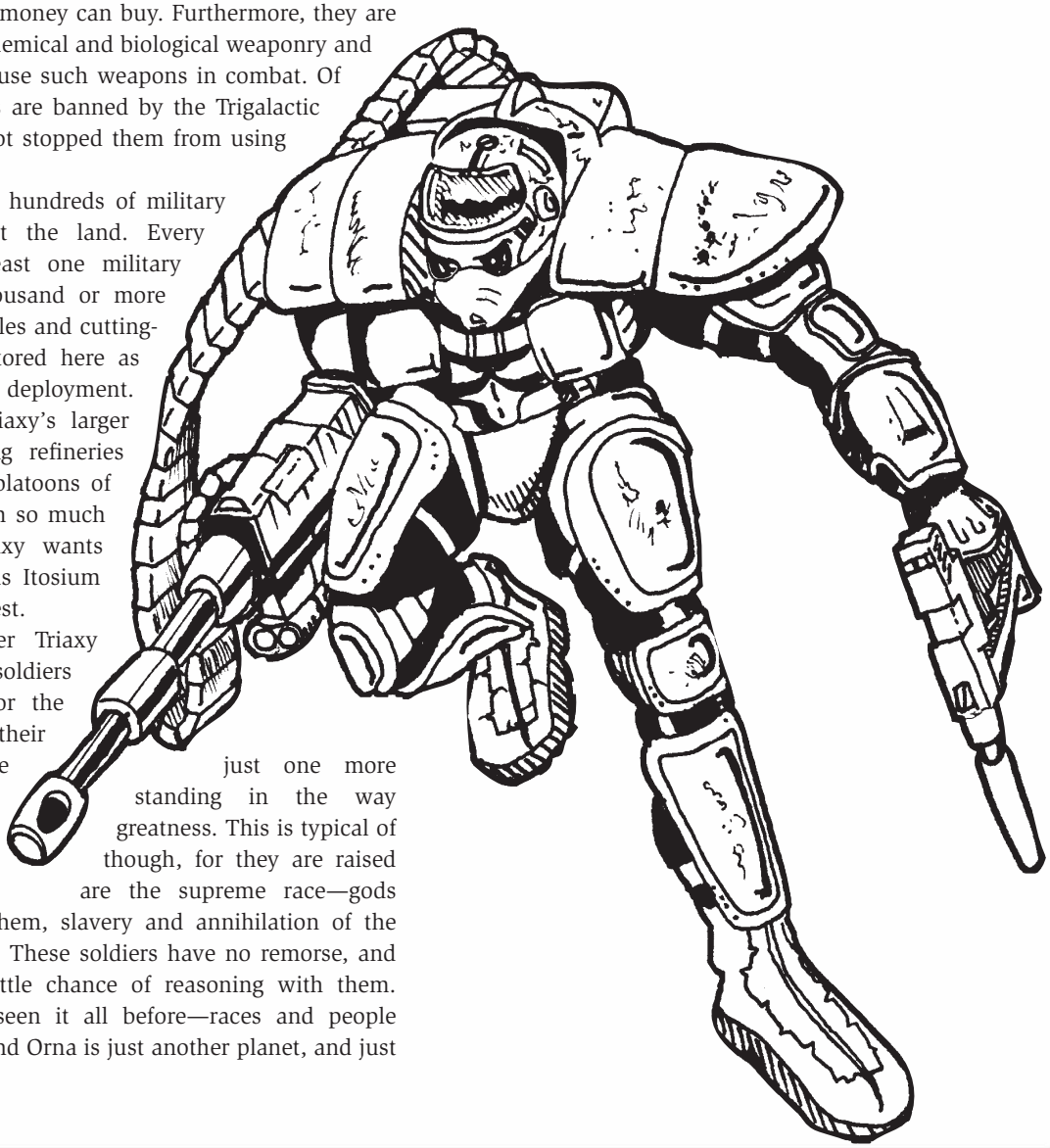
On Orna there are hundreds of military bases scattered about the land. Every major city has at least one military base staffed by a thousand or more soldiers. Combat vehicles and cutting-edge weaponry are stored here as well, ready for quick deployment. As well, many of Triaxy's larger mine sites and CryAg refineries are protected by full platoons of soldiers. After all, with so much money at stake, Triaxy wants to guard their precious Itosium mines with only the best.

Unlike some other Triaxy employees, Triaxy soldiers have no sympathy for the Ornan people. In their eyes, the Ornans are just one more weak, pathetic race standing in the way of Andromedian greatness. This is typical of most Andromedians though, for they are raised to believe that they are the supreme race—gods amongst insects. To them, slavery and annihilation of the Ornans is no big deal. These soldiers have no remorse, and Perfect Blue stands little chance of reasoning with them. These soldiers have seen it all before—races and people falling before them—and Orna is just another planet, and just another battle.

Combat

Triaxy soldiers are ready for combat at a moment's notice. They can reach any point of the Ornan globe within a couple hours time and can be at any major metropolitan site or Itosium mine within thirty minutes. While Triaxy has all types of troops at their disposal—from snipers to special operations forces—typical roughnecks make up the majority of the military population on Orna. This entry details only the average roughneck soldier. The GM can modify this entry to meet the needs of more specialized Triaxy forces.

The average soldier in the Triaxy military has the following combat bonuses: +8 to hit, +5 to dodge, +5 to parry, +6 to initiative. They have, at minimum, all of the following skills: *Bomb Defusion 60%, Camouflage 65%, Create and Use Explosives 50%, Drive Tanks 75%, Endure Pain and Torture 65%, General Repair 55%, Medical 25%, Move Silently 45%, Pilot Planes 75%, Scale Walls 75%, Set Traps 65%, Spot Mines*



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and Traps 54%, Tracking 30%, WE Knives and Hand Weapons level 2, WE Machine Guns level 2, WE Rifles level 2, WE Small Arms and Handguns level 3, WE Submachine Guns level 3, WE Thrown Weapons level 2.

The typical soldier will carry with him all of the following weapons, although others may be at their disposal: .32cal pistol, submachine gun or machine gun, combat knife, 4 - 6 grenades, at least 2 extra ammunition clips for primary weapon.

Because they are almost exclusively Andromedian, many are equipped with Bio-Hardpoint technology and typically wear some type of Hardpoint armor. Non-Andromedians will always wear body armor as well, typically -4 to damage or better.

Typical Triaxy Soldier Stats						
KN	**MT**	**L**	**E**	**ST**	**AG**	**SPD**
12	12	15	16	16	15	14
CHiPs: Head		**CHiPs: Body**		**Hit-Points: Arms and Legs**		
18		30		14 each		

APRs: 5
Experience Value: 60

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Glossary

Actions per Round (APRs)
This is your most important factor in combat. *The number of APRs you have equals the number of* ***turns*** *you get* ***per round***. That means the more APRs you have, the more turns you get. If your opponent has more APRs than you, that means your opponent will potentially be able to shoot at you more times than you can shoot at him. To begin, most characters will have only 3 APRs. This amount will increase as your character advances in rank.

Advanced Electromagnetic Dampening Field (EDF)
These devices are specifically designed to thwart detection attempts by radar and sonar devices. By creating a dampening field around the person or vehicle, the person's / vehicle's electromagnetic signature is suppressed or even completely removed depending upon how powerful the device is. EDF generators also interfere with most radar and sonar devices' ability to bounce signals off of the target, thereby making the user of the EDF almost invisible to these devices. Most EDF devices will give the wearer a percent (%) chance of not being detected, or lowers the detection device's percent chance of detecting the individual. EDF generators are able to fool all radar and sonar devices.

Aggression Points
All characters get what are known as *Aggression Points* in combat. They are used to measure how long your character can fight at peak performance during combat. They slowly deplete during the course of a battle, and when they reach 0 your character will become exhausted. They are also used for special attacks.

Aggressive Position
Having an Aggressive Position is having a higher initiative score than your opponent. You have the aggressive position versus *all* opponents who have a lower initiative score than you. *You will want to maintain an aggressive position as much as you can*! Having a higher initiative score than your opponent (i.e., being in the aggressive position) will grant you advantages in combat.

Agility (AG)
This is how agile and maneuverable your character is. It is also his reflexes and balance. You might need to make an AG stat check in times that challenge your character's agility, balance or reflexes.

Alphabet, Military
A: Alpha
B: Bravo
C: Charlie
D: Delta
E: Echo
F: Foxtrot
G: Golf
H: Hotel
I: India
J: Juliet
K: Kilo
L: Lima
M: Mike
N: November
O: Oscar
P: Papa
Q: Quebec
R: Romeo
S: Sierra
T: Tango
U: Uniform
V: Victor
W: Whiskey
X: X-ray
Y: Yankee
Z: Zulu

ALTS System
See Auto-Locking and Targeting Systems

APRs
See *Actions per Round*

AQ
Typically this denotes Aquatic ability for certain ammunition, especially bullets. Ammunition designated with an AQ are able to be fired underwater.

Atlantean City
The Ornans, long before the coming of Triaxy, had built large cities beneath the oceans, contained within gigantic domes of glass and steel. Although these were once resort cities where wealthy people lived and powerful corporations were based, today they are the last vestiges of Ornan civilization as it was before the coming of Triaxy. Triaxy does not know about any of the Atlantean Cities yet, and the Players must do all they can to protect these great undersea metropolises.

Attack
An Attack is the use of a weapon on any person or being in order to cause harm.

Auto-Locking and Targeting Systems (ALTS)
ALTS systems are computers that are added to the vehicle's targeting systems much like MLS systems are. However, ALTS systems help the computer to recognize where the pilot is trying to target and help the pilot to lock-on the target in a much more advanced way. ALTS systems fire an array of lasers which actually target and follow the targeted vehicle. Thus the ALTS system actually creates stronger locks and makes it more difficult for targeted vehicles to shake the lock. Vehicles cannot have more than one ALTS system and having more than one will not increase the vehicle's performance. However, a second system could be added as a back-up in case the original system is damaged.

ALTS systems give the pilot operating the vehicle's weapons systems Auto-Lock Numbers of 1 - 8. These numbers act as pre-rolled lock-on numbers when you are rolling to lock-on your target. For example, and ALTS system that offers Auto-Lock Numbers of 1, 2 and 3 allow you to successfully lock on your target by rolling only a single 1, 2 or 3 (you don't need to roll doubles because your auto-lock numbers already gave you those numbers for free). For more information see the *Vehicular Combat* section.

Blinding Flash
Weapons said to create a blinding flash are those that emit or create an ultra bright flash of light that causes temporary blindness. Examples of this are flash-bang grenades. Those who look directly at the flash will be blinded (-8 to all combat rolls) for 1D4 rounds.

BLUE Level
The division of Perfect Blue that the Players are in control of. BLUE is an acronym for **B**lack-ops, **L**and and **U**ndersea **E**spionage.

CHiPs
See *Critical Hit-Points*

Countermeasures
Countermeasures are devices typically equipped on vehicles to thwart the attempts of enemy missiles. Countermeasures can be anything from a simple flare dropped from a ship to throw-off a heat-seeking missile to a sophisticated electronic device that scrambles the radio or electromagnetic signals used by a missile.

Countermeasure Spoiler System (CMS)
Countermeasure spoilers are computer systems that are hooked up to the lock and targeting systems of the vehicle. In most cases, the CMS unit looks for and attempts to detect anything dropped from the vehicle—such as countermeasures. The CMS computer recognizes the dropped object as a false target and tells the weapons not to go after it. These systems do not work on countermeasures that do not drop some type of flak, flare or other object.

CMS
See *Countermeasure Spoiler System*.

Critical Hit-Points (CHiPs)
CHiPs measure the health of your character's body and head. When your *Critical* Hit-Points (CHiPs) reach -8 your character dies. At 0 Critical Hit-Points your

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character falls unconscious. Regular HPs measure the health of limbs. When they reach 0 or below that limb will be destroyed or otherwise lost. At 0 HPs you will also begin to bleed to death, resulting in the loss of CHiPs.

CryAg (Crystal Aggregate)
CryAg—or Crystal Aggregate—is an impure form of Itosium found in small amounts on select planets. Most CryAg is millions of years old and was created on the planet early in its birth. Most scientists speculate that Crystal Aggregate is a precursor to life on planets, occurring when certain minerals and metals are molten together and then vented into a cold sea floor where it slowly hardens into the crystalline mineral known as CryAg. This crystallization process gives off light, heat and oxygen and thereby breathes life into a forming planet. However, over hundreds of thousands of years this Crystal Aggregate slowly dissolves as it depletes its energy. Eventually a planet stops producing CryAg and eventually, a planet will come to have no CryAg deposits left whatsoever. And the older a planet is, the less CryAg it typically contains. CryAg, when refined, can be used to produce immense amounts of energy. Each crystal contains more raw energy than nuclear fission can produce.

Damage
This is the amount of harm done to a person during combat by landing a successful attack or hit. Damage will cause the loss of hit-points and eventually death. Damage can also be inflicted upon armor and other inanimate objects.

Defensive Position
Having a Defensive Position is having a lower initiative score than your opponent. You are in a defensive position versus *all* opponents who have a higher initiative score than you. If you are in the defensive position, you will want to try to get into an aggressive position as soon as possible.

Dodge
A Dodge refers to the act of moving out of harms way.

Earth Standard
The Trigalactic Union and Trade use what is known as the "Earth Standard" for all of the following:

*Calendar
*Time
*Money
*Democratic Structure

The Earth Standard is based on what the Humans used on their planet of Earth long ago. The Union adopted this standard as an easy way to keep all planets in the Union working together. It also ensures that all planets in the Union have a standard by which to measure everything. For example, all planets in the Union use Earth Standard currency (dollars and cents) so that transactions are easy. As well, all planets use a callander based on the Earth Standard (January—December). Time is based on a 24-hour clock. Planets that are larger or smaller than what Earth once was may have longer or shorter days and months. This is remedied by Planetary Callander Adjustments (PCAs). PCAs adjust time and month days appropriately to keep all planets on relatively the same time and date of year.

EC
See *Executive Character*

EDF
See *Advanced Electromagnetic Dampening Field*

EMP
EMP—short for Electromagnetic Pulse—blasts emit a powerful surge of electromagnetic energy which wreaks havoc on electronic systems and computers. Low-power blasts may temporarily shut down computers or fry some electrical circuits; the most powerful blasts can completely destroy computers and electronics and may also bend, twist and warp all metal in the surrounding area. EMP blasts even destroy / disable battery operated devices. While EMP blasts may be devastating to electronic equipment, they are completely harmless to living creatures.

EMT
Electro Magnetic Tag is the best guidance system for missiles and other weapons. EMT devices lock on to a target's electromagnetic signature and follow it. This means that flak, flares and most electronic counter measures cannot throw it off course. Only the most sophisticated electronic countermeasures can thwart a missile armed with an EMT guidance system.

Endurance (E)
This is your character's physical endurance and toughness. The score measures how tough he is physically. Your E score also determines your Hit-Point stats as detailed below. You will need to make E stat checks in situations that require you to challenge your character's toughness.

EPs
See *Expense Points*

Executive Character (EC)
These are the Players' primary characters in the game. Each Player gets only one EC. ECs are used to run and manage BLUE Level. They can also be taken on missions.

Expense Points (EPs)
Expense points are a way to keep track of how much money a character, vehicle, base facility, or other object costs to lease, operate and own. One Expense Point (1 EP) is equal to $5,000 in expenses. Expense points are generally subtracted from the Players' bank account each month and represent operational costs for characters, base facilities and vehicles.

Experience Level
Your character's Experience Level (also known as Rank) is a way to measure how far he has progressed in his character class.

Experience Points
Experience Points are used to measure your character's progress in advancing level in his character class.

Field Team Member (FTM)
These are characters employed by the Players' EC characters. FTMs are usually warriors, used to go out on tactical missions in the game.

Flash Protection
Devices that offer flash protection have an auto-dimming visor or eyepiece that instantly dims to counter the effects of blinding flashes caused by weapons such as flash-bang grenades. They also work to counter the effects of strobe-lights and the like. Most pilot helmets incorporate flash protection to help the pilot cope with the blinding effects of flying straight toward the sun. Those wearing flash protection devices are immune to the effects of blinding lights and flashes.

Founding Father
Founding Father is a member of PERFECT Level and is the sole person responsible for setting up Operation: Perfect Blue. Only Majestic Blue knows who Founding Father is. No one else in all of Perfect Blue has ever met Founding Father.

FTM
See *Field Team Member*

Funding Corporation
A person, group, corporate entity or other which actively supports Perfect Blue. They help to fund BLUE Level.

GB
See *Gigabyte*

Gigabyte (GB)
A unite of measure for storing binary (digital) data on a computer or other electronic device. 1GB is equal to 1,000 megabytes.

HALOS
Stands for High Amplitude Lightning Overhead Shield. HALOS systems create a perimeter of electrical energy outside the protected object. This "lightning" is attracted to breached areas of the perimeter and "zap" any in-coming intruder. They are highly effective shields and are very deadly to those who would breach them. However, they eat a lot of energy and are costly to operate.

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HARM
Stands for Heavy Artillery Railgun Mount. HARM cannons are large railguns used on military craft and for base defense.

HE (High Explosive)
HE stands for *High Explosive* and is used to denote certain ammunitions and bombs. HE ammunition has a microchip implanted into it and is considered "smart" ammo. HE bullets explode just before impacting a target and send thousands of pieces of tiny shrapnel into the victim. This causes massive, *full body* damage. HE explosive devices are typically high-powered grenades and bombs.

Heat Seeking
Heat Seeking devices home in on the heat signature of people or vehicles. They lock on to the heat emitted by these objects and follow them. Heat Seeking devices can be thwarted by flares, flak and heat-producing countermeasures.

Hit
A Hit (also known as a strike) is a successful attack made on an opponent.

Hit-Points (HPs)
HPs determine how much damage your character can take before he dies. Weapons and explosions will inflict physical damage upon your character, resulting in your HPs dropping. There are actually two types of Hit-Points: *Critical* Hit-Points and standard Hit-Points. A character has regular Hit-Points to measure the health of limbs (arms and legs). Loss of HPs generally do not cause a character to die, although they can result in the loss of a limb.

When *Critical* Hit-Points (CHiPs) reach -8 your character dies. At 0 Critical Hit-Points your character falls unconscious. Regular HPs measure the health of limbs. When they reach 0 or below that limb will be destroyed or otherwise lost. At 0 HPs you will also begin to bleed to death, resulting in the loss of CHiPs.

HPs
See *Hit-Points*

IN
See Incendiary

Incendiary
Incendiary ammunitions burst into flames upon contact with a target. Some Incendiary bullets are "smart" munitions and will explode just before hitting a target to shower it with flames. Incendiary munitions typically don't inflict as much initial damage but wreak much havoc on a battlefield.

Initiative
Initiative determines the order in which turns are taken. If you "have the initiative" over an opponent, it means you get to act first. Initiative is rolled first, before anything else, in combat. Characters with higher initiative scores than their opponents are considered to be in the *Aggressive Position* while characters with lower initiative scores than their opponents are considered to be in the *Defensive Position*.

ISL (Invisible Spectrum Laser)
ISL devices require the user to wear a special visor or eyepiece. The user can fire a laser beam at a target (typically this is a targeting laser such as those found on weapon scopes) and the beam is invisible to all but the user using the ISL device. With typical laser scopes, a red dot can be seen when it is aimed upon a target. This can alert enemies and give away positions. However, with ISL *only* the person firing the ISL laser can see the dot. As well, the user can see the entire beam. This is because the special visor / eyepiece allows the user to actually see the laser's spectrum of light.

Itosium
Itosium is a precursor to CryAg and is only found on planet Orna. Itosium is what creates CryAg on most planets and it is more potent than CryAg.

Knowledge (KN)
This stat is your character's intelligence. It measures how smart he is. You might need to make a KN stat check in times that challenge your wits or your knowledge on a subject.

Laser
A laser is a highly concentrated beam of light. Lasers can travel over great distances without losing their effective power and can be very accurate. Lasers are used for everything from guiding missiles to their destination to scanning barcodes.

Weapons-grade lasers produce powerful beams that can instantly melt through just about anything from extremely great distances. The typical weapons-grade laser uses plasmic light energy—electrically charged atomic particles—which produce a very powerful beam (lightning consists of plasma, just to demonstrate the power of this energy). These weapons (known as Plasma Blasters) typically need a plasma canister and a power cell to produce the ammunition and will get a few dozen shots before needing to be replaced. Other weapons-grade lasers use chemicals and power cells to produce a lower powered laser but get more shots.

Some laser weapons can be focused to produce narrow, concentrated beams to reach far distances (sometimes in excess of 5 miles) or to produce a very wide, short-range beam that can blast an enormous hole in an object. The typical laser weapon will produce a single, quick shot while others may allow the user to sustain the beam for long periods of time. Because a laser's range is determined by the beam's focus, lasers do not lose power at far ranges. The destructive force of the laser is determined by it's focus rather than distance.

Laser Guided (LG)
Laser Guidance systems are used on many types of missiles. Missiles that are laser guided shoot a laser at their target and "tag" it. The missile follows and traces the target's movements with the laser. Laser Guided missiles produce very strong locks on their targets. Laser Guidance systems can be thwarted with flak and electronic countermeasures.

Leadership (L)
This stat measures your character's leadership abilities. It is how well he can manage people and work in a team. It also shows how well he can keep a team in order and administer tasks and orders to other team members. Characters with high Leadership stats seem to command respect and portray authority. You will need to make L stat checks in situations that challenge your character's leadership abilities or will power.

Light Speed
Light speed is the speed that light travels in space. Light speed equals roughly 186,282 miles per hour.

Liquigen
Liquigen is a special heavy liquid infused with oxygen that can be breathed into the lungs. It is often used in ultra-deep sea dive suits to help the diver withstand the crushing pressures of the abyssal ocean.

L-PAS (Laser-Guided Point-and-Shoot)
The L-PAS system requires the use of a motorized suit (or armpiece) hooked to a helmet or eyepiece containing a laser targeting mechanism. L-PAS systems use a laser (typically mounted to an eyepiece or helmet) which allows the user to target objects simply by looking at them.

The most sophisticated designs are guided by the movement of the user's retinas and point the laser at exactly what he is looking at. In turn the user's weapon arm is automatically pointed at the object he is targeting, thereby pointing his weapon at exactly the designated area. This gives the wearer of the L-PAS system incredible firing accuracy (+8 to hit bonus) with true "Look-and-Shoot" capability.

L-PAS system work best for Andromedians with their Bio-Hardpoint technologies. However, L-PAS systems have been developed for non-Andromedian soldiers as well. The drawback of the L-PAS system is that the power suit mechanically moves the user's arm and is controlled by the direction in which the laser is pointed. Thus, an L-PAS user has no motion control over his weapon arm—which is fine as long as the user is in complete control of what he is looking at and scanning for. However, in the heat of close-range or face-to-face combat the user may find his weapon arm flying wildly about as his eyes shift quickly around the environment.

For Andromedians with Bio-Hardpoint systems this poses little problem as they can mentally disengage the system at will to obtain free control of their arm. For others however, disengagement may mean having to push a button.

Lock Optimizing Computer System (LOCS)
LOCS systems are lock recalculating devices which come in handy when you are

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trying to preserve and / or recalculate your locks. Most LOCS systems use lasers and radar waves to make sure that the vehicle's targeting systems remain locked on the target round after round. In many cases these system even create stronger locks by giving the system a bonus to the lock score. These bonuses are typically between +1 and +6. For more information on locks and how to preserve and recalculate them, see the *Vehicular Combat* section.

LOCS System
See Lock Optimizing Computer System

LSDM (Laser Spectrum Detection Mask)
An LSDM is a type of visor or eyepiece that allows the wearer to see all types of laser beams. Typically, laser beams shot from targeting scopes only leave a small red dot upon the surface they're aimed. However, with an LSDM the wearer is actually able to see the entire beam, thus tracing it back to its originating point. The primary function of such a device is to be alerted to the presence of a sniper or assassin, or to see laser-tripped alarm devices. Some combat helmets come with LSDM visors. LSDMs can detect ISL lasers as well.

Mach Speeds
"Mach" is a term used in the measurement of movement at speeds at or in excess of the speed of sound. Mach 1 is equal to the speed of sound (approximately 750mph). Mach 2 would be equal to approximately 1,500mph and Mach 3 approximately 2,250mph. In game terms, Mach Speeds are typically speeds that a vehicle moves while in a planet's atmosphere. Outside of an atmosphere (in space) vehicles are able to move at a much faster speed—typically Warp Speeds.

Majestic Blue
Majestic Blue is one of the founding members of the Perfect Blue operation and has helped to get BLUE Level up and running. Majestic Blue is the Players' "boss" and their Executive Characters must answer to him. The GM plays the role of Majestic Blue. The Players have no idea what Majestic Blue's real name is. Majestic Blue is a part of PERFECT Level.

MB
See *Megabyte*

Megabyte (MB)
A unite of measure for storing binary (digital) data on a computer or other electronic device. 1MB is equal to 1,000 kilobytes.

Melee
A melee is best described as the time it takes for each person to use one APR (i.e., take a turn). A *new* melee will start when every character has had a turn. Each combatant gets only one turn per melee. It doesn't matter if you have 3 APRs or 20—you only get to use one of them per melee. Thus, you better learn how to effectively use that one APR! Now, the funny thing about melees is that the number of them per *round* is dictated by the character who has the most APRs. Thus, the number of melees in a round may vary from fight to fight. For example, if you have 3 APRs, your buddy has 4 APRs and your opponent has 6, there will be 6 melees in a round (you're opponent has the highest number of APRs). However, *you* only have three turns (APRs) and will not be able to act on the last three!

Mental Tolerance (MT)
This stat measures your character's mental strength and toughness. It shows how strong of mind he is. You might need to make MT stat checks when enemies use their psyonic powers on you, or when you are drugged by mind-altering chemicals.

MLS
See Multiple Lock Systems

Multiple Lock Systems (MLS)
Multiple Lock Systems (MLS) allow a single pilot to target and lock-on to multiple targets simultaneously. Most vehicles come with some type of MLS system. MLS systems fire an array of lasers which work to track targets. The computer system recognizes vehicle shapes and is able to determine the pilot's likely targets. Thus they help the pilot out by automatically locking-on to vehicles in the environment. Vehicles can only be equipped with one MLS system. Having multiple systems will not improve the vehicle's performance, although a second or third could be added for a back-up system in case the initial one is damaged.

These systems allow the pilot (or the pilot operating the weapons cockpit) to lock-on to multiple targets on a single turn! Thus, with these systems a single pilot can potentially fire upon more than one target as a single turn. Some of the more high-end MLS systems even grant Auto-Lock Numbers for added surety in firing accuracy! For more information on MLS systems usage and Auto-Lock Numbers, see the *Vehicular Combat* section.

NBC (Nuclear / Biological / Chemical)
NBC refers to nuclear, biological, and / or chemical threats. Any equipment or vehicles that are capable of handling these threats must have the following properties:

*Must have a self-contained environment with fresh oxygen supply
*Must be fully sealed from the outside environment
*Must be shielded against nuclear and other radiations
*Must be capable of keeping out all viruses, bacteria and other microscopic organisms
*Must be resistant to all forms of chemical gasses, toxins, etc.

Effective NBC systems will allow soldiers to operate safely in areas containing biohazards, chemical gasses / liquids or areas contaminated with radiation.

Nightvision
Nightvision equipment allows the user to see his surroundings in darkness or pitch-black conditions. The high sensitivity of newer equipment can amplify the most minute ray of light and allow the user to see his surroundings in dull colors rather than the traditional green of most nightvision equipment. This is possible with advanced computer chips that allow the nightvison equipment to artificially determine logical colors of people and objects. Most nightvision equipment gives the user "good as day" vision to 50-yards. Passed that shadows slowly take over except for the most brightly lit areas of the landscape. As well, most newer models of nightvision equipment have special auto-dimming circuitry that prevent blindness or damage to the equipment in the event that a bright light flashes the equipment.

Parry
Parrying is the act of blocking an attack with a shield or weapon. Parries are not typically used except in hand-to-hand combat.

Parsec
A parsec is a unit of measure that equals roughly 3.25 light years or 605,416 miles in distance. Most vehicles equipped to travel through space have warp-drive engines which can obtain speeds as fast as 5,000 parsecs per hour. Lightspeed equals roughly 186,282 miles per hour. Therefore, a ship traveling at one parsec per hour would be traveling at roughly 605,416 miles per hour.

PERFECT Level
A division of the Perfect Blue operation which encompasses the most high-level officials of Perfect Blue, such as Majestic Blue. Acronym is unknown to BLUE Level.

Petty Cash
Money which the Players have which is taken out of Revenue Points and translated into a dollar amount. Typically used only for small purchases when using RPs would not be applicable.

Pilot
A Pilot is a character employed by the Players' EC characters. Pilots are typically only used to pilot vehicles in the game, although they can also be sent out on tactical missions.

Plasma
See *Laser*.

Railgun
A railgun is a weapon that uses electromagnets to fire a heavy metal projectile at approximately seven-times the speed of sound. Typically the barrel of these guns are lined with powerful electromagnets that fire in sequence, thereby carrying the projectile out of the barrel and hurdling it toward its target. This fires the projectile much faster than a conventional gun, which uses the force

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of a small explosion to blast the projectile out. Ammunition for railguns are typically spikes made of a very heavy, strong metal such as tungsten. When the projectile hits its target the impact is immense and creates total devastation. Armor is nearly useless against a railgun.

Rank
Rank is your characters level of experience. Experience Level and Rank are used interchangeably in the game.

RCA
Reactive-CryAg, or RCA technology, refers to any bullet, missile or other weapon that is armed with an RCA warhead or tip. RCA warheads contain a very small amount—almost a minute amount—of agitated crystal aggregate that is highly unstable. When the warhead slams into its target small capsules of radioactive material are smashed into the CryAg which causes it to release its power. The resulting blast is very powerful and highly devastating.

Reactive Armor
Reactive armor is the most effective of all armor types. Typically, the armor is completely covered with microscopic sensors or has a small electrical charge coursing through it that detects if the armor is penetrated by a bullet, missile or other weapon. A very small and very thin layer of explosives is beneath the armor's outer shell, and beneath this is a very tough deflective layer of metal or other material. When the armor is penetrated by a bullet (or other weapon) the explosives beneath the armor's outer shell explode at the very same moment, thereby negating most of the impact force and vaporizing the projectile (bullet). The deflective layer beneath the explosives layer ensures that the blast moves out of the armor and not into it. Most reactive armors afford great amounts of protection. However, the drawback is that every time the armor is hit, the armor destroys part of itself. Most reactive armors have a "lifespan" of only a few hits before the armor is completely destroyed or no longer effective.

Reactive-CryAg
See RCA

Revenue Points (RPs)
Revenue points are a way to help keep track of money in the game. One Revenue Point (1 RP) is equal to $5,000. Typically, the Players will earn income in the form of Revenue Points each month. Revenue points can be converted into "real money" at the rate of 1 RP for $5,000.

RED Level
A division of Perfect Blue. RED is an acronym for Research, Engineering and Development. RED Level encompasses many companies which provide BLUE Level with equipment and personel.

Round
A round is best described as a group of melees. A round is the time it takes for *all* combatants to use *all* of their APRs. If you have 3 APRs and your opponent has 3 (for a total of 3 melees), the round ends after 6 turns (both characters have 3 APRs which translates to a total of 6 turns—3 turns each). When a round ends, a new round begins.

Round Change-Over
At the end of a round a new round begins. With the start of a round comes the Round Change-Over. A round change-over simply switches the order in which turns are taken. For example, when combat first starts (the first round of combat) the *highest* initiative score acts first. When the round changes-over (when the second round starts) the *lowest* initiative score acts first. On the third round the round changes-over again, and again the highest initiative score acts first. It continues in this manner until combat ends. *Note however that even though a round change-over will allow a character with a lower initiative score than his opponent to act first, it does* ***not*** *grant him the Aggressive Position*. Aggressive and Defensive positions are determined *only* by initiative score and never by order of turns.

RPs
See *Revenue Points*

SARGS (Smart Ammunitions Range Guidance System)
SARGS is a system found on many hi-tech firearms. Using an invisible laser, the weapon determines the distance to the target and tells the ammunition where to explode. Obviously, SARGS only works when used with "smart ammunitions" which have a microchip built into them. Typically most HE and Incendiary ammunitions are smart ammos and will explode before impacting the target to send thousands of pieces of shrapnel into the victim, causing major damage. The operator of a SARGS weapon can also "program" the gun to tell the ammunition to explode at a certain distance. Programming a SARGS systems takes an extra melee to perform.

Self-Healing Membrane
Self-healing membranes are thin, gel-like layers placed beneath certain armors or layers of clothing. This membrane instantly seals airtight in the event that the armor is compromised. Self-healing membranes are most typically found on pressurized deep-sea and space suits to prevent the wearer from decompressing, losing air and ultimately dying in the event that a bullet tears through the armor. Many NBC suits also include this membrane to ensure that the suit remains NBC capable even if the suit is riddled with bullet holes. Self-healing membranes are typically only effective against bullet holes and small tears. Large gouges and tears cannot typically be sealed. As well, most membranes have a "life-span" of only a few shots or square inches of hole.

Smart Ammunition
Smart ammunition must be used in conjunction with a weapon equipped with a SARGS system. The ammunition has a microchip inside of it which the weapon inputs data into as the bullet is fired. Smart ammunitions can be told to explode a certain distance away from the weapon, or can automatically explode just before impacting a target. Most HE and Incendiary bullets are smart ammunitions.

Speed (SPD)
This stat measures your character's quickness and running speed. It is how fast he is on his feet. Your SPD stat shows how fast he can run and swim. As a rule, your character's *top* running / swimming speed is his SPD stat, in feet, that he can move in a single round of combat. For example, a character who has a SPD of 14 can run or swim 14 feet in a single round of combat. There will be more on this later. You will need to make SPD stat checks in times that challenge your character's swiftness.

Strength (ST)
This stat measures your character's physical strength. It is how strong he is, how much he can carry, etc. Your character's *maximum* lifting / carrying / pushing power is determined by multiplying his ST score by 15. Thus a character with a ST of 12 could lift a *maximum* of 180 pounds (12 x 15 = 180). This is a maximum however. Realistically, he could carry only 8-10 times his ST in equipment. You will need to make ST stat checks in situations that require heavy lifting or which might challenge your physical strength.

TB
See *Terabyte*

Terabyte (TB)
A unite of measure for storing binary (digital) data on a computer or other electronic device. 1TB is equal to 1,000 gigabytes.

Thermal Imaging
Thermal Imaging refers to equipment that allows the user to see heat patterns of people and objects. Typically, the equipment will also allow the user to switch to different sensitivities to view greater contrast between hot and cold objects. Most thermal imaging equipment can be set to view living creatures and vehicles in great detail. Thermal imaging is excellent for spotting camouflaged people and vehicles or as a means of detecting them in total darkness. Most equipment is sensitive enough to see footprints left behind by living creatures up to 20-minuets after they have passed (provided conditions are not too cold).

Top Warp
This is the maximum warp speed of an engine.

Trigalactic Trade Association
The Trade Association is the most powerful engine of commerce in the universe. The Trade Association regulates and operates the Trigalactic Stock Exchange, determines the fair market value of CryAg, gold and other precious stones, metals and minerals throughout the universe. They are also in charge of producing currency and overseeing the banks. They ensure and back money

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and handle all of the economics within the Union. The Trade Association operates very similarly to the Union and works along side it. In many ways, the Trade Association and Union act as one. The Trade Association also upholds economic laws and practices and ensures that the universal economy stays strong. The Trade Association also ensures that all planets in the Union use Earth Standard Currency (dollars and cents) and that no counterfeiting is taking place. The Trigalactic Trade is also the exclusive provider of personal "wallets": computerized banking cards that handle all transactions made by a person. Very little actual currency is used today. Planets not part of the Union are not allowed to make trade with any Unionized planet and are not allowed to open bank accounts within the Union. Hence, planets not part of the Union typically have very weak universal money. Trade Association delegates are appointed by the Union and elected by votes.

Trigalactic Union

The Trigalactic Union is a council of diplomats representing all of the planets within the Union. More than 90% of all planets within the Tri-Galaxy region of the universe (including the Milky Way, Andromeda and Magellanic galaxies) are members.

Each inhabited planet is allowed a number of diplomats in the Union based on gross population of the planet. As well, each solar system is allowed a number of Major Diplomats based on gross population of the solar system and number of planets held in the solar system. Finally, each galaxy is allowed a number of Arch Diplomats based upon the number of planets within the universe. All of these diplomats work together in a system of checks and balances to vote on political issues and pass new laws and regulations.

The union is headed by a President who is elected by the Union. In many ways, the Trigalactic Union acts as a single governing force throughout the universe, however each planet is allowed to rule and govern itself as well. Laws, regulations, conventions, and resolutions passed by the Union must be upheld and abided to by each planet.

While no planet in the universe has to be in the Union, only those planets who are a part of the Union are eligible to receive aid, economic support and other benefits from the Union. Additionally, planets not a part of the Union are exempt for the Trigalactic Trade and are not allowed to do business with planetary members of the Union.

Vibrosword / Vibro-Weaponry

A vibro-weapon is any hand-to-hand edged weapon (such as a sword or knife) that is powered by an energy cell to create a high-frequency sonic vibration. This vibration allows the blade of the weapon (typically made of a super-strong alloy) to slice through just about anything with ease. Steel seems to melt away as the blade cuts through it, and body armor is useless against these weapons.

VIOLET Level

A top-secret division of Perfect Blue. Acronym is unknown to the Players. BLUE Level suspects that VIOLET Level deals with people who are spies working on the inside of Triaxy corporations and insiders with the Trigalactic Union and Trade. VIOLET Level is one of the most top-secret levels of Perfect Blue.

Wallet

All citizens living within the Tri-Galaxies and who are citizens of Unionized planets are issued their personal banking wallet. This "wallet" looks like a credit card and is relatively the same size. Contained within this card is a microchip that contains all of that person's personal information, including his DNA, retinal-scan data and fingerprints.

Upon the surface of the card is a smooth, glass-like area that actually sample's the holder's DNA and scans his fingerprints. Thus, it is nearly impossible to commit any type of ban k fraud or illegal transaction as only the wallet's owner can use and operate the wallet. If the wallet detects an unauthorized fingerprint or DNA sample it will not operate and will immediately notify the Trade Association, shutting down the wallet's account until an investigation can take place. Note that on joint accounts and corporate accounts, a wallet can be registered to more than one user.

To make transactions, all one has to do is scan his card at any local store or shop. The amount of the transaction is immediately deducted from the wallet-holder's bank account. For personal transactions, the wallets can clip together and transfer money. A small keypad, similar to those found on cellphones, on the surface of the card allows for dollar amounts to be typed in.

All wallets are equipped with satellite up-link capabilities and transmit data through the airwaves. Thus, people can be tracked down by homing in on their wallet's unique signal. Although, it should be noted that only the Trigalactic Trade Association and certain police forces have the authorization to track wallets (and they cannot be tracked on planets without satellites in orbit). A wallet's signal is highly encrypted and is all but impossible to be hacked or counterfeited. Banking crimes are very low throughout the Trigalaxies.

Warp Engine

Warp engines drive most space-faring vehicles. Warp engines are capable of traveling at warp speeds when in outer space (warp speeds are impossible to achieve within atmospheres). There are five classes of Warp Engines. They are:

Class 1 Warp Engine: The fastest warp engine available, they can achieve speeds of 10,0000 parsecs per hour or faster.
Class 2 Warp Engine: These engines can achieve speeds of 8,000 - 9,999 parsecs per hour
Class 3 Warp Engine: These engines can achieve speeds of 6,000 - 7,999 parsecs per hour
Class 4 Warp Engine: These engines can achieve speeds of 4,000 - 5,999 parsecs per hour
Class 5 Warp Engine: The slowest warp engines, class 5 achieve speeds of less than 4,000 parsecs per hour

All warp engines are powered by a CryAg or Itosium Reactor and must burn CryAg or Itosium (respectfully) as fuel. This makes warp-speed travel very expensive.

Warp Gate

Warp ports (also known as warp gates) are owned and operated by the planets they are located near and appear as massive, circular steel rings. Most have an interior diameter of 100-yards and can allow even the most massive freighters to pass through. They float in orbit around the planet and are manned and operated by specially qualified technicians. There are highly expensive tolls to get through these warp ports, and while these tolls are often more expensive than the CryAg the ship would consume itself traveling to a far-off galaxy, they are *much* faster. Warp gates bend the universe to any other warp gate in the universe, thereby allowing for instantaneous travel between ports. All warp gates are fuel by CryAg.

Warp Port

See Warp Gate

Warp Speed

Warp speed is a generic term used to describe a vehicle traveling at or faster than light speed. However, in the Trigalaxies, Warp Speed officially denotes 1,000 parsecs per hour (or 605,416,000 miles per hour or 3,250 light years per hour). Therefore, traveling at 2,000 parsecs per hour would be Warp 2; 3,000 parsecs per hour would be Warp 3, etc. Fastest obtainable warp speed by an engine today is Warp 10—10,000 parsecs per hour.

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Perfect Blue: FTM Character Record Sheet

Name:	
Race	
Sex:	
Age:	
Weight:	
Height:	

Character Description and Background

Character Stats

Stat	Score	Stat Modifier
KN		
MT		
L		
E		
ST		
AG		
SPD		

Hit-Points

Type	Hit Location	Amount
CHiPs: Torso	9 - 19	
CHiPs: Head	20	
Right Arm	7 - 8	
Left Arm	5 - 6	
Right Leg	3 - 4	
Left Leg	1 - 2	

Character Class Information

Character Class	Level	Rank

Experience Points Earned	
Exp. Needed for Next Lvl	
Aggression Points	
Skill Points	
Monthly Cost for Troop	

Combat Bonuses

APRs	
+ to Hit	
+ to Dodge	
+ to Initiative	
Other / Special	

Skills Information

Skill Name	Proficiency %	Stat

Weapons and Equipment

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Perfect Blue: Pilot Character Record Sheet

Name:	
Race	
Sex:	
Age:	
Weight:	
Height:	

Character Description and Background

Character Stats

Stat	Score	Stat Modifier
KN		
MT		
L		
E		
ST		
AG		
SPD		

Hit-Points

Type	Hit Location	Amount
CHiPs: Torso	9 - 19	
CHiPs: Head	20	
Right Arm	7 - 8	
Left Arm	5 - 6	
Right Leg	3 - 4	
Left Leg	1 - 2	

Character Class Information

Character Class	Level	Rank

Experience Points Earned	
Exp. Needed for Next Lvl	
Aggression Points	
Skill Points	
Monthly Cost for Troop	

Combat Bonuses

APRs	
+ to Hit	
+ to Dodge	
+ to Initiative	
Other / Special	

Vehicular Combat Bonuses

Pilot Skill General	
Pilot Skill Evasive Man	
Pilot Skill Targeting	
APRs	
Other / Special	

Skills Information

Skill Name	Proficiency %	Stat

Notes

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Perfect Blue: Executive Character Record Sheet

Name:	
Race	
Sex:	
Age:	
Weight:	
Height:	

Character Description and Background

Character Stats

Stat	Score	Stat Modifier
KN		
MT		
L		
E		
ST		
AG		
SPD		

Hit-Points

Type	Hit Location	Amount
CHiPs: Torso	9 - 19	
CHiPs: Head	20	
Right Arm	7 - 8	
Left Arm	5 - 6	
Right Leg	3 - 4	
Left Leg	1 - 2	

Character Class Information

Character Class	Level	Rank

Experience Points Earned	
Exp. Needed for Next Lvl	
Aggression Points	
Skill Points	
Monthly Cost for Troop	

Combat Bonuses

APRs	
+ to Hit	
+ to Dodge	
+ to Initiative	
Other / Special	

Weapons and Equipment

Skills Information

Skill Name	Proficiency %	Stat

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Perfect Blue Accounting Sheet

Use this sheet to keep track of your BLUE Level account balance. Use the left side for tracking Revenue Points (RPs) and the right side for tracking your petty cash.

Revenue Point Tracking			
Starting Revenue Points:			
Description	Deposits (Additions)	Withdrawals (Subtractions)	Balance (Current Account)

Perfect Blue: Base Stores and Condition Tracking Sheet

Base Name:	Location:

Base Power Facilities Installed

Facility Type	Energy Units Produced	Monthly EP Cost	Condition	SD Points

Total Base Energy:

Other Base Facilities

Facility Type	Energy Units Needed	Monthly EP Cost	Condition	SD Points

Vehicles Owned at Base Location

Vehicle	Monthly EP Cost	Other Information

Troops at Base Location

Troop	Monthly EP Cost	Other Information

Totals

Total Base EUs Used		Total Monthly EP Cost for Base	
Base EUs Remaining			

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End of Month Report

This Report is Compiled for the Month of:

Funding Corporations Information

Corporation Name	Previous Month Appeasal Level	Current Appeasal Level	RPs Received This Month

Total Revenue Points Earned This Month:	

Notes:

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Perfect Blue: Development and Production Sheet

Project Name: | **# of Units to Produce**

Project Description / What is Being Produced

Game Master Use Only

Difficulty Rating:		**Start Date of Production:**	
Cost to Produce 1 Unit:		**Estimated End Date of Production:**	
# of Engineers Needed:		**Size of Workshop Needed:**	
Time Needed per Unit:		**Additional Needs / Requirements for Production:**	

Equipment Needed for Production

Notes

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Perfect Blue: Scientific Summary Sheet

Project Name:

Project Description / Scientific Summary

Game Master Use Only

Difficulty Rating	
Cost to Research	
# of Scientists	
Time Needed	

Notes for Discussion

Results of Research:

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Perfect Blue: Base Layout Grid

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Combat Quick Glance Rules

Hit Locations
20: Head / Neck (CHiPs damage)
9 - 19: Torso (CHiPs damage))
7 -8: Right Arm (Regular HP damage)
5 - 6: Left Arm (Regular HP damage)
3 - 4: Right Leg (Regular HP damage)
1 - 2: Left Leg (Regular HP damage)

Called Shot Penalties
(Use these penalty modifiers if you are expressly trying to hit a specific hit location)
Head / Neck: -6
Torso / Body: No Modifier
Arm: -4
Leg: -4

Full Body Damage
(When taking full body damage, divide damage to hit locations as follows)
Body: 55%
Head: 5%
Right Leg: 10%
Left Leg: 10%
Right Arm: 10%
Left Arm: 10%

Attack Styles
Attacks that inflict damage to multiple Hit Locations cause full damage to each separate location! That is, if you have a 2D6 damage weapon and fire a Semi-Auto shot, hitting your opponent in 3 Hit Locations, he will take 2D6 points of damage to each of the three locations! Note that in most cases the Primary Hit Location counts as two Hit Locations. With the above example, the victim would sustain a total of 4D6 damage to the Primary Hit Location and 2D6 to the other location.
Note that if you are attacking with a weapon that strikes multiple hit locations and your opponent dodges your hit roll, your attack fails. None of the hit locations are struck.

Single Shot / Snipe Shot
This attack consists of a single shot fired from the weapon. On a successful hit, the victim sustains damage to a single hit location.

Buckshot / Scatter Shot
On a successful hit, the victim sustains damage to two hit locations (note that these are 2 separate locations; for buckshot the primary hit location counts as only one location).

Semi-Auto Shot (Burst Fire)
On a successful hit, the victim sustains damage to three hit locations.

Full-Auto Shot
On a successful hit, the victim sustains damage to four hit locations. Full-Auto attacks afford the attacker a +4 to hit on the second melee of fire and all consecutive melees after which the gun is in full-auto fire mode. Ammo will be exhausted very quickly.

Explosive
Explosive damage creates a small blast radius that inflicts damage to all people and objects in the area. Explosive rounds fired from guns affect only the target hit. Those caught in the blast radius, or hit by an explosive round, sustain full-body damage (i.e., they take damage to all hit locations).

Punch / Kick and Hand Weapons
These types of attacks can only be made in hand-to-hand combat. These types of attacks can be made one per melee and inflict damage to only one hit location.

Types of Attacks
Aimed Shot / Snipe Shot
This type of shot requires that the character concentrate on his target and take aim before pulling the trigger. It is the most accurate of all attack types, however it requires 2 APRs to make the shot. One APR is used exclusively to take aim and the second APR to pull the trigger. With an Aimed Shot, the character gains a +7 to hit. Aimed shots can be used with all attack styles except full-auto.

Quick Shot
A quick shot is the most common attack type. The character sees his target, points the weapon in the target's location and pulls the trigger. With a quick shot the character can make one attack per melee, however he receives no additional bonus to his hit roll. A quick shot can be made with all attack styles. ***Note that Quick Shots are the "default" attack style.*** That is, if a character does not state what type of attack he makes, it is automatically assumed to be a Quick Shot.

Snap Shot
A snap shot is made when the character snaps his weapon toward a target and pulls the trigger. It is the least accurate of all shots (the character receives a -5 to all hit rolls), ***however 2 snap shots can be made with a single APR!*** That is, the character gets to roll for 2 snap shots on his turn. Note however that both snap shots must be made at the same time and only 2 snap shots can be made. The character cannot make one snap shot and then perform a quick shot or aimed shot.

Snap shots can be made upon two different enemies, however both enemies must be within 180 degrees of one another (that is, the character cannot shoot an enemy in front of him and then one directly behind him). Two separate to-hit rolls must be made (one for each shot). If shot at the same victim, the victim needs only one successful dodge roll to defend against both attacks, however that dodge roll must be higher than the attacker's first to-hit score. If the defender fails to successfully beat the first to-hit score, he is hit by both attacks! ***A snap shot cannot be made with Semi-Auto shots, Full-Auto shots or thrown-weapon attacks.***

Hand-to-Hand
This is an attack made with a hand weapon (such as a vibro-blade, dagger, sword, brass knuckles, etc.) or by a punch, kick or bite. The character receives a +5 to his hit roll.

Range and Vision Modifiers
Point-Blank Range (target within 10-feet of you): +10 to hit
Close Range (target within 11 - 50-feet): No modifier
Medium Range (target within 51 - 200-feet): -3 to hit
Long Range (target farther than 201-feet): -5 to hit

Daylight / Shallow water (ample lighting): no modifier
Twilight / mid-water / mild fog or smoke (a little dark or lots of shadows): -2 to hit
Darkness / Deep waters / Very foggy or in a smokescreen (very dark): -5 to hit

Cover

Types of Cover Table

Type of Cover	Bonuses	Example
Full Cover	Opponents cannot see you. Opponents cannot hit you. -10 to all hit scores (if applicable)	Full cover consists of any solid obstacle that completely blocks enemy fire. This includes brick walls, wooden walls and large rocks. Although some of these obstacles can be shot through (such as a wooden wall), the opponent has a -10 to his hit score unless he can see through the wall (such as with infravision). When the opponent cannot see through the wall and / or does not have a weapon capable of firing through the wall, it is impossible for him to hit you.
Heavy Cover	Opponents cannot see you well. They have a -8 to all hit rolls.	Heavy cover is any object or obstacle that almost completely blocks your enemy's visions of you and affords a high level of protection. This may include large rocks or stone walls with many holes in it, or a large tree trunk.
Average Cover	Makes it difficult for opponents to get a clean shot. Opponents have a -5 to all hit rolls	Average cover includes cover where opponents can see you but their vision is restricted in some way. This could be standing behind a vehicle where the opponent could see your legs or see you through the windows, or ducking behind a small pile of rocks or debris.
Light Cover	Opponents can get a clean shot, but it is difficult to see exactly where you are. Opponents have a -3 to their hit rolls.	Light cover would be standing behind some bushes or vegetation, or ducking behind a very low wall where they can still see some or most of your body.
Very Light Cover	Opponents can see you almost perfectly. Opponents have a -1 to their hit rolls.	Very light cover would be standing behind a chainlink fence or a sapling. The opponent can still see you very well, but the cover makes it a little confusing to get a perfect shot in.

Hit-Points, 0 and Below

Critical Hit-Points: 0 – -8

Amount of Hit-Points Remaining	Effects
0	Your character falls unconscious from pain and injury. He can be revived at this point by smelling salts or healing his hit-points back to 1-point or above.
-1	Your character falls unconscious. Smelling salts can revive him after 1-round. Healing his hit-points above 0 will instantly revive him.
-2	Your character falls into a severe state of unconsciousness. Smelling salts and other simple remedies cannot revive him. Healing his hit-points above 0 will revive him after 1-round.
-3	Same as above, but restoring hit-points above 0 will take 1D4 rounds to revive him.
-4	Comatose. Your character is in a coma. Restoring his hit-points above 0 will revive him after 1D6+5 rounds.
-5	Same as above, but your character remains in a coma for 24-hours even after restoring his hit-points above 0.
-6	Severe coma. Your character remains in a coma for 48 hours. After this time he is allowed to make an E stat check to revive. If it fails, another E stat check is allowed every 24-hours thereafter until he revives. If he does not revive after 5 attempts, he dies in his coma.
-7	Your character must pass an E stat check immediately or he dies. If the check succeeds, he falls into a Severe Coma as described above.
-8	Death. Your character instantly dies. Get the body bag.

Standard Hit-Points: 0 – -4

Amount of Hit-Points Remaining	Effects
0	Your character's arm or leg is rendered useless. He drops everything he was holding with that arm; or his leg crumples beneath him and he must walk with a limp (SPD reduced by half). If both legs reach 0, the character must crawl. The limb can be repaired with surgery.
-1	Same as above, but the injuries are more severe. The character must pass an E stat check or *permanently* suffer a –5% to all skill checks requiring that limb.
-2	Same as above, but the character must pass an E stat check with a –1 penalty or *permanently* suffer a –10% to all skill checks requiring that limb.
-3	Same as above, but the character must pass an E stat check with a –3 penalty or *permanently* suffer a –20% to all skill checks requiring that limb.
-4	The limb is permanently lost. It may have been torn or blasted off in the attack, need amputation, or has become permanently paralyzed. In any event, the character can never use that limb again.

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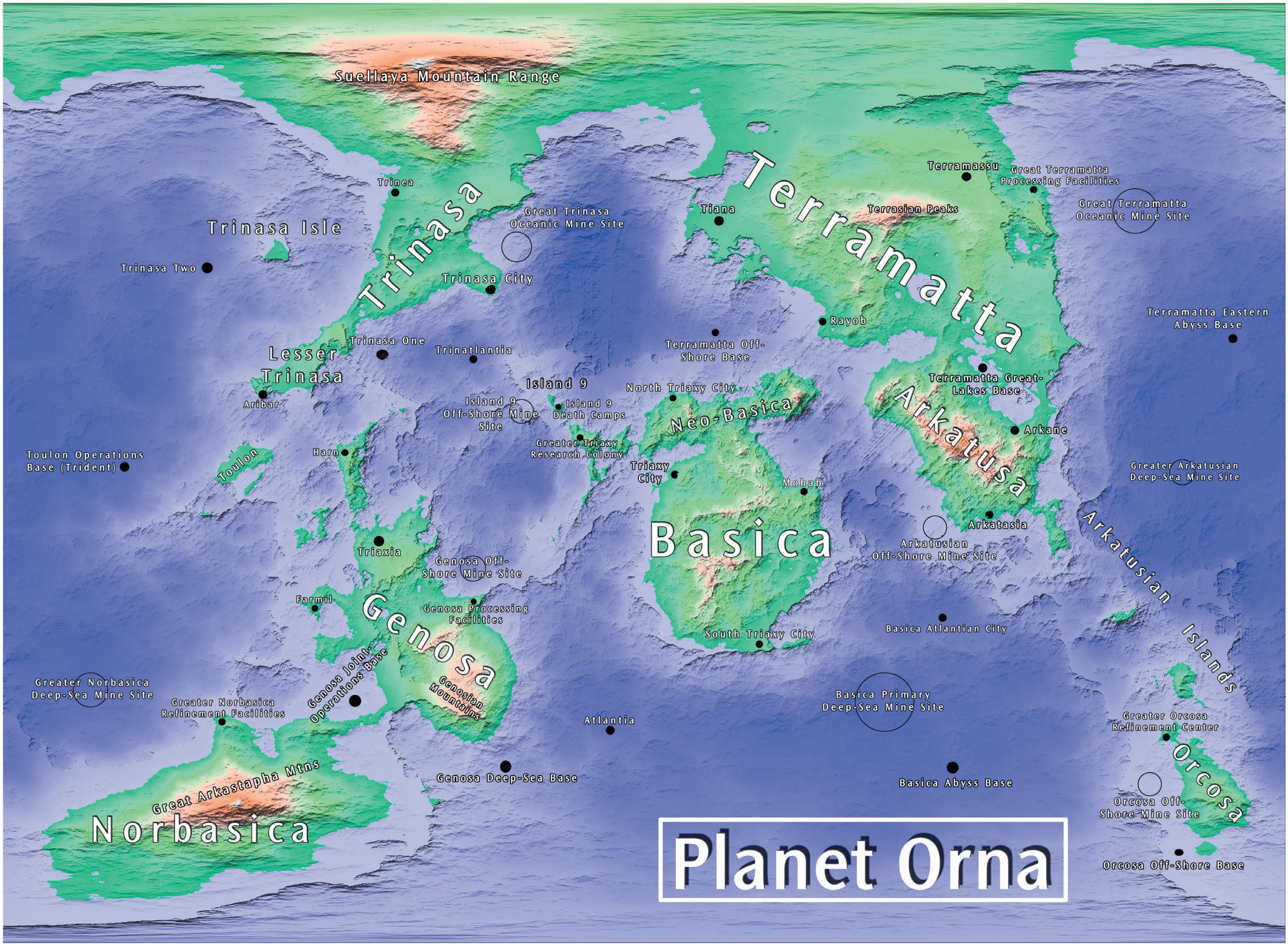

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