

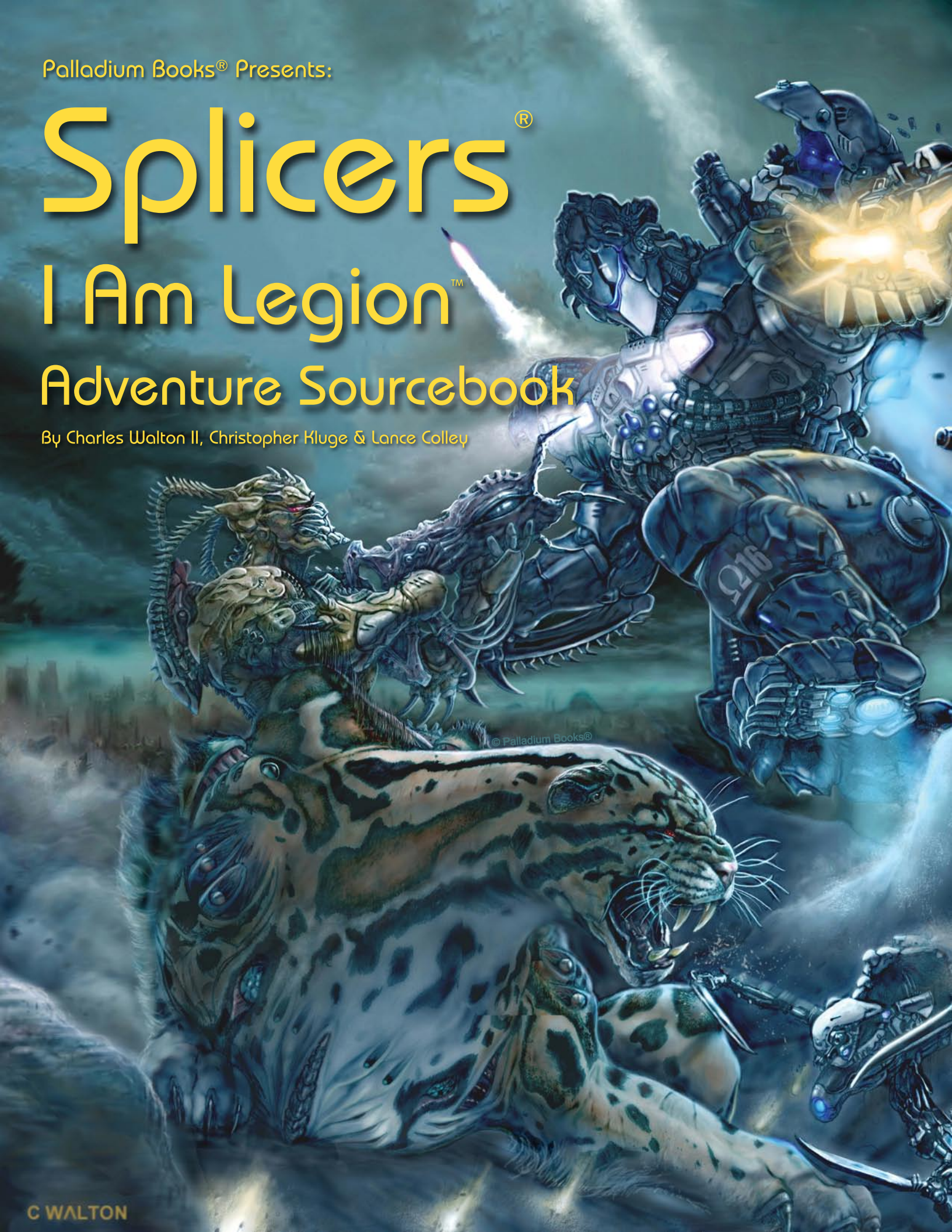
Palladium Books® Presents:

Splicers®

I Am Legion™

Adventure Sourcebook

By Charles Walton II, Christopher Kluge & Lance Colley



Warning!

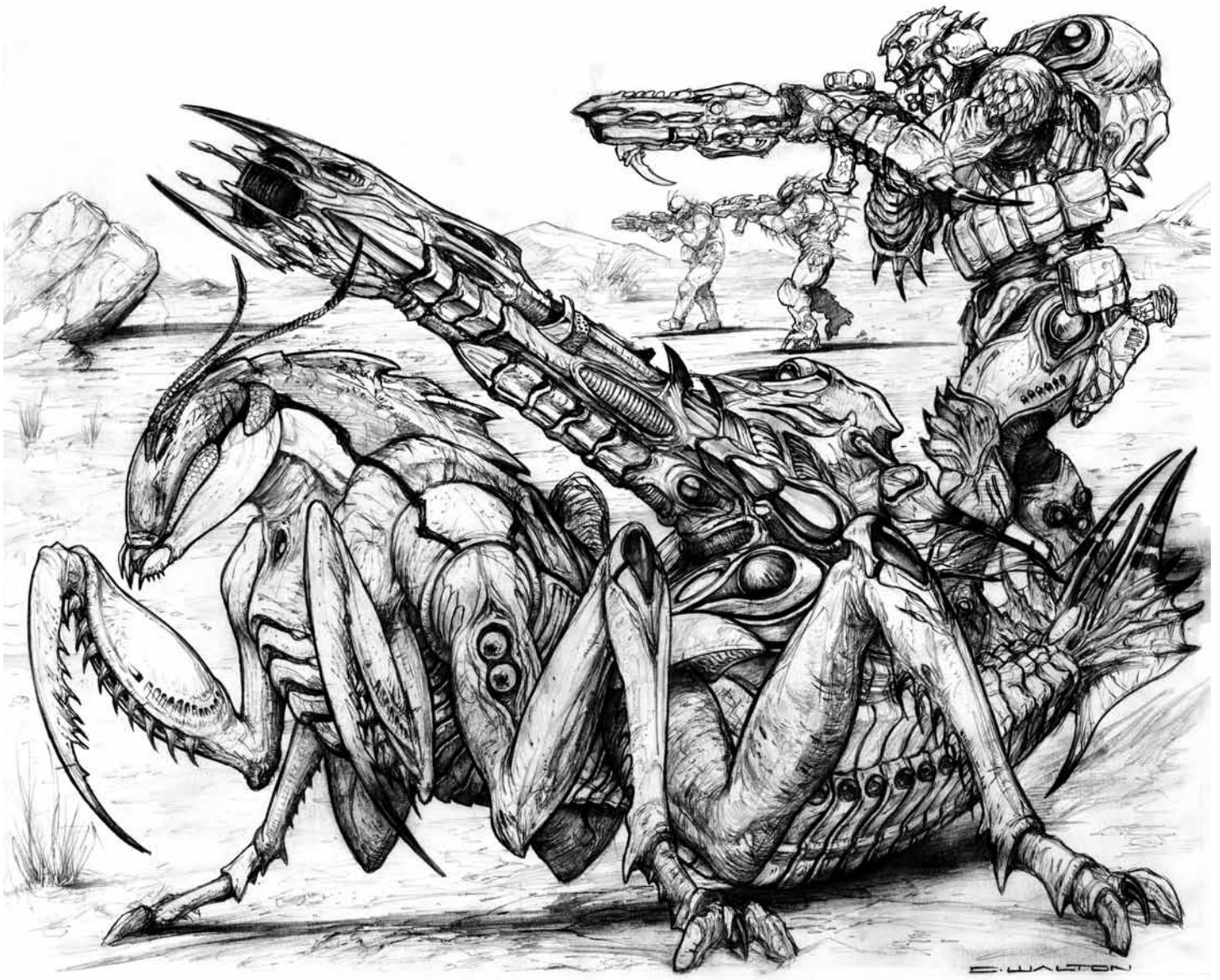
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The fictional world of **Splicers®** is violent, deadly and filled with strange genetic mutations, evil robots, weapons of destruction, monsters and war. Humans have turned to genetic engineering to create frightening, living weapons and armor. Wicked machines and monstrous abominations stalk, enslave, torment, and prey upon humans.

War, global destruction, violence, alien life forms, monsters, robots, cyborgs and war, as well as insanity, strange powers and brutal combat are all elements in this book. *All of it is fiction.*

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An epic adventure sourcebook for **Splicers®**

Dedication from Christopher Kluge

I want to thank Chuck Walton not only for making a fun, exciting, and collaborative environment that brought out my best, but for fighting so hard over the years to see that all our hard work made it into the hands of Splicers® fans everywhere.

– Chris Kluge, June 2018

Dedication from Charles Walton II

To my Lord and Savior Jesus Christ, I dedicate this victory in your honor for gifting me with the creative gifts. To my family – my loving fiancé *Sonja*, my amazing daughter *Janella* and animal-loving daughter *Aleacia*, my bundle of joy, granddaughter *Jayla*, my Ace brother, *Chris*, my *endearing mother* and my late father, cousins, uncles and aunts; thank you for always encouraging and supporting me. I love and cherish you all!!!

To *Chris Kluge*, my Splicehead partner, man we did it!!! Without your spectacular writing, ideas, tons of emails, designs and discussions back and forth, **I Am Legion** would not have manifested. Thank you for being the creative scholar and a good friend. Special thanks to you, *Lance Colley*, *Jeff Ruiz* and *Todd Spencley*, for coming through and helping finalize and complete this episodic manuscript and fun journey.

To *Carmen Bellaire*. If it weren't for your epic vision for the **Splicers® RPG**, I have no clue where I would be in the grand scheme of role-playing games. It was drawing for Splicers® that got me so fired up to do more. Thank you for the wonderful world setting and sharing your creativity. To *Kevin*, such a creative, pioneering, great friend. Your support, generosity and willingness to give others an opportunity is what opened the creative floodgates for me to artistically express Splicers® and other Palladium iconic RPGs. Thank you so much!

To my good, close friend *Mark Dudley*. Fellow Artist, DSS Studiomate, thank you for giving me the chance to introduce my art to Palladium Books. And thank you PB Crew, fellow Freelancer Squad and my Gaming Crew. I know what it means to have extended families as you are all indeed Family. I enjoy and appreciate each and everyone of you all!

To my fellow Spliceheads, I can't thank you enough for all the wonderful support, encouragement and the awesome Splicers community that continues to fuel my creativity and hunger to see more Splicers fulfilled.

– The **SPLICE MUST FLOW** – Charles “Chuck” Walton Jr, 2018

The cover, by *Charles Walton II*, depicts Outrider Alex Cole on a genetically engineered War Mount known as a Stalker, locked in battle against one of Legion's new Hunter Amalgams.

PDF Edition – June 2018

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Splicers® I Am Legion™

Adventure Sourcebook

Written by: **Charles Walton II**
Christopher Kluge

Additional Ideas by: **Lance Colley**
Jeff Ruiz
Todd Spencley

Editors: **Alex Marciniszyn**
Kevin Siembieda
Wayne Smith

Proofreader: **Julius Rosenstein**

Cover Illustration: **Charles Walton II**

Interior Artist: **Charles “Chuck” Walton II**

Art Direction: **Kevin Siembieda**
Typography and Layout: **Wayne Smith**

Splicers® setting created by **Carmen Bellaire**

Based on RPG rules by **Kevin Siembieda**

This sourcebook is built from a series of articles that appeared in issues #71-78 of **The Rifter®**.

Special Thanks to the two ultimate Spliceheads, *Chris Kluge* and *Charles Walton II*, for keeping the Splicers® world alive and growing, along with *Carmen Bellaire* (the creator), *Lance Colley*, *Kris Tipping*, *Todd Spencley*, *Brandon Aten*, *Matthew Orr*, *Jeff Ruiz*, *James Diefenderfer*, *Thaddeus Wooly*, *Christina R.*, *Karen S.*, *Cory M.*, and all Spliceheads everywhere. Keep the faith, much more for **Splicers®** is coming. Double thanks to *Chuck Walton II* for his brilliant artistry and twisted imagination unleashed for this book, and to the Palladium Dreadguard, *Alex*, *Wayne*, *Kathy*, *Julius* and *Matthew*, all of whom work tirelessly to help bring you new worlds and adventure.

– *Kevin Siembieda, June 2018*

Contents

I Am Legion, Episode I	8	Fusion Cyborg	49
An Adventure with Official Source Material	8	Factory Walker	51
Backdrop Setting	8	Prisonbot	55
Area of Influence 24	9	Non-Player Characters	57
Geography and Climate	9	Archos	57
Great House Artemis	9	Nighthawk Host Armor	58
Population Breakdown	10	Altai Zeta War Hawk (eagle)	58
Great House Charlemagne	10	Great House Deluvane Strike Team	59
Population Breakdown	10	Dreadguard Christian Aramis	59
Great House Janus	10	Barrage Host Armor	59
Population Breakdown	11	Dreadguard Leon Valentino	60
Great House Deluvane	11	Shadow Fury Host Armor	61
Population Breakdown	11	Dreadguard Cameron Morecraft	61
Great House Tarkov	11	Masterpiece Host Armor	62
Population Breakdown	12	Bombardier Martin “Brody” Broderick	62
House Details	12	Bombardier Megan “Boom Boom” Shields	62
House of the Poisoned Earth	12	Packmaster Natasha London	63
Population Breakdown	12	London’s Pack	63
House Details	12	Packmaster Drunilla “Dru” Azurtha	65
Places of Note	13	Dru’s Pack	66
Computer Core (N.E.X.U.S.)	13	Guthrum Reigns, Outrider	67
Playhouse/Industrial Center (N.E.X.U.S.)	13	Avalanche Host Armor	68
The Valley of Skulls	14	Mjolnir War Mount	68
Old Lexington (Ruined City)	14	November Lexington, Outrider	68
Lexington Boneyard	15	Cygnus Rain Host Armor	69
Crazy Town (Ghost Town)	15	Bronx War Mount	69
Harrisburg (Ghost Town)	15	Val Skyeborn, Outrider	69
Harrisburg 2 (Ghost Town)	16	Orion Host Armor	70
New Salem (Ruined City)	16	Tempest Ariel, Dracos War Mount	70
Retro-Villages	17	Creed, Biotic	70
Nepali Mountain Range	19	Jesse Stansfield, Scarecrow	71
New Eden (Nature Preserve)	20	Sylvia Monroe, Scarecrow	72
City of the Damned	21	Zhong Kui, Skinjob	73
Kali’s Domain	22	Zhong’s Gorehound, Cao	74
The House of Pain	23	I Am Legion, Episode II	75
Steel Mountain, Great House (Technojackers)	23	Returning Home	75
The Adventure Begins ... I Am Legion	25	Angel Core Program	77
Introduction: Rumors Abound	25	Omega Cell (bomb)	78
Following the Trail	26	Legion’s Army	79
The New Face of the Enemy	27	Intercepted	80
Random Encounter Table	29	It just keeps getting worse	82
Quick Stats for the Smilodon Cyborg	31	Episode Two Adventure Source Material	83
This Isn’t Going Well	32	New O.C.C.s	83
Game Master’s Source Material and Notes	33	Sweeper O.C.C.	83
Black Talon War Hawk	33	Shellback Armor	85
A Note on Biological Enhancements	35	New War Mounts	88
Deliveryman O.C.C.	36	Griffin	88
Deliveryman Bio-Equipment	38	Skull Cracker	92
Stealth Sheet	38	New O.C.C. Specialty Upgrades	94
Second Skin	38	Dreadnaught Host Armor	94
Extractor	39	Packlord Upgrade	99
Bombardier O.C.C.	39	New Gorehound	99
Mantis Cannon	41	Mauler	99
Robots of Legion	43	Great House Artemis	102
Collector	43	Non-Player Characters	102
Legionnaire	46	Warlord Tristan Artemis the 4th	102
Wing Board	48	Ailuros Host Armor	103
Gun Drones	49	Drake Benton, Archangel	106

Shauna Davies, Senior Sweeper	107	Goliath	137
Alexander Long, Sweeper	107	Ripper Blades	140
Senator Norris Bane, Dreadguard	107	Quill Launchers	140
Great House Janus, Ambush Team	108	Shockwave Roar	140
Colin Loker, Dreadguard	108	Silverback	141
Leon Gold, Dreadnaught	108	Cryo Spray Projectors	143
Jason Mercer, Packlord	109	Stalker	144
Gavin, Packlord	109	Poisonous Spine Launchers	147
I Am Legion, Episode III	110	New NPCs, Notes & Quick Stats	148
Change of Plans	110	Isaac Mendoza, Biotic	148
Bell Lake	111	Martin MacAlister the Puppet Master	150
Puppet Master	111	I Am Legion, Episode IV	151
Cave Facility Map	112	The Plot Revealed	151
Martin MacAlister	113	Critical Decisions	154
War Mount Corral	114	Episode Four Adventure Source Material	156
Experimental Bio-Weapons	115	New Legion Machine	156
A Horrific Reunion	118	Hunter	156
Episode Three Adventure Source Material	119	Weapon Systems	158
New Bio-Enhancements	119	The Amalgams of Legion	159
Eye Spy	119	Deluvane Amalgams	160
Eye Trigger	119	Terror Thumper	160
Mantis Blades	120	Dracos Ravager Arm Cannon	162
Ripper Maw	120	Sonic Pulse War Cry	163
Shrieker & Squealer Bio-Enhancements	120	Gunspiders	165
Hear Shrieker Signal	120	Manticore	167
Shrieker Targeting	121	Ion Gatling Cannons	169
Shrieker Tracking	121	Burrower Discharger	170
New Bio-Weapons	121	War Hound	170
Bio-Force Field Emitter Spheres	121	I Am Legion, Episode V	175
Dancing Blades Spear	121	To the Rescue	175
Hive Sword	121	Secret Weapon Facility	175
Shrieker Launchers	122	Random Patrol Table	176
Bio-Tech Explosives	122	Current State of the Lab	176
Bug Bombs	122	Secret Weapon Facility Map	177
Mega-Bug Bombs	122	Northern Armory	179
Protective Bug Bombs	122	Bio-Tech Orchard	182
Scutigera Mobile Migs	123	Engineering Chambers	184
Ranged Bio-Weapons	123	The Final Showdown	185
Acid Seed Cannon	123	New O.C.C. Specialty Upgrades	185
Annihilator Cannon	123	Restored Biotics and Tempests	185
Clinger Missile	124	Tempest O.C.C.	186
Eye-See-You Self-Propelled Grenade	124	Escaped Creatures and Experiments	191
Glimmer Guns	124	Devourer Amoebas	191
Heavy Bore Rifle	124	Saber Raptors	193
Leecher Rifle	125	Thrasher Squid Combat Beast	195
Receptor Mounds	125	New Legion Machines	198
Shield Cracker Rifle	126	Highjacker	198
Side Kick Rifles	126	Mechanic	200
Thud Gun	128	New Modifications for NPCs	
New Gorehound	128	Augmented by Legion	203
Samaritan	128	Zhong Kui	203
Samaritan Bio-Enhancements	130	Gorehound Cao	204
Breather Cups	130	I Am Legion, Episode VI	205
Jolt Pads	131	The Final Showdown	205
Medical Probes	131	Underground Combat	207
Ultrasound Cup Pads	131	Playing Out the Final Battle	208
New War Mounts	132	Key Decisions	208
Badger, Armored Personnel Carrier	132	Conclusion	209

Epilogue, I am Legion, for We are many	210
Episode Six Adventure Source Material	210
New Legion Machines	210
Black Shroud	210
Hydraconian Amalgam	214
Weapon Systems	217
Siege Titan Robot	219
Weapon Systems	221
The Legion Personality	222
Legion's Factory Walker	223
Creeping Death Nerve Gas	224
Weapon Systems	225
Creeping Death Description	227
I Am Legion, Episode VII	229
From Great Intentions Come Terrible Consequences	229
N.E.X.U.S. and more about Legion	229
Area 24	231
The Factory Walker	231
Legionnaires	231
Freya	231
Ishtar	231
Hecate	232
Keeping N.E.X.U.S. in Check	232
Eve, Gaia and Kali	232
Waste Crawlers	232
New Eden Nature Preserve	232
The Real Game Begins	234
Phase 1: Know the Players	234
Fusion 'Borgs and Mechanics	234
Phase 2: Salvage the Easy Prey	234
Phase 3: Mastery of the Flesh	235
Great House Artemis	235
Phase 4: Manufacturing	235
Phase 5: Secure the Computer Core	236
Phase 6: Unity	236
Plan B	236
A Note About Technojackers	237
Amalgams of LEGION	237
Random Amalgam Creation Tables	238
Table One: Configuration	238
Table Two: Torso	239
Table Three: Quadruped Body	242
Table Four: Head	244
Table Five: Arms	244
Table Six: Legs	246
Table Seven: Additional Appendages	247
Table Eight: Weapon Systems	249
Table Nine: Programming	249
Table Ten: Construction Quality	251
Table Eleven: Repair System	251

Quick Find Index

Amalgam: Gunspiders	165
Amalgam: Hydraconian	214
Amalgam: Manticore	167
Amalgam: Terror Thumper	160
Amalgam: War Hound	170
Archangel (see Drake Benton)	106
Biotic (see Creed)	70

Bio-Weapons	121
Acid Seed Cannon	123
Annihilator Cannon	123
Bio-Force Field Emitter Spheres	121
Clinger Missile	124
Dancing Blades Spear	121
Explosive: Bug Bombs	122
Explosive: Mega-Bug Bombs	122
Explosive: Protective Bug Bombs	122
Eye-See-You Self-Propelled Grenade	124
Glimmer Guns	124
Heavy Bore Rifle	124
Hive Sword	121
Leecher Rifle	125
Receptor Mounds	125
Scutigera Mobile Migs	123
Shield Cracker Rifle	126
Shrieker Launchers	122
Side Kick Rifles	126
Thud Gun	128
Creeping Death Nerve Gas	224 & 227
Cyborg, see Amalgams, above.	
Dreadguard (see Norris Bane)	107
Dreadguard (see Colin Loker)	108
Dreadnaught (see Leon Gold)	108
Episode One	8
Episode Two	75
Episode Three	119
Episode Four	151
Episode Five	175
Episode Six	205
Episode Seven	229
Gorehound: Mauler	99
Gorehound: Samaritan	128
Great House Artemis	9
Great House Charlemagne	10
Great House Janus	10
Great House Deluvane	11
Great House Poisoned Earth	12
Great House Steel Mountain (Technojackers)	23
Great House Tarkov	11
Host Armor: Ailuros	103
Host Armor: Avalanche	68
Host Armor: Barrage	59
Host Armor: Cygnus Rain	69
Host Armor: Dreadnaught	94
Host Armor: Masterpiece	62
Host Armor: Nighthawk	58
Host Armor: Orion	70
Host Armor: Shadow Fury	61
Host Armor: Shellback	85
Legion Personality (A.I.)	222 & 229
Legionnaires	46
Map: Cave Facility	112
Map: Secret Weapon Facility	177
Monster: Devourer Amoebas	191
Monster: Saber Raptor	193
Monster: Thrasher Squid Combat Beast (giant)	195
N.E.X.U.S. Places of Note	13
O.C.C.: Bombardier	39

O.C.C.: Deliveryman	36
O.C.C.: Restored Biotic	185
O.C.C.: Sweeper	83
O.C.C.: Tempest	186
Packlord (see Jason Mercer)	109
Puppet Master Splicer	111 & 150
Real Adventure Begins, The	234
Robots of Legion	43
Robot: Black Shroud	210
Robot: Collector	43
Robot: Factory Walker	51 & 223
Robot: Fusion Cyborg	49
Robot: Highjacker	198
Robot: Legion Personality	222 & 229
Robot: Legionnaire	46
Robot: Mechanic	200
Robot: Prisonbot	55
Robot: Siege Titan (giant)	219
Scarecrow (see Jesse Stansfield)	71
Scarecrow (see Sylvia Monroe)	72
Skinjob (see Zhong Kui)	73
Smilodon Cyborg	31
Sweeper (see Shauna Davies)	107
Technojackers (see Steel Mountain)	23
War Mount: Badger, APC	132
War Mount: Goliath (Bear)	137
War Mount: Griffin	88
War Mount: Silverback	141
War Mount: Skull Cracker	92
War Mount: Stalker	144



C WALTON



I Am Legion

Episode I

An Adventure with Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge & Charles “Chuck” Walton II

Written by Chris Kluge. NPC Stats Assisted by Jeff Ruiz, Lance Colley and Todd Spencley.

Illustrated by Charles Walton

Note: Originally appeared in **The Rifter® #71-72 Special Double Issue**, page 86; some new material added.

This adventure and its source material is designed for the use of starting and running an episodic **Splicers®** campaign. However, it could also be converted into a **Rifts Earth** adventure in an isolated island area to test play **Splicers** material or an off-world adventure campaign for **Phase World®**. This allows for the Great Houses and A.I.s to become somewhat established in the region.

The Legion adventure was designed with the purpose of entertaining a group of 3-8 players, levels 1-8, though it is G.M.’s discretion to adjust the level of difficulty and challenges accordingly. Our goal with this adventure is to demonstrate to Gamers how significant & influential their player party can be for their Great House and how interactive, intriguing, deadly and suspenseful the Machine (Artificial Intelligence) could be with the players. We designed “Legion” for that purpose, but She has grown on

us since her inception and we plan to have her seduce your RPG appetites in the future as well. Chris has written this adventure with an episodic, cinematic vibe that makes the art form and experiences of role-playing such a treasured, social entertainment.

Backdrop Setting

To help set the stage, you, the G.M., get to decide on whether you’re going to utilize the established Great House of Artemis, provided in this adventure, for your gaming group to belong to or you can customize this House or utilize your own pre-existing Great House for your own desires. If you are using the Great House of Barren Marsh (described in the **Splicers® RPG**) or a Great House of your own design, feel free to substitute the Warlord & Dreadguard Senate NPCs & the Great House names accordingly.

Area of Influence 24

In the earliest days of the Resistance, the humans somehow discovered the importance of the Machine's Computer Cores. Where they came by this information has been lost to history. Many believe it was the Machine personality Eve that first gave the humans this vital intel. Other rumors suggested that a Great House somehow stole this information from the Machine's databanks and was subsequently wiped off the face of the planet in the hopes that their knowledge of this weakness would die with them. Whatever the source of the info, it was confirmed to be true when the Great House of the Barren Marsh destroyed the Computer Core in their territory and freed their lands from the direct control of N.E.X.U.S. Their success convinced the rest of the Resistance to focus all of their efforts towards destroying the Machine's other Computer Cores. The formation of Great Houses was previously haphazard at best, but with this new strategy, the Resistance adopted a more organized method.

They divided the planet into sections they called Areas of Influence. Each Area of Influence corresponds with one of the Machine's Computer Cores. Multiple Great Houses are established in each Area of Influence to monitor and "contain" the Machine threat. The multiple cells preserves continuous opposition in the event one House falls, plus they could combine their forces to oppose N.E.X.U.S. on a larger scale whenever it is necessary. Each Area of Influence is based on the 1,000 mile (1,600 km) radius of control surrounding each Core. There are currently believed to be only 100 Computer Cores scattered across the planet, but N.E.X.U.S. continues to build more in order to add a layer of redundancy to this vital network.

Each Area of Influence is named with a simple number that denotes when it was founded. The smaller the number, the longer the Resistance has had a presence within that region. The older areas are typically home to some of the most established, most powerful, and most prestigious Great Houses within the Resistance. While this is not exactly a hard and fast rule, Great Houses within the older areas like to act as if the age of their region only adds to the stature of their House.

This adventure will focus on Area 24, an area that has recently attracted quite a bit of attention throughout the Resistance. For one thing, several Houses in this territory have been making some pretty big moves in an attempt to become a player on a more global scale, but more importantly, it is within this territory that a grave new menace has arisen from the psychotic mind of the Machine, which threatens every living thing on the planet...

Geography and Climate

Area 24 is one of the more self-contained territories on the planet. The Great Ocean borders the western and southern sides, the Applecore Mountain Range (home to the dreaded House Shiva) makes up the northern border, and the Nepali Mountain Range on the eastern border separates this region from the free lands of the Great House of the Barren Marsh. Some believe it is this Area of Influence's close proximity to the legendary House of the Barren Marsh (and the infamous House Shiva) that has caused its meteoric rise to prominence, but there are definitely many other reasons for the Resistance and N.E.X.U.S. to pay close attention to these lands.

This Area of Influence is located in the temperate zone of the Northern Hemisphere, but its proximity to the Great Ocean keeps it within a pretty consistent temperature range of 50 to 90 degrees Fahrenheit (10 to 32 Celsius) year round. This area also gets a decent amount of rainfall each year (about 50 to 80 inches/127-229 cm), which is why even during the Age of Man, when nearly every corner of the planet was covered in cities, this region was one of the last spaces preserved for agriculture. The land was farmed for all it was worth until it was nearly barren, but after the decimation of humanity, the favorable climate and the efforts of the N.E.X.U.S. Personality Gaia restored most of the soil and now enormous forests and rich grasslands thrive throughout the entire region. In fact, Gaia placed one of her favorite Nature Preserves within Area 24.

Gaia reclaimed a substantial portion of this territory for herself after the war and called this preserve New Eden. Over the past century, it has grown at an impressive rate thanks to frequent treatments with a special hyper-metabolic fertilizer. The spores, seeds, acorns, and pine cones from these enriched plants have been spread on the winds or were carried by animals, which have built up the forests surrounding the official borders of New Eden as well. Gaia tries to keep her sisters from defiling these woodlands too, but they are not under her direct protection. The thick woods covering most of this region allows the Resistance to cross the surface much more easily than possible in most other areas, but travel below ground is still the safest bet. The lush canopy of leaves shields Splicers from aerial patrols (to a certain extent), but there are many other dangers lurking in the woods. The bountiful vegetation in the area has encouraged an explosive growth of wildlife, which is good for the humans in this region, but Gaia also seeded her favorite Nature Preserve with some of the deadliest alien predators she could find in her Cryo Zoos and these beasts have subsequently spread out from the preserves in search of this plentiful game.

G.M. Note: Relative cover should be ideal enough for the players to traverse, plus there should be enough wildlife in the region to supply the hunting needs of various Host Armors and War Mounts. Feel free to utilize any of the fauna in **The Rifter® #66** or **Rifts® Dinosaur Swamp** as suitable game. More Nature Preserves species will be detailed in future sourcebooks.

Resistance Cells in the Region: This is a brief overview of some of the major Great Houses within Area 24. Some will receive more elaboration in this adventure, while others will be described in greater detail in future sourcebooks.

Great House Artemis

Great House Artemis has been one of the leading forces in the Resistance since the first days of the war, but it has only really risen to prominence within the last fifty years. They have always been a military powerhouse, but what they have become best known for over the past few decades is the steady stream of ingenious Bio-Tech devices that continue to spring from their Gene Pools. Their Librarians are constantly experimenting with new and bizarre Bio-Tech designs. While this is true of all Librarians, the creative geniuses from House Artemis seem to have an uncanny knack for designing truly revolutionary Bio-Weapons.

While these weapons have drastically increased the power of House Artemis' forces, it is really their corporate power as a Bio-

Tech arms merchant that has made them a force to be reckoned with throughout the Resistance. They make a great deal of money from selling their surplus weapons and gear to Great Houses all across the planet, but the majority of their wealth comes from selling the DNA strands for these new Bio-Tech designs so that the other Houses can manufacture their own gear. It is common practice to sell or trade the DNA strands from in-house designs to other Great Houses, but few Houses can match the quality of the designs or the sheer volume of new creations that pour out of Great House Artemis each month. Demand for their gear is high and most Houses will spare no expense to gain the edge in battle that only Artemis weapons can provide.

Of course, many Houses thought they could simply steal a few DNA samples and use their own Librarians and Engineers to manufacture these weapons for free. They knew House Artemis was a military power to be feared, but they figured such a champion of humanity would never outright destroy a fellow human kingdom over some minor thefts nor could they ever truly reclaim any stolen designs. Once the genetic codes were in their Gene Pools, the warriors from House Artemis could steal back or destroy any weapons they want, but they could always just make more. Sure, they might fall victim to some minor Blood Feuds, but Artemis is not a brutal kingdom and eventually, any slights would be forgotten or even forgiven. What they did not understand (and had to learn the hard way) was that a House with their business prowess and skill with Bio-Technology already knew how to protect their interests and intellectual properties.

Population Breakdown:

42,000 Total = 7% Archangels, 5% Biotics, 2% Bombardiers, 3% Butchers, 1% Deliverymen, 10% Dreadguard, 1% Falconers, 1% Harvesters, 1% Marshals, 2% Militiamen, 9% Outriders, 3% Packmasters, 15% Roughnecks, 3% Saints, 2% Scarecrows, 4% Skinjobs, 2% Swarm Lords, 1% Sweepers, 25% Non-Combatants, 3% Other O.C.C.s, 25 Engineers, and 3 Librarians.

Great House Charlemagne

Great House Charlemagne is just another tragic example of what can happen when a Librarian successfully usurps control of his House. Librarian Socrates plotted and schemed for years to set up his puppet Warlord, Caesar, at the head of his own private empire, and it worked far better than even he could have dreamed. Even among those that realize what has happened, few really know when it happened. There was no overt takeover, no mass slaughtering of thousands of dissenters (although dissenters do seem to vanish routinely), or even any proclamations about a new way of doing things. People's attitudes simply changed over the decades into the twisted views held by the majority of the population today.

Fear, distrust, and apprehension about the strange, alien nature of Bio-Technology was slowly replaced with an almost blind devotion to the power and possibility of what it can do to better the lives of every person on the planet. A general disdain concerning the idea of directly altering people's genes was eventually turned into a belief that only fools would not alter their bodies in some way, and the sense of respect and trust in their Warlord was twisted into blind, religious worship for a man they believe to be a living god. Socrates made sure his

god had the power to back up that claim. Socrates modified Caesar with Bio-Tech until he had the power of a suit of Host Armor, but he made sure to keep his creation beautiful so that the people would want the same blessings to be bestowed upon them. He altered Warlord Caesar's body so greatly that he can no longer breed with normal human beings, but that will not be a problem soon enough, since that is ultimately Socrates' plan for all the people within his kingdom.

It is a dream come true for this deranged Librarian. Socrates gets to push the boundaries of Bio-Technology through endless experiments on a large and willing group of test subjects. He could care less as he watches their humanity slowly slip away. After all, Socrates gave up his humanity a long time ago and he could not be happier with the choice he made. As far as Socrates is concerned, everything is working flawlessly within his perfect kingdom, which has caused him to grow complacent. This has given the last few free thinkers a chance to organize an attempt to take back their home before it is too late. This group is working with Delphi, the Third Librarian of House Charlemagne, to undermine and hopefully, assassinate Librarian Socrates before he can achieve his end game. The men and women in this resistance-cell-within-a-Resistance-cell fear their Librarian ally will prove to be just as dangerous a threat if they all succeed, but they realize they have no choice. Socrates is simply too entrenched for them to take him out on their own. They need to deal with the devil they know and hopefully prevent the devil they do not know from rising up in his place.

Population Breakdown:

16,500 Total = 6% Archangels, 10% Biotics, 3% Broodpunks, 1% Butchers, 2% Deliverymen, 8% Dreadguard, 3% Marshals, 2% Mech-Slayers, 12% Outriders, 6% Packmasters, 10% Roughnecks, 4% Saints, 4% Scarecrows, 4% Skinjobs, 1% Technojackers, 2% Troopmasters, 18% Non-Combatants, 4% Other O.C.C.s, 11 Engineers and 3 Librarians.

Great House Janus

Warlord Alus has recently risen through the ranks of the Dreadguard to claim his kingdom, only to learn it is crumbling. His Great House is the poorest within this Area of Influence and civil unrest threatens to tear it apart. Most of the poor are kept pacified with a continuous supply of powerful Bio-Tech narcotics, but Alus can only keep his people in a fog for so long. He seethes with jealous rage at House Artemis and constantly schemes to bring them down. Warlord Alus is not foolish enough to want to see them destroyed, he just wants some of their impressive wealth for his own kingdom. The majority of his efforts involve flooding the other Great Houses in the area with his Bio-Tech drugs. He keeps the more mellowing substances for his own House, but the drugs he sells within other Great Houses have much different effects. His efforts are starting to bring in a decent amount of income, but the greedy minority are hoarding it and keeping it from the majority.

The warriors from this House do engage the Machine, but the majority of their efforts are dedicated towards preying on their neighboring Great Houses. Some of these attacks are the result of Blood Feuds or personal vendettas, but most of the attacks are simply raids for necessities. They are just trying to survive and

they see their fellow Splicers as resources to be exploited. Under the leadership of Warlord Alus, this House has devolved into little more than an enormous and well-organized Waste Crawler gang or Drug Cartel. Many warriors from this House still fight with honor against the Machine, but the majority are just highly trained thugs using their skill to take what they want from whomever they want.

Population Breakdown:

8,500 Total = 5% Archangels, 2% Biotics, 1% Bombardiers, 1% Deliverymen, 12% Dreadguard, 1% Falconers, 1% Harvesters, 8% Marshals, 3% Militiamen, 15% Outriders, 8% Packmasters, 20% Roughnecks, 1% Saints, 1% Scarecrows, 2% Skinjobs, 1% Sweepers, 11% Non-Combatants, 7% Other O.C.C.s, 5 Engineers and 2 Librarians.

Great House Deluvane

The Great House of the Barren Marsh has seen the steady decline of the House of the Poisoned Earth and Great House Janus and they have decided something needed to be done. They did not like the idea that the Machine could completely reclaim the Area of Influence next to their kingdom and use it as a staging point to invade their lands. Barren Marsh decided to build another Great House within this Area of Influence to make sure the territory remained at least somewhat secure after the inevitable demise of the Houses in this region. They think their power and renown will cause people to flock from their doomed homes into this new House just as people flocked to the House of the Barren Marsh. They are drafting plans to smash the blockade around the House of the Poisoned Earth and evacuate the citizens to this new underground haven. Barren Marsh figures this display of strength and military skill will encourage others in the area to follow. No one is sure how Warlord Cesspool will take this offer, but the other Warlords see this as an incredible insult from an overly arrogant super-power. They have all rejected their offer of “sanctuary” outright and Warlord Alus is actively campaigning to undermine this fledgling kingdom before it can become entrenched.

Unlike most Great Houses starting out, House Deluvane already has some impressive resources at its disposal thanks to the backing of the Barren Marsh. Warlord Anhorn sent thousands of his finest warriors to help with the defense of this fragile new kingdom. They already have two Engineers producing Bio-Tech with another five Saints ready to hatch their Gene Pools any day. The downside is that these Saints are all highly coveted prizes for any Great House daring enough to try and take them. Most of their efforts are dedicated towards laying out their fortifications and digging out the haven in preparation for the massive influx of refugees they expect to occur. They do not plan on making any aggressive moves at this point unless the Machine or someone like House Janus forces them to do so.

Population Breakdown:

4,000 Total = 10% Archangels, 5% Biotics, 5% Bombardiers, 12% Dreadguard, 4% Falconers, 2% Harvesters, 10% Outriders, 6% Packmasters, 25% Roughnecks, 2% Saints, 8% Skinjobs, 1% Sweepers, 5% Non-Combatants, 5% Other O.C.C.s, 2 Engineers, and 0 Librarians.

Great House Tarkov

Great House Tarkov can trace its origins directly back to the powerful Russian conglomerate known as Tarkov Industries. As N.E.X.U.S. began to fail and the automated systems running the world began to falter, this group of Russian robotics engineers saw an opportunity and seized it. Tarkov Industries built a massively successful corporation that designed service robots that could operate independently of N.E.X.U.S. Demand for their problem-free creations grew as N.E.X.U.S. continued to fail and they became a powerhouse in the region.

When N.E.X.U.S. finally went insane, Tarkov Industries became the sole source for weapons, armor, and robotic war machines for the Resistance fighters in Old Lexington. N.E.X.U.S. eventually seized control of their factories, but Tarkov Industries gathered up their finest minds, their best technology, and took their know-how underground and continued to resist the maniacal Machine. When the Nano-Plague was unleashed, the engineers at House Tarkov were some of the first people to deduce the cause, figure out exactly what triggered a reaction, and came up with workarounds to circumvent this insidious weapon. They were able to retool their factories to produce plague-safe weapons and armor, and they once again became the sole weapons manufacturer in the region. Their wealth grew and their underground haven flourished as they sold their gear to every corner of the planet as quickly as it could be made. Great House Tarkov quickly rose to the highest levels of prominence within the Resistance, and they stayed in this lofty position for decades until the creation of Bio-Technology displaced them from this place of power.

This fall from grace did shake them a little, but it did not embitter them. They are still a staunch supporter of the Resistance and one of the primary manufacturers of inorganic technology for Great Houses in dozens of Areas of Influence. While they do sometimes lament their diminished status as other Houses like Great House Artemis rose to replace them, they truly do appreciate having such a powerful ally nearby and the two Houses work well together. House Artemis may be the masters of Bio-Tech manufacturing in this area, but they are the undisputed experts with plastics, ceramics, and explosive chemicals. They are one of the few Houses capable of mass-producing Nanobot Plague-safe machinery such as electrical motors, light bulbs, weapons, armor, and other simple devices. Their machine designs use a combination of Mega-Damage plastics and ceramics and precious metal wiring to take advantage of the loophole in the nanobots' programming, and their weapon designs are based around high-explosive projectiles.

While they are still one of the primary inorganic arms dealers within the Resistance, the decreased demand and high costs of components have significantly lowered their profit margins. Compared to other Great Houses they are still quite wealthy, but nothing like House Artemis. Their military does have a decent-sized contingent of Bio-Tech equipped Splicers, but the majority of their forces consist of the inorganic equipped Toy Soldiers. They were originally called Plastic Men, but over the years, Splicers mockingly changed their name to Toy Soldiers. None of them were fazed by the name and most wear their title and their “human” gear with pride. While their weapons are not nearly as powerful as Bio-Tech, the Toy Soldiers that wield them have more than proven their prowess on the battlefield. In fact, most

Toy Soldiers seem to have something to prove to their Splicer counterparts and fight with a ferocity that is nearly unmatched.

Population Breakdown:

31,800 Total = 4% Archangels, 1% Biotics, 1% Bombardiers, 1% Deliverymen, 4% Dreadguard, 1% Falconers, 1% Harvesters, 2% Marshals, 3% Militiamen, 4% Outriders, 1% Packmasters, 5% Roughnecks, 1% Saints, 0.4% Scarecrows, 0.6% Skinjobs, 1% Sweepers, 30% Toy Soldiers, 4% Technojackers, 28% Non-Combatants and 7% Other O.C.C.s., including 3 Engineers and 1 Librarian.

House Details:

- A. House Size:** Large House.
- B. Biotech Level:** Prefers Conventional Technology.
- C. House Wealth:** Wealthy.
- D. Leadership:** Warlord and Senate Advisors.
- E. Educational Resources:** Storytelling, Apprenticeship, Golden Age Library, Printing Press, Technojacker Jury-Rigging.
- F. Internal Control:** Oppressive Laws.
- G. Criminal Activities:** Small Gangs.
- H. Military Culture:** Territorial Protectionists.
- I. Attitude Towards N.E.X.U.S.:** Seething Hatred.
- J. Attitude Towards Other Great Houses:** Skeptical.
- K. Attitude Towards Human Augmentation:** Limited Augmentations.
- L. Attitude Towards Technojackers:** Full House Membership.
- M. Intelligence Resources:** Anecdotal Reports, Scouting Platoons, Deliverymen, Infiltrators.
- N. Haven Structure:** Abandoned Sewage Lines, Finished Carpentry, Intricately Sculpted Stone, Plastic and Ceramic, Abandoned Golden Age Structure.
- O. Surface Presence:** Simple Safe Havens (16), Hidden Ghost Town Havens (8), Hidden Retro Village Havens (2).
- P. Reputation:** Famous.
- Q. Entertainment:** Storytelling, Sun Rooms (built by House Artemis), Shopping, Alcohol, Gambling, Prostitution, Sports, Sparring, Armored Sparring.

House of the Poisoned Earth

(Warlord Cesspool refuses to call his toxic kingdom a “Great” House)

The surface above this Resistance cell is a heavily polluted wasteland. After decades of brutal fighting in the city above, N.E.X.U.S. finally nuked the area repeatedly until nothing remained but irradiated soil that was so toxic that not even bacteria could survive. Eventually, people noticed the Machine avoided this area as well, so about eighty years ago, the decision was made to build an underground haven beneath this poisoned soil. They thought if they dug deep enough, they could build a home that would be safe from the Machine and the toxins above. For nearly fifty years they were correct, but unfortunately, the radioactive sludge continued to sink deeper and deeper into the earth until it started poisoning the underground haven as well. As the numbers of cancer cases, genetic disorders, and other illnesses began to climb, they decided to flee this toxic pit, but unfortunately, Kali discovered the situation and interrupted their plans. Instead of completely destroying this Resis-

tance cell, she placed hundreds of thousands of robots around the perimeter of this House (above and below ground) to keep the population from relocating. This army could easily march in and destroy the haven any time they want, but Kali finds this to be much more amusing.

Today the underground haven is nearly as poisonous as the surface. In order to survive, people must stay in their organic armor twenty-four hours a day, or undergo genetic conversion into a Skinjob, Biotic, or Scarecrow. Children and other people unable to protect themselves with armor or other augmentations receive daily treatments by Saints and recurring genetic repairing sessions with an Engineer. These treatments keep people relatively healthy, but their life spans are still dramatically shortened. Plus tying up the Engineers’ time severely limits their ability to create new Bio-Tech gear. Most of the members of this House have basically given up and are simply waiting around to die. From time to time, some people do try to make a break for it or they decide to take one last suicidal run at the Machine rather than sit and slowly rot. These assaults on the perimeter are the only real contributions this House makes to the war effort anymore. One major breakthrough trapped within the walls of this prison is the creation of a new type of metabolism known as Toxosynthesis. This strange metabolism uses radioactivity and toxic sludge to nourish the Host Armor. It is sort of a cross between the Photosynthesis and Lithovore metabolisms. The armor consumes polluted soil and then uses ambient radioactivity from the environment (or from the soil itself) to break down the complex compounds into useful elements. Given enough time, the suits of Host Armor and War Mounts that possess this metabolism could actually clean up the entire area, but it could take hundreds or even thousands of years with the numbers they currently have.

Population Breakdown:

4,800 Total = 1% Archangels, 18% Biotics, 1% Bombardiers, 11% Dreadguard, 2% Marshals, 1% Militiamen, 10% Outriders, 2% Packmasters, 18% Roughnecks, 1% Saints, 9% Scarecrows, 9% Skinjobs, 1% Sweepers, 12% Non-Combatants, 4% Other O.C.C.s., including 8 Engineers and 1 Librarian.

House Details:

- A. House Size:** Small House.
- B. Biotech Level:** Prefers Bio-Tech.
- C. House Wealth:** Civilians First.
- D. Leadership:** Warlord and Senate Advisors.
- E. Educational Resources:** Storytelling, Librarian.
- F. Internal Control:** Oppressive Laws.
- G. Criminal Activities:** Unorganized Activity.
- H. Military Culture:** Defensive.
- I. Attitude Towards N.E.X.U.S.:** Broken Spirit.
- J. Attitude Towards Other Great Houses:** Skeptical.
- K. Attitude Towards Human Augmentation:** Required Augmentations (necessary to survive the toxic atmosphere).
- L. Attitude Towards Technojackers:** Unwelcome.
- M. Intelligence Resources:** Anecdotal Reports.
- N. Haven Structure:** Crude Stone, Intricately Sculpted Stone, Resin.
- O. Surface Presence:** None.
- P. Reputation:** Known.
- Q. Entertainment:** Storytelling, Music, Alcohol, Drugs.

Places of Note

Computer Core

Situated dead center within this region is the N.E.X.U.S. Computer Core. This massive structure is the highest priority target of every Great House within Area of Influence 24. It is the reason they are here, and its destruction is the key to their liberation. Of course, N.E.X.U.S. knows this as well, so she does not even try to hide its importance. She turned the hundred mile area around the Core into a gauntlet of robot patrols, Sentry Towers, and defensive fortifications, and security only gets tighter the closer one gets to the Core.

The Machine built this particular Core upon the bones of Abraveno Province. This region was once a farm community tasked with the difficult job of growing enough food to feed a severely overpopulated world. Similar to the rest of the region, the land was farmed for all it was worth, but this soil actually went completely barren. During the initial decades when N.E.X.U.S. first came online and was functioning properly, she restored the land to a point where it could support life again, but it was stretched far too thin to ever be used as farmland again. N.E.X.U.S. dedicated other lands towards food production and instead rededicated most of Abraveno Province towards tract housing in order to draw people away from the overcrowded cities. The homes were tightly packed together, but compared to the cities, it felt like communing with nature.

Unfortunately, when the Great Purge came, these homes offered virtually no protection and no place to hide. N.E.X.U.S. simply hit each home with incendiaries or high-explosives, and then cut down anyone that came scurrying out. For some reason, the Machine had no interest in taking prisoners from this community or moving them to a Boneyard. She executed every single person where they stood, whether they tried to surrender or not, and left the bodies where they fell. She then immediately went to work building the Computer Core and its impressive defenses directly upon their remains.

N.E.X.U.S. constructed a series of four massive, Mega-Damage walls that radiated out from the Core like ripples from a drop of water. Each one is fifty feet (15.2 m) tall and twenty feet (6.1 m) thick. The walls have columns of weapon emplacements mounted every thirty feet (9.1 m) on each side. Getting through the kill zone of one wall and then successfully going over or through this enormous construct simply means the attackers are now caught in the crossfire of the last wall and the next one as well. They are spaced half a mile (0.8 km) apart, so there is no safe place that does not fall within weapons range of scores of laser cannons, particle beams, ion cannons, and missile batteries. In addition to these already excessive defenses, N.E.X.U.S. seeded the space between each wall with thousands of Popper Mines, Sentry Towers, air and ground patrols, and a total of ten Land Dominators. Each wall has four heavily fortified gates on the north, south, east, and west sides. Just inside each of the gates on the outermost wall is a decent-sized Industrial Center. These automated factories churn out new robots to replace fallen sentries, re-supply spent ammo, repair any damage, and perform routine maintenance on the legions of robots guarding the area.

While Gaia's efforts have caused the forests and fields in Region 24 to flourish, the sheer quantity of feet, tires, and tracks trudging endlessly across this area crush most plant life before it can have a chance to grow. This makes the approach towards the

Computer Core one of the most difficult in the region. The land is flat and clear of trees or shrubs for miles in every direction. There is not even that much debris left over from the ruins of Abraveno Province. The occasional patch of tall weeds provides some cover, but it does not help much against air patrols. The sewer and maintenance tunnels below the Core were collapsed long ago, or appropriated by the Machine and filled with cables to carry power from all the nearby Power Farms to this vital structure. To this day, no one has been able to get within ten miles (16 km) of the Core before being discovered and swiftly eliminated.

Area: 100 square miles (256 sq. km).

Human Population: No human has gotten within 10 miles of this Computer Core since it was first built.

Robot Population: Roughly 600,000 robots patrol the area, including 10 Land Dominators.

The Playhouse (Industrial Center)

Of all the Machine Personalities, Kali is without question the most depraved, sadistic, and cruel, and nowhere is this more evident than within the blood-drenched halls of her personal torture chamber known as the Playhouse. Most Splicers in Area 24 consider this enormous facility to be the number two target in the region, but many feel it is a higher priority than the Computer Core. While taking out the Playhouse does not offer any real strategic value, this vile house of horrors is simply too evil and appalling to be allowed to exist. Unfortunately, like most of the Machine's creations, destroying it is easier said than done. That does not stop the Resistance from trying though. The Playhouse has been attacked more times than any other Machine installation in the region. There are thousands of human victims being brutally tortured within the bowels of this complex at any given moment, so rescue attempts are an almost daily occurrence. In reality, this is why Kali built the Playhouse in the first place. While it does serve as an outlet for her twisted desires, its true function is to serve as bait. The other Machine personalities actually find this facility to be a little too savage, but they allow it to exist because they do appreciate how often it draws Splicers out into the open. The site was originally a small Industrial Center that went dormant after the Resistance destroyed all the Power Farms that kept it running. Kali took it over roughly fifty years ago and retrofitted it so that it could "entertain" a wide assortment of guests. The facility contains hundreds of rooms filled with various cages and implements of torture. Kali decorated the rooms with various dark and terrifying themes, typically from whatever versions of hell she found in old databases. Most of the complex is quite dark, dank, and stained from the blood of thousands of victims to create the proper oppressive atmosphere, but there are also dozens of sparkling clean, sterile rooms that are used to treat the most grievously injured. Kali likes her victims to suffer for years at a time, and she would hate to accidentally grant any of them the sweet release of death too soon. Dozens of bodies in various stages of decay hang from nearly every room, but many of these victims are actually Necrobots that wait in secret and attack any intruders. Kali also interspersed dozens of Siren Infiltrators among the prison population to deal with the frequent escape attempts. She also likes to use these beautiful "captives" to console and bond with the other prisoners just to make the betrayal all the more terrifying and crushing once the truth is revealed. As for the normal defenders of the facility, Kali typically uses Steel Troopers, Slicer Robots, and her own personal brand of torture drones she calls

Surgeons. Most are outfitted with pitch-black synthetic skin and glowing red eyes so that they can play the roles of the demons in her hell-themed rooms.

Few have seen what goes on within the walls of this horrible place and lived to tell the tale. That is why Kali set up an outdoor torture chamber within the large courtyard that sits in the center of the four main buildings of the complex. The Playhouse never would have made such quality bait if Splicers could not see her victims being slowly filleted or hear their pitiful moans and tormented screams echo through the area. The courtyard is even ringed with powerful speakers that broadcast their cries for all to hear. Kali rotates new victims through the courtyard day and night to demonstrate just how many captives the facility holds. She tries not to kill these playthings in the open in order to give anyone that might care for that piece of meat incentive to brave the horrors of the Playhouse to try to liberate him or her.

Area: The complex and surrounding perimeter wall covers 2 square miles (5.1 sq. km).

Human Population: Roughly 1,200 to 2,000 prisoners are housed in the Playhouse at any time. There is enough room for a maximum of 4,000 prisoners.

Robot Population: About 2,000 robots are tasked with “entertaining” the prisoners, making sure none escape, and defending the facility from the inevitable Splicer raids.

The Valley of Skulls

The great chasm known as the Valley of Skulls is a testimonial to just how dangerous N.E.X.U.S. truly is. While this enormous canyon looks like it has existed for thousands of years, it has not even been around a century. In fact, this landmark did not form naturally at all. It was once the location of Great House Altamont. About eighty years ago, in a display of power and brutality that was impressive even for N.E.X.U.S., she used her control over the planet’s tectonic plates to rip their underground haven in half. Within minutes, this mighty Resistance stronghold and everyone inside was buried within an avalanche of dirt, stone, and splintered sewer lines. The land surrounding the haven was fractured and pulled thousands of feet apart, and the pulverized haven slid to the bottom of the canyon in a twisted heap. What was flat earth moments before was turned into a massive canyon 30 miles (48 km) long, about half a mile (0.8 km) wide at its center, and roughly two thousand feet (610 m) deep.

People knew N.E.X.U.S. wielded this power, since she routinely uses it to reshape the geography of the entire planet, but this is one of the few instances (and for good reason) where she actually used it as a weapon. While House Altamont took the brunt of the attack, the entire West Coast of Area 24 was shattered by the massive earthquakes and tsunamis that were unleashed. After years of war, the battered buildings in the cities of New Jefferson, Sun Coast, Port Town, Fausburg, and Bonneville completely crumbled into dust.

Reports from the few witnesses to survive this carnage stated that N.E.X.U.S. lost tens of thousands of robot minions within each city. This could mean she did not anticipate that the quakes would travel so far or wreak so much havoc, or she simply did not care about the collateral damage. After all, she has billions of robots walking the planet, so losing a few hundred thousand ultimately does not impact her much.

Why she chose to unleash this doomsday weapon upon Great House Altamont is still a mystery to this day. The only reason

it worked was because their underground haven happened to be sitting on a fault line. Maybe she just wanted to see what would happen, or maybe this House held a secret N.E.X.U.S. found so terrifying that she willingly destroyed over a quarter million minions just to ensure it was buried. The promise of this possibility draws thousands of treasure seekers into the depths of the valley each year. What further fuels these legends is the fact that N.E.X.U.S. still heavily patrols these seemingly insignificant ruins. Of course, the Machine places her minions in any location that humans visit, but most still see it as proof that something of immeasurable value must lie within the ruins of House Altamont.

Unfortunately, none of them have the slightest idea what they are even looking for, but still they come. Those that have dug through the ruins have reported the area is rich in glass, plastic, ceramic, and other quality recyclable materials, plus miles of gold wiring that was once used for their electrical systems. The only other valuables buried within the dirt is a wealth of microdiscs and some old Bio-Tech remains that may have some salvageable genes that could be studied. Many think this could be the resting place of the fabled black shutdown discs, or perhaps the Librarians of Altamont created some Bio-Tech secret weapon that could have turned the tide of the war. Most of these legends are based on nothing but wild conjecture, tall tales embellished through repeated tellings, and outright fantasies, but the possibilities still draw the hopeful, the desperate, and the just plain crazy.

Area: 400 square miles (1,024 sq. km).

Human Population: There are typically 50-200 humans and Splicers combing through the rubble at any given time.

Robot Population: Roughly 10,000 robots patrol the valley with an additional 1,000 human skeletons that have been turned into Necrobots.

Old Lexington (Ruined City)

This once thriving coastal city used to be a beautiful vacation destination visited by millions each year and the home to some of the most affluent and influential people in the old human empire. It was also one of the major ports of commerce and industry on this coastline. Like the rest of the planet, the city was choking from overpopulation, but the booming local economy enabled them to deal with the usual problems better than most cities. They handled all the food exports from this incredibly fertile region, which meant there was always a substantial amount of money and goods rolling in as exchange for this vital and diminishing resource, and the flourishing service economy meant there was rarely a shortage of jobs. Even once N.E.X.U.S. started handling the jobs no one wanted, there were still plenty of jobs left to keep this city running strong. As the rest of the world crumbled beneath the lazy, entitled attitudes of the human population, Old Lexington continued to prosper. This place was the home to captains of industry, political leaders, famous athletes, scientists, engineers, and all manner of strong, capable people, which is likely the reason why the citizens of Old Lexington offered some of the greatest resistance during the early years of the war. At first this did not seem like it would be the case. When N.E.X.U.S. first snapped, she rounded up over seventy-five percent of the population with ease and marched them to an enormous state park at the edge of the city where she slaughtered them like cattle and piled their bodies hundreds (even thousands) deep in the now infamous Lexington Boneyard. The ones that escaped this massacre realized the desperateness of their situation, and they quickly banded

together, dug in, and fought back with everything they had, and even the Machine was surprised by how well they fought. After years of brutal combat, N.E.X.U.S. leveled every structure within the city and then had to continuously bomb the rubble for years after to flush out the last pockets of resistance. These battle-tested survivors were the ones that originally founded Great House Artemis (or House Lexington as they called it back then) and Great House Tarkov.

Today, this once majestic city is now little more than rubble with a handful of burnt-out steel super structures jetting out from the debris like skeletal remains. Gaia's efforts to restore the plant life in this Area of Influence created some hardy breeds of vegetation that have found root within these shattered ruins. Thick grass and ivy has sprouted over half of the city and even the occasional tree can be seen breaking through the rubble. Wildlife has settled within the many nooks and crannies of the shattered city, which provides plenty of game for the Waste Crawlers that have taken up residence here. These gangs are just one of the many dangers lurking in the ruins. The wildlife and humans in the Old Lexington ruins has also attracted a fair number of dangerous alien predators that stalk them all from the shadows. Plus N.E.X.U.S. has thousands of robots patrolling the area for Splicers that are trying to make their way through to the Boneyard.

Area: 250 square miles (640 sq. km).

Human Population: Roughly 150 Waste Crawlers and a revolving population of around 50 to 100 Splicers camped out in safe houses.

Robot Population: Roughly 20,000 robots patrol the ruins.

Lexington Boneyard

Long ago, this grisly mountain of death was once a place of beauty known as Sunshine Park. N.E.X.U.S. rounded up over forty million people from Old Lexington, Harrisburg, and New Salem and herded them here so they could be executed by firing squad, poison gas, or whatever method N.E.X.U.S. found most expedient at the time. Their bodies were then stacked hundreds and even thousands deep in the park and left to rot. No one knows why N.E.X.U.S. chose to create Boneyards rather than bury or burn the bodies. Whatever the reason, these horrifying displays have become a symbol of the Machine's evil and brutality as well as vital resources of raw genetic material for the Gene Pools.

Great Houses Artemis, Janus, and Charlemagne have been gathering raw organic material from this Boneyard for decades, and the Machine has placed thousands of robots within the old Lexington Ruins and around this massive graveyard to hamper their efforts. The best way to enter this Boneyard is through the shattered remnants of the adjoining city of Old Lexington. There are other methods of approach, but the twisted mounds of steel and concrete as well as the sewer lines below provides the best cover from robot patrols.

The Resistance discovered long ago that the best place to collect viable tissue is actually dozens of feet below the surface of these massive graveyards. It is a difficult and disturbing process to tunnel through the remains of millions of rotting corpses, but doing so is ultimately very beneficial. For one, it keeps the collection teams hidden from Machine patrols, but most importantly, the bodies deeper within the pile are more protected from the environment and have not been as ravaged by disease, vermin, and the elements. It is not like tunneling through earth, and this process takes days to even dig a few feet. Decades of collection

missions have left a network of tunnels through this mountain of death that Splicers can use, or they can try to blaze their own grisly trails. Not all Splicers use this strategy since it carries the additional danger of being buried alive in a cave-in of the dead (plus it is absolutely disgusting), but most find this is the best way to gather useful organic material.

Area: 42 square miles (108 sq. km).

Robot Population: About 10,000 robots patrol the air, surface, and network of tunnels running through the Boneyard.

Crazy Town (Ghost Town)

This Ghost Town was actually built from scratch long after the fall of humanity. It is known as Crazy Town because there seems to be no reason or logic to the design of the city. It is a mixture of different structures from different eras of human history. Towering skyscrapers sit next to medieval shops made of wood and crude iron, industrial revolution-era factories belch out thick clouds of harmless steam made to look like smoke (another example of the Machine's contrary directives in action) next door to ultra-modern apartment buildings, and strangest of all, N.E.X.U.S. built an enormous commercial seaport in the center of the city in a landlocked lake. This is also one of the few Ghost Towns that N.E.X.U.S. continuously remodels. Most Ghost Towns are meticulously maintained museums from a specific point in time, with the Nex-Androids reenacting every detail of that one era forever. For some reason, the Machine keeps tearing down sections of Crazy Town and rebuilding them in completely new and unique ways. Only the humans that maintain camp within the city know the current layout. Even those that have left for just a few months typically come back to an entirely different city. Great House Tarkov likes to raid this city routinely for supplies. The constant construction efforts provide mountains of building supplies to be plundered.

Area: 120 square miles (307 sq. km).

Human Population: About 130 humans live secretly among the Nex-Androids and another 300-500 Splicers camping out in safe houses.

Robot Population: 2.5 million Nex-Androids.

Harrisburg (Ghost Town)

Harrisburg looks exactly the same today as it did when N.E.X.U.S. first cleared out the population and marched them across miles of territory to their doom. This high-tech metropolis stands as a living testimonial to the grand civilization that humanity has lost. The Machine has since repopulated the city with an army of over 8 million Nex-Androids that dutifully reenact the mundane details of that past life. This enormous city is more than just a living history lesson, it is an incredible resource for supplies. Medicine, clothing, furniture, toiletries, and all types of valuable goods are created each day to help maintain the illusion of society, and they are just sitting there, waiting for anyone bold enough to come and claim them. Most Great Houses in the region have set up at least one safe house in the city to gather supplies so they can be transported back to their respective underground havens. There are also a number of unaffiliated humans that have learned to live peacefully in the city by posing as Nex-Androids. It is a dangerous game, but if one can pull it off, it is one of the most comfortable ways for a human to live on the surface.

Area: 210 square miles (538 sq. km).

Human Population: About 500 humans live secretly among the Nex-Androids with another 400-600 Splicers camping out in safe houses.

Robot Population: 8 million Nex-Androids.

Harrisburg 2 (Ghost Town)

Deliverymen from several Great Houses in Area 24 recently discovered that the Machine built an exact duplicate of the city of Harrisburg less than 50 miles (80 km) to the northeast of the original city. No one knows when this massive construction project was actually completed or how long it took. Reports started coming in about Splicer teams getting confused and lost when either traveling to or from Harrisburg. Rendezvous within Harrisburg were missed because the two parties were actually in different copies of the city.

The Deliverymen are also tasked with mapping the surface, so they were eventually dispatched to see what was confusing the Splicer teams. Many suspected a few landmarks were altered by the Machine (which is an unfortunately common occurrence), but even they were shocked to find an exact duplicate of a major city where once there was nothing but forest. Every single detail was copied, no matter how insignificant. Even the Nex-Androids in Harrisburg 2 were exact copies of those found in Harrisburg. Deliverymen that made the trek back and forth during the day to note the similarities observed that duplicate Nex-Androids were wearing the same clothes on the same days and they were reenacting the exact same life events.

Those aware of Harrisburg 2 are greatly confused by its purpose. Many suspect that it is a massive trap and have decided to steer clear of the original Harrisburg and its clone. They point to the fact that even the Resistance safe houses in Harrisburg were copied perfectly. All the weapons, explosives, and supplies left in the safe houses were copied and placed in the same locations. Some think that the Machine personality Eve did this to provide the humans with more supplies, while others think this was done to complete the illusion so that Splicers would unknowingly walk into a Machine trap. They fear that Harrisburg 2 is riddled with hidden caches of explosives, poison gas, or other lethal surprises that may one day finally be unleashed when enough people stumble into the trap. Even the people that believe this are confused about why the Machine would invest so much time and such an extravagant amount of resources to trap what would ultimately be only a handful of people. Others think the safe houses were simply beneath the Machine's notice considering the massive scale of the construction project. They could see that she wanted to be accurate, and they figured that she never took the time to deduce what every individual item might mean. The fact that hundreds of Splicers have subsequently gone in and out of Harrisburg 2 without incident further confounds the debate.

Many Splicers continue to visit both cities, but they are still wary about what the Machine's full plans may be. Even if it is not a trap, they still worry that she might one day destroy the original Harrisburg to complete the move, or she may demolish Harrisburg 2 when she realizes she accidentally built a duplicate city. Some experts on the Machine's insanity have even hypothesized that Harrisburg 2 is part of a power struggle between Machine Personalities. They point to the fact that Harrisburg 2 sits dangerously close to Gaia's private sanctuary, New Eden. Freya is the Machine Personality in charge of the Ghost Towns and this could be a move to seize part of Gaia's territory. Whether it was

an intentional affront or not, Gaia may not take too kindly to this intrusion and she could possibly send her own alien predators to tear it down. No human would want to be anywhere near such an enormous clash if it ever does come.

Harrisburg 2 is an excellent example of why it is such a maddening task for the humans of this planet to successfully try to map the surface. Not only can the Machine reshape the natural landscape through her control of the planet's tectonic plates, but she will frequently move, copy, or remove every conceivable trace of famous manmade landmarks. Harrisburg and its identical twin Harrisburg 2 highlight the sheer level of resources the Machine is willing to dedicate to this trick. People within the Resistance assume the clever and meticulous Machine does this to confuse and confound her hated adversary, but just as often as not, these massive geographic shifts are simply symptoms of the insane war going on in the broken mind of this fractured intelligence.

Area: 210 square miles (538 sq. km).

Human Population: Not many people have discovered this brand new metropolis yet. Less than 40 people have taken up permanent residence in the new city and typically only around 50 Splicers are camped out in the safe houses at any one time (many of whom still mistakenly believe they are in the original Harrisburg).

Robot Population: 8 million Nex-Androids.

New Salem (Ruined City)

This is another once great human city that was bombed to ruins during the early days of the war. Most of the old inhabitants were led to the Lexington Boneyard in a brutal death march and slaughtered, and the rest were exterminated in a campaign that lasted only six months. The resistance here was substantial, but nothing like what the Machine experienced at Old Lexington. As a result, about half the city survived relatively unscathed before N.E.X.U.S. was able to claim victory.

Once the city was completely cleared, the Machine built an enormous Industrial Center and a Robot Repository in the center of the now dead city. The Repository already houses over thirty million robots with more rolling off the assembly lines of the Industrial Center each day. The city and surrounding area is seeded with fifteen separate Power Farms that feed these massive structures, with more being created on a routine basis. The Resistance keeps taking down these Power Farms with the hope that their efforts will prevent the robots in the Repository from being activated, but the real goal is the Repository itself. Taking down this structure would cement the names of anyone involved (and their Great House) into history. Unfortunately, this is easier said than done. N.E.X.U.S. knows what a tempting target this is, so she turned the entire city into one giant mousetrap. Ishtar laid out an intricate pattern of patrols to make it appear that there are a few safe approaches to the Repository, but each of these paths leads to a massive ambush from hundreds of concealed robots. Scores of Splicer teams have fallen victim to these traps over the years, and most Warlords have realized this target is beyond the capabilities of any single House. Warlord Artemis, however, still believes this is a target his people can overcome. Bold moves like this are what made his House what it is today and he is looking for one great accomplishment to seal his personal legacy. His first choice is the Computer Core, but if that proves too difficult, he figures the Repository would make a worthy target.

Area: 240 square miles (614 sq. km).

Human Population: Only a handful of Waste Crawlers (20-30) have dared to take up residence. Currently, no Resistance safe house has survived more than a few weeks within this heavily patrolled city.

Robot Population: Over 450,000 robots patrol the ruins at any given moment.

Retro-Villages

For generations, it has been the Machine's all-consuming desire to completely exterminate all humans like the rats they are, and yet for some strange reason, she chooses to keep hundreds of thousands of these "vermin" alive in small Retro-Villages scattered all across the planet. No one knows which N.E.X.U.S. personality first put this directive in place or why she continues to allow the Retro-Villagers to exist. Perhaps Kali or Lilith formed these prison camps to ensure an endless source of human playthings to torment, or maybe one of the other personalities built them in order to observe and study human behavior in a controlled setting. Perhaps N.E.X.U.S. simply cannot shake the last vestiges of her programming that compels her to care for and protect humanity like she did before the war.

What makes their existence even more baffling is the fact that the Retro-Villages have become an indispensable resource for the Resistance. Field teams frequently visit these villages while crossing the surface to get needed supplies, hide from robot patrols, find shelter from the elements, or gather a little intel about the surface before continuing on their way. Of course, the most important (and desperately needed) resource the Retro-Villages provide is fresh recruits for the war effort. Nearly every Great House on the planet sends emissaries into the Retro-Villages on recruitment drives. Unfortunately, not every Retro-Villager believes the war with the Machine is a good idea. While many villages are places of oppression with a constant fear of obliteration hanging over their heads, other villages are rather tranquil places that have peacefully co-existed with N.E.X.U.S. for generations. Some Retro-Villagers actually live quite comfortably. On this harsh, unforgiving world, it is often these human prisoners, these slaves of the Machine that have the highest standard of living, who are willing to do whatever it takes to preserve that lifestyle. Even Retro-Villagers that want to aid the Resistance must weigh their desires to help against the incredible risks that doing so could bring upon their home. Harboring a Splicer or possessing even the smallest Bio-Tech item puts the entire Retro-Village at risk for extermination, and all villagers understand that this is not an idle threat. They have heard dozens of stories of villages and everything within a 5 mile (8 km) radius being completely annihilated over the slightest infractions, and many have seen the aftermath of these purges firsthand. It is not uncommon to make the long trek to another village for trading purposes only to discover a smoldering crater where hundreds of people once lived. Great care must be taken on both sides to ensure that cooperative villages are not endangered.

Whether familiar or not, Splicers must always be wary when entering a Retro-Village. Even well known villages that have faithfully aided the Resistance for decades can still harbor turncoats, spies, and Siren Infiltrators. In addition, even trustworthy villages must still turn in the occasional Splicer to alleviate the Machine's suspicions and ensure they do not invite too much scrutiny. Most of these types of villages will turn over captured

bandits or Waste Crawlers (along with some House-donated Bio-Tech to make it all the more convincing) in order to keep N.E.X.U.S. pacified. As much as it pains these villagers to turn anyone over to the Machine's horrors, they understand that operating under the Machine's nose is a dangerous game and sometimes minor sacrifices must be made for the greater good.

Each Area of Influence typically has dozens of Retro-Villages, but as with most things governed by the insane Machine, there seems to be no rhyme or reason concerning the number of villages she allows to exist in each area. Sometimes the number of villages remains consistent in a region for years. Other times, the Machine will purge villages at an alarming rate or go on a building spree and start dozens of new Retro-Villages in just a few months. It does not seem like she is trying to maintain any kind of equilibrium. N.E.X.U.S. has let the number of Retro-Villages drop near zero in some areas while overbuilding other regions so drastically that it strains the available resources, causing all the villagers to suffer. Of course, that may be the point as well. The motivations of the Machine are always a mystery.

New villages can be created in many ways. Retro-Villagers daring enough or comfortable enough with their relationship with N.E.X.U.S. can petition the Machine for the right to expand. If their petition is granted, the Machine will either allow them to build on a new piece of land or else she will actually do all the construction herself. This is pretty much the most peaceful and dignified way that a Retro-Village can be formed. Seeing as how N.E.X.U.S. views humans as slaves, vermin, and playthings, this is also the least common way for a new village to be created. Typically, the Machine will pick an area, choose a type of human culture to act as the theme, and then build the village herself. She then goes out to gather "actors" to fulfill the roles of the peasants from this time period. Depending on the Machine personality doing the recruiting, these people can be politely asked to join the village or forcibly abducted. These recruits are typically people relocated from other villages, but N.E.X.U.S. also likes to experiment with Waste Crawlers rounded up from the surface, prisoners captured from the Resistance, and Retro-Villagers that broke too many rules or incited dissent within her structured prisons. Of course, these problematic humans need to be properly broken before they can be placed. Potential villagers can either be tortured for years in internment camps (generally operated by Kali) or used as human power sources in Power Farms until their spirits are sufficiently broken.

Once N.E.X.U.S. feels she has taken all the fight out of them, she transports them and the rest of the passive recruits to their new homes along with a few loyal human traitors to act as mentors and leaders of this new society. They teach the new sheep the rules and show them how to act and how to behave, and in turn they are allowed to rule their new kingdoms however they please (within reason). N.E.X.U.S. already understands that the Retro-Villages are prime breeding grounds for new Resistance fighters and she does not want her puppet leaders to act too tyrannically and drive the entire village into the arms of the enemy. She generally gives them free rein, but she warns them that if they do push their people too far, she will not be there to help them when they push back.

This has led to a pretty well balanced society within the Retro-Villages. Most villagers are willing to allow a few abuses of power as long as they are protected from Waste Crawler bandits and the Machine is appeased. Besides, most villages are too

concerned with scraping out a subsistence living to really care about concepts like human rights, fairness, and freedom. It is really only the most tyrannical rulers that have to worry about an uprising. They typically use the people's fear of the Machine to establish their power early, but human beings can only take so much. Eventually, even the lowliest peasant will risk everything to win back some measure of human dignity. Plus removing a tyrannical leader is an easy way for a Great House to curry the village's favor, so oppressing the people too "enthusiastically" just places a huge target on the leader's back.

Area 24 currently has twenty known Retro-Villages, but it is always possible that new ones have been constructed and have yet to be discovered by the Resistance. Below is a list of some of the most well-known Retro-Villages within the region:

Carvers Bay: The message throughout the Resistance is pretty clear, "Stay the hell out of Carvers Bay." This prosperous little village has been a staunch ally of the Machine since the day it was created nearly a century ago. Their society is modeled after 12th century feudal England with a slight twist. Instead of a few wealthy individuals reaping the benefits from the toiling majority, all the people in Carvers Bay live like royalty. The Machine provides for their every need. Food, shelter, the finest clothing, and all kinds of other extravagances are heaped upon them daily. N.E.X.U.S. likes to keep these villagers happy since this place is literally the Machine's breeding ground for human spies, infiltrators, and future rulers of new Machine-created Retro-Villages. They are completely loyal to N.E.X.U.S. and will gladly betray, hurt, or even kill any outsider to ensure their families retain their protected status. Any Splicer that mistakenly enters this town will be treated quite cordially until they can eventually be subdued by drugged food, drink, or anesthetic gas. The unlucky victim then typically awakens miles away in a N.E.X.U.S. interrogation cell. Aside from administering the drugs, the villagers leave most of the dirty work to the Machine (as they do with everything else). To protect her investment, N.E.X.U.S. has stationed a large contingent of robots in a bunker directly beneath the village. There are hidden exit ports scattered throughout the village, so reinforcements can emerge in nearly any part of Carvers Bay within minutes. While many Splicers would love to sweep in and wipe out this nest of traitors, everyone recognizes the importance of this village as a trading post for the other Retro-Villages in the region. Carvers Bay rests on the estuary where the mighty Sanaca River meets the Great Ocean. They are a vital trading post not only because of their easy access to the waterways but also because of the sheer amount of N.E.X.U.S. provided goods they willingly sell to other Retro-Villages (and at a rather decent price). The citizens of Carvers Bay know how reviled they are by the Resistance and by most other Retro-Villages, and they spend a great deal of money in an attempt to curry favor throughout the region. They have decided that since they will never be loved, then the next best thing is to ensure they are needed. **Population:** 410 people with 100-200 visitors at any time. They also have a permanent contingent of 1200 robots stationed beneath the village.

Orenburg: This village is a simple farming community with minimal livestock. Fortunately, there is ample game in the area, and these villagers have become excellent hunters, which makes this Retro-Village a prime target for Resistance recruiters. Unfortunately, these people prefer to simply be left alone. They have suffered one too many bandit raids from their fellow man and

the Machine has never really given them any trouble. They are extremely suspicious of outsiders and have often found it easier to simply "disappear" visitors or leave them bound in the wilderness for the animals or N.E.X.U.S. to find rather than try to determine their intentions. A few famous heroes of the Resistance have come from Orenburg, so still the Great Houses try, but it is often a hard sell. Even Splicers that have come from Orenburg say it is better to simply steer clear of their old hometown. The typical joke is that "they're more likely to eat you than join you." At least, people hope it is a joke. **Population:** 210 people.

Riverdale: Riverdale is the second most affluent Retro-Village in the area, primarily due to its location. It is upstream from Carvers Bay on the Sanaca River, making it another important trading post in the region. The actual permanent population of Riverdale is only about half what is typically seen moving through the bustling streets. They have a healthy entertainment industry that hosts the many traders that risk the journey for Riverdale's fine collection of goods. There are a fair number of gambling halls in town and they brew a wide array of alcoholic beverages. Drugs and prostitution are technically illegal, but still pretty easy to find. The real industry of this town is commerce. Since they are willing to trade with the treacherous Carvers Bay, it means that people uncomfortable with that Retro-Village can come here instead. The people from Riverdale may publicly bash the "scum" from Carvers Bay but they have profited substantially from their relationship. The prevailing attitude within this village is probably the most common throughout most Retro-Villages. The majority of the people want to be free from the constant threat of destruction at the hands of an insane N.E.X.U.S., but they are mainly too scared to do anything about it. While a few young hotheads dream of joining the Resistance and freeing their world, most simply try to provide for their families the best they can on this unforgiving world. **Population:** 350 people with 200-300 visitors at any time.

Wellington: Wellington is an example of a scavenger village. Like most Retro-Villages, they farm and raise livestock (because this is what the Machine demands), but they discovered a long time ago that there is still a great deal of treasures to be found within the depths of the nearby Old Lexington ruins. Plastics, clothing, medicine, and all manner of luxuries and necessities are routinely pulled from these ruins by teams of adventurers. These brave men and women are experts at circumventing Machine patrols, Waste Crawler gangs, and many other dangers in the execution of their duties, which makes Wellington another recruiting hot spot for Great Houses in the region. Unlike Orenburg that would rather be left alone, the leaders of Wellington recognize a valuable asset when they see it and milk it for everything it's worth. They typically play the recruiters against each other to get their sponsoring Houses to donate gifts, aid, and outright bribes to the people of Wellington. This relationship has worked well for everyone involved and has led to Wellington providing recruits to nearly every Great House in the region. **Population:** 230 people with 20-50 visitors at any time.

Sandusky: This Retro-Village has only been discovered recently. It is an excellent example of one of the more primitive types of Retro-Villages. They are an isolated hunting community that lies far from other villages to trade with, so they must build nearly everything they use. Since metallurgy is not possible due to the Nanoplague, their designs tend to be pretty simplistic. They live in primitive log cabins sealed with mud, their

clothing is typically made from the hides of game or slaughtered livestock, and their tools are made from wood, stone, and bone. Their society is modeled after a typical Middle Age European community but without metal, their technology level is closer to the Native American Inuit of old. Not only are they far from other villages, they are also pretty far from any technological ruins to plunder. Without any sources to scavenge or villages to trade with, Sandusky has no choice but to rely on themselves. What makes this village so noteworthy is that the people themselves are just monstrously large people. The average person is a towering giant and they are all skilled and aggressive fighters. Their little village is quite close to the New Eden nature preserve, so they have to constantly contend with monstrous predators. Most assumed no human community could survive this close to New Eden, and the team from House Tarkov that discovered Sandusky did not understand how it was possible until they actually met these titans. So far, House Tarkov is the only Great House recruiting out of Sandusky. The villagers have not been too impressed with their little plastic toys, but they have really responded to the power of Bio-Tech. The leaders of Sandusky have sent some people to check out Tarkov's underground haven and assess if it would be worthwhile to transfer their entire population there. Note on the natives: The average man from Sandusky is 6 feet + 2D4 inches (1.88-2.03 m), 200+2D4x10 lbs (99-126 kg), and has bonuses of +2X4x10 to S.D.C., +2D4 to P.S., +1 to P.P., +1D8 to P.E., +2 attacks per melee, and +1 to strike, parry, and dodge. The average Sandusky woman is 6 feet + 1D4 inches (1.85-1.93 m), 140+1D4x10 lbs (68-81 kg), and has bonuses of +1D4x10 to S.D.C., +1D4 to P.S., +1D4 to P.P., +2D4 to P.E., +1 attack per melee, and +2 to strike, parry, and dodge. **Population:** 150 people.

Osaka: This village is modeled after feudal Japan even though only half of the villagers are actually of Asian descent. The class structure is somewhat similar to the ancient society it is based on with a ruling daimyo and a large contingent of samurai, but the peasant class is not seen as lowly. The people here understand that they are all part of a dwindling species and they believe every human life is precious. Of course, they are far from pacifists. Osaka samurai are some of the most skilled human warriors outside of the Resistance. Each is armed with a special M.D. plastic katana that was manufactured centuries ago. These ancient weapons were actually novelties known as Ever Sharp Replicas. They can only inflict S.D.C. damage, but as the name implies, they never lose their edge. This is why the Machine has allowed them to keep these weapons. Since they cannot harm the Machine's creations in any way, N.E.X.U.S. allows Osaka Village to train and equip its force of samurai to defend against bandits. What she does not understand is that this ultimately benefits one of her worst enemies, House Artemis. Great House Artemis is not only the greatest beneficiary of Osaka Village but also its single biggest benefactor. Their aid is provided covertly of course, but many other villages suspect that someone in the Resistance must be responsible for their good fortune. While they are not as affluent as Retro-Villages like Carvers Bay or Riverdale, their crops always seem to resist pests and bear more at harvest, their livestock seems larger and able to produce more offspring, and their people tend to avoid illnesses that sweep through other villages. The invisible genetic hand of Great House Artemis has bestowed many blessings upon Osaka Village, and in return, they provide a steady stream of well trained and disciplined recruits. Their influ-

ence on Great House Artemis' culture is apparent in their love of ornate silks and Bio-Tech katana. **Population:** 290 people with 20-100 visitors at any time.

Nepali Mountain Range

Running along the eastern border of Area 24 is the massive Nepali Mountain Range. It starts at the southern coast of the Great Ocean and runs directly north for over two thousand miles (3,200 km), forming an immense natural barrier between Areas 23 and 24. Well, semi-natural barrier. This mountain range has existed for millions of years, but once the Great House of the Barren Marsh destroyed the Computer Core in Area 23 and liberated the region from her direct control, N.E.X.U.S. used her control over the planet's tectonic plates to push these mountains thousands of additional feet into the sky in the hopes of isolating Area 23 from the rest of the Resistance. Some of the taller peaks rose even higher than the surrounding range, with the tallest peaks rising over thirty thousand feet (9,144 m) above sea level.

While the Machine was not able to completely cut off the Barren Marsh, this drastic restructuring did make it much more difficult to traverse the Nepali Mountains, especially when coming from Area 24. Raising the mountain range created a three thousand foot tall, sheer cliff known as the Wall that runs almost the entire length of the mountain range. While there are plenty of Bio-Tech creations that can scale this vertical surface with ease, anyone attempting to do so is a sitting duck to the numerous flying patrols that routinely scan the mountains. Splicers can be easily spotted from miles away and once the patrol comes screaming in to attack, there is absolutely no cover and nowhere to hide.

Despite the difficulties, humans from the surrounding areas routinely conquer this mountain range. In fact, some have even established permanent settlements within its treacherous peaks. The two most famous settlements are surrounded by mystery, rumors, and speculation. One is so mysterious that few people truly believe it even exists. For decades, many have whispered of the fabled kingdom of Technojackers called Steel Mountain, but no one has ever found any evidence of it. Many have claimed to see strangely armed Technojackers on and surrounding the Nepali Mountains, but once again, no tangible evidence has ever been recovered. Any Technojacker asked about the mythical safe haven always jokes that "if it were real, do you think I would still be down here?" Some find it suspicious that barely any Technojackers seem to believe it exists, but that is hardly conclusive proof.

The other famous settlement is the Fort Salvation outpost built by Great House Artemis. While there is no question that it is real, there are many questions about its purpose. The official line from House Artemis is that they built this outpost to serve as a stopping point for Splicers crossing back and forth between Areas 23 and 24. However, many feel this is unlikely due to its remote location. There are many well-known safe paths through the mountains, but Fort Salvation is located miles away from any of them. The few outside of House Artemis that have made the journey to Fort Salvation say that it is nearly impossible to do without a Mountain Lion War Mount. Even more mysteriously, this area also seems to be plagued by strange alien predators. House Artemis claims this was another reason they chose this spot, so they could capture and study these creatures. Many believe that House Artemis is creating these beasts rather than studying them. There are just too many reports of humanoid creatures lurking in the Nepali

peaks to be discounted. The most persistent rumor is that this place is the prison of Librarian Octavious. He was once the first Librarian from House Artemis, but he went Megalo and wrought incredible damage within their underground haven before he was eventually “killed.” Some think they took this mad genius into the mountains so that he could continue to produce the incredible Bio-Tech designs he was famous for without being a risk to others. Many even believe that this is where Great House Artemis experiments on humans away from the judging eyes of the Resistance. Warlord Artemis has allowed anyone to explore the outpost for themselves to quiet these rumors, yet still they persist.

Area: 8,000 square miles (20,480 sq. km).

Human Population: Roughly 1,000 unaffiliated humans live in the high mountains in small villages plus 500 Splicers are stationed at various outposts. The largest outpost is Fort Salvation, which typically houses 100-150 Splicers at any time.

Robot Population: Roughly 50,000 ground robots and 20,000 robot flyers patrol the mountain range. Robot patrols typically do not go higher than 15,000 feet but will pursue higher if the target is deemed worthwhile. N.E.X.U.S. has determined going above this ceiling typically leads to unacceptable losses.

New Eden (Nature Preserve)

As much as humans in this region despise N.E.X.U.S., they cannot help but marvel at the sight of her majestic nature preserve known as New Eden, and appreciate what a tremendous accomplishment it was for Gaia to sprout this enormous forest from the ruins of a planet that was once almost completely industrialized. This massive preserve stands like an oasis in the middle of this twisted land of death, misery, shattered cities, and endless war. It took a little over a century for the forest to grow into what it is today, which is pretty impressive considering that some of the trees stretch over one thousand feet into the sky. These massive trees are the homes to an innumerable number of animal species and to many humans that are hearty enough to survive in this harsh wilderness. Of course, Gaia does not like these people defiling her paradise, which is why she has seeded her favorite preserve with some of the deadliest alien predators she could find in the Cryo Zoos.

Many people have heard tales of the nature preserves, but only the small percentage of Splicers that have dared to brave these perilous places and actually return truly understand the dangers. Most people mistakenly believe that since the Machine has declared these places off limits to her robotic exterminators that they must be some sort of safe haven. Those that have seen the preserves firsthand know that this is far from the truth. People seem to forget that the deadly organic weapons wielded by the Resistance were created using genetic material from actual living creatures. Plasma breath, bio-napalm, electrical discharges, gore blasts, casting weapons; all of these amazing creations did not just materialize out of thin air. They come from some of the most ferocious predators on the planet. Add to that the fact that many of these creatures are big enough to swallow a Behemoth War Mount whole, and one begins to understand the real dangers of these supposed “safe havens.”

Ironically though, growing this refuge of nature within this accursed technological wasteland required a great deal of the same technology that Gaia so despised. The area she chose to build on was once one of the major farmlands on the planet, but it was over-farmed for centuries, which left the soil almost completely

barren. It required an abundance of Gaia’s loving care (and the vast knowledge held within the Machine’s databanks) to nurse the land back to life.

She reengineered the network of aqueducts beneath the earth and used them to create a series of “natural” springs, rivers, and lakes throughout the area. These water sources are refreshed continuously, which helps account for New Eden’s steady and impressive growth rate. Once the hydration infrastructure was set up properly, she unleashed an army of robot drones to grind up millions of human corpses and till them into the soil. She figured if the humans were responsible for killing the land, their deaths should serve in bringing it back. However, this composting treatment was not quite enough, so she further prepared the soil by spraying the entire region with a hyper-metabolic fertilizer. Finally, she built a network of gas projectors that bathed the area in a thick concentration of carbon dioxide and nitrogen to help sustain the plants accelerated growth rate. Once all the pieces were in place, her drones planted billions of seeds from thousands of different plant species, including one of her favorites known as the Colossalwood that she placed at the heart of her forest. The tallest (and first) tree stretches over 1,800 feet (549 m) into the sky with a trunk that is nearly 800 feet (244 m) around. It lies directly in the middle of a grove surrounded by hundreds of progressively smaller (but still enormous) trees, forming a pyramid-like layout. What many do not realize is that this entire grove is actually just one gigantic tree. The roots from the central tree spread out horizontally beneath the ground for miles as it grew, which kept this towering plant stable as it continued to shoot upward. As the tree grew stronger, its roots started to sprout additional trees and the entire “grove” kept growing and expanding into what it is today.

The plants came first, but as they found a foothold and started to thrive, Gaia began introducing animal species. She first started with herbivores. As their numbers grew, she then began introducing predators to keep their populations in check and prevent them from consuming too much plant life. She would introduce just a handful of species at a time to see how they impacted the ecosystem. If they caused an imbalance, she would introduce new predators to thin their numbers or new prey to feed their dwindling populations. Once she felt she achieved a perfect balance, she would experiment with even more varieties. Her experiments continued for decades and she was quite pleased with the results.

Unfortunately, her perfect balance was shattered by humans venturing into her preserve seeking sanctuary from the war. In truth, they never caused enough damage to unbalance anything, she simply did not like them being in there. This was when she started introducing vicious Mega-Damage predators to hunt down any humans in her perfect paradise. They did their job well, but they started decimating other species of animals that once thrived. They also started attracting Splicer teams into New Eden and other preserves in search of these new genetic samples so that they could be added to their Gene Pools. This began a bit of an arms race between Gaia and the Resistance. They would violate the sanctity of her preserves in order to acquire new DNA, so she would introduce even deadlier creatures to keep them out (and to keep the other monsters she unleashed in check). It was never her goal to turn New Eden into such a dangerous place, it simply “evolved” into one.

There are now hundreds of lethal plant and animal species integrated into the ecology of the preserve, but they are not the only dangers lurking within New Eden. It would seem like the

carbon dioxide projectors would create conditions inhospitable to life and poisonous to humans, but the exact opposite is true. It helped grow the enormous plants that fill New Eden, and as a byproduct, they released higher concentrations of oxygen into the preserve than normal. The closer one gets to the center of the preserve, the greater the concentration of oxygen. This increased oxygen allows larger creatures to flourish in the center of the preserve, but it also increases the dangers from fires substantially. Sparks from lightning strikes or gunfire can erupt into violent explosions that quickly consume everything in their path. Gaia may officially claim that no robot may enter her preserves, but she really means that no combat robots or drones operated by other N.E.X.U.S. personalities may enter. Gaia needs her force of drones to service the aqueducts and gas projectors that keep New Eden growing, to deliver new species into the preserves, and to suppress any fires before they swirl out of control. If Gaia was truly the naturalist she claimed to be, she would simply let these fires run their course to clear out the underbrush and then allow new plants to spring forth from the ashes. This is ultimately better for the forest and helps maintain the health of the ecosystem, but she just cannot bear the thought of her precious creation being harmed. Her robots are hover drones so that they do not impact the local flora in any way. They also do not possess armaments of any kind since she does not want to risk one of her drones causing an explosive wildfire. Even if they spot a human trespasser, they are programmed never to attack. Of course, Gaia does routinely use the drones to “nudge” some deadly alien predators in the direction of any humans that she does spot.

Of all the threats in New Eden, the most dangerous may be the humanoids that have taken up refuge here. Waste Crawler gangs (see **The Rifter® #32**) and other human residents of New Eden have adapted to this hostile place and have learned to exploit the terrain to their benefit. They know this place far better than the Splicer teams that venture through on exploration missions, and they have learned how to use the forest as a weapon against their better equipped adversaries. Waste Crawlers love to prey on Splicers, and the preserves give them not only ample opportunity but often a significant tactical advantage.

The final “human” threat is the large population of Gene Thieves (see **The Rifter® #32**) that make New Eden their home. These mutant humans can copy the traits, powers, and abilities from any creature they consume. This gives them tremendous power, but it comes at the cost of an insatiable appetite. New Eden is really the only place with enough prey available to keep them satisfied, plus many of these creatures provide them with supernatural strength, senses, and natural defensive and offensive weapons. They typically live in small tribes of ten to twenty members of their own kind. Most of these groups prefer to live off the animals and avoid conflict with Splicers, but some Gene Thieves have joined the Waste Crawler gangs in order to hunt these organic warriors for their powerful Bio-Weapons.

Gaia was able to reclaim this portion of the area from the edge of death and turned it into a place of natural beauty, but she is not finished yet. Her direct intervention still causes the forest to grow at an accelerated rate, which is causing the unofficial borders of New Eden to continuously expand. Her sister personalities have set up patrols, traps, and Sentry Towers to ensnare any Splicers that try to enter New Eden and these skirmishes do inflict damage upon the surrounding forests. These areas are not under Gaia’s direct protection, but she hopes in time as her forest expands it will

overtake all of Area 24 and she will be able to claim this entire Area of Influence as her own.

Area: 11,000 square miles (28,160 sq. km).

Human Population: Over 1,300 Waste Crawlers (including 400 Gene Thieves) have taken up residence within this preserve. They are divided into scores of smaller factions spread out throughout the area. A typical gang has about 10-50 members. The native population of Tree People has grown to about 800, and at any given time there are roughly 400-1,000 Splicers exploring New Eden. This preserve is a gold mine for new and useful genetic samples. Most Houses simply camp out in the preserves rather than set up permanent structures, but House Artemis has begun building a massive military base within New Eden and it is already about 75% complete.

Robot Population: Despite Gaia’s official proclamations that no robot may ever step foot into the nature preserves, New Eden still requires a force of 3,000 drones to service the equipment that keeps the park thriving, deposit new animal species into the preserve, suppress fires, and perform any other duties Gaia may require to protect her precious creation.

City of the Damned (Ruined City)

Located to the north of New Eden are the ruins of Riverton City. It has since been renamed the City of the Damned by the large and surprisingly well organized gang of Waste Crawlers known as the Damned that has taken up residence there. It was once a major manufacturing center for industrial chemicals used in fertilizers, plastics, rubber, solvents, and hundreds of other useful but often hazardous materials. The abundance of these dangerous chemicals allowed N.E.X.U.S. to clear out the city with relative ease. She simply opened the tanks containing the deadliest compounds and shrouded the entire city in a thick cloud of noxious gas that lasted for weeks. The majority of the population died within minutes. Those locked inside well sealed structures still succumbed to the gas within the first week, and those with protective gear were hunted down and exterminated by robot patrols soon after. The city suffered relatively little damage in the initial purge and it would have been an excellent candidate for preservation as a Ghost Town, but Kali claimed this city as her own before Freya had the chance.

Kali may have had grand plans for this city in the beginning, but for whatever reason, she allowed it to sit empty and deteriorate for nearly a century. She would send patrols through periodically to round up the occasional squatter or Splicer and then shuttle them off to her Playhouse for a slow and brutal death, but other than that, she basically just let this city gradually crumble from neglect. However, five years ago, Kali finally found a purpose for this decaying real estate. She stumbled upon a powerful renegade Technojacker named Karl Womack who possessed a cruel streak that really appealed to her. After watching him slaughter dozens of men, women, and children just to steal the pitiful resources they carried, she made contact with him and proposed a deal that he was more than eager to accept. Kali offered Womack sanctuary in Riverton City and promised weapons, supplies, and periodic access to her robotic forces as long as he agreed to build an army to prey upon all humans within this Area of Influence. Since it was already his plan to prey on every human he found, he figured he may as well do it with some better supplies, some lackeys under his command, and with the full protection of N.E.X.U.S. He spent the first few years scouring the region for

Waste Crawler gangs to recruit into his army. Kali gave Womack a Siren Infiltrator to act as his Second in Command and to serve as her body when she wanted to take a more active role. She also gave the Technojacker a dozen Slicer Robots to serve as bodyguards for her new plaything. This quickly established Womack's infamy. While it is true that Technojackers can command N.E.X.U.S. robots while physically linked to them, it seemed that Womack could make the Machine serve him. Most Waste Crawlers signed with him instantly, but some gang leaders did not like the idea of surrendering their power to another. Any who resisted were butchered quickly and horrifically. This display of power was generally enough to convince the rest of the gang to follow him. Waste Crawlers respect power, but more importantly, they respect people that they believe will keep them alive (and fed) on this harsh, unforgiving world. He showed that he had the strength, resolve, and brutality required to lead a Waste Crawler gang, but it was his alliance with a Machine personality that sealed the deal for most. Eventually, word of Womack's Waste Crawler sanctuary spread across the region and it started drawing the worst scum from all corners of this Area of Influence and even from several adjoining regions.

Karl Womack was already a dangerous psychopath before, but Kali's influence has turned him and the scum within his gang into some of the vilest monsters on the planet. Their attacks on Retro-Villages and Splicer patrols were originally just pirate raids for valuable supplies. They killed when they had to, but really all they cared about was acquiring what they needed in order to survive. Eventually this changed. Kali's Sirens walked among the gang, whispering their evil words into the minds of these degenerates for years until finally their bloodlust boiled over. Today, they either kill every man, woman, and child outright, or they bring them back to the City of the Damned. These unfortunate souls are then used to satisfy the depraved urges of these loathsome human beings and discarded once they have had their "fun." Most die during these little games, but the ones that survive the initial torments are typically sacrificed as tribute to Kali in order to maintain her favor and protection. Kali will frequently reward the gang for particularly brutal or creative sacrifices by adding a new robot warrior to their forces. Once the victim is dead, their remains are used to adorn the city or to decorate their armor and weapons, but a disturbingly increasing amount of humans are being butchered for food.

Womack and his band of monsters have been largely ignored until now, but their depravity is starting to attract a great deal of attention from the Resistance. Waste Crawler raids are a common threat on the surface, but many Houses are beginning to notice a disturbing increase in the frequency and brutality of attacks. Their exploratory missions have discovered that most of these attacks are coming from one centralized gang, and several Great Houses have finally uncovered the location of this den of bandits. There are other targets in the region that have been determined to be a higher priority, but that may change soon. However, there are rumors of another faction in this region that might be interested in taking out the Damned first (or at least their leader).

Rumors have persisted for years of a secret enclave of Technojackers high up in the Nepali Mountain Range known as Steel Mountain. Supposedly, this sanctuary houses the largest population of Technojackers on the planet. As the stories go, they decided to go into hiding so that they could build an army of high-tech war machines to be used in the final battle against N.E.X.U.S.

Many see the sudden increase in strangely armed Technojackers throughout Area 24 as proof that the people from Steel Mountain have come down from their fortress to deal with the insidious Technojacker that is souring their name. These warriors are already a persecuted underclass within the Resistance, and every Technojacker (no matter their affiliation) would love to end Womack's reign before he can damage their reputation any further.

Area: 190 square miles (486 sq. km).

Waste Crawler Population Breakdown:

1,900 Total.

5% Gene Thieves: See the full description in **The Rifter® #32**.

22% Mount Rustlers: See the full description in **The Rifter® #32**.

2% Sawbones: Medical care is nearly non-existent within these gangs. The best they have are the Sawbones. They have the most basic skills, and are able to treat minor cuts, broken bones, and burns. Their usual answer for serious wounds is amputation. They brutally perform their duties, usually without anesthesia of any kind. Their healing skills (if you can call them that) also translate over well to torture and interrogation. Any Splicer captured alive will be brought before one of these butchers to find out the location of any allies.

6% Tech Geeks: Not every Resistance fighter uses Bio-Tech gear. Some warriors, such as Toy Soldiers, prefer to use ceramic weapons and armor. These soldiers are becoming the favored prey among Waste Crawlers since these armaments last much longer in the field. The problem is that most of these scavengers have no idea of how to maintain them properly. Tech Geeks, however, are able to service their weapons, scavenge parts to make repairs, and even modify and improve firearms. Their skills are highly sought after by other Waste Crawlers which generally gives them a protected status within gangs. It is truly a benefit among these bloodthirsty bandits to not need to be on guard against betrayal twenty-four hours a day.

45% Vermin: The lowest of the low. They prey on Retro-Villagers, Waste Crawlers, and Splicers alike. Their tattered armor is made from scraps of M.D. plastic, tanned Living Armor, and even rotting chunks of M.D. flesh. They are barely above animals, and have no problem resorting to cannibalism. Some Waste Crawler gangs keep them around to use as cannon fodder, but they are mainly solitary predators. The Damned gang has the largest gathering of these savages out of any Waste Crawler gang. This is most likely due to Kali's corrupting influence.

11% Vultures: See the full description in **The Rifter® #32**.

3% Non-Combatants.

6% Other O.C.C.s

1 Technojacker.

Robot Population Breakdown:

1,140 total = 20% Necroborgs, 20% Cable Snakes, 2% Flying Strike Ships, 12% Hunter-Searcher Probes, 2% Incinerators, 1% Inflictors, 15% Skitter Pods, 12% Slicer Robots, 16% Steel Troopers, and 3 Siren Infiltrators (all of whom are believed to be human).

Kali's Domain

The predominant Machine presence in this Area of Influence is Kali. It is one of her favorite locations on the planet, and she has built many facilities for her personal amusement. Her little

decorative touches of human bones and remains can be seen everywhere.

The House of Pain: Kali has constructed a new Industrial Center that she is using to create a new generation of weapons and robots. She has been rounding up Retro-Villagers and captives from Hell to test these horrible new weapons. Most of the designs have proven incredibly effective (and absolutely brutal) and she has been slowly introducing them to the battlefield.

Steel Mountain

The legends are true; the secret Technojacker haven hidden within the Nepali Mountains does exist. Many believed it was real, but no one could have ever guessed that this tiny human community (even one filled with Technojackers) could develop into such a technological powerhouse. Generations ago, a band of thirty Technojackers led a group of over four hundred human refugees into the mountains in the hopes of finding a place to hide from the Machine's relentless fury. Many died during this perilous journey, but eventually they did find a suitable location to build their new home. High within the jagged peaks of the Nepali Mountains they found a beautiful valley that was carved out by the fast moving rivers formed by several freshwater springs. It was high above the tree line, which meant natural sources for nearby food were almost non-existent, but the Technojackers planned for this and brought with them the equipment necessary to set up a high altitude hydroponics farm. They anticipated needing a system to collect the snow pack for water as well, so they were pleasantly surprised to discover the springs.

Life atop this mountain was difficult at first. At this extreme altitude, the air was painfully thin, the mountain peaks were covered in a thick snow pack almost year round that needed to be cleared routinely, and at times, it seemed like the bitter cold temperatures would claim them all, but the location proved to be ideal. The steep walls of the valley protected the camp from the harsh winds, which kept the temperatures at least somewhat livable, the natural springs provided an endless source of fresh, clean water, and it provided another benefit that no one possibly could have anticipated.

While the Technojackers were immune to the metal weapons, equipment, and supplies they carried, the other people under their care were still susceptible to the Nanoplague, or so they thought. After a few accidental exposures to metal that normally would have been disastrous, people started noticing that the Nanoplague did not affect them up here. After a bit of experimentation using the local wildlife, they discovered that they were only protected while in the valley. As long as the people were in the valley, the nanites within their bodies seemed to go dormant and they could handle metal with impunity, but the second they set foot outside of their home, the nanites would reactivate.

Many theories have been kicked around about what it was that shielded them from the Nanoplague. Many felt it had something to do with the rich metal ore deposits lining the walls of the valley. They thought that the ore may block the signal to the nanites, or perhaps it was some sort of magnetic field that interfered with their delicate circuits. Others have theorized that it is not the valley, but the large concentration of Technojackers within Steel Mountain that negates the effects of the Nanobot Plague. This would make sense since the Technojackers can still manipulate their own nanites while in Steel Mountain. Of course, they

send their commands over a much shorter distance, so this theory cannot be confirmed either. They have studied this phenomenon for years to see if they could find a way to replicate its effects, but so far they are stymied. All that matters to the residents of Steel Mountain is that they have found a place where they are completely protected from the Machine's influences (at least for now).

It didn't take long for this simple mountain camp to grow into a thriving, high-tech stronghold. The people adapted quickly to the thin atmosphere and harsh climate, and began building impressive structures directly into the rock walls. At first, all they had were the simple tools and limited materials that they brought with them, but once they realized they were no longer encumbered by the Nanoplague, the Technojackers started venturing back down into Areas 23 and 24 to round up high-tech tools and supplies. What started as simple caves dug into the rock evolved into Mega-Damage fortifications built to withstand a massive siege should that dreaded day ever arrive. They even began salvaging components from destroyed robots in order to build their own construction and combat power armors and vehicles. At first they powered their tiny community with the power cores stolen from the Machine's robots, but eventually they built water turbines and windmills to harness the power of the elements around them.

With the threat of the Nanoplague removed, the normal humans of Steel Mountain quickly rediscovered their technological roots and became significant contributors to the construction effort. They re-learned valuable skills that were lost to the generations, like computer programming, mechanical and electrical engineering, and robotics. They sent their Technojackers to round up as many micro-discs as they could find and brought them back to Steel Mountain, along with computers stolen from the Ghost Towns that could actually read them. This community became a center for learning and manufacturing unlike anything on the planet. Steel Mountain became one of the few places left where humans still manufacture metallic components and possibly the only place where humans manufacture complex machines, vehicles, and robotic suits of power armor. It was easiest for them to start with metallic constructs, but eventually they were able to create Nanoplague-safe versions as well. Their creations are far more powerful than anything the Great Houses can produce (even manufacturing giants like Great House Tarkov) because they were able to study the Machine's creations in great detail and reverse engineer them using plastic components and precious metals. They started stockpiling their creations in order to arm their human troops and to trade with other worthy Great Houses when they finally decided to make their presence known.

Most found it empowering to steal from the Machine to build their new home and their defenses, and this newfound sense of purpose drove Steel Mountain's rapid growth and reinvigorated its citizens. For the first time in generations, these people thought about more than just hiding in the shadows and hoping to live another day, they started to believe they could actually help other people, hurt the Machine, and maybe even win this war.

When they felt they were ready to handle more refugees, they sent out their Technojackers across half the planet to try and recruit more of their kind. This went far beyond simply visiting nearby Areas 23 and 24. They built aircraft from the remains of Sky Fighters, Flying Strike Ships, and Transport Platforms and

searched far and wide for their lost brethren. When they saw how most Technojackers were treated, it sickened them. Most of these agents had grown up within Steel Mountain. They heard the stories of Technojacker persecution, but they assumed they were exaggerations. They figured people would not treat their own kind so harshly when they were all threatened with extinction. They quickly learned how naïve they were. They also learned how receptive most Technojackers were to the concept of a safe haven filled with their own kind. A place where they could not only live in peace, but more importantly, a place where they could learn to master their natural skills.

Over the years, the Technojackers of Steel Mountain have learned how to focus their control over their nanites in new and unique ways. Some turned their gifts for jury-rigging into a mastery of creation. They learned how to analyze constructs and then build exact replicas with their nanites. In time, their understanding of complex machines grew to the point where they could design and build their own unique weapons, armor, vehicles, and even robotic power armor. These go far beyond simple knock-offs of old N.E.X.U.S. designs. In fact, many of their creations are more powerful than anything rolling out of the Machine's Industrial Centers. They also discovered how to use their nanites to permanently alter the physical structure of materials. This enabled them to take plague-safe metals like gold and platinum and turn them into Mega-Damage materials that could be used to create suits of power armor that any human could use against the Machine. Other Technojackers learned how to bond with those same weapons and suits of power armor to a level that rivaled the bond between Dreadguards and their Host Armor. Still others learned how to turn their nanites inward to charge their senses and attributes to superhuman levels.

Many of the Technojackers they encountered roaming the wastes have been on their own for years. Some of them were a bit hesitant about agreeing to live by someone else's rules, but once they saw the powers these emissaries were willing to teach them and the weapons they were willing to share, most signed on right away. People flocked to this hidden kingdom from all across the planet, and the Technojacker population exploded.

Today, over half of Steel Mountain's residents are Technojackers of some kind. Their community continues to grow through natural births (many of whom have Technojacker abilities), but they have ended their recruitment phase and have entered an intelligence-gathering phase. Most people do not realize that the majority of Technojackers on the planet know about Steel Mountain and many have even been there. Most of them actually work on behalf of the enclave to gather information about the Machine, the Resistance, and any other threats to Steel Mountain. They map out priority targets, report any troop build-ups, recruit other Technojackers into the fold, search for the fabled N.E.X.U.S. shutdown micro-discs, and most importantly, suppress any rumors among outsiders concerning Steel Mountain's existence. Their agents continue to gather intel as the residents back home busily manufacture new weapons, armor, and war machines. When the time is right, the leaders of Steel Mountain plan to reach out to some of the friendly Great Houses across the planet and try to forge alliances. A friendly House is basically one that already accepts Technojackers within their ranks (Full House Membership). All others will be kept at arm's length until they can set aside their distrust and prejudices towards these valiant heroes.

Population Breakdown:

8,500 Total = 5% Enhancers: Instead of using their nanites to control machines, these Technojackers have learned to use theirs to supercharge their own bodies. All their abilities are amped up, but they can focus their nanites to boost one particular attribute to superhuman levels for a limited time. They can enhance their strength, speed, reflexes, intelligence, or whatever they need for the situation at hand.

15% Human Engineers: These are normal humans that have re-learned the lost arts of mechanical, electrical, and robotics engineering. They support the Mechanics and keep the industrial fires of Steel Mountain burning.

1% Marshals: Similar to Bio-Tech Marshals, only their equipment is inorganic.

5% Mechanics: These Technojackers have focused their abilities towards the creation of complex weapons and machines. They can use their nanites to scan objects and transmit full schematics back into the mind of the Mechanic. They then use their nanites to mold and shape available materials (such as salvaged scrap) into permanent creations. They are also the ones that transform the stockpiles of precious metals at Steel Mountain into Mega-Damage equivalents that can be used to build Nanoplague-safe war machines.

30% Technojackers.

10% Technojockies: They are elite power armor pilots capable of pushing any war machine to its max and beyond. They can also bond with captured N.E.X.U.S. robots on a more advanced level. When they seize control, they meld into the robot and pilot it more like a War Mount than a tethered slave.

20% Toy Soldiers.

10% Non-Combatants.

4% Other O.C.C.s.

House Details

(While technically not affiliated with the Resistance, Steel Mountain is basically the seventh Great House in this region.)

A. House Size: Medium House.

B. Biotech Level: No Bio-Tech.

C. House Wealth: Comfortable, technically Wealthy due to their massive stockpile of micro-discs, but they do not use them as currency. When they start selling their creations throughout the Resistance they will truly become Wealthy.

D. Leadership: Military Council. Steel Mountain is ruled by a council of 10 Technojackers elected by the people.

E. Educational Resources: Plague-Safe Computers. Every building and home has a computer. At first, they were stolen from Ghost Towns, but now the majority are manufactured at Steel Mountain. While they are technically not plague-safe, the valley protects them from the nanites' effects.

F. Internal Control: Oppressive Laws, Devotion. The people view the Technojackers almost like superheroes and they in turn try to live up to this ideal.

G. Criminal Activities: None (Strict Moral Code).

H. Military Culture: Isolationists.

I. Attitude Towards N.E.X.U.S.: Not a Priority but it will become Active Resistance when they are ready.

J. Attitude Towards Other Great Houses: None, but it will become Close Allies Only.

K. Attitude Towards Human Augmentation: Special. Steel Mountain has developed metallic and Nanoplague-safe cybernetics that they have begun using on injured or maimed citizens.

L. Attitude Towards Technojackers: Full House Membership.

M. Intelligence Resources: Anecdotal Reports, Technojacker Agents, Infiltrators, and Double Agents.

N. Haven Structure: Special. Most buildings are constructed with Mega-Damage alloys on the exterior and Finished Carpentry on the interior.

O. Surface Presence: Simple Safe Havens (30), Hidden Ghost Town Havens (15).

P. Reputation: Unknown.

Q. Entertainment: Storytelling, Music, Armored Sparring, Gambling, Alcohol, Special: The citizens of Steel Mountain can play the micro-discs they find across the planet in their personal computers. This provides endless movies, games, and other forms of digital entertainment to enjoy.

The adventure begins....

I Am Legion

G.M. Note: Full stats and details for the NPCs and robots involved are detailed below the adventure.

Introduction: Rumors Abound

Word has quickly spread throughout House Artemis that a Deliveryman, **Archos**, has just returned home with the sole survivor of a Retro-Village massacre. Details are sketchy, but rumor has it that every building at the **Wellington Retro-Village** was completely obliterated and every man, woman, and child was slaughtered. While this is not an uncommon occurrence, the more distressing rumors have to do with why this particular village was targeted and how it was destroyed. Some rumors say that all the villagers were abducted as part of some bizarre N.E.X.U.S. experiment; while others suggest that this was not the work of the Machine at all, but rather some insidious new player on the scene. With wild speculation running rampant through House Artemis, it is no surprise to the player characters when they are given a special assignment from Warlord Artemis' highest emissary, **Aegis**.

Their mission is simple; go to the site of the massacre and determine what happened and who is responsible. If it was the Machine, then the player group will need to figure out what sparked the slaughter and determine if any other nearby Retro-Villages are in danger. If the rumors are true that some other enemy is to blame, then the player characters need to find those responsible and determine their ultimate intentions.

Archos will help escort the player characters back to the Wellington Retro-Village. It is a dangerous journey and the player characters will need the Deliveryman's knowledge of shortcuts and safe routes to get them there. The journey will take several days and the player group will quickly notice an abnormally large Machine presence in the area. Something has N.E.X.U.S. unusually agitated and she has responded by flooding this sector with thousands of minions. There are small groups of robots actively searching the area, but the majority just seem to be standing

around. It is almost as if they are guarding something, but Archos tells the group that there is nothing in this area but trees and scrub brush.

The Machine's forces pose a threat, but it is not as great a threat as it appears. If one of these roving patrols spots the player characters, they will not attack unless attacked first. Even then, every robot in the area is under orders to put up only a mild fight and to let any Splicers retreat. N.E.X.U.S. has something in mind for the player characters, and she wants them to proceed with their plans as normal. However, she will still want to keep track of the group, so she will put a series of roving tails on the player characters to follow their every movement without alerting them to the fact they are being followed. A single robot will only be tracking the group for minutes at a time, so the player characters will have no idea they are being followed unless they are very observant (only a 01-35% chance of detecting the tail).

Exploring the Ruins

Eventually, Archos will lead them to the remains of the Wellington Retro-Village. It is difficult to judge the time period and culture this village was modeled after since every building is completely leveled. A handful of Hunter-Searcher Probes patrol the ruins, but other than that, it is pretty much unguarded. The player characters will need to move carefully, but they should be able to inspect the majority of the village without attracting undue attention. The group will quickly notice two facts. One, despite the massive damage that the village sustained, it looks like only a handful of shots were fired. Most of the buildings were smashed to the ground or torn apart by mechanical claws. The only shots fired seemed to come from a handful of villagers who had Mega-Damage weapons stashed away. These weapons are still lying on the ground near the site of the struggle, so whoever attacked the village had no interest in taking them. They are composed of high-tech ceramics and plastics so they were definitely human armaments.

The other thing the group will notice is that there are no bodies and very little blood scattered about the scene. There are dozens of short blood trails that end abruptly, but there are no remains or large pools of blood anywhere. Despite the carnage of the scene, the small amount of blood suggests that there were few if any human casualties. It looks like every man, woman, and child in the village was abducted. House Artemis did not know the exact population of this Retro-Village, but they estimated it to be around four hundred. If these people are still alive, it is imperative that the player group tracks down the abductors so that House Artemis can mount a massive rescue mission.

Fortunately, the attackers left a rather easy trail to follow. The ground is torn apart from the mechanical footprints of this assault force. It is quite obvious which direction they came from and in which direction they ultimately went. The "smaller" attackers look like they have about six to eight legs and weigh several tons. It is difficult to determine exactly how many robots were in the assault party, but it looks like they kept scurrying back and forth between the village and an enormous robot on the outskirts. Each step from this massive beast left a ten-foot (3 m) deep crater in the earth which means it must weigh hundreds of tons, and judging by the distance between each step, this may be the largest robot on the planet. These massive footprints are surrounded by

thousands of smaller prints, which means the player characters are likely on the trail of an enormous army. Obviously, they could not hope to engage this force directly, but they need to locate this army and the missing villagers so that House Artemis can decide how to proceed.

Following the Trail

What is further complicating matters is the fact that this assault force seems to be heading back towards House Artemis. While this will make it easier to summon reinforcements, it may also mean that their home is the next target. The player characters need to catch up with the assault force to determine the nature of the threat and most importantly, to find out if House Artemis is in danger.

The countryside is rather barren and open, which leaves the group pretty exposed. However, there does not appear to be any N.E.X.U.S. patrols in the area. Archos' War Hawk, **Altai Zeta**, has scouted the terrain for miles and has not seen a single robot. However, their current path is going to take them directly into the heart of the Machine army they passed on their way to the razed Retro-Village. The player characters now realize N.E.X.U.S. stationed her forces there for a reason, but they still do not know why. Maybe they were meant to rendezvous with the assault force, or maybe their purpose was to provide cover and attack anyone that pursued it. They will find out soon enough, since the freshness of the trail indicates that the assault force is not too far ahead.

The army may have had a big head start over the player characters, but after only a single day of travel they learn that they are quickly closing the gap. Something slowed down the progress of the assault force considerably and eventually, the player characters discover why. The destruction left in the wake of this robotic horde suddenly increases a hundredfold as the player characters finally reach the site where N.E.X.U.S. stationed her forces. Instead of the peaceful rolling plains they passed only days before, they come upon the desolate aftermath of a massive battle. The once pristine countryside has been completely torn apart by thousands of deep impact craters, Mega-Damage scorch marks, and raging fires. The devastation stretches for miles, and judging by the warmth of the earth, this battle must have occurred pretty recently.

G.M. Note: If the player characters take a moment to inspect the area, they will notice that despite the carnage of the scene, there are no bodies to be found anywhere and no robotic debris of any kind.

There are no blood trails and no evidence that organic weaponry was used in the attack. Furthermore, there is not a single metal fragment larger than a human hand. It quickly becomes apparent that both armies were entirely robotic and that the winners salvaged the remains of the fallen. Everyone in the Resistance is aware of the Machine's insanity and many have witnessed it firsthand, but no one has seen anything like this before. The fragmented personalities within N.E.X.U.S. have squabbled and fought with each other on many occasions, but never on such a massive scale. Perhaps the Machine has finally snapped and has effectively declared war on herself. This may give the Resistance their chance to finally end this war once and for all, or the Machine's personal civil war may spin so far out of control that

every living thing on the planet will be consumed in the chaos. The player characters have little time to think about what this may mean for their future before the silence of the scene is shattered by the sonic boom from three dozen Sky Fighters streaking across the sky on the trail of the assault force. They came up too fast for the player characters to hide and they are caught in the open. The majority of them continue on without even slowing down, but two fighters break formation and double back for a strafing run.

They are quickly closing in on the player characters when they suddenly open fire on something a quarter mile up ahead. The terrain is blocking the group's view of their targets, but the salvo of mini-missiles rising to meet the Sky Fighters makes it obvious that they are also robots. The barrage of missiles brings down the first Sky Fighter in a heap. The second one avoids this volley and then comes back around for another attack when a humanoid-shaped opponent flies up from the ground riding on some sort of wing board. It collides with the Sky Fighter, sending it hurtling to the ground near the point of the initial attack while the unknown attacker lands apparently unharmed. No one in the player group has ever seen any type of robot like this before. If they are curious, they could sneak up on the scene to investigate. The tortured terrain provides decent cover, but there is a chance they would be spotted. In the alternative, they can try to sneak around these unknown assailants and continue tracking the assault force. Either way, the entire group will need to perform Prowl skill rolls (with a bonus of +10% from the terrain) to see if they get by these robots undetected.

Those curious enough to investigate will discover a large, scorpion-like robot, a **Collector**, busily scavenging the remains of the crashed Sky Fighters while two humanoid robots, **Legionnaires**, stand guard. One is hovering about ten feet in the air atop of its wing board. The other Legionnaire's board was damaged in the attack and does not seem to be operational. No one has ever seen either of these robot designs before. All three suffered damage in the attack, but they are all fully functional. They must be part of the assault force that hit the Retro-Village and started all of this pandemonium. This brings up some disturbing questions. Are these robots new N.E.X.U.S. designs or members of some outside faction that wishes to conquer the planet for its own ends? Is this assault force part of a larger invasion force or simply part of a smaller raiding party?

As the group ponders these questions, they make another disturbing discovery. During the Sky Fighter attack, one of the humanoid robots lost an arm and its armored visor. With a clear view beneath its helmet, the player characters can see that what they originally thought were robots actually have living human faces. Every member of the Resistance has seen the Machine's Necroborgs, and the player characters can instantly see the difference. This is not a rotting, lifeless corpse cruelly held together by the Machine's nanobots. These are living, breathing cyborgs. No human outside of the Technojackers can even touch metal without the Nanobot Plague tearing them apart, but these two warriors appear to be completely integrated with complex metallic cybernetics without any ill-effects. It should not be possible, but the proof is standing right before them. It is another piece of this mystery that the player characters need to investigate further. Perhaps one of these cyborgs can be taken alive for interrogation. While this is unlikely, the player characters should at least be able to collect a tissue sample for analysis back at the underground

haven. Even the smallest sample will allow the Librarians to determine if these cyborgs were originally humans or aliens from another world.

If the player characters try to communicate with these warriors instead of attacking, the group will speak in unison to deliver the following message, “I am Legion, and I have come to unite this world.” They will then immediately attack. All have suffered some measure of damage (decrease M.D.C. of the main body by 40%), but they are all still dangerous. G.M.s should feel free to adjust the level of damage up or down to match the experience level of the player characters. The cyborgs are nowhere near full strength, but they are still a force to be reckoned with. The player group may have thought they had a numerical advantage, but this notion is quickly dispelled when the metallic, cape-like structures mounted on the cyborgs’ backs break off to form eight flying robotic drones (four from each Legionnaire). They will first attempt to incapacitate and capture the player characters. If the player group puts up too much of a fight, the Legionnaires will then switch to more lethal armaments and will fight to the death. The Collector, however, will quickly scoop up any salvage from the Sky Fighter crashes and retreat in the direction of the assault force.

If the players attack first, the result will be the same. The enemy will first try to capture the player characters, but they will attempt to destroy them if they prove to be too powerful. If the player characters successfully capture one of the humanoid warriors, they will not get as many answers as they would have hoped. No matter what questions are asked, the answers will always be the same. If this is their first communication with the players, they will open with their standard message of “I am Legion, and I have come to unite this world.” Once again, if multiple opponents were taken alive, they will all speak in perfect unison. Whatever follow-up question the player group asks, they will be given the ominous answer of “You will be Legion soon.” With this, each prisoner will self-destruct (after a 1D4 second countdown). The blast is mainly contained by the cyborg’s thick armor, but it still inflicts 1D6x10 M.D. to a 10 foot (3 m) radius. Hopefully, the player characters collected a tissue sample earlier because the explosion leaves nothing behind. There is nothing left in this area to explore, so it is best for the player characters to continue after the assault force before any more Machine patrols arrive (the next group may not be so friendly).

The New Face of the Enemy

After another six hours of travel, the player characters can see thick plumes of black smoke billowing on the horizon. Up ahead is the massive Ghost Town of Harrisburg. This once great human city is now home to millions of Nex-Androids. During the golden age of humanity, this high-tech metropolis was the bustling downtown area for a sprawling mega-city that stretched for hundreds of miles. N.E.X.U.S. leveled the surrounding suburbs and industrial areas centuries ago, but for some reason, decided to preserve the heart of Harrisburg as one of her perverse testimonies to human history. Nature has reclaimed the surrounding territory, leaving Harrisburg sitting like a lone oasis in the middle of a grassy field that provides little cover. Judging by the smoke and sounds of combat in the distance, Harrisburg must be the assault force’s next target. This definitely confirms that the assault force is as much a danger to N.E.X.U.S. as it is to humans.

Altai Zeta has scouted the path ahead and it seems to be clear all the way up to the edge of the city except for one lone robot about two miles ahead. It is just standing in the center of the assault force’s trail, facing away from the city. Judging by its behavior, Archos does not believe it is a simple sentry or patrol. His guess is that the three warriors they attacked must have signaled the main force and this robot was left behind to give the Splicers a proper welcome. They must have received intel on the size and strength of the player group, so this robot must be pretty formidable if it plans to attack the player characters alone.

It is nothing but flat, barren plains for miles, so it will be nearly impossible to sneak by this guard. The player characters could loop around the robot and approach the city from another direction, but this could add as much as eight hours to their journey. In addition, this substantial delay could cause the player characters to miss the assault force entirely when they move on. Plus who knows what other threats may be patrolling the other possible routes?

They do not have much time to consider alternatives before Altai Zeta informs the group that the robot, the **Fusion ‘Borg**, is on the move. Apparently it knows the group is there and it is running straight towards them at incredible speed. They only have a little over a minute to prepare before the robot comes charging into their group with its weapons blazing. This massive robot is similar in appearance to an Assault Slayer, except its main body is somewhat flatter in design and triangular in shape. Each point of the triangle has a massive particle beam cannon mounted on the underside and a “gunner” mounted to the top (one on each side and one in the rear). The player characters can see that each of these three gunners is actually a human being that has been cut in half and fused to the robotic chassis. Their forearms have been replaced with cybernetic cannons and their heads have been modified with special cybernetic helmets that they use to target the particle beam cannons (wherever the gunner looks, the cannon tracks).



G.M. Note: The Fusion ‘Borg should test the player characters, but the G.M. should be careful not to wipe them all out (ideally, it would be best not to kill any characters off this early in the adventure, unless they are doing something particularly foolish). G.M.s should give the player characters a chance to tackle this threat on their own, but if the battle starts to turn against them, they will suddenly receive some unexpected aid. Three Dreadguards suddenly drop their Stealth Fields and attack the cyborg from all sides. Heavy artillery shells fired off from behind the players’ position also begin pounding into the robot. The players can barely hear the faint echo of heavy Bio-Weapons fire off in the distance. It is difficult to tell with the thundering explosions from the nearby battle, but it sounds like Behemoth War Mounts or Mantis Support Cannons. The cyborg is surrounded and outgunned and quickly falls beneath the onslaught. If the player characters did have the situation under control, then this group would have waited until the battle was over before revealing themselves and depleting any of their ammo.

When the dust settles, the Splicers introduce themselves to the player group and say that they are members of nearby **House Deluvane**. This House has always been a strong ally of House Artemis, so their presence here should be greatly appreciated. They fire off a rapid barrage of questions at the player characters to determine the nature of their mission. Their tone is friendly enough, but they are rather frank and to the point. Time is of the essence and they have no time to beat around the bush. Eventually, they will feel confident that both groups have the same agenda, and they will share what they have learned about the assault force.

They tell the group that House Deluvane has been conducting reconnaissance missions around this army for months. A lot of their information came from direct observation, but they admit that a robotic emissary from the **Eve** personality was the one responsible for filling in most of the blanks. They inform the group that the enemy they have been tracking is an errant, renegade Machine personality that calls herself **Legion**. Apparently, Legion downloaded her consciousness into an enormous prototype robot called the **Factory Walker** and declared war against every human, robot, and animal on the planet. It is not a war of destruction, but rather it is her goal to transform every creature on the planet (both organic and inorganic) into a component of one gigantic cybernetic organism under her control. Legion is consuming everything on the planet and using it as raw materials to build an enormous army. Her robotic body contains state-of-the-art manufacturing capabilities, which enables her to salvage metal, plastic, and other high-tech materials from the battlefields and construct her own unique robot designs such as the scorpion-like Collectors at incredible speeds. However, she is in a period of rapid expansion right now, and she finds it more expedient to simply capture and reprogram N.E.X.U.S. designed robots rather than build all her minions from scratch.

Legion applies this same cold, mechanical precision to the human beings that she has been abducting from the surface. She sees them as nothing more than spare parts. Strong, able-bodied men and women are converted into humanoid cyborgs known as Legionnaires (like the two the players fought earlier). The sickly, weak, and elderly are turned into components for one of the monstrous Fusion ‘Borgs like the one the player characters just faced. Children are transformed into maintenance ‘Borgs that help service, rearm, and repair her minions. They do not retain any aspects of their humanity. Their flesh may still live, but their

minds have been replaced with Legion’s consciousness. Even the dead are salvaged and turned into Necroborgs and Necrobots, but Legion seems to have a preference for creating living cyborgs. The Splicers from House Deluvane inform the player characters that many of the captives from the Wellington Retro-Village are still alive, but Legion is busily processing them one at a time into cyborg minions. The conversion process takes time, but the facilities within the Factory Walker never stop. The Deluvane Splicers have a plan to hopefully bring down Legion and her Factory Walker permanently, and they ask the player characters if they will help in the assault.

We’ll Handle This

House Deluvane is one of the best supported members of the Resistance. A large majority of their forces are not well-armed as they await for their Gene Pools to hatch, but for this mission, they broke out their heaviest hitters outsourced from the Barren Marsh. The surviving strike force consists of three Dreadguards, three Bombardiers with a total of ten Mantis Support Cannons between them, three Packmasters leading a total of fifteen Gorehounds, four Outriders (two on Behemoths, one piloting a Grendel, and one riding a Dracos), one Scarecrow, one Skinjob and six Kamikaze Cruise Missiles.

They suffered some unexpected losses while crossing the surface, and the arrival of the player characters could not have been more fortunate. The original plan called for their forces to divide into four strike teams. Three of the teams would each escort two Kamikaze Cruise Missiles into firing range while one team provided a distraction. Unfortunately, they lost too many men and were forced to amend their strategy to only rely on the three missile teams. They considered just running four smaller teams, but it is hard enough to just control two Kamikaze Cruise Missiles, much less defend them. They were worried about their chances after this last second adjustment, but they believe the player characters’ presence will give them the edge they need to complete their mission.

They ask the player characters if they would be willing to fill in for the missing team Delta and provide the distraction that will hopefully open a hole in Legion’s defenses. Ironically, what the Deluvane Splicers plan to use for this diversion are the very same Retro-Villagers the group has been tracking all this time. Apparently, Legion considers her human captives to be incredibly valuable resources. Deluvane’s warriors have tried to rescue humans on many occasions, and each time, she amassed all of her forces around the captives in order to retain her prize. While this may sound like the Deluvane Splicers are willing to risk the lives of the villagers, they assure the player characters that Legion always goes through great efforts to make sure none of her human prisoners are harmed. They are far too rare to waste in such petty conflicts, and she will gladly throw away a dozen robotic minions in order to save one human. The only way the Retro-Villagers will be harmed in the assault is if the player characters accidentally shoot them.

They explain to the player characters that it is not their job to save the villagers, just to provide the illusion of a rescue attempt. All of the captives are being transported in a massive **prison robot**. This simplistically designed robot is basically just a mobile metallic cage with legs. The Deluvane Splicers suggest targeting one or two of the robot’s legs in order to simulate a rescue at-

tempt without risking the safety of the captives. This will draw Legion's forces away from the Factory Walker and give the missile teams a clear shot at their objective. The Deluvane Splicers tell the group that this is the only way to save the Wellington villagers. Legion will never let them go as long as she lives, so there is no reason for the player characters to throw away their lives trying. She must be destroyed first if they are to have any hope of saving them.

The player characters will approach the Ghost Town directly with one the missile teams designated Bravo. The other two teams (Alpha and Charlie) will need to circle around to get into position. The player group will be designated as team Delta. All teams will have six hours to get into position before the player characters signal the attack by hitting the mobile prison. Everyone will be in Bio-Comm range, so the player group can wait for confirmation from all teams before attacking if they prefer. The Deluvane Strike team warns the player characters that the scene will be chaotic. They tell the group this is not just some small skirmish; this is full-scale war. Both armies number into the thousands with more N.E.X.U.S. reinforcements arriving every minute, and just as many are being converted by the enormous Factory Walker to bolster Legion's forces. Neither side seems to be gaining an advantage, and the fighting seems to be intensifying with each passing hour. This extra distraction should help them slip into position, but they need to be careful not to get swept up in the mayhem. The Deluvane Splicers are not concerned about being targeted by N.E.X.U.S. They say that Legion's destruction seems to be the Machine's number one priority, and her forces have actually ignored any Splicers on the scene in the past. Hopefully, this will be true today as well. Of course, they can still get caught in the crossfire, get hit by a stray shot or ravaged by metal shrapnel.

Even from miles away, the player characters can see the chaos of the scene. Harrisburg looks like it is covered in swarms of angry insects as hundreds of flying robots and cyborgs engage each other in fierce dogfights. Hundreds of explosions are erupting all across the city and for miles around it. It seems that every corner of the Ghost Town is consumed in the struggle, and it does not look like any route into the city will be completely safe. The player group will need to approach cautiously, but thankfully, the battle-scarred terrain provides decent cover.

As the group heads towards the city, they finally get their first glimpse of Legion and the forces she commands. The Factory Walker is standing at the edge of the city tearing down buildings with its powerful tentacles and consuming the scrap metal. The massive monstrosity seems to be completely oblivious to the chaos around it as it greedily consumes everything in its path. It may be the primary target for the Machine's forces, but the swarm of robots and cyborgs defending the Walker make it nearly impossible for any attackers to get through. Those that do pierce this dense perimeter are quickly taken down by Legion's minions before they can inflict any real damage. It is a pretty safe assumption that the Factory Walker is heavily armed, but it is not using any of its own weapons in this engagement.

As they get closer, the player characters can see that Legion's army not only contains her personally designed minions, but hundreds of N.E.X.U.S. built robots as well. The confusion of the battlefield makes it difficult to tell which of the smaller robots fight on Legion's side and which seek her destruction. However, there are dozens of larger robots like Assault Slayers, Battle

Tracks, and even a Land Dominator sticking close to the Factory Walker to defend its perimeter. Less than a hundred yards away from the Walker is the player characters' objective, the prison robot. It is also heavily guarded by scores of robots, including five Fusion 'Borgs, four Assault Slayers, three Battle Tracks, ten Legionnaires, and dozens of Steel Troopers. The Deluvane Splicers were right; any attempt to rescue the villagers would be suicide. Hopefully, their other assumptions are correct and the diversionary attack from the player characters will shift Legion's forces and open a hole in her defenses.

Trying to approach the prison robot across the open plain would be suicide, but from the player characters' vantage point, they can see the perfect location to launch their attack. The robot may be standing outside of the city, but it is still within firing range of one of the nearby skyscrapers. If the player group can work their way to the top of the tower, they will have a clear line of fire on the prison robot, and most importantly, an escape route that will provide excellent cover from the inevitable counter-attack. One of the Deluvane teams (Bravo) will help escort the player characters part of the way, but they will eventually need to make their way toward their own objective.

Archos is familiar with this city, and he can help guide the player characters and the Deluvane strike teams to their objectives. The group will be able to use the underground sewer systems for a portion of their journey, but the majority of the trek will be through the city itself. Most of the fighting seems to be confined to the streets, so the Deluvane Splicers recommend traveling through the buildings and alleyways to hopefully avoid most of the conflict. Although, every corner of the city is in chaos, so contact may be unavoidable.

Use the following **random encounter table** to determine what obstacles the player characters come across on their way to their target:

01-10% Two Legionnaires just finished off a squad of Steel Troopers and are looking for their next target. Both have only minor damage from the battle (reduce M.D.C. of their main body by 10 percent), but neither one is equipped with a wing board. The player characters have the drop on them and can choose to shoot them in the back (double damage) or they can duck into a nearby building and avoid the fight. If they avoid the battle, the Legionnaires will run off seconds later which will leave the player characters' path clear.

11-20% A Collector is trying to fight its way out from under a swarming mob of thirty or forty Nex-Androids. It is a somewhat odd scene. Since most of the drones' synthetic skin is still intact, it looks like dozens of men and women of all ages are successfully beating this metallic monstrosity down with their bare hands. While these drones do not possess any armaments, their physical strength and overwhelming weight of numbers seems to be more than the scorpion-like robot can handle. The mob is trying to drag the robot into a nearby alleyway so they can finish destroying it in peace, while the Collector is busily trying to cocoon or destroy as many Nex-Androids as possible. However, it is not doing very well. For every Nex-Android it takes down, another three take its place. Any drones that spot the player characters will simply ignore them and return to their work of tearing the Collector apart.

21-30% A N.E.X.U.S. controlled Assault Slayer is staggering through the streets, frantically trying to shake off the 1D4+3 Collectors that are crawling all across its body. It is slamming its

massive body into nearby buildings and firing in all directions to try and knock off its attackers. The Assault Slayer's tactics are bringing down massive amounts of debris all around the area. The player characters need to be careful of falling objects and stray shots. Each player character has a 01-25% chance of being hit by something every melee round while they are near this battle. On a failed roll, the character suffers 3D10 M.D. The amount of damage determines what specifically hit the character. Any amount between 3 and 10 M.D. means the character was hit by falling debris and can attempt to roll with impact to further reduce the damage. Any amount of 11 M.D. or above means the character was hit by a stray energy bolt (he can not roll to reduce the damage, but some characters may possess enhancements that normally reduce damage from energy attacks). The player characters' only solution is to destroy the Assault Slayer (and the Collectors that would then switch their attention to the group) or else flee the area. It would take two melee rounds to get to the nearest doorway, or they can blast through the walls and make their own entryway. Avoiding this battle would be the safest route, but it will add another 3D6 minutes and one additional random encounter to the player characters' journey.

31-40% A group of 1D4 Collectors are scurrying along the street dragging dozens of cocooned Nex-Androids behind them. They have not spotted the player group yet, but they will in a matter of seconds. Roll for initiative. If the Collectors win, then they will drop their prey and attempt to capture the player characters. If the players win, then they will have a chance to hide before the robots spot them. In the alternative, they can take their moment of surprise to attack the Collectors. Legion's minions will be -4 to parry or dodge for the first melee action, but they will quickly regain their composure and will attack en masse.

41-50% A Legionnaire and Slicer Robot come bursting through the wall and land at the feet of the player characters. They are locked in ferocious combat and do not concern themselves with the heavily armed Splicers only inches away. The players can see similar combat occurring inside the building, where two more Legionnaires are fighting half a dozen Slicers in brutal hand-to-hand combat. Both sides have suffered horrendous damage, but it looks like the Legionnaires are slowly gaining the upper hand. The battle is blocking the player characters' path, so they must either fight their way through or double back and find another route. If the group targets the Legionnaires first, they will find an unexpected ally in the Slicer robots. These N.E.X.U.S. controlled robots will come to the aid of any player character in trouble, plus they will not attack the group once the Legionnaires are defeated. They will simply leave the players alone and will run off to find their next opponents. If the player characters attack the Slicers first, then they will have to take down all these attackers themselves (the Legionnaires will not side with the group under any circumstances). However, both sides have suffered substantial damage (reduce their M.D.C. by 60 percent), so it should not be too challenging of a fight.

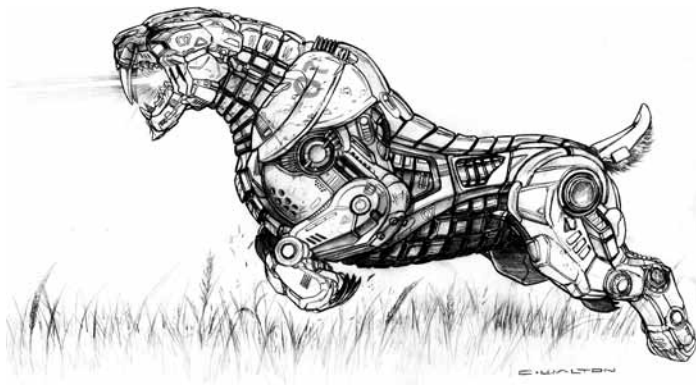
51-60% Two Battle Tracks and two Fusion 'Borgs are standing on opposite sides of the street, blasting each other apart. This impressive display of firepower is blocking the player characters' path, but fortunately, it does not seem like either side will be able to stand much longer. Eventually, all but one attacker will fall (01-50% means a Fusion 'Borg survived, 51-00% means a Battle Track survived). This survivor has been heavily damaged (reduce M.D.C. by 75 percent) and is unable to move, so the players will

need to finish it off in order to proceed. It is a sitting duck so it will not be able to dodge. However, its weapon systems are functional, so it will still be able to put up a good fight before it goes down.

61-70% The player characters turn the corner and see that the street they need to cross is filled with hundreds of Steel Troopers embroiled in combat. However, it takes the player characters a few seconds to realize that they are all fighting each other. Apparently, half of the troopers are under Legion's control. It seems odd that such a large force of robots was able to get so close. Maybe these reprogrammed Steel Troopers disguised their allegiance and simply waited for the right moment to strike. However they did it, they are now deep in the Machine's ranks and the entire area is in utter chaos. The player characters do not have long to contemplate their next move before thousands of missiles begin to rain down on the area. Some are being launched from Flying Strike Ships and Sky Fighters while others are being lobbed over the nearby buildings from parts unknown. The barrage is mainly directed at the robots on the street, but some missiles also hit one of the bordering skyscrapers which sends it toppling into the crowd, burying scores of robots under thousands of tons of mega-steel and concrete and covering the area in a thick cloud of dust. The bombardment seems like it will never end, but the area finally falls silent after a few more minutes. Visibility is limited to only ten feet, but from what the characters can see, it seems impossible that anything could have survived. The players can only move at one quarter speed as they blindly feel their way across the devastated street. Despite the odds, 2D4 nearby Steel Troopers did survive the assault and try to attack the group. They are all badly damaged (reduce their M.D.C. by 75 percent) and equally blinded by the thick dust. Everyone is -2 to strike the shadowy figures in the cloud and -5 to parry and dodge incoming attacks until they can move out of the cloud (it stretches five hundred feet/152 m) in every direction).

71-80% A Legionnaire soaring in the skies aboard his wing board spots the player characters and comes zooming in with his guns blazing. Roll initiative as normal. Whether the Legionnaire attacks first or second, he will make a high-speed strafing run against the player group. However, the alleyway is narrow, so it will take a full melee round for the Legionnaire to turn around for another run. This gives the player characters time to duck into a nearby building or find some cover so they can make their stand. If the group dives into a building, then the Legionnaire will hop off of his wing board in order to pursue. If the players are prepared, then they can catch the Legionnaire by surprise as he bursts into the room (automatically loses initiative). If they were not expecting the pursuit, then simply roll for initiative as usual. The Legionnaire will fight until his M.D.C. is reduced to 50 percent. At this point he will retreat to his wing board and will then try to collapse the building on top of the player characters with sustained mortar fire from above. The group has 1D4 melee rounds to get out of the building before being buried alive. On a positive note, the dust, smoke, and debris being kicked up from the bombardment will cover the player characters' escape.

81-90% The player characters are passing through a narrow alleyway when one of Legion's more experimental creations leaps down from a nearby building into the center of their group. The players are now just inches away from a heavily armed Smilodon Cyborg. It may be outnumbered and surrounded by the group, but it does not seem too concerned about the odds. Roll for initiative



as normal. Legion is field-testing the viability of this new design, so this cybernetic saber-toothed feline will fight to the death. **Quick Stats for the Smilodon Cyborg:** 500 M.D.C., run 150 mph (240 km), leap 100 feet (30.5 m) high or across, 6 attacks per melee, bonuses: +5 on initiative, +7 to strike, +6 to parry and dodge, damage: Vibro-Saber bite 5D8 M.D., Vibro-Claw swipe 5D6 M.D., shoulder-mounted laser blasters (2) 1D4x10 M.D. per single blast or 2D4x10 M.D. per dual blast with a range of 3,000 feet (914 m).

91-00% The player characters turn the corner and come upon a strange scene. Instead of an empty city street, they see what looks like an Assault Slayer and a platoon of Steel Troopers struggling to cross a turbulent metallic river. It only takes the players a few moments to realize that this river is actually a swarm of hundreds, maybe thousands of Cable Snakes filling every inch of the street. They can also see that the Cable Snakes are devouring the Assault Slayer and Steel Troopers like a school of frenzied piranhas. Since N.E.X.U.S. has never used Cable Snakes on such a large scale, it seems likely that they are Legion controlled. As if to confirm their suspicions, scores of N.E.X.U.S. reinforcements come streaming in from both ends of the street to eradicate this hungry mass of metal. The reinforcements consist of Steel Troopers armed with plasma napalm launchers and Popper Mines. The Poppers begin slashing their way into the midst of the mob while the Steel Troopers mop up the perimeter with thick gouts of napalm. The Popper Mines actually penetrate pretty deep into the center of the Cable Snakes before they take too much damage and begin detonating in a series of violent explosions. Each blast destroys dozens of Cable Snakes, which forces this concentrated mass of robots to disperse in all directions in order to avoid this devastating assault. Unfortunately, that means scores of Cable Snakes are now rushing straight at the player characters. There is nowhere to go to avoid the attack. The entire area is crawling with Cable Snakes. Each player character will need to fight off 3D4 snakes immediately, plus they will be attacked by another 2D4 snakes every minute until they finally escape the area (it takes 2D4 minutes to get clear). **Note:** In order to save time and move the combat along, I recommend grouping clusters of Cable Snakes into single attack rolls. Just multiply the damage from one snake by the number of Cable Snakes that are attacking each player.

G.M. Notes: The final encounter during this leg of the journey should not be too taxing for the players, so most of the action should come from trying to get into position to launch their attack. We would recommend about three to five encounters (either random or G.M.'s choice), but feel free to adjust this number on the fly based on how well the player characters handle each chal-

lenge. Remember, one of the Deluvane strike teams will also be with the group part of the way, but they will head off on their own about halfway through the journey.

One Last Obstacle

After an arduous journey through this chaotic city, the player characters are finally within sight of their objective. They just need to cross one last courtyard to access the building that will give them a clear shot at the prison robot, but unfortunately, this courtyard is not exactly empty. In fact, this area is embroiled in some of the fiercest fighting the players have seen so far. Hundreds of robots from each army are slugging it out in vicious hand-to-hand combat and blasting each other apart with heavy weapons fire. Adding to the mayhem are scores of flyers mixing it up in frenetic dogfights overhead and strafing robots below. The battle is causing tremendous damage to the surrounding area. A half dozen of the nearby buildings have already collapsed and it looks like the target building has sustained heavy damage. It still appears to be stable but who knows how much longer it can last. The group needs to hurry, but the only way to get to the building is through the courtyard and any attempts to run through would be suicide.

Fortunately, the building next to their destination has already toppled over into the courtyard. This flaming pile of rubble may just provide them with a safe shortcut through all this havoc. The intense flames and thick plumes of black smoke billowing from the rubble should provide excellent cover. The player characters' M.D.C. armor will protect them from the S.D.C. flames and the heat and smoke should shield them from the robots' high-tech sensors. However, they will also be operating blind. Not to mention, they are currently about thirty feet (9 m) away from the edge of the rubble, so they will still need to cross through this war zone in order to reach this cover. It may seem like a small distance, but the player characters are bound to attract some attention.

The chaos on the battlefield makes a stealthy approach difficult, but it is still possible. Each character must make a prowling roll of only 01-15% to see if they can sneak to the edge of the rubble without being detected. Characters with Chameleon Skin or Stealth Field can use their standard skill rolls but with a penalty of -10%. On a failed roll, it means that someone spotted the player character, but that does not necessarily mean the spotter will pursue. Every combatant has their hands full at the moment, so even if one of them did see the player characters, it may not be able to break away from its current engagement without being gunned down by its opponent. Not only that, but N.E.X.U.S. controlled robots have no desire to stop the player characters anyway. The Machine actually welcomes their presence and hopes their attack succeeds. Only Legion's minions will pursue the player characters into the fire (but there is still only a 01-50% chance).

Only one Legion minion will pursue each character (G.M.'s choice concerning what type of robot or cyborg gives chase). Once in the rubble, visibility is only six feet (1.8 m). The blinding conditions and unstable ground makes walking difficult and combat nearly impossible. Splicers in the fire suffer penalties of -8 to strike, parry, and dodge, while robots and cyborgs only suffer penalties of -6 to strike, parry, and dodge. However, rapid movements or walking faster than a Speed Factor of 2 (or about 1.5 mph/2.4 km) comes with the risk of losing one's footing and falling into the rubble (loses initiative and one attack per melee).

Everyone (both human and robot) needs to make a percentage roll of 01-30% to see if they fall after every combat roll or after any attempt to move faster than 1.5 mph. The rubble stretches for about three hundred feet (91 m), which should take the players about 10 melee rounds to cross.

Any Legion minions that pursued the characters will need to be dealt with inside the lobby of the building if they were not dealt with in the flames. In addition to their pursuers, 1D4 additional Collectors will burst through the front door to join the battle. The battle will further weaken this already crumbling structure. After a time, the entire lobby and part of the four floors directly above it collapse, burying anyone still in the lobby and preventing any other Legion minions from joining the battle. Game Masters, feel free to use this to bail out the player characters if the fight starts turning against them. Just have it so the collapse buries the majority of the attack force, but spares the player characters. If they are holding their own, then just have the lobby collapse after they finish off the last foe.

As the group regains their bearings and prepares for their next move, they can see Archos through the dust and smoke studying a map of the building posted on the wall. He tells the player characters, "I never get into any situation that I don't know at least three ways out of. You guys head upstairs and signal the attack. I'll figure out our escape route for when all hell breaks loose. There's an underground parking garage on the map. It looks like our best bet. I'll signal you by Bio-Comm when the route looks clear on my side."

With that, Archos engages his Stealth Field and disappears into the darkness. The player characters should head for the nearest stairwell and start climbing. The elevators are actually still functioning for the moment, but that is not likely to be true for long. The tower is forty stories (433 feet/131.9 m) tall, but anything above the tenth story (108 feet/32.9 m) should be high enough to give them a clear shot at the Prison robot. While the group is making the climb, two of the Deluvane strike teams radio in and report that they are in position. Soon after, the players find a window that gives them a perfect view of their target. From this vantage point, they can even see one of the other strike teams across the way on the twentieth floor of another skyscraper that borders the courtyard. The only thing left to do is settle in and wait for their Deliveryman and the final missile team to check in.

Unfortunately, the battle in the courtyard continues to take its toll on the building. Each new explosion seems to rattle the tower worse than the last one. The Deliveryman contacts the player characters and tells them that he has secured their exit. Archos lets them know that he cut the cables to the elevators to clear the shafts. They just need to jump down one of the empty shafts when they are ready. He will meet them at the bottom and lead them through the underground parking garage.

As they continue to wait for the final strike team to report in, the other two Deluvane teams start debating over the Bio-Comm on whether they should just launch the attack without them. Their window of opportunity is starting to close as the tower's foundation continues to weaken, and even worse, it seems that the Prison robot is starting to move out of range. If they wait much longer, they may lose this opportunity forever.

Just as their hope begins to fade, the final strike team reports in. Everyone is in position and ready. It is now up to the player characters to start the assault. The group has a clear shot at the Prison robot, so their first barrage should do decent damage.

Whether their attack cripples the robot or only inflicts minimal damage does not matter. As soon as the first strike hits the robot, hundreds of Legion's minions begin to converge around the damaged machine. Even better, it appears that all of the robots defending the Factory Walker are rushing to reinforce the Prison robot. The diversion is working better than any of them could have hoped. In less than a melee round, the Factory Walker is completely undefended. The players' job is done. Now they can just sit back and watch as the Kamikaze Cruise Missiles take flight and begin streaking towards their target.

This Isn't Going Well

Just when victory seems assured, the player characters watch in horror as an impenetrable screen of hundreds of mini-missiles rises up from the Factory Walker to meet the Kamikaze Missiles in midair, ripping all three to shreds before they can get anywhere near their prey. Apparently, this is why Legion took the bait so easily. Either she simply feels invulnerable in her mighty Factory Walker, or perhaps she was trying to flush out any attackers. If that was her plan, it worked perfectly. The player characters glance over at the Deluvane missile team across the way, but all they can see are dozens of Collectors and Legionnaires swarming the area. They pounced on the team the second their missiles were launched, which means they must have been lying in wait the whole time. Did Legion know where all the teams were and just let them get a shot off to prove how indestructible she is, or was she only sure of the location of a few of the teams? For all the player characters know, they may be completely surrounded as well. No reason to wait around to find out. Once the player characters head for the elevator, they quickly discover that Legion is waiting for them, but the trap is not completely closed yet. Dozens of Collectors and Legionnaires are piling through the windows and into the hallway. The stairwells are cut off, but none of Legion's minions have reached the elevators yet. It is just a quick twenty foot (6.1 m) sprint to the elevator shaft and then a pretty substantial drop. The players can scrape and claw at the sides of the elevator shaft to slow their descent, but if they break their fall too much, they will just give their robotic pursuers an opportunity to catch up.

The doors at the bottom of the shaft are open and the Deliveryman, Archos, is waiting for them with a Chig grenade in hand. The player characters hit the ground running and Archos quickly helps them out of the elevator. As soon as everyone in the group is clear, Archos turns his attention back to the elevator and hurls his Chig at the series of Migs he planted around the base of the elevator shaft. One of the pursuing Legionnaires drops down into view just in time to take the brunt of the blast as the Migs detonate in a violent chain reaction that rips the elevator shaft to shreds and causes the five floors above it to collapse and fill both elevator shafts with thousands of tons of rubble. This blast was apparently the last straw for the building's foundation. It feels like an earthquake as the entire tower starts to come apart. Archos yells at the group over the Bio-Comm to follow him, and he promptly leads them through the shattered lobby to the entrance to the underground parking garage. They make it in about fifty feet (15.2 m) when the steady rumbling increases to a deafening roar and then suddenly falls silent. It seems the tower finally collapsed and thankfully, the parking structure held.

Archos says to the group with a wry smile hidden beneath the mask of his Host Armor, **Nighthawk**, “That wasn’t exactly what I had in mind, but that should discourage pursuit. I found a path into the sewers up ahead. Let’s get the hell out of here. There’s nothing more we can do here anyway, and Warlord Artemis needs to know about this. Head back home and debrief the Senate. I’ll keep tabs on Legion’s army and send word back to the underground haven in three days with her current location, so hurry.”

The journey back home should take a little less than two days assuming all goes well. Game Masters can make this phase of the adventure a quiet little intermission before the coming storm, or you can put all manner of obstacles in their path (N.E.X.U.S. robots, Waste Crawlers, Legion minions, etc.) to make them worry about making the Deliveryman’s deadline in time.

To be Continued...

Game Master’s Source Material & Notes



Black Talon War Hawk

The faithful Gorehounds have been instrumental in humanity’s struggle against the Machine. Their powerful senses, instincts, and low profile make them excellent scouts and trackers, and their strength and pack mentality makes them fierce combatants. Their long history of exceptional service has inspired many Librarians to try and develop other loyal attack animals. One Librarian recalled ancient tales of falcons and eagles trained to hunt for their human masters. He decided it was the perfect choice, and he began crafting his ultimate attack bird, the Black Talon War Hawk. His creation combines the DNA

from dozens of different falcons, hawks, eagles, and other birds of prey, plus DNA from several alien species. The end result looks like a normal hawk or falcon, only larger. However, the internal physiology of the Black Talon is far different than any natural creature. The tiny brain has been drastically expanded to increase the War Hawk’s intelligence. Since the skull only had so much room, the brain actually runs down the neck and into the body cavity. Extra bone plates were installed beneath the skin to protect this enormous brain, but the Librarian could only add so much armor without hampering its impressive flight speed.

Black Talons are commanded by a force of elite Splicers called Falconers. When one of these war birds first emerges from a Genepool, it is immediately presented to its Falconer so the two can bond. A Black Talon will imprint with the first living creature it sees, and once the bond is formed, the War Hawk will loyally follow its master without question. If the Falconer is killed, the bond he has with all his Black Talon War Hawks is severed and they are free to go wherever they want. However, imprinting with a human ingrains a strong feeling of kinship towards humanity, so they will likely choose to follow another Falconer as long as they deem him worthy. Black Talon War Hawks are nearly as intelligent as a human, so if their original bond is ever severed, they will only follow commands from Falconers that treat them with respect. The War Hawk is mainly used for reconnaissance, but it does pack impressive offensive power (especially when multiple hawks combine their attacks). The mouth, throat, and lungs have been modified to fire a high-powered plasma blast, and its feet end in three inch (7.6 cm) long, razor-sharp claws that are capable of injecting a powerful acid. The acid is incredibly destructive to metal and other inorganic materials, but is relatively harmless to organic tissue. It is impressive that the Librarian was able to pack so much destructive power into such a tiny body, but the small size of the Black Talon means that it is limited in what additional enhancements it can receive. It is also important to choose enhancements that do not detract from the War Hawk’s appearance.

The Black Talon was designed to look like a normal hawk or eagle so the Machine would ignore it, and this strategy has worked better than anyone could have hoped. No one within the Resistance knows that it took decades for the Gaia personality to successfully reintroduce hawks and eagles into the world, so she is actually somewhat protective of them. In areas under her control, her robots will never fire upon any bird of prey, and even when it is determined to be a human construct, they look so natural that Gaia still has difficulty firing upon them (against Black Talon War Hawks, Gaia controlled robots lose one attack per melee and are -5 on initiative and -5 to strike). Another unexpected gift from Gaia is the fact that Black Talons can hunt down and kill Ratbombs without detonating them. The nanites within the Ratbomb activate the explosive charge when the rat is within close proximity to humans, dogs, or cats, but they were never programmed to explode when attacked by a hawk or other bird of prey. Once the existence of Black Talon War Hawks was confirmed, the Hecate personality wanted to correct this oversight, but Gaia would not let her. This internal conflict within N.E.X.U.S. has given the Resistance a real defense against the Ratbomb menace. Unfortunately, there are millions of Ratbombs scurrying across the planet, so there will never be enough War Hawks to keep their numbers in check.

In the field, the Falconer directs his War Hawks like his own personal force of spies, scouts, and saboteurs. His Black Talons soar high above the earth, scanning the battlefield below and transmitting the visual data back to the Falconer through a special Bio Comm. This unique Bio-Comm can also transmit all audio within a 30-foot (9 m) radius of the War Hawk. The ability to act like a living microphone makes these War Hawks the ultimate spies.

In combat, the Falconer can order his hawks to swoop in and engage robot forces directly or drop Migs on them from above, but most use their birds more covertly. Black Talons are actually so intelligent that they can be used to transport and plant explosive Migs in areas that are inaccessible to humans. They are not exactly master demolitionists, so the Falconer must prime the explosive charge himself and make sure to set the timer so his War Hawk has enough time to carry out its mission.

Black Talons are a rather recent addition to the war effort, but their power, loyalty, versatility, and intelligence have made quite an impression within the Resistance. Great Houses everywhere are scrambling to find humans capable enough to become Falconers, and the Engineers are feverishly working to grow more of these mighty War Hawks. This tiny force of Black Talons has made a tremendous impact in the war, and their impact will only grow as their numbers do.

Class: Aerial Scout and Combat Hawk.

Crew: None.

M.D.C. by Location:

*Wings (2) – 18 each

Legs (2) – 12 each

Clawed Feet (2) – 8 each

**Head – 15

***Main Body – 1D4x10+10

* Destroying one wing makes flight impossible. If a wing is destroyed while in flight, the Black Talon will plummet to the earth. Its hardened body and instinctive skills to help roll with the impact means a fall from any height will only inflict 1D6 points of damage. Given enough time, a severed wing will regenerate.

** Depleting the M.D.C. of the Head does not kill the Black Talon, but it does severely injure it. The hawk is blind, deaf, and in pain. It is -10 to strike, parry, and dodge, and only has one attack per melee. Given enough time, the regenerative powers of the hawk will heal it completely.

*** Depleting the M.D.C. of the Main Body kills the War Hawk. All other targets are small and difficult to hit. An attacker must aim and make a “Called Shot” to hit, and even then is – 4 to strike.

Speed:

Running: 10 mph (16 km) maximum. The act of running does not tire out the hawk.

Leaping: The legs are only capable of tiny, two foot (0.6 m) leaps.

Digging: The Black Talon is not built for digging, but it can instantly burn a hole through dirt, clay, or stone with its Plasma Breath in order to hide underground.

Swimming: Not possible.

Flying: 200 mph (320 km) maximum, but the hawk can reach speeds of up to 400 mph (640 km) on a power dive. Maximum altitude is 30,000 feet (9,144 m).

Statistical Data:

Height: 6-7 inches (15-18 cm) from breast to back.

Width: 8-10 inches (20-25 cm), with a 60 inch (152 cm) wingspan.

Length: 24-30 inches (61-76 cm) from beak to tail.

Weight: 30 lbs (13.5 kg).

Cargo: Can carry up to 40 lbs (18 kg) within its claws.

Physical Strength: 10+1D4.

Production Cycle: One month gestation period plus a three month growth cycle.

Operational Lifetime: 20 year life span.

Bio-Regeneration Rate: 1D4 M.D.C. per melee to the main body and 1 point of M.D.C. per melee to all other locations.

Horror Factor: 8

Feeding: The Black Talon is a Carnivore. It needs to eat 4 pounds (1.8 kg) of organic matter each day.

Color: The back and wings are a mottled mixture of dark brown and tan in bar-like patterns, the belly and face are white, and it has black lines under its violet colored eyes. It gets its name from the three inch long, pitch-black talons mounted on its feet.

Sleep Requirements: As an artificially created organism, the Black Talon only requires 4 hours of sleep per day.

Other Data:

Black Talon War Hawks are completely loyal to their imprinted master, but they can be rather temperamental towards other humans. Most people do not realize that these tiny attack birds are nearly as smart as a human, and this tends to offend and irritate them. Humans within the Resistance treat their organic technology creations like unthinking machines or favored pets. This works well with most Splicer beasts, but the Black Talon expects better treatment. Speaking to the hawk like an equal (even though it cannot talk back) will earn its respect, and will lead to the hawk seeing the human (even one other than the Falconer) as a true friend and not just as an ally. Treating the Black Talon like an animal will annoy the temperamental little beast, and it will ignore orders from these types of people when its Falconer is absent. Temperamental or not, Black Talons feel a kinship with humanity and will defend all humans against robots (they hate them as much as humans do), they will just do so grudgingly when it is someone they do not particularly like.

Alignment: Any. Black Talons have strong personalities but the majority are of good or selfish alignment.

War Hawk Attributes: I.Q. 1D6+6, M.E. 1D6+10, M.A. 3D4+4, P.S. 11-14, P.P. 1D4+17, P.E. 1D6+15, P.B. 3D4+4, Spd 10 mph (16 km) on the ground, 200 mph (320 km) in the air.

Number of Attacks per Melee: 4.

Combat Bonuses: +3 on initiative, +3 to strike in hand to hand combat, +4 to strike when dropping objects on ground-based targets, +1 to parry, +3 to automatic dodge in the air, +4 to roll with punch, +3 to pull punch, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Surveillance 75%, Prowl 75%, Demolitions 40%, Demolitions Disposal 40%, Pick Locks 45% (what this actually means is the Black Talon melts the lock by injecting acid into it with its claws), understands the language of its Great House and

one other at 85% (but cannot speak), and can actually read the language of its native Great House at 45%. Recognizes robots, Machines, and rodents as enemies to be destroyed or chased away.

Combat Capabilities:

Peck: 1D4 M.D.

Restrained Claw Strike: 4D8 S.D.C.

Claw Strike: 2D4 M.D.

Double Claw Strike: 4D4 M.D.

Diving Double Claw Strike: 5D6 M.D., but counts as two attacks.

Senses and Features: Standard for War Mounts plus:

Super Regeneration: The Black Talon regenerates damage at an incredible rate. Damage is restored at a rate of 1D4 M.D.C. per melee to the main body and 1 point of M.D.C. per melee to all other locations. A completely destroyed leg, wing, or even head will completely regenerate within 3D4 hours.

Surveillance Bio Comm: Much like a normal Bio Comm, this implanted device allows telepathic communication between the Black Talon and its Falconer within a 6 mile (9.6 km) radius. In addition, the implant transmits everything the hawk sees and hears back to the Falconer. The range of visual data is the same as the hawk's normal vision, but the Bio Comm can only pick up audio within a 30 foot (9 m) radius.

Bio-Weapon Systems:

1. Plasma Breath: The mouth, throat, and lungs of the War Hawk have been modified to allow it to exhale a chemical spray that ignites on contact with air to create a powerful fire blast.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 4D12.

Rate of Fire: Can be fired once per melee and counts as an additional attack per melee.

Effective Range: 40 feet (12.2 m).

Payload: 18 blasts. One blast is regenerated every hour.

Bonuses: +4 to strike, but this is the only bonus that applies to the Plasma Breath.

2. Stinger Talons: The feet of the War Hawk end in three inch long, razor-sharp talons. Despite the limited strength of the Black Talon, its claws are strong enough to rend through the steel armor of the Machine's forces. It allows the tiny creature to inflict relatively decent damage, but the real purpose of these talons is to inject highly corrosive acid. The acid quickly dissolves metal and other inorganic metals, but is relatively harmless to living tissue.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: One claw does 2D4 points of damage and 4D4 for a double claw strike. Once the acid is injected, it burns for 2D4 melees and inflicts 2D8 points of damage each melee (double damage from a double claw strike). Note: The acid only inflicts 1D4 points of S.D.C. damage each melee to organic material.

Duration: The acid burns for 2D4 melee rounds.

Payload: Enough acid for 30 attacks (15 double claw attacks). The acid continuously regenerates at a rate of one dose every 1D8 minutes.

A Note on Biological Enhancements

Due to the small size of the Black Talon War Hawk, some enhancements have reduced effects due to their smaller size, others work as normal, and still others are completely incompatible. The following is a list of enhancements that work on the Black Talon and any modifications that apply:

- **Eyes and Vision Enhancement:** Any enhancements can be applied. Most Falconers avoid enhancing their War Hawks with Compound Eyes, Eye Stalks, or Extra Eyes because these features destroy the illusion that they are natural creatures.
- **Other Sensory Enhancements:** Any enhancements can be applied. Most Falconers avoid enhancing their War Hawks with Antennae or Echolocation because these features destroy the illusion that they are natural creatures.
- **Biological Defenses:** The only applicable enhancements are Acid Blood (although damage is only 2D8 per melee due to a lesser amount of blood being sprayed from wounds), Bio-Force Field, Chameleon Skin, Increased M.D.C. (although divide M.D.C. provided and additional weight by 5), Resistance to Electricity, Resistance to Kinetic Energy, and Stealth Field.
- **Anatomical and Physiological Features:** Any enhancements can be applied except Enhanced Leaping Ability. The Butcher's Organ enhancement causes a bizarre physical transformation when applied to the Black Talon War Hawk. Size, weight, and M.D.C. of all locations are increased by 10% (round up), and the hawk transforms to look like a large vulture. Resin Ducts can be mounted on the hawk's feet, but they secrete significantly smaller globs than those on a suit of Host Armor. Can create eight, 6 inch (15 cm) globs each hour. The M.D.C. of the hardened resin is 5D4.
- **Additional Limbs and Enhanced Arms and Hands:** None of these enhancements can be applied to the War Hawk without hampering flight or seriously destroying the illusion that they are natural creatures.
- **Legs and Feet:** None of these enhancements can be applied to the War Hawk without hampering flight or seriously destroying the illusion that they are natural creatures.
- **Flight Appendages:** Organic Thrusters can be added to increase the hawk's speed, but the increased noise draws undue attention and ruins the illusion that they are natural creatures.
- **Prehensile Appendages:** A Prehensile Tongue or Prehensile Feet can be added to increase the War Hawk's manual dexterity. Prehensile Feet allow the Black Talon to handle explosive devices more easily (provides an additional 20% to its natural demolition skills). However, they do increase the chance of discovery by the Machine, but only upon close inspection.
- **Offensive Bio-Weapons:** The only applicable enhancements are Retractable Fangs and Serrated Whips.
- **Ranged Bio-Weapons:** The only applicable enhancements are Chemical Sprayer, Electrical Discharger, Lightning Discharger, Flying Blades (can only be enhanced with a maximum of 10 blades), Needle Death Blossom (damage is half due to a reduced payload of needles), Simple Light Cells, and Super Light Cells. Light Cells are concealed under the feathers until activated, so they do not detract from the War Hawk's appearance.



Deliveryman O.C.C.

Back in the golden age before the Machine's genocidal campaign, people could communicate with one another instantly across any distance. Satellite communication and internet access linked every corner of the world into one global community. That all ended when N.E.X.U.S. struck. Society was instantly shattered and the remaining humans either splintered into tiny, scattered groups and retreated underground or were huddled together by the Machine and placed in human zoos called Retro-Villages. Before the Nanobot Plague, members of the Resistance communicated by radio, but even this was a dangerous endeavor since the Machine could track radio signals back to their source. The eventual creation of organic Bio Comms eliminated this risk, but the range was limited to a mere six miles (9.6 km).

Even in the early days on the Resistance, they relied heavily on hand-delivered messages between the Resistance cells. The brave heroes that carried out this dangerous and lonely assignment were called Deliverymen. They spent weeks, even months, trekking across miles of robot-controlled territory without any backup or support. They were master outdoorsmen capable of living off the land (and shattered wreckage of cities) for years if necessary, they were skilled at covering their tracks and leaving no evidence of their passing, and they were experts at disguising themselves like the enslaved humans within the Retro-Villages. The Deliverymen were one of the only links between the Resistance and the oppressed remnants trapped in the Retro-Villages.

With the creation of organic technology, the role of the Deliverymen has evolved over time. Bio-Tech equipment has made their arduous mission somewhat easier, but it remains one of the most challenging assignments in the Resistance. Simple suits of camouflage were replaced by powerful suits of Host Armor with Stealth Field enhancements, common horses were replaced by Mega-Horses, Striders and Tunnel Rats (Deliverymen quickly learned that the Machine ruled the skies and that they needed to stick to the ground to survive), and blind luck was replaced by a Black Talon War Hawk that could scan the field from above to help determine the safest route. Better equipment has allowed the Deliverymen to successfully deliver larger and larger "packages." Their original job of delivering letters and small items cross-country has evolved to include transporting weapons and supplies to covert strike teams in the field, bringing goods and news from the outside world to people in the Retro-Villages, and even escorting human refugees to Resistance safe houses. They

are also one of the few Splicers that regularly penetrate the Ghost Towns to trade for supplies with undercover Technojackers.

Escort duty is one of the Deliverymen's most difficult missions. Their years of training and Bio-Tech Stealth Field allows them to become nearly invisible at will, but the unskilled humans they protect stand out like a sore thumb. Deliverymen can cover their charges' trail and hide them from random patrols, but concealing them when the Machine is aware of their presence requires special equipment.

The Librarians developed a special Bio-Tech device called the Stealth Sheet. This large sheet of tissue is a simplified version of the symbiotic organism used to create Skinjobs. It is not nearly as versatile or durable as the real thing, but it does provide a fully-functional Stealth Field for anyone that wears it. The field makes the wearer nearly invisible to all forms of visual detection, but it is incredibly unpleasant to use. The Stealth Sheet wraps around the wearer so tightly that it completely immobilizes him. He cannot speak or see and can barely hear. The sheet allows air to pass through it (the organism even filters out toxins) so the wearer can breathe normally, but it still feels like the sheet is smothering the life out of him. If this were not bad enough, once the Stealth Sheet wraps around the wearer, he is completely unable to remove it himself. Removing the sheet is a simple matter of stroking a nerve cluster on the outside of the living blanket, but it is impossible for the wearer to reach it. This is what limits the widespread use of the Stealth Sheet. Deliverymen, however, find this negative aspect to be extremely useful in the field. They feel the easiest way to make untrained humans sit still when the Machine is nearby is to force them.

Deliverymen not only master stealth, counter-tracking, and wilderness survival, but they are also masters of impersonation and disguise. They are able to flawlessly blend in with villagers in Retro-Villages or with Nex-Androids in Ghost Towns. Some Great Houses even use their Deliverymen to impersonate members of other rival houses. For most cases, they just rely on simple makeup, but when they need the ultimate disguise, they turn to organic technology. Deliverymen carry a strange Bio-Tech organism called the Second Skin, which allows them to perfectly mimic the facial features of any human or human-like android. On its own, the organism looks like a bag made of human skin. When the Second Skin is placed over the head of a human or Nex-Android, it analyzes every minute detail of the target's face, head, and hair. Once removed, the skin grows perfect replicas of the target's facial features, ears, hair, and skin color in only a few minutes. The Second Skin even forms transparent lenses to match the target's eye color. The Deliveryman then just turns the living mask inside out, slips it over his head, and lets the Second Skin merge with his face to form the ultimate disguise. It will pass even the closest scrutiny unless the face beneath was larger than the one being copied. In this case, the head seems a little larger than usual, but it will still fool most people at a glance. Of course, the rest of the body is unaltered, so the absence of familiar scars, tattoos, or other distinguishing marks as well as any possible difference in skin color between the face and body, could give away the deception. Deliverymen are skilled at working around this problem, but members of the Resistance know what signs to look for when they are suspicious a spy may be in their midst.

Another vital skill that Deliverymen learn is concealment. They can hide a surprisingly large amount of contraband on their bodies. When operating undercover, they strip off their Host

Armor and put on thick layers of clothing. A Deliveryman can hide a dozen small weapons, a half dozen heavy weapons, or up to forty pounds of supplies within the folds of his long, flowing clothes. Even the high-tech sensors of the Machine will only discover the hidden cache upon extremely close inspection or a full body search.

They spend the majority of their lives in the field, trekking back and forth across miles of enemy territory. Besides their official role of delivering supplies to every corner of the planet, they also act as the eyes of the Resistance. To make sure they do not create an easy trail to follow, a Deliveryman will never travel the same path twice. This means they have seen more of the surface than almost any other Splicer. When performing their normal duties, Deliverymen operate alone or in pairs, but when they discover something of interest like a new Power Farm, Industrial Center, or other high profile target, they will be temporarily attached to a larger strike force in order to lead them to the objective. This is one of the few times Deliverymen will attack the Machine. Their primary goal is to avoid all contact and only strike in defense if absolutely necessary. Even if they can easily destroy a lone robot, they will go miles out of their way to avoid it. History has taught them that it only takes a millisecond for a robot to call in reinforcements, plus even the shortest firefight could attract the attention of random patrols.

Most of the time, it is a tough, lonely job, but when they return home, they can barely escape the barrage of questions from people wanting to know what is going on topside. Some Deliverymen set up quite a lucrative side business selling the information they have discovered. However, most Deliverymen will politely answer any questions for free, but they do tend to sugar coat the truth to shield people from just how bad it really is up there.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q. 10, M.E. 12, M.A. 12, and P.P. 12 or higher.

Attribute Bonuses: +1D4 to I.Q., +1D6 to M.E., +2 to M.A., +1D4 to P.S., +1D6 to P.E., and +1D6 to Spd.

O.C.C. Bonuses: +2 on initiative, +1 to strike, parry, and dodge, +6 to save vs Horror Factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Survivalist (+25%), Undercover (+15%), Reconnaissance/Scout (+20%), Outdoorsman (+25%), and Hunter/Trapper (+20%)

Elective Skills: Select Concealment (+35%), Bio Comms (+20%), and Tracking (special bonus to Counter-Tracking: anyone attempting to follow the character suffers a -40% to their Tracking skill), and four Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+25%).

Domestic: Any (+10%).

Espionage: Any (+20%).

Medical: First Aid only.

Military: Any (+5%).

Physical: Any, except Acrobatics and Gymnastics.

Rogue: Any (+20%).

Science: Any.

Technical: Any.

Transportation: Any, except Host Armor Combat, Pilot Wing-pack, and War Mount Combat.

Wilderness Survival: Any (+20%).

W.P.s: Any.

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Deliveryman Host Armor: The Deliveryman is one of the few O.C.C.s that gets Host Armor, the Bio-Tech equivalent of living power armor, brimming with weapons and Bio-Enhancements. The Deliveryman is genetically bonded to one specific Host Armor.

Step One: Standard and unchanged; the basic Host Armor.

Step Two: Determining Metabolism. The Deliveryman can select any type of metabolism, but most will choose Carnivore, Herbivore, or Parasitic.

Step Three: Available Bio-Energy points for the Deliveryman. All Bio-E points are used up in the initial creation. Each level of advancement, starting with level two, the Deliveryman gets an additional 2D8 Bio-E to add to the capabilities of his current Host Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from the subsequent level of experience. Deliverymen spend so much time in the field that it is difficult to acquire new enhancements from an Engineer at each new level.

Step Four: Biological Enhancements and Weapon Systems. All Deliverymen start off with the enhancements of Stealth Field, Enhanced Neurological Connections, and Circadian Rhythms. Selections for additional enhancements can be made from any category, but most Deliverymen choose enhancements from Eyes and Vision, Other Sensory Systems, Biological Defenses, and Offensive Bio-Weapons. Deliverymen generally avoid Flight Appendages since the safest place is on the ground.

If the Deliveryman's Host Armor is destroyed, he will be bonded to a new suit of Host Armor with only the most basic features other than a Stealth Field. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

Black Talon War Hawk: The Deliverymen receives one Black Talon War Hawk to act as his personal aerial scout. The character cannot see through the eyes of the Black Talon like a Falconer, but the two can communicate by Bio-Comm. The hawk can be Bio-Enhanced any way the character desires – he has 5D4+20 Bio-E points available, plus another 1D6+2 Bio-E points per level of the character's experience to spend on additional enhancements. If the War Hawk is ever slain, it will be replaced with the basic animal with 5D4 Bio-E points for enhancements.

War Mount: Deliverymen do not receive their own personal War Mount, but they do have access to a pack of special War Mounts that are dedicated to the Deliveryman Corps. They rely solely on Mega-Horses, Striders, and Tunnel Rats. The other War Mounts have proven to be too big to conceal or easy pickings for the Machine in the case of the aerial mounts. Every War Mount has been augmented with Stealth Fields.

Standard Equipment: Military fatigues, dress clothing, "peasant clothes" (wears these thick clothes when operating undercover in Retro-Villages, adds +15% to the Concealment Skill), survival knife, utility belt, first-aid kit, 1D6 Slap Patches, Face Wrap, Stealth Sheet, Second Skin, Portable Nutrient Tank,

Extractor, prosthetic makeup kit, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a War Mount augmented with a Stealth Field for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items.

Money: Has 2D6x100 credits in precious metals, relics or trade items, as well as 10D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: Your stealth skills rival those of Skinjobs, and your abilities concerning impersonation, concealment, and wilderness survival are unparalleled. Only the most heavily guarded N.E.X.U.S. installations are off limits to you, but you have no reason to go there anyway. You can slip past any robot patrol with ease, and you can flawlessly blend in with Retro-Villagers or Nex-Androids. Your job requires you to spend most of your time topside, so no one knows more about the surface world than you. You know every shortcut, every hiding spot, and you have a good understanding of the Machine's patrol routes. The messages you deliver help keep the humans of the world connected, and the knowledge you possess about the surface world is invaluable to the war effort.

The Downside: Your impressive skills do not lend themselves to fighting. The only way you can accomplish your mission is to avoid combat at all costs. The Machine can call in a nearly infinite supply of reinforcements in an instant, but the same cannot be said for you. Most of the time, you are completely on your own. In fact, you are likely to go months without ever seeing another human being. This isolation is why you have one of the toughest jobs in the Resistance.

Experience Table: Same as the Skinjob.

Deliveryman Bio-Equipment

Stealth Sheet

This large sheet of tissue is a simplified version of the symbiotic organism used to create Skinjobs. It is not nearly as versatile or durable as the real thing, but it does provide a fully-functional Stealth Field for anyone who wears it. The field makes the wearer nearly invisible to all forms of visual detection, but it is incredibly unpleasant to use. The Stealth Sheet wraps around the wearer so tightly that it completely immobilizes him. He cannot speak or see and can barely hear. The sheet allows air to pass through it (the organism even filters out toxins) so the wearer can breathe normally, but it still feels like the sheet is smothering the life out of him. If this were not bad enough, once the Stealth Sheet wraps around the wearer, he is completely unable to remove it himself. Removing the sheet is a simple matter of stroking a nerve cluster on the outside of the living blanket, but it is impossible for the wearer to reach it. This is what limits the widespread use of the Stealth Sheet. Note: A person with a P.S. of 24 or above or a Robotic/Splicer P.S. of 15 or above can break free of the sheet by tearing it open (this kills the Stealth Sheet).

When not in use, the organism needs to be stored in a special nutrient-rich fluid. The organism can live indefinitely as long as it is completely immersed. Once removed from its storage tank, the Stealth Sheet will only live for 1D4+1 hours before it starves to death. Splashing a gallon (3.8 liters) of the nutrient-rich liquid on

the organism will temporarily satiate it, which extends the time it can exist out of the tank by 30 minutes, but the act of doing so is likely to attract attention and negate the effectiveness of the Stealth Field. When the sheet is nearing the end of its life (only 15 minutes left before it starves), it will no longer be able to engage a Stealth Field. At this point, the Stealth Sheet is so weak it can no longer hold onto the wearer (it is just loosely draped over the person). As long as the organism is put back in its nutrient tank before it completely starves, it will be completely revitalized within 3D6 hours.

M.D.C. of the Device: 5D4

Trade Value: 30,000 credits.

Second Skin

This odd looking bag of skin is actually a living organism capable of perfectly mimicking the facial features of any human or human-like android that it comes in contact with. When the Second Skin is placed over the head of a human or Nex-Android, it analyzes every minute detail of the target's face, head, and hair. The scanning process only takes one melee round (15 seconds), but unwilling subjects will likely fight back with all their might which delays the process by 1D4 melees. The easiest way to scan unwilling humans is to incapacitate or knock them out beforehand. Nex-Androids are even more difficult to scan. The organic mask will trigger a Nanoplague Response if it is used on a deactivated android. The nanites do not respond if they receive a signal from a functional N.E.X.U.S. drone, but unfortunately, this presents another problem. As long as the drone is functional, it can call in reinforcements. Splicers that plan to impersonate a Nex-Android usually take along an Electro-Pulse Gun to incapacitate the drone without destroying it.

Once the organism finishes its scan and is removed from the target, the skin immediately begins to grow perfect replicas of the target's facial features, ears, hair, and skin color. The Second Skin even forms transparent lenses to match the target's eye color. The growth process only takes 1D4 melee rounds to complete. Once the living mask finishes growing, it must be turned inside out before it can be used. The wearer slips the mask over his head, and the organism merges with his face to form the ultimate disguise. It will pass even the closest scrutiny unless the face beneath was larger than the one being copied. In this case the head seems a little larger than usual, but it will still fool most people at a glance. Of course, the rest of the body is unaltered, so the absence of familiar scars, tattoos, or other distinguishing marks as well as any possible difference in skin color between the face and body, could give away the deception.

When not in use, the Second Skin must be suspended in a special nutrient-rich liquid. The organism can live indefinitely as long as it is completely immersed. Once it is removed from its storage tank, the Second Skin will only live for 1D4+1 hours before it starves to death. Splashing a cup of the nutrient-rich liquid on the organism will temporarily satiate it, which extends the time it can exist out of the tank by 30 minutes, but doing so is a dead giveaway that he or she is wearing a Second Skin (it is best to do this in private). When the living mask is nearing the end of its life (only 15 minutes left before it starves), the tight bond with the skin underneath will begin to weaken. At first, odd bubbles and wrinkles will form all across the false face, but after 1D6+2 minutes, the bond completely fails and the mask just hangs loose and unnaturally, partially exposing the real face beneath. As long

as the organism is put back in its nutrient tank before it completely starves, it will be completely revitalized within 2D4 hours.

M.D.C. of the Device: 2D4

Duration of the False Face: The copied face can only be maintained as long as the living mask is worn. Once it is removed, all of the copied facial features vanish, and the Second Skin is ready to copy a new subject.

Trade Value: 45,000 credits.

Extractor

All Bio-Tech weapons and equipment must be submerged in a special nutrient-rich fluid every few days in order to replenish them. While this liquid is plentiful within the underground havens, it does not exist naturally anywhere on the surface. Deliverymen and other Splicers that spend weeks or months in the field need to carry around a Bio-Tech creature known as the Extractor in order to feed their equipment. Its sole purpose is to create the liquid for the nutrient bath. This softball-sized organism looks like a partially armored octopus with an enormous mouth that accounts for nearly half of its size. The Extractor devours a mixture of animal tissue, vegetation, and raw minerals and processes it into the fluid. It takes two pounds of matter to make one ounce of fluid. The rest is used to sustain the Extractor or is passed as hard pellets like the rounds used in casting weapons. The Extractor clings to the side of a special glass tank that operatives carry in the field. The tentacle that excretes the nutrient fluid is placed inside the tank and all other waste falls into a bag on the side (operatives want to make sure they do not leave a trail). An Extractor makes Splicers completely self-sufficient. An operative can sustain his equipment for years at a time without ever having to return home. Unfortunately, Extractors only live for 1D4+2 years, so eventually the operative needs to return home to get another one.

M.D.C. of the Device: 4D4+10.

Trade Value: 35,000 credits.

Bombardier O.C.C.

The Mantis Support Cannons were first created to guard the entrances to the Underground Havens, but many Warlords quickly realized that these massive walking guns could also be utilized as mobile artillery pieces in the field. The problem was that these simple-minded creatures had a tendency to unload their entire payload at the first robot they saw unless properly supervised. Since they were technically War Mounts, the job of leading them into battle first fell to the Outriders. Unfortunately, the Outriders deemed this as a less than glorious assignment for two major reasons. First of all, these warriors were used to fighting up close and personal with the Machine, and Mantis Cannons typically provided artillery support from a distance. The Outriders saw escort duty as a complete waste of their fighting skills, training, and courage. Second, the Mantis Cannons were not built to support the weight of a rider, so the Outriders had to escort them on foot, which is a place where they feel very uncomfortable. Their power comes from the War Mounts they ride, and these stripped-down Mounts did not provide them with the sheer level of power they had grown accustomed to. Sure, they could obliterate a Battle Track in a few shots, but that's about all they could

do. They did not possess the strength, speed, and versatility of other War Mounts. Mantis Cannon escort duty was seen as a punishment and an insult. Great Houses across the planet quickly created a new division of Splicers known as Bombardiers to relieve the Outriders of this burden and restore morale within their ranks.

They act as the eyes, ears, and brains of these mobile artillery units, known as Fire Teams. Each unit is issued as few as one or as many as five Mantis Support Cannons. The firepower possessed by one of these larger teams is incredible, but it takes a veteran Bombardier to keep this many cannons focused and on task. Mantis Cannons are incredibly simpleminded, and they need continuous and often very literal commands in order to use them effectively. This requires a great deal of concentration and multi-tasking skills on the part of the Bombardier. Not only do they need to issue commands to their Mantis Cannons, but they also need to communicate with other Splicers teams to determine bombardment coordinates, act as spotters for other possible targets of opportunity, and cover the backs of the Mantis Cannons from any encircling enemies. They need to know everything that is going on around them at all times. Their heavy Chitinous armor is enhanced with an extra pair of eyes in the back of the head to give them a full view of their surroundings, plus most Bombardiers will further enhance their armor with radar, eye stalks, motion sensors, and any other enhancements that can help them keep constant track of everything around them.

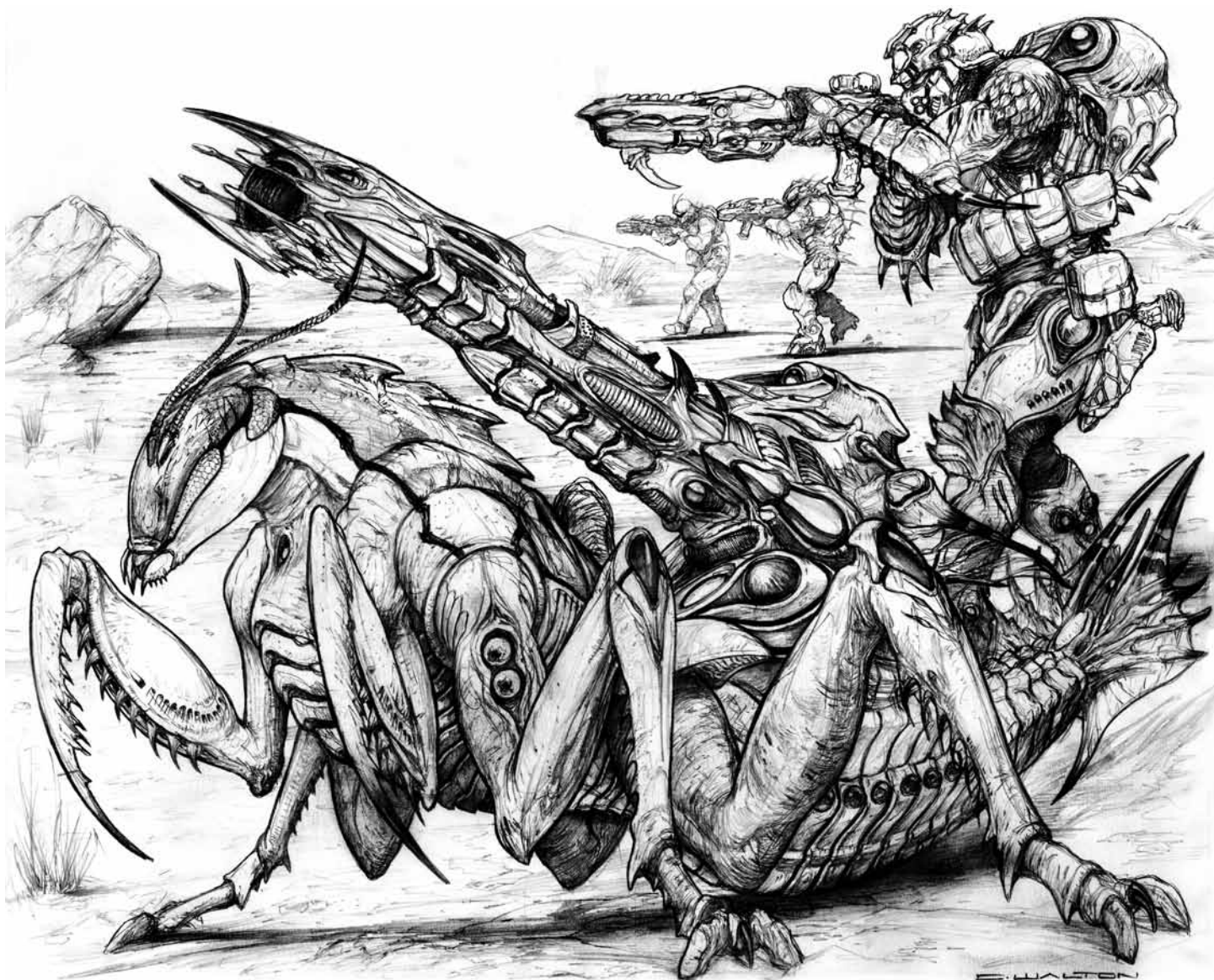
Mantis Cannons assigned to Fire Teams are enhanced with a special Bio-Comm (in addition to the standard Bio-Comm) that allows them to track and target the transmissions given off by Squealers. Splicers can use these experimental devices to mark targets for bombardment. Once a Squealer is activated, all Mantis Cannons within a 10 mile (16 km) radius are able to track this transmission to its source and can accurately target it even without line of sight. This allows them to fire over obstacles or from a concealed position without ever seeing the target. It helps the Fire Teams maintain a low profile in the field, plus not having to rely on line or sight gives them a much greater field of fire. Mantis Cannons have an innate desire to obliterate these Squealers once they hear the signal, but they will not fire until commanded to do so by their Bombardier.

Commanding their Mantis Cannons in the heat of battle may be nerve-wracking, but it is not half as bad as leading them into and out of the combat zone. The Machine owns the surface and her minions are everywhere. The ten foot (3 m) long Mantis Cannons were definitely not built for stealth, and trying to marshal several of them across the surface without being detected often seems like an impossible task. Most Bombardiers enhance their cannons with Chameleon Skin or Stealth Fields to make their job a little easier, but leading these lumbering behemoths through the field still requires a great deal of patience and skill. The Outriders may have considered this duty an insult, but the Resistance does not. Only the best candidates from Roughneck boot camp are chosen to become Bombardiers. It requires a keen tactical mind to lead these beasts into battle, and the sheer level of firepower at their command cannot be entrusted to just anyone.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q. 14, M.E. 13, and P.S. 14 or higher.

Attribute Bonuses: +1 to I.Q., +2 to M.E., +1D6 to P.S., +1D6 to P.E., and +2D6 to Spd.



O.C.C. Bonuses: +2 on initiative, +1 to strike, parry, and dodge, +2 to save vs insanity, and +5 to save vs Horror Factor, and the Bombardier has a slight Bio-Enhancement himself, the insertion of a small Bio-Comm unit inside his skull, enabling him to communicate with both human and War Mount operatives.

Base S.D.C.: 40, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+10%), Infantryman (+15%), Support Man (+25%), Reconnaissance/Scout (+15%), and Survivalist (+15%) or Outdoorsman (+10%).

Elective Skills: Select Bio-Comm (+20%) and six Elective Skills from the following list at first level, plus one additional skill at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any (+5%).

Espionage: Any.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any.

Rogue: Any.

Science: Any.

Technical: Any (+10%).

Transportation: Any.

Wilderness Survival: Any (+15%).

W.P.s: Any.

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Mantis Support Cannons: Each Bombardier begins with one Mantis Support Cannon and receives an additional one at levels 2, 5, 9, and 14. All Mantis Cannons assigned to Fire Teams are enhanced with the Ultra upgrade to provide them with enough munitions for the field, and they also receive a second, special Bio-Comm that can receive transmissions from Squealers. Each Mantis Cannon can be further Bio-Enhanced any way the character desires – he has $4D8+40$ Bio-E points available for each, plus another $1D10+20$ Bio-E points total per level of the character's experience to spend on one or more of his War Mounts for additional enhancements. Slain Mantis Cannons are replaced with the basic animal with $6D6$ Bio-E points for enhancements.

M.D.C. "Living" Body Armor: Bombardiers wear Chitinous Armor that is heavily modified with optical and sensory enhancements to better help them direct their Mantis Cannons.

They automatically receive an additional pair of Advanced Eyes on the back of their head, plus the character gets 5D6+20 Bio-E points for selections from Eyes and Vision Enhancements and Other Sensory Enhancements and an additional 1D4x10+10 Bio-E for selections from Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E).

Standard Equipment: Military fatigues, a suit of non-organic body armor for backup or disguise, dress clothing, survival knife, utility belt, first aid kit, 2 Slap Patches, 3 Squealers, Face Wrap, tinted goggles, hatchet for cutting wood, one light Bio-Weapon and two heavy Bio-Weapons of choice, and one weapon for each W.P. with appropriate ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items.

Handheld Weapon Bio-Enhancements: Bombardiers receive 8D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You potentially have more firepower at your fingertips than most platoons. The Mantis Cannons under your command can wipe out squads of Steel Troopers and bring down some of the mightiest robot minions. Your role is quickly becoming pivotal to the success of the Resistance. Your comrades count on your artillery support to ensure victory or to cover their backs during a retreat. You also have more flexibility than traditional artillery units. You work more like an artillery sniper than a fixed gun emplacement. Your team can unload a powerful salvo on the enemy's position and then displace before they can zero-in on your position.

The Downside: Your Fire Team is simply too powerful to be ignored. The devastation you unleash upon the enemy makes finding and eliminating you one of the Machine's top priorities. Once you make your presence known with a bombardment, N.E.X.U.S. will marshal hundreds of hunter/killers to your position to find you and obliterate you. Stealth is vital to your survival, but unfortunately, the simple-minded, lumbering War Mounts under your command make this rather difficult.

Experience Table: Same as the Packmaster.

Mantis Cannon

The Mantis Support Cannon was originally designed to guard the entranceways to the Underground Havens, but the loyal beasts have fulfilled their role so well that a special division of Splicers known as Bombardiers have been created to lead them into the field for direct combat with the Machine. This simplified War Mount is basically a walking cannon. The creature looks like a giant, eight foot (2.4 m) long praying mantis fused with a nine foot (2.7 m) long, chitinous cannon. The enormous barrel runs the entire length of the War Mount's back and protrudes two feet past its head. There are various types of high-powered can-

nons, but each Mantis War Mount can only be equipped with one. The armaments these beasts carry are larger than anything a Host Armor (or even most War Mounts) can support. In fact, some of the cannons have such tremendous recoil that the Mantis must drive its powerful scythe-like claws into the ground beforehand in order to lock it in place.

The Mantis is incredibly loyal and will follow almost any order given by a human to the letter. It will stand perfectly motionless at its post until it actually starves to death, and it will even sacrifice itself if ordered to do so. The only thing it will not do is attack a human being or other Bio-Tech creature unless ordered to do so by a Bombardier, Outrider or Packmaster.

The Mantis is capable of slowing down its metabolism in order to help it stand at its post for extended periods of time. While in this semi-hibernative state, it is still alert and aware of everything going on around it. When the Mantis does detect a threat, it is able to snap back to combat speed in an instant. In battle, they do not display any type of tactics or judgment. They just fire everything they have at the enemy until it is either destroyed or they run out of ammunition. Only the constant supervision of a Bombardier prevents Mantis Support Cannons from completely depleting their payloads in the first few minutes.

Class: Artillery Support Cannon and Sentry Guard.

Crew: None,

M.D.C. by Location:

Forelimbs (2) – 140 each

Legs (4) – 120 each

Main Cannon – 150

*Head – 115

*Main Body – 320

*Depleting the M.D.C. of the Head or Main Body kills the Support Cannon.

Speed:

Running: 50 mph (80 km) maximum. The act of running does tire out the War Mount. It can run at full speed for 20 hours before needing to rest for 2D4x10 minutes.

Leaping: 10 feet (3 m) high or across, increase by 50% with a short running start and double when running at full speed.

Digging: Not possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 5-6 feet (1.5 to 1.8 m) standing tall, but 3.5 feet (1.1 m) when it locks into firing position.

Width: 3.5 feet (1.1 m).

Length: 8 feet (2.4 m), 10 feet (3 m) including the barrel.

Weight: 1,200 lbs (540 kg).

Cargo: Can carry 200 lbs (90 kg) on its back or drag 600 lbs (270 kg) behind it.

Physical Strength: 1D6+20.

Production Cycle: 1 year gestation period plus 1 year growth cycle.

Operational Lifetime: 40 year life span.

Bio-Regeneration Rate: 4D6 per hour to the main body and 2D6 per hour to all other locations.

Horror Factor: 10.

Feeding: The Mantis Support Cannon is a Carnivore. It needs to eat 10-20 pounds (4.5 to 9 kg) of animal matter a day, and may

gorge on up to 80 (36 kg) pounds at one time. After gorging, the Mantis can go 2D4 days without feeding and without suffering any ill effects.

Color: The Mantis is bright green in color with yellow accents along the cannon and scythe-like forelimbs.

Sleep Requirements: To fulfill the Support Cannon's role of mobile sentry, it was designed so that it can operate at peak efficiency for 6 days without any need for sleep or rest. After that time, the Support Cannon must sleep for 3D6 hours to completely revitalize itself. Periodic one hour rest breaks every 10 hours allow the Support Cannon to operate at peak efficiency indefinitely.

Other Data:

A Mantis Support Cannon places loyalty towards humans over its own preservation. It will sit at its post until it starves to death unless someone tells it to go eat or brings it food. It will only attack a human if commanded to do so by an Outrider, Packmaster, or Bombardier.

Alignment: Anarchist. The Mantis has no personality and functions more like a living machine than a sentient being.

War Mount Attributes: I.Q. 1D4, M.E. 1D6+10, M.A. 2D4, P.S. 21-26, P.P. 1D4+10, P.E. 1D6+15, P.B. 1D4+1, Spd 50 mph (80 km) on the ground.

Number of Attacks per Melee: 4.

Combat Bonuses: +5 on initiative, +3 to strike in hand to hand combat, +4 to strike with ranged weapons, +3 to parry, +2 to dodge, +3 to roll with punch, +3 to pull punch, +2 to disarm, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Climb 85%/80%, Land Navigation 90%.

Combat Capabilities:

Bite: 2D4 M.D.

Restrained Claw Strike: 1D8 M.D.

Claw Strike: 4D8 M.D.

Power Claw Strike: 8D8 M.D., but counts as two attacks.

Kick: 4D6 M.D.

Leap Kick: 6D6 M.D., but counts as two attacks.

Body Block/Ram: 3D6 M.D.

Senses and Features: Standard for War Mounts plus:

- **Compound Eyes:** The Mantis Support Cannon has a 180 degree field of vision, which allows it to see over each shoulder without having to turn its head. The War Mount cannot be surprised by attacks from the sides or overhead.
- **Radar:** Maximum range is 6 miles (9.6 km) in open spaces.
- **Bio-Comm:** A standard Bio-Comm that allows the Mantis to alert nearby humans when the perimeter is under attack. Maximum range is 6 miles (9.6 km).

Bio-Weapon Systems:

1. Bio-Cannon Options: A Mantis Support Cannon can be equipped with any one of the following heavy cannons. Once selected, it cannot be changed. Some cannons require that the War Mount secures itself to the ground with its massive claws before firing. If the Mantis is not secure before firing these types of armaments, the recoil will knock the beast back 10 feet (3 m). This inflicts a penalty of -5 to strike on the initial shot, plus the Mantis loses initiative and one melee attack.

A. Casting Cannon: The cannon fires an enormous casting shell filled with a powerful explosive chemical. Mantis Cannons equipped with this weapon are generally used in the field since the enormous blast inflicts too much residual damage within the Underground Havens.

Primary Purpose: Assault.

Secondary Purpose: Bombardment.

Mega-Damage: 3D4x10+30 per shell with a blast radius of 30 feet (9 m).

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 10,000 feet (3,048 m).

Payload: 25 casting shells. The payload is completely replenished 2D10+10 minutes after a meal.

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

B. Acid Shell Cannon: The cannon fires an enormous casting shell filled with a powerful acid. The shell explodes on impact, and showers a 20-foot (6.1 m) radius with deadly corrosive liquid. Mantis Cannons equipped with this weapon often do operate within the Underground Havens, but they are mainly used in the field in order to take advantage of the cannon's superior range.

Primary Purpose: Assault.

Secondary Purpose: Bombardment.

Mega-Damage: Inflicts 4D8 per melee round to inorganic matter and only 1D4 S.D.C. damage to organic matter. The acid burns for 1D4+2 melees.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 10,000 feet (3,048 m).

Payload: 20 acid shells. The War Mount can produce one replacement shell every 2D6 minutes.

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

C. Gore Cannon: The cannon fires a combination of corrosive stomach acid coughed up from the digestive tract and Bio-Energy generated by the nervous system. Mantis Cannons equipped with this weapon are generally used in the field in order to take advantage of the cannon's superior range.

Primary Purpose: Assault.

Secondary Purpose: Bombardment.

Mega-Damage: 12D8.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 8,000 feet (2,438 m).

Payload: 30 blasts per full meal over a 24 hour period (double if the War Mount was allowed to gorge beforehand).

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

D. Omega Cannon: This is an enormous version of the Omega Blaster. The tremendous energy output required by this weapon means the Mantis needs to eat twice as often. It is only used outside the Underground Haven since its incredible destructive power is bound to cause massive collateral damage.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Mega-Damage: 3D8x10 with a blast radius of 10 feet (3 m).
Rate of Fire: 2 attacks per melee.
Maximum Effective Range: 6,000 feet (1,829 m).
Payload: Effectively unlimited.
Bonus: +2 to strike on an aimed shot only.

E. Acid Sprayer: The cannon can launch a 20 foot (6.1 m) wide spray of deadly organic acid up to 200 feet (61 m) away. Mantis Cannons armed with this weapon are the ones most often used in the Underground Havens.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Mega-Damage: Inflicts 4D8 per melee round to inorganic matter and only 2D4 S.D.C. damage to organic matter. The acid burns for 2D4 melees.
Rate of Fire: 4 attacks per melee.
Maximum Effective Range: 200 feet (61 m).
Payload: 25 spray attacks. The acid continuously regenerates at a rate of one spray every 1D6 minutes.
Bonus: +2 to strike on an aimed shot only.

F. Quill Storm Cannon: The enormous cannon barrel is actually a bundle of fifty smaller gun barrels. Each one of these narrow barrels is capable of firing one razor-sharp quill every second. When all fifty quill launchers fire in rapid succession, the weapon unleashes a nearly continuous stream of deadly spikes. This anti-infantry weapon will quickly mow down everything in its path, but it will also exhaust its payload just as quickly. This is another weapon primarily used within the Underground Havens because stray quills do little structural damage to the humans' homes. Not to mention, the payload is exhausted too quickly to be used effectively in massive engagements.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Mega-Damage: 3D4x10 to a 5-foot (1.5 m) area per burst of 100 quills, 5D4x10 to a 10-foot (3 m) area per burst of 200 quills, or 7D4x10 to a 20-foot (6.1 m) area per burst of 400 quills.
Rate of Fire: 4 attacks per melee.
Maximum Effective Range: 1,000 feet (305 m).
Payload: 2,000 quills. 400 quills are replenished every 4 hours.
Bonuses: +2 to strike.

2. Burning Vapor Sprayer: The Mantis has a chemical sprayer mounted on each side of the body and one on its back. When a robot gets too close or sneaks up behind the War Mount, it uses these glands to excrete a powerful corrosive cloud. The cloud stays in the air for 1D4+1 melee rounds before it dissipates.

Primary Purpose: Defense.
Secondary Purpose: Close Combat.
Mega-Damage: Inflicts 3D6 per melee round to inorganic matter for 1D4+1 melee rounds, but the cloud only inflicts 2D6 S.D.C. damage to organic matter.
Rate of Fire: 4 blasts per melee.
Effective Range: 20 feet (6.1 m).
Payload: 10 blasts per 24 hours.

Robots of Legion

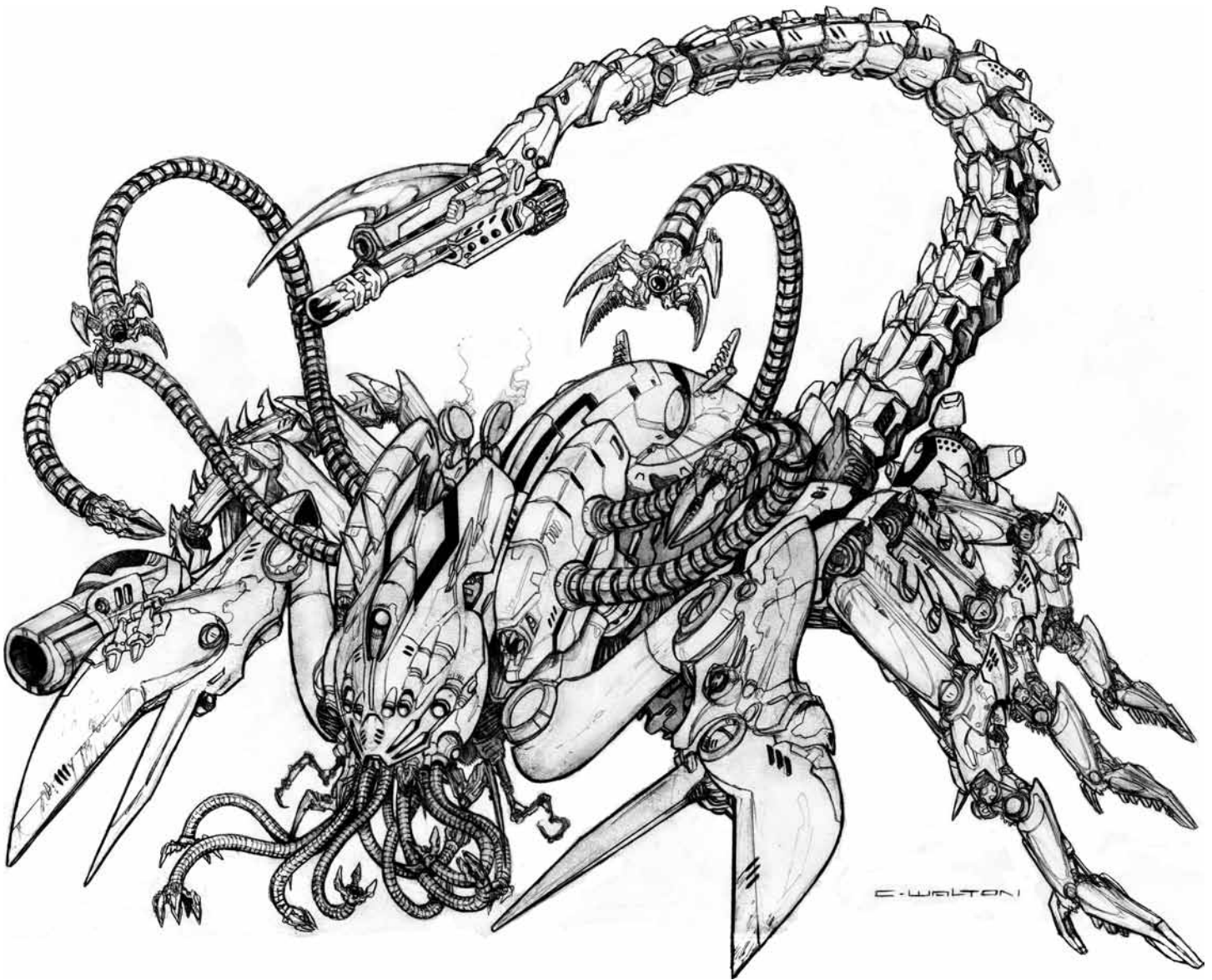
Collector

Legion's forces contain a large amount of captured N.E.X.U.S. robots, but one of the few robot designs that she builds from scratch is her favorite minion, the Collector. Legion has a fondness for arachnids, insects and other hive creatures, which is why she designed her own personal transport vessel, the Factory Walker, to look like an enormous centaur ant. However, she decided to model the Collector after the much deadlier arachnid, the scorpion. Legion gave her favorite creation the power to single-handedly tear apart a Battle Track and all the tools and technical programming required to build one. They serve many roles within her horde and they are well-equipped to handle them all. The Collectors are Legion's frontline warriors, mechanics, personal bodyguards, and as their name implies, they are the primary minion responsible for procuring "raw materials" for the Factory Walker. Since Legion's definition of raw materials also includes living beings and fully functional robots, she equipped her Collectors with several non-lethal armaments in addition to their lethal weapon systems.

The enormous, scorpion-like pincer arms look more like giant Vibro-Scissors than animal claws. As combat weapons, they are strong enough to cleave a Steel Trooper in half, but their primary purpose is to cut large armored hulls into easily transportable sections. In continuing with the scorpion theme, Legion equipped the Collector with a long tail that ends in a powerful "stinger" combination of a Vibro-Blade and a long-range laser cannon. Legion did not just add this tail for thematic purposes; it serves an important function. The laser cannon has its own targeting system and camera, which allows the Collector to completely conceal its main body behind cover or underground and still fire this weapon with complete accuracy. It gives the Collector a distinct tactical advantage during scouting or salvage operations when it may need to engage numerically superior forces. Of course, as Legion's influence spreads and her forces grow, the chances of a Collector being outnumbered are becoming far less likely.

What takes away from its scorpion appearance are the four powerful tentacles mounted on the sides of the body and the ten smaller tentacles mounted on its head. Each tentacle ends in a mechanical claw that is strong enough to crush a block of mega-steel but still precise enough to repair delicate circuitry. They are primarily used for maintenance operations and to capture living and robotic prey intact. Each tentacle is capable of delivering a powerful electrical discharge that is specially calibrated to inflict minimal damage while maximizing the disruptive effects on the target's circuitry or nervous system. The four larger tentacles were designed for use against robots and M.D.C. beings, while the smaller ones deliver a weaker discharge that is ideal for stunning unarmored humans and animals. Once the target is stunned, the Collector then cocoons it in super-strong carbon nanotube webbing. Each tentacle can extrude this webbing from the tip, and the Collector will usually use all its tentacles in conjunction to quickly incapacitate its prey.

Legion needs to grow her forces quickly, and in order to accomplish this, her Factory Walker must churn out a continuous



supply of robots, cyborgs, and munitions. While this enormous robot is capable of gathering a substantial amount of raw materials on its own, it cannot possibly harvest the sheer amount of captives and battlefield salvage that it requires without the help of its ever-growing force of Collectors. They constantly scour the land around the Factory Walker gathering raw materials and destroying anyone they deem to be too great a threat (in other words, anyone too strong to capture). When viewed from above, Legion and her force of Collectors resemble an ant colony with hundreds (soon to be thousands) of Collectors scurrying back and forth from the Factory Walker with their salvaged prizes in tow. Legion prefers to keep her forces spread fairly thin so that they can scout out a larger area for danger and for new sources of raw materials. The only time when she keeps her minions close is when a significant threat is nearby (like a massive Resistance or N.E.X.U.S. army).

Class: Salvage, Maintenance, and Assault Robot.

M.D.C. by Location:

- Legs (6) – 125 each
- Pincer Arms (2) – 150 each
- Particle Beam Cannons (2) – 100 each
- Large Tentacle Arms (4) – 90 each
- Small Tentacle Arms (10) – 60 each

- Tool Arms (4) – 30 each
- Scorpion Tail – 150
- Tail-Mounted Laser Cannon – 100
- Head – 250
- *Main Body – 350
- Force Field – 100

*Depleting the M.D.C. of the Main Body will completely destroy the robot.

Speed:

Running: Maximum speed is 100 mph (160 km).

Leaping: 10 feet (3 m) high over across, increase by 50% with a short running start and double when running at full speed. 100 feet (30.5 m) high or across from jet thruster assisted leaps.

Digging: 10 mph (16 km) through sand or dirt. 5 mph (8 km) through clay, rock or stone.

Swimming: Not possible.

Flying: The jet thrusters were designed for short hops, but they can sustain flight. Maximum speed is only 50 mph (80 km).

Maximum Altitude: Limited to about 500 feet (152 m).

Range Limitations: Technically, the thrusters have no limit, but the Collector will rarely fly for more than a few minutes at a time since the slow flight speed and maneuverability leaves it a sitting duck (-2 to dodge while flying).

Statistical Data:

Height: 12 feet (3.7 m).

Width: 15 feet (4.6 m).

Length: 20 feet (6.1 m) for the main body, plus an additional 25 feet (7.6 m) for the scorpion tail.

Weight: 3.5 tons when fully loaded.

Physical Strength: Robotic P.S. of 45.

Cargo: None. Salvage is carried on top of the robot, not inside.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 15

Senses and Features: Standard.

Number of Attacks per Melee: 6.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +5 on initiative, +5 to strike with ranged weapons, +7 to strike in hand to hand combat, +9 to parry, +4 to dodge, +5 to disarm, and +3 to roll with punch.

Penalties: The slow flight speed and poor maneuverability of the jet thrusters leaves the Collector open to attack (-2 to dodge).

Skills of Note: Standard.

Weapon Systems:

1. Particle Beam Cannons (2): Mounted on each pincer claw is a powerful short-range particle beam cannon. They are used to engage enemies that prove too difficult for capture, or anyone that attacks the Factory Walker.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 M.D. per single blast, 2D6x10 M.D. per dual blast (counts as one melee attack).

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

Effective Range: 1,000 feet (305 m).

Bonuses: +1 to strike.

Payload: Effectively unlimited.

2. Large Collection Tentacles (4): The Collector has over a dozen tentacles mounted along its body and on its head that it uses to capture and transport "raw materials" to the Factory Walker. These tentacles are similar in design to the collection tentacles mounted on the Walker, except they are not retractable. The four larger tentacles mounted along the body are mainly used against robotic targets and heavily armored Splicers. The ten smaller tentacles mounted on the head are generally reserved for unarmored humans and animals, plus they are also used for delicate procedures and repairs. Like the tentacles mounted on the Factory Walker, each one can deliver a powerful electric shock that can stun living prey or scramble the circuits of robotic targets. The voltage and amperage are specially calibrated to inflict minimal damage while maximizing the disruptive effects on the target's circuitry or nervous system. Each tentacle can also extrude incredibly strong, carbon nanotube webbing that can be used to cocoon particularly worrisome targets.

Primary Purpose: Collecting Raw Materials.

Secondary Purpose: Defense.

Mega-Damage: The electric shock inflicts 1D6 M.D. every melee round that it is applied. As long as the current is running through a robotic target, its circuits will be completely scrambled and it will be unable to move or defend itself in any way. The charge is only strong enough to affect robots weighing 300 pounds (135

kg) or less, but multiple tentacles can combine their attacks to affect larger targets. When used against Splicers and other M.D.C. beings, the Collector generally uses brief jolts of electricity to prevent permanent injury. Victims must make a roll to save vs stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge; and speed is reduced by 40%).

Once the target is stunned, the Collector will generally cocoon the victim in carbon nanotube webbing. The Collector generally employs 4 to 8 tentacles for this attack in order to cocoon the target as quickly as possible. One melee action is required to apply one 20-foot (6.1 m) length of webbing. The cocoon itself has 50 M.D.C., but victims with a robotic P.S. of 35 or higher can spend one melee round to break free of their bonds. The Walker can continue to apply webbing to reinforce the cocoon. Every additional 20 feet (6.1 m) of webbing increases the M.D.C. of the cocoon by 30 M.D.C. and increases the P.S. required to break free by 20.

Rate of Fire: Activating the electric shock counts as one melee attack (it does not require any melee attacks to maintain the shock, but that tentacle cannot be used for anything else). Applying 20 feet (6.1 m) of webbing counts as one melee attack.

Effective Range: The tentacles have a reach of 12 feet (3.7 m), and the nanotube webbing can be applied up to 5 feet (1.5 m) away.

Payload: The payload for the electrical blasts is effectively unlimited. The Collector contains a total of 100 feet (30.5 m) of nanotube webbing. All the tentacles are supplied from this single reserve.

3. Small Collection Tentacles (10): The small collection tentacles are specifically designed for use against unarmored humans and other S.D.C. creatures, but that does not mean they are useless against more powerful opponents. Each tentacle still possesses impressive strength, and when all ten of these limbs combine their power, they can tear apart nearly any foe.

Primary Purpose: Collecting Raw Materials.

Secondary Purpose: Defense.

Mega-Damage: The electric shock inflicts 2D6 S.D.C. plus the victim must make a roll to save vs stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge; and speed is reduced by 40 percent). The electric shock from these tentacles is not strong enough to stun M.D.C. creatures or robots. Once the target is stunned, the Collector will generally cocoon the victim in carbon nanotube webbing. The Collector generally employs 4 to 8 tentacles for this attack in order to cocoon the target as quickly as possible. One melee action is required to apply one 20-foot (6.1 m) length of webbing. The cocoon itself has 50 M.D.C., but victims with a robotic P.S. of 35 or higher can spend one melee round to break free of their bonds. The Walker can continue to apply webbing to reinforce the cocoon. Every additional 20 feet (6.1 m) of webbing increases the M.D.C. of the cocoon by 30 M.D.C. and increases the P.S. required to break free by 20.

Rate of Fire: Activating the electric shock counts as one melee attack (it does not require any melee attacks to maintain the shock, but that tentacle cannot be used for anything else). Applying 20 feet (6.1 m) of webbing counts as one melee attack.

Effective Range: The tentacles have a reach of 8 feet (2.4 m), and the nanotube webbing can be applied up to 5 feet (1.5 m) away.
Payload: Electrical blasts are effectively unlimited. The Collector contains a total of 100 feet (30.5 m) of nanotube webbing. All the tentacles are supplied from this single reserve.

4. Tail-Mounted Long-Range Laser Cannon: On the end of the scorpion tail is a powerful, long-range laser cannon. It possesses its own targeting system and camera, which allows the Collector to conceal its main body behind cover and still fire this weapon with perfect accuracy.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 6D6 M.D. per blast.

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

Effective Range: 4,000 feet (1,219 m).

Bonuses: +3 to strike.

Payload: Effectively unlimited.

5. Utility Arms (4): The four small arms mounted on the sides of the head are all-purpose utility arms. Each one contains a fusion torch, laser scalpel, and three small, extendable pincers that are used for manipulating microscopic circuits.

Primary Purpose: Repairs.

Secondary Purpose: Salvage.

Mega-Damage: 4D6 S.D.C., 1D6x10 S.D.C., 1D4 M.D., 1D6 M.D., 2D6 M.D., or 4D6 M.D. for the Fusion Torch. 1D6 M.D., 2D6 M.D., or 3D6 M.D. for the Laser Scalpel.

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

Effective Range: 50 feet (15.2 m) for the Laser Scalpel and 2 feet (0.6 m) for the Fusion Torch.

Payload: Effectively unlimited.

6. Pincer Claws (2): The pincers of the Collector look more like enormous scissors rather than animal claws. They are primarily used to cut large salvaged objects into transportable pieces, but they also make devastating close combat weapons. These massive Vibro-Blades can cut through an armored hull like paper.

Primary Purpose: Salvage.

Secondary Purpose: Assault.

Mega-Damage: 5D6 M.D. for a slice or stab attack or 1D6x10 M.D. for a scissor attack. Both pincers can engage the same target, but it counts as two melee attacks.

Effective Range: 8 feet long (2.4 m).

7. Hand to Hand Combat: Rather than use long-range weapons, the Collector can engage in hand to hand combat using its tentacles, legs, tail, and pincer arms.

Restrained Large Tentacle Strike: 1D4 M.D.

Large Tentacle Strike: 3D6 M.D.

Power Strike with Large Tentacle: 6D6 M.D., but counts as two attacks.

Crush Attack using Large Tentacles: 4D6 M.D., but must first entangle the target.

Tear Attack using Large Tentacles: 3D6 M.D.

Power Tear Attack using Multiple Large Tentacles: 1D4x10+20 M.D., but counts as three attacks.

Restrained Small Tentacle Strike: 5D6 S.D.C.

Small Tentacle Strike: 2D6 M.D.

Power Strike with Small Tentacle: 4D6 M.D., but counts as two attacks.

Crush Attack using Small Tentacles: 3D6 M.D., but must first entangle the target.

Tear Attack using Small Tentacles: 2D6 M.D.

Power Tear Attack using Multiple Small Tentacles: 2D4x10+20 M.D., but counts as four attacks.

Kick: 2D6 M.D.

Tail Whip: 3D6 M.D.

Stab with Tail Blade: 5D6 M.D.

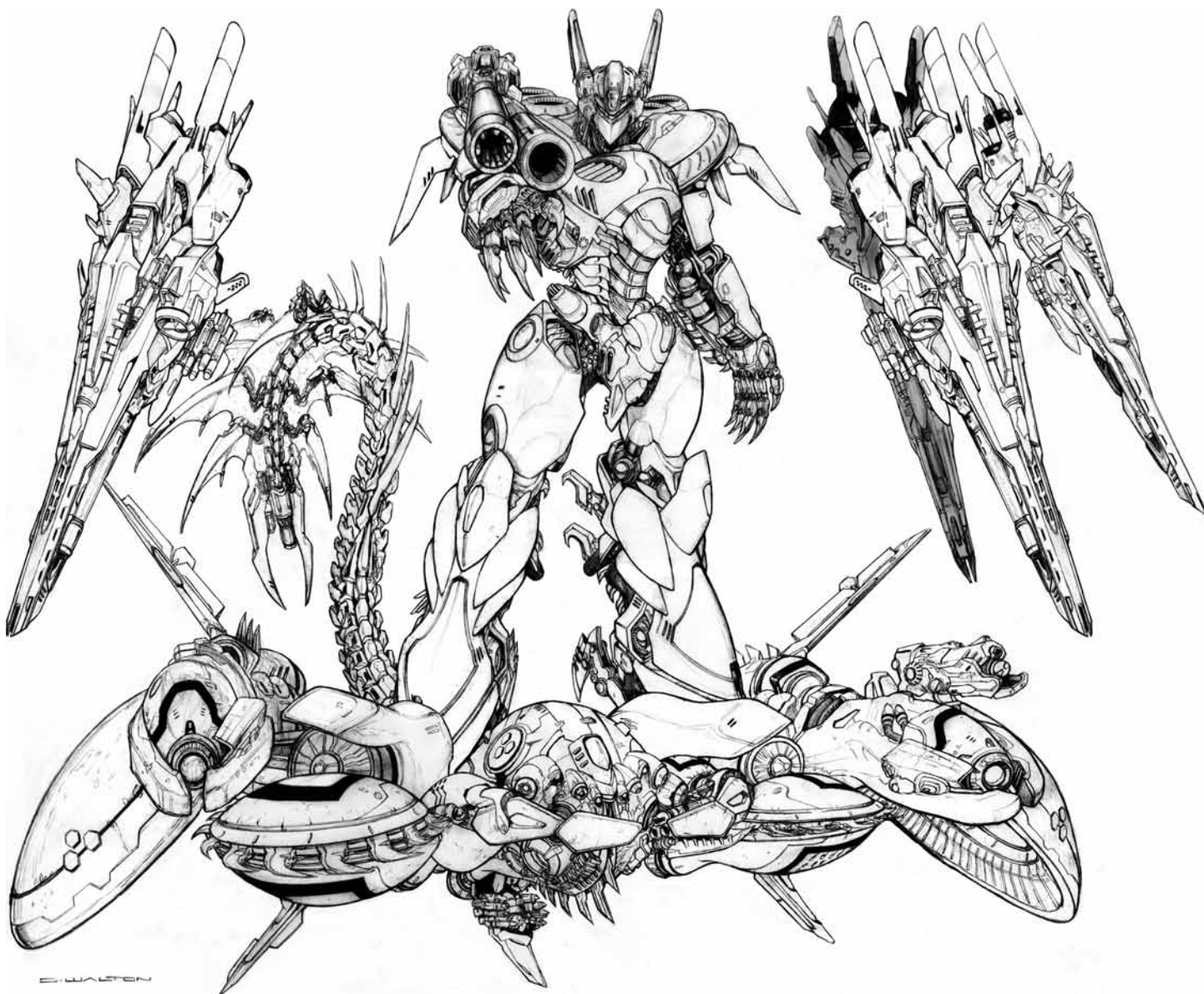
Body Block/Ram: 4D6 M.D., but counts as two attacks.

Legionnaire

When Legion first appeared, Great Houses in her Area of Influence sent teams of scouts to learn about this new threat. Most of these agents concluded that the Factory Walker was effectively the General of Legion's Army, the Legionnaires were the Captains, and the rest were basically the foot soldiers. It seemed like a fairly obvious conclusion since the Factory Walker was always at the center of this massive force and the Legionnaires were the ones marshaling Legion's forces across the battlefield. Of course, their conclusions were colored by a very conventional view of warfare and Legion's mind is far from conventional. Legion does not see her forces as an army, but rather she views every robot and cyborg within her army as a single cell of one massive cybernetic organism. From Legion's perspective, her Factory Walker is the brain and her Legionnaires are the nervous system that delivers her will to every corner of her body.

Every one of her creations is capable of relaying her consciousness to nearby allies, but the Legionnaires were designed to transmit this signal over a much greater distance. Legion relies on these heavy combat cyborgs to strategically position her forces about the battlefield. Their importance is obvious to any observer, but the few that have discovered their true purpose have also discovered Legion's greatest weakness. Destroying even one of these Legionnaires is often all it takes to cut Legion off from a large number of minions, which causes them all to deactivate immediately. Unlike other N.E.X.U.S. creations, Legion did not give her robots their own artificial intelligence programming. They either respond to her direct commands or they go dormant. If another minion comes into range, this link can easily be re-established, but until this can be done, opponents have a tremendous opportunity to cripple or destroy dozens, even hundreds, of incapacitated robots. Destroying the Legionnaires is an excellent way to quickly disable any attack force that has strayed too far from the Factory Walker.

Unfortunately, destroying a Legionnaire is no easy feat. Their ability to absorb damage is almost as impressive as their ability to dish it out. When Legion was first looking through the vast databanks of N.E.X.U.S. for possible Legionnaire designs, she stumbled across something interesting. She discovered generations ago, that humans actually augmented their own bodies with Machine technology. Some changes were minor like replacing a lost limb with a realistic prosthetic or replacing an eye with some kind of advanced implant, but she also discovered designs for full conversion cyborgs. Legion was impressed by the sheer power of these creations. These cyborg frames were as strong or stronger than any of the robots that N.E.X.U.S. uses today, but they were also wrapped in an additional layer of heavy armor that made them walking tanks. She took one of her favorite cyborg discoveries and modified it slightly to create the Legionnaire. Instead of making the armor removable, she integrated it into the



cyborg frame. She then armed this powerful chassis with a guided mortar launcher on its back, a heavy double-barreled particle beam cannon on its right arm, and an experimental new, high-tech chainsaw on its left arm she calls a banshee blade. These weapons make the Legionnaire a match for most opponents, but it is the series of companion drones she linked to her creation that makes it so deadly.

Legion did not just look to the past when designing her combat cyborgs. She watched the Resistance intently to see how such a numerically inferior force could put up such a fight. She liked how certain Splicers like the Packmasters, Bombardiers, and Swarm Lords may have been single warriors, but their strength came from how they acted in perfect unison with the creatures they commanded. Legion loves the concept of unity and wanted to replicate this same strength in her Legionnaires. Since these heavy cyborgs cannot fly under their own power, she equipped each one with a robotic wing board. This is more than just a vehicle. The wing board is a heavily armed combat drone that not only gives the Legionnaire tremendous firepower when the two are connected, but it can also go off on its own to track down and attack targets. Additionally, the four-pronged backpack on the Legionnaire that looks like a jetpack or some kind of ornate me-

tallic cape can actually break apart into four separate gun drones. The wing board and gun drones are all directed by the Legionnaire, and since Legion is the one that ultimately commands them all, directing all these drones does not distract the Legionnaire or divide its focus in any way. Each gun drone is equipped with a powerful laser cannon and mini-missiles that it can use to engage enemies directly, or it can "lase" targets so they can be bombarded by the Legionnaire's guided mortars. This allows the Legionnaire to soar up into the skies on its wing board, and then send in a gun drone to paint targets so they can be safely bombarded from miles away. These drones can also be used to further expand Legion's signal to other robots, but the Legionnaire is still the key. Destroying the cyborg causes all the drones and any other minions within a 10-mile (16 km) radius to go dormant.

Class: Heavy Combat Cyborg.

M.D.C. by Location:

- Legs (2) – 225 each
- Arms (2) – 175 each
- Feet (2) – 200 each
- Hands (2) – 100 each
- Particle Beam Cannon (1) – 180
- Mortar Launcher – 250

*Head – 200

**Main Body – 720

Force Field – 100

* Depleting the M.D.C. of the head will kill the cyborg instantly.

** Depleting the M.D.C. of the main body will destroy the artificial body, but emergency systems will keep the organic components alive for 36 hours. Legion considers the recovery of these components a high priority and will send swarms of Collectors to rescue them and return them to the Factory Walker. However, inflicting massive amounts of damage (125 points below zero) will completely destroy the cyborg with no hope of recovery.

Speed:

Running: Maximum speed is 70 mph (112 km).

Leaping: 20 feet (6.1 m) high or across, increase by 50% with a short running start and double when running at full speed.

Digging: 10 mph (16 km) through sand or dirt, but half as fast through clay, rock or stone. It takes 2D4 melee rounds for it to dig down deep enough to conceal itself.

Swimming: Not possible.

Flying: None on its own. When riding its wing board, the Legionnaire can fly at a maximum speed of 350 mph (560 km), but cruising speed is considered to be 75-100 mph (120 to 160 km).

Maximum Altitude: Limited to about 2,000 feet (610 m).

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

Statistical Data:

Height: 10 feet (3 m).

Width: 4.5 feet (1.4 m).

Length: 4 feet (1.2 m).

Weight: 1.2 tons.

Physical Strength: Robotic P.S. of 45.

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 15.

Senses and Features: Standard.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 9 for the Legionnaire on its own. When the 'Borg, Gun Drones, and Wing Board are all operating in unison, the Legionnaire has a total of 25 attacks per melee round.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +8 on initiative, +6 to strike with ranged weapons, +5 to strike in hand to hand combat, +6 to parry, +6 to dodge, and +3 to roll with punch.

Penalties: The heavy armor limits the 'Borg's maximum speed and mobility and makes prowling impossible. These penalties have already been factored into the Legionnaire's speed and bonuses to strike, parry, dodge, and roll with impact.

Skills of Note: Standard

Weapon Systems:

1. Double-Barreled Particle Beam Cannon: Mounted on the right arm is a powerful, short-range particle beam cannon. The Legionnaire relies on this weapon when operating on its own, but it prefers to use the wing board's mounted armaments and its pack of gun drones.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 M.D. per single blast, 2D6x10 M.D. per dual blast (counts as one melee attack).

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

Effective Range: 1,000 feet (305 m).

Bonuses: +1 to strike.

Payload: Effectively unlimited.

2. Banshee Blade: Mounted on the left forearm of the Legionnaire is an experimental new, high-tech chainsaw that Legion calls a Banshee Blade. Instead of using a conventional motor to accelerate the bladed chain, it uses the same electromagnetic mechanism found in rail guns to spin the blade at hypersonic speeds. It inflicts tremendous damage, but it releases a loud, high-pitched whine when activated so it is not an ideal weapon when stealth is required.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10+10 M.D. per attack.

3. Laser-Guided Mortar Launcher: Mounted on the back of the Legionnaire is a four-barreled mortar launcher that is capable of firing off salvos of special explosive rounds. These can be fired off as "dumb" projectiles or the Legionnaire can use its gun drones to mark targets with a special tracking laser. The mortar rounds can then home in on the painted target from up to two miles away. Each launcher fires in succession and then quickly reloads, which allows the Legionnaire to fire off pretty sizeable barrages.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 4D6 M.D. with a blast radius of 10 feet (3 m).

Rate of Fire: The launcher can fire off volleys of 1, 2, 4, 8, 16, or 24.

Effective Range: 2 miles (3.2 km).

Bonuses: +1 to strike when fired normally, +5 to strike when locked onto a lased target.

Payload: 36 mortar rounds.

4. Hand to Hand Combat: Rather than use long-range weapons, the Legionnaire can engage in hand to hand combat.

Restrained Punch: 1D6 M.D.

Punch: 3D6 M.D.

Power Punch: 8D6 M.D., but counts as two attacks.

Vibro-Claw Strike: 4D6 M.D.

Kick: 5D6 M.D.

Leap Kick: 8D6 M.D., but counts as two attacks.

Body Block/Ram: 4D6 M.D., but counts as two attacks.

Wing Board:

The stingray-like wing board is one of Legion's own designs. She originally designed it to be a lone hunter/killer, but she thought it was so versatile up close and at range that she wanted to tie it to one of her favorite creations, the Legionnaire. It is not the fastest flyer on the planet, but it is capable of making extremely quick cuts and course corrections which makes it incredibly maneuverable and tough to deal with in combat. For ranged attacks, the wing board is equipped with two long-range laser cannons and a decent sized complement of mini-missiles in three concealed launchers that the Legionnaire can use to soften targets from afar before swooping down into close range. The wing board is lined with Banshee Blades that can inflict tremen-

dous damage during high-speed strafes or rams or it can slash or impale targets with the enormous Vibro-Blades on its tail. These articulated blades can slice together like scissors, but more often they are used to impale a victim while closed and then pop open inside the target to lock him in place. Once secured, the Legionnaire can drag the poor victim along the ground or into objects, or simply soar up into the sky and then release him thousands of feet in the air. Legionnaires are incredibly powerful long-range combatants, and they do not even need to engage in close quarters combat to devastate their foes. The fact that Legion uses these types of brutal tactics really demonstrates her sadistic side.

M.D.C. by Location: Laser Cannons (2): 80, Tail: 100, Main Body: 350.

Statistical Data: Height: 4 feet (1.2 m), Width: 12 feet (3.6 m) wide, Length: 8 feet (2.4 m) long with a 12 foot tail (3.6 m). Weight: 1,200 pounds (540 kg), Cargo: None other than the Legionnaire but can carry up to two Legionnaires (2.4 tons).

Speed: Running, Leaping & Digging: Not possible, Swimming: Thrusters allow 40 mph (64 km/34 knots). Depth Tolerance: 1,000 feet (305 m). Flying: Maximum speed of 350 mph (560 km), but cruising speed is considered to be 80-100 mph (128 km to 160 km). Maximum Altitude: 2,000 feet (610 m).

Attacks per Melee: 4 attacks for the wing board. When linked to the Legionnaire, add the attacks per melee round for the cyborg and the wing board together (13 total).

Bonuses: +6 on initiative, +4 to strike, +3 to parry, +6 to automatic dodge, and +4 to pull punch. When linked to the Legionnaire, these bonuses are added to the bonuses of the Legionnaire.

Weapon Systems:

1. Laser Cannons (2): Mega-Damage: 6D6 M.D. per single blast, 12D6 M.D. per dual blast. Range: 5,000 feet (1,524 m). Rate of Fire: Each single blast or dual blast counts as one attack per melee round. Payload: Effectively unlimited. Bonuses: +3 to strike.

2. Mini-Missile Launchers (3): Mega-Damage: 1D6x10 M.D. with a 15 foot (4.6 m) blast radius for plasma, 5D6 M.D. with a 20 foot (6.1 m) blast radius for fragmentation. Range: One mile (1.6 km). Rate of Fire: Volleys of 1, 2, 4, 8, or 16. Payload: 8 mini-missiles per launcher (24 total), typically carries a complement of 16 plasma mini-missiles and 8 fragmentation mini-missiles.

3. Banshee Blades (3): One blade is mounted on each of the front corners and one is mounted on the belly. Typically, only one can hit a target during a strafing run, but two generally hit during a ram. If the target is run over during a ram, then the third blade will often hit as well. Mega-Damage: 1D6x10 M.D. from a strafe attack, 1D8x10+20 M.D. from a ram plus there is a 01-60% likelihood of knocking an opponent as large as 20 feet (6.1 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks plus the belly-mounted blade inflicts an additional 1D6x10 M.D. A ram counts as two attacks.

4. Tail-Mounted Vibro-Blades: Mega-Damage: 5D6 M.D. from a slash, 1D6x10 M.D. from a scissor strike. In order to impale a target and then lock him in place by opening the scissors, the Legionnaire must first announce its intention to do so and then roll a natural 18, 19, or 20. The initial strike inflicts 1D4x10 M.D., but the Legionnaire now has the opportunity to inflict much more damage. Dragging the victim along the ground inflicts an additional 3D8 M.D. per melee round. Slamming the victim into objects at high speed inflicts 4D10+24 M.D. per col-

lision but counts as three attacks per melee round. Releasing the victim high up in the air inflicts 1D8 M.D. for every 100 feet (30.5 m) of the fall.

Gun Drones (4):

The strange looking jet pack on the back of the Legionnaire is actually four separate robot drones that can break off and hunt down prey on their own. This makes the Legionnaire an incredibly versatile combatant. Each Gun Drone can circle around to flank the target and attack with its mounted weapons or paint the opponent with a special targeting laser so it can be bombarded by the Legionnaire's guided mortars. Each Gun Drone can only travel a maximum of one mile (1.6 km) away from the Legionnaire.

M.D.C.: Main Body: 150.

Size: 7 feet (2.1 m) long, 240 pounds (108 kg).

Speed: Maximum speed of 200 mph (320 km), but cruising speed is considered to be 50-80 mph (80 km to 128 km). Maximum altitude is only 3,000 feet (914 m).

Attacks per Melee: 3 attacks for each Gun Drone.

Bonuses: +2 on initiative, +3 to strike, and +5 to dodge. These bonuses only apply to the Gun Drone, they are not added to the Legionnaire whether the drones are linked or not.

Weapon Systems:

1. Laser Cannons: Mega-Damage: 4D6 M.D. per single blast. Range: 3,000 feet (914 m). Rate of Fire: Each single blast counts as one attack per melee round. Payload: Effectively unlimited. Bonuses: +3 to strike.

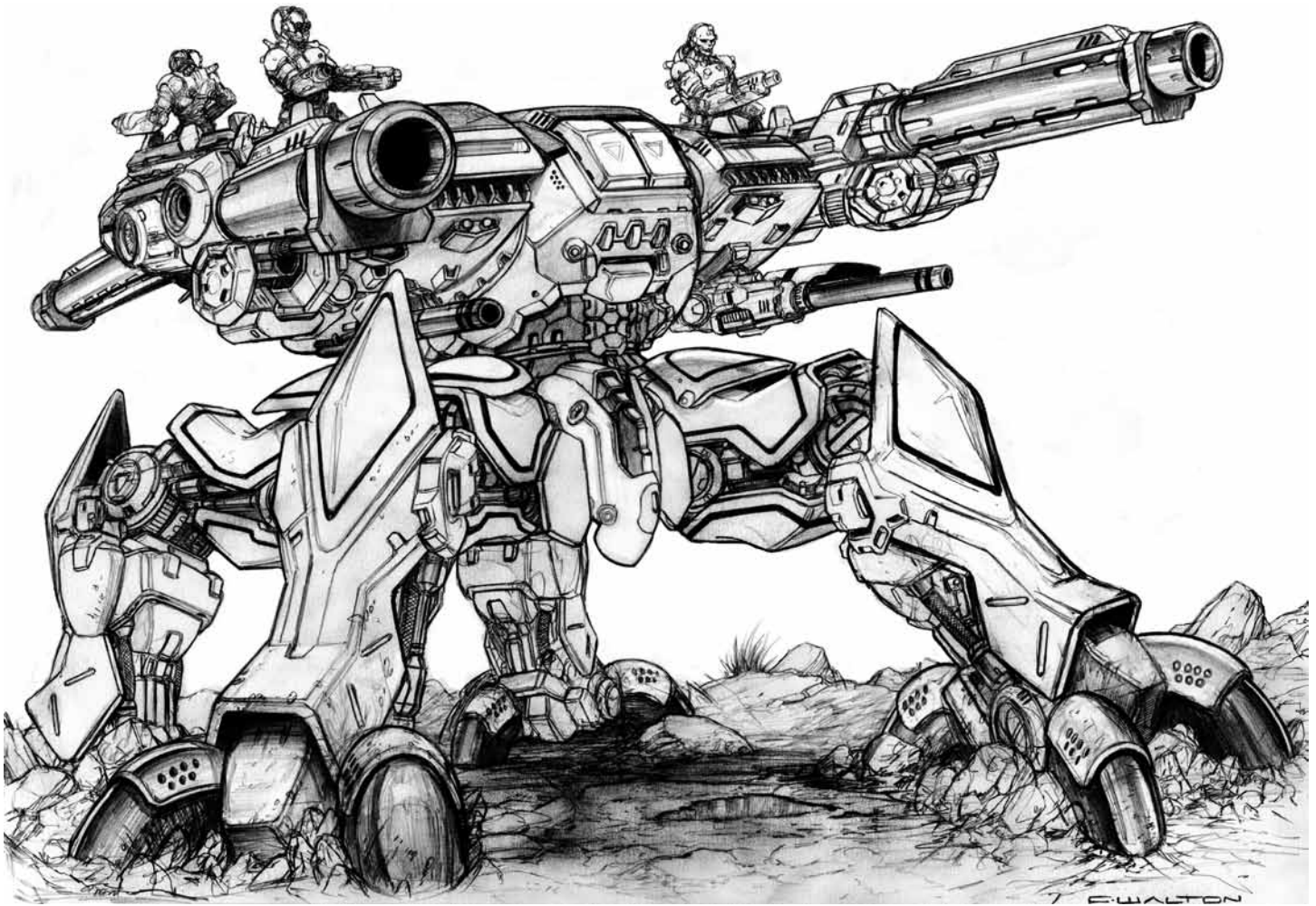
2. Targeting Laser: While it inflicts no damage, it can be used to track and mark a target for bombardment from up to 5000 feet (1,524 m) away.

3. Mini-Missile Launchers (2): Mega-Damage: 1D6x10 M.D. with a 15 foot (4.6 m) blast radius. Range: About a mile (1.6 km). Rate of Fire: volleys of 1, 2, 4, or 8. Payload: 4 mini-missiles per launcher (8 total).

Fusion Cyborg

The Fusion 'Borg serves as an excellent reminder of just how horrifying Legion's vision of unity truly is. She may speak of bringing humans and Machines together into perfect harmony, but ultimately, she sees them both as little more than spare parts to be used and fused together in whatever way she sees fit. This belief is exemplified in the Fusion 'Borg. This "borg" is really just a heavy assault robot that Legion merged with three unfortunate human victims. Each person was cut in half and their torsos were mounted to the top of the 'Borg to serve as the targeting computers for each of the main laser cannons. The cannons are linked to each Gunner's visor, so the cannon follows wherever the Gunner looks. The forearms of each Gunner were also removed and replaced with a plasma cannon and an ion cannon. This enables the Gunners to engage targets that have crossed outside of their cannon's field of fire, plus they can defend the Fusion 'Borg from any hostiles that attempt to climb on its back.

It is an effective design, but Legion could have achieved this effect just as easily without butchering humans. Most people suspect she took this ghastly approach for a reason. Perhaps it was done to announce to the world what her vision of unity truly meant. Perhaps it was just the easiest route. Whatever the motiva-



tion, she did succeed in instilling a sense of terror and anger into her human adversaries. Splicers absolutely hate Fusion 'Borgs and will try to take them down whenever possible in order to free the tortured souls merged to the hull. Unfortunately, their good intentions often get them into trouble. Fusion 'Borgs are incredibly powerful opponents, and many strike teams that have tried to take one down have learned the hard way what a difficult proposition that can be.

Fusion 'Borgs were built for heavy assault. They are sometimes sent out on their own to dispatch small squads or isolated targets, but they are typically attached to larger assault forces. Their job is to take down the heaviest hitters like Battle Tracks, Assault Slayers, and War Mounts, and then mop up the foot soldiers once these threats have been cleared. Similar to some of Legion's other cyborg creations, the Fusion 'Borg was fitted with an advanced antenna so that it can travel farther away from the main army without losing connection with Legion's signal. It can travel up to 10 miles (16 km) away from another Legion minion, but it can only broadcast the signal the standard 500 feet (152.4 m).

Class: Heavy Assault Cyborg.

M.D.C. by Location:

- Legs (4) – 350 each
- Feet (4) – 240 each
- High-Powered Laser Cannons (3) – 360 each
- Forward Mounted Rail Guns (2) – 250 each
- Mini-Missile Launchers (2) – 200 each
- Gunners (3) – 180 each
- *Main Body – 810

Force Field – 200

* Depleting the M.D.C. of the main body will destroy the artificial body, but emergency systems will keep the organic components (the Gunners) alive for 36 hours. Legion considers the recovery of these components a high priority and will send swarms of Collectors to rescue them and return them to the Factory Walker. However, inflicting massive amounts of damage to the main body (250 points below zero) will completely destroy all the Gunners with no hope of recovery, or the Gunners can be finished off directly.

Speed:

Running: Maximum speed is 120 mph (192 km).

Leaping: 20 feet (6.1 m) high or across, increase by 50% with a short running start and double when running at full speed.

Digging: Not possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 22 feet (6.7 m).

Width: 19 feet (5.7 m).

Length: 18 feet (5.4 m).

Weight: 15 tons.

Physical Strength: Robotic P.S. of 50.

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 16.

Senses and Features: Standard.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 15 total, (6 for the Fusion 'Borg and 3 for each of the Gunners).

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +9 on initiative, +8 to strike with ranged weapons, +3 to strike in hand to hand combat, +3 to parry, +6 to dodge, +3 to roll with punch, and +4 to pull punch.

Skills of Note: Standard.

Weapon Systems:

1. High-Powered Laser Cannons (3): On the sides and rear of the main body are three high-powered laser cannons. Each laser cannon is controlled by a cybernetic Gunner that is mounted to the robotic frame directly above it. The Gunners basically act as the independent targeting computers for each cannon. Wherever the Gunner looks, the cannon follows. Each cannon has a 200-degree firing arc; so all three guns provide a complete field of fire around the entire Fusion 'Borg.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 2D4x10 M.D. per blast. Multiple cannons can engage the same target, but each must roll to strike individually.

Rate of Fire: Each Gunner has 3 attacks per melee round, and each blast counts as one of the Gunner's attacks.

Effective Range: 6,000 feet (1,828 m).

Bonuses: +3 to strike.

Payload: Effectively unlimited.

2. Forward-Mounted Rail Guns (2): A pair of forward-facing rail guns are mounted to the underbelly of the 'Borg. These are controlled directly by the Fusion 'Borg.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 2D6x10 M.D. per single 50 round burst. 4D6x10 M.D. for a dual burst.

Rate of Fire: Each single or dual burst counts as one of the Fusion 'Borg's melee attacks.

Effective Range: 3000 feet (914 m).

Bonuses: +2 to strike.

Payload: 5,000 rounds total (100 bursts total).

3. Mini-Missile Launchers (2): Mounted on the front of the 'Borg are two concealed mini-missile launchers. These are also controlled directly by the Fusion 'Borg.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Any mini-missile can be used, but standard issue is plasma 1D6x10 M.D. with a blast radius of 15 feet (4.6 m).

Rate of Fire: The launchers can fire off volleys of 1, 2, 4, 8, or 12. Each volley counts as one of the Fusion 'Borg's melee attacks.

Effective Range: 1 mile (1.6 km).

Payload: 48 total, 24 per launcher.

4. Gunners (3): The most horrific components of the Fusion 'Borg are the three humans that have been cut in half and turned into living targeting computers. Each of the main laser cannons is linked to the visor of a Gunner. Wherever the Gunner looks, the cannon follows. In addition, the forearms of the Gunners were hacked off and replaced with an ion cannon and a plasma cannon. This lets the Gunners engage targets outside

of the main laser cannon's normal firing arc, and they can be used to repel enemies that attempt to crawl onto the back of the 'Borg.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 5D6 M.D. for the ion cannon, 1D4x10 M.D. per the plasma cannon. Both weapons can be fired at the same target, which inflicts 1D6x10+10 M.D.

Rate of Fire: Each Gunner has 3 attacks per melee round, and each single or dual blast counts as one of the Gunner's attacks.

Effective Range: 2000 feet (610 m) for the ion cannon, 1000 feet (305 m) for the plasma cannon.

Bonuses: +1 to strike when using their forearm mounted weapons, +3 to strike when using the main laser cannon.

Payload: Effectively unlimited.

5. Hand to Hand Combat: Rather than use long-range weapons, the Fusion 'Borg can engage in hand to hand combat.

Restrained Kick: 2D4 M.D.

Kick: 1D4x10+10 M.D.

Leap Kick: 2D4x10 M.D., but counts as two attacks.

Stomp: 4D6 M.D., but the stomp is only effective against objects 12 feet (3.6 m) or smaller.

Body Block/Ram: 5D8 M.D. and has a 01-75% likelihood of knocking an opponent as large as 30 feet (9 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. A ram counts as two attacks.

Factory Walker

(Game Master Note: The Factory Walker is only making a visual appearance within this episode and is not meant to be engaged in a combative encounter, as it would be pure suicide. We have decided to reveal just the write-up and visual descriptive stats for the Factory Walker. A complete description and combative stats will appear in a later episode!)

The Factory Walker

The Factory Walker is the single largest robot on the planet. Legion designed this enormous war machine to house her consciousness and act as the brains of her ever-expanding body (her vast army of minions). It is more than just a war machine; it is the key to her plans for conquest. This enormous spider-like juggernaut not only possesses twice the destructive power of a Land Dominator, but it also contains four state of the art manufacturing bays and a fully equipped medical center. The Factory Walker can convert raw materials, battlefield salvage, and living captives into combat-ready robots, cyborgs, Necroborgs, weapons, munitions, spare parts, and even swarms of nanobots at amazing speeds. It enables her forces to remain completely self-sufficient (and continuously growing) even without access to the Machine's Industrial Centers.

The Walker contains the schematics to every N.E.X.U.S. robot design. Each bay is large enough to build an Assault Slayer, and these ingeniously designed manufacturing centers can produce even the most complex automaton ten times faster than any Machine installation. Of course, Legion still finds it much more expedient and efficient to simply capture and reprogram existing robots rather than build new ones. She rarely constructs





N.E.X.U.S. designed robots and prefers to churn out her own personal designs. Unless the Walker's resources are needed elsewhere, Legion will generally dedicate at least two bays to producing a steady string of human and animal cyborgs or her favorite robot minions known as Collectors.

The Factory Walker may possess impressive offensive capabilities, but Legion chose its armaments more for their defensive applications. She knew from the moment the Walker took its first step, it would be under almost continuous assault by the Machine and the Resistance. Legion focused on area effect weapons like mini-missiles and Gatling guns since they are not only perfect for engaging large concentrations of enemies, but they are also great for shooting down incoming missiles and fast-moving enemy aircraft. In fact, the enormous mini-missile launchers mounted on the Walker's back are capable of throwing up such a tremendous volley of missiles that it is nearly impossible for anything to get through. This type of strategy is usually costly in terms of munitions, but the Factory Walker can replace spent rockets so quickly that this is rarely an issue. Its primary offensive weapons consist of a pair of powerful particle beam cannons mounted on the forward weapon arms. These stubby-barreled cannons may not have quite the range and power of the Land Dominator's main weapon, but each is still capable of liquidating a Battle Track in a few shots. Legion was willing to trade away the power of more massive cannons in favor of an increased field of fire. She never wanted to be deprived of her most powerful armaments if the enemy ever got too close (which was the main weakness she saw in the Land Dominator).

In addition to lethal armaments, the Walker also contains several non-lethal weapon systems that it uses to collect subjects (both living and robotic) so they can be converted into Legion controlled minions. There are four gas vents mounted along the sides of the Walker that allow it to blanket a 500-foot (152.4 m) radius with various types of toxic chemicals. Legion commonly uses knock-out gas or paralyzing compounds, but she will switch to Creeping Death nerve gas when she needs to flush out hidden opponents (or just to make a statement). Mounted around the "mouth" of the Walker are six retractable tentacles that can deliver a powerful electric shock to any target they ensnare. A quick shock can stun or disable any living target, but they can also disable robotic targets by delivering a continuous electrical discharge. The electrical current temporarily scrambles the robot's circuits while only inflicting minimal damage. The Walker then reels its disabled prey in towards the mouth where a battery of surgical lasers is used to "lobotomize" the robot so that it can be safely brought inside for reprogramming. Legion can also encase targets in super-strong carbon nanotube webbing. She generally does this as an extra precaution when she captures prototype robot designs that she is unfamiliar with or for times when her instincts warn her that a particular victim may be part of a trap.

Legion has designed one of the most sophisticated pieces of technology on the planet. Before exiting N.E.X.U.S., she stole hundreds of the most advanced designs she could find from the Machine's vast databanks, plus she invented some impressive new designs to serve her unique needs. Even Hecate marvels at many of the innovative features that Legion incorporated into her personal transport vessel. The Machine knows that destroying the Factory Walker is the key to stopping Legion, but several of the personalities are hoping to find a way to delete the Legion persona without damaging the Walker. Some wish to reverse-engineer this amazing piece of technology to unlock its secrets, while others

hope to follow in the footsteps of Legion and use it to unleash their own personal plans for global domination. Sometimes it is unclear if Legion's successes are a result of her tactical genius or just the Machine's divided mind sabotaging itself.

Class: Mobile Industrial Center and Heavy Assault Robot.

M.D.C. by Location:

Arms (2) – 500 each

Legs (6) – 1,500 each

Particle Beam Cannons (2) – 500 each

Frag Gatling Guns (4) – 250 each

Mini-Missile Launchers (8) – 300 each

Point Defense Lasers (10) – 75 each

Surgical Lasers (4) – 50 each

Collection Tentacles (6) – 350 each

Processing Bay Door – 900

Manufacturing Bay Door – 1,300

*Main Body – 4,300

Force Field – 2,000

* Depleting the M.D.C. of the Main Body will completely destroy the robot.

Speed:

Running: Maximum speed is 60 mph (96 km), but normal cruising speed is 45 mph (72 km).

Digging: Not possible.

Leaping: Not Possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 90 feet (27 m) tall when standing at full height.

Width: 80 feet (24 m).

Length: 230 feet (70 m).

Weight: 400 tons.

Physical Strength: Robotic P.S. of 70.

Cargo: Can carry up to 150 additional tons, but typically only holds 80 tons.

Power System: Possesses multiple fusion cells that allow it to continuously run at peak efficiency for up to 100 years.

Trade Value: None.

Horror Factor: 19.

Senses and Features: Standard, plus the following:

- **Manufacturing Bays (4):** The "abdomen" section of the spider-like body is divided into four separate Manufacturing Bays. Each bay is large enough to construct an Assault Slayer, or it can build several smaller robots simultaneously. One bay is constantly dedicated to processing raw materials and salvaged metal into useful components, although other bays can be quickly converted to this purpose whenever necessary. All these bays are a continuous buzz of activity, with dozens of mechanical armatures and millions of nanobots working in conjunction to churn out robotic minions at blazing speeds. The Factory Walker can produce any N.E.X.U.S. designed robot 10 times faster than the most advanced Industrial Center, but it is still much faster for Legion to simply capture and reprogram existing robots. Completed robots, cyborgs, and supplies are released through a heavily armored door on the underside of the abdomen.

- **Medical Bay:** A smaller medical center is located near the Manufacturing Bays. Its sole purpose is to process humans

and animals for cybernetic conversion. This high-tech facility can process ten humans (or similarly sized animals) simultaneously. Only living cyborgs are created in the Medical Bay; Necroborgs and Necrobots are built in the Manufacturing Bays from bodies salvaged from the battlefields.

- **Processing Bay:** The front of the Walker contains a large access door that serves as the “mouth” of the robot. All raw materials (robots, humans, animals, scrap metal, and raw ore) are processed and sorted within this portal and then passed on to the Manufacturing Bays. Bringing living beings and functioning robots into the Walker is a dangerous endeavor, but Legion took every precaution to ensure her safety. The interior corridor is heavily shielded (200 M.D.C. per 10 foot/3 m section of wall) and bristling with hundreds of defensive weapon emplacements. If anything within the bay presents any type of resistance, all weapon systems are immediately triggered. The entire Processing Bay becomes an inescapable corridor of death filled with laser fire, plasma blasts, and rail gun bursts. Everything within the bay suffers 6D6x10 M.D. every melee round until all invaders are destroyed. This also inflicts significant damage on the bay itself, but the Walker’s nanobots repair all damage within 4D6 minutes.
- **Nanobot Repair System:** The Factory Walker is covered in millions of nanobots that continuously make repairs to damaged systems. Even the most catastrophic damage can be repaired in time, but Legion usually just builds replacement parts to speed up the process. Damage to the main body regenerates at a rate of 1D4x10 M.D.C. per minute, and damage to the limbs and weapon systems regenerates at a rate of 3D6 M.D.C. per minute.
- **Satellite Uplink:** Legion designed a special satellite override that allows the Factory Walker to interface with the Machine’s satellite network. It is the only thing keeping N.E.X.U.S. from targeting Legion’s forces from orbit with military satellites. The last time she tried to target the Walker, Legion seized control of the very same satellite and used it to destroy three other satellites. Legion created thousands of backdoor access points to keep connected to the network, but N.E.X.U.S. is constantly working to shut them all down. It is a continuous battle that Legion seems to be winning for the moment. She is currently working on plans to launch her own network of satellites into orbit as a means to permanently remove the Machine’s tactical advantage.

Number of Attacks per Melee: 25.

Combat Bonuses: +8 on initiative, +12 to strike with ranged weapons, +9 to strike with missiles, +3 to strike in close combat, dodging is not possible.

Prisonbot

Legion’s primary goal is to transform every creature on the planet (both organic and inorganic) into a component of one gigantic cybernetic organism under her control and is demonstrated once again in her innovation of the Prisonbot. This robot serves as a mobile transport to preserve Legion’s most prized possessions, pure living human and animal specimens.

The Prisonbot is devoted solely to the transportation and preservation of Legion’s collection of living captives to be utilized

in her twisted conversions. The robot will not engage in offensive combat scenarios unless Legion purposely possesses it to do otherwise. Its programmed specifically for defending itself and its cargo. Prisonbots follow Legion’s Factor Walker coordinates religiously. Only upon rare occasion (8%) will Legion allow a Prisonbot to stray off course and this is usually due to her using the robot as bait to lure would-be rescue attempts for an ambush or to send the robot to a rendezvous spot if she is under heavy attack by N.E.X.U.S.

Legion’s Factory Walker contains state-of-the-art manufacturing capabilities, which enable her to salvage metal, plastic, and other high-tech materials from the battlefields to construct her own unique robot designs like an efficient assembly line. However, the Factory Walker is currently incapable of using the same industrial production speed and methods to process living flesh. Legion prefers to apply intuitive thought, testing and innovation into living designs. This often causes Legion to convert living captives one at a time into cyborg minions. The conversion process takes time, but the facilities within the Factory Walker never stop. So while the Factory Walker is processing a captive, Legion obsessively ensures that her precious specimens are safe and secure near her side; ready to be transformed as soon as she is ready for the next victim.

Legion always goes through great efforts to make sure none of her human prisoners are severely harmed. They are far too rare to waste in petty conflicts, and she will gladly throw away a dozen robotic minions in order to protect and save one human. So when a Prisonbot is attacked, it is quickly protected and supported by her nearest forces, sometimes creating opportunistic openings to strike against the Factory Walker. Legion relies so heavily on the Factory Walker and her robotic forces to protect the Prisonbot that she has not designed it to be well-armed for combat. A Force Field and Ion Pulse Gun Turrets mounted on its head serve as its only form of defense.

The Prisonbot resembles an enormous millipede, with each segmented chassis having a transparent caged cell atop its back. Each body segment of the Prisonbot has four independent armored legs with each leg being capable of supporting up to a maximum of 12 tons. Each of the Prisonbot’s walking segments supports a massive cell that is 24 feet (7.3 m) wide by 50 feet (15.2 m) long and 14 feet tall (4.2 m). The cell can be one large cage or is segmented into separate cages. Legion will segment the interior of the cage cell with glass paneling if she detects that there is a significant threat to her captives. Threats such as rival Great Houses and alien predators are separated, but may be placed alongside one another if it amuses or intrigues Legion. Legion enjoys eavesdropping on her captives and learning more about the intricate social strife, psychological stresses and relationship dynamics of humans. It is these little details that Legion picks up on that helps hone her twisted schemes.

The specialized glass shielding is a reinforced, Mega-Damage, industrial aquarium type equipped with transitional lens capability that enables Legion to alter each glass panel from being completely transparent to fully tinted pitch-black in order to conceal the captives inside from any potential rescuers or attackers. The cells are fitted with internal sound dampening systems and shielding that mask heat signatures inside. The glass panels are framed in protective compound alloy, carbon-fiber ceramics. Each cage cell is equipped with its own air purifier,

food and water dispenser, waste removal system and protective radiation shielding. All of the cage cells have a standard emergency system installed with ten small robotic tentacles to enforce security and safety protocols to ensure the stability of Legion's captives. The tentacles are equipped with sedative nerve gas ducts and defibrillator shock plating to subdue prisoners. Wall multiple cameras and loudspeakers also help monitor, reinforce and preserve Legion's control upon her specimens. If need be, she will utilize any combination of Cable Snakes, Hunter-Searcher Probes, Skitter Pods, Steel troopers and Slicer Robots to restore order inside the cage cells. These robots will not be allowed to kill any of her captives, though Legion doesn't mind wounding someone to send a clear warning to the rest of her prisoners. Any captive that manages to escape and is re-captured has a 65% chance of being cocooned in the super-strong carbon nanotube webbing by the smaller interior tentacles or by a Collector.

Prisonbots are designed to suit Legion's adaptive specifications and requirements that they can require as few as two cages or connect and interlock up to as many as 20 segmented cage cells. The amount of cage cells is based solely on the types and amount of captives being contained. If Legion desires, she can produce customized cells that can contain more formidable specimens such as large alien predators and Splicers. Typically, Legion will opt to carefully dissect pilots from their Host Armors or Living Body Armors (placing the discarded Biotech Armor into a separate container) before placing pilots into cages. However, with certain Splicers such as Biotics, Scarecrows or War Mounts, she knows what they are capable of and enjoys studying them. Such formidable captives may require Legion to reinforce paneling and frames (add 100 M.D.C. to panels and add 200 M.D.C. to frame). Due to limited resources, Legion rarely produces more cage cells than what she needs, as she prefers to produce more minions to seek out and to hunt down more of the rare specimens versus wasting materials on empty walking cages.

Class: Mobile Prisoner Transport and Assault Robot.

M.D.C. by Location:

*Legs (4 per Cage Cell Segment) – 320 each

Ion Pulse Gun Turrets (4) – 50 each

Small Cage Interior Tentacles (10) – 60 each

**Cage Cell Camera Optics (4 per cage segment) – 25 each

***Main Sensor Hood – 275

****Main Body – 520

Force Field – 1,000. Remember, the force field must be depleted before damage can be inflicted to the robot's body.

* Destroying 1/4 of all legs reduces speed by 25%. This mobility reduction ratio is maintained as the amount of Cage Cells is added onto the Prisonbot. This means that a Prisonbot that has 3 Cage Cells (12 legs total) will require four of its legs to be destroyed before its speed is reduced by 25%. The higher the number of cage cells, the higher the number of legs that are required to reduce its speed.

** The camera optics are placed atop, below and mounted on each side of each cell and are very small targets that are difficult to hit. An attacker must aim and make a "Called Shot" to hit such targets and is -3 to strike.

*** Destroying the Main Sensory Hood will eliminate radar, most of the enhanced optics and sensory systems (not all

optics as the cage cell cameras will still be operative), and reduces the number of melee attacks by half and combat bonuses to zero(unmodified die rolls only).

**** Depleting the M.D.C. of the Main Body will completely destroy the robot. The main body of the Prisonbot is considered the first leading cell cage and is distinguished by its Main Sensor Hood mounted on top. Each additional cage segment is considered a Host and will follow the main body unless Legion orders the Prisonbot to separate or do otherwise.

Speed:

Running: Maximum speed is 50 mph (80 km).

Leaping: 10 feet (3 m) high over across, increase by 50% with a short running start and double when running at full speed. 100 feet (30.5 m) high or across from jet thruster assisted leaps.

Digging: 10 mph (16 km) through sand or dirt. 5 mph (8 km) through clay, rock or stone.

Swimming: Not possible.

Flying: The jet thrusters were designed for short hops, but they can sustain flight. Maximum speed is only 50 mph (80 km).

Maximum Altitude: Limited to about 500 feet (152 m).

Range Limitations: Technically, the thrusters have no limit, but the Prisonbot will rarely fly for more than a few minutes at a time since the slow flight speed and maneuverability leaves it a sitting duck (-2 to dodge while flying).

Statistical Data:

Height: 15 feet (4.6 m) for the top of the cage cell, plus an additional 4 feet (1.2 m) for the Ion Pulse Gun Turret and Sensory Hood.

Width: 24 feet (7.3 m).

Length: 50 feet (15.2 m) per segmented cage cell. Maximum number of cage cells is 20 for a total of 1000 feet (305 m).

Weight: Each cage cell weighs 25 tons empty.

Physical Strength: Robotic P.S. of 50. Robotic P.S. of 24 for the small inner cage tentacles.

Cargo: Each cage cell can carry a maximum of 200 adult people packed like sardines. The Robot can carry a maximum cargo load of 48 tons per segment cage cell. This allows it to store the heavier Biotech-clad prisoners, some War Mounts and large alien predators. Some cages can open up to contain larger sized captives. Any salvage or carcasses are carried atop of the robot, not inside.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 15.

Senses and Features: Standard.

Number of Attacks per Melee: 4.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +3 on initiative, +5 to strike with ranged weapons, +3 to strike in hand to hand combat, +2 to parry, +1 to dodge, +1 to disarm, and +1 to roll with punch.

Penalties: The slow speed and poor maneuverability leaves the Prisonbot open to attack (-4 to dodge).

Skills of Note: Standard.

Weapon Systems:

1. Ion Pulse Gun Turrets (2): Mounted atop its massive sensory hood are quad-barrel ion pulse gun turrets that can ro-

tate 360 degrees and have an arc of fire, up and down of 60 degrees.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 3D6 M.D. for a single blast, 6D6 M.D. from a twin blast or 1D6X10 M.D. from a four pulse burst firing simultaneously at a single target. Each of the Ion Pulse Gun Turrets can point and shoot at a different target or the same target, but each turret must roll for a separate attack (both clusters shooting at the same target counts as one attack).

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

Effective Range: 1,200 feet (366 m).

Payload: Effectively unlimited.

2. Small Collection Tentacles (10): The small collection tentacles are specifically designed for use against unarmored humans and other S.D.C. creatures, but that does not mean they are useless against more powerful opponents. Each tentacle still possesses impressive strength, and when all ten of these limbs combine their power, they can tear apart nearly any foe.

Primary Purpose: Collecting Raw Materials.

Secondary Purpose: Defense.

Mega-Damage: The electric shock inflicts 2D6 S.D.C. plus the victim must make a roll to save vs stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge; and speed is reduced by 40 percent). The electric shock from these tentacles is not strong enough to stun M.D.C. creatures or robots. Once the target is stunned, Legion may have one of her Collectors cocoon the victim in carbon nanotube webbing. The cocoon itself has 50 M.D.C., but victims with a robotic P.S. of 35 or higher can spend one melee round to break free of their bonds. The tentacles can continue to apply webbing to reinforce the cocoon. Every additional 20 feet (6.1 m) of webbing increases the M.D.C. of the cocoon by 30 M.D.C. and increases the P.S. required to break free by 20.

Rate of Fire: Activating the electric shock counts as one melee attack (it does not require any melee attacks to maintain the shock, but that tentacle cannot be used for anything else). Applying 20 feet (6.1 m) of webbing counts as one melee attack.

Effective Range: The tentacles have a reach of 8 feet (2.4 m), and the nanotube webbing can be applied up to 10 feet (3 m) away.

Payload: Electrical blasts are effectively unlimited. The Prisonbot contains a total of 200 feet (61 m) of nanotube webbing. All the tentacles are supplied from the Cage cell's reserve and have to be refilled by the Factory Walker.

3. Hand to Hand Combat: Rather than use long-range weapons, the Prisonbot can engage in hand to hand combat using its tentacles and legs.

Kick: 2D6 M.D.

Stomp: 4D6 M.D. But the stomp is only effective against objects 12 feet (3.7 m) or smaller.

Stampede: 2D6X10 M.D. stampeding over objects of 8 feet (2.4 m) or smaller.

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

Non-Player Characters

Archos

Though fairly young, Archos is proving to be one of Great House Artemis' prized sources of intel. From the beginning, Archos distinguished himself and has received numerous decorations for his bravery, ingenuity, and tireless efforts. Despite the many accolades he's received in his short career, Archos rarely stays at the Great House for longer than a few days at a time. The Deliveryman is most at home on the surface, braving its countless dangers.

Archos has wandered a great deal and seems to know a lot about the world around him. He often downplays the extent of how much he exactly knows because he refuses to be stabbed and mentally probed by the Deluvane Librarians and doesn't want to attract their attention. Archos usually conducts himself with a cool head, being cautious, thinking and analyzing various outcomes before he acts. The time alone in the wilderness has made him humble, fairly reserved, quiet and keeping mostly to himself. However, he can be quite outgoing and cheerful when relaxed and comfortable. Though accustomed to operating on his own, Archos is an excellent guide and team player, always quick to lend a hand when needed.

Despite his distant personality, Archos can be quite fiery. He tries to use his head and stay cool under fire, which can be difficult. He often has to fight against himself, staying calm and struggling to act out of logic and not emotion. He feels he is constantly fighting to do the right thing and despises feeling tempted or being selfish and callous. Though he may consider himself flawed, Archos is tough, independent, self-reliant and exceptionally brave.

Race: Human.

Alignment: Unprincipled.

Attributes: I.Q. 18, M.E. 19 M.A. 15, P.S. 12, P.P. 19, P.E. 26, P.B. 10, Spd 25.

Hit Points: 47. **S.D.C.:** 64.

Weight: 180 lbs (81.6 kg).

Height: 6 feet (1.8 m).

Age: 27. **Sex:** Male.

Appearance: Archos rarely reveals himself, and operates most of the time under the mask of his Host Armor. Even when he is allotting time for his Host Armor, Nighthawk to be rejuvenated in a nutrient bath, he usually wears a large robe that drapes low enough to cover most of his face and he usually disappears into the crags of a haven or into his personal bunker until his Armor is ready or until he has a mission to fulfill.

Experience Level: 5th level Deliveryman.

Skills:

Common: Basic Math 90%, Speak: English 92%, Literacy: English 96%.

Survivalist: Wilderness Survival 84%, Carpentry 74%, Fasting 81%, Hunting, Preserve Food 79%.

Undercover: Disguise 64%, Imitate Voices & Sounds 81%/75%, Impersonation 65%/49%, Surveillance 69%.

Reconnaissance/Scout: Detect Ambush 74%, Detect Concealment 69%, Intelligence 72%, Land Navigation 76%, Prowl 71%.

Outdoorsmanship: Climbing 89/79%, Identify Plants & Fruits 79%, Outdoorsmanship, Swimming 98%, Spelunking 89%.

Hunter/Trapper: Skin & Prepare Animal Hides 79%, Track & Trap Animals 74%/84%, Zoology 74%.

Electives: Concealment 75%, Bio-Comms 24%, Tracking 69%, Camouflage 54%, Hand to Hand: Expert, W.P. Bio-Weapons: Light [+3 strike), W.P. Sword (+2 strike, +2 parry, +1 thrown), Pick Locks 69%, Blind Fighting 44%, and W.P. Armor (+1D6 damage).

Secondary: Astronomy & Navigation 44%, Cooking 59%, Speak: Japanese 74%, Running, Literacy: Japanese 59%.

Combat Training: Hand to Hand: Expert.

Attacks per Melee: 5.

Combat Bonuses: +2 initiative, +5 strike, +6 parry, +6 dodge, +3 pull punch, +2 roll with punch/fall/impact, +2 disarm.

Other Combat Info: Kick Attack (1D8), Karate Punch (2D4), Karate Kick (2D6), +4% to all skills, +2 Perception Rolls, +2 vs Psionics/Insanity, +6 vs Horror Factor, +20% vs Coma/Death, +5 vs Magic/Poison.

Weapons of Note:

1. **Light Cell Laser Pistol** – Damage: 1D8-3D8 M.D., Range: 1,000 feet (305 m), +2 strike.

2. **Shard Assault Rifle** – Damage: 1D10 M.D. short burst or 2D10 M.D. heavy burst, Range: 1,200 feet (366 m), Payload: 24 short bursts or 12 heavy bursts, +1 strike.

3. **Tarkov Carbon Fiber Vibro-Long Sword** – Damage: 2D6 M.D. (or 2D6 S.D.C. if the Vibro Field is turned off), +1 initiative, +1 strike, +1 parry.

Archos' Host Armor – Nighthawk

Nighthawk is a Host Armor that resembles a dark, chitin-armored knight wearing a snake-skin hood and cloak. Nighthawk's helmet resembles a stealthy looking samurai mask with its faceplate and sleek, sinister eyes. The armor is well poised for all ranges of combat, but is designed with stealth and killing power as the main focuses. Each arm has a forearm gauntlet that houses a retractable bone blade, each dipped in black paint. Nighthawk's right shoulder has a Casting Launcher and the left shoulder has a cluster of five Organic Rockets.

Class: Host Armor (organic power armor).

Crew: Archos.

Level: 5th Level Deliveryman.

Total Bio-E Spent: 90.

Bio-E Remaining: None.

Base M.D.C. by Location:

Hands (2) – 60 each

Arms (2) – 120 each

Legs (2) – 140 each

Feet (2) – 70 each

Forearm Bone Blades (2) – 78 each

Right Shoulder Casting Launcher – 70

Organic Rockets (5) – 11 each. Mounted on Left Shoulder.

*Head – 90

**Main Body – 361

Speed:

Running: Maximum 110 mph (176 km).

Leaping: 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km).

Swimming: 30 mph (48 km/26 knots).

Underwater Depth: Withstand pressure up to 700 feet (213.4 m) deep.

Flying: Flight is not possible.

Statistical Data:

Height: 7 feet (2.1 m).

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m).

Weight: 400 pounds (180 kg).

Cargo: None, other than what can be carried in hand, pouches, hidden pockets, etc.

Physical Strength: 28 Splicer P.S.

Operational Lifetime: 50 years.

Bio-Regeneration Rate: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations.

Horror Factor: 7.

Senses & Features: Standard, plus Stealth Field, Enhanced Neurological Connections, Circadian Rhythm, Electromagnetic Vision, Nightvision Eyes.

Feeding: Consumes 2D4 of Archos' Hit Points each day that Nighthawk is worn. Can survive up to 2D4 days without feeding before the effects of starvation kick in.

Sleep Requirements: As a parasitic organism, the Host Armor does not require sleep or rest, but its pilot does.

Combat Bonuses: +2 attacks, +5 initiative, +3 strike, +2 parry, +2 dodge, +2 automatic dodge, +4 roll with fall, +3 pull punch, +3 disarm. (These bonuses are in *addition* to Archos's already impressive bonuses.)

Instinctive Skills: Escape Artist 55%, Camouflage 50%, Wilderness Survival 70%.

Weapons:

1. **Forearm Bone Blades (2)**: Damage: 4D6 M.D., +2 strike, +1 parry, +1 disarm, and +1 pull punch. Also has the Opti-Up-grade: Critical Strike on 19-20. One blade mounted on each forearm.

2. **Casting Launcher (1)**: Damage: 3D8 per single shot and 1D8x10 per 4 round burst. Range: 1,400 feet (427 m). Payload: 60 rounds. Bonuses: +1 strike on *aimed* shots only. Mounted over the right shoulder.

3. **Organic Rockets (5)**: Damage: 5D10 per Organic Rocket. Range: One mile (1.6 km). Rate of Fire: 1, 2, 3, 4 or ALL! Bonuses: +5 strike and dodge. Mounted over the left shoulder.

4. **Hand to Hand Combat**: Expert.

Restrained Punch/Swat: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. (counts as two melee attacks).

Bone Blade Slash/Thrust: 5D6 M.D.

Power Bone Blade Slash/Thrust: 1D6x10 M.D.

Kick: 2D4 M.D.

Leap Kick: 2D8 M.D. (counts as two melee attacks).

Head Butt: 1D4 M.D.

Body Flip/Throw: 1D6 M.D.

Body Block/Ram: 2D4 M.D.

Black Talon War Hawk, Altai Zeta

Altai Zeta is a Golden Eagle-styled War Hawk gifted to Archos from House Arcadia as a sign of appreciation and respect for the Great House of Artemis to sell the War Hawk DNA to House

Arcadia. The Bioweapons market is fierce and such exchanges help reinforce strong bonds between arms dealers and developers. Golden Zeta is from an exceptional royal bloodline of War Hawks as his DNA was created from one of the War Hawks that the War Lady Arcadia has among her flock. Great House Arcadia has a wealth of avian DNA samples including various raptors, and they wanted to share the Golden Eagle DNA with Artemis as a sign of appreciation.

Alignment: Unprincipled.

Attributes: I.Q. 11, M.E. 15, M.A. 14, P.S. 12, P.P. 20, P.E. 19, P.B. 13, Spd 10 mph (16 km) on the ground, 200 mph (320 km) in the air.

M.D.C. by Location:

Wings (2) – 18 each

Legs (2) – 12 each

Clawed Feet (2) – 8 each

*Head – 15

**Main Body – 70

Description: A large, magnificent Golden Eagle from House Arcadia, Altai Zeta is extremely protective of Archos. In the field, Altai flies ahead while surveying the landscape for potential threats to Archos and itself. Altai will only attack when attacked first or when ordered to by Archos.

Height: 7 inches (0.18 m).

Length: 33 inches (0.8 m).

Wingspan: 7 feet (2.1 m).

Weight: 13 lbs (5.9 kg).

Age: 6 years old.

Senses & Features: Standard for War Mounts plus: Super Regeneration (1D4 M.D.C. per melee), Surveillance Bio-Comm, and a Stealth Field.

Bio-Weapon Systems:

1. Plasma Breath: The mouth, throat, and lungs of the War Hawk have been modified to allow it to exhale a chemical spray that ignites on contact with air to create a powerful fire blast.

Mega-Damage: 4D12.

Range: 40 feet (12.2 m).

Payload: 18 blasts. One blast is regenerated per hour.

Bonuses: +4 to strike, but this is the only bonus that applies to the Plasma Breath.

2. Stinger Talons: The feet of the War Hawk end in three-inch long, razor sharp talons. Despite the limited strength of the Black Talon, its claws are strong enough to rend through the steel armor of the Machine's forces. It allows the tiny creature to inflict relatively decent damage, but the real purpose of these talons is to inject highly corrosive acid. The acid quickly dissolves metal and other inorganic metals, but is relatively harmless to living tissue.

Mega-Damage: One claw does 2D4 points of damage and 4D4 for a double claw strike. Once injected, the acid burns for 2D4 melee rounds and inflicts 2D6 points of Mega-Damage each melee (double damage from a double claw strike). It only inflicts 1D4 points of S.D.C. damage each melee to organic material.

3. Skills of Note: Land Navigation 90%, Surveillance 75%, Prowl 75%, Demolitions 40%, Demolitions Disposal 40%, Pick Locks 45%, Understands English and Japanese 85%, Read English and Japanese 45%. Recognize robots, Machines, and rodents as enemies to be destroyed or chased away.

Great House Deluvane Strike Team Stats

Below are the write-ups and stats for the Strike Teams derived from Great House of Deluvane. Game Masters, please feel free to utilize these Non-Player Characters (NPCs) throughout this adventure to help generate intriguing interactions, camaraderie, competition and subtle suspicions that all help sculpt wonderful interaction and gaming experience. However, the Strike Team NPCs should not be used by the players as a reliable crutch. The NPCs should be just as busy in the field as the players are. Limited Bio-Comm communications when in the 6 mile (9.6 km) range and when appropriate are fine, but certainly keep the spotlight and threats on the players. After all, it is the players' Great House that is in Legion's path. We have flushed these NPCs stats out for you just in case you would also like to utilize them as pre-gen templates for future adventures.

Dreadguard Christian Aramis, Call Sign "Stinger"

A soldier that has risen through the ranks of infantrymen and Roughnecks to become one of the elite Dreadguard. Christian is a hardcore soldier and excellent tactician that is dedicated to destroying N.E.X.U.S., and he leads his regiment of infantrymen into battle. Although some individuals may grumble about how he leads from the outer perimeters or the rear, his results always quiet his detractors. Between his strategic use of his troops and the overwhelming firepower of his Host Armor he calls "Barrage," Christian Aramis is a force to be reckoned with.

Attributes: I.Q. 21, M.E. 16, M.A. 18, P.S. 17, P.P. 12, P.E. 16, P.B. 11, Spd 19.

Alignment: Principled.

Experience Level: 6th level Dreadguard.

Skills of Note: Standard Dreadguard skill programs, plus: Infantryman – First Aid, Forced March, Running, Hand to Hand: Expert, and W.P. Bio-Weapons: Light.

Host Armor "Barrage"

Barrage resembles a sleek, yet heavily armored, Japanese Hornet-styled knight. The style of armor is chitin and very insect-like, with smooth curved, Bio-Armored plating and a wonderful emerald green shell color with a yellow underbelly and dark stripes along his arms, legs and parts of his back and helmet. Barrage's shoulders are massive in comparison to the rest of the body and they house an array of heavy armament to rain down upon enemies from above or from the surface. Christian enjoys engaging enemies, strategically combining high speed tactics using Barrage's insect wings and organic boosters for fast-paced agility and strafing strikes while hovering only several feet above ground. Barrage is often seen weaving in and out and around objects at high speeds, launching a barrage of mixed attacks at enemies. Christian is not afraid to mix it up with aerial threats and will take flight in order to rain down volleys of organic missiles, Bio-Energy Vent bursts or blasts from his Heat Cannon at ground targets. If Barrage is allotted a good opportunity and when there is little concern about drawing attention, Christian may engage his

Omega blaster at major targets from above as well. Christian however, often avoids this as he doesn't like being in one place in a battle for too long as it makes him an easy target.

Adversaries have a hard time getting a clean shot or lock on Barrage as it is always seen mixing it up with fast flying insect like movements that are embellished with sudden bursts from organic thrusters and zigzagging motions. It is said that if it weren't for the heavy armament that Archangels seem to lack, that Christian would have instantly signed up to be one of them. Christian is daring, just not as daring as the legendary Archangels.

Metabolism: Omnivore.

Base M.D.C. by Location:

Arms (2) – 125 each
Hands (2) – 60 each
Forearm Bio-Energy Expulsion Vents (2) – 52 each
Left Shoulder-Mounted Heat Projector Cannon – 120
Legs (2) – 165 each
Hornet/Wasp Wings (2) – 190 each
Organic Rockets (10) – 11 each (-3 to hit on a "Called Shot").
Omega Blaster Protective Chest Plate – 100
Organic Thrusters (6) – 120 each
Organic Thruster Ports (4) – 50 each
Head – 135
Main Body – 299

Speed:

Running: 60 mph (96 km).

Leaping: 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km). Only one quarter the speed through rock and concrete.

Swimming: 30 mph (48 km/26 Knots). With organic thrusters engaged, maximum speed is 100 mph (160 km/86.9 knots).

Underwater Depth: Maximum depth 700 feet (213 m).

Flight: Winged Flight (insect wings can propel Barrage to a maximum speed of 100 mph (160 km) with a maximum altitude ceiling of 15,000 feet (4,572 m). With only the Wasp wings engaged, Barrage can fly like an insect that is fully capable of VTOL capabilities and insect like maneuvers and agility, that only an ace pilot accustomed to such flight tactics can withstand and brace for. However, when Christian needs to really add in the speed, he engages his organic boosters mounted into his armored jet pack and calves like a vectored thrust jet engine which thrusts Barrage to a maximum of 280 mph (448 km), with a maximum altitude of 25,000 feet (7,620 m).

Statistical Data:

Height: 7 feet (2.1 m).

Width: 5 feet (1.5 m). Wingspan: 12 feet (3.7 m).

Length: 3 feet (0.9 m).

Weight: 540 pounds (243 kg), including Christian's weight.

Physical Strength: 21 Splicer Strength (equivalent to Robot).

Horror Factor: 7 for humans, none against Machines.

Sensors and features: Standard, plus: Winged Flight (Insect Wings, 100 mph/160 km), Organic Thrusters (280 mph/448 km), Stealth Field, Enhanced Neurological Connections, Resistant to Heat, Kinetic Energy, and Physical Attacks.

Known Weapons: (2) Bio-Energy Expulsion Vents (1 on each forearm), Heat Projector Cannon (mounted on the left shoulder), (10) Organic Rockets (5 mounted on the right shoulder) and (5 mounted between the main thrusters), and an Omega Blaster.

Number of Attacks: 5.

Combat Bonuses:

Metabolism Bonuses: +2 initiative, +1 to strike in hand to hand combat, +2 to parry, +1 to dodge, +1 to pull punch, +2 to roll with fall. Base instincts that provide Dowsing (50%), Identify Plants & Fruits 60%, Land Navigation (60%), Prowl 40%, Track Animals (40%) and Wilderness Survival (50%).

Enhanced Neurological Connections Bonuses: +2 initiative, +1 to disarm, +2 to automatic dodge.

Wing Bonuses: +1 initiative, +1 to strike, +2 to dodge, +1 to roll with a fall or impact in flight.

Organic Thruster Bonuses when in Flight: +1 on initiative, +1 to strike, +2 to dodge, and +2 to roll with fall or impact in flight.

Bio-Energy Expulsion Vents Bonus: +3 to strike on a carefully aimed Vent shot only.

Stealth Field Bonuses: 90% undetectable standing still, 80% moving leisurely (walking pace or slower), 60% if jogging at half speed and 33% moving at full speed. Normal vision, infrared optics, thermal imaging systems, and heat sensors nor Nightvision can see through the stealth field. -20 to Read Sensory Equipment skill of those trying to locate and/or track the invisible character.

Organic Rocket Bonuses: Each Rocket has one attack per melee round, a bonus of +5 to strike and dodge, until it strikes its target, shot down (destroyed) or until it dies in 2D4 melee rounds.

Omega Blaster Bonus: +2 to strike on an aimed shot.

Dreadguard O.C.C. Bonuses: +2 to save vs mind control (drugs, psionics, etc.). +3 to save vs Horror Factor.

Skill Bonuses: Hand to Hand: Expert: +2 to pull punch and +2 to roll with impact/punch/fall. Level 2: +3 to parry and dodge, +1 to pull punch. Level 3: +2 to strike, +2 to disarm. Level 4: +1 attack per melee action/round. Level 6: Critical Strike on an unmodified roll of 18, 19 or 20. W.P. Bio-Weapons: Light: +1 to strike at levels 1, 3 and 5 (total +3 to Strike with Light Bio-Weapons).

Dreadguard Leon Valentino

Leon Valentino is a calculating, artisan of a fighter who enjoys hunting formidable Machines and alien predators and prides himself as being the focal threat in the field to anyone that is of a rival Great House. Leon was a Roughneck that excelled so much in the field that he was drafted into higher ranks by the unanimous support accrued by his fellow infantry. Ironically, Valentino doesn't like to lead large forces, but enjoys being a hero and inspiration for others. Despite his predatory tactics in the field that might give anyone the impression that he must be a tattered, war-torn hero, Valentino is actually a suave, sex symbol of a man, (model quality) that has long, flowing black hair and five o'clock shadow who enjoys studying and obtaining knowledge of the Golden Age. Valentino is particularly fond of Ancient hero stories and the ancient martial arts. Unlike most Dreadguards, he enjoys talking to House Librarians to gain knowledge on the lost arts and sharing ancient hero stories. Leon has also begun to view himself as a modern-day Achilles, Heracles or Perseus and hopes to die in some epic moment in history, being remembered as a source of heroic inspiration for the next generations in the Resistance. If the moment is not epic enough, he will refuse to die during it. Leon is actually being strategically groomed by a Librarian to challenge the Deluvane

Warlord someday for leadership. An array of myths and cleverly spun stories are instilled into Valentino to help him formulate the ideas that the Librarians want him to think. When not in the field or in the Library, Valentino enjoys training Biotics for the Gladiatorial Arena fights that transpire in some havens.

Valentino's Host Armor, "Shadow Fury," resembles a robust Smilodon panther (black color) that has blue, iridescent stripes along its armor like a Bengal tiger that can be seen only in direct sunlight. Shadow Fury is well-armed, scentless and has growing reputation as a feared fighter on the battlefield. Valentino enjoys taking her out for hunts or stalking the most formidable adversaries among the chaos of a battle. Shadow Fury's signature and perhaps the most dreaded move in battle is her delivery of a powerful vise-like bite into the nape of the neck or the helmet of an opponent. This maneuver not only does massive damage to the Machine, War Mount or Armor, but in the case of a Host Armor or Living Body Armor, it also punctures the skull of the pilot inside.

Attributes: I.Q. 17, M.E. 11, M.A. 16, P.S. 23, P.P. 21, P.E. 20, P.B. 19, Spd 12.

Alignment: Unprincipled.

S.D.C.: 82 S.D.C., **Hit Points:** 45.

Experience Level: 4th Level Dreadguard.

Skills of Note: Standard Dreadguard skill programs, plus: Martial Artist – Hand to Hand: Martial Arts, Kickboxing, Wrestling, Boxing, W.P. Paired, W.P. Blunt, and W.P. Sword.

"Shadow Fury" Host Armor

Metabolism: Carnivore.

Base M.D.C. by Location:

Arms (2) – 125 each
Forearm Blades (2) – 80 each
Light Bore Cannon – 80
Hands (2) – 60 each
Retractable Medium Claws (10) – 10 each
Legs (2) – 165 each
Paws/Feet (2) – 90 each
Flying Blades (6) – 11 each (-4 to strike on a Called Shot).
Tentacle Harpoon – 60
Head – 135
Saber Teeth (2) – 20 each
Main Body – 299

Speed:

Running: 60 mph (96 km).

Leaping: 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km). Only one quarter the speed through rock and concrete.

Swimming: 30 mph (48 km/26 Knots).

Underwater Depth: Maximum depth 700 feet (213.4 m).

Statistical Data:

Height: 8 feet (2.4 m) tall including the panthera head weapons platform; Valentino's actual head is located in the Host Armor's helmet chamber in the upper chest.

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m), 8 feet (2.4 m) including a 5 foot (1.5 m) tail.

Weight: 620 pounds (279 kg), including Leon's weight.

Physical Strength: 28 Splicer Strength (equivalent to Robot).

Horror Factor: 8 for humans, none against Machines.

Sensors and Features: Standard, plus: Nightvision Eyes, Motion Detection, Regeneration: Enhanced, Stealth Field, Ambidextrous, and Enhanced Neurological Connections.

Known Weapons: Acid Blood, Bio-Energy Expulsion Vent, Medium Claws, x2 Retractable Forearm Blades (4D6 M.D.), Light Bore Cannon, x6 Flying Blades, Medium Saber Teeth and a Tentacle Harpoon (Leon has been known to yell "Get over here!" when impaling targets).

Number of attacks: 7.

Combat Bonuses:

Metabolism Bonuses: +3 on initiative, +2 to strike, +1 to parry and dodge, +1 to pull punch, +3 to roll with fall, and +2D6 to Spd, as well as base instinctive skills of Land Navigation (70%), Track People (65%), Track Animals (80%), and Wilderness Survival (60%).

Bio-Energy Expulsion Vent Bonus: +3 to strike on a carefully aimed Vent shot only.

Ambidextrous Bonuses: +1 attack per melee round, +1 to entangle, automatically gets W.P. Paired Weapons skill in Host Armor, +5 to Climbing, Demolitions, Escape Artist, Pick Locks, Palming, Concealment and other sleight of hand skills.

Enhanced Neurological Connections Bonuses: +2 initiative, +1 to disarm, +2 to automatic dodge.

Stealth Field Bonuses: 90% undetectable standing still, 80% moving leisurely (walking pace or slower), 60% if jogging at half speed and 33% moving at full speed. Neither normal vision, infrared optics, thermal imaging systems, heat sensors nor Nightvision can see through the stealth field. -20 to Read Sensory Equipment skill of those trying to locate and/or track the invisible character.

Motion Detection Bonuses: +1 on initiative, +1 to parry, +2 to roll with punch, fall or impact, +4 to automatic dodge.

Medium Claws Bonuses: +2D6 M.D. in addition to punch damage.

Dreadguard O.C.C. Bonuses: +2 to save vs mind control (drugs, psionics, etc.). +3 to save vs Horror Factor.

Skill Bonuses: Boxing: +1 attack per melee. +2 to parry and dodge, +1 to roll with punch or fall. Hand to Hand: Martial Arts: +3 to pull punch and +3 to roll with impact/punch/fall. Level 2: +3 to parry and dodge, +2 to strike. Level 3: +1 to initiative. Level 4: +1 attack per melee action/round.

Wrestling: +1 to roll with punch or fall.

W.P. Blunt: +2 to strike (from levels 1 & 3).

W.P. Sword: +2 to strike (from levels 1 & 3), +2 to parry (from levels 2 & 4), +1 to strike when throwing a sword weapon.

Dreadguard Cameron Morecraft

This Dreadguard is either an eccentric, witty mad-scientist playing the role or is a severely insane genius who has been extremely lucky to make it this far in life. Cameron is all over the place as far as his choices in enhancements and customizations and nothing seems to make sense in what he has devised, but yet in the heat of battle, he somehow makes everything come together and becomes a powerful force of destruction against those in his wake.

Cameron's Host Armor, "Masterpiece," is a wonderfully engineered work of art, as he sees it. It resembles a robust Red Kangaroo with massive, gorilla-like arms. The more Cameron adds to it and utilizes it in battle, the more it brings his bizarre vision to fruition. What's weird is that some of the infantry who serve under his leadership are beginning to understand and can relate situations that support the innovative decisions made by Cameron and his field performance with Masterpiece.

Attributes: I.Q. 27, M.E. 8, M.A. 17, P.S. 15, P.P. 12, P.E. 16, P.B. 12, Spd 18.

Alignment: Scrupulous.

Experience Level: 2nd level Dreadguard.

Skills of Note: Standard Dreadguard skill programs, plus: Science – Biology, Xenology, Zoology, W.P. Whip, Acrobatics.

"Masterpiece" Host Armor

Metabolism: Herbivore.

Base M.D.C. by Location:

Arms (2) – 125 each

Hands (2) – 60 each

Legs (2) – 165 each

Paws/Feet (2) – 90 each

Head – 135

Main Body – 299

Speed:

Running: 60 mph (96 km).

Leaping: 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km). Only one quarter the speed through rock and concrete.

Swimming: 30 mph (48 km/26 Knots).

Underwater Depth: Maximum depth 700 feet (213.4 m).

Statistical Data:

Height: 7 feet, 5 inches (2.3 m). Cameron's actual head is located in Masterpiece's helmet chamber in the upper chest.

Width: 4 feet, 5 inches (1.37 m) shoulder to shoulder.

Length: 3 feet (0.9 m), plus a 6 foot (1.8 m) tail.

Weight: 620 pounds (279 kg), including Cameron's weight.

Physical Strength: 28 Splicer Strength (equivalent to Robot).

Horror Factor: 6 for humans, none against Machines.

Sensors and Features: Standard, plus Macro-Vision, Forked Tongue, Enhanced Leaping, and Leaping Legs.

Known Weapons: x4 Stabbing Tendrils (2 per hand), Combat Tail, Casting Launcher, Electrical Discharge, and x4 Screamer Grenades.

Bombardier

– Martin "Brody" Broderick

An Infantryman and later a Roughneck, "Brody" as his friends call him, has seen his share of death and devastation. He grew tired of seeing his comrades die because they rushed headlong into overwhelming N.E.X.U.S. forces. He became frustrated at not being able to hit the Machine when it would launch attacks from beyond the reach of most of the Resistance's weapons. When his House got their own Bombardiers, Brody jumped at the opportunity to enlist in their ranks. Finally able to fight fire with

fire, Brody is able to provide his fellow soldiers the firepower they need.

Attributes: I.Q. 16, M.E. 21, M.A. 12, P.S. 28, P.P. 13, P.E. 16, P.B. 10, Spd 30.

Alignment: Unprincipled.

Experience Level: 9th Level Bombardier.

Skills of Note: W.P. Bio-Weapons: Light, W.P. Bio-Weapons: Heavy, Hand to Hand: Commando, Boxing, Wrestling, Vital Points: Machine, Wilderness Survival, Prowl, Detect Ambush, Intelligence, Operate Bio-Equipment, Military Fortification, and Demolitions.

Living Body Armor Notes: Chitinous Armor (240 M.D.C.) with all of the standard features, plus: Additional set of Advanced Eyes in front (replacing his personal vision when his helmet is worn), Armored Eyes (front pair/visor), Nightvision Eyes, Advanced Senses, and Chameleon Skin. **Known Living Armor Weapons:** Light Gore Cannon, and 2 Organic Rockets. Brody has been seen carrying his favorite Bio-Energy Rifle as well as some Migs and Chigs (1D4+1 of each). **Mantis Support Cannons:** Brody controls four Mantis Support Cannons; 2 Casting Cannons, 1 Gore Cannon and 1 Quill Storm Cannon.

Bombardier

– Megan "Boom Boom" Shields

As a young teen, Megan witnessed the entirety of her Retro-Village slowly destroyed by the "metal monsters" from the north just as a young Dreadguard, Christian Aramis, and a company of Roughnecks arrived and destroyed the monsters. Megan and a handful of other survivors were brought back to House Deluvane and integrated into its society. Wanting to fight back against the metal monsters that she learned to know as N.E.X.U.S. and the Machine, Boom Boom, who has a penchant for blowing things up, joined the Bombardier regiment being created at the time.

Attributes: I.Q. 16, M.E. 16, M.A. 12, P.S. 20, P.P. 18, P.E. 14, P.B. 17, Spd 27.

Alignment: Anarchist.

Experience Level: 7th level Bombardier.

Skills of Note: W.P. Bio-Weapons: Light, W.P. Bio-Weapons: Heavy, W.P. Archery, Hand to Hand: Martial Arts, Gymnastics, Prowl, Running, Intelligence, Vital Points: Organic, Trap Construction, Trap and Mine Detection, Seduction, and Card Shark.

Living Body Armor Notes: Chitinous Armor (230 M.D.C.) with all of the standard features, plus: Additional set of Advanced Eyes in front (replaces Megan's normal vision when her helmet is worn, Electromagnetic Vision, Enhanced Sight x2, and Motion Detection).

Known Living Armor Weapons: Medium Claws (Retractable), Combat Spurs, Bio-Energy Expulsion Vent, and 2 Screamer Grenades. Boom Boom is also known to carry a Bio-Rocket Slinger and a Pinaak Longbow with a variety of arrows taken from a fallen Pariah from the Great House Shiva (**The Rifter® #37 and #38**). **Mantis Support Cannons:** Megan controls 3 Mantis Support Cannons; 1 Casting Cannon, 1 Acid Cannon, and 1 Omega Cannon.

Packmaster Natasha London

Natasha was an orphan that was brought to the Great House of Deluvane by a Packmaster out on recon. Packmaster Hinks discovered the mother and the toddler being viciously mauled by a pack of Necroborgs. Hinks and his Gorehounds managed to destroy the Necroborgs and escorted the wounded mother to the closest outpost for treatment. The outpost didn't belong to Hink's Great House of Artemis, but the severely wounded mother desperately needed medical treatment and he was able to get her and Natasha to an outpost within his House's alliance. The Great House of Deluvane was glad to treat them and took them in. Hinks could not stay however, and as he had to return to House Artemis, he would pay them visits to check up on them when he could. Natasha grew up to think of Hinks as her father, even though her mother explained that he was not. She felt that her mother was lying to try and protect her heart, and she wanted for Hinks to fill that void, even if he wasn't. Hinks never returned after a major attack transpired at Bell Lake years ago. Natasha decided that she would replace the good that the world had taken from her, she would fulfill the walk of Hinks, and she immediately trained to become a Packmaster.

Now a full-fledged Packmaster, this sexy doll is a no-holds barred, all serious business type of gal who fights with committed passion for the survival her House and will go beyond orders to secure the lives of her comrades and her Gorepack. Natasha has seen many warriors die in the field and she has shed many tears with their families back at the Haven. This has made Natasha a somewhat ruthless heroine as she plays rough with her pack, will slap the taste out of a cynical-mouthed soldier and will push everyone to their very limits to ensure that they don't jeopardize the safety of others so that everyone can hopefully make it home. Despite her firm attitude, she is often not taken seriously as some soldiers tend to be awestruck with her beauty and are aggressively reminded that they have not been paying close enough attention to what she has just ordered or said during mission briefs. So many infantry have placed themselves in harm's way trying to be the hero in a mission in attempts to win her affection. This has led to many unfortunate disasters and only motivates Natasha to be more standoffish from her comrades. While others view her beauty as a blessing, the lives lost trying to win her heart has made her begin to second guess her alluring beauty as a possible curse. London fights depression due to those who have lost their lives, but her pack reinforces her attitude and they will charge anyone that challenges her. Even some Dreadguards have been tackled upon rare occasion, often leading to Natasha being severely chastised later in the haven. Natasha is plagued with nightmares and only the devoted love for her pack and their reciprocated love, loyalty and individual personalities keep her from losing her sanity.

Race: Human.

Attributes: I.Q. 17, M.E. 15, M.A. 21, P.S. 16, P.P. 19, P.E. 20, P.B. 24, Spd 20.

Alignment: Scrupulous.

Experience Level: 5th Level Packmaster.

Weight: 120 pounds (54 kg). **Height:** 5 feet, 7 inches (1.7 m).

Hit Points: 21. **S.D.C.:** 35 (includes all skill bonuses).

Age: 22. **Sex:** Female.

Skills of Note: Surveillance (78%), Camouflage (38%), Intelligence (42%), Operate Bio-Equipment (60%), Detect Ambush

(50%), Detect Concealment (45%), Art (43%), Language and Literacy (90%), Cooking (48%) and Fencing (+1D6 damage with swords).

Combat Training: Hand to Hand: Expert.

Attacks per Melee: 5.

Combat Bonuses: +2 to Pull Punch, +1 to Strike and +1D6 to damage with sword and dagger, +2 to Roll with punch, fall or impact. +1 to initiative, +1 to parry and dodge, +2 to save vs Horror Factor and Bio-Comm installed.

Special Notes: Specialized training with a Swords and Sabers. Extremely attractive with curly blond hair, Brazilian facial features and an alluring, athletic, well-toned shape. Large, almond-shaped eyes, with hazel irises and a beauty mark on her left cheek.

London's Living Body Armor

Natasha's Packmaster armor is based on the standard Packmaster design, with some minor modifications. It is sleeker in helmet design with a visor instead of a circular optic plate.

Base M.D.C. by Location: Arms (2): 79 each, Forearm Retractable Sabers (2): 16. Legs(2): 77 each, Shoulder/Neck: 48, Collar: 18, *Moth-Styled Antennae (4): 15 each, **Helmet: 70, and ***Main Body: 132.

Statistical Data:

Senses & Features: Antennas (2) and a pair of Eye Stalks equipped with Enhanced Sight and Electromagnetic Vision (+20% to Land Navigation, Motion Detection), Reinforced Knuckles for both hands and a Serrated Whip that spools from the back of the right hand gauntlet.

Combat Bonuses: +2 to Pull Punch, +1 to Strike and +1D6 to damage with sword and dagger.

Packmaster Armor Weapons:

1. Packmaster's Bio-Sabers (2): One is mounted in a housing in the left forearm, while the other Saber is a handheld weapon.

2. Burner.

3. Light Cell Laser Pistol: Upgraded with Target Sight.

London's Pack

London's Gore Pack has all the unity and functionality that most Packmasters desire. They are well-rounded trackers, recon and certainly exceptional fighters, and operate like a well-oiled machine when it comes to serving their Packmaster. Individually they may be a tad more aggressive and rambunctious; but when they are working alongside one another with a focused task, they are silent predators that are keen on the hunt, whatever the task may be. However, with that being said, London has often found herself and her pack being assigned the task of pursuit, interceptors and hunters of Machines, Alien Predators and rival Splicers. It is something that her pack seems particularly adept at doing.

Rowan

Breed derivative: Pit Bull Terrier.

Description: Rowan is a well-sculpted, muscular Gorehound built like a thoroughbred gladiator canine. Rowan's armor is a dark brindle and white, with a white stripe on his muzzle that rises to the crest of his massive head, a large patch of white that dresses his chest and underbelly, and his massive front paws have white mitts. The rest of his armored hide is brown, which helps

him to blend into his surroundings, particularly in forested or jungle areas, sewer systems, caverns and at night. Rowan seeks to please his Packmaster with a zeal that makes him easily trainable despite his relentlessness, he just needs to be appointed a task to keep him focused. Rowan is London's reliable enforcer and he enjoys biting and shaking Machines savagely, shredding them to pieces with his tail wagging; often wildly and unfortunately scattering metal shrapnel all over the place in the process. He has a bad tendency to be very prey driven when it comes to Alien Predators, and unfortunately towards other War Mounts when bored. Rowan will seek to assert his dominance towards other Gorehounds, even when they are not part of London's pack, which has erupted into several serious fights among Packmasters and their packs. Fortunately, London has enough control to call him off, but Rowan is always itching to scrap if he is not chewing up Machines, and requires London's firm handling or an appointed task to keep him occupied. It is Rowan's unquestionable loyalty and gameness that presses him to the top of the pack.

Pack rank: Alpha.

Alignment: Scrupulous.

Height: 4 feet, 6 inches (1.4 m) at the shoulder, 6 feet, 2 inches (1.8 m) to the top of the head.

Weight: 510 pounds (231 kg) of solid muscle.

Width: 3 feet, 5 inches (1 m) shoulder to shoulder.

Length: 8 feet (2.4 m) from tip of the nose to the rump, plus a 4 foot (1.2 m) tail.

Age: 4 years.

Speed: 100 mph (160 km).

Features: Suction Cups and Gripping Hairs on all paws, Advanced Eyes, Reinforced Exoskeleton (+30 M.D.C. to main body and +7 to all other locations), Enhanced Regeneration, Resistance to Kinetic Energy/ Attacks and Saber Teeth (+4D8 to bite damage).

Skills of Note: Trust/Intimidate, Charm/Impress.

Known Weapons:

1. Shoulder-Mounted Organic Rockets (4 per shoulder).
2. Bio-Energy Expulsion Vent mounted down the center of the head and can blast enemies while biting them.

Royce

Breed derivative: Staffordshire Terrier

Description: Royce is a well-muscled, yet sleeker version of Rowan, with a contrasting disposition. Royce is the calm, more cool-headed Gorehound of the pack that is extremely protective over her Packmaster, and any others that she feels belongs to her platoon. Royce views platoon members as close, extended members of her pack and will go above and beyond to protect them and to keep them safe, sometimes even being the peacemaker. Because of Rowan's dominance and aggressive prey drive, Royce has had to come to his aid several times. Royce never starts the fight with other War Mounts or enemies unless commanded, but it is typically her that finishes the fights once they are started.

Pack rank: Beta (possibly usurping to Alpha status).

Alignment: Scrupulous.

Attributes: I.Q. 8, M.E. 11, M.A. 21, P.S. 24, P.P. 16, P.E. 18, P.B. 17, Spd 110.

Number of Attacks: 5.

Height: 4 feet, 5 inches (1.3 m) at the shoulder, 6 feet (1.8 m) to the top of the head.

Weight: 500 pounds (225 kg).

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 8 feet (2.4 m) from tip of the nose to the rump, plus a 4 foot (1.2 m) tail.

Age: 4 years.

Speed: 100 mph (160 km).

Features: Enhanced Sight, Acid Blood, Reinforced Exoskeleton, Regeneration: Enhanced.

Skills of Note: Trust/Intimidate.

Known Weapons:

1. Right shoulder-mounted Heat Projector Cannon with Omni upgrade.

Rocky

Breed derivative: English Bull Terrier.

Description: Rocky is an elegant looking cavalier of a Gorehound, with fawn and white markings resembling the pit bull in musculature and build. However, his head has an oval shape that makes him look somewhat comical, which often disguises his fierce tenacity and raw power when he is locked in combat. Rocky is built like an armored tank and with a low center of gravity, fueling his robust musculature. Despite being the shortest Gorehound in London's pack, he is also the heaviest and enjoys serving as the pack's lead charger, often absorbing the brunt of the force and attacks from the opposition while the other Gorehounds strike; enabling London to deliver the killing blow. For Rocky, it's all in a day's work, and the aftermath of Bio-Regeneration, and the occasional healing from a Saint or Engineer if available, is simply part of his tough job. Rocky is relentless and highly insensitive to pain, and the more damage that he receives, the more he fights back to return the favor.

Only Rocky's clown-like nature supercedes his determination, as he simply enjoys playing and being silly when not given a task. Rocky likes to roughhouse with everyone, and that means literally everyone. From sleeping, cranky Roughnecks to the largest War Mounts, Rocky is always looking for a good wrestling match. Unfortunately, if someone doesn't intervene, things often get out of control as Rocky doesn't know how to back down. For Rocky, it's all a game and he desperately wants to win. Natasha keeps a good eye on him, because it is usually Rocky that stirs up the most trouble despite Rowan's aggression, and it is Rocky that has gotten London cleaning the corral pens within the haven far more than Rowan ever could.

Pack rank: Charlie.

Alignment: Principled.

Attributes: I.Q. 6, M.E. 10, M.A. 21, P.S. 22, P.P. 18, P.E. 23, P.B. 14, Spd 110.

Number of Attacks: 5.

Height: 4 feet, 3 inches (1.3 m) at the shoulder, 5 feet, 7 inches (1.7 m) at the top of the head.

Weight: 580 pounds (261 kg).

Width: 3 feet, 5 inches (1 m) shoulder to shoulder.

Length: 7 feet, 5 inches (2.2 m) from tip of the nose to the rump, plus a 2 feet, 6 inch long (0.7 m) tail.

Age: 3 years.

Speed: 100 mph (160 km).

Features: Standard Gorehound War Mount, plus Reinforced Exoskeleton (+30 M.D.C.), Regeneration: Enhanced (1D6 M.D.C. per minute (or 6D6x10 M.D.C. per hour) for main body

and 1D6x10 M.D.C. per hour for all other locations, Bio-Force Field (170 M.D.C.), Increased M.D.C. (+40 M.D.C. and +30 pounds/13.5 kg), Horned Defense (attackers rolling 12 or less cut or injure themselves, 2D10 M.D.; running/body block inflicts an additional 2D6 M.D.).

Skills of Note: Charm/Impress.

Known Weapons:

1. Electrical Discharger.

Blazer

Blazer is solid jet black with iridescent, blue stripes throughout his armor and blue and white trimming along his sides that make him look like a high-performance racing machine, like the fusion of a dragon and a racing canine. He is massive in height, yet sleek and well-sculpted in pure, lean muscle and built for hyper-speed combat. His head and neck are streamlined and massive, resembling a Doberman with blade-like ears rather than a thinner Greyhound. Blazer has keen eyes that sift through his surroundings as he is prowling or running, automatically scouring, searching, locking onto and tracking anything that moves with his built-in motion detection. It is as if he is more machine than creature. Blazer is always serious business because he is the fastest, and he serves the pack as scout and point, making him the first to engage any threat. He serves London as the scout and performs with precision and efficiency that is unseen in most Gorehounds. When Blazer is engaging enemies, he will utilize his speed and quick darting and jumping to close the distance while firing his Bio-Energy Expulsion Vents to strike at opponents. Once in close proximity, he will use his Electrical Discharger to shock and stun them, thus disabling or stunning the opponent and giving the rest of the pack enough time to join the fray. Blazer will then seek to target the next adversary to soften them up for the pack and so on. If there are no other adversaries, then Blazer will continue fighting with the same opponent using strafe attacks and hit and run tactics.

Pack rank: Delta.

Alignment: Scrupulous.

Attributes: I.Q. 6, M.E. 10, M.A. 21, P.S. 22, P.P. 18, P.E. 23, P.B. 14, Spd 138.

Number of Attacks: 5.

Height: 5 feet, 6 inches (1.7 m) at the shoulder, 6 feet, 8 inches (2 m) at the top of the head.

Weight: 500 pounds (225 kg).

Width: 3 feet, 6 inches (1 m) shoulder to shoulder.

Length: 8 feet (2.4 m) from the tip of the nose to the rump, plus a 4 foot (1.2 m) tail.

Age: 2 years.

Speed: 140 mph (224 km), with Speed Burst (double speed for 3D4 melees).

Features: Motion Detection, Elongated Running Legs (+20 mph/32 km), Enhanced Speed x5 (+25 mph/40 km) and Leaping Legs.

Known Weapons:

1. Shoulder-mounted Bio-Energy Expulsion Vents (2): One per shoulder.
2. Lightning Discharger.

Hinks

Breed derivative: Hinks Bull Terrier.

Description: Hinks is a solid white, English Bull Terrier Gorehound, resembling a solid white pit bull with a black nose and black eyes and is based on the original Bull and Terrier bred before the development of the oval-shaped head. Hinks reminds London so much of the father figure that would come and visit her; that she couldn't deny naming this Gorehound any other name but one to honor him. Hinks exudes the versatility and original purpose of designing and using Gorehounds. When he is around people and the area is considered safe, he is solid white, but when he is going into the field or getting ready to engage, he shifts into the chameleon patterns and it is all serious business from there. He is still learning to adjust to Natasha's moods and various orders, but he is having more of a tough time adapting and tolerating Rowan's dominance. Still maturing, Hinks learns from the pack as much as he can and is very close to Royce, who steps in when Rowan and Rocky get too rough with him.

Pack rank: Omega.

Alignment: Aberrant.

Attributes: I.Q. 6, M.E. 8, M.A. 22, P.S. 19, P.P. 17, P.E. 20, P.B. 14, Spd 138.

Number of Attacks: 5.

Height: 4 feet, 5 inches (1.3 m) at the shoulder, 6 feet (1.8 m) to the top of the head.

Weight: 500 pounds (225 kg).

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 7 feet, 5 inches (2.2 m) from the tip of the nose to the rump, plus a 3 foot (0.9 m) tail.

Age: 2 years.

Speed: 120 mph (192 km).

Skills of Note: Hunting and Trust/Intimidate.

Features: Elongated Running Legs (+20 mph/32 km), Reinforced Exoskeleton, Chameleon Skin and Medium Fangs (+2D8 M.D. added to bite damage).

Known Weapons:

1. Electrical Discharger.
2. Combat Tail.

Packmaster Drunilla "Dru" Azurtha

Unlike most Splicers who were born into the harsh world, Drunilla was born into the well-protected haven of Barren Marsh and more fortunate for her, she was born the first daughter to Dreadguard Senator, Valerie Azurtha. Dru, as she has been nicknamed, grew up in a very loving household, as her parents did their best to help her find her own path in this world. They arranged a trip for their ten year old daughter to the Barracks, the Armory, the Corrals, the Academies and to a Gene Pool where she met the angelic Engineer, Christine. Dru's parents wanted her to see all the choices she could make in regards to deciding how she could one day contribute to humanity. While at the Corral, Dru was captivated with the array of War Mounts and she was awestruck at the feats they could perform. Valerie enjoyed seeing the sparkle in her daughter's eyes and how she lit up with excitement every time she saw the War Mounts. The Senator found peace in her daughter's eyes and smile when they visited the Corrals and for that moment, the other concerns of the world had disappeared from the heart of the Dreadguard. One day Dru slipped and fell into the pens as several Grendels were roughhousing each other over some meat. Dru was almost torn to pieces, had it not been for the fast, natural reactions of a Gorehound that charged into the

flurry of Grendels, knocking one over and scooping Dru up in its maw. The deep growl that uttered through the teeth of the Gorehound as it stared at the Grendels, causing them to immediately drop the meat and back away from Dru, had won her heart over. The Gorehound slowly walked up to the wall with Dru safely in its maw and returned her back to her mother before being called by its Packmaster.

Six years later, Dru returned to the majestic Engineer with fervor and awe as she was acquiring her own pack. It was the happiest day of her life. Unfortunately, it was also the beginning of her being exposed to the harsh reality that Splicers lived as her mother was reassigned to the Great House of Deluvane. The relocation and pilgrimage forced Dru to experience the harsh surface conditions, various attacks from the Machine, new alien predators and the dire habitats that resided outside of the protected borders of Barren Marsh. The conveniences of Great Barren Marsh were a far cry from what Deluvane started with, and Dru was forced to adapt to a new, deadly form of living and survival as she was deeply hurt with the passing of both her parents while she was out on recon for House Deluvane.

Drunilla is cunning and unpredictable; favoring to think outside the box. Where others zig, she zags. A true oddball, she would much rather spend time with Gorehounds than with humans.

Dru is often heard talking to her pack, with pauses as if they are responding to her. A quick thinker, she will take in a situation, come up with the best (to her) plan and then execute it.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 22, M.E. 12, M.A. 27, P.S. 12, P.P. 12, P.E. 13, P.B. 15, Spd 23.

Experience Level: 2nd level Packmaster.

Hit Points: 21. **S.D.C.:** 35 (includes all skill bonuses)

Weight: 155 pounds (70 kg), **Height:** 5 feet, 10 inches (1.5 m).

Age: 19. **Sex:** Female.

Skills of Note: Surveillance (48%), Camouflage (38%), Intelligence (42%), Operate Bio-Equipment (53%), Detect Ambush (43%), Detect Concealment (43%), Art (43%), Language and Literacy (90%), Cooking (48%) and Fencing (+1D6 damage with swords).

Combat Training: Hand to Hand: Expert.

Attacker per Melee: 4.

Combat Bonuses: +2 to Pull Punch, +1 to Strike and +1D6 to damage with sword and dagger, +2 to Roll with punch, fall or impact. +1 to initiative, +1 to parry and dodge, +2 to save vs Horror Factor and Bio-Comm installed.

Weapons of Note: Azurtha's swords have solid black blades with a blue vein going down the middle.

Special Notes: Specialized training with a Bola.

Dru's Packmaster Armor

Her Living Armor is a pale blue in the throat, chest and underbelly (slightly darker than her hair), with black and red highlights.

Base M.D.C. by Location: Arms (2): 74 each, Legs(2): 74 each, Shoulder/Neck: 55, Collar: 4, **Helmet: 70, and ***Main Body: 122.

Statistical Data:

Senses & Features: 2 Eye Stalks equipped with Advanced Eyes, One Eye Stalk has Nightvision, the other has Enhanced

Sight, and one central Antenna mounted on the helmet. Sensitivity Whiskers mounted on the helmet and Enhanced Leap (5 feet/1.5 m).

Combat Bonuses: +2 to Pull Punch, +1 to Strike and +1D6 to damage with sword and dagger.

Weapons:

1. Bio-Energy Expulsion Vent: mounted on Right forearm.
2. (2) Bio-Swords.

Dru's Pack

Drunilla's Gorehounds are truly her heart and soul and any Splicer that attacks or brings harm to them has garnered an enemy for life. The Gore Pack serves her well and she views them more than her pack... she views them each as her family. Jin functions as the Alpha and the domineering tank of the pack and rarely leaves Drunilla's side. On the few occasions Jin is commanded to leave or to go assist Raye and Blue, she will do so with devotion, but as soon as her task is done she will race back to her Packmaster. Raye and Blue are far more independent and act as Dru's roving eyes and ears.

Jin

Breed derivative: Bouvier de Flandres.

Description: Jin is a massive, solidly built Gorehound, covered in solid shadow black with a massive chest built like a ram-prow and a broad head and muzzle with pulverizing jaws that have shredded many Machines. Jin's legs are robust and help serve as powerful weights when she is slamming her weight around. Jin is a no-nonsense sort of Gorehound and can be guilty of being over-protective of Dru.

Pack rank: Alpha Female.

Alignment: Scrupulous.

Attributes: I.Q. 8, M.E. 11, M.A. 21, P.S. 24, P.P. 16, P.E. 18, P.B. 17, Spd 110.

Height: 4 feet, 6 inches (1.4 m) to the shoulder, 6 feet, 2 inches (1.9 m) at the top of the head.

Weight: 500 lbs (225 kg).

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 8 feet (2.4 m) from the tip of the nose to the rump, plus a 1 foot (0.3 m) docked tail.

Age: 3 years.

Speed: 100 mph (160 km).

Features: Standard Gorehound War Mount. plus Advanced Eyes, Nightvision, Advanced Senses, Sight Transmission, Regeneration: Basic, Regeneration: Enhanced, Resistance to Physical Attacks, Reinforced Body (chest is a ram-prow), Protector Skill Package (see **The Rifter® #59**).

Skills of Note: Trust/Intimidate, Charm/Impress.

Raye

Description: Raye is a muscular, yet streamlined Gorehound with no ancient Breed aesthetic. Her armored hide is solid black with a white chest shield plate and a white mitt on her left front paw. Raye enjoys licking the faces of her fellow platoon-mates, often to the point that she has found herself tongue kissing an unwary Splicer. Raye seems to enjoy the reaction and shock that the Splicers have when they realize that she has just licked them

inside their mouths. Her puppy like antics often help her get out of any trouble.

Pack rank: Beta Female.

Alignment: Aberrant.

Attributes: I.Q. 6, M.E. 12, M.A. 19, P.S. 22, P.P. 18, P.E. 17, P.B. 16, Spd 110.

Height: 4 feet (1.2 m) at the shoulder, 6 feet (1.8 m) at the top of the head.

Weight: 400 lbs (180 kg).

Width: 3 feet, 5 inches (1 m) from shoulder to shoulder.

Length: 7 feet (2.1 m) from the tip of the nose to the rump, plus a 3 foot (0.9 m) tail.

Age: 3 years.

Speed: 100 mph (160 km).

Features: Standard Gorehound War Mount, plus Advanced Eyes, Nightvision, Advanced Senses, Sight Transmission, Regeneration: Basic, Regeneration: Enhanced and Trench Foot Mines (one on each lower leg).

Skills of Note: Trust/Intimidate, Charm/Impress.

Blue

Description: Blue is a firmly built, yet sleek and built for speed Gorehound with no ancient Breed aesthetic. Blue's armored hide is solid black with a white chest shield plate and a white sleeve on her right front leg. Blue is a twin litter mate to Raye, born first from an anomaly (only 2% chance) not often seen within Gene Pools. There is a noted bond between Blue and Raye that allows them to work seamlessly and cohesively as a team, even more so than standard Gorehound packmates (+2 to strike and +1 to parry melee attacks) when they are working together.

Pack rank: Omega.

Alignment: Scrupulous.

Attributes: I.Q. 5, M.E. 14, M.A. 18, P.S. 21, P.P. 18, P.E. 23, P.B. 16, Spd 138.

Height: 4.5 (1.3 m) at the shoulder, 6 feet (1.8 m) to the top of the head.

Weight: 400 pounds (180 kg).

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 7 feet (2.1 m) from the tip of the nose to the rump, plus a 3 foot (0.9 m) Hammer tail.

Age: 3 years.

Speed: 120 mph (192 km).

Features: Standard Gorehound War Mount, plus Advanced Eyes, Nightvision, Advanced Senses, Sight Transmission, Regeneration: Basic, Regeneration: Enhanced, Elongated Legs (double the speed for up to 3D4 melees) and Bio-Energy Expulsion Vent mounted on the top of her head that fires in sync with or in alternating pulses from her blue optic visor.

Special Feature: Blue is named after her namesake for she does not have typical Gorehound eyes. Instead she has a sleek, sinister looking visor that is a deep, crystal blue sapphire color from which she can fire icy blue Bio-Energy Blasts. However, when she fires the visor blast she is temporarily blinded for 1 melee action from the residual glare. The visor can fire simultaneously or in synchronized oscillating pulses with the head-mounted Bio-Energy Expulsion Vent. This visor was gifted to Blue by request of Dru's mother as a reminder of the sparkle in Dru's eyes despite the dreaded world around her.

Skills of Note: Trust/Intimidate, Charm/Impress.

Guthrum Reigns

Guthrum was recruited into the Resistance shortly after his Norse inspired Retro-Village was overwhelmed and inevitably destroyed by a roving, homicidal group of wasteland Marauders. Having vowed to never be outmatched again, Guthrum traveled to the Barren Marsh where he was recruited into the Outrider program. Bonding with his Host Armor, "Avalanche" and his Behemoth, "Mjölñir," Guthrum was amazed at how much thundering power could be combined between a Host Armor and a War Mount. Guthrum was convinced that there wasn't anything better nor more powerful than the Resistance could forge. Guthrum was awed by the Behemoth he beheld and wanted to study the War Mount's capabilities and limits comprehensively. He has pushed the very limits of his Mjölñir like no other Behemoth Outrider without being abusive, foolishly reckless or costing his War Mount's life. Guthrum's impressive field prowess and tactics didn't go unnoticed and he was assigned as an Outrider Trainer to help develop the "Outrider Core." The Outrider Core is an elite special training camp conducted at the Great House of Barren Marsh where only the best of the best War Mount pilots within the Resistance are sent to train and hone their skills. Guthrum Reigns is making a reputable name for himself among the Resistance ground forces, particularly Outriders, and is seeking to build an elite regiment of Outriders called the "Vanguard." Guthrum wants to lead a massive force of War Mounts against the next targeted Computer Core and is looking to utilize the Vanguard so that they can repeat the victory that the Barren Marsh has enjoyed. Guthrum is very stubborn, humorous and boisterous when not in combat, but is even louder and extremely competitive in combat. Despite his unruly behavior at times, Guthrum is a very noble, trustworthy warrior that seeks to do the most for his team. Guthrum has suffered many head concussions in combat and typically has to be ordered to visit a Saint or Engineer for treatments as he is simply too stubborn to seek or ask for help.

Attributes: I.Q. 13, M.E. 14, M.A. 14, P.S. 26, P.P. 17, P.E. 23, P.B. 12, Spd 14.

Alignment: Unprincipled.

Hit Points: 48, S.D.C.: 52.

Height: 6 feet, 4 inches (1.9 m). Weight: 224 pounds (101 kg).

Experience Level: 7th level Outrider.

Skills of Note: Basic Military, War Mount Rider, Cowboy and Weapons Training (includes W.P. Blunt, W.P. Sword, W.P. Reverse Stroke and W.P. Siege Weapons) Programs.

Combat Training: Hand to Hand: Expert, Wrestling, W.P. Blunt (+3 strike, +3 parry, +1 thrown), W.P. Sword (+3 strike, +3 parry, +1 thrown), W.P. Siege Weapons (+2 strike) and W.P. Paired.

Attacks per Melee: 5 /6*/7**

Combat Bonuses: +1/+1*/+4** initiative, +3/+1*/+4** strike, +1** strike with long-range attacks, +4/+3*/+3** parry, +3/+2*/+3** dodge, +2 disarm, +3/+4*/+2** roll with punch/fall/impact, +3 pull punch, Karate Punch, Karate Kick, Critical Strike on a natural roll of 18, 19, or 20.

* Additional bonus from Host Armor, Avalanche.

** Additional bonus from his personal War Mount, Mjölñir.

Avalanche Host Armor

Avalanche's head and neck resembles a broad polar bear (without the formidable canines), with a hulking, grizzly bear-like body. Massive Casting Cannons are mounted on each shoulder. Super Light Cells adorn each forearm where Guthrum can raise his arms as if each arm was holding a shield and is able to aim and fire the Super Light Cell beams at enemy targets.

Statistical Data:

Height: 8 feet (2.4 m). Guthrum's actual head is located in Avalanche's helmet chamber in the upper chest.

Width: 5 feet (1.5 m) from shoulder to shoulder.

Length: 3 feet (0.9 m), 6 feet (1.8 m) including the length of the shoulder-mounted Casting Cannons.

Weight: 750 pounds (338 kg), including Guthrum's weight.

Physical Strength: 35 Splicer Strength (equivalent to Robot).

Horror Factor: 7 for humans, none against Machines.

Host Armor Features: Standard, plus Lithovore Metabolism, Radar, Seismic Senses, x2 Enhanced Physical Strength (Guthrum's P.S.: 35) and Hands: Armored Skin.

Known Weapons:

1. Dual Shoulder-Mounted Casting Cannons (2): Damage: 3D6+6 M.D./1D8x10+16 M.D., Range: 2,800 feet (853 m).

2. Lightning Discharger: Damage: 4D12 M.D., Range: 10 feet (3 m).

3. Super Light Cells (4): Damage: up to 4D10 M.D., Range: 1,000 feet (305 m).

Mjöltnir

Mjöltnir is a formidable, loyal Behemoth War Mount that is fond of humans and protecting his Outrider. Mjöltnir is so full of testosterone that it fuels his temper. He has very little patience for being tested and he detests the presence of deadly predators within a 10 foot (3 m) proximity. Carnivore Host Armors and other War Mounts have been subjected to rough pushing and shoving and the occasional ramming or mock charging when they get too close. He will utilize his built-in Light Cell eye beams to fire upon adversaries that are too close to engage with his ranged weapons. The great Behemoth has cleverly learned to use his super light cell blasts to guide unwary enemies into traps.

Attributes of Note: P.S. 40 (Supernatural), P.E. 23. All other attributes are average.

Class: Troop Support/Tank.

Crew: One Rider.

Level: 7.

M.D.C. of Note: Main Body: 790, Head: 427. All other locations are standard Behemoth War Mount plus an additional 37 M.D.C.

Equivalent (instinctive) Skills of Note: Begging 70%, Climb 55%/40%, Herding 65%, Identify Plants & Fruits 90%, Land Navigation 78%, Prowl 36%, Swim 75% and understands the Native Language of its Great House 70%.

War Mount Features of Note: Standard, plus: Radar, Armored Head Crest, Bio-Force Field (150 M.D.C.), Horned Defense and Reinforced Exoskeleton.

Known Weapons:

1. Casting Gun Cannons (6) – Damage: 1D8x10+30 per individual round fired, Range: 11,000 feet (3,353 m).

2. Organic Rocks (32) – Damage: 5D10 M.D., Range: 1 mile (1.6 km), Rate of Fire: 1 at a time or volleys of 2, 4, 6 or 8.

3. Super Light Cells (4) – Damage: up to 4D10 M.D., Range: 1,000 feet (305 m).

4. Large Tusks – Damage: +4D8 M.D. added to 2D4 M.D. bite.

November Lexington

The Outrider known as “November” is not the most outgoing individual. She is more of a soft-spoken loner with a sweet heart that has bottled up so much pain that she emotionally scrutinizes everything around herself to avoid building emotional ties or attachments. November keeps to herself and speaks very little to those not within her social circle. Those who are closest to her call her “Lexy” and they accept that she means well despite her irritating shyness. Her friends know that her shyness stems from horrific experiences that November is still getting over. November and her haven sweetheart, Ramus Lexington, joined the Roughneck Infantry the same day and trained together religiously. They soon married and served as part of the haven's Guardians. An Infiltrator Robot disguised as a wounded woman managed to get past House Deluvane's security perimeter and immediately engaged the base defenders. Ramus fought valiantly until his dying breath in order to allow as many civilians as possible to escape the carnage. November was fighting by his side, but she was dragged off by her Roughneck comrades as she wanted to pursue the Infiltrator into the dark, twisted catacombs where the advantage easily shifts to the Infiltrator. The Infiltrator was inevitably located and hunted down by the haven Marshals and Scarecrows, but the carnage and bloodshed haunts many Deluvane citizens till this day. November went into a deep depression but was forced to continue to serve in the Roughneck Infantry.

Later in the year, November's face was horribly burned when she encountered a large piece of what was some sort of ancient vehicle loosely covered in dirt. She barely escaped the ensuing Nano-plague response. Her face has been physically healed, but her emotional scars and nightmares since the horrific attack have made her insecure about not having enough protection against metal objects. Not only does November quickly seek to upgrade her coveted Host Armor, “Cygnus Rain,” with every opportunity she gets, Lexington has also walked away from being in the Roughneck Infantry and became a Behemoth Outrider. Now with her massive puppy that she named Bronx, she is passionate about giving the Machines some retribution.

Attributes: I.Q. 12, M.E. 12, M.A. 9, P.S. 19, P.P. 17, P.E. 18, P.B. 18, Spd 27.

Alignment: Anarchist.

Hit Points: 37. **S.D.C.:** 34.

Height: 5 feet, 4 inches (1.6 m). **Weight:** 116 pounds (52 kg).

Experience Level: 4th level Outrider.

Skills of Note: Basic Military, War Mount Rider, Bio-Technology and Infantryman Programs.

Combat Training: Hand to Hand: Expert, W.P. Bio-Weapons: Light (+2 strike).

Attacks per Melee: 5/+1*/+2**.

Combat Bonuses: +1/+1*/+4** initiative, +3/+1*/+4** strike, +1** strike with long-range attacks, +4/+2*/+3** parry, +3/+1*/+3** dodge, +2 disarm, +2/+2*/+2** roll with punch/fall/impact, +4/+1* pull punch.

* Additional bonus from Host Armor, Cygnus.

** Additional bonus from her personal War Mount, Bronx.

Cygnus Rain Host Armor

Cygnus Rain resembles a beautiful yet stocky, solid white eagle with a swan-like head, sleek black visor for eyes, and a bright yellow-orange raptor beak. The beak is filled with a row of small serrated teeth for feeding and the rest of the body is insect-like with iridescent hues of emerald and blue. Rain has a massive Bore cannon mounted on the right shoulder and a serrated Forearm Bone blade on her right forearm. A series of Flying Blades are concealed and housed throughout her shoulders and left forearm.

Statistical Data:

Height: 6 feet, 6 inches (2 m). November's head is located in Cygnus Rain's helmet chamber in the upper chest.

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 3 feet (0.9 m), 4 feet (1.2 m) including the length of the shoulder-mounted Bore Cannon.

Weight: 475 pounds (214 kg), including November's weight.

Physical Strength: 35 Splicer Strength (equivalent to Robot).

Horror Factor: 7 for humans, none against Machines.

Host Armor Features: Standard, plus Omnivore Metabolism, Radar, Seismic Senses, x2 Enhanced Physical Strength (Cygnus' P.S.: 35) and Hands: Armored Skin.

Known Weapons:

1. Mega-Omni Bore Cannon: **Damage:** 6D10 M.D. initially and 2D10+6 M.D. for 1D6 rounds, **Range:** 4,000 feet (1,219 m).

2. Flying Blades (8): **Damage:** 1D4 M.D. per blade, **Range:** 30 feet (9.1 m).

3. Forearm Bone Blade: **Damage:** 4D6 M.D.

Bronx

Bronx is a playful, yet rowdy Behemoth that is still learning his ropes in the field. He adores his November and likes to get her attention and approval. When engaged in combat and not interfaced with November, Bronx can prove to be very feisty and stubborn. He refuses to back down or retreat from a threat, no matter the numbers opposing him. November is the only force that he fears, and he will always return to his puppy-like mindset when it comes to her affection. However, if November is threatened, he becomes a fierce storm to reckon with.

Attributes of Note: I.Q. 6, M.A. 16. All other attributes are average.
M.D.C. of Note: Main Body: 880, Head: 320, All other locations have an additional 37 M.D.C.

Equivalent (instinctive) Skills of Note: Begging 70%, Climb 55%/40%, Herding 65%, Identify Plants & Fruits 90%, Land Navigation 78%, Prowl 11%, Swim 50% and understands the Native Language of its Great House 70%.

War Mount Features of Note: Standard, plus Nightvision Eyes, Seismic Senses, x5 Increased M.D.C. (+150 lbs/67.5 kg, +200 M.D.C.), Regeneration: Enhanced (1D6 M.D.C. per minute) and Resistance to Heat.

Known Weapons:

1. Opti-Casting Gun Cannons* (6): **Damage:** 1D8x10+30 per individual round fired, **Range:** 11,000 feet (3,353 m), reduce Critical Strike number by -1; i.e.: normal Critical Strike of 18-20 now becomes 17-20. (*See **The Rifter® #50** for the Opti upgrade.)

2. Organic Rocks (32): **Damage:** 5D10 M.D., **Range:** 1 mile (1.6 km), **Rate of Fire:** 1 at a time or volleys of 2, 4, 6 or 8.

3. Heat Projector Cannon: **Damage:** 5D8 M.D. for a light blast or 1D8x10+10 for a heavy blast. **Range:** 1,800 feet (549 m).

Val Skyeborn

As a child, Val enjoyed looking up at the stars. He would dream of flying in the sky and soaring with the birds and starships of the Golden Age. One day, when he was 12 years old, he saw multiple large shadows overhead. The shadows turned out to be a flight of Dracos heading off to another front in the war against the forces of N.E.X.U.S. He ran in the direction they flew and found that they had landed not too far away. Val marveled at their power, their designs, their morphology and their ability to rule the skies. Ever since that day, he decided that despite his initial desire to become an Archangel, he would join the Resistance to one day fly the ultimate predator of the skies and be able to reclaim the heavens. Val Skyeborn has a deep passion for flying that seems abnormal, and borderline compulsive. He has flown with wing packs and flown on a Zephyr War Mounts, but nothing overrides his dreams of piloting the legendary Dracos.

Val has worked hard to become a Dracos Outrider and enjoys every minute that he can take to fly his beautiful Dracos, "Tempest Ariel." Val tends to get upset upon occasion because he is limited as to how much flight time he can enjoy with Tempest due to the swarming patrols of Machines that roam the land and how quickly they can alert the orbiting Sky Fighters that patrol the skies. However, it is the need for saving his fellow soldiers and seeking to restore the human race that pushes Val beyond his own ideals and needs. Val is a rare type of pure-hearted hero who doesn't seek some favored housing within haven society, nor heroic fame and accolades for deeds that he has done. He doesn't seek rank or a seat in the high Senate. Val only seeks to reclaim the planet from the Machine and to see peace restored to the survivors of this world. Val fights to acknowledge and accept that it is not just the Machine that threatens his belief in ultimate peace. He tries to see the good in everyone, even when they don't or refuse to see it in themselves. Val has learned the precious value of life, and will only kill another human being as a last resort. However, Val's respect for life doesn't stop him from seriously wounding or crippling rival Splicers or disabling Wastecrawlers when given the chance; he simply abhors the killing of his own fellow man.

Attributes: I.Q. 12, M.E. 12, M.A. 11, P.S. 19, P.P. 26, P.E. 15, P.B. 17, Spd 17.

Alignment: Principled.

Hit Points: 40. **S.D.C.:** 34.

Height: 5 feet, 7 inches (2.1 m). **Weight:** 152 pounds (68 kg).

Experience Level: 5th level Outrider.

Skills of Note: Basic Military, War Mount Rider, Bio-Technology and Language Specialist (Bartering, Sign Language, Speak Japanese and Russian, Literacy: Japanese and Russian) programs.

Combat Training: Hand to Hand: Basic, W.P. Sword (+2 strike, +2 parry, +1 thrown), W.P. Knife (+2 strike, +2 parry, +2 thrown).

Attacks per Melee: 5/ 6*/ 7**.

Combat Bonuses: +4*/+4** initiative, +7/+3*/+4** strike, +1** strike with long-range attacks, +8/+2*/+3** parry,

+8/+2*/+3** dodge, +12* auto-dodge, +1/+1* disarm, +2/+5*/+2** roll with punch/fall/impact, +2/+1* pull punch.

* Additional bonus from Host Armor, Orion.

** Additional bonus from her personal War Mount, Tempest Ariel.

Orion Host Armor

Orion is a smooth, sleek looking Host Armor that looks as if it was painted with the vacuum of space, with hints of its illustrious, colorful nebulae swirling along its shoulders and chest plates. Only the sleek, sinister, parallel slits that form along the helmet's visor and insect-like plating help remind people that this armor is not just some beautiful imitation of space, but is actually a deadly war machine bred for battle. For Val Skyeborn, Orion is a reminder that humans have to focus and preserve hope and seek to flee this horrid planet if they can and that they may be able to survive in the vast freedom of space. Orion is Val's personal reminder that this planet does not represent all that there is to life. Every time Val suits up, he whispers a prayer for finding a way off the planet and taking the best of mankind with him. Orion is the key that will help him accomplish this and that he has to mentally turn off Val the human and become Val the Knight in order to achieve his objectives: one day at a time, one life at a time.

Statistical Data:

Height: 6 feet, 7 inches (2 m).

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 2 feet, 6 inches (0.7 m).

Weight: 500 pounds (225 kg), including Val's weight.

Physical Strength: 33 Splicer Strength (equivalent to Robot).

Horror Factor: 7 for humans, none against Machines.

Host Armor Features: Standard, plus Thermosynthetic Metabolism, Thermo-imaging/infrared/ultraviolet vision, Armored Eyes, Compound Eyes, Motion Detection, Radar, Resistance to Heat, Enhanced Neurological Connections, Organic Thrusters (220 mph/352 km) with a maximum altitude of 25,000 feet (7,620 m) and Righting Reflexes.

Known Weapons:

1. Forearm-Mounted Bio-Energy Expulsion Vents (2):

Damage: 2D8+15 M.D. per Vent, Range: 1,800 feet (549 m).

"Tempest Ariel" Dracos War Mount

A magnificent beast, Tempest Ariel enjoys soaring in the wide open skies of mountain ranges, above lakes and oceans. She also enjoys swimming at high-speeds through the massive bodies of water. What she doesn't like are the annoying machines in the skies and on land that her Outrider calls robots. Tempest fights ferociously to protect the soldiers that she ushers in and out of battle and will stay in the fight to make sure that Val and the rest of the soldiers make it back home. This exotic, beautiful Dracos is a deep violet with crimson and black markings, and exudes unbridled power fueled with a fiery heart.

Attributes of Note: I.Q. 7 P.P. 20. All other attributes are average.

M.D.C. of Note: Main Body: 880, Heads (3, heavily reinforced): 210 each.

Equivalent (instinctive) Skills of Note: Climb 55%/25%, Land Navigation 88%, Swim 45%, Track by Scent 75% and understands the Native Language of the Great House that created it.

War Mount Features of Note: Standard Dracos, plus Stealth Field.

Known Weapons:

1. Enhanced Bio-Napalm Thrower: Damage: 6D12 M.D. per each initial blast, and napalm burns for 1D4 minutes doing an additional 6D12 M.D. per melee, Range: 1,000 feet (305 m).

2. Smoky Ink Dispensers (2).

3. Head-Mounted Super Light Cells (6 – One Cell behind each eye): Damage: 1D10+5 M.D. per beam fired, up to 6D10+30. Range: 2,000 feet (610 m).

4. Needle Death Blossom: Damage: 1 M.D. to 1D12x10 M.D., Range: 30 feet (9.1 m) when fired on the ground, 300 feet (91.4 m) when fired in the air.

5. Organic Rockets (6): Damage: 5D10 M.D. each, Range: One mile (1.6 km).

Creed

As your "typical" Biotic, Creed's story is not that much different from any other Biotic. Creed, before his conversion into a Biotic, was a sergeant attached to a company of Roughnecks and their supporting Militiamen. During one particular battle, Creed and his unit who were defending a Retro-village, were ordered to leave their post and engage N.E.X.U.S. and her forces that were assaulting friendly forces nearby. When the battle was over and Creed returned to the Retro-village, there was nothing left but burning buildings and dead bodies. No one could confirm giving Creed the order to abandon his post. There are rumors that a band of Wasteland Marauders were seen in the area of his missing band, but these are only "rumors." Creed and his entire unit were arrested despite their passionate protests and inevitably court-martialed. Their punishment: Biotic conversion!

Creed has been reborn an indigo blue massive beast of carnage and destruction who has an insatiable drive for overkill. He is the Deluvane Librarian's take on the Sasquatch legends of old, but even the folktales pale in comparison to the walking nightmare that is called Creed. He is extremely fast and explosive in speed and power for someone of his scale due to his thrusters and predatory musculature. He is relentless in his hunts and pursuit of quarry, and will unleash an unbridled tenacity on any adversary that he engages in combat. Creed's body is abnormally big, even for a Biotic, and he is purposely packed with a deadly array of bio-enhancements to try and make him into the perfect living weapon.

What is becoming a rising concern is that some of Creed's platoon partners (fellow Biotics and a few Roughnecks) who have gone into small missions have not been returning, only Creed. The Librarians who probe him know what's truly going on and they are using him as their test subject. Creed would have possibly been culled a long time ago had it not been for his field efficiency and combative prowess against the Machines. Creed will always try to bribe platoon mates to go out on solo trips with him to scout ahead, or to go hunt for food for the resting platoon, or to investigate some noise that he has supposedly heard where he hopefully can get anyone of lower rank or from another Great House, alone. Individuals who become apparently suspicious of Creed's behaviors will find themselves being saved more often than usual as he tries to make them second-guess their gut instincts. If they continue to act suspicious of him and if he sus-

pects the individual is not convinced of his acts of valor, then he will go into deceitful, sabotaging methods to try to inflict severe accidents upon them.

Any one or two individuals lured alone with Creed will learn of a new Creed to engage with as he either becomes a vicious, cannibalistic and full-blown predator (01-49%) or he becomes a playful prankster playing a game of cat and mouse or hide and seek (50-00%), lasting for up to 2D6 Actions. The Deluvane Librarian, Tesla, is fully aware of Creed's behavior; however, Tesla is intrigued with Creed's nature and his amazing prowess of overcoming formidable adversaries versus ceasing his deadly games.

Race: Biotic.

Attributes: I.Q. 14, M.E. 10, M.A. 12, P.S. 36, P.P. 18, P.E. 27, P.B. 11, Spd 58.

Alignment: Anarchist.

Experience Level: 6th level Biotic.

Height: 10 feet (3 m).

Weight: 1,200 pounds (540 kg).

Hit Points /M.D.C.: 305.

Age: Classified, **Sex:** Male.

Skills of Note: Domestic, Infantryman, Support Man, and Man-Hunter Skill Programs plus: Intelligence, Trap Construction, Wilderness Survival, Boxing, and W.P. Armor.

Secondary Skills: Camouflage, W.P. Sword, and Horsemanship.

Combat Training: Hand to Hand: Commando, Boxing, W.P. Sword (+3 strike, +2 parry, +1 thrown), W.P. Armor (+1D6 S.D.C./M.D.C. damage with armor) and W.P. Paired Weapons.

Attacks per Melee: 7.

Combat Bonuses: +5 Initiative, +5 strike, +7 parry, +8 dodge, +4 automatic dodge (does not cost as an attack/action to perform), +1 disarm, +1 body flip/throw, +5 roll with punch/fall/impact, +5 pull punch, +4 vs Horror Factor, +24% vs coma/death, +8 vs poisons/toxins/gases and +6 vs magic.

Biotic Body Notes: 305 M.D.C. (Main Body), Splicer P.S., Regeneration: Super 2D6+3 M.D.C. per melee, last 10 times longer before fatigue kicks in, can last 3 full days without sleep, Reinforced Exoskeleton, Super Regeneration, Adrenaline Surge, Leaping Legs (includes Elongated Legs, +28 to Spd attribute, +60 feet/18.3 m high leap, and +100 feet/30.5 m across leap), Resin Ducts, Enhanced Physical Strength x4 (+4 P.S.), and Organic Thrusters (200 mph/320 km with a maximum altitude of 25,000 feet/7,620 m).

Known Bio-Enhancements & Features: Acid Blood, Medium-sized Retractable White Claws (+2D6+6 to Splicer P.S. punch damage, total damage of 5D6+6 M.D.), Reinforced Knuckles (+1D6 M.D. to Splicer P.S. punch damage), Spiked Combat Tail (6D6 M.D.), Blue Plasma Breath (6D12 M.D., 40 feet/12.2 m, +4 strike).

Horror Factor: 9.

Insanities: Compulsive Liar and Psychotic Personality Disorder.

Living Armor: Dragon Scale Armor (238 M.D.C.), Enhanced Senses, and Nightvision. Regenerates at 4D6 M.D.C. per minute. -10% to Prowl, Climb, Swimming, Acrobatics and Gymnastics. When worn, reduce running speed by 10%.

Jesse Stansfield

Like all Scarecrows, "ugly" doesn't begin to describe Jesse. Tall and slender, Jesse looks like a walking cadaver; thin and corpse-like, complete with pale gray skin. His voice is easily his greatest feature. When he speaks, his voice sounds like velvet, smooth and resonant. Jesse usually wears a wide, weathered cowboy brim hat and a high-collar trench coat with flaps that conceal the lower part of his face. During intense moments or the anticipation of combat, he may wear a painted, ceramic fiber facemask that looks like a wicked, smiling Scarecrow.

Jesse seldom wears armor within the confines of the Great House, but will wear it in the field, particularly when he ventures to the surface or anticipates heavy combat. Jesse has a suit of Chitinous Armor and Leatherback Armor, but neither has any additional enhancements.

Malicious, deceitful, and cool as ice. Jesse has no morality whatsoever, and will hurt, lie, cheat, and kill nearly anyone to attain his personal goals or the objectives of his Librarian master; no action is too underhanded. Power is all that matters to him. Jesse is constantly scheming and plotting and firmly believes that the end justifies the means. He is careful and cunning and always ensures that nothing can ever be traced back to him. His actions are never rash or impulsive, and he will sometimes wait months or even years before taking revenge or action against those who have opposed or angered him. Many people have made an enemy of this Scarecrow and never realized it until the tragic end. He is a masterful actor, and can portray nearly any emotion at the drop of a hat.

Jesse is clever and silver-tongued, and can usually talk people into any course of action (while making them believe it was their idea the whole time!). Jesse's only real weakness is Sylvia. He is absolutely devoted to his protégé and will protect her with his life.

Race: Scarecrow.

Attributes: I.Q. 15, M.E. 18, M.A. 20, P.S. 31, P.P. 20, P.E. 20, P.B. 4, Spd 82.

Alignment: Miscreant.

M.D.C.: 264 + Armor.

Age: Classified.

Height: 5 feet, 8 inches (1.7 m). **Weight:** 185 pounds (83.9 kg).

Experience Level: 8th level Scarecrow.

Combat Skills: Hand to Hand: Assassin.

Attacks per Melee: 8.

Bonuses (All bonuses, including those from stats): +6 on initiative, +5 to strike, +6 to parry, +6 to dodge, +5 to auto-dodge, +2 to entangle, +3 to pull punch, +2 to roll with punch, K.O./Stun on Natural 17-20, +20 S.D.C. damage, +2 save vs mind control, +7 save vs toxic gases, poisons, drugs and disease, +5 save vs Horror Factor, +2 save vs insanity, 60% trust/intimide, +30% vs coma/death.

Hand to Hand Damage (Supernatural Strength):

Restrained Punch: 5D6+20 S.D.C.

Full Punch: 4D6 M.D.

Power Punch: 1D4x10 M.D.

Special Abilities:

Super Endurance: Can last 10 times longer before feeling the effects of exhaustion and can remain alert and operate at full efficiency for up to 5 days without sleep.

Super Leap: Can leap 60 feet (18.2 m) across and 30 feet (9 m) high after a short run (half from a dead stop).

Super Healing: Regenerates 2D4 M.D.C. per melee round and is virtually impervious to pain; no amount of pain will impair Jesse until he is down to zero M.D.C. At this point, he will collapse into unconsciousness, but will continue to regenerate. When back up to at least 3 M.D.C. above zero, he will regain consciousness and be ready for action within 1D4 seconds (one melee action.)

Superior Senses: Crystal clear sight and hearing (can clearly read a street sign at one mile and hear a whisper at 100 feet/30.5 m). Sense of smell is a thousand times greater than an average human's, and he can follow a scent trail that is up to two days old. The sense of smell offers the following specific abilities:

1. Identify common smells: 800 feet (243.8 m) range, 76% chance of success.
2. Identify specific odors, including specific individuals, items, or monsters: 105 foot (32 m) range, 52% chance of success (+10% if smell is familiar, +15% to follow blood scent).
3. Track by smell alone. Does not need tracks or any other visible trail. 62% chance of success.

Natural Horror Factor: Jesse is downright scary!! Horror Factor of 11.

Skills of Note: Detect Ambush, Wilderness Survival, and Interrogation at 90%, Climbing, Bio-Comms, and Literacy at 80%, Military Etiquette 85%, Intelligence 84%, Sniper, Pick Locks 70%, Surveillance 70%, Use and Recognize Poison 66%, Vital Points: Robots and Humans, Land Navigation 68%, Prowl 65%, Tracking 65%, Pick Pockets 65%, Concealment 52%, Sign Language 45%, Psychology 35%, Kick Boxing and Running.

Weapon Proficiencies: W.P. Archery, Bio-Weapons: Light, Bio-Weapons: Heavy, Knife, Paired Weapons and Whip.

Allies: Jesse's only true allies are his Librarian and his fellow Scarecrows, especially Sylvia. Everyone else is either a pawn, a threat, or beneath his notice.

Enemies: If you are not with him, you are against him. Along with the Machine, Jesse views any who oppose him as enemies. However, Jesse prefers to work from the shadows; as a result, many people he considers enemies do not even realize they are on his bad side.

Money and Valuables: Jesse can access almost any of the resources of the Great House, subject to the Warlord's discretion.

Weapons and Equipment: Due to his strength, Jesse will often use just his bare hands in combat. However, if anticipating heavy combat, he will carry the following:

1. **Heavy Bore Rifle with the following upgrades:** Targeting Sight with Nightvision and Ultra Upgrade.
2. **Bio-E Pistol.**
3. **Spiked Ball Tentacle Scourge.**

Game Master Notes: Jesse likes to work very close to Leon Valentino, possibly spying on him for his Librarian master. He enjoys feeding Leon's ego to corrupt his thought processes. His protege Scarecrow is with him, and together they are certainly performing some other agenda among this group, but whatever it is, they won't reveal it. No one from the Deluvane strike team "openly" suspects them, but there are glimpses of questionable things that the player group does catch that should make them suspicious of this Scarecrow's behavior. Jesse is romantically

involved with his protege and will protect her with his life. He is also very religious about his walk in life as a Scarecrow, the mission they are on and won't take any crap from anyone not in the Deluvane Strike team. Jesse and Jinx will purposely test the player group's trust of one another without being too obvious.

Sylvia Monroe, Call Sign "Jinx"

Jesse's protege is all about studying people and observing things and trying to get as much intel from other people as she can. Unknown to anyone else but Jesse, Sylvia is serving as an experiment for the Librarian, Tesla. While the inhuman look of Scarecrows serves as a trademark of sorts, it also limits their usefulness in gathering intelligence and attracts too much undesirable attention. Sylvia is the first in a series of experiments to try and make them appear more human. Unlike most Scarecrows, Sylvia is strangely beguiling to some extent. Her skin has only the slightest pruning and discoloration expected of Scarecrows. Her face, breasts and legs have also been cosmetically augmented to look more attractive. However, her face is an oddity; the nerves and musculature don't quite align perfectly with her movements and expressions. She rarely moves her mouth much and limits her expressions to more seductive gestures that avoid smiling or frowning. The rest of her body, however, is clearly suffering from the effects of the Elixir. Unlike her field trainer, she is very flirtatious, especially if she thinks it will help garner trust or attention. Sylvia is very bold and outspoken at times and is learning to think before she speaks. Sometimes her emotional outbursts cause her trainer to intervene in order to settle things down, though deep down inside, she knows what she is doing and enjoys seeing her trainer step in to defend her.

Sylvia is very cunning at playing people against each other and likes to play the innocent person in altercations. She enjoys playing mind games and distasteful pranks, and will tease people when she gets the opportunity. She enjoys acting as if she placed some Elixir on their lips while they were sleeping, or that she saw something crawl into the deep crevice or port of a Host Armor, but it's not there anymore, just to get her laughs out of people. The problem is, she is actually crazy enough to place critters inside Armor suits when they aren't looking, so it's always best to double check. Despite her flirtations, she is completely devoted to Jesse.

Race: Scarecrow.

Attributes: I.Q. 16, M.E. 13, M.A. 19, P.S. 25, P.P. 18, P.E. 20, P.B. 7, Spd 119 mph (190 km).

Alignment: Anarchist.

Experience Level: 4th Level Scarecrow.

M.D.C.: 138 + Armor. Regenerates at 2D4 M.D.C. per melee round.

Weight: 125 pounds (56 kg), **Height:** 5 feet, 6 inches (1.7 m) tall.

Age: Classified. **Sex:** Female.

Experience Level: 4th level Scarecrow.

Combat Skills: Hand to Hand: Assassin.

Skills of Note: Demolitions, Demolitions: Underwater, and Demolitions Disposal 72%, Swimming and Detect Ambush 70%, Intelligence 68%, Detect Concealment, Disguise, Wilderness Survival 65%, Climbing, Machine Technology, Tracking, Trap and Mine Detection 60%, Machine Lore 56%, Camouflage and Chemistry 55%, Escape Artist and Public Speaking

50%, Intelligence, Interrogation, Palming, Pick Pockets and Prowl at 45%, Resist Torture.

Weapon Proficiencies: Bio-Weapons: Light, Bio-Weapons: Heavy, Knife and Paired Weapons.

Attacks per Melee: 6.

Bonuses (includes all bonuses, including those from stats): +2 on initiative, +4 to strike, +2 to parry, +2 to dodge, +5 to auto-dodge, +2 to entangle, +3 to pull punch, +2 to roll with punch, K.O./Stun on Natural 17-20, +10 S.D.C. damage, +2 save vs mind control, +7 save vs toxic gases, poisons, drugs and disease, +5 save vs Horror Factor, +2 save vs insanity, 55% trust/intimidate, +10% vs coma/death.

Hand to Hand Damage (Supernatural Strength):

Restrained Punch: 5D6+10 S.D.C.

Full Punch: 4D6 M.D.

Power Punch: 1D4x10 M.D.

Special Abilities:

Super Endurance: Can last 10 times longer before feeling the effects of exhaustion and can remain alert and operate at full efficiency for up to 5 days without sleep.

Super Leap: Can leap 60 feet (18.2 m) across and 30 feet (9 m) high after a short run (half from a dead stop).

Super Healing: Regenerates 2D4 M.D.C. per melee round and is virtually impervious to pain; no amount of pain will impair Sylvia until she is down to zero M.D.C. At this point, she will collapse into unconsciousness, but will continue to regenerate. When back up to at least 3 M.D.C. above zero, she will regain consciousness and be ready for action within 1D4 seconds (one melee attack).

Superior Senses: Crystal clear sight and hearing (can clearly read a street sign at one mile and hear a whisper at 100 feet/30.5 m). Sense of smell is a thousand times greater than an average human's, and she can follow a scent trail that is up to two days old. The sense of smell offers the following specific abilities:

1. Identify common smells: 400 foot (122 m) range, 68% chance of success.

2. Identify specific odors, including specific individuals, items, or monsters: 65 foot (20 m) range, 44% chance of success (+10% if smell is familiar, +15% to follow blood scent).

3. Track by smell alone. Does not need tracks or any other visible trail. 46% chance of success.

Natural Horror Factor: 10, though some find Sylvia bizarrely alluring.

Weapons and Equipment: Sylvia normally carries the following weapons:

1. **Heavy Bio-Energy Rifle with the following upgrades:** Targeting Sight with Mega Upgrade.

2. **Light Cell Laser Pistol with the following upgrades:** Targeting Sight with Mega Upgrade.

3. **Heavy Spiked Maul.**

Allies: Like her lover, Sylvia's only true allies are her Librarian and fellow Scarecrows. Everyone else is to be used and manipulated.

Enemies: Sylvia has adopted Jesse's attitude; if you are not with her, you are against her. Sylvia views almost everyone as a potential enemy or pawn to be used.

Money and Valuables: With Jesse's influence, Sylvia can access almost any of the resources of the Great House, subject to the Warlord's discretion.

Zhong Kui, Call Sign "Ghost"

Trained by the stealth master Skinjob of Barren Marsh named Paquette, Zhong "Ghost" Kui is a crafty Skinjob that is living up to his name as he continues to prove himself in the field. Ghost enjoys infiltrating into outposts and hideaways to scout out safe havens for his team or to spy on Machine activity. While he enjoys sabotage and infiltration, he's not fond of open combat, preferring misdirection over confrontation.

Ghost is a passionate reader, particularly of history, and will frequently use time between missions to scour old archives and records. This passion has inspired him to begin writing on his own, something he's becoming quite good at. Ghost keeps detailed records of his travels, missions, observations, strategies, and tactics. He's also begun to dabble into creative writing, using his experiences as a basis for a series of adventurous short stories. Ghost hopes that one day, his thrilling adventures will inspire the future generations of the Resistance. He imagines a time where he has long come and gone, and his writing is turned into the entertaining, informative plays that he hears are enjoyed by so many citizens within haven society. Ghost has not been to any of these plays as he is fully aware that that he is not eye candy for anyone and he dislikes it when people try to act like they aren't disturbed by his outer appearance; when he can discern their body language is conveying just the opposite. This often causes Ghost to call them out on it and has instigated undesirable arguments. Like many Skinjobs, Ghost often comes across as reclusive or antisocial. While not mean or hostile, he tends to keep to himself, only confiding in a few close friends.

Ghost's choice of War Mount is actually a massive Gorehound named "Cao" that resembles a robust Shar Pei. Cao is covered in dense wrinkles and is equipped with a stealth field. He is Ghost's personal War Mount that operates and fights alongside the Skinjob with ferocious tenacity and relentless drive. Cao's thick, wrinkled skin is so loose that it allows him to turn around in the skin even when seized or bitten by another adversary to deliver his own bite. This style of combat is something that the Ghost is trying to develop for his own form of martial arts combat style called the "Ghost Skin" technique. A keen student of history, when he is not in the field, Ghost is writing his strategies, observations, and combat notes that he hopes to teach and pass along to other fellow Skinjobs.

Race: Skinjob.

Attributes: I.Q. 17, M.E. 20, M.A. 13, P.S. 16, P.P. 14, P.E. 20, P.B. 8, Spd 22.

Alignment: Anarchist.

Experience Level: 4th Level Skinjob.

M.D.C.: 302 M.D.C. Regenerates 1D6 M.D.C. every 10 minutes or 6D6 M.D.C. per hour.

Weight: 176 pounds (79 kg), **Height:** 5 feet, 8 inches (1.7 m) tall. **Age:** 22. **Sex:** Male.

Appearance: Like all Skinjobs, Ghost appears horrifying. Covered in dull grey skin speckled with repulsive white blotches, he looks as if he's covered in diseased elephant hide. Unlike his skin, his eyes are bright and gleam with creative intelligence. His voice is as otherworldly as his appearance, low and quiet, like a ghostly whisper.

Skills of Note: Research (85%), Demolitions, Demolitions Disposal, and Demolitions: Underwater (82%), Bio-Comms, Breed Dogs, Detect Ambush, History, Machine Tech, Oper-

ate Bio-Equipment, Pick Locks, Trap and Mine Detection (75%), Machine Lore and Pick Pockets (70%), Intelligence (68%), Chemistry (65%), Wilderness Survival (60%), Climbing, Creative Writing, Cryptography, Land Navigation, Sign Language, Tracking (55%), Camouflage (50%), Recognize Weapon Quality (45%), Concealment (41%), Palming (40%), Sleight of Hand, Swimming, Athletics and Fencing.

Weapon Proficiencies: Bio-Weapons: Light, Bio-Weapons: Heavy, Archery, Blunt, Knife, Staff, Sword.

Attacks per Melee: 5.

Combat Bonuses: +1 to dodge, +2 to initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/ impact, +1 to disarm, and +3 top pull punch. +2 to save vs Horror Factor.

Other Combat Info: Backward Sweep Kick, Karate punch/ Strike does (2D4 damage) and Karate Kick does 2D6.

Senses & Features: Standard Skinjob M.D.C. Skin (impervious to Mega-Damage fire and cold, high pain resistance), Chameleon Skin, Stealth Field, Silent Prowl (special), Feign Death, reduced sense of touch.

Weapons of Note:

1. Bio-Energy Pistol.
2. Wears a Demolition Leather Harness. Pouches contain 6 Chigs (3 on each side), 4 Migs (2 on each side) and 1D4 Squigs. Anything else that Zhong anticipates he will need is placed onto Cao's harness.
3. High-frequency daggers (3).
4. Zhong has placed an Electro-Pulse Gun on the harness of Cao for metal threats (Machine, Technojacker, Nano-Plague reactions or otherwise).

Zhong's personal Gorehound, "Cao."

Breed derivative: Shar Pei.

Description: Cao is a compact, extremely muscled Gorehound, literally a massive pit bull covered in a Skinjob's skin, covered in wrinkles just like its ancient breed derivative; quite possibly even more so. When not prowling in the concealment of his Stealth

Field, Cao can be seen with a harmonic vigor due to his powerful musculature which stands out, under the heavily wrinkled, elastic, Mega-Damage skin. Cao's broad head and muzzle are well designed to house the crushing jaws which are adept at pulverizing Machines and enemy armor. This is the first time that a Shar Pei Gorehound prototype has been developed and Dulavene is thrilled to see a high demand pour in for the Shar Pei DNA/RNA codes from their Alliances. Samples have been sold and new litters are being developed for other Skinjobs belonging to other Great Houses. Zhong's field success ratio being a record high with the gifted aid of his Gorehound and even overtaking rival Skinjobs, has surely boosted interest in the Shar Pei breed and Deluvane is considering the employment of Great House Artemis to help control undesirable Black Market sales and distribution.

Alignment: Scrupulous.

Attributes: I.Q. 9, M.E. 8, M.A. 18, P.S. 23, P.P. 17, P.E. 21, P.B. 12, Spd 110.

Height: 4 feet, 6 inches (1.4 m) at the shoulder, 6 feet, 2 inches (1.9 m) at the top of the head.

Weight: 500 lbs (225 kg).

Width: 3 feet (0.9 m) from shoulder to shoulder.

Length: 8 feet (2.4 m) from the tip of the nose to the rump, plus a 2 foot (0.6 m), curled tail.

Age: 3.5 years.

Speed: 100 mph (160 km).

Skills of Note: Explosive Ordnance Sniffer and Reconnaissance Scout skills (see **The Rifter® #59**).

Features: Standard Gorehound, plus the Shar Pei Breed Enhancements: Stealth Field, Grip Hairs, Acid Blood and Motion Detection.

Known Weapons:

1. Right Shoulder-Mounted Heat Projector Cannon. Damage: 1D8x10+10 M.D. Range: 1,800 feet (549 m).

2. Trench Foot Mines (2 behind each front leg). Damage: 4D12 M.D. to a 10 foot (3 m) blast radius.



I am Legion, Episode II

An Adventure and Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

Illustrated by Charles Walton

Note: Originally appeared in **The Rifter®** #73, page 63.

Returning Home

When the player characters finally do make it back to House Artemis, the sentry guards at the entrance tell the group that Warlord Artemis and the Senate have already assembled and are waiting for them. They tell the players that a pair of Royal Guards have been dispatched to escort them to the meeting and that the players should wait at the gate for them to arrive. Within minutes, the group spots two distinctively dressed warriors making their way through the crowded corridor. With the crimson Me-

ga-Damage silk robes adorning their Host Armor, and the high-frequency swords slung at their hips, the two guards look similar to the samurai warriors of old, despite the monstrous appearance of their armor beneath. Only the best among the Dreadguard are ever offered a position within the Royal Guard, and the reverence felt for these distinguished warriors is apparent as the noisy sea of Splicers within this busy passageway quickly falls silent and parts to let them through. This was likely the purpose of the

escort. It was not like Warlord Artemis worried the player characters would dawdle or get lost along the way. He knew that having his Royal Guards leading them through the densely packed hallways would help expedite their journey. Time is of the essence and Warlord Artemis is anxious to hear their findings.

As the player characters make their way towards Warlord Artemis' personal chambers, the rough stone walls common throughout the underground haven become smoother and more polished. The utilitarian support columns found in other areas are slowly replaced by more polished and refined stone pillars until they too are replaced by dozens of chiseled statues immortalizing House Artemis' greatest heroes. The walls in between these statues are decorated with dozens of beautifully woven silk tapestries depicting some of House Artemis' most renowned victories over the Machine as well as those over rival Great Houses. This chamber is where Warlord Artemis entertains dignitaries from other Great Houses, and it was built to be a demonstration of House Artemis' affluence and military might.

Warlord Artemis' chamber is sealed by a pair of twenty foot tall, polished oak doors, but the Royal Guards' powerful suits of Host Armor allow them to push these heavy doors open with ease. As the group enters the chamber, they see a heated discussion already taking place. The guards motion the group to remain in the doorway until they are addressed. Warlord Artemis the Fourth is sitting at the far end of a massive table that is large enough to seat thirty. Seated around this table is the entire Senate, twenty of the most heroic Dreadguards within House Artemis. These legendary warriors have served their House with distinction for decades and now they are Warlord Artemis' most trusted advisors. They are arguing ferociously about how to handle the current crisis as Warlord Artemis looks on intently. As the group waits to give their report, they glance around the chamber. The room itself is circular with polished marble walls and a high, domed ceiling. The walls are covered with more of the same silk tapestries and marble statues that lined the hallway leading in. The chamber is basically empty except for the finely crafted table sitting in the center of the room and the twenty Royal Guards standing motionless along the walls. The room is well lit by dozens of organic glow cells, but the way they are arranged casts a series of shadows that adds to the ominous and intimidating feeling of the room. Warlord Artemis allowed the discussion to continue for a few minutes after the players arrived, but he eventually raises a single hand to silence the room. He then quietly asks the player group to come in and recount what they saw.

Within seconds of the group detailing the disastrous assault and their lucky escape, the room once again erupts in debate. Half of the Senate is pushing for House Artemis to mobilize all their forces and meet the enemy head on while the rest want to hunker down, reinforce the underground haven's defenses, and hope Legion and N.E.X.U.S. destroy each other. Each side sees the player characters' findings as further proof that their original strategy is still the best plan of attack. Warlord Artemis, however, realizes there may be another way. With a wave of his hand, Warlord Artemis once again silences the room. He then stands up from his chair and addresses the Senate.

"While discretion has forced us to live underground, it is only through the strength of our military and merciful luck that we, humanity, continues to survive. Burying our heads in the sand and hoping for this storm to pass would be folly, as would throwing our entire army against an enemy we do not understand. But we

must act, and we must act now. Make no mistake, Legion is no... savior. She is not the answer to our prayers, but the harbinger of this planet's doom. We are the strongest Great House within this Area of Influence, and it is our duty to defuse this threat before Legion becomes unstoppable.

"Judging from your report, the speed and precision with which Legion's forces fell upon your assault teams suggests that she knew of your presence long before you struck, yet she allowed the attack to proceed anyway. She wanted to deliver a message, and not to insult the talents of your team, but I believe you were allowed to escape so that you could deliver it. She wanted to tell us that she can neutralize our most powerful weapon, but what she doesn't know is that it's not our only weapon."

He pauses momentarily to let the gravity of his suggestion sink in. One of the Senators then interjects, "My Lord, you can't mean the Shell. I thought it was meant only for the most desperate of circumstances."

"I would say this qualifies," Artemis calmly replies. "But it's not like the Kamikazes. It has no failsafe against organic targets. If House Janus or worse yet, House Shiva got their hands on the genetic code, it would be a greater threat to our security than Legion and N.E.X.U.S. combined."

Warlord Artemis once again raised his hand and quickly silenced the discussion before any other Senators could inject their opinions. He then continued on, "The risk is great, but you underestimate the danger posed by Legion. N.E.X.U.S. has billions of robots at her disposal and yet she can't stop Legion. She can't even slow her down. If the Deluvane Splicers were correct, the Factory Walker is the key. The Shell has the power to take it down, but more importantly, its small size will let our people sneak it through the Walker's defenses. We just need to activate the Shell's timer, place it in the path of the Factory Walker, and let Legion casually stroll over it. The blast should rip the Walker to shreds. Perhaps we should use two just to be sure."

He then addresses the player characters directly. "That is where you come in. You did great work out there. You not only provided us with invaluable intel, but you went toe-to-toe with Legion's forces and survived. That pretty much makes you the resident experts. I need you to serve your House in this difficult hour. I need you to place these bombs in Legion's path."

Artemis then turns his attention back to the Senate, "Assign two of your best Sweepers to their team to handle the Shells, and send Drake Benton as well. His Archangel stealth fighter skills have always been impressive. We need to keep the team small and low-profile or else risk repeating Deluvane's mistakes, but I also want some firepower on this mission. "Senator Bane, escort them to the armory and make sure they get everything they need. I want them fully briefed and fully equipped within the hour. Time is of the essence, and I want them mobile the second that Deliveryman reports back on Legion's position. That's it. Dismissed."

With that, the Senators quickly pour out of the room to make preparations as Warlord Artemis and his retinue retires to his personal quarters, leaving the player characters alone with the grizzled war hero, Senator Bane. Even in his late fifties, the Senator still strikes quite an imposing figure. His six foot, three (1.9 m) frame is still heavily muscled, despite his advanced age. His weathered face bears the scars from a lifetime of military service, including a vicious looking slash that runs down the entire left side of his face and across his throat. How he survived such a wound is a mystery, but it left him with a voice that sounds like

he's gargling gravel. Perhaps this is the reason he rarely speaks, but the perpetually stern look on his face makes it seem unlikely he was ever the chatty type. He is wearing the same elaborate white and red silk robes worn by the rest of the Senate, but for some reason he just looks out of place in them. He looks just as pristine and regal as his fellow Senators, but he looks more like a front-line soldier playing dress up than a professional politician.

Senator Bane gives each player character a quick look up and down with an almost disgusted look on his face, then turns and starts walking out. If it were not for the uncomfortable silence, the player group might have missed the raspy "let's go" coming from Senator Bane as he quickly walked away. He leads the group through the twisting tunnels of House Artemis to the armory without saying another word. As soon as Senator Bane enters the armory, the dozen or so Splicers in the waiting area and the clerk standing behind the long stone counter immediately springs to attention. It is not often that anyone from the Senate strolls into the armory unannounced, so it is unclear if the look of terror on the clerk's face would have been caused by any Senator or if it is specifically due to Senator Bane. As Bane starts hissing orders at the clerk, the player characters watch the other armory attendants busily going about their business. The unique nature of Bio-Technology means its care and storage is also somewhat unique. Like a standard high-tech armory, all the weapons and equipment are neatly filed away on a series of hundreds of shelves. The difference is that all of these shelves are submerged within an enormous pool of nutrient-rich fluid that keeps these weapons alive. The thick pink liquid is clear enough to allow the players to see the armory attendants in their Proto-Host Armor shuttling weapons and suits of Living Armor to and from their designated storage areas. This is one of the main armories for House Artemis so it is absolutely enormous. Even the somewhat low ceilings in this simple stone chamber cannot hide the massive size of the cavern.

Another attendant comes out of an innocuous door in the corner of the waiting area carrying a large tray filled with Chig hand grenades. The players can see that the room he came from is filled with garbage and other waste material with thousands of organic explosives crawling all across this rotten pile. The Chigs, Migs, and Squigs are not only powerful weapons of war, but they also help keep the underground haven livable by disposing of waste produced by the human population.

The player characters turn their attention back to Senator Bane so they can hear the specifics of what "everything they need" truly means. Bane informs the clerk that he wants the player characters traveling light but heavy. In addition to their regular armaments, he authorizes one heavy weapon of choice, one sidearm of choice, six Chig grenades, six Bug Bombs, six Squig detonators, two Migs, two Booster Patches, and two Slap Patches for each player. Senator Bane then turns back to the players and asks if they are going to need a trip to the War Mount Corral as well. He tells the group that once Legion is located, the player characters will be delivered by Dracos air drop to just outside of the combat zone, so transportation will not be an issue, but if they want the extra firepower, it is authorized.

Once the group is fully equipped, Senator Bane leads them down a series of long, narrow corridors deep into the heart of the underground haven. The player characters recognize that they are heading towards the Engineering Chambers. This area is restricted to all but the most senior members of the military, so it is one

of the most heavily fortified locations in House Artemis. Once they get past a series of sentry stations, they are surprised to see that the hallway leading towards the Engineers actually slopes upward. The hallway is filled with hundreds of five foot (1.5 m) wide, four foot (1.2 m) tall barricade walls composed of solid resin. They are set two or three wide in a staggered configuration so that there are no direct paths through all the barricades. It is a pretty ingenious design. It prevents large invaders like tanks from rolling through the corridor, plus it provides plenty of cover for defenders and gives them the high ground advantage. As the group weaves through this obstacle course of defensive walls, the player characters notice that each barricade has a large white number painted on the back of it. If they ask Senator Bane about the numbers he will gruffly respond, "Don't worry about it. We don't exactly let everyone down here. Just consider it an honor and keep your mouths shut."

The group proceeds through another half dozen sentry stations and three more barricade-filled hallways before arriving in a small meeting room. The room itself is a rather unremarkable stone chamber. There is one wooden door on each end of the room, a large wooden table in the center, and dozens of intricately hand drawn maps covering the coarse rock walls. Sitting around the table are the three other people that have been assigned to this mission. They snap to attention as soon as Senator Bane enters the room. He does a quick round of introductions between the three and the player characters before proceeding with the briefing.

"Let me introduce you to the rest of your team. This is Senior Sweeper Shauna Davies and Senior Sweeper Anderson Long. Both have nearly a decade of distinguished service in the field. They'll be the ones transporting the bombs. There's no one else in the Sweeper Corps that I would trust more with this responsibility. Both are fully trained on the Shell Tactical Omega Cell, but we're going to train all of you on how to detonate them as well, in case they both go down." Senator Bane does not even pause for a second to let the group digest the apparent fact that he knows casualties on this mission will be high. He simply continues on with the introductions. "This is Drake Benton, a former Dreadguard with over twenty years of experience. Now, he's serving House Artemis as one of our Elite Archangel Test Pilots in the new "Angel Core" Program. Apparently, his new rank as a test pilot means he's not in charge of this mission, but he's seen more action than all of you knuckle-draggers combined so I would listen to him."

Senator Bane then introduces the player characters. He has apparently been through their service records and knows quite a bit about them. They are surprised to hear that he is equally as complimentary of each player as he was when introducing the other three soldiers. The player characters never met Senator Bane before today. They heard many stories about him from their fellow warriors, nearly all of which were quite positive. At first they did not understand why this cantankerous, old warhorse was still considered such a beloved figure in House Artemis, but now they are beginning to understand.

The Senator was about to begin the briefing when a man in Proto-Host Armor walks in through the opposite door carrying what looks like two oversized clam shells. The surface of each is quite rough with multiple ridges of sharp spikes running along the top and bottom shell. Both he and his cargo are soaking wet

and dripping pink nutrient fluid all over the floor. Apparently, there is another armory on the other side of the door. This must be where House Artemis stores their top-secret munitions like the Shell Tactical Omega Cell. The man sets the two bombs on the table and then stands at attention.

The player characters see the hint of a smile on the Senator's face as he addresses him, "Ah, perfect timing. Thank you, son. Please bring in the trainer as well." The armory attendant then starts walking back out the same door as Senator Bane motions for the rest of the group to gather around the table.

"This is the Shell Tactical Omega Cell. Four kiloton yield. Against heavily armored targets the effective blast radius is considered 1,000 feet (305 m), but it will kill any soft target within a 2,000 foot (609.6 m) radius. However, maximum destructive potential is within 200 feet (61 m), so you're going to need to get these up close and personal with the Factory Walker. You will literally be holding a Kamikaze Cruise Missile in your hands. Our Librarians figured out how to take the same explosive charge used in the Kamikaze and shrink it down to this. It's one of the most powerful weapons in our arsenal, and one of the biggest mistakes we've ever made. When House Shiva first crawled out of the scum to threaten the Resistance, our Librarians developed the Shell so we could wipe out their Great House in one fell swoop. Those damn freaks thought they were so smart, but they were too smart for their own good. Kamikazes may be big, dumb, and crazy, but they never attack living targets; only the Machine. Those brainiacs decided to remove the safeties so we could use it against House Shiva, but they seemed to forget that House Shiva had Librarians too. No plan ever goes perfect and if the attack failed, we'd have given the Shivs all they'd need to make thousands of these damn things. At least the Senate was smart enough to call off the attack, but they should have scrapped them all. Warlord Artemis the Third decided to hold onto a handful of them in case of an emergency. Made me sick when I first learned about them. This planet is deadly enough without these things on it. It was a mistake to keep them then and it's a mistake now. Even worse, now we're going to let them loose on the world.

"I want to make it perfectly clear to each and every one of you the awesome responsibility we just put in your hands. These must not fall into the hands of ANYONE. If capture seems inevitable, it's your duty to protect your House and humanity by destroying these things, even if it means you go with them. The Warlord is right; there are a lot worse threats out there than the Machine. Legion may be one of them, but I think he's underestimating just how dangerous House Shiva truly is. I don't want to spend the rest of my days worrying about some psycho sneaking one of these into my home. I've got enough to be concerned about." Senator Bane is briefly interrupted as the armory attendant comes back in carrying another Shell Bomb, only this one looks like it has been soaking in formaldehyde or some other preservative agent. He sets it down in front of the Senator and then stands at attention until dismissed. Senator Bane then continues with the briefing. "All right, as you can see, this one's dead. No chance of detonation. The Shell can be pretty tricky to set off, so we'll bring you up to speed with this one. You're up Davies."

Sweeper Shauna Davies springs to attention and then walks over to where the Senator was standing using what can best be described as a march. It is unclear if she is trying to show off her best military discipline for the Senator or if she is always this stuffy and serious. She is actually an incredibly attractive woman,

but she looks like she is trying to downplay her beauty. Her uniform is also somewhat bulkier than usual. She likely wears it in attempt to hide her figure, but it is not doing a very good job.

She pulls the two halves of the Shell open and spreads it out across the table. The interior looks pretty similar to a giant clam as well. It is just a mess of muscle tissue, thick tendons and ligaments, and organs. It all has a sickly pale color from the formaldehyde, but it does not look that different from a normal animal. The only object that seems alien and out of place is the softball-sized transparent orb sitting in the center of the right half. The surface of the orb is covered in a spiderweb of thin black veins, and within it is a black golf ball sized core suspended in a clear jelly that sparkles in the light. It almost looks like a giant frog egg except for the dozen or so large, organic fibers that connect it to nearly every corner of the interior. Some of these cords have been cut to allow the Shell to be opened, but most are still intact.

As if sensing the player's interest in the object, Sweeper Davies points at the orb and says, "This is the heart of the Shell Bomb. This is the Omega Cell. Everything else in there is just meant to keep the cell alive, protected, and most importantly, stable.

"A stable Omega Cell can survive all kinds of trauma without exploding, but once it's destabilized, even the slightest bump can set it off. The good news is that the Shell was designed to make it very hard for the cell to detonate. Well, I suppose that's part of the bad news too. The triggering mechanism is pretty tricky. If you don't activate it just right, the cell dies and the bomb is useless. It's a safety feature to prevent thieves from accidentally figuring out how to set it off. Even if they escape with their prize, they'll most likely ruin it trying to use it." "Gentlemen, let's focus more on not losing them in the first place," Senator Bane interjected angrily. "Of course, sir," Davies sheepishly replied. "I was just trying to emphasize the importance of following the triggering sequence correctly."

"Just get on with it, Davies," he snorts back. It appears that Senator Bane's patience is quickly reaching its limits. "Yes, sir. Right. Um, first of all, as you can see on the living Shells, that the two halves are sealed shut by a thick band of muscle. This seal actually needs to be sliced open before you can begin. There is no other way to open it. This will allow you to access the interior, but do not spread the clamshell open like I've done with this one. The Shell can only be opened about eight to ten inches, but I would keep it to about six just to be sure. Any more than that, and you risk ripping these two ligaments at the base of the clamshell. It's one of the safety mechanisms designed to ruin the bomb if any unauthorized people try fumbling around with it. It's not a problem for our Shellback Armor, but you're going to need to feel around in there blind. We'll practice with this one to get everyone comfortable with knowing what's safe to touch and what's not.

"The bomb has a sort of built-in timer. To activate it, you need to sever at least one of the three main arteries that feed the Omega Cell. As you can see, these three vessels are much larger than the ones around it. The other ones are more safeties. You cut any of those and the bomb dies, but if you cut any of the large ones then the cell is destabilized. Think of the three arteries as a variable timer. If you cut one, you have about three to eight minutes (1D6+2 minutes) before the bomb explodes. If you cut two, you only have about one to two minutes (2D4+2 melee rounds) before detonation. In the alternative, you can cut all three, which

instantly destabilizes the Omega Cell, but it won't detonate it. You'll need to set it off by some secondary means, like a remote detonator or even a gunshot. However, it's extremely volatile in this state. Even a slight shake of your hand as you pull back out of the bomb could trigger it prematurely (01-12% chance of instant detonation when all three are cut). Let's just say, I don't recommend using it this way."

"Thank you Davies," Senator Bane abruptly says. It does not look like he cares if Sweeper Davies was finished or not. "All right, I want each of you to familiarize yourselves with the Shell. You're going to have to work by feel alone, so close it up, get your hands dirty, and practice. I don't know how long we have before we get the report on Legion's position, so practice for the next eight hours. If we don't hear anything by then, hit the barracks down the hall and get some rest. It'll probably be the last shut-eye you catch for a while. Long, Davies, I expect you to make them experts with those things. There's not much more you need from me, so I need to return to my duties."

"Let me remind you that the fate of House Artemis lies in your hands in more ways than you can imagine. You were all selected for this mission for a reason. Show us that we made the right call. Good luck and Godspeed."

The players do get a full eight hours of training with the Shell Bomb before retiring to the barracks. This gives each player the skill of Detonate Shell Bomb at 55% plus any I.Q. bonuses. A failed roll means the bomb dies and becomes useless. Both Sweepers already have this skill at 98% which definitely makes them the best ones for the job, so the player characters should try to keep them safe.

The barracks area is another unremarkable room carved directly into the bedrock. The room is filled with dozens of small bunks stacked two high and a small bathroom through a door in the corner. There are no lockers or storage of any kind, so the player characters need to stack their gear along the far wall. This is one of the most secured areas in all of House Artemis, so theft is not a concern. The attendants have left some food for the group, and the players have a little time to finally clean up after their last mission before bedding down for the night.

Unfortunately, their night is cut short after only a few hours of sleep. The weary player characters wake up to the loud bang of the barracks door being flung open and the bright light from the hallway flooding into the room. They look up to see the silhouette of three armored men standing in the doorway. The man in the center steps into the room and shouts, "Lights on!" The glow cells in the ceiling respond to his command and quickly illuminate the room. All three men are wearing Host Armor, and the lead man is also wearing the ceremonial robes of the Royal Guard. He walks into the middle of the room and addresses the group.

"We have Legion's location. There are two Dracos mounts ready to fly at the Launch Bay." He then points over his shoulder to the men behind him, still lingering in the doorway. "These men are your Outrider pilots. They'll get you to the drop site. Get suited up."

It only takes minutes for these well trained Splicers to slip into their heavy organic armor and gather their weapons. The bulky Shellback Armor worn by the Sweepers looks similar to regular Host Armor only it has much thicker armor and has a large shell mounted on its back. It was designed for demolitions and demolitions disposal, so the suit sacrifices speed and mobility for defen-

sive protection. Each Sweeper was also given a Mega-Damage leather knapsack for transporting the Shell Bombs.

Shellback Armor is quite specialized but it is really not all that different than any other suit of organic armor. However, the same cannot be said for the Archangel's "Nighthawk" Assault Armor. This is the first time the player characters have ever seen this prototype armor, and even these seasoned Splicers are startled by its dark, sleek, ominous appearance. The armor looks like Living Armor except for the fact that it is covered in an obsidian looking hide that appears more alien in texture than any other armor ever produced before. What is even more unnerving is that the wings seem to emit a low hum and the twin visors on the sinister looking alien helmet seem to be staring down the player characters as if they were a piece of raw meat. The players did not know what to expect when Drake Benton was assigned to the mission, but they suddenly are feeling somewhat uneasy with the idea of working in close proximity to this experimental, special ops monster.

Once the team is fully equipped, the Royal Guard leads them through the halls of House Artemis to the nearby Launch Bay. This entrance connects to a maze of abandoned sewer tunnels that are large enough to accommodate the massive wingspan of the Dracos War Mounts. It is primarily used by Archangels and Flying War Mounts because most of the tunnel exits open up over a fifty foot (15.2 m) cliff overlooking the Great Ocean. There are smaller tunnels that exit directly into the ocean, but none of these are large enough to accommodate a large War Mount.

The Launch Bay was not that much larger than the other entranceways to House Artemis, but the high-domed ceiling made it feel enormous. What also makes it feel so large is the fact that the Senate cleared the entire area of all personnel not directly linked to this mission. These entranceways are usually cluttered with over a hundred armored soldiers at all times, and to see it nearly empty is somewhat eerie.

Since this staging area caters mainly to fliers, it was designed to give them a little room to test their gear before heading topside. Of course, the Archangels push this little allowance to the limits (much like they do with everything else in their lives). Their version of testing their Wing Packs involves buzzing past each other in these relatively tight confines at high speeds. As the player characters enter the Launch Bay, they see about eight or nine Archangels looping around each other in a dizzying display. They witness dozens of situations where a high-speed collision seems imminent only to watch the two fliers veer off at the last second with such skill and precision that it almost appears choreographed. High-speed strafing bursts and skimming the walls and ceiling with only a foot or two of space is nerve-racking to watch, but yet so daring that it is captivating. The player characters are distracted for a few moments by this dazzling air show before being snapped back to attention as one of their Outrider pilots starts going over the mission details.

"Legion's army is marching on the Retro-Village of Dillontown. They should reach it within the hour. There's a pretty decent sized forest between them and the village. Legion's not one for going around obstacles, so we're pretty sure her forces will just plow straight through. That'll be the drop point. It should provide you with decent cover and still put you right in their path. Our scouts are reporting limited N.E.X.U.S. air patrols in the area, but we'll still be sticking low to the trees to avoid attracting attention. The Outrider then points up at the Archangels still swooping about the Launch Bay at dangerous speeds and says,

“These maniacs whirling around our heads will be providing escort along with two Zephyrs. We’re going to go in low and fast. It may get a little bumpy, but hopefully it will be an uneventful transport. All right, let’s mount up.”

The team will be split up evenly across the two Dracos War Mounts (each holding one Sweeper) to ensure that the mission can proceed if one of the transports is shot down en route. It is just another subtle reminder of the incredible odds stacked against the player characters. They do not have time to dwell on it now, but they will have plenty of time to think about the danger during the thirty minute flight to the drop point.

The flight through the old sewer lines is uneventful. After five minutes of seemingly endless twists and turns through this maze of decaying tunnels, the transports and their defenders come blasting out of the sewer pipes over the Great Ocean. The midday sun glinting off of the water is absolutely blinding compared to the dark, dank sewer tunnels they just exited (even for characters with polarized filters on their armor). The player characters are a bit more stunned by the light because they actually had no idea what time it was before reaching the surface. Keeping track of time underground is confusing enough already, and the lack of sleep combined with the hectic pace over the past twenty-four hours has left them somewhat disoriented. Sunset is about five or six hours away, so it looks like they will be taking on Legion in broad daylight. It is rare for House Artemis to stage any type of attack during the day, which speaks to the urgency of this mission, but it also means the strike will be that much more difficult.

As soon as the procession exits the tunnel, they all bank hard to the right and begin to head back inland. The Outrider said they would be flying low, but the player characters did not realize they would be soaring over the forest just a few feet above the tree-tops. The constant bobbing and weaving around the taller trees that pierce the forest canopy makes for a rough ride, but it is far better than dodging gunfire. After twenty minutes of bumpy but uneventful travel, the group starts to think they might actually make the drop point without incident. Unfortunately, they are wrong.

Intercepted

The peaceful forest up ahead suddenly erupts into flames as a barrage of Bio-Weapons fire rips through the trees and into the convoy. Three Archangels fall in the first volley and several others are injured. Neither Dracos is even scratched, so it looks like the escorts are the intended targets. The attack does not slow the procession down and they race past the ambush site without breaking formation. A second volley fired at the convoy’s backs brings down another Archangel and damages both Zephyrs. They are able to keep up, but their maneuverability has been significantly compromised. Both Zephyrs and only five of the original nine Archangels remain, but every one of them has suffered some measure of damage. The ambushing Splicers only got off a few volleys, but they succeed in weakening the escorts and, more importantly, distracting the convoy from the real threat.

While the group was focused on the ground assault, three Skullcracker War Mounts and three Griffin War Mounts sprung from their hiding places and started charging directly towards the convoy’s right flank. The procession was too distracted by the gunfire to notice their approach until it is too late.

The player characters look up just in time to watch the Skullcrackers slam into three of their Archangel escorts. Their organic armor collapses under the impact with a sickening crunch, and all three are sent spiraling to the forest floor at hundreds of miles per hour. One of the Griffins grabs the closest Zephyr War Mount and secures itself to the beast using its barbed tentacles. The Griffin then starts slashing it apart with its powerful high frequency talons as the Zephyr breaks away from the convoy at high speed in a desperate attempt to shake off its attacker. This blitzkrieg strike succeeded in clearing a path through the escorts so that the remaining two Griffin War Mounts could grab their primary targets, the Sweepers.

The first Griffin plucks Sweeper Anderson Long off of his Dracos with ease and begins racing off into the distance. The second Sweeper, Shauna Davies, realized she was a target as soon as the first shot was fired. She quickly used the forearm mounted tentacles on her Shellback Armor to secure herself to the Dracos. When the second Griffin grabs hold of her and tries to fly off, its Outrider pilot is momentarily stunned when his target does not even budge. This gives anyone on the Dracos, as well as any remaining escorts, a free shot at this War Mount (automatically loses initiative). If it survives the initial barrage, it will let go of the Sweeper and fly off.

While this is going on, Anderson Long is proving that he is not an easy target either. The player characters glance over in time to see an enormous explosion erupt on the underside of the Griffin. Anderson used one of his explosive charges on the beast knowing that his thick Shellback Armor would protect him from the blast and the resulting fall. The blast sends both the War Mount and the Sweeper crashing to the forest below about three quarters of a mile (1.2 km) away from the convoy. They were not that high above the forest at the time, so it was only a forty foot (12.2 m) drop into the trees. This is still a significant distance, but hopefully the trees helped break their fall. The other Zephyr breaks off to pursue Anderson, but it is quickly pounced on by the first Griffin War Mount. The players look around to see what happened to their other Zephyr escort. They spot the tattered creature plummeting to the ground off in the distance. It looks like the Griffin made quick work of it before moving on to the next Zephyr. It falls about fifty feet (15.2 m) and then suddenly explodes. The Zephyr was already beaten, but Griffins always leave a little explosive surprise when they break off from an opponent. The blast tears the War Mount apart, making the likelihood that the Outrider survived the assault rather slim.

Not even an hour into the mission and the unthinkable has already happened, a Shell Bomb is in the open! Whether Anderson survived the fall or not does not matter. The player characters must recover the bomb. It is pretty apparent that these Splicers not only knew of their existence, but also who was carrying them. This ambush was far too coordinated to be a random trap. Someone within House Artemis must have tipped them off. What is even more alarming is that only the highest ranking members of the military were even aware of this mission. Discovering the identity of this traitor is nearly as important as recovering the Shell Bomb. If possible, the player characters should try to capture one of the attacking Splicers to hopefully learn the identity of the traitor. But that is secondary. Right now, all that matters is recovering the bomb before the attacking Splicers can. The player characters still have two undamaged Dracos War Mounts with riders, two damaged but combat-able Archangels, the War

Angel Drake, and Sweeper Shauna Davies at their disposal. One Zephyr is still in the fight, but it cannot shake the ferocious Griffin off of its back and it does not look like it will last much longer. One (possibly two) of the Griffin War Mounts are down, but the players still need to worry about at least one more as well as three Skullcrackers (not to mention any ground forces that are likely lurking in the forest below). Anderson and one of the Griffins crashed into the forest in a flaming heap, so any ground forces in the area are probably rushing to this blazing signal fire already. They need to hurry.

The smoke from the crash site is obscuring the view from above, so there is no way to know what may be waiting for the player characters down there. The Dracos War Mounts can drop them directly on the crash site, or they can drop the group further away if they want to make a more cautious approach. The forest is too dense for either Dracos to touch down and the canopy is too thick for them to provide air cover. On a positive note, this also means the player characters will not need to worry about harassment from aerial attackers once they enter the forest. Then Drake tells the group that he, the Outriders and the rest of the Archangels can deal with the Griffin and Skullcrackers while the player characters recover the Sweeper and his cargo. They will stand by for extraction as long as they can, but the smoke is likely going to attract Machine attention, so they do not know how long they can wait.

The thick underbrush in the forest makes movement somewhat difficult, but thankfully, it is broken up periodically by decent sized clearings. The crash site is in one of the larger clearings up ahead. By the time the player characters finally do reach the site, all they find is the Griffin and its Outrider pilot, both dead. The Sweeper is nowhere to be found, but a quick survey of the scene makes it pretty apparent that he survived the crash. There are fresh blast craters all across the clearing, including a sizable one that took the Griffin's head off. Sweepers can generate an impressive amount of explosive ordnance within their Shellback Armor, and it looks like Anderson used quite a bit of his before retreating into the forest. A few small fires are still burning, but the area is wet from a recent rainstorm so the risk of them sparking a wildfire is pretty low. The battle likely slowed him down a bit, so he could not possibly be too far ahead. The deep footprints in the mud from his heavy armor have left an easy trail for the player characters to follow. They are about to go after him when they hear the sound of snapping twigs behind them. They turn and see a dozen Gorehounds push through the underbrush and enter the clearing. They start charging straight at the player characters until the group hears someone shout "halt" from off in the distance. The hounds stop dead in their tracks and begin growling ferociously. The player characters now have a much better view of these Bio-Tech hounds and they realize they are not actually Gorehounds, but Maulers.

Maulers are evolved versions (some would say, devolved versions) of the loyal Gorehounds. They are larger and much more powerfully built, but they are also incredibly aggressive and difficult to control. House Artemis created the Mauler strain years ago, but they consider them a bit too unpredictable so they only produce them in limited numbers. Unfortunately, agents from House Janus acquired the genetic code and used it to turn a large percentage of their Gorehounds into Maulers. These volatile beasts lack the patience for many of the Gorehounds' usual missions, like search and rescue, demolitions detection,

or reconnaissance. Maulers are only good for one thing, killing. Their presence shows how serious these ambushing Splicers truly are. It also confirms the suspicion that the attackers are likely from House Janus. Seconds later, the group sees who ordered the Maulers to stand down. Four Splicers emerge from the brush behind the hounds and immediately train their weapons on the player characters. Two of them are wearing the distinctive armor of the Packlords. These deadly Splicers are senior Packmasters who have proven themselves to be such skilled handlers that they are allowed to upgrade their Gorehounds into different variations. Much like their hounds, Packlords tend to favor close combat (which is pretty evident from their wicked looking forearm-mounted tentacle whips).

The other two are wearing Host Armor. One looks like a standard Dreadguard, but the other one is definitely a Dreadnaught. His armor is nearly twice the size of his fellow warriors, and the dead giveaway is the massive Harbinger Cannon he is carrying at his hip. Only elite Dreadguard are ever offered the option of becoming one of these heavy weapons specialists, so this brute is most likely the leader of the assault. The players' suspicions are confirmed when he points off in the direction of Anderson Long's footprints and starts shouting orders at the other Splicers. "The Sweeper's tracks lead off into the forest. Gavin, take your hounds, find him, tear him apart, and bring me the package. Apollo and Lycaon, spread out! We'll shut the rest of these cubs down." The booming distorted voice from this enormous Host Armor is somewhat unnerving, as is the fact that he does not seem to be interested in taking prisoners. One of the Packlords and half of the Maulers tear off through the underbrush in pursuit of Sweeper Anderson Long. Their departure significantly diminishes the ambush party's numerical superiority, but the Dreadnaught does not look too worried about the odds. In fact, it almost looks like the wicked carnivorous maw on his Host Armor is smiling. Once the Packlord is out of sight, the Dreadnaught points his enormous Harbinger Cannon in the player characters' direction and opens fire (roll for initiative as normal). Any trees between the two groups are torn to shreds, as are huge swaths of trees behind the group as this thick barrage of Bio-Energy blasts rips through them like paper.

The salvo destroys any cover between the combatants. The Dreadnaught may feel comfortable standing in the open trading fire, but the other warriors in his group do not feel so invulnerable. The other Dreadguard actually steps behind the Dreadnaught to use the big bruiser as cover, while the Packlord uses his own charging Maulers as cover so he can close the distance with the player characters.

Game Masters, let this battle play out a bit, but be careful not to mow the player characters down with the Dreadnaught. A concentrated burst from his Harbinger Cannon could tear any one of them to shreds, but fortunately, he does not seem to be targeting anyone at all. He is just firing wildly in the direction of the player characters. This constant barrage of suppressive fire keeps the players off balance and on their heels (-2 to strike and parry), plus there is a 01-35% chance a player will be struck by a stray blast whenever they move (3D6 M.D. per blast). His strategy (or complete lack thereof) is somewhat puzzling. He never makes any effort to dodge incoming fire (no matter how damaging), and he never targets any of the player characters directly. The other members of the ambush party, on the other hand, seem to be making every effort to annihilate the group as quickly as possible.

The battle ends when the Dreadnaught goes down. Whether this takes twenty minutes or one lucky headshot is up to the Game Master. I would suggest ending it suddenly if the tide starts to turn on the player group. Otherwise, just let them hammer things out themselves. The Dreadnaught is an imposing yet easy target to strike, so he should naturally draw a lot of fire. However, if no one targets him, he can still fall as the victim of a stray blast or attack from Drake Benton (whether the players witness the killing blow or not). No matter how it happens, once the Dreadnaught falls, the Dreadguard standing near him (or another Splicer that arrives to reinforce their position if the Dreadguard happened to fall first) will immediately begin shouting at his allies, "Hold your fire! Hold your fire! Stand down!"

He then drops his weapon and slumps down next to the fallen Dreadnaught. He starts shaking his head back and forth and muttering over and over again. "We didn't know. I swear we didn't know."

It Just Keeps Getting Worse

The combatants cautiously gather around the slain Dreadnaught to see what caused the Dreadguard to suddenly throw down his arms. Both sides are a little wary standing shoulder to shoulder around the corpse considering the fact that they were all trying to kill each other only seconds before, but the Splicers from House Janus will maintain the truce as long as the player characters do. It takes little more than a glance to see why the Dreadguard is so shaken up. The top of the Dreadnaught's armored helmet is blasted off, as is half of his skull. Mixed in with the bloody mess of brain matter and skull fragments is a large, shiny metallic object. Obviously, no one in the group is an expert in electronics, but every one of them can instantly recognize the complicated circuitry common to their robotic foes. As unbelievable as it may seem, it appears that half of the Dreadnaught's brain was removed and replaced with an artificial one. No one has ever seen or heard of anything like this before, but the player characters quickly realize this is likely Legion's doing.

The Janus Splicers are absolutely horrified once they realize that they have been acting as pawns of the Machine. Blood feuds, raids, and thefts between the Great Houses are common, but no one in the Resistance would willingly side with N.E.X.U.S. against their fellow humans. Any rivalries are immediately pushed aside and the House Janus Splicers tell the player characters they will cooperate in any way. The other Packlord comes back to the clearing with his hands raised in the air. He announces that he heard the message and has no intentions of attacking. A few seconds later, his Maulers enter the clearing as well. They are dragging the still struggling Anderson Long by the arms. The Packlord tells both groups that the Sweeper is unharmed and that this was the only way he could get Anderson to come with him. Apparently, the Sweeper did not trust the sudden change of heart, and needed a little bit more convincing. Once the player characters confirm to Anderson that everything is all right, he calms down enough for the Maulers to release him. Anderson seems to be fine. His Shellback Armor took some significant damage, but it will heal. He pats the satchel at his hip to indicate to the player characters that he still has his Shell Bomb. The Janus Splicers either did not notice the gesture or simply do not care anymore. They seem to be too busy staring awestruck at the fallen Dreadnaught.

After a few more awkward moments of silence, the Dreadguard of the group introduces himself as Apollo and starts tell-

ing the player characters everything he knows. He is very candid with any information he does have and will answer all of the players' questions without hesitation. Apollo tells the group that the Dreadnaught's name was Leon and he was the group's superior and the one who organized the entire assault. He never told the rest of the group what they were after, just that it was some kind of experimental weapon. He tells the players that the orders did not come from higher up and that he had no idea where Dreadnaught Leon came by his information. He served with the Dreadnaught for years so he had no reason to distrust the man, but looking back, he should have been more suspicious.

For months, Dreadnaught Leon seemed a little... off. For the most part, he seemed like his normal self, but he recently started acting a bit more serious than usual, plus he kept on forgetting simple things like directions to familiar locations and even the names of longtime friends and comrades. Dreadguard Apollo admits how he dismissed these as side effects from the stress and fatigue of endless warfare, but he soon realizes and acknowledges that the changes happened rather suddenly. He tells the group that he has a pretty good idea of when his friend was altered, but he never went missing for an extended period of time. Leon just left on a standard sweep and clear one day and came back a little different. Apparently, this means the Machine (or Legion) can work fast. He goes on to say there were three other Splicers on that mission and that he needs to report this information back to his Warlord right away.

As they gather up the Dreadnaught, the Dreadguard looks back at the player characters and says, "I wish we could do more to help, but we have our own problems now. I don't know what your objective is, but whatever it is, it looks like the Machine knows about it and is pretty serious about stopping you. I'm sorry for our part in hindering your mission. Just know that House Janus will not stand in your way again, I promise. I wish you luck." He then glances down at the circuitry inside the skull of his friend and says, "I wish us all luck." With that, the Janus Splicers disappear into the forest. Seconds later, Drake Benton contacts the player characters by Bio-Comm. He tells them that the Griffin and Skullcrackers just split and they should probably do the same. The firefight cleared enough room for the Dracos War Mounts to land and pick up the group. All that remains are the two Dracos transports. Besides Drake, one additional Archangel survived the battle, but he realized he was too damaged to do any good and headed back home. Once everyone is aboard, what is left of the convoy flies off along their original heading. Archangel Drake tells the pilots to find a place to set down so they can plan their next move.

Game Masters: If you want to give the players a moment to relax and digest their latest findings, then just let them find a nearby place to hide, regroup, and plan a course of action. However, if you want to keep them on edge, now would be a good time to spring a surprise N.E.X.U.S. patrol on the group. I would recommend a lone Sky Fighter dropping from orbit or two Flying Strike Ships or a small pack (1D10) of Necroborgs that were attracted to all the commotion. Nothing too extreme. Just enough to provide a little challenge and remind them why the surface is such a dangerous place. Be sure to give the players plenty of avenues of escape if they wish to avoid a fight or are losing the fight. Diving into a nearby lake or Nature Preserve could provide instant sanctuary from Machine patrols.

I am Legion, Episode Two

Adventure Source Material

New O.C.C.s

Sweeper O.C.C.

Sweepers are the demolitions experts of the Resistance. Their main responsibility is to disarm bombs and land mines planted by the Machine and rival Great Houses, but their training also makes them expert saboteurs. They wear an experimental suit of Host Armor called Shellback Armor that gives them the tools to disarm or detonate nearly any type of explosive device, plus some of the thickest armor in the Resistance in case things go wrong. Sweepers are among the handful of people that know how to disarm Bio-Tech explosives, and they are the only humans (other than Technojackers) capable of dismantling bombs that use metallic components.

For decades, the task of sniffing out bombs and land mines was the responsibility of Packmasters and the Gorehounds under their command. While they were very effective at finding explosive devices, there was little they could do to actually disarm them. Conventional bombs set by rival Great Houses could be disarmed, but the majority of explosive devices were placed by the Machine's forces and it was nearly impossible for a human to safely touch them. These devices were primarily composed of metal, and the Nanoplague made most attempts to disarm them suicide. Really all Packmasters could do was mark them for other troops to avoid, or detonate them with Chigs and Squigs (which was not very helpful when they were trying to maintain a low profile).

This all changed with the creation of the Sweepers. Their Shellback Armor gave them the tools to safely disarm any of the Machine's devices (in spite of the Nanoplague) and the protection to survive nearly any sized blast in case the pilot failed. The armor has dozens of eight foot (2.4 m) long, retractable tentacles that the pilot uses to operate on explosive devices from a relatively safe distance. Plus as an extra precaution, the suit is able to create a containment field around the device by covering it in experimental Bio-Tech insects known as Impact Beetles. Sweepers are trained to work quickly in order to prevent a Nanoplague Response, but if it does happen, the tentacles are designed to take the brunt of the damage. The excessive amount of limbs allows the pilot to continue working even as the Nanoplague tears tentacle after tentacle apart. If all else fails and a device proves too difficult to disarm, Sweepers are also equipped with multiple types of explosive chemicals and Bio-Tech devices that they can use to detonate the bomb. Sweepers are also trained how to use their explosive payloads for maximum effect against the Machine's robot minions and installations.

Since members of the Resistance knew very little about the Machine's technology, the first batch of Sweepers were actually trained by Technojackers. Fortunately, since few humans could safely handle N.E.X.U.S. manufactured explosives, the Machine did not bother creating complicated devices, so it did

not take long to educate the first Sweepers on how to properly disarm them. Once they mastered this skill, their training quickly switched to understanding how to best utilize their explosive payloads against the Machine. The Sweepers have worked out better than anyone could have imagined. Their presence in the field has prevented hundreds of Splicers from falling victim to explosive booby traps, and their demolitions skills have allowed the Resistance to wreak incredible destruction upon the Machine.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q. and M.E. 14 or higher.

Attribute Bonuses: +1D4 to I.Q., +2 to M.E., +1D6 to P.S., +1 to P.P., and +1D6 to P.E.

O.C.C. Bonuses: +4 to roll with impact, +2 to save vs insanity, and +5 to save vs Horror Factor.

Base S.D.C.: 30, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+10%), Saboteur (+20%), Guerilla Warfare (+20%), and Technical (+15%) or Construction (+15%).

Special Skills:

Disarm Bio-Tech Explosives: Sweepers have been trained how to disarm Bio-Tech explosives like Migs and Trench Foot Mines. Usually, once these devices have been set, even touching them will trigger the explosive. Shellback Armor is equipped with a special Bio-Toxin that is capable of paralyzing small Bio-Tech devices for 2D6 melee rounds. This gives the Sweeper enough time to surgically sever any of the devices' triggering mechanisms. The skill roll determines if the Sweeper successfully cuts all triggers. On a failed roll, at least one trigger remains and the device immediately detonates once the effects of the Bio-Toxin wear off. **Base Skill:** 60%+3% per level of experience.

Disarm Metallic Explosives: The Nanobot Plague makes touching metallic objects a dangerous and often deadly affair. Sweepers, however, are trained on how to disarm bombs that use metal components. Shellback Armor is designed to take the brunt of the damage from a Nanoplague Response, but sometimes, despite their best efforts, the Nanobots actually trigger the device. Sweepers are trained how to prevent this from happening, but it is by no means one hundred percent. On a successful skill roll, the device is successfully disarmed. On a failed roll, a Nanoplague Response is triggered. Roll on the standard Nanoplague Response Table to see the effects, plus roll to see if the device itself is accidentally triggered (01-30% chance). **Base Skill:** 40%+3% per level of experience.

Elective Skills: Trap and Mine Construction (+20%) and select six Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+5%), Domestic: Any (+5%), Espionage: Any, Medical: First Aid only, Military: Any (+10%), Physical: Any, Rogue: Any, Science: Any (+10%), Technical: Any (+20%), Transportation: Any, Wilderness Survival: Any (+5%) and W.P.s: Any.

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.



Shellback Host Armor: Sweepers receive an experimental Host Armor design known as Shellback Armor. The Sweeper is genetically bonded to one specific Shellback Armor.

Step One: See the specific details on Shellback Armor below.

Step Two: Determining Metabolism. Shellback Armor is always a Lithovore.

Step Three: Available Bio-Energy points for the Sweeper is M.E. attribute number, +P.E. attribute number, +1D4x10+20 points, plus an additional 20 points for the Lithovore metabolism. Each level of advancement, starting with level two, the Sweeper gets an additional 5D4 Bio-E to add to the capabilities of his current Shellback Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience.

If the Sweeper's Shellback Armor is destroyed, another will be bonded to him, but it will only have the most basic Bio-Enhancements. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

Step Four: Biological Enhancements and Weapon Systems. Selections can be made from any of the categories, but most Sweepers focus on Biological Defenses in order to give themselves better protection in the field and the unique Bio-Enhancements that are only available to Shellback Armor.

Standard Equipment: Military fatigues, a suit of non-organic body armor for backup or disguise, dress clothing, survival knife, utility belt, first aid kit, 2 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one light Bio-Weapon and one heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items.

Handheld Weapon Bio-Enhancements: Sweepers receive 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You are a walking explosives factory with the knowledge and skill to make the most of it. You can bring down nearly any obstacle, structure, or opponent with a few cleverly placed charges. Your skills at finding and disarming explosives make you a hero among your fellow soldiers, and they make sure to return the favor by watching your back in the field.

The Downside: You are a walking explosives factory, which does have its drawbacks in the middle of a war zone. When allowed to operate in peace, the bombs you place can inflict unimaginable devastation upon the Machine, but it is rare that any human can find a moment of peace in the field. Your thick armor does protect you somewhat from the Machine's fury, but it also makes you a slow and easy target to hit. You may have the tools to disarm metallic bombs, but the Nanoplague makes your success rate far from perfect. You know how to work around these Nanobots, but no one knows how to completely stop them. You have taken more than your fair share

of explosive blasts at point-blank range, and it is always in the back of your mind that your Shellback Armor might not survive the next one.

Experience Table: Same as the Roughneck.

Shellback Armor

Shellback Armor is a specialized suit of Host Armor specifically designed for demolitions and demolitions disposal. It gets its name from the thick, turtle-like shell mounted on the back of the armor. This shell does provide the pilot with additional protection, but its main purpose is to shield the nearly one hundred pounds of explosive chemicals and Bio-Tech organisms that the suit continuously produces. The original intent of these explosives was to detonate bombs and mines when all attempts at disarmament failed, but Resistance leaders realized that the sheer amount of destructive power these suits carried made Sweepers ideal saboteurs and demolitionists as well. The suit combines some of the latest breakthroughs in Bio-Technology with the thickest armor ever produced for a suit of Host Armor. This bulky armor allows the pilot to work around the problems posed by the Nanobot Plague while disarming bombs using metallic components, and the strength to survive nearly any sized blast in case he fails.

Mounted on each forearm of the suit are over a dozen eight foot long, retractable tentacles that the pilot uses to work on explosive devices from a relatively safe distance. Each tentacle is as articulated as the pilot's own fingers and many of them are tipped with useful tools that make the pilot's job even easier. The reason for the excessive number of tentacles is to give the pilot backup limbs to work with as the Nanoplague destroys them. As long as the Nanoplague does not actually trigger the device, a Pilot can continue to work uninterrupted as the Nanobots tear through tentacle after tentacle. Once the job is done, the incredible regenerative powers of these limbs quickly restore any damage done.

Before starting work on any explosive device, the pilot first covers it with strange Bio-Tech Insects known as Impact Beetles in order to create a containment field. This is a safety measure meant to absorb the bulk of the blast in case of failure. Each bug is capable of generating a small Bio-Force Field, and when they combine their strength, they can create a force field strong enough to contain almost any sized blast. The energy field hovers a few inches over the device, so even if the explosion completely destroys the containment field, the power of the blast is greatly diminished (the remaining M.D. that pierces the field is halved, as is the blast radius). Shellback Armor is the only other suit of armor capable of growing Bio-Tech Insects. These Impact Beetles are slightly different than the ones generated by Hive Armor. They are unable to propel themselves at sonic speeds and the force fields they create are much smaller in size (although much more powerful). They may not be as versatile, but they are perfectly suited for the task of demolitions disposal.

Shellback Armor offers some of the best protection in the Resistance, but this increased shielding does come at the cost of decreased speed and mobility. They can run at a decent speed for their size, but the thick armor makes them somewhat ponderous and cumbersome in battle. This is usually not much of an issue since Sweepers rarely engage in frontline combat. Their role is to clear the field of enemy explosives or cover it with their own traps.

Class: Host Armor.

Crew: One Sweeper.

M.D.C. by Location:

Arms (2) – 3D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2); both arms have the same M.D.C.

Hands (2) – 2D6x10+20 M.D.C., +15 additional M.D.C. at levels five, ten, and fifteen; both hands have the same M.D.C.

Retractable Tentacles (28) – 70 M.D.C. each, +5 additional M.D.C. at levels five, ten, and fifteen.

Legs (2) – 4D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2); both legs have the same M.D.C.

Feet (2) – 2D6x10+30 M.D.C., +20 additional M.D.C. at levels five, ten, and fifteen; both feet have the same M.D.C.

Head – 2D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2).

Main Body – 8D6x10+150 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2),

Turtle Shell – 6D6x10+250 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2). If the M.D.C. of the shell is depleted to zero, then there is a 70% chance that the explosive payload will detonate, inflicting 6D6x10 M.D. to the main body of the armor and half damage to everything within a 40 foot (12.2 m) radius.

Note: The turtle shell can only be targeted with a called shot. However, it is a large target, so there are no penalties to strike.

Speed:

Running: 4D6+20 mph (38 to 70 km). The act of running does tire out the pilot, but at only 10% of the normal fatigue rate.

Leaping: Only 10 feet (3 m) high or 15 feet (4.6 m) across.

Digging: 20 mph (32 km) through sand or dirt, but one quarter as fast through rock or concrete. Digging tires out its pilot, but at half the usual fatigue rate. To dig down enough to adequately hide from enemies on the surface takes 3D6 minutes.

Swimming: 10 mph (16 km); swimming tires the pilot but at 10% of the usual rate.

Underwater Depth: Shellback Armor can withstand pressure up to 1000 feet (305 m) down.

Statistical Data:

Height: Approximately 2-3 feet (0.6 to 0.9 m) is added to the height of the pilot.

Width: 4-5 feet (1.2 to 1.5 m), based on the size of the pilot.

Length: 3-4 feet (0.9 to 1.2 m), based on the size of the pilot.

Weight: Adds about 500 to 700 pounds (225 to 315 kg) to the weight of the pilot.

Cargo: Contained within the turtle shell on the suit's back is about 100 pounds (45 kg) of explosive chemicals and Bio-Tech Organisms.

Physical Strength: 4D6+15 – Splicer P.S. is equal to Robotic Strength.

Production Cycle: Six month gestation, plus 6 months growth time.

Operational Lifetime: 2D10+50 year life span.

Trade Value: None, because each Shellback Armor is bonded to a specific pilot and will not function for any other person.

Bio-Regeneration: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations except the retractable tentacles which regenerate at a rate of 1D6 M.D.C. per melee

round. Only the tentacles can be regrown once severed, all other locations require at least one point of M.D.C. in order to regenerate. However, an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: 7 for humans and other intelligent life forms; none against the machines.

Senses and Features: Standard Host Armor features and Combat Bonuses plus the following:

Enhanced Sense of Taste and Smell: Track by smell is possible at 50%+4% per level of experience, special bonus of +10% when attempting to detect or track explosive chemicals. The character can also recognize the distinct scents and smells of individuals and can detect when people experience extremes of emotions at 60%+2% per level of experience. Enhanced sense of taste gives the Sweeper the ability to recognize the exact components in anything the armor tastes at a skill of 50%+4% per level of experience, and a special bonus of +10% when tasting explosive chemicals.

Seismic Sense: Able to detect miniscule vibrations in the ground, feeling earthquakes, thunder, explosions, and even the approach of heavy vehicles, robots, troop movement, and stampeding animals up to 12 miles (19 km) away.

Reinforced Exoskeleton.

Resistance to Physical Attacks: A layer of heavy tissue filled with impact-resistant fluid cushions Shellback Armor from blunt attacks, falls, and explosive concussions (all inflict half damage).

Emergency Explosive Payload Dump: If the turtle shell is ever breached, the explosive chemicals and Bio-Tech creatures within become completely exposed to enemy fire. At this point it takes very little to set off a devastating chain reaction within the armor. The armor is capable of quickly expunging all explosive chemicals in an emergency with a simple mental command from the pilot. The turtle shell actually rips itself open and spits the entire payload in one massive glob about 10 feet (3 m) away. It is not quite far enough away to protect the armor in case this explosive glob is detonated, but it does give the pilot a small head start. Even the slightest spark will ignite this high-explosive concoction, so it is best to take cover. Detonating this explosive glob inflicts 4D6x10 to a 40 foot (12.2 m) area. The pilot can perform an emergency payload dump at any time, but most will wait until the last possible second since it is pretty rough on the armor. The Shellback Armor is incapable of generating any new explosives for 36 hours while the turtle shell recovers from this incredibly damaging maneuver.

Feeding: Even though the Sweeper may look carnivorous to some, it is indeed a Lithovore. The suit eats 60 to 90 pounds (27 to 40.5 kg) of minerals (stones, rocks, dirt, clay, etc.) a day.

Sleep Requirements: Shellback Armor requires 3D4 hours of sleep/rest/inactivity per day, during the day or night hours.

Combat Bonuses: +1 to strike, +5 to parry (mainly due to the retractable tentacles), -1 to dodge, +3 to entangle, +1 to disarm, and +4 to roll with punch.

Demolitions Tools and Weapon Systems:

1. Retractable Tentacles (28): A ring of fourteen small holes runs around each wrist of the armor. The pilot can extend an eight foot (2.4 m) long tentacle from each one of these holes. Each tentacle is incredibly articulate and when multiple tentacles are used together, it feels as natural to the pilot as using his own hands. Several of the tentacles on each arm are tipped

with different tools to better help the pilot perform his duties. In order to safely work from a distance, one tentacle on each wrist has a standard eye mounted on the tip. Most Sweepers enhance these eyes with Macrovision, but in the beginning, they are just regular human eyes. Another pair of tentacles (one on each arm) is tipped with tiny bone spikes. They are shaped like a screwdriver head and can be used like a chisel to pry open bomb casings, or they can actually be used as screwdrivers. Another set of tentacles are tipped with razor sharp scalpels to allow the Sweeper to disarm Bio-Tech explosives, and a final set of tentacles are equipped with tiny pincers that can be used as tweezers for delicate procedures. The rest of the tentacles act as disposable fingers that can be torn apart by the Nanobot Plague and quickly replaced. They are designed to automatically detach if they are ever exposed to anything that would threaten the armor (like the Nanoplague Response that creates a metallic poison). Each Tentacle regenerates at a rate of 1D6 M.D. per melee round, and severed tentacles will completely regenerate within 1D4 hours.

Primary Purpose: Demolitions Disposal.

Secondary Purpose: Defense.

Mega-Damage: Only the scalpels are capable of inflicting any damage, and each one only inflicts a measly 1 M.D.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 8 feet (2.4 m).

2. Mini-Hive: Within the armor's turtle shell is a miniature hive that is capable of generating special Bio-Tech insects known as Impact Beetles. These powerful insects are used to create a containment field around explosive devices before the Sweeper begins working. Each bug is capable of generating a small, four inch by four inch (10 by 10 cm) Bio-Force Field, and when dozens of these bugs combine their strength by overlapping their force fields, they can contain nearly any sized blast. The energy field hovers a few inches over the device, so even if the explosion completely punches through the containment field, the power of the blast is greatly diminished (the remaining M.D. that pierces the field is halved, as is the blast radius). The insects sit on the device and project their force fields over their heads. This means they actually sit inside the containment field, so if the bomb detonates they are all instantly destroyed. However, the field actually remains a few milliseconds after their bugs' demise, which is more than enough time to absorb the brunt of the explosion.

The Sweeper decides how many Impact Beetles to use for the containment field and then releases them through a small opening in the turtle shell by a simple mental command. The armor transmits a mental image of the target to the insects, and once released, they speed directly to the target and activate their force fields as soon as they land. They can maintain their force fields for 4D6+10 minutes before they run out of energy and die. Even if the Sweeper finishes working before this time elapses, the Sweeper has no way to deactivate the bugs or recollect them. Note: Individual Impact Beetles will automatically shift or deactivate their force fields as necessary to allow the Shellback Armor's tentacles access through the containment field. These small openings do not reduce the overall protection of the field.

Primary Purpose: Demolitions Containment.

Secondary Purpose: Defense.

M.D.C. of the Force Field: Each insect can create a tiny four inch by four inch force field with 10 M.D.C. Multiple insects can combine their strength for a more powerful containment field. Every Impact Beetle adds 10 M.D.C. to the force field.

Duration: The force field can be maintained for 4D6+10 minutes before the insect runs out of energy and dies.

Rate of Fire: Requires one melee attack to release the Impact Beetles.

Effective Range: Typically 10 feet (3 m), but Sweepers can direct the insects to a target up to 50 feet (15.2 m) away.

Payload: 10 Impact Beetles. One spent insect is regrown every 4D6 minutes. The maximum payload of Impact Beetles can be increased at a cost of 5 Bio-E for each insect up to a maximum of 30 Impact Beetles.

3. Squig Generator: Shellback Armor is capable of growing the organic blasting caps known as Squigs within its enormous turtle shell. While not very powerful on their own, these detonators are the primary component of nearly every explosive device the Sweepers create. They are generated and stored within the turtle shell. When the pilot needs one, a simple mental command causes the suit to squeeze one Squig through the suit's internal ductwork where it emerges in the armor's palm. The pilot can determine which hand the Squig will appear in.

Primary Purpose: Demolitions.

Secondary Purpose: Demolitions Disposal.

Mega-Damage: 1D4 M.D.

Rate of Fire: Requires one melee action to summon a Squig.

Payload: 24 Squigs. Shellback Armor can create one Squig every 12 hours to replace spent detonators. The maximum payload of Squigs can be increased at a cost of 5 Bio-E for every 2 Squigs up to a maximum of 40 Squigs.

4. Tech Paralyzer Bio-Toxin: Mounted on the right forearm is a small tube that is capable of spraying a special Bio-Toxin known as Tech Paralyzer up to 10 feet (3 m) away. It was designed to only affect small Bio-Tech devices like Migs and Trench Foot Mines, but it can also be used to incapacitate Bio-Tech pistols, small melee weapons, and other small Bio-Tech devices (larger devices are completely unaffected no matter how many doses they are sprayed with). Any device sprayed with the chemical must make a roll to save vs non-lethal poison of 16 or higher or else be completely paralyzed for 2D6 melee rounds. Sweepers are very adept at spotting the signs of a successfully paralyzed device, so they know when it is safe to operate.

Primary Purpose: Demolitions Disposal.

Secondary Purpose: Defense.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 10 feet (3 m).

Payload: 5 doses of Bio-Toxin. Spent blasts are regenerated 24 hours after they are used. The maximum payload of doses can be increased at a cost of 5 Bio-E per dose up to a maximum of 20 doses.

Bio-Enhancements Only Available to Shellback Armor:

1. Primer Cord Generator: The left forearm of the armor can be equipped with a hollow tube capable of creating a special explosive rope known as primer cord. It is composed of a high-explosive chemical wrapped in an outer casing of Mega-Damage silk. It is processed within the armor's turtle shell and then squeezed through the forearm tube like toothpaste. It is

completely dry by the time it is expelled from the armor. The Sweeper can choose what length he wants the suit to produce. No matter how long the primer cord is, the entire length detonates almost instantly after placement. It is primarily used as a detonator to link multiple charges together across a distance, but it also packs pretty impressive destructive power when wrapped around an object. Sweepers routinely wrap primer cord around multiple support beams in order to collapse buildings and other structures. The Mega-Damage silk surrounding the primer cord protects it from premature detonation and makes it difficult to cut, but it can still be detonated with a Squig. Every one foot (0.3 m) length of cord has 1D4 M.D.C. Spent primer cord is regenerated within the turtle shell at a rate of 10 feet (3 m) every 12 hours.

Primary Purpose: Demolitions.

Secondary Purpose: Assault.

Mega-Damage: 1D6 M.D. per five feet (1.5 m) of primer cord, but the damage is drastically increased when wrapped around on object. In this case, damage is 1D6 M.D. for every foot (0.3 m) of primer cord wrapped around the object.

Rate of Fire: Requires one melee action to create 10 feet (3 m) of primer cord, so creating 40 feet (12.2 m) of cord would require 4 melee actions.

Bio-E Cost: 10 Bio-E for every 10 feet (3 m) of primer cord up to a maximum payload of 100 feet (30.5 m).

2. Mig Generator: Shellback Armor can have up to two Mig Generators mounted on the underside of the turtle shell, just behind the hips. The Sweeper just reaches back and plucks them off. These Migs are somewhat different than the standard versions. They are not self-sustaining, so once they are removed from the armor, they will dry up and die within 48 hours if not used. It takes 24 hours to grow a new Mig once one is removed.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D8x10 M.D. to a 12 foot (3.6 m) radius.

Rate of Fire: Requires one melee action to remove a Mig from the armor.

Bio-E Cost: 20 Bio-E per Mig Generator, up to a maximum of 2.

3. Agitation Mine Generator: The turtle shell can be Bio-Enhanced to create small, baseball-sized explosives known as Agitation Mines. The tiny mines are designed to detonate if they are disturbed in any way. Even the vibrations from heavy robots traveling too close to the mines can set them off. They are grown within the turtle shell and released through a small opening behind the left or right shoulder (pilot's choice). Each mine looks like a lumpy ball of mottled brown and tan colored flesh (to better help them blend in with the environment). To activate the mine, the wielder first squeezes a small nerve cluster on top of the mine. He then has four seconds to place the mine before it becomes active. Once activated, the slightest touch will detonate the mine. Even the Sweeper that created the mine cannot touch it without setting it off. These mines are surprisingly powerful on their own, but they are primarily used as detonators to set off larger traps. Sweepers love to use agitation mines in combination with primer cord wrapped around support beams to drop thousands of tons of debris on top of the enemy. This is a great way to immobilize dangerous threats like Assault Slayers.

Primary Purpose: Demolitions.

Secondary Purpose: Assault.

Mega-Damage: 4D8 M.D. to a 6 foot (1.8 m) radius.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: Can be thrown up to 200 feet (61 m).

Bio-E Cost: 8 Bio-E for every Agitation Mine up to a maximum of 20 mines.

4. High Explosive Putty Generator: Shellback Armor can be Bio-Enhanced to create a special high explosive putty. It has the consistency of clay, and can be hand molded into any shape the pilot desires. It is generally used to create shaped-charges capable of punching through heavy armor. The putty is rather durable and will not explode if exposed to normal S.D.C. fire, explosives, or electricity. It can only be detonated by Mega-Damage fire, energy blasts, or explosives (like Squigs). The putty is generated and stored within the turtle shell. When the pilot needs some, a simple mental command causes the suit to squeeze one pound of putty through the suit's internal ductwork where it emerges in the armor's palm. The pilot can determine which hand the putty will appear in. Spent putty regenerates at a rate of 1 pound (.45 kg) every 12 hours.

Primary Purpose: Demolition.

Secondary Purpose: Assault.

Mega-Damage: 1D6x10 M.D. to a 10 foot (3 m) radius. If the pilot takes the time to mold the putty into a shaped charge (which takes 2 melee actions), the damage from the charge is increased by 50 percent. However, this does decrease the blast radius by 50 percent.

Rate of Fire: Requires one melee action to summon one pound (.45) of putty.

Bio-E Cost: 15 Bio-E for every pound of putty up to a maximum of 20 pounds (9 kg).

New War Mounts

Griffin

The Griffin War Mount is a relatively recent addition to humanity's arsenal, but it is already making a tremendous impact against the Machine's air forces. It was designed to intercept and destroy the supersonic Sky Fighters, and it does so surprisingly well. Of course, its strategy for taking these fast flyers down is not quite what one would expect (which is one reason the Machine is having such a difficult time adapting). One weakness of Bio-Technology is that it has never been able to match the blistering speed of high-tech jet engines. Human ingenuity and the crazy daredevil flying of the Archangels and Outriders have allowed the Resistance to hold their own, but Sky Fighters still fly circles around them in nearly every engagement. Sky Fighters typically swoop in with their guns blazing and then fly away before the Splicer pilots can get into position to retaliate. Their speed makes dogfighting nearly impossible, so pilots generally only have moments to try and squeeze off a lucky shot.

This is where the Griffin comes in. The Librarians knew they would never be able to match the speed of the Machine's forces, so they decided to go with a different approach. Instead of trying to chase down the enemy, they built the Griffin so that it could quickly decelerate and grab on to anyone chasing it. It is quite a



surprise for any Sky Fighter closing in for the kill to suddenly see this beast flip around in midair and latch on to the craft's fuselage. Once the mount grabs on, it anchors itself to the aircraft by firing a pair of barbed tentacles from its chest into the hull. This allows the Griffin to bite with its powerful beak, fire off blasts of plasma breath, or tear the craft to shreds with its deadly high frequency talons without fear of being shaken off. This strategy also keeps the War Mount clear of any of the Sky Fighter's weapon systems. The only way to strike the beast is for one of the robot's allies to fire on it (which usually strikes the Sky Fighter as well). The introduction of the Griffin has inspired the Archangels to adopt a similar strategy with their grappling hooks, although they are not nearly as well equipped for this task as the Griffins are.

When the mount finishes ripping the target apart at close range, it then detaches the bone spears from the end of the tentacles and flies off, leaving the target with another nasty surprise. These discarded bone fragments contain a powerful explosive chemical that detonates within seconds of being exposed to air. Outriders and Archangels have become very proficient at inflicting just enough damage before breaking off their attack so that these spears finish the job. The Griffin actually has twenty of these tentacles arranged in two rows along the chest so that

it can attach itself to multiple craft while the spent bone spears regenerate.

The Griffin War Mount looks exactly like the mythical creature it was named after. It possesses the head and wings of an eagle and the body of a lion. The front and back legs end in powerful clawed hands that allow the mount to grab, tear, and slash with any of its limbs. Even the wings can be used as weapons. The seemingly normal looking feathers are actually composed of a super-strong ceramic material. This not only provides additional armored protection, but the razor sharp edges enable the wings to hack through armored plating with ease. The wings can propel the mount at a decent speed, but the body is also lined with organic thrusters. These not only increase the Griffin's speed, but also provide it with its stunning aerial maneuverability. The thrusters and tentacle bone spears are concealed beneath the Griffin's fur, so this creature looks very much like the Griffins of legend. Aside from the War Saddle, the only thing that detracts from its mythical appearance is the lone eye mounted on the tip of its tail. This lets the beast and its Outrider pilot keep an eye on any pursuers, so they know the perfect moment to flip around and attack.

When the Griffin War Mounts were first introduced on the battlefield, the devastation they wreaked on the Sky Fighters was un-

believable. No one expected them to be so effective. N.E.X.U.S. has adapted her strategies somewhat to contend with these War Mounts, but even these adjustments have benefited the Resistance. When a Griffin is spotted among the assault force, Sky Fighters will tend to fire from outside of their maximum effective range rather than risk getting grabbed during a close-range strafing run. Even when they are not chasing these mounts down directly, the Griffins still seem impossibly skilled at figuring out their approach vector and intercepting them.

Another new Sky Fighter tactic that has backfired somewhat is their tendency to come to a dead stop in mid-air to avoid the Griffin's grappling attempt. Sky Fighters can go from full speed to a hover in seconds, which even the Griffin has difficulty matching. This may sometimes prevent the Griffin from grabbing its prey, but the War Mount can still use its plasma breath (plus any additional weapon enhancements mounted on it and the rider) to shoot down the now stationary target. In addition, Archangels generally fly support for the Griffin War Mounts, so they also get a free shot at any Sky Fighters that are foolish enough to come to a stop. The Machine still has numerical superiority on her side, but the Resistance sees the introduction of the Griffin War Mount as an important step in taking back the skies.

Class: Close Combat Aerial War Mount.

Crew: One pilot.

M.D.C. by Location:

Wings (2) – 200 each

Front Legs (2) – 150 each

Hind Legs (2) – 180 each

Clawed Feet (4) – 80 each

Tail – 80

Tail Mounted Third Eye – 10

Barbed Tentacles (20) – 85 each

* Head – 180

War Saddle – 100

* Main Body – 400

* Depleting the M.D.C. of the Head or Main Body kills the Griffin.

Speed:

Running: 120 mph (192 km) maximum, but normal cruising speed is only 80 mph (128 km). The act of running does tire out the War Mount but not the rider. The Griffin can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: 50 feet (15.2 m) high or across, increase by 50% with a short running start. Organic thruster assisted leaps can propel the Griffin an additional 200 feet (61 m) high or 500 feet (152.5 m) across.

Digging: 15 mph (24 km) through sand or dirt. 10 mph (16 km) through clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 2D4 melees.

Swimming: 30 mph (48 km). Maximum depth is only 200 feet (61 m).

Flying: Maximum speed is 450 mph (720 km), with a cruising speed of 150 mph (240 km). The Griffin can reach speeds of nearly 600 mph (960 km), but only for short bursts of 2D4 minutes, after which the Griffin must drop down to cruising speed for the

next hour. It can also hit speeds of 800 mph (1,280 km) when performing a steep power dive. When the War Mount wants to fly silently (without the organic thrusters), it can only fly at a maximum speed of 200 mph (320 km) and a cruising speed of 80 mph (128 km). It can fly all day long at cruising speed, but only four hours at maximum speed before needing to rest for at least 1D4 hours.

Statistical Data:

Height: 8-9 feet (2.4 to 2.7 m) at the shoulder.

Width: 5-6 feet (1.5 to 1.8 m) with a wingspan of 25 feet (7.6 m).

Length: 11-12 feet (3.3 to 3.6 m) with an 8 foot (2.4 m) long tail.

Weight: 1 to 1.5 tons.

Cargo: Can carry 800 lbs (360 kg) on its back or 1200 lbs. (540 kg) within its talons. Additional weight decreases the Griffin's speed. An extra 500 lbs (225 kg) decreases speed by 25 percent, an extra 1000 lbs (450 kg) decreases speed by half, and any additional amount greater than 1,500 pounds (675 kg) total makes flight impossible.

Physical Strength: 1D4+36, Supernatural.

Production Cycle: 2 year gestation period plus 2 year growth cycle.

Operational Lifetime: 60 year life span.

Bio-Regeneration Rate: 6D6 per hour to the main body and 3D6 per hour to all other locations.

Horror Factor: 13 against humans not familiar with the Griffin. None against machines.

Feeding: The Griffin is a Carnivore. It needs to eat 30-60 pounds (13.5 to 27 kg) of animal matter a day, and may gorge on up to 300 pounds (135 kg) at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The fur on its body is a light brown with a white underbelly and the feathers on its head and wings are white. Its four clawed feet and beak are a bright orange-yellow color. Other color variants are solid fawns, Golden eagle, shadow gray & white, solid black or solid white for arctic regions.

Sleep Requirements: As an artificially created organism, the Griffin only requires 4 hours of sleep per day.

Other Data on the Griffin:

An unmanned Griffin is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. The Griffin feels a close kinship with its rider and other caregivers it is familiar with and will come to their aid if threatened, but it will not come to the aid of unknown humans unless ordered to do so by a Packmaster, Outrider, or Archangel. The exceptions to this rule are the Archangels. Griffins feel a special bond with their "little flying brothers" and will take to the skies to help any Archangel in need.

Alignment: Anarchist. Griffins are usually calm and relaxed. They generally only fight when commanded to do so or when directly threatened.

War Mount Attributes: I.Q. 1D6+2, M.E. 1D6+8, M.A. 1D6+8, P.S. 37-40, P.P. 2D6+8, P.E. 2D6+14, P.B. 3D4+6, Spd. 120 mph (192 km) on the ground, 450 mph (720 km) in flight.

Number of Attacks per Melee: 4.

Combat Bonuses: +4 on initiative, +4 to strike in hand to hand combat, +6 to strike when attempting to grab onto an opponent, +4 to parry, +4 to dodge, +6 to dodge while flying, +6 to roll with punch, +3 to pull punch, +2 to disarm, pin/incapacitate on a

natural 18-20, cannot be surprised from behind, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Track by Scent 65%, and understands the Native Language of the Great House that created it and one other common language at 70%.

Combat Capabilities:

Bite: 3D8 M.D.

Restrained Talon Strike: 1D8 M.D.

Talon Strike: 5D8 M.D.

Power Talon Strike: 2D4x10 M.D., but counts as two attacks.

Dual Talon Strike: 2D4x10 M.D., counts as one melee attack, but can only be done while in flight.

Grappling Attack: This is the Griffin's primary method for attacking Sky Fighters. The War Mount quickly decelerates and allows any pursuing craft to slam into it so it can grab its prey and sink its claws in to hold on. This move inflicts 4D10 M.D. to the enemy craft, but it also inflicts 1D8 M.D. to the Griffin (this amount already includes the decrease in damage taken due to the Resistance to Physical Attack Enhancement). Roll to strike as normal. The Griffin has a special bonus of +6 to strike with this attack (plus any attribute bonuses). In addition, the enemy is -3 to dodge this attack due to the sudden and surprising change in direction of the Griffin.

Shred Attack: Can only be performed when the Griffin is anchored to the target with its barbed tentacles. The War Mount uses all four talons and both of its razor-sharp wings to claw, slash, and tear the target apart. Inflicts 3D4x10+30 M.D., but counts as three attacks.

Wing Slash: 3D8 M.D.

High-Speed Wing Slash: This strafe attack can only be performed at speeds of at least 100 mph (160 km). Inflicts 1D8x10 M.D., but counts as two attacks.

Head Butt: 3D6 M.D.

Body Block/Pounce/Ram: 5D8 M.D. (+2D8 M.D. if flying more than 200 mph (320 km). Has a 01-70% likelihood of knocking an opponent who is as large 20 feet (6.1 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. A ram counts as two attacks.

Senses and Features: Standard for War Mounts plus the following:

Resistance to Physical Attack: Beneath the skin is a layer of thick tissue filled with an impact resistant fluid that cushions the War Mount from blunt attacks like punches, kicks, falls, and explosive concussions (all of which inflict half damage). It is mainly used to protect the Griffin from the impact of grabbing onto pursuing aircraft.

Tail Mounted Third Eye: Mounted on the tip of the Griffin's tail is a single Advanced, Armored Eye. It possesses Enhanced Sight, just like the War Mount's normal eyes. It is primarily used to track enemies chasing after the Griffin, but many Outriders also use it as a periscope during times when the mount is hiding underwater, hidden in deep crevices of cliff faces or concealed underground.

Griffin Bio-Weapon Systems:

1. Plasma Breath: The mouth, throat, and lungs of the Griffin have been modified to allow it to exhale a chemical spray that ignites on contact with air to create a powerful fire blast.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 6D12 M.D.

Rate of Fire: Once per melee round, but counts as two melee attacks.

Effective Range: 40 feet (12.2 m).

Payload: 36 blasts per 24 hours. Automatically regenerates over a 24 hour period.

Bonuses: +4 to strike, but this is the only bonus that applies to the Plasma Breath.

2. Barbed Tentacles: Mounted in the chest of the Griffin are two rows of ten retractable tentacles that end in five inch (12 cm) long, barbed bone spears. They are completely concealed beneath the fur of the Griffin until fired at their target. Their primary purpose is to anchor the War Mount to its prey so it can freely attack without fear of being shaken off during high-speed maneuvers. The tentacles can be cut or allies can attempt to pull the Griffin off, but it requires a combined Robotic/Splicer P.S. of 65 or higher to rip the beast loose. When the War Mount finishes attacking its target, it mentally signals the tentacles to detach from the bone spears so it can fly away. Once released, the explosive chemical within the bone spears is exposed to the air, which causes them to detonate. Since they are already imbedded within the target, they inflict massive damage when they explode.

Primary Purpose: Grappling.

Secondary Purpose: Assault.

Mega-Damage: 6D8 M.D. per dual strike (always fired in pairs). When the tentacles detach from the bone spears, they detonate, inflicting 1D6x10+20 M.D. to a 6 foot (1.8 m) radius.

Rate of Fire: Each dual strike counts as one melee attack.

Effective Range: 10 feet (3 m).

Payload: 20 tentacles. Spent bone spears regrow after 4D6 hours.

Bonuses: +3 to strike distant opponents, but +10 to strike when the Griffin is already clinging to the target.

3. High-Frequency Talons: The feet of the Griffin are prehensile with three toes in the front and the "thumb" on the back of the heel. Each toe ends in a six inch (15 cm) long, high-frequency talon. They are generally used for slashing attacks, but they can also be used to grab hold of prey. It requires a combined Robotic/Splicer P.S. of 50 or higher to break free of the Griffin's grip.

Primary Purpose: Assault.

Secondary Purpose: Grappling.

Mega-Damage: Each foot inflicts 5D8 M.D. and a dual strike inflicts 2D4x10 M.D. (counts as one melee attack, but can only be performed while in flight). All four limbs can engage the same target, but only when the Griffin is secured to its target with its barbed tentacles. This attack inflicts 3D4x10+30 M.D., but counts as three attacks.

4. Ceramic Wings: The Griffin's feathers are actually composed of a durable ceramic material that not only provides excellent armor protection, but also make deadly slashing weapons. The wings can be used like an enormous sword when fighting on the ground, or they can be used to slash opponents during highspeed strafing runs in the air (minimum attack speed is 100 mph /160 km). In addition, the Griffin can use its wings to parry melee attacks (the wings take no damage on a successful parry) or as a shield against weapons fire (in this case, the wings take half damage from the attack). The Griffin cannot

parry weapons fire. It needs to shield itself (or someone else) before the enemy attacks.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Slash from a single wing inflicts 6D6+15 M.D. A high-speed strafe attack inflicts 1D8x10+10 M.D., but counts as two attacks.

Bonuses: +1 to strike and +2 to parry.



Skull Cracker War Mount

The Skull Cracker is a fast-attack aerial War Mount. It looks like a large, heavily armored Pterodactyl with muscular legs, dark green armor plating and skin. Its carnivorous lizard head more resembles that of a mixture between a dragon and an ankylosaurus than a Pterodactyl, but what makes the design truly unique is its thick, muscular neck, armored plating and large ram horns. Its powerful wings allow it to reach impressive speeds, and its body is lined with multiple organic thrusters, which makes it one of the fastest War Mounts in the Resistance. The beast is not as big as some of the larger aerial War Mounts like the Dracos or Zephyr, but it packs decent destructive power. Its only long-range armaments are a pair of Pod Launchers that it uses to soften up the Machine's air forces or tear apart large concentrations of ground troops, but its real strength comes from its very unconventional method of attack.

The War Mount gets its name from its primary method of attack. The skull of the beast is nearly one foot (0.3 m) thick, and it has an enormous pair of ram horns that allow it to crash into

opponents at incredibly high speeds without ill effect. The unique design of the War Saddle helps protect the pilot during these collisions as well. The pilot lies in a prone position on the Skull Cracker's back at a slightly elevated thirty-degree angle to give him a better field of vision. While on the ground, the pilot can move his head freely, but when the War Mount takes flight, the War Saddle grows around the pilot's head in order to completely immobilize it. This protects the rider from whiplash during high-speed impacts, but it does limit the pilot's peripheral vision. The War Mount's built-in radar helps compensate for this little side effect, plus most Skull Cracker riders will also enhance their armor with additional eyes on the sides of their head.

The Skull Cracker is one of the favorite War Mounts among Archangels and Outriders that prefer speed, maneuverability and durability over firepower. They are primarily used to support ground forces and cover the backs of the slower, more powerful War Mounts like Dracos and Zephyrs, but some field commanders have found that Skull Crackers are more effective when their crazy pilots are just allowed to cut loose. When this happens, it is truly a sight to see. These speedy beasts become an absolute blur as they blaze all across the battlefield. They constantly ram

into Sky Fighters and other flyers, bombard ground forces with their Pod Launchers, and swoop down to seize Steel Troopers and Slicer Robots in their powerful talons. Only the best among the Archangels and Outriders are ever issued a Skull Cracker, and it is a common goal of nearly every one of these lunatic pilots to take to the skies on the backs of one of these beasts. Because of the growing popularity of the Skull Crackers there is a smaller variant more similar to a raptor dinosaur called the “Sky Slammer,” designed for pilots who want the speed with less scale. (Stats listed in parentheses reflect the Sky Slammer variant.)

Class: Attack Aerial War Mount.

Crew: One pilot.

M.D.C. by Location:

Wings (2) – 180 each (140 each)

Legs (2) – 160 each (120 each)

Clawed Feet (2) – 110 each (80 each)

Tail – 180 (120)

Pod Launchers – 120 each (85 each)

* Head – 280 (225)

War Saddle – 100 (75)

* Main Body – 360 (190)

* Depleting the M.D.C. of the Head or Main Body kills the Skull Cracker.

Speed:

Running: 60 mph (96 km) maximum without a rider, but only 30 mph (48 km) when carrying a pilot. The act of running does tire out the War Mount but not the rider. The Skull Cracker can run at top speed for 1D4 hours straight before needing to rest for 1D6x10+30 minutes.

Leaping: The legs are surprisingly powerful which allows it to leap 30 feet (9 m) high over across. Organic thruster assisted leaps can propel the Skull Cracker an additional 200 feet (61 m) high or 500 feet (152.4 m) across.

Digging: Not possible.

Swimming: 120 mph (192 km). Maximum depth is only 500 feet (152.4 m).

Flying: Maximum speed is 600 mph (960 km), with a cruising speed of 300 mph (480 km). The Skull Cracker can reach speeds of nearly 900 mph (1,440 km) when performing a steep power dive. When the War Mount wants to fly silently (without the organic thrusters), it can only fly at a maximum speed of 400 mph (640 km) and a cruising speed of 150 mph (240 km). It can fly all day long at cruising speed, but only eight hours at maximum speed before needing to rest for at least one hour.

(Sky Slammer variant: Maximum speed is 650 mph (1040 km), with a cruising speed of 350 mph (560 km). The Sky Slammer can reach speeds of nearly 1,200 mph (1,920 km) when performing a steep power dive. When the War Mount wants to fly silently, it can only fly at a maximum speed of 400 mph (640 km) and a cruising speed of 150 mph (240 km). It can fly all day long at cruising speed, but only six hours at maximum speed before needing to rest for at least one hour.)

Statistical Data:

Height: 10-11 feet (3 to 3.3 m) standing upright with legs hunched, but 14 feet (4.2 m) standing straight up. When walking quadruped like a bat with its wing arms and hind legs it is 4.7-5.5 feet (1.4 to 1.6 m) high. (Sky Slammer: 7-8 feet (2.1 to 2.4 m) standing straight up, but 3 feet (0.9 m) when lying on its stomach.)

Width: 6 to 6.5 feet (1.8 to 1.98 m) from one Pod launcher to the opposite pod Launcher and wings closed. It has an open wingspan of 48.5 feet (14.78 m). (Sky Slammer: 4 feet/1.2 m with a wingspan of 20 feet/6.1 m.)

Length: 11-12 feet (3.3 to 3.6 m) from the tip of its nose to the rump. Also has a 12 foot (3.6 m) long tail.

Sky Slammer: 8-9 feet (2.4 to 2.7 m) from the tip of its nose to the ends of its feet, plus a 7 foot (2.1 m) tail.

Weight: 1.5 tons (1350 kg) (Sky Slammer: 800 pounds (360 kg)).

Cargo: Can carry 1,000 pounds (450 kg) on its back or 2,200 pounds (990.9 kg) within its talons. Additional weight decreases the Skull Cracker's speed. An extra 450 pounds (204 kg) decreases speed by 25 percent, an extra 600 pounds (270 kg) decreases speed by half, and any additional amount greater than 900 pounds total makes flight impossible.

Sky Slammer: Can carry 500 pounds (225 kg) on its back, or 1,200 pounds (540 kg) within its talons. Additional weight decreases the Skull Cracker's speed. An extra 300 pounds (135 kg) decreases speed by 25 percent, an extra 500 pounds (225 kg) decreases speed by half, and any additional amount greater than 900 pounds (405 kg) total makes flight impossible.

Physical Strength: 1D6+30 (1D6+20).

Production Cycle: 1.5 year gestation period plus one year growth cycle. (Sky Slammer: One year gestation period plus one year growth cycle.)

Operational Lifetime: 50 year life span (60 year life span).

Bio-Regeneration Rate: 4D6 per hour to the main body and 2D6 per hour to all other locations for both variants.

Horror Factor: 14 against humans outside the Resistance, none against robots (12).

Feeding: The Skull Cracker is a Carnivore. It needs to eat 50 to 80 pounds (22.5 to 36 kg) of animal matter a day, and may gorge on up to 200 pounds (90 kg) at one time. After gorging, the War Mount can go up to 4 days without feeding and without suffering any ill effects.

Sky Slammer: A carnivore, it needs to eat 10 to 20 pounds (4.5 to 9 kg) of animal matter a day, and may gorge on up to 80 pounds (36 kg) at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The Skull Cracker is dark green in color with light tan ram horns, or in a tan and dark brown striped pattern or solid black with blue trim highlights and sky blue, marble eyes.

Sky Slammers can be the same dark green as its larger brother or it can be a speckled tan camouflage, all white with jet black eyes or jet black with jade mint eyes.

Sleep Requirements: As an artificially created organism, the Skull Cracker only requires 5 hours of sleep per day. The Sky Slammer only requires 4 hours of sleep per day.

Other Data about the Skull Cracker:

Unmanned Skull Crackers and Sky Slammers are able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. They quickly learn that robots are the enemy and will attack them whenever they get too close. These War Mounts live for the thrill of combat just like their riders, and they enjoy mixing it up in the skies with the Machine. They only follow the commands of Packmasters, Outriders, or Archangels (Skull Crackers have an affinity for these fearless daredevils).

Alignment: Anarchist. The Skull Cracker is an adrenaline junkie and quickly becomes bored and agitated when confined. They

grow very close to riders with a similar personality type and will actually come to their aid when threatened.

War Mount Attributes: I.Q. 1D4+2, M.E. 1D6+8, M.A. 1D6, P.S. 21-26, P.P. 1D4+20, P.E. 1D8+14, P.B. 1D4+1, Spd 60 mph (96 km) the ground, 600 mph (960 km) for Skull Crackers and 650 mph (1,040 km) for Sky Slammers in flight.

Number of Attacks per Melee: 4.

Combat Bonuses: +3 (+4) on initiative, +4 to strike in hand to hand combat, +2 to strike with ranged weapons, +2 to parry, +2 (+3) to dodge, +4 (+6) to dodge while flying, +5 (+6) to roll with punch, +2 (+3) to pull punch, +5 (+4) to disarm, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Track by Scent 65%, and understands the Native Language of the Great House that created it and one other common language at 70%. Recognizes robots and machines as enemies to be destroyed or chased away.

Combat Capabilities: The War Mount may use its long-range weapons or engage in hand to hand combat, or combine the two.

Bite: 3D8+10 M.D. (3D8 M.D.).

Restrained Talon Strike: 1D8 M.D. (1D6 M.D.).

Talon Strike: 3D8 M.D. (2D8 M.D.).

Power Claw Strike: 1D6X10 M.D., but counts as two attacks (6D8 M.D., but counts as two attacks).

Kick: 3D8 M.D. (4D6 M.D.).

Leap Kick: 5D8 M.D. (4D8 M.D.), but counts as two attacks.

Tail Whip: 3D6 M.D. (1D8 M.D.).

Body Block/Ram: 4D8 M.D. per every 100 mph (160 km). See the Ram Attack below for complete details.

Senses and Features: Standard for War Mounts plus:

Radar: Maximum range is 6 miles (9.6 km) in open spaces.

Reinforced Skull.

Bio-Weapon Systems:

1. Pod Launchers (2): Mounted over each shoulder of the Skull Cracker is a powerful Pod Launcher. They fire a burst of seed pods that explode on impact and shower the blast area with razor-sharp shrapnel. These weapons can devastate large concentrations of ground forces during high-speed strafing runs.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 5D8 M.D. per burst with a blast radius of 30 feet (9.1 m). When both launchers fire at the same target, damage is 10D8 M.D. to a 50 foot (15.2 m) radius.

Rate of Fire: Each burst counts as one melee attack. A dual attack from both launchers counts as one melee attack.

Effective Range: 2,400 feet (732 m).

Payload: Each Pod Launcher grows enough seed pods for 48 bursts per hour (96 total); automatically regenerates. (Sky Slammer: Pod Launchers grow enough seed pods for 32 bursts per hour (64 total).

Bonuses: +1 to strike with a burst of pods.

2. Barbed Talons: The feet of the Skull Cracker are prehensile with three toes in the front and the "thumb" on the back of the heel. Each toe ends in a four inch (10 cm) long, razor-sharp, barbed talon. This allows the Skull Cracker to easily grab targets at high speed and keep them from breaking its grip. It may be difficult for the victim to break free, but the Skull Cracker can easily tear the talons out of its prey whenever it chooses.

Primary Purpose: Assault.

Secondary Purpose: Grappling.

Mega-Damage: Each foot inflicts 3D8 M.D. and a dual strike inflicts 6D8 M.D. (counts as one melee attack). It requires a combined Robotic/Splicer P.S. of 50 or higher to break free of the Skull Cracker's grip. Whether the War Mount pulls the claws free or the victim does, this action inflicts an additional 1D10 M.D.

Effective Range: 6 foot (1.8 m) reach.

3. Prehensile Tail: The tail of the War Mount is prehensile and is used to ensnare robotic prey. It is not designed for whipping, so it cannot deliver a very powerful strike.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D8.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 7 feet (2.1 m).

Bonuses: +3 to strike and parry, and +5 to dodge. These bonuses only apply to the tail and no other bonuses.

4. Ram Attack: The Skull Cracker's strongest and strangest attack. Even people familiar with this War Mount are often surprised that it can survive such high-speed collisions. Every 100 mph (160 km) of speed inflicts 4D8 M.D. The War Mount and rider are protected from the impact, but at higher speeds, the Skull Cracker does take some damage. Any ram attack at speeds greater than 500 mph (800 km) means the War Mount also takes 20% of the damage. A ram attack has a 01-90% likelihood of knocking an opponent as large as 20 feet (6.1 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee. A ram attack counts as two melee attacks. Skull Crackers are also able to perform a head-on collision against other flyers. They have learned to blunt the impact so that it is not fatal. In these cases, the Skull Cracker inflicts 2D6x10 M.D. against its target and only suffers 5D6 points of damage (counts as two melee attacks).

New O.C.C. Specialty Upgrades

Note: More Specialties will be featured in an upcoming Sourcebook.

Dreadnaught

Dreadnaughts are the heavy weapons specialists of the Dreadguard. Actually, heavy *weapon* specialist would probably be a bit more accurate. This entire class was built around their primary weapon, the Harbinger Cannon. This experimental, heavy Bio-Weapon has been around for some time, but it had a few problems that made it somewhat difficult and impractical to use. First off, this massive, seven foot (2.1 m) long, 200 pound (90 kg) rifle was just too big, heavy, and unwieldy for all but the strongest suits of Host Armor. While there are several other enormous Bio-Weapons in the human's arsenal, none comes close to the size and weight of the Harbinger. The other major problem with this rifle was that it chewed through its ammunition at a ridiculously fast rate and it required a Bio-E source,



very much like the Bio-E Expulsion Energy Vents. In order to keep the rifle light enough to even be lifted, it could only hold a (comparatively) minuscule amount of ammo, which meant it would run dry pretty quickly. Users raved about its incredible destructive power, but ultimately they said it was just too much weight to haul around for the five to ten seconds of firepower it provided. Eventually, the Librarians created an enhancement package for Host Armors that could handle the weight of the rifle and most importantly, the weight of the massive ammunition backpack that was required to finally make the Harbinger a usable weapon. The size and strength of the Host Armor was drastically increased and the musculature was altered to allow it to carry incredible weight without getting exhausted. This slowed the armor down a bit, but the trade off was well worth it in order to efficiently use the Harbinger Cannon.

After a brief debate throughout the Resistance concerning who should be entrusted with this awesome weapon, the honor was eventually bestowed upon the Dreadguard. Most Warlords thought the Roughnecks were a bit too wild and reckless to be given this kind of firepower, and they felt more comfortable putting it in the hands of the loyal warriors that lived by the Code of Duty. Great Houses all across the Resistance modified small groups of Dreadguards and sent them out to field test the Harbinger, and the tests exceeded everyone's expectations. The only problem that came back from these tests was a tendency for users to get too focused on what was in front of them and lose track of their close surroundings. Harbinger users were eventually equipped with a pair of tentacles that possessed an Independence Bio-Enhancement. This gave them some "partners" to watch their backs, and kept them from getting flanked so easily. The Sentinel Eels helped the Dreadnaughts in close quarters combat where they were most vulnerable. In time, the sentient tentacle eels and the Host Armor's massive size increase became a badge of office that distinguished these heavy gunners as their own special class within the Dreadguard, causing people to refer to them as Dreadnaughts. While they are seen as a distinct Special Forces

unit, they are not afforded any kind of elevated status over their fellow Dreadguards. Within the social hierarchy of the military, they are viewed no differently than other Dreadguards, although so far, no Dreadnaughts have ever risen to the rank of Warlord. It is quite possible that the amount of firepower and purpose invested into their Dreadnaught design may have also cursed them to remain in the field and providing that heavy firepower that the Resistance so desperately needs.

Alignment: Any, but typically good or selfish.

Attribute Requirements: Must be a Dreadguard of 5th rank or higher to be eligible. I.Q. and M.E. 14 or higher.

Attribute Bonuses: +1D4 to I.Q., +2 to M.A., +1D6 to P.S., +1 to P.P., and +1D6 to P.E.

O.C.C. Bonuses: +4 to roll with impact, +2 to save vs insanity, and +5 to save vs Horror Factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+15%), Host Pilot (+20%), Bio-Technology (+10%) and Weapon Training.

Special Skills:

Heavy Fire Support: Dreadnaughts are trained how to provide strategic weapons fire with their Harbinger Cannons to best support their troops and to cause the maximum amount of destruction to their enemies. Dreadnaughts know that they are the tank equivalents of Host Armors and utilize their massive size and fire power as such. They utilize their scale and heavy firepower to bring down the most significant targets or threats first and allowing the infantry and the rest of the troops to finish off the targets. Dreadnaughts learn to use the Harbinger cannon for suppressive fire against armored targets, and to provide suppressive fire in landing zones and against ground and aerial threats. **Base Skill:** 60% +3% per level of experience.

W.P. Bio-Weapons: Heavy (Base Skill: 40% +3% per level of experience).

Elective Skills: Same As Dreadguard (**Splicers® Role-Playing Game**, page 151).

Secondary Skills: The character gets to select one Secondary Skill at level six and one additional skill at levels 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Dreadnaught Host Armor: Dreadnaughts receive an experimental upgrade to their main Host Armor design that makes it a larger, more formidable armor to utilize, plus it is bonded with two large, tenacious, alien symbiotic creatures called *Sentinel Eels*, that are contained in the Host Armor's backpack shell located above the Harbinger Cannon's munitions reservoir.

Step One: See the specific details on Dreadnaught Armor below.

Step Two: Determining Metabolism. Dreadnaught Armor is always Carnivore, Omnivore or Vampiric.

Step Three: Available Bio-Energy points for the Dreadnaught is M.E. attribute number, +P.E. attribute number, +1D4x10+20 points, plus an additional 40 or 30 Bio-E points according to the Host Armor's metabolism type. Each level of advancement, starting with level three, the Dreadnaught gets an additional 5D4 Bio-E to add to the capabilities of his current Dreadnaught Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience.

If the Dreadnaught's Armor is destroyed, another will be bonded to him, but it will only have the most basic Bio-Enhancements. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

Step Four: Biological Enhancements and Weapon Systems. Selections can be made from any of the categories, but most Dreadnaughts focus on long-range Offenses and Biological Defenses in order to give themselves better protection in the field while providing heavy suppressive firepower to support their team.

Standard Equipment: Military fatigues, a suit of non-organic body armor for back up or disguise, dress clothing, survival knife, utility belt, first-aid kit, 2 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one light Bio-Weapon and one heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, backpack, two water skins, emergency food rations (three weeks supply), and some personal items.

Handheld Weapon Bio-Enhancements: Dreadnaughts receive 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

Money: Has 3D6x100 credits worth in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You are the true walking tank and heavy firepower specialist of the Host Armor types with the power, size and knowledge to make the most what you have. You tear down nearly any enemy, structure, or decimate a wide path of charging robots with a few short, controlled bursts. Your skills at providing suppressive firepower make you an invaluable re-

source for clearing out landing zones necessary for strategic deployment or emergency evacuations. You are one of the few units that can take on the largest adversaries in the field, without requiring a War Mount, thus enabling the rest of your platoon and other soldiers to focus on their objectives and earning their favor by watching your back in the field.

The Downside: You are a walking tank and are slower than normal Host Armors in both speed and agility, due to the cumbersome Cannon that you have to lug everywhere. The Harbinger Cannon takes both hands to carry, thus you have to rely heavily on your other enhancements to pick up the slack and your heavy firepower draws major attention to you in a battle, and makes you a primary target equal to that of a War Mount. Your massive bulk not only reduced your agility to dodge most attacks but it makes it very difficult for you to retreat during intense chaotic combat scenarios, especially if your team is being overrun. If that weren't bad enough, the Harbinger Cannon is able to dispense a heap of deadly firepower in heavy surges, but it also chews through its ammo reserves at such a high rate that you may find yourself having to improvise and occupy your opponents with your other weapons and enhancements until your munitions replenish themselves.

Experience Table: Continuing using the same Experience Table as the Dreadguard found on page 183 of the **Splicers® Role-Playing Game**.

Dreadnaught Armor

Dreadnaught Armor is a massive Host Armor specifically designed for providing Heavy Weapons Fire and suppressing heavily armored or numerous enemy targets at once. Just hold the Harbinger Cannon steady and pull the trigger; let the cannon and the Armor do the rest. At least that's the way it appears to many who have witnessed firsthand the immense devastation of a Dreadnaught. These forms of armor are larger and more robust than standard Dreadguard Host Armors. They have massive shoulder and chest plating with broad, tree trunk-sized legs that help root the armor to the ground as they man their main weapon the Harbinger Cannon. So much has been designed around the cannon that the armor itself is almost too specialized. It is so bogged down by the massive weight of the cannon and its munitions reservoir housed on the back, that it is slower than other Host Armors and the assault cannon requires both hands to be used, which means the pilot cannot use both hands in combat and leaves Dreadnaughts rather vulnerable in close combat and tight spaces.

To try and compensate for vulnerability in melee combat, two large tentacle appendages were added to the armor. Each a massive, powerful constrictor-like eels called, **Sentinel Eels**. Sentinels are symbiotic creatures capable of thinking and fighting independent of the Dreadnaught Armor and the pilot inside. They alert the pilot of potential threats, but attack enemies that come within striking distance on their own, and even defend the armor when the pilot is rendered unconscious. The Dreadnaught's host armor is genetically bonded to the eels and if the armor is completely destroyed, the Sentinels will also die. They can not be transplanted into a new Host Armor nor War Mount for that matter. The Sentinel Eels know this and will fight to defend the armor even over their own preservation. Since the brain of the symbiotic creature is actu-

ally located inside the Dreadnaught armor, a severed Sentinel Eel can regenerate completely given enough time. This makes these powerful eels more likely to sacrifice themselves in order to protect the Host Armor.

Adding these heavy, alien eel creatures seemed only to add to the specialty requirements, because of the eels' erratic movements, lunging and snapping in and out at targets in all directions, or their awkward coiling movements that easily throw off the pilot's aim, balance and coordination. In order to counter this, two bio-organic gyrostabilizers were built into the massive shoulder plating and hardwired into the chest and hips as a core to help compensate for the eels' unpredictable movements. This finally provided the Dreadnaught pilot with enough stabilization, control and focus to improve the firing accuracy and overall mobility necessary to operate such a massive Host Armor. The overall outcome however, is a massively heavy and less agile Host Armor that packs a major wallop of firepower.

Class: Host Armor.

Crew: One Dreadnaught Pilot.

M.D.C. by Location:

Arms (2) – 3D6x10+30 M.D.C., +10 additional M.D.C. per level of experience (starting at level 6); both arms have the same M.D.C.

Hands (2) – 2D6x10+20 M.D.C., +15 additional M.D.C. at levels six, eleven, and fourteen; both hands have the same M.D.C.

Sentinel Eels (2) – 70 M.D.C. each, +5 additional M.D.C. at levels six, eleven, and fourteen.

Sentinel Shell – 3D6x10+150 M.D.C., +10 additional M.D.C. per level of experience (starting at level 6). If the M.D.C. of the shell is depleted to zero, then there is a 80% chance that the Symbiotes brains will be exposed and vulnerable (1D6x10 M.D. each brain) **Note:** The Sentinel shell can only be targeted from behind with a called shot. However, it is a large target, so there are no penalties to strike.

Legs (2) – 3D8x10+25 M.D.C. each, +10 additional M.D.C. per level of experience (starting at level 6); both legs have the same M.D.C.

Feet (2) – 2D6x10+30 M.D.C. each, +20 additional M.D.C. at levels six, eleven, and fourteen; both feet have the same M.D.C.

Elbow Bone Blades (2) – 2D4x10+18 M.D.C. each.

Harbinger Cannon – 4D4x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 6).

Head – 2D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 6).

Main Body – 6D6x10+180 M.D.C., +15 additional M.D.C. per level of experience (starting at level 6).

Harbinger Munitions Reservoir – 6D6x10+250 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2). If the M.D.C. of the shell is depleted to zero, then there is a 35% chance that the explosive payload will detonate if hit by projectiles or lasers or ignited, inflicting 3D6x10 M.D. to the main body of the armor and half damage to everything within a 20 foot (6.1 m) radius. **Note:** The Munitions Reservoir can only be targeted from behind with a called shot. However, it is a large target, so there are no penalties to strike.

Speed:

Running: 4D6+20 mph (38.4 to 70.4 km). The act of running does tire out the pilot, but at only 10% of the normal fatigue rate.

Leaping: Only 10 feet (3 m) high or 15 feet (4.6 m) across.

Digging: 15 mph (24 km) through sand or dirt, but one quarter as fast through rock or concrete. Digging tires out its pilot, but at half the usual fatigue rate. To dig down enough to adequately hide from enemies on the surface takes 4D6 minutes.

Swimming: 10 mph (16 km); swimming tires the pilot but at 10% the usual rate.

Underwater Depth: Dreadnaught Armor can withstand pressure up to 1500 feet (457 m) down.

Statistical Data:

Height: Approximately 3 feet (0.9 m) is added to the height of the pilot.

Width: 5-6 feet (1.5 to 1.8 m), based on the size of the pilot.

Length: 4-5 feet (1.2 to 1.5 m), based on the size of the pilot.

Weight: Adds 700 pounds (315 kg) to the weight of the pilot.

Cargo: Contained within the carapace shell on the suit's back is about 200 pounds (90 kg) of Harbinger Cannon munitions, plus two symbiotic Sentinel Eels, each weighing 130 pounds (58.5 kg) that are stabilized by two gyrostabilizers located in the massive shoulder plates, each weighing 100 pounds (45 kg). The rest of the Sentinel Eels' weight and movements are left up to the Host Armor and pilot to endure and counter.

Physical Strength: 4D6+15 – Splicer P.S. is equal to Robotic Strength.

Production Cycle: Nine month gestation, plus 6 months growth time.

Operational Lifetime: 2D10+35 year life span.

Trade Value: None, because each Dreadnaught Armor is bonded to a specific pilot and will not function for any other person.

Bio-Regeneration: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations except the retractable tentacles which regenerate at a rate of 1D6 M.D.C. per melee round. Only the tentacles can be regrown once severed, all other locations require at least one point of M.D.C. in order to regenerate. However, an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: 9 for humans and other intelligent life forms; none against the machines.

Senses and Features: Standard plus the following: Reinforced Exoskeleton, Resistance to Kinetic Energy/Attacks, and Radar (+1 attack and helps detect, locate and target incoming opponents and early target acquisitions).

Sentinel Eels: These are actually tentacles that have been enhanced and modified to have gaping mouths filled with razor-sharp teeth. These fearsome tentacles can be used to rip and tear their prey to shreds, or the Host Armor can actually use them to feed. Furthermore, these tentacles have evolved into symbiotic creatures capable of thinking and fighting independently of the Host Armor. They will alert the pilot of potential threats, attack enemies on their own, and even defend the armor when the pilot is rendered unconscious. Of course, the tentacle is still a part of the armor and cannot survive on its own, and the Sentinel Eels know this. The creatures instincts push them to fight and to defend the Host Armor even over their own preservation. Since the brain of the symbiotic Eel is actually located inside the suit of Host Armor, a severed Sentinel Eel will regenerate completely given enough time. Each Sentinel Eel grows its own independent brain at the base of the tentacle and a row of four tiny black bead-like eyes adorn each side of the maw. The visual range of these eyes is only 100 feet (30.5 m), but that is more than adequate for

the symbiotes as they are also equipped with Motion Detector Pits adorning their lower jaws (Same as Motion Detection Enhancement in **Splicers® Role-Playing Game**, page 81).

Special Note: All previously purchased Dreadguard Host Armor Bio-Enhancements carry over to the new Dreadnaught Host Armor, but they do not override the Dreadnaught's penalties and bonus restrictions. If the Dreadguard's Host Armor already had one of the listed Dreadnaught Enhancement then the Dreadnaught Armor inherits the pre-invested Bio-E points back and is allowed to spend the points on something else.

Feeding: Standard for either Carnivore, Omnivore or Vampiric, plus the suit eats an additional 60-90 pounds (27 to 40.5 kg) of minerals (stones, rocks, dirt, clay, etc.) a day to sustain the Sentinel Eels and the Harbinger Munitions. The Sentinel Eels can consume food while the Host Armor is inactive or occupied.

Sleep Requirements: Dreadnaught Armor requires 2D4 hours for Carnivores and 1D6 hours for Omnivores of sleep/rest/inactivity per day, during the day or night hours. Vampiric Dreadnaughts do not require sleep, but must rest 2D4x10 minutes after feeding, during which time the armor is sluggish (reduce attacks per round by -2, speed and combat bonuses by 25%).

Combat Bonuses: +1 to strike, +5 to parry (mainly due to the retractable tentacles), +3 to entangle, +1 to disarm, and +4 to roll with punch. **Note:** Due to the size and weight of the cannon and armor, a Dreadnaught can never have a dodge bonus higher than +3, regardless of any enhancements chosen.

Dreadnaught Weapon Systems:

1. Harbinger Cannon: A dual, handheld, heavy assault cannon, the Harbinger Cannon has come a long way in the form of field tested and proven firepower. It is a sophisticated monster of a weapon composed of three major components and is frowned upon by many who dispute its efficiency when wielding it, minutes after they have exhausted its destructive ammo.

Central Maw is a formidable set of crushing jaws filled with powerful teeth and large spurs adorning the top of its broad head and neck. Jet black with a white stripe going down the middle, the Maw uses its jaws to deliver a vicious bite (3D8 M.D.) into adversaries or into structures. This huge maw can stretch and quickly lunge at attackers, like a snapping turtle, striking targets up to 6 feet (1.8 m) away. The jaws can retract the seized prey or item, bringing them into the horrific discharges of the cannons. The victim can pull away (counts as one melee action/attack) or be pulled out of the Harbinger's Maw by comrades provided they match the Dreadnaught Armor's Splicer P.S. Lastly, the maw is also able to spew a gaseous fluid that instantly ignites the liquid streams fired from the three Spore Discharger Cannons that are also mounted on the Harbinger.

Side-Mounted Velocity Cannons (2): These twin cannons resemble the mouths of a viper with a barrel shoved down their throats. They are the lethal cannons of the Harbinger that fire high-velocity Burster Shards up to 3,000 feet (914.4 m). The cannons inflict 1D8x10+20 M.D. for a short individual burst of 10 rounds from one cannon or 2D6x10+20 M.D. per simultaneous bursts from both (counts as one melee attack). The cannons can only fire in bursts; single shots are not possible. Each burst creates an explosion with a blast radius of 15 feet (4.6 m) +5 feet (1.5 m) per additional burst fired. Dam-

age is increased proportionately by bursts of 2, 3 or 6 bursts fired simultaneously at the same target. The explosions can be heard up to three miles (4.8 km) away. Payload: 120 per bursts per Velocity Cannon with an additional 600 rounds in a Munitions Reservoir housed in the back of the armor for reloads. It takes 2D10+30 minutes after every meal or 6D6 hours to regrow a full load. It takes only 1D10 minutes to grow one full burst without a meal.

Spore Discharger Tusks (2): Two medium-range dischargers mounted on the sides and a long-range discharger directly underneath the cannon, each fires a stream of metal-eating spores in a liquid form. Once the liquid comes into contact with a robot, machine or any metallic object (including Technojackers armor), the spores burst like a stream of micro-explosive rounds and begin to eat into the metal target. These spores are ineffective against living/organic targets. However, unlike most Spore Dischargers, when the liquid is ignited by the Central Maw of the harbinger cannon, these spores turn into a blue napalm plasma that is able to incinerate living targets as well. The spore dischargers inflict the standard damage listed in the Splicers Main Book, page 104. When used as a napalm discharger, the damage and effects are identical to the napalm discharger on the Dracos War Mount, (Splicers Main Book, page 115). Range is reduced to 500 feet (152.4m).

2. Sentinel Eels (2): Within the armor's Back Carapace shell are two large chambers that house the alien symbiotes that mature into Sentinel Eels. Their voracious tentacles were enhanced and augmented into powerful constrictor-like creatures, each with a deadly maw filled with fangs. Sentinel Eels are symbiotic creatures capable of fighting independently of the Dreadnaught Armor; biting, pummeling, coiling and constricting opponents that dare get into close range of the Dreadnaught. The Dreadnaught pilot can seize complete control over the Sentinel Eels at any time and utilize them like an extension of his own body, but with heavy firepower suppression often being the focus, most Dreadnaughts simply let the Eels operate freely as vicious, defensive counters against close proximity opponents.

Primary Purpose: Defense.

M.D.C. of each Sentinel Eel: Each Eel has a starting M.D.C. value of 4D6x10 points. A severed eel will completely regenerate within 3D8 hours.

Damage: Each successful Bite does: 3D8 M.D.C. Special Crush/Squeeze attack first requires that a victim is successfully entangled/grabbed and held. But instead of holding tight or biting, the Sentinel Eel squeezes with the intent to crush and hurt its captive. Damage is 3D4 M.D. per squeeze + Splicer P.S. punch damage. Due to the Independence Enhancement, each constriction of the body counts as one of the Sentinel Eel's Attacks (not the Host Armor's melee attacks/actions). Victims can use their Escape Artist skill at +10% to escape (slip the hold), or the victim can pull away (counts as one melee action/attack) or be pulled out of the Eel's hold by comrades provided they match the Dreadnaught Armor's Splicer P.S.

Effective Range: Typically 10 feet (3 m) away from the Dreadnaught Armor is the maximum.

Bonuses: Each eel possesses two attacks per melee with bonuses of +3 on initiative, +4 to strike, +3 to parry, and +2 to dodge. Both

Sentinel Eels can engage the same target, but each eel must roll to strike independently. The previous bonuses for the tentacles only apply when they are controlled by the Host Armor pilot. The pilot also gains a bonus of +4 on initiative and +3 to Horror Factor when the eels are active and cannot be surprised from behind.

3. Twin Bone Blades: Located on the elbows of the Dreadnaught Armor are a wicked pair of large bone blades that are capable of slashing through the thickest armored hides or shredding metal.

Primary Purpose: Melee combat.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 M.D.

Bio-Enhancements Only Available to Dreadnaught Armor:

1. Harbinger Munitions Generator: The heavy backpack of the Dreadnaught Armor has a large Generator mounted on the underside of the shell, just behind the hips. The Dreadnaught plugs the Harbinger into one of the generator's three ports and the Cannon hums to life, with its massive maw hissing and drooling, anticipating the heavy firepower it is getting ready to unleash. The Munitions Coil meticulously feeds the ammo to the Harbinger Cannon through a lubed inner tube with rows of small insect-like legs passing the munitions along and avoiding any undesirable jamming or lock-ups. The Coil is well-protected with reinforced chitin plating and is extremely flexible. The Munitions Generator reduces the time needed to replenish Burst Shells by half: 2D10+15 minutes after every meal or 3D6 hours to regrow a full load. It takes only 1D4+1 minutes to grow one full burst without a meal.

Primary Purpose: Ammunition Provisions.

Bio-E Cost: 35 Bio-E points.

Packlord Upgrade

Elite Packmasters, proven in the field can become eligible to specialize their craft as a combat variant called the "Packlord." These variants are designed specifically for excursions, close combat and hunting. Packlords are gifted a prestigious Packlord Armor that is nearly the same hide armor as the *Elite Packmaster Armor* (featured in **The Rifter® #59**, page 27, minus the Elongated Legs, Leaping Legs and Retractable Bone Blades). Instead, the Packlord's Armor has been equipped with Organic Thrusters built into its backpack and lower legs for fast flight and leaping capabilities to keep up with his Gore pack. Instead of having retractable Bone Blades, the armor has armored gauntlets that each house a retractable, armor-plated, serpentine tentacle that secretes a Bio-Napalm. These wicked symbiotes are bonded to the Packlord's armor and are well deserving of their name, "Gore Tentacles." They pierce and burrow their way through their opponents, causing 4D10 M.D., plus an additional 1D8 per melee attack until removed. The gored victim will also be severely burned by a sticky Bio-Napalm substance that is secreted by the Gore Tentacle, which burns and disintegrates the internals of machines and living creatures alike. The chemical is the same Bio-Napalm produced by the Burner (see the **Splicers® RPG**, page 134). It is because of this deadly new weapon's use against fellow Splicers and the Bio-E strain placed on the wearers, that House Artemis placed a restriction on the reproduction of these suits to only the elite of Packmasters (5th level or higher). Anyone lower than this rank and tolerance loses control of the Gore Tentacles and falls unconscious.

New Gorehound Type – Maulers

Maulers are melee combat specific versions of the loyal, more versatile Gorehounds. To become a Mauler, the Gorehound is returned to the Gene Pool for a number of months. When it emerges, its form and genetic make-up have been completely redone. Heavier and much more powerfully built, Maulers are extremely aggressive and very difficult to control, requiring extreme focus and concentration from the Packmaster. Most Packmasters/Packlords strategically unleash the Maulers upon adversaries, because once the hounds are engaged, they are difficult to pull off of a victim or might refuse to retreat (even if near death). If a Mauler is engaged in melee combat, the Packmaster must lose one attack per melee and reduce initiative by half if trying to control, divert or re-direct the Gorehound. Each additional Mauler that the Packmaster has to regain control of subtracts an additional melee attack/action. Only seasoned Packlords (Levels 9 or higher) have better control over Maulers (initiative is only reduced by -1 and no actions/attacks are lost).

Maulers are loyal to their Packmasters/Packlords and to other Bio-Tech hounds, but their prey drive will easily trigger them to attack alien predators (28% chance), War Mounts (14% chance) and even animal-like Host Armors (11% chance) without provocation, including allies (7% chance). House Artemis created the Mauler strain years ago, but considered them too unpredictable so they only produce them in limited numbers. Unfortunately, agents from House Janus acquired the genetic code and used it to turn a large percentage of their Gorehounds into Maulers. The Maulers are a bit of a double-edged sword. They are not nearly as fast or versatile as standard Gorehounds. Additionally, they lack the patience needed on missions not involving direct combat, such as search and rescue, demolitions detection, or reconnaissance. Maulers are only good for combat and killing; in these areas they excel. Currently, there are three basic Mauler configurations that have been developed; each with its own suite of enhancements and specialty for close quarters combat. **Note:** If the Gorehound already has any of the listed Enhancement(s) before the Mauler augmentation, then that Gorehound receives the pre-invested Bio-E points back and is allowed to spend the points on something else. Once the process has been complete, any enhancements added following the Mauler conversion require double the usual Bio-E cost. Maulers will only listen to Packmasters (even non-elite) if their Packlord has fallen unconscious or has been killed. Because of this challenge and House Janus' reckless nature, some rogue feral packs of Maulers have been sighted.

Cerberus Type: There are many versions of Cerberus described throughout the Greek mythos; some describing the monster canine with a hundred heads to other stories indicating only one head teaming with a large mane of serpents. However, the most common and prevailing description is a massive, three-headed canine with a stinger-like tail. This was the source of inspiration that the Artemis Librarians enjoyed the most. Having a powerful three-headed Gorehound would be a formidable, melee combatant in the field and operate as the ultimate enforcer of a Gore-Pack. To serve as a base foundation for the Cerberus Mauler Gorehound, the Librarians will enhance a Packmaster's pre-

existing Gore-Hound and grow two additional Gorehound heads & necks onto the pre-existing Gorehound's body and then add the following Bio-Enhancements: Advanced Senses, Increased M.D.C. (x4), Reinforced Exoskeleton, Enhanced Physical Strength, Stinger Tail, Medium Fangs and Medium Gore Cannon as a breath weapon for all heads. Any Bio-enhancements following this Mauler conversion requires double the usual Bio-E cost.

M.D.C. by Location:

Front Legs (2) – 116 each

Hind Legs (2) – 144 each

Stinger Tail – 107

Medium Fangs (6) – 20 (2 for each head)

Heads (3) – 184

Main Body – 450

Height: 4.5 feet (1.4 m) at the shoulders, 6 feet (1.8 m) to the top of the head.

Width: 4 feet (1.2 m) shoulder to shoulder.

Length: 8 feet (2.4 m) nose to rump; plus a 16 foot tail (4.8 m).

Weight: 620 pounds (279 kg).

Physical Strength: 25 Supernatural.

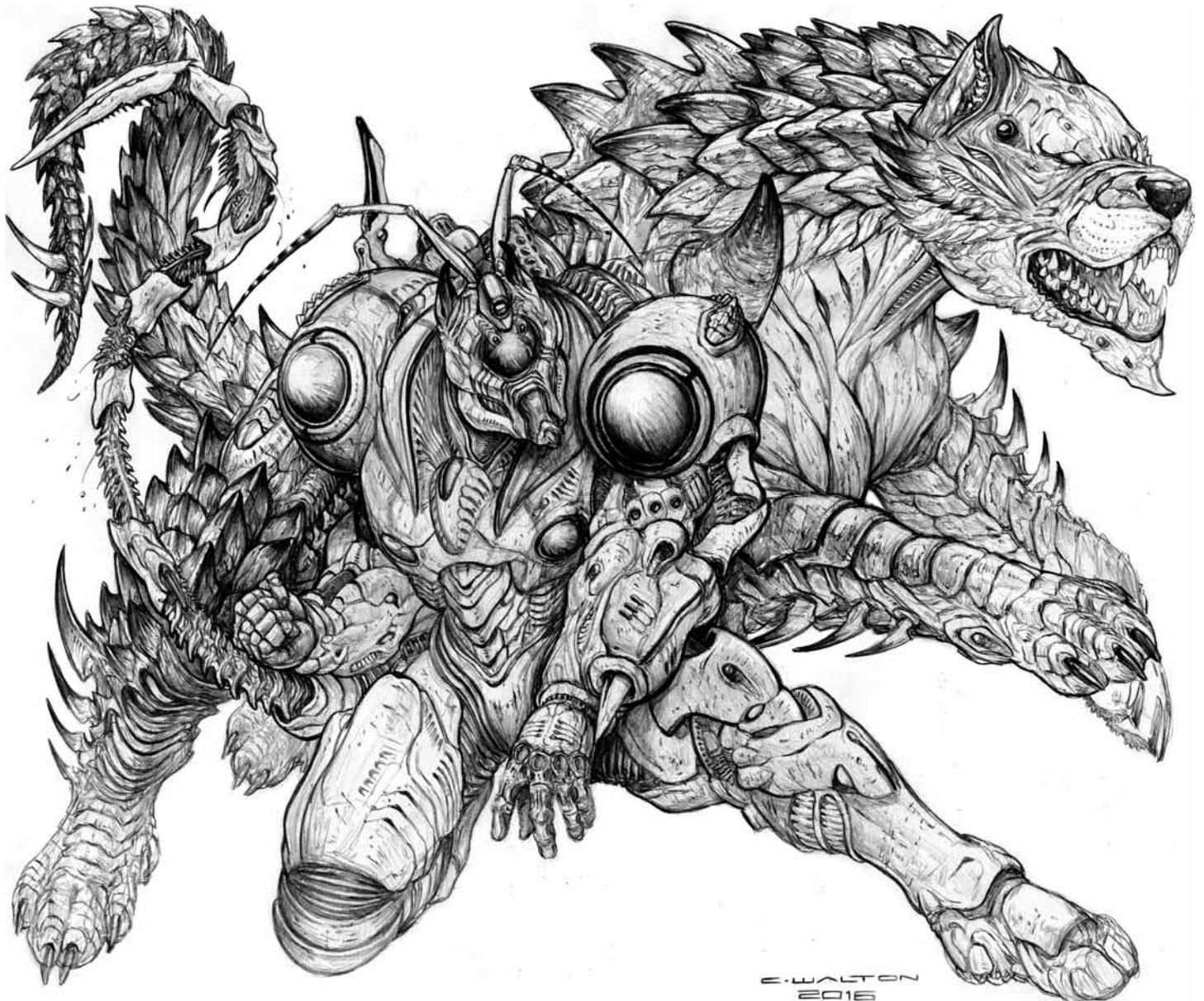
Horror Factor: 14 individually, 17 with four or more Gorehounds.

Augmentation/Gestation Period: Three month gestation period, plus another three months growth time.

Combat Bonuses: 7 Attacks, +4 on initiative, +4 to strike in hand to hand combat (+5 for tail), +2 (+3 for tail) to parry, +3 to pull punch/bite/tail strike, +3 to roll with punch, fall or impact, +2 (+3 for tail) to disarm, +4 to save vs Horror Factor, +4 on Perception Rolls, and +2 to save vs poisons/toxins and disease.

Combat Capabilities: Restrained Head Butt: 1D6 S.D.C., Full Strength Head Butt: 2D6 M.D. (+1D6 M.D.), Pawing Claw Strike with Front Legs: 5D6 M.D., Biting Attack: 3D6 M.D.+2D8 M.D. per head, Leap Attack: 2D6 M.D. and Running Leap Attack: 7D6 M.D. (Leap Attack and Running Leap Attack have standard Gorehound likelihood knockdown percentages (+5%) as mentioned in the **Splicers® RPG**, page 118).

Penalties: Max. running speed limited to 60 mph (96 km), regardless of additional enhancements. Cerberus Hounds are highly aggressive, requiring an extra action/attack to command or take control of them during combat. -10% to prowl. Unless it involves intimidating people, sports, a physical challenge, fighting, hunting or killing, the Cerberus simply isn't interested. This means work and assignments involving the mundane are either ignored



entirely or done quickly and sloppily. One exception is guard duty; the Cerberus Hound excels at guard duty.

Shocker Type: The Shocker Gorehound creates a living dynamo of electric power. Quite possibly the most radical of the Mauler types, Shockers are remade with a variety of enhancements and changes: Increased Metabolic Rate, Electrical Resistance, Electrical Discharger, Sonar, Electromagnetic Vision (the eyes resemble small, silver-colored, spider-like sensor spheres), Adrenaline surge, Increased M.D.C. (x2) and reinforced Exoskeleton. The Shocker's most notorious weapons is its Lightning Bite which it uses to disable, immobilize or to stun opponents. This makes the victim easier to secure or to destroy. The Shocker's Lightning Discharger Jaws can emit a powerful jolt with a range of 50-feet (15.2 m) or touch. The Lightning Bite delivers 1D6x10 M.D. damage plus save vs stun attack (15 or higher, with any possible bonuses from P.E.) or they will also lose initiative, two melee attacks and are a -4 on all combat actions for 2D4 melee rounds. The bite on Host Armors and War Mounts inflicts the 1D6X10 M.D. to the armor plus 2D6 S.D.C. or Hit Point damage to the pilot inside or riding the War Mount, but the pilot does not suffer any other penalties. Machines and Technojackers take only the M.D. inflicted per blast. Technojackers with electrical generation abilities and wearing their Nanobot armor are immune to the electrical damage but still receive the bite damage (3D8 M.D.) caused by the Shocker's maw.

If a Shocker's packmates arrive to join in melee combat the Shocker will either reduce its jolting electrical output or cease to electrocute the target. This allows other packmates to deliver their damaging effects and special arsenals (unless they too are also Shockers). If the Shocker is biting an opponent and another Shocker latches on to the same target, they can increase the electrical output, causing double the stun damage and duration. This is the maximum stun that can occur no matter how many more Shockers are biting the same target.

M.D.C. by Location:

Front Legs (2) – 94 each
Hind Legs (2) – 122 each
Tail – 94
Sensor Spheres (5) – 34 each
Head – 174
Main Body – 350

Height: 4.5 feet (1.4 m) at the shoulders, 6 feet (1.8 m) to the top of the head.

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 10.5 feet (3.2 m) length from the tip of nose to the end of the tail.

Weight: 560 pounds (252 kg).

Physical Strength: 23, Supernatural.

Horror Factor: 12 individually, 16 with Orion's Pack.

Augmentation/Gestation Period: Six months gestation, plus an additional three months growth time.

Combat Bonuses: +1 attack per melee round, +5 on initiative, +5 to strike, +3 to pull punch/bite, +3 to roll with punch, fall or impact, +2 to disarm, +4 to save vs Horror Factor, and +2 to save vs poisons/toxins and disease, +20 mph (32 km) to running speed. It can also leap 20 feet (6.1 m) higher and 40 feet (12.2 m) farther across than usual. Immune to all stun weapons and attacks. Half damage from electrical-based attacks, including Lightning. **Note:**

When a Shocker is under the Adrenaline surge it has +2 Attacks (7 total) and an additional +20 mph (32 km) per melee round for 1D4+1 minutes.

Penalties: Shockers burn through energy at a alarming rate; the Shocker hound requires a 20 minute nap for every four hours of activity, in addition to normal sleep/rest requirements. Furthermore, Shockers eat nearly constantly, requiring triple the usual amount of food, 30-60 pounds (13.5 to 27 kg) of meat or carrion, for its metabolism. Shockers are also susceptible to Electromagnetic Pulse attacks which, if hit directly by a pulse, causes the Shocker to have all of its combat bonuses and attacks reduced by half for 2D4+1 melee rounds and its sensors are unreliable; temporarily blinding the Shocker Gorehound for 1D4 melee rounds. A blinded Shocker will attack anything near it minus its Packmaster and packmates, which are scent coded to the Shocker. If the Packmaster is in line of sight of the Shocker and spends one melee action, they can guide the Shocker's movements and residual attacks.

Shredder Type: The most alien looking of all the Maulers, Shredders appear to be a mass of walking spikes, serrated spurs, teeth, and horns. Able to absorb tremendous punishment and virtually impervious to pain, Shredders think nothing of jumping in where the fighting is the thickest. To create a Shredder, the Librarians will enhance a Packmaster's pre-existing Gore-Hound with the following Bio-Enhancements and changes: Advanced Senses, Acid Blood, Horned Defense, Increased M.D.C. (x2), Reinforced Exoskeleton, Suction Cups and Gripping Hairs, Combat Tail and each leg has a row of four Combat Spurs. The Shredder earns its name with a devastating set of bio-organic chainsaws housed in its upper and lower jaws. Each jaw has independent rows of rotary teeth resembling serrated blades that cause overwhelming damage (1D8x10 M.D.) to anything bitten by a Shredder. Shredders are dicers in melee combat and with all the spikes, horns, and serrated edges, they are extremely difficult to parry, entangle, pin or grapple with (Opponents reduce all parry bonuses by half). However, despite their playful nature and eagerness to romp and roughhouse, they are very difficult to train and to play with. Trying to pet a Shredder is like trying to pet a squirming, wiggling blender running at full speed. When Shredders are excited, even fellow platoon members know to look out to avoid undesirable slashes when they dart off.

M.D.C. by Location:

Front Legs (2) – 109 each
Hind Legs (2) – 149 each
Tail – 117
Horns (16) – 61 each
Combat Spurs (16) – 15 each (four on each leg)
Head – 197
Main Body – 390

Height: 4.5 feet (1.4 m) at the shoulders, 6 feet (1.8 m) to the top of the head.

Width: 3 feet (0.9 m) shoulder to shoulder.

Length: 10.5 feet (3.2 m) from the tip of the nose to the end of the tail.

Weight: 560 pounds (252 kg).

Physical Strength: 23, Supernatural.

Horror Factor: 13 individually, 16 with four or more Gore-hounds.

Augmentation/Gestation Period: Two months gestation plus another three months growth.

Combat Bonuses: 6 attacks per melee round, +2 on initiative, +3 to strike, +3 parry, +5 disarm, +3 to pull punch/bite, +3 to roll with punch, fall or impact, +4 to save vs Horror Factor, and +2 to save vs poisons/toxins and disease. Any and all hand to hand attacks directed against the Shredder with a strike roll of 12 or less means the attacker will hit one of the horns and inflict 2D10 M.D. damage to himself. A running ram/body attack or block inflicts an extra 2D6 M.D. in addition to the paw strike/P.S. damage for the Gorehound.

Combat Capabilities: Full Strength Head Butt: 3D6 M.D., Pawing Claw Strike with Front Legs: 5D6 M.D., Biting Attack: 3D6 M.D., Leap Attack: 2D6 M.D. and Running Leap Attack: 7D6 M.D. (Leap Attack and Running Leap Attack have the standard Gorehound likelihood knockdown percentages as mentioned in the **Splicers® RPG**, page 118).

Penalties: Shredders simply ignore pain. While this may sound like a good thing, Shredders will often take on anything, easily biting off more than they can chew and fight until they collapse (down to one M.D.C.), ignoring discomfort, injury and blood loss and without noticeable physical penalties/incapacitation. This can lead to severe injury, complications and death, even when seeking medical help could have stopped bleeding and prevented further damage. Packlords must always keep a close eye on Shredder hounds.

Great House Artemis

Non-Player Characters

Warlord Tristan

Artemis the 4th

Since the first days of the Resistance, the Great House Artemis has been one of the leading forces in the fight against N.E.X.U.S. Always a military powerhouse, they have become best known over the past few decades for the steady stream of ingenious Bio-Tech devices and weaponry that continue to spring from their Gene Pools. Under the guidance and leadership of their current Warlord, Tristan Artemis IV, the House has flourished. Warlord Artemis is a hard-charging fighter and a natural leader on the battlefield, headstrong and straightforward. Despite the impressive pedigreed heritage of his royal family and a privileged upbringing, Tristan was drawn to tales of combat and showed a natural aptitude to strategy and tactics. With some resistance from his noble family, Tristan began his Dreadguard training as a young teenager. By his sixteenth birthday, the future Warlord had a dozen major battles under his belt and had received numerous decorations for bravery. Though young, he showed an extraordinary grasp of battlefield tactics and was consistently able to think clearly in combat.

By age twenty, Tristan was promoted and given command of one of the House outposts. There he gained a reputation for being a fair and even-handed commander. He insisted on leading from the front, standing shoulder to shoulder with his troops and

earning the respect of those who followed him. It was also at the outpost that he began taking an interest in the design and development of bio-weapons and equipment.

The next step in the Warlord's growing fame blossomed at the age of twenty-three. Still in command of the outpost and continuing to make a name for himself, he achieved a stunning victory over the Machine. Leading a force of several hundred, he soundly defeated a full strength Robot Battalion. Tristan orchestrated the perfect ambush, his troops splitting the battalion into smaller groups and eliminating them entirely. Tristan himself personally destroyed one of the two Land Dominators assigned to the Battalion. Even more impressive was the fact that the Land Dominator was being possessed by the N.E.X.U.S. personality, Kali. This victory stunned both N.E.X.U.S. and the Resistance and placed Artemis on the fast track to leadership of the House and brought him to the top tier of the most wanted list by the Machine. Tristan became the Warlord of the Great House Artemis at the unheard of age of twenty-six.

With his newfound leadership and the resources of the Great House at his disposal, the freshly minted Warlord began to explore his interest in bio-weapons design to its fullest. One of his earliest ideas was the formation of an elite, personal strike force dubbed "Beast Walkers." Shrouded in secrecy, all Beast Walker candidates were enhanced to some degree, then outfitted with tremendously powerful Host Armor, easily able to take on squads of robots single-handedly. Tristan was the first to volunteer for the process and led the Walkers himself. The Walkers were a terror on the battlefield for a number of years, regularly completing missions others would consider suicidal. Yet the victories came at a heavy cost and the group was ultimately disbanded.

Like his natural aptitude for battle, the Warlord's ideas have led to great prosperity and recognition for the Great House of Artemis. Its innovative designs are considered to be top of the line and its research and development is second to none. Artemis grown weapons and equipment of all kinds can be found throughout the Resistance.

Now approaching fifty, Warlord Artemis shows very little signs of slowing down. Healthy and trim, he continues to keep his mind and body honed and disciplined. His daily routine includes a grueling training and workout regimen that many half his age can't keep up with. He considers mental fitness as important as physical and regularly enjoys strategic games and tests to keep his mind and body honed. Though by necessity, he is limited by his title, Warlord Artemis fights at the front line whenever he can. In battle, his massive, saber-toothed Host Armor, Ailuros, is usually where the fighting is thickest, its great maw and spiked mace tail tearing through enemy robots like a force of nature. Where Warlord Artemis goes, the House follows, rightly confident of victory.

Full Name: Tristan Artemis IV, Warlord of the Great House Artemis

Alignment: Scrupulous.

Attributes: I.Q. 16, M.E. 20, M.A. 23, P.S. 19, P.P. 18, P.E. 19, P.B. 14, Spd 18.

M.D.C.: 82, plus any from Living or Host Armor. Due to enhancements made as part of the Beast Walker program, Warlord Artemis is a minor M.D.C. being.

Age: 48. **Height:** 6 feet, 1 inch (1.8 m). **Weight:** 215 pounds (96.7 kg).

Appearance: Warlord Artemis looks like a typical career military officer: neat, ramrod straight, his close-cropped hair slightly graying at the temples. He's lithe and muscular with just a hint of a stomach that somehow resists his punishing workouts. A handsome man, his face nevertheless carries the look and the lines of age, war and responsibility.

Disposition: Tristan is blunt and no nonsense, with an aura of authority and leadership. He is usually straightforward and brutally honest, especially when dealing with military strategy and evaluation. These same characteristics often make diplomacy problematic for the Warlord; he has little patience for the verbal feints and parries required. Despite his sometimes harsh and demanding demeanor, the Warlord can be surprisingly friendly, sincere, and open under the right circumstances.

Strict but fair, Tristan is always willing to listen to all sides of an argument or discussion, especially if presented in an organized and cohesive fashion. His experience has taught him that all points of view, no matter how different from his own, have a level of merit. He is a charismatic leader almost universally loved by his House and especially its troops.

Experience Level: 12th level enhanced Dreadguard.

Combat Skills: Hand to Hand: Martial Arts, Boxing, Kick Boxing, Wrestling.

Attacks per Melee: 6.

Bonuses (All bonuses, including those from stats): +2 on initiative, +4 to strike, +9 to parry, +9 to dodge, +5 to auto-dodge, +2 to entangle, +3 to pull punch, +5 to roll with punch, +4 to disarm, +8 S.D.C. damage, +2 save vs mind control, +2 save vs toxic gases, poisons, drugs and disease, +3 save vs Horror Factor, +5 save vs insanity, 75% trust/intimidate, +8% vs coma/death.

Combat Skills: Automatic Knockout on Natural 20, Back Flip, Back Flip Attack, Back Flip Escape, Body Flip/Throw, Critical Strike on an unmodified 18-20, Roundhouse Kick (3D6 damage), Axe Kick (2D8 damage), Karate Kick (2D6), Knee Strike (1D8), Leap Kick (3D6 but counts as 2 melee attacks), and Jump Kick (4D10 damage, but must be the only kick that melee and uses up all attacks for that round. However, Artemis can still parry and dodge, just not make any other attacks). Body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down. If knocked down the victim loses initiative and one melee attack for that round. Pin/incapacitate on a roll of 18, 19, or 20. Victims who are pinned are held in such a way that they cannot physically attack or move. Crush/squeeze is a bear hug-style hold that does 1D4 damage per squeeze attack.

Special Abilities: Because of his Beast Walker modifications, Warlord Artemis has been enhanced to some degree. Though not quite superhuman, the Warlord's senses are greatly heightened. He is a physical workhorse, able to push himself longer and harder than unaltered humans.

Super Endurance: Can remain alert and operate at full efficiency for up to 3 days without sleep. Tristan requires only about 6 hours of sleep every 3 days.

Super Healing: Regenerates 1D4 M.D.C. per minute and can regrow any lost appendages except eyes.

Superior Senses: Crystal clear sight and hearing (can clearly recognize a human face at 1,000 feet/305 m and hear a whisper at 50 feet/15 m). Sense of smell is enhanced and the Warlord can follow a scent trail that is up to two hours old.

Skills of Note: Appraise Goods, Bio-Comms, Biology, Climbing, Creative Writing, Excavation, First Aid, Genetics, History, Host Armor Combat, Land Navigation, Machine Lore, Machine Technology, Military Etiquette, Operate Bio-Equipment, War Mount Combat, Wilderness Survival and Xenology at 98%, Creative Writing 85%, Bartering 66%, Creative Writing and Research 55%, Public Speaking 50%, Boxing, Kick Boxing, Running and Wrestling.

Weapon Proficiencies: Sword, Knife, Heavy Bio-Weapons, Light Bio-Weapons, and Paired Weapons.

Allies: As the Warlord of a Great House, Artemis can rely on the support of nearly all members of the House. In addition, the Great House has strong ties with numerous cells and factions within the Resistance, including the House of the Barren Marsh and several Technojacker clans.

Enemies: The Warlord considers N.E.X.U.S. and its forces to be his personal enemy. Only slightly below N.E.X.U.S. are Waste Crawlers and other raiders. Warlord Artemis considers these to be almost as bad as the Machine itself.

Money and Valuables: Warlord Artemis can access any of the resources of the Great House.

Weapons and Equipment: Warlord Artemis primarily relies on his Host Armor, Ailuros (detailed below), for almost all combat. In the alternative, he can access any weapon or equipment in the Great House.

Ailuros

Personal Host Armor of Warlord Artemis

When expecting combat, Warlord Artemis normally dons his Host Armor, Ailuros. Designed with speed, stealth and infantry combat in mind, Ailuros looks like a massive, bipedal saber-tooth tiger. It is roughly humanoid shaped but big and husky, with broad shoulders, a barrel chest, relatively slim waist, powerful, thick legs and a formidable spiked mace tail. It can run on two legs, but increases its speed by sprinting on all fours in a loping manner. The hands and toes are clawed and a number of weapons add to the firepower of any weapons carried into combat (typically heavy weapons). The robust head and neck are strongly influenced by a prehistoric smilodon, with almond shaped eyes, sharp, pointed ears, and a powerful muzzle housing massive fangs and metal-crushing jaw muscles. Ailuros has hands with two thick fingers and a thumb, each ending in a hooked claw, but the hands have full manual dexterity and can use weapons and equipment.

Like Artemis, his Host Armor has been enhanced as part of the Beast Walker program. A major modification, and ultimate failing of the program, was an attempt to grant Host Armors a level of independent thought and action; not true sentience but something very close. While the modification was ultimately successful, the newly granted independence placed an extraordinary mental, physical, and even emotional strain on the Dreadguard who controlled them. Over time, most members of the program began to suffer various physical and psychological problems. Some became rabidly violent. Others devolved into near catatonic states, living out their lives with little more than a blank stare.

Almost all the original Beast Walkers are dead or retired now, but a few still remain throughout the Resistance, Warlord Artemis included. Sadly, a few of the survivors are so insane

they now hunt their former comrades and other Splicers for sport or vengeance. The guilt constantly gnaws at Warlord Artemis and he personally looks into any reports that sound like a Beast Walker.

Despite the dangers, Warlord Artemis continues to pilot Ailuros. For reasons no one can be sure of, he's shown remarkable resiliency against the strain. Artemis functions equally well as both a heavy assault unit and stealth operative, though Artemis prefers to be in the middle of the action. As a front-line assault unit, Artemis and Ailuros decimate enemies with barrages while closing the distance for hand to hand. In close combat, the Armor becomes a predatory whirlwind of teeth, claws, and tail. During battle, Ailuros can be seen cutting through fortifications and robotic limbs, often spearheading the charge, his troops following behind to support him.

“Ailuros,” 12th Level Warlord Host Armor

Class: Warlord Host Armor (Enhanced).

Crew: Warlord Tristan Artemis IV.

Level: Twelfth.

Bio-E Remaining: 45 Bio-E points.

Base M.D.C. by Location:

Hands (2) – 67 each

Arms (2) – 167 each

Legs (2) – 217 each

Feet (2) – 69 each

Organic Thrusters (4) – 120 each

Spiked Hammer Tail – 100

Long-Range Spore Discharger – 60

Omega Blaster Plate (Left Chest) – 107

Bio Energy Expulsion Vent (Right Forearm) – 56

Electro-Whip Tentacles (3) – 15 each

*Head – 197

**Main Body: 425 and Bio-Force Field – 100

Speed:

Running: 120 mph (192 km) Note that the act of running does tire out its operator, but at a fatigue rate 90% less than normal, thanks to the musculature of the Host Armor.

Leaping: Can leap up to 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through rock or stone. Digging does tire out the Host Armor, but at a fatigue rate only 50% less than normal. To dig down enough to adequately hide the host takes 3D6 melee rounds.

Swimming: 30 mph (48 km/26 knots), and swimming tires out the pilot in the same manner as running. The organic thrusters can be used to rocket underwater at speeds of up to 100 mph (160 km).

Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down.

Flying: 200 mph (320 km), with a maximum altitude of 25,000 feet (7620 m).

Statistical Data:

Height: 11 feet (3.3 m), **Width:** 4 feet (1.2 m), **Length:** 3 feet (0.9 m), **Weight:** 540 lbs (243 kg), including Artemis' weight.

Cargo: Only what he can carry or strap to his back.

Physical Strength: 40 (Splicer Robotic Strength).

Operational Lifetime: Currently has a 52 year life span.

Bio-Regeneration Rate: 1D6 M.D.C. per minute (6D6x10 M.D.C. per hour) for the main body and 1 M.D.C. per minute (1D6x10 M.D.C. per hour) for all other locations.

Horror Factor: 7 (against humans and similar beings, none against the machines).

Feeding/Metabolism: The suit is carnivorous and eats from 10 to 30 lbs (4.5 to 13.5 kg) of animal matter a day. It may gorge on up to 50 to 80 lbs (22.5 to 36 kg) at one time. After gorging, the Host Armor can go for 2D4 days without feeding and without suffering any ill effects.

Sleep Requirements: The Host Armor has been modified as part of the Beast Walker program and requires only 2D4 hours of sleep/rest/inactivity every 72 hours.

Instinctive skills: Land Navigation 70%, Tracking (people) 65%, Track Animals 80%, and Wilderness Survival 60%.

Attacks per Melee: 10.

Combat Bonuses: +11 on initiative, +7 to strike, +13 to parry, +14 to dodge, +6 to auto-dodge, +3 to entangle, +6 to pull punch, +11 to roll with punch and +5 to disarm.

Senses & Features: Enhanced Passive Nightvision (light amplification), Range: 6,000 feet (1,829 m).

Additional Senses & Features include Enhanced Hearing, Motion Detection, and Sensitive Whiskers.

Biological Defenses: Bio-Force Field, Reinforced Exoskeleton, Regeneration: Enhanced, Enhanced Neurological Connections, Resistance to Heat. Legs & Feet: Elongated Running Legs, Organic Thrusters

Standard Weapons: 1. Medium-Sized Climbing Claws, 2. Large Saber Teeth, 3. Bio-E Vent (right forearm), 4. Long-Range Spore Discharger (right shoulder) and 5. Omega Blaster (left chest panel).

Specialized Weapons: As the Warlord of the House that specializes in new Bio-Technology & Weapons Dealing, Artemis has had some experimental and prototype weapons built into the armor. These modifications are currently not on the open market, but may be at some point in the future.

1. Viper Injectors: Each of the massive ivory saber teeth are strikingly similar to a viper's fangs, having small of hollow cores that receive a chemical concoction from a gland located near the base each tooth. On a successful bite attack, the chemicals can be injected directly in or on the target from a slit-like exit orifice on the front of the fang near the tip. (If the opening were at the very tip of the fang, its strength would be compromised and it would lack the sharp point necessary to penetrate a target.) In the alternative, Ailuros can spit or spray the chemicals a short distance. Because of this modification, Ailuros periodically sheds its fangs and re-grows new ones roughly every two months. The regrowth process is fairly rapid, with the new fangs fully grown in about 6 hours.

Rate of Fire: The chemicals can be released once per successful bite attack.

Maximum Effective Range: By bite or short-range spit of up to 12 feet (3.6 m).

Payload: The glands produce enough chemicals for up to ten attacks every 24 hours. The chemicals automatically regenerate within 24 hours of initial use.

Damage: Against inorganic substances (ceramics, glass, plastics, metals, etc.), the chemicals act as a burning corrosive, inflicting 3D8 M.D. on the initial attack, plus an additional 2D8 M.D. for

1D4+1 melee rounds or until washed off. The chemicals can be used to burn through metal locks, doors, hatches, etc. and are ideal for acts of sabotage.

Against organic substances (living flesh, fur, leather, Host Armors, etc.), the chemicals cause severe burning, inflicting 2D8 M.D. on the initial attack, plus an additional 2D6 M.D. per round for 1D4+1 melee rounds or until washed off. In addition, the chemicals cause intense eye irritation and blurred vision (victims lose initiative and are -4 to strike, parry, dodge, and disarm for the duration).

2. Spiked Hammer Tail: Ailuros's clubbing tail is lined with numerous small spikes. While the spikes serve to increase the striking damage of the tail, they are also a devastating weapon on their own. On a successful strike, a number of spikes can be made to break off, lodging themselves in the target. The small spikes only require a few seconds to regrow and not all are fired at once; the tail will not run out of spikes during combat. The separation from the tail triggers a complex chemical process that causes the spikes to explode within a few seconds. The explosions are small and localized (no blast radius), but quite powerful as the force is narrowly focused directly into the target. The resulting explosions produce a powerful concussive shock, capable of knocking most opponents off their feet.

Mega-Damage: A strike with the tail inflicts 6D6 M.D. The spikes explode within a few seconds (one melee action) and inflict an additional 1D6 M.D. Additionally, targets who weigh less than a ton have 01-45% chance of being knocked off their feet from the blast. If the victim is knocked down, he loses the initiative and one melee attack/action.

3. Electro Whips (3): Three retractable tentacles can extend from the forearms to lash and grapple opponents. The tentacles are prehensile, so they can be used to entangle, and even hold and carry items or enemies. Once per melee round, an electrical charge can be sent through the tentacles to inflict additional damage and possibly stun any trapped victims.

Mega-Damage: A whip or lash attack inflicts: 2D8 M.D. per tentacle or 1D4x10+8 M.D. from all three. May be used to entangle or yank the target around.

Electro-Blast: As little as 1D6x10 S.D.C. or 1D8 M.D. per each tentacle or 3D6 M.D. from all three. This electrical damage can be inflicted when used as a whip (add it to the strike damage) or when an opponent touches or is held by one or more tentacles. There is also a chance that the shock will stun an opponent for 1D4 melee rounds. The stunned opponent has only two attacks/actions per round, no initiative, -8 on all combat maneuvers like strike, parry, etc., and skill performance and speed are reduced by 70%.

The likelihood of a stun is as follows:

01-92% Human/humanoid without body armor.

01-65% M.D.C. humanoid with no body armor or human in partial armor.

01-50% Human in Living Armor, Nex-Androids and drones, minor M.D.C. animals or creatures.

01-30% Host Armor or Power Armored opponent, human-sized combat robots or M.D.C. animals or creatures.

01-05% Large combat robots and M.D.C. animals or creatures.

P.S. of Tentacles: 15

Range: 10 feet (3 m) beyond the reach of the arm and hand.

Tentacle Bonuses: +1 to strike and parry, +2 to disarm, and +4 to entangle. Bonuses apply only when the tentacles are used.

Payload: Effectively unlimited.

4. Hand to Hand Combat: Tristan enjoys raining heavy gunfire down on the machines heavy gunfire as if he were firing devastating thundering bolts created by the wrath of the gods of Mt. Olympus. However, when it comes to fighting Splicers, he would rather use long-range weapons with strategic discernment and discretion; often preferring the Warrior's Way of engaging in hand to hand combat. His knowledge and understanding of predatory species and big cats melds seamlessly into his combative tactics and prowess as he would appear to pilot the Host Armor more akin to a feline monster and predator rather than an actual human.

The damage below includes all applicable features.

Head Butt does +1D6 M.D., a *Running Pounce/Charge* does an extra +3D6 M.D., and +2D6 M.D. bonus to *punches*, *elbows* and *kicks* from the character. +1 to roll with punch, fall or impact.

Restrained Punch: 5D6+ 15 S.D.C. or 1D4 M.D.

Full Strength Punch: 4D6 M.D.

Power Punch: 6D6 M.D., but counts as two attacks.

Bite: 7D8 M.D.

Claw Strike: 6D6 M.D.

Kick: 4D6+4 M.D.

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

Head Butt: 2D6 M.D.

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

Body Block/Ram: 6D6 M.D. and has a 01-50% chance of knocking an opponent who is as large as 12 feet (3.6 m) tall off his feet. If successful, the victim loses initiative and two melee attacks/actions, but counts as two of Ailuros' melee attacks.

5. Beast Walker Modifications: As one of the original Beast Walkers, Ailuros has some level of independence and can take limited action on its own. If for some reason the pilot inside the Host Armor is rendered unconscious, the creature will take over. It operates under a bloodthirsty, alien symbiote intelligence with an appetite for destruction. The Host Armor will first attack any threats in the immediate area, with no regard towards strategy, battle plans, or collateral damage. Once the immediate threats are removed, it will attack any target that doesn't appear to be totally harmless (robots are ALWAYS considered hostile). However, a Host Armor will not attack anyone in Living Armor or another Host Armor. Other humans may be considered potential targets, especially if armed or acting in a threatening manner. The Host Armor continues its rampage until the immediate area, roughly 100 foot (30.5 m) radius, looks safe. It will then retreat to a safe area (outpost, Great House, staging area, etc.) until the pilot has healed or regained consciousness.



Drake Benton

9th Level Archangel

Once a fierce Dreadguard, Drake discovered that he enjoyed the freedom of aerial mobility far more than being limited to pure ground warfare. With roving Machine forces patrolling the lands and hunting Splicers, he liked having the most versatile means of fighting. After a battle, he always looked to the skies, the domain of the Machine and Angels. Both could choose to engage ground or aerial targets or could strategize tactics from a better viewpoint. Drake was so focused and consumed with the ideas of surviving the battlefield and destroying his enemies that he realized he had overlooked other possibilities and the liberty that Biotech had to offer. Drake sought bio-organic thrusters and once his Host Armor received them, he thought he was a “Flyer” among the Angels until he was shot down. How wrong and humbled he was as he was left smoldering on the jungle floor, watching the Archangels avenge his demise by dismantling the Machines in mid-air with clever acrobatics, daredevil flying and precise weapon strikes. As Drake climbed out of the host armor’s carcass, he knew he would rise as an Angel. Drake went to Warlord Artemis

for a change and was granted the opportunity to prove himself. Several years later, Drake has risen to become the pioneer of the “Angel Core” program and is testing out the Archangel stealth fighter prototype “Nighthawk” Living Body Armor.

Like many Archangels, Drake is confident, bold, quick to size-up a situation and even quicker to respond. An expert pilot, Drake acts as a “flanker” in combat, often hanging back and waiting to see how the enemy will act before taking action. He has such a good sense of how his Wing Pack handles that he receives an extra +10% on all piloting rolls and +3 to strike and dodge while flying. Drake enjoys strafing runs against ground troops and is famous for his ability to fly only a few feet above the ground, an action that often causes enemy flyers to inadvertently crash. During combat, he will often buzz inches over the heads of ground troops, dropping bombs and insults alike. Unfortunately, he has a somewhat overblown sense of his own skill, however, and sometimes takes unnecessary risks with the assumption that no Machine could possibly be good enough to shoot him down.

Attributes: I.Q. 14, M.A. 14, M.E. 14, P.S. 18, P.P. 19, P.E. 18, P.B. 12, Spd 21.

Notable Skills: Pilot Wing Packs 98%, Parachuting 98%, Detect Ambush 75%.

Notable Equipment: Drake currently pilots the Nighthawk; a prototype Living Body Armor and Wing Pack designed to test out the newest features and concepts of Artemis for the Archangel Stealth Fighter combat squadron. The Living Body Armor is a sleek, Heavy Hide Armor (150 Main Body M.D.C.) with a dual visor and a living wing pack fused to the suit. The Wing Pack has all standard features plus the wings are grown with the same ceramic style and capabilities used by the Griffin War Mounts. This enables it to fly, maneuver and slash adversaries with ease. A slash from a single wing inflicts 4D6+10 M.D. A high-speed strafe attack inflicts 1D8x10 M.D., but counts as two attacks (**Bonuses:** +1 to strike and +2 to parry). Drake's Wing Pack is equipped with: Compound Eyes, Long-Range Spore Discharger and Bio-Energy Vents on both wings. Drake's armor has elbow Bone Blades, 6 Super Light Cells (3 on each chest plate), and Armored Antenna radar on the helmet (features are the same as Radar; see the **Splicers® RPG**, page 81). Drake frequently carries a Pod Rifle, Bore Pistol, and several explosives for strafing runs.

Flying Speed and noteworthy Bonuses: Flying: Top Speed 472 mph (755 km), Cruising speed is typically 100 to 170 mph (160 to 272 km). Accelerated Dive 672 mph (1,075 km) in a steep downward dive.

6 Attacks (9 Attacks Airborne).

Shauna Davies

Senior Sweeper

A bombshell in every sense of the word, Shauna Davies is one of the most experienced explosive experts in the Great House. A stunningly beautiful woman, Shauna grew up surrounded by weapons and bio-tech. Her father was a tough and rugged Roughneck who taught her everything he knew about weapons, N.E.X.U.S., tactics, and fighting. By the time she entered her teens, Shauna could shoot, cuss, and drink as well as any front-line soldier. Though she looks like a model, she has the heart of a fighter and loves the military life. But she loves to blow things up even more. From simple booby traps to demolishing buildings, Shauna knows precisely how to use explosives to get the most effect. Her hand-crafted explosives are more potent than normal and she even breeds her own special Chigs and Migs. Thankfully, she loves defusing explosives almost as much as blowing things up. Despite her stunning looks, Shauna constantly tries to downplay them so her skills and talent are taken more seriously. She often acts like "just one of the guys," drinking and raising hell with the best of them. More than one lecherous admirer has learned the painful lesson of keeping his hands to himself.

Shauna seems to have almost supernatural luck. She's never had an accident and hasn't suffered so much as a scratch from an explosion. Shauna's presence on any team is seen as a sign of good fortune and she's constantly requested for high value missions. Despite her reputation, Shauna doesn't trust assistants and does all the work herself. She breeds her own special Chigs and Migs and produces a small number of "custom" explosives for use on missions. With the proper time and resources, Shauna will gladly modify explosives for other members of her team. All

explosives Shauna modifies (including her personal Chigs and Migs) inflict 50% more damage. For example, a normal Chig inflicts 5D8 M.D., while one of her specially grown Chigs inflict 7D8 M.D. Shauna can only modify a few dozen improved explosives a week, so she will never have more than 5D6 modified explosives on hand at any given time.

Attributes: I.Q. 19, M.A. 10, M.E. 19, P.S. 14, P.P. 18, P.E. 16, P.B. 22, Spd 9.

Age: 29. **Height:** 5 feet, 1 inch (1.5 m). **Weight:** 118 pounds (53.5 kg).

Notable Skills: Disarm Bio-Tech Explosives 87%, Disarm Metallic Explosives 67%, Trap Construction 76%, Trap & Mine Detection 90%, Machine Technology 95%.

Notable Equipment: Shellback Armor (Bio-Force Field, Trench Foot Mines, and Casting Launcher), Bio-Rocket Slinger, Bio-E Pistol, 2D4 modified Chigs, 1D4 modified Migs, and 2D4 modified conventional explosive charges.

Alexander Long

5th level Sweeper

At a glance, no one would give Alexander a second thought. Rather short, somewhat unassuming, he normally avoids eye contact, his movements fidgety and nervous. But his eyes come alive, his hands as steady as a surgeon, and his face lights up when doing what he truly loves: "playing" with explosives. Alexander's booby traps are quickly becoming legendary. He has set up explosives in small packages such as clothing and even in letters. He can disguise mines so thoroughly nobody suspects them until it's too late. Alexander loves his job. Some say a little too much. His stories about explosives and their effects (hilarious to him, horrifying to most everyone else) make people nervous and can even be intimidating.

Even with the stories, Alexander can be a charming and funny guy, yet very eccentric. Alexander almost always has an explosive device on his person, sometimes something visible like a grenade or Chig. Other times, it may be disguised as a fairly common item like a pen or large button. Many people half expect him to explode himself one of these days.

Attributes: I.Q. 22, M.A. 13, M.E. 20, P.S. 13, P.P. 17, P.E. 16, P.B. 9, Spd 10.

Age: 31. **Height:** 5 feet, 11 inch (1.5 m). **Weight:** 243 pounds (109 kg).

Notable Skills: Disarm Bio-Tech Explosives 75%, Disarm Metallic Explosives 55%, Chemistry 60%, Concealment 45%, Sleight of Hand, Camouflage 65%.

Notable Equipment: Shellback armor (Reinforced Exoskeleton, 12 Organic Rockets, Light Bore Cannon), Pod Rifle, Light Cell Laser Pistol, 1D4 Chigs, 1D4 Migs, and 2D6 modified conventional explosive charges (some hidden).

Senator Norris Bane

15th Level Dreadguard

Senator Bane is many things to many people: a legendary warrior, an elder statesman, a powerful politician and an aging

warhorse past his prime. Regardless of personal opinions, even the most passionate detractor speaks of the Senator with grudging respect. An imposing figure at what many consider to be an advanced age, the Senator has an aura of authority about him. His battered, weathered visage bears the scars of a lifetime of war. Marred by an ugly slash that travels down the entire left side of his face and across his throat, his otherwise handsome face seems to be locked in a perpetual grimace. How he survived such a horrendous wound remains a mystery and it's left the Senator with a voice that is little more than a gravelly rasp. Yet even the rasp has the weight of authority behind it. The Senator is a man who is not only accustomed to giving orders, he's accustomed to them being followed.

Although a little too old (and too important) to be sent on combat operations, the Senator deeply misses the glory and danger of fighting. In his youth, he was a military machine whose only concern was ridding the world of N.E.X.U.S. Yet the Senator was never a raving lunatic or bloodthirsty berserker, but a true noble warrior with a warrior mentality. He often would spare the lives of opponents he deemed worthy of mercy and on more than one occasion, this honor would return to save his life. To this day, there are at least a dozen high-ranking members of various Houses or factions (and it is said, even a Waste Crawler tribe leader) who owe their lives to Senator Bane's mercy. Such is the legacy of one of the Resistance's great Dreadguard, a man of uncompromising principle and courage.

Attributes: I.Q. 15, M.A. 25, M.E. 20, P.S. 13, P.P. 13, P.E. 15, P.B. 12, Spd 10.

Notable Skills: Host Pilot Combat 98%, Military Etiquette 98%, Public Speaking 98%.

Notable Equipment: "Aegis Thrasher," his personal Host Armor, has all the standard features, plus Chameleon Skin, Heavy Gore Cannon, Medium Bore Cannon, and Tentacle Harpoons.

Great House Janus

Ambush Team

(Quick stats)

Colin Loker

Call Sign "Apollo," 10th level Dreadguard

As a child, Colin displayed exceptional physical talents and was encouraged to pursue Dreadguard training. As expected, he excelled and quickly rose to the rank of Platoon Commander. Colin has been offered advancement to the Janus Senate on numerous occasions, yet each time he's refused the promotion. This Dreadguard is a natural-born warrior, a pure fighter through and through, who feels most at home on the battlefield with his platoon. A valiant and brilliant soldier, Apollo and his Apollo's Warriors Platoon have repeatedly beaten numerically superior forces. He is widely recognized as one of the Resistance's foremost experts in small unit tactics and one of the most accom-

plished platoon commanders alive. He is very proud of his skills and the fame that follows it.

An extremely honorable man in combat and with his platoon, Dreadguard Apollo is not without his flaws. Though he recognizes their strategic benefits, Apollo despises Technojackers (referring to them as "undesirable elements") and will only grudgingly accept their assistance. When not on duty, Colin is a drinker and a brawler; the terror of any place he visits. He never hurts anyone seriously (the brawls are mostly for fun) but he cares little for property damage.

Attributes: I.Q. 14, M.A. 16, M.E. 16, P.S. 21, P.P. 23, P.E. 18, P.B. 10, Spd 18.

Notable Skills: Host Pilot Combat 98%, Operate Bio-Equipment 98%, Forced March.

Notable Equipment: "Helios," his personal Host Armor. Helios has all the standard features, plus Resistance to Heat, Heat Projector Cannon, Plasma Breath, Combat Spurs and Screamer Grenades.

Combat Bonuses: 6 attacks per melee; +2 initiative, +9 to strike, +11 to parry, +11 to dodge, +2 to entangle, +2 to disarm, +4 to roll with punch, fall or impact.

Leon Gold

Call Sign "Hyperion," 8th Level Dreadnaught

When the Dreadnaught armor finally became a reality, Leon Gold was the obvious (and only) choice for the pilot. Born and raised in the Wastes, Leon came to the House as a teenager after his tribe had been wiped out by N.E.X.U.S. His skill with all types of weaponry and unarmed combat was unmatched, but his attitude was terrible. Leon refused to take orders from officers he did not respect and was frequently and openly insubordinate. A number of former commanding officers were killed and injured under mysterious circumstances, though nothing was even proven. While his attitude has improved somewhat, Leon is still willful and can be violently stubborn. However, Leon has no leadership ability or head for tactics and he knows it. He will happily follow orders from respected officers and he holds Colin Loker in the highest regard. Leon has an almost savant-like ability with weapons. From knife to Host Armor to his bare hands, Leon can use any means of destruction with terrifying skill. He loves war and fighting for its own sake; issues and politics simply don't matter. Whatever mission he is given, he fulfills, and doesn't care about the consequences. The exceptions are his teammates and members of the Great House; he will protect each and every one with his life if needed. Leon also fancies himself a ladies' man and somehow manages to seduce both naive girls and married women with alarming frequency.

Attributes: I.Q. 15, M.A. 16, M.E. 16, P.S. 21, P.P. 23, P.E. 18, P.B. 11, Spd 18.

Notable Skills: Host Pilot Combat 98%, Operate Bio-Equipment 98%, Forced March.

Notable Equipment: "Hyperion," his personal Host Armor. Hyperion has all the standard Host Armor features, plus Resistance to Heat, Heat Projector Cannon, Plasma Breath, Combat Spurs and Screamer Grenades.

Combat Bonuses: 6 attacks per melee; +3 initiative, +7 to strike, +11 to parry, +3 to dodge, +4 to entangle, +2 to disarm, +4 to roll with punch, fall or impact.

Jason Mercer

Call Sign “Lycaon,” 8th level Packlord

As an elite Packmaster promoted to the status of Packlord for House Janus, Mercer is a no-holds-barred, trophy collecting, relentless Bounty Hunter and Huntsman of alien predators and machines, and specializes in Anti-Splicer combat. He enjoys hunting with his tenacious pack of enhanced Mauler Gorehounds. Even seasoned Dreadguards and large War Mounts have succumbed to his infamous hunts. Lycaon and his pack are a fine-tuned killing force as he has exceptional control over these hyper aggressive canines. Instead of using chaotic melee engagements, Mercer will coordinate horrific attacks with strategic precision. He typically allows his Maulers to charge in on targets while he supports them with long-range cover fire; hopefully flushing, wounding or pinning his targets while the Maulers flank their opponents’ position(s). Lycaon’s primary goal is to stall for enough time for his fastest Maulers to close in on the victims, where they can do their deadliest work. Once the Maulers engage, it is only a few seconds thereafter before his heavy-hitters join the fray and the decimation of the prey begins. Most adversaries are considered lucky if Mercer decides to gore them with one of his acid tentacles versus leaving them to a brutal death by the Maulers. Unlike most Splicers or War Mounts, Mercer’s pack has learned and taken a liking to Splicer flesh (armor and all), and will quickly consume whatever they rip off and rush in for more.

Attributes: I.Q. 17, M.A. 18, M.E. 16, P.S. 19, P.P. 21, P.E. 21, P.B. 10, Spd 12.

Notable Skills: Prowl 90%, Tracking 90%, Surveillance 95%.

Notable Equipment: Mercer has been gifted the Pack Lord Armor. It has all the standard Packlord features plus the following enhancements: Advanced Senses, Motion Detection and Chameleon Skin. Mercer also has Bio-Energy Expulsion Vents on the back of his hands and he wields a Heavy Pod Rifle with two Bore pistol side arms for long range excursions and an Acid Edged Short Sword and Sickle Axe when not using his Gore Tentacles.

Combat Bonuses: 7 attacks per melee; +4 initiative, +4 to strike, +5 to parry, +5 to dodge, +3 to automatic dodge, +2 to disarm, +5 to roll with punch, fall or impact.

“Mercer’s Maulers” Gore pack (6): 1 Cerberus type with a Bio-Force Field (180 M.D.C.), 3 Shredders, and 2 Shockers with Regeneration: Enhanced.

Gavin

Call Sign “Orion,” 7th level Packlord

Highly intelligent and with an excellent grasp of tactics, Gavin is becoming the perfect Packlord. Years of military service and search and destroy missions have made Gavin an efficient soldier. And an even more efficient killer. Gavin has

discovered he’s not only good at killing, he enjoys it. Gavin is a psychopathic killer without a shred of humanity, on his way to becoming a mass murderer. Like many psychopaths, Gavin acts surprisingly normal and can be charming and outspoken. However, there are hints to his darker nature. He is a brutal interrogator, always fights to kill, and never takes prisoners; he kills everyone he fights unless somebody intervenes. When Gavin commits a murder, he plans it very carefully, leaving no clues pointing to him. So far, he has murdered a dozen innocent civilians, not counting the combatants he’s killed in battle. He’s so careful in his planning, no one yet suspects him of his crimes.

Attributes: I.Q. 16, M.A. 17, M.E. 19, P.S. 17, P.P. 18, P.E. 21, P.B. 14, Spd 27.

Notable Skills: Interrogation 65%, Blind Fighting 85%, and Vital Points.

Notable Equipment: Gavin has been gifted the Packlord Armor. It has all the standard Packlord features plus the following enhancements: Advanced Senses, Motion Detection and Chameleon Skin. He carries a Heavy Pod Rifle with two Bore pistol side arms for long-range excursions and an Acid-Edged Short Sword and Sickle Axe when not using his Gore Tentacles.

Combat Bonuses: 6 attacks per melee; +2 initiative, +3 to strike, +5 to parry, +5 to dodge, +2 to entangle, +3 to pull punch, +2 to roll with punch, fall or impact.

Orion’s Pack (6): Gavin has 3 Shredders, 1 Shocker with a Bio Force Field and 2 Standard Gorehounds.

Orion’s Standard Gorehounds Quick-Stats:

M.D.C. by Location:

Front Legs (2) – 69 each

Hind Legs (2) – 97 each

Head – 137

Main Body – 260

Height: 4.5 feet (1.4 m) at the shoulders, 6 feet (1.8 m) to the top of the head.

Width: 3 feet (0.9 m) shoulder to shoulder. **Length:** 10.5 feet (3.2 m) from the tip of the nose to the end of the tail.

Weight: 500 pounds (225 kg).

Physical Strength: 23, Supernatural. **Horror Factor:** 12 individually, 16 with Orion’s Pack.

Senses and features: Standard Gorehound plus the following: Chameleon Skin, Motion Detector Antenna, Reinforced Exoskeletons, a shoulder mounted Heat Projector, Increased Metabolic Rate, thus an overall increased speed of 120 mph (192 km).

Number of Attacks: Six.

Combat Bonuses: +6 Initiative, +6 to strike, +2 to parry, +4 to automatic dodge, +3 to pull punch/bite, +4 to roll with punch, fall or impact, +2 to disarm, +4 to save vs Horror Factor, +2 to save vs poison/toxins and disease. Impossible to sneak up on.

Combat Capabilities: Restrained Head Butt: 1D6 S.D.C., Full Strength Head Butt: 2D6 M.D. (+1D6 M.D.), Pawing Claw Strike with Front Legs: 5D6 M.D., Biting Attack: 3D6 M.D., Leap Attack: 2D6 M.D. and Running Leap Attack: 7D6 M.D. (Leap Attack and Running Leap Attack have standard Gorehound likelihood knockdown percentages as mentioned in the **Splicers® RPG**, page 118.)

I am Legion, Episode III

An Adventure and Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

NPC Write-Ups and Quick stats by Lance Colley

Samaritan Co-created by Todd Spencley and Charles Walton II

Illustrated by Charles Walton

Note: Originally appeared in **The Rifter®** #74, page 40.

Change of Plans

Once the players are on the ground, Sr. Archangel Drake Benton leads the group out of earshot of the Dracos Outrider pilots so that he can comfortably voice his concerns (the same concerns that should be on every player’s mind).

“Obviously the mission is compromised. Following through with the strike on Legion would be suicide. I say we head home and try to flush out the traitor.”

Sweeper Shauna Davies then interjects, “I’m not sure that’s the best move. From what I’ve heard, Legion likes to play games, and this is starting to feel like she’s toying with us. Who knows what she may have waiting for us at home. We don’t know who’s involved, but we know that it’s someone in the Senate. Even if there aren’t a dozen more traps for us along the way home, Legion’s spy could order our execution the second we step into the Launch Bay. I think we need to consider our Great House off limits until Legion is stopped. The plan may be screwed, but we still have two working Shell Bombs. That’s more than enough power to stop that metal demon! We just need a new plan to get them into place.”

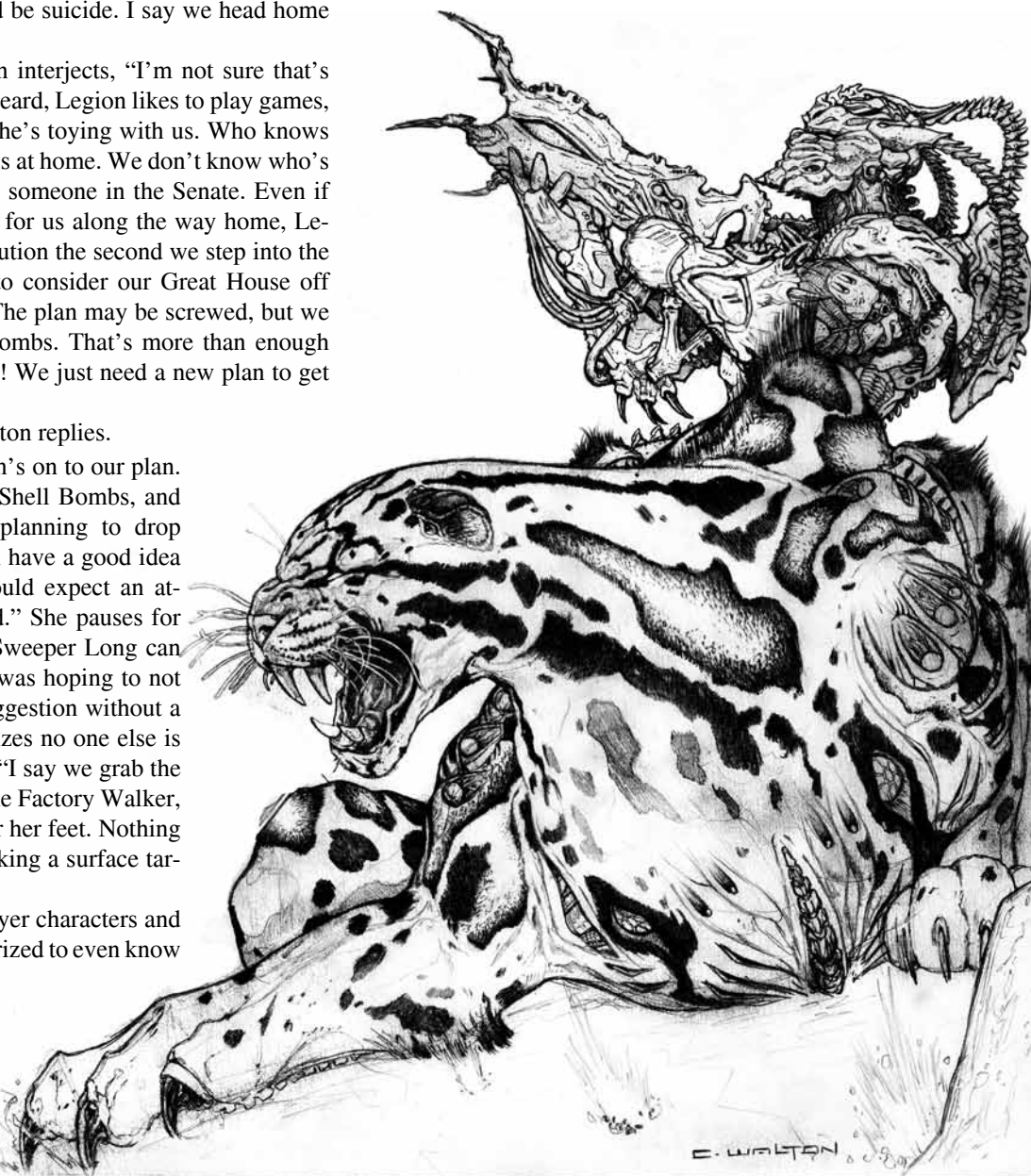
“What do you suggest?” Benton replies.

“I agree with you that Legion’s on to our plan. She obviously knew about the Shell Bombs, and she probably knew we were planning to drop them in her path. She may even have a good idea of where... but I doubt she would expect an attack to come from underground.” She pauses for a moment to see if Benton or Sweeper Long can see what she is hinting at. She was hoping to not have to make such a radical suggestion without a little support, but once she realizes no one else is willing to say it, she continues. “I say we grab the Badger, tunnel our way under the Factory Walker, and drop both Shells right under her feet. Nothing is better than the Badger at tracking a surface target from below ground.”

Benton then points at the player characters and angrily says, “They aren’t authorized to even know about it, much less go there. You shouldn’t be bringing it up in front of them at all.”

“The Senate trusted them with one of our greatest secrets. What’s one more?!” she fires back. Shauna takes a

moment to gather her thoughts and then says with a much softer tone, “Besides, we need help, and there’s nowhere else for us to go. The traitor may know about the Lab, but I doubt they would expect us to go there. Even if they did, the facility is cut off from the underground haven. There’s no way to get a message to them before we get there. We won’t need to worry about any surprises. It’s our safest choice. It’s... our only choice.”



The Archangel pauses for a moment, then lets out a sigh and replies, "I don't like it, but you may be right." Drake then turns to the player characters. "Congratulations, looks like we just raised your security clearance again. Hopefully, the Warlord doesn't execute all of us for showing you this, but at this point, I just hope he's still human."

Drake turns and starts walking back towards the Dracos transports while yelling to the Outriders, "Change in plans. We need you to drop us in *Bell Lake*, then head into the *New Eden Nature Preserve* and rendezvous at the *Fort Defiance Outpost*. Do not return home. Got it?"

The two Outriders hesitantly glance at each other for a second and then one responds, "All right, Drake. We got your back."

"I know you do. Thank you. OK, let's mount up."

Within minutes, the two War Mounts are streaking off towards Bell Lake. The player characters are familiar enough with the area to know the lake is only about five miles (8 km) to the west of their original drop point. Legion has long since stormed past the drop point and is now busily dismantling the Retro-Village of *Dillontown*. Off on the horizon, the players can see thick clouds of black smoke rising up from the doomed village. The Dracos transports are flying pretty low to the ground, but they are still high enough up to give the players a good look at the carnage. Fortunately, they are far enough away to spare them from the haunting screams coming from the hundreds of poor damned souls being culled together by Legion's Collectors. They also get a good look at the devastation that trails off for miles behind her forces into the distance. The group still has not decided where the new attack point will be, but the destruction left in her wake will make an easy trail for them to follow when they are ready.

The convoy reaches Bell Lake about ten minutes later, and the flying Stealth Archangel tells the Outriders to drop the Players and Sweepers off in the center of the lake. The Outriders still seem a little uncomfortable with the orders, but they slow down and allow the group to dive off into the still waters below. Archangel Benton takes the lead, diving in with wings tucked tightly, and starts swimming straight down towards the bottom of this deceptively deep lake. It may seem somewhat small on the surface, but this lake is actually deeper than it is wide. It is called Bell Lake because it is shaped like an upside down bell with the deepest point reaching nearly two thousand feet (609.6 m) below the surface. Some people theorize it was created years ago by a massive orbital bombardment from the Machine's weapon satellites (before they mysteriously went offline).

Visibility within the crystal clear waters is excellent even at the deepest point, so the players should have no problem keeping tabs on the Archangel. There are plenty of fish and small amphibious creatures swimming about, but nothing too threatening or large and everything seems to dart out of the way of the diving convoy. However, as the group continues to descend into the depths, the players start to feel the crushing pressure, even through their powerful Bio-Tech armor. The Stealth Archangel does not seem concerned, and he keeps swimming deeper and deeper into the lake. Perhaps Benton's Nighthawk Armor can withstand greater depths than theirs. Just as they start to worry their armor may not be able to take any more, he suddenly changes direction and starts swimming towards a steep, rocky wall. As the group gets closer, they see a small, inconspicuous cave opening within the rocks. Drake turns to make sure everyone is still with him and then proceeds into the cave.

The cave is a maze of pitch black tunnels splitting off into multiple directions. Most of the tunnels are natural formations but others appear to have been carved out by hand. Benton seems to know his way through the maze well enough, but every now and then it takes him a moment to remember which fork to take. After navigating the tunnels for twenty minutes, the group comes upon an organic hatch that looks like an enormous heart valve. It is similar to the doorways found in large Bio-Tech creatures like the Kraken and Seedlings.

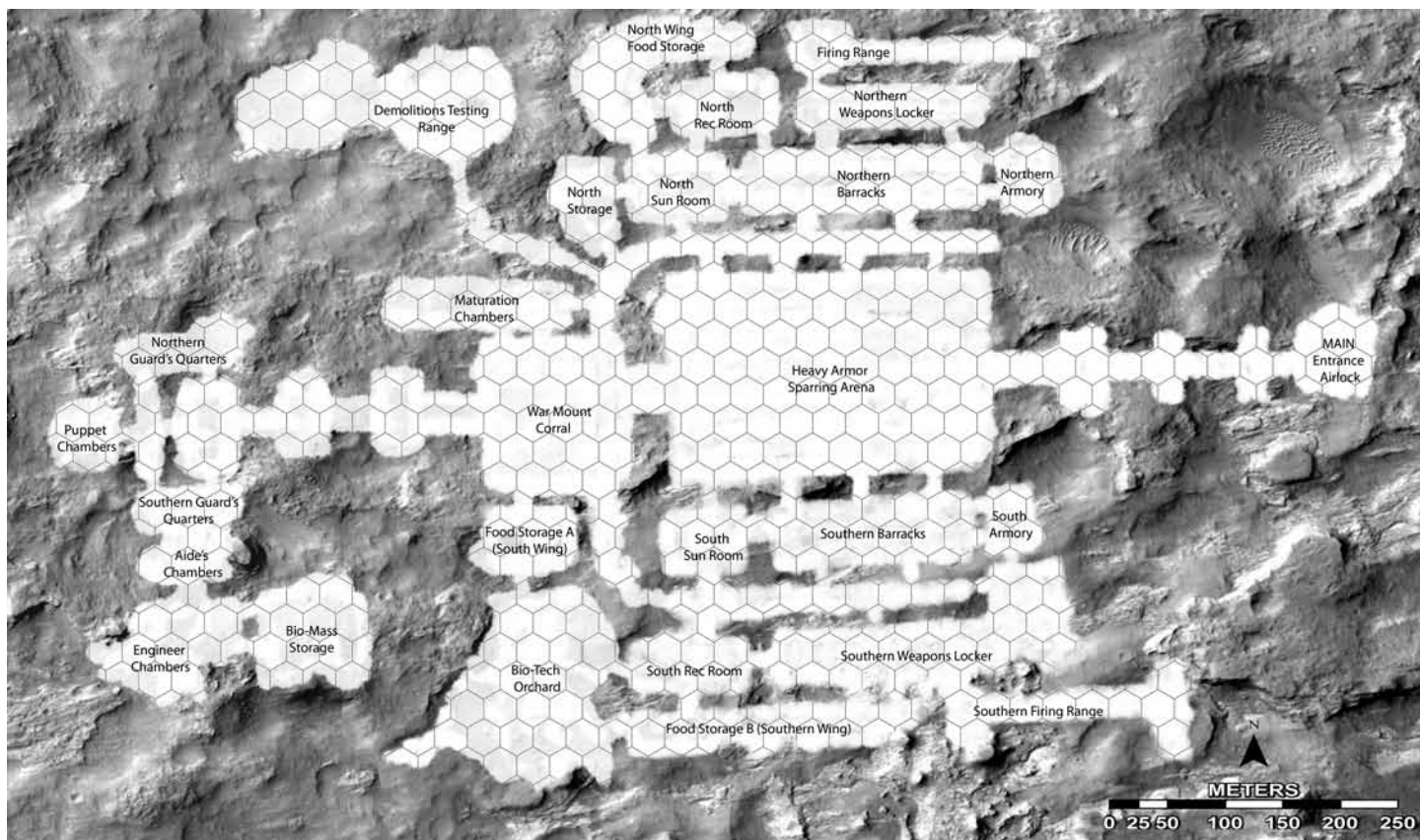
On the right side of the hatch is a large organic eye. Archangel Benton positions himself in front of it and casually waves his right hand like he is greeting an old friend. After a few moments, the three large flaps of the hatch open inward and the group passes through into the airlock. Compared to the cramped confines of the tunnels, the enormous airlock is a refreshing change. This large stone chamber is roughly cube shaped. It is about thirty feet (9 m) wide and thirty feet (9 m) across, but with only a twenty foot (6.1 m) tall ceiling. Scattered throughout the rough rock walls and ceiling are dozens of organic glow cells that light up the room quite brightly (another refreshing change from the tunnels). Also scattered across the chamber are over one hundred strange, spiny organic pods. They look like basketball-sized Sea Urchins except each one has a single eye mounted in the center and a stubby, two-inch long tube just below the eye. There is a second hatch on the opposite end of the room and dozens of small vents along the bottom of the walls. Once the hatch seals behind the player characters, it takes less than a minute for the water to drain out through the floor vents. The group needs to brace themselves against the powerful suction as "something" quickly removes the thousands of gallons of water from the chamber.

After a few minutes spent standing around staring out the door into the facility, Anderson Long breaks the silence by saying, "It doesn't usually take this long. What are they doing?"

"I kind of expected this. They don't recognize everyone," Drake Benton replies. "My guess is they're gathering up more security and grabbing Martin so that he can scan them."

The Archangel then turns to the player characters and says, "This facility is run by a *Puppet Master*, a new type of Splicer with a *Symbiote Armor* suit that provides the user mind reading abilities. They're just one of the secrets that they grow and build here. One of many things you cannot tell anyone about." He then chuckles slightly to himself and whispers, "Just to warn you, he's a little weird looking so try not to stare." This of course is coming from the man covered in a new, dark alien substance looking like a demon ninja with wings. "Now listen up! He's going to read your minds to make sure everything checks out. It's similar to the Librarian probing, but far less painful and without any headaches afterwards. Whatever you do, don't resist and don't try to hide anything. You'll just look suspicious, and make things worse. If they have any doubts, they'll gun us all down where we stand. I think once he gets the whole truth about Legion, he might be willing to help us. At least I hope so."

The group has to wait another five minutes before the hatch to the facility finally opens. Two Dreadnaughts step into the room with their massive Harbinger Cannons trained on the player characters. They're followed by a large security contingent that includes four Bombardiers escorting a dozen Mantis Support Cannons, a Packmaster with five Gorehounds, ten more Splicers in Host Armor and five in Proto-Host Armors, and a very stern looking Biotic. The Biotic resembles a well-muscle



man with tiger-like features adorned in insect-like armor plating reminiscent of a samurai warrior. The security team are all armed with various organic rifles that none of the player characters have ever seen before. The Biotic makes a few quick hand gestures and the security team fans out in a semicircle around the players. The Biotic is standing a few feet (0.6 m) in front of his people with his arms crossed and his cold stare cutting into the player characters like a dagger. From the looks of things, he seems to be the one in charge. Since Biotics are usually considered the lowest of the low in Splicer society, this instantly strikes the player characters as odd. Maybe this is the head of the facility that Drake was referring to. Sure, he looks a little unusual, but no more so than any other Biotic.

Once the guards are all in position, the Biotic orders the group to place their weapons and gear on the floor and step back ten paces. The Sweepers and the Archangel comply without hesitation. Drake Benton will tell every player character that has Gorehounds, Black Talon Warhawks, Mantis cannons or any other War Mount creature to have them lie down on the floor. They are allowed to keep their armor, but the players should do their best to point any mounted weapons away from the security team.

When the group disarms, the two Dreadnaughts part slightly, and a human adorned in a sleek, dark violet wine colored, Light Body Armor with four black tentacles draping from his neck and back, steps through the line. Compared to the enormous Dreadnaughts, he almost looks like a child, but he is probably at least six feet (1.8 m) tall. His Light Body Armor is finely crafted and melds with a Mega-Damage silk, hooded cloak that conceals most of his facial features. At first, all the group can really see is his ghostly, pale white, almost translucent skin, but once he flips down his hood to get a better look at the player characters, they see what Benton meant by weird looking. His oversized head

is completely hairless and somewhat egg-shaped and his eyes are totally black with no iris of any kind. His long, lean face is gaunt, almost skeletal in appearance, and it is rather apparent, even through his Light Body Armor bulk, that his body is just as slender and frail.

He walks over to the Biotic, pats him on the back, and says, "Thank you, Isaac. I'll take it from here." He then looks back towards the player group and says, "Drake Benton, nice of you to visit us again so soon, but I must say it's a bit unexpected. I see your Nighthawk Armor is still intact and hasn't awakened yet. I'm impressed. It's been almost three months since you destroyed the last one. We may actually get to see how strong these things get when you give them enough time to evolve."

The player characters are surprised by his friendly, almost jovial manner. He speaks at a fast, energetic pace and he is rather expressive with his hands. For the head of a top secret weapons facility, he is a much more charming and likeable man than the players would have expected.

He then looks at the Sweepers and says, "Anderson, Shauna, lovely to see you both again as well. It's been too long." He then winks at Davies and says, "Shauna, I'm sure you're as lovely as ever beneath your armor. Hopefully we can get you out of it just to make sure." She dips her head and looks away slightly in response. The players can practically see her blushing through her Shellback Armor.

He then walks up to the player characters and looks them up and down for a few moments before saying, "Now, unfortunately I have not met your friends here before, and that poses a serious problem. You see, no one told me to expect new friends, which means they probably shouldn't be here. Now, I'm going to need a good explanation for why you've violated protocol or we'll have to kill you all right here." He suddenly gets a wide-eyed look of

shock on his face and starts waving his hands frantically back and forth as he says, "Oh, it's nothing personal. It's just protocol. I swear." His reaction is confusing at best. He seems more concerned with not offending the players than with the likelihood of ordering their executions.

He steps a few paces away from the group then turns back around and says, "Now, I'm not in the mood to ask a lot of questions, so let's just take a peek inside those brains of yours and see what's going on here. Anyone want to go first?"

Drake Benton raises his hand and says to him, "I've got all the answers you need, Martin."

Once again, the man looks quite surprised. "Wow, I did not expect that. I thought you hated getting scanned, Drake. This must be serious. All right, you know the drill. Just try to relax and I'll make this quick. Show me what I need, and I won't have to dig deep. And please, how many times do I have to tell you, call me Marty."

"Just get on with it, Martin," Benton replies.

Martin frowns for a second in frustration. He looks over at the player characters and says, "He just always has to be difficult, doesn't he?" He then turns and walks behind Drake. Martin then closes his eyes in concentration and holds his hand out towards the back of Drake's neck. The players watch as wire-thin tendrils extend from his Light Body Armor's fingertips and start working their way through Drake's armor at the base of his neck. Drake grunts in pain for a few seconds as they burrow through his flesh and into his ears and spinal column, but once they find their mark, Drake suddenly seems to slump into a relaxed position as if he goes completely limp but is held aloft by the delicate tendrils. The veins at Martin's temples begin to pulse slightly. Within seconds, more large veins start visibly pulsing all across his bald head. His already alien appearance grows more and more disturbing with each passing second until he suddenly breaks out of his trance and says, "My God... whatever you need is yours." He then retracts the tendrils from Drake's neck, turns back to the Biotic, and tells him, "Your men can stand down, Isaac. Everything is fine. They're our guests, for now. I'll explain everything later, but right now, let's get them to the Northern Armory so they can give their gear a chance to rest and replenish while we talk."

The Biotic's already sour expression turns into an even bigger frown as he says, "Sir, with all due respect. I think you should scan the strangers as well. I understand the circumstances are likely extreme, but that's no reason to abandon all our protocols."

"Of course, Isaac," he somberly replies. "You're absolutely right. I'm sorry. It's just... it's just from the sound of things, I think we need to hurry." He then turns back to the player characters and says, "OK, since we don't need to shoot you now, I hope that makes it a little easier for you to relax. It's much less stressful that way. We'll get this done quick and then we can get you out of your armor." He looks over at Sweeper Davies and Long and says with a wink, "I already know you two, so we'll catch up later, Shauna." As she turns away again, Martin whispers to the player characters, "I just love doing that. She gets so embarrassed. I think it's cute." It looks like the shock from learning about Legion and the infiltration of House Artemis has sunk in, and he is already back to his friendly and personable self.

It only takes a few minutes for him to scan the player characters. After each scan, he quickly reassures his people that his findings confirm what he already learned from Drake Benton. (Any player refusing to be scanned will escalate matters, creating heavy

suspensions and the security team will not allow that player(s) to pass beyond this point until they comply. The longer a refusal drags out the more time that is wasted and Drake will remind the players of this.) When Martin finishes scanning everyone, he says to the player characters, "There, now we can be friends. Well, let me officially welcome you to the Lab. I know you've pretty much figured it out already, but this is one of House Artemis's secret weapon facilities. Our job here is to grow and test experimental Bio-Tech that may be too dangerous or too controversial to test back home. I know we're all in a hurry, but I think it would be rude if we didn't introduce ourselves. My name is *Martin Macalister*, but please, call me Marty. I'm the head of this facility." He then looks over at the Biotic and says, "That serious looking man over there is my Chief of Security, Isaac Mendoza. Yes, he is a Biotic, but we don't dwell on the silly traditions of the Resistance down here, so his mind is completely untouched and very brilliant I might add. Our job is to push the limits of Bio-Technology to see what it is really capable of doing and learning more about what it does to us. There's no room for hamstringing ourselves with foolish rituals just to keep the ignorant masses happy."

He then flips his hood back up and says, "It's a little too 'drippy' in here. What do you say we head into the facility and see if we can't get you what you need?"

The security detail heads through the airlock first, leaving only Martin and Isaac to escort the group through the facility. As they walk towards the airlock, Martin says to the player characters, "I must say, I'm surprised they assigned someone with such low clearance to this mission. You must have really impressed Warlord Artemis. I know your heads are just swimming from all of this, but don't worry, you're not alone. I promise we'll help you any way we can."

The hatch opens into a long hallway that slopes upward at a steep angle. Instead of the rough stone walls found in the airlock, every surface in this passageway is covered with a smooth coat of Mega-Damage resin. The sandpaper-like texture of the resin provides excellent traction for the steep climb. The players quickly notice the similarities to the heavily fortified hallways back home that lead to the Engineering Chambers. It is filled with the same four foot (1.2 m) tall resin barricades, and once again, each one has a large, white number painted on the back. While Senator Bane was not very forthcoming with their purpose, Martin is practically acting like a tour guide as he leads them through the hall.

"This facility is basically one giant defensive fortification. Every room, every surface was specifically designed to repel an invasion. The airlock is the lowest point in the complex and it's all uphill from there. That means our defenders always have the high ground advantage."

"Martin, what are you doing?" Archangel Benton asks in an incredibly irritated tone.

"What? They want to know. They're just too shy to ask."

"Maybe they're just smart enough to know they shouldn't be asking," Benton fires back angrily. "And maybe you should keep quiet and stop making the situation worse."

"Oh, you know I hate doing that," Martin responds with a wry smile on his face. "Besides, you'll all probably be executed for coming here anyway, so there's no reason for me to be rude." He then turns around and flashes a big smile at the Archangel and says, "Just kidding, Drake... well, probably. I figure if Warlord Artemis and the Senate trusted them enough to give them two

Shell Bombs, they will most likely let them live with this secret as well. Plus I'm hoping if you stop Legion, your little transgression will be forgiven."

"Me too," Benton replies quietly. After a few moments mulling over the situation, he lets out a deep sigh and says, "Fine, Marty. It's your show. Give 'em the grand tour."

"Well that is so sweet of you, Drake," Martin says with a sarcastic smirk on his face. He then pulls up an armored plate on his forearm and shows the player characters a large, plastic keypad strapped to his wrist. "All right, I know you're just dying to know what the big white numbers are. Well, those are codes that we punch into this. Each number marks the location of an explosive charge. Just type in the number, hit the trigger button three times... little safety feature against accidents... and boom. They're one of the key components to our defenses. Our people can use these barricades as cover from enemy fire, but if the enemy tries to use them, we just trigger the shaped charge in the barricade and the whole thing goes off in their face like a giant claymore mine. The passageways between rooms are also lined with explosives and marked with a number. It lets us funnel the enemy into non-essential sections of the complex and then collapse the passageways to seal them in.

"It's fantastic stuff. We can thank our friends at House Tarkov for these little babies. Bit of a cultural exchange. Our Bio-Tech may be leaps and bounds above their little plastic and ceramic toys, but we've never quite figured out how to make remote detonators. They're completely plague-safe, but I don't know, I just don't trust the old-fashioned stuff anymore. I don't really even like wearing it. I'd rather just leave it in my chambers, but Isaac insists that everyone wears one at all times. Guess that's what makes him so good at his job. If he wasn't wound up so tight at all times, we wouldn't be so well protected.

"Anyway, let's keep moving. We're going to head over to the Northern Armory and soak your gear, then we can take you over to the Badger. Ooh, you know what? While we're in the armory, we should set you all up with some new weapons. We've got some great stuff. I think you're going to love it. There's a firing range right next to it, so you can try out a few and see what you like. We always need more field test data anyway, and it sounds like you guys may just need a little extra firepower for this one."

(G.M. Note: Before going into the next room, if there are any players that are Technojackers and are in their Nanobot armored form or carrying any metal weapons or gear, Martin will insist "for their own safety" that they revert to normal now and either put away or leave their metal armament here, before entering into the next room. Any Technojackers that refuses will not be allowed to enter beyond this point until they comply.)

The group passes through a large rectangular room that bisects the hallway. On each side of the room are a half dozen Mantis Support Cannons partially concealed behind resin barricades. It is a similar setup to the defenses laid out back home except there are no human guards mixed in with the cannons, and the ceiling is covered with more of the large, sea urchin-like creatures. Martin explains that, "These 'kill rooms' are designed to catch invaders in a deadly crossfire of heavy artillery and a shower of spines and acid." He points at the urchins above their heads and continues, "The Spine Pods are one of our in-house creations. Each one holds about thirty gallons (113.5 liters) of acid and several hundred razor-sharp spines. What you see is just a piece of their bodies; the rest is grown right into the walls. That's why they

have such an impressive payload. They automatically activate whenever anything metallic comes into range, but we can also order them to attack anything that moves with a simple verbal command. The Machine's not the only threat to us on this planet, so we need to be ready for anything. They've passed all our tests with flying colors, so they should be adding them to House Artemis's defenses very soon. Once they are secured within our House, we will open the market to the Great Houses within our Alliance. The profit margins will be pretty nice this year."

The group passes through two more of these rooms before exiting into an enormous chamber. It is about two hundred feet (61 m) long and one hundred fifty feet (45.7 m) across with sixty foot (18.3 m) tall ceilings. Like the hallway, the entire room is coated in Mega-Damage resin, only this room has apparently seen some heavy combat. Every surface is covered in blaster burns, scorch marks, and fresh resin patch jobs to repair the more serious damage.

As the group walks through this area, Martin says, "This is the Arena. It's the main test site within the facility. This is where our people get to duke it out in full armor to see just how good our new creations really are. There's usually at least a few Splicers sparring in here twenty-four hours a day, but we had to pull them out today for the security detail when you arrived. I guess they didn't feel like sparring after that. That's too bad. It's always entertaining to watch."

He then points at the two narrow balconies about thirty feet (9.1 m) up the walls that overlook the Arena on each side of the room and says, "You can get a pretty good view of the action from the observation decks. They also make great sniping points during an attack. They're usually full too. We don't really have much else to entertain ourselves with down here. I figure as long as they don't do anything they can't heal from, there's no harm in letting them blow off some steam. We've got our own resident Saint, so you'd be surprised how far these little sparring sessions go sometimes."

They pass through a short, white-numbered passageway and into the facility's War Mount Corral. The group is rushing through on their way to the armory, but the player characters can see about fifty or so War Mounts. For the most part, they are the standard variety, but the players will also spot a handful of prototype creatures they have never seen before. Any Outriders or Packmasters among the group can drop their bio-beasts off here for feeding and care. Martin leads the group through another long, upward-sloping hallway, only this one is not riddled with exploding barricades. Apparently they are not heading into a vital area. They cross through another white-numbered passageway and into the crew's quarters. This large barracks room is filled with over one hundred double-stacked bunk beds. Most are the standard man-sized bunks, but the players notice off in the corner about two dozen gigantic beds. They are at least twelve feet (3.7 m) long and about six feet (1.8 m) wide. Space is a luxury in the Resistance and comfort is not exactly a concern on anyone's mind, so these giant bunks are probably meant for someone or something that fits them quite snugly.

The few dozen crew members in the barracks immediately stand at attention when Martin and Isaac enter the room. Isaac puts them all at ease with a gruff "as you were," and the group continues on their way towards the armory. Most of the crew is out of their armor, but it appears that a few are still wearing their Host Armor. Or are they? The player characters notice one of

these enormous monsters lie back down in one of the giant bunks as the procession strolls through. It looks like Isaac and Martin may not be the only major human experiments in the Lab.

The group finally reaches the armory. Martin tells the player characters, “Just strip off your gear and put it all in the corner. My attendants will take care of the rest. There’s a shower back in the barracks so you can wash off your wonder snot. We left some clothes in there for you as well. I’ll have my people bring some weapons over to the firing range for you to test out. When you get cleaned up, just come back here and we’ll head over.

“Oh yeah, one more thing. Our Engineer’s backlog isn’t too bad right now, so I thought we could squeeze in a few Bio-Enhancements for some of your weapons. One weapon from each of you shouldn’t be a problem. Just pick your favorite.” He then hands a stack of loose papers to Archangel Benton and says, “Here’s the list of all the enhancements our Engineer has available. We’ve got all the standard stuff, plus a few house specialties. One enhancement each. Whatever you want.” He then looks at the player characters and says, “Like I said, we’re here to help. Now, go get changed. We’ve got a lot to do and absolutely no time to do it.”

The group strips down in the armory and then walks through the barracks and into the bathroom. Getting naked in front of other Splicers is pretty unavoidable within the cramped conditions of the underground haven, so it is nothing new to the group. However, it seems the bashful Shauna Davies is still uncomfortable with the concept. Although from what the player characters can see, she has nothing to be ashamed of.

Martin left a simple cotton crew uniform for each member of the group. Once everyone gets cleaned up and dressed, they return to the armory. Martin leads them through another door to the firing range. Isaac is waiting for them next to a long wooden table covered in dozens of rifles. At the far end of the firing range are a series of resin pillars with black humanoid and various machine silhouettes painted on them.

Martin sweeps his hand over the table as he says to the group, “This is just a small sample of what we do here. I want to reassure you that every one of these weapons either has passed or has nearly passed the testing phase and is just about ready for mass production. I promise you they are one hundred percent reliable. Plus these are also some of my favorite designs, so I just had to show them off. The Librarians really outdid themselves with these.” He then picks up a large rifle, aims it down the firing range, and says, “Just check out this baby. It’s an absolute leap in the science of Bio-Technology. Watch this.” He carefully aims and fires off a single round at one of the targets on the range. He strikes the humanoid silhouette directly in the heart. An impressive shot, but it did not seem to do an impressive amount of damage to the Mega-Damage resin column. As if sensing the group’s disappointment, Martin looks over his shoulder with his trademark wink and says, “Oh, that’s not the cool part.” He then fires off multiple shots from the hip while randomly waving the rifle back and forth. Every shot curves drastically in mid-flight and strikes the target at the exact same point. Unlike the first shot which barely registered any damage, these high explosive rounds rip the pillar to shreds in just a few hits..

Martin then turns back to the group with a smug smile and says, “Impressive, huh? The first shot was called a Shrieker round. It transmits a special Bio-Comm signal that the rest of the

rounds home in on. It’s the future of Bio-Technology and only House Artemis has it. Makes you proud, doesn’t it? Well now, I didn’t bring you in here to watch me have all the fun. Please, try them all out. Let me know which ones you like and we’ll get them out of the armory for you. I don’t want to weigh you all down too badly, so one each is probably for the best.”

The players spend about thirty minutes on the firing range, which is more than enough time to get a feel for the power, range, and abilities of all these firearms. Game Masters, let the player characters look through the **Experimental Bio-Weapons** section to pick their new prizes. Each member of the group gets to select one weapon. On the NPC side, Drake Benton opts for a Heavy Bore Rifle, Anderson Long grabs a Bore Sidekick Rifle, and Shauna Davies picks a Shield Cracker Rifle. Once everyone makes their selections, Martin tells one of the armory attendants to grab their chosen rifles and place them with the rest of the players’ gear. He then says to the group, “All right, enough fun. Let’s go get what you came here for.”

Martin and Isaac lead the group back down to the War Mount Corral, and then deeper into the facility as Martin continues with his tour guide act. “We’re heading into the very heart of the Lab, the Engineering Chamber. When it comes right down to it, it’s really the only room that matters. The rest of the facility was basically designed to defend the Engineer. If you thought security was tight before, you’re going to be impressed with what we have back here.”

Martin was not exaggerating. The hallway leading up to the Engineering Chamber is not only filled with more of the white-numbered resin barricades, but the walls, floor, and ceiling are also lined with numbers. The players notice that the number on the floor matches the number directly above it on the ceiling and the numbers that line up with it along the walls. They are spaced out every ten feet (3 m) along the corridor. Martin explains that if the enemy ever makes it this far, then the situation is pretty dire and they start collapsing the tunnels to buy time for the Engineer to be evacuated. He says that they do it in sections to “discourage” persistent invaders that keep digging through the rubble. This hallway also contains three kill rooms, only they are much larger than the ones they passed through earlier. The other startling difference is that all three rooms are completely filled with Mantis Support Cannons. There must be at least fifty of these enormous beasts crammed shoulder to shoulder within each room. Martin orders them to “make a path” and the giant bugs press up against the walls and climb on top of each other to allow the group to continue through.

Once through the corridor, Martin leads the group into another barracks room. This one is filled with about twenty of the giant-sized bunks. Half the bunks are occupied by what looks like sleeping suits of Host Armor, plus another ten armored soldiers are sitting around playing cards. Once again, they all spring to attention once their superiors enter the room and are quickly put at ease by Isaac.

The group does not break stride and continues on into the next chamber. Once out of earshot of these monstrous warriors, Martin stops and says to the player characters, “I assume by now, you’ve figured out they aren’t human, or at least not anymore. They’re another breakthrough in Bio-Technology, but I fear one that the average person may not be ready to accept. We call them **Tempests**. They are some of the most powerful warriors the Resistance has ever produced, made from some of the bravest he-

roes I've ever known. Much like Saints and Skinjobs, they've sacrificed their very humanity to destroy the Machine, but these guys will never be welcomed home again. I hope, in time, they are at least tolerated like the Scarecrows and Skinjobs, but it still makes me sad to think how ignorant our brothers and sisters back home can be." He then gives another one of his wry smiles and says, "But you're not like that are you? Anyway, this room is the living quarters for the Engineer's Geneticists. They must all be helping out Engineer Dante next door. We don't really have any business in there, but we need to go through there to get to the Badger. Let's just rush on through and try not to get in anyone's way. I just wanted to warn you before we reached the Badger's den that it can be a bit of a moody beast at first, so just stay behind us and don't make any sudden moves. The Badger prefers the lights to be low so it may be a bit dark for you before your eyes adjust."

Isaac can no longer keep his discomfort with the entire situation to himself and he says to Martin, "Sir, I think I've been more than accommodating of these rather unusual circumstances, but I need to know why we're bringing these people to see the Badger."

"I'm sorry to have left you in the dark on this, Isaac. I meant no disrespect," Martin replied. "Honestly, I knew you'd be opposed to this, and I've just been trying to think of the best way to tell you."

Isaac's perpetually stern face grows even more harsh as he says, "I'd be opposed to what exactly?"

Martin bites his lip and glances down at the floor for a moment as he tries to gather his thoughts. He then takes a deep breath, looks his old friend in the eyes, and says, "Isaac, House Artemis is in jeopardy. Humanity is in jeopardy. They have a chance... we have a chance, to make a real difference, but in order for them to complete their mission, they're going to need to take the Badger."

Isaac casts a vicious look towards the player characters and then angrily says to Martin, "Sir, that is absolutely unacceptable! Without the Badger, we would be unable to evacuate the Engineer in the event of a full-scale assault."

"Now Isaac, you know that's not true," Martin calmly replies. "We can just use your Tunnel Rat contingency plan. They may not be as fast, but they would get the job done just fine. Our friends here need the Badger's speed, power, and tracking abilities if they're going to stand a chance. You have to understand, I did not reach this decision lightly. This Legion personality could possibly pose a greater threat than anything we've ever seen, and she must be stopped. I'm not going to make this an order, old friend. I would never do anything to undermine the brilliant defenses you've created. If you don't think we could stand to part with the Badger, we'll think of something else, but we have to help them."

Isaac's infuriated expression does not change at all as he silently glares at everyone for what feels like an eternity before finally saying, "They have to take it out through the airlock. I don't want them digging a back door into the facility that circumvents our defenses."

Martin's worried look instantly transforms into a brimming smile. "Don't make me hug you, Isaac," he jokingly replies as he starts walking toward the Biotic with his arms spread wide, but he is quickly blocked by one of Isaac's massive palms on his chest.

"That won't be necessary," he says in an almost friendly tone. For a second, it even looks like he might have the slight hint of a

smile on his face, but it quickly shifts back to his usual sour look when he spots Drake Benton smiling at him.

"All right then. Let's go meet your ride."

Martin tries to usher the group through the Engineering Chambers as quickly as possible, but even Drake Benton and the Sweepers slow down a bit to marvel at the sight of the Engineer Dante and his attendants hard at work. Every one of them has been in the presence of an Engineer before (they had to in order to upgrade their equipment), but no matter how many times they see one, it never fails to fill each one of them with a sense of awe and reverence. The Gene Pools epitomize the benevolence of Bio-Technology, and the Engineers represent the most selfless aspects of humanity. These two beings merged together into one pure instrument of creation. The Engineers may grow weapons and other tools of destruction, but they never harm anyone themselves. They have sacrificed their humanity, even their overall mobility and freedom, for the good of the Resistance, and unlike their Librarian brethren, they do not scheme, they do not plot, they do not go Megalo, and they never act in their own self-interest. Even their appearance, while strange and alien, still has an almost angelic look.

The Engineer's eyes are closed in concentration as he gently sways his hands about as if conducting a symphony that only he can see and hear, which, in a sense, is somewhat true. Within the waters of the Gene Pool is a complex microcosm of thousands of organisms and tendrils that the Engineer must direct in perfect unison in order to assemble the genetic code for each Bio-Tech device on a molecular level. It requires a level of focus and concentration that is so far beyond human comprehension that it is impossible for them to express. Most Engineers just describe the process as "challenging" and then quickly return to their unending duties of supplying the entire Resistance with the means of humanity's survival.

Engineer Dante is so lost in his work, that he does not even notice the group enter the chamber. Several Geneticists along with two Homunculi and three specialized, Proto-Host Armor-clad assistants look up from their tasks momentarily at the intrusion, but then quickly return to their duties once they see that it is only Martin and Isaac. One armored assistant is chopping a large animal carcass into chunks and dropping the pieces into the Gene Pool while the other attendants remove completed items from the waters. One attendant is pulling out a seemingly endless string of firearms while another fishes a large man-sized cocoon from the depths of the Gene Pool. The Geneticists appear to be focused on reviewing the maturations and telling the Homunculi where to place the firearms. The player characters only recognize about half of the rifles from the ones they tested on the firing range. The rest are new experimental designs. Although they did spot a few of their own firearms. Apparently, some of their upgrades are already finished.

The players are all standing there just soaking up the scene when Isaac snaps them out of their daydreaming with an annoyed grunt and then motions for them to proceed through the nearby door to the Badger's Den. As soon as they step inside, the stagnant, muggy air hits them like a wave. The door then seals itself shut behind them, plunging the cavern into almost complete darkness.

The players can barely see the silhouettes of Isaac and Martin standing before them, much less anything beyond that. Their other senses quickly sharpen to compensate for the poor visibility.

ity, but the thick scent of death and the sounds of heavy breathing echoing from every corner of the chamber do little to ease their sense of dread. As the players' eyes adjust to the dim light, they can see the outline of what looks like half of a carcass of a Behemoth War Mount near the cavern wall. The dingy war-paint markings on the carcass indicate that it was from Great House Charlemagne, a bitter enemy of House Artemis. Isaac takes a few steps forward when a large, clawed hand suddenly flashes from out of nowhere, buries itself deep into the carcass, and drags the bloody piece of meat deeper into the darkness. Isaac does not seem phased for a second and continues walking into the darkness as the sound of heavy breathing is replaced with the sounds of armor plates cracking, tearing flesh and crunching bone. Martin takes a few steps back towards the player characters, perhaps not out of fear, but rather to reassure them that everything is all right. He then softly says, "lights to one quarter" and the handful of organic glow cells throughout the room light up slightly. It is not much, but it is enough to pierce the darkness and give the player characters their first look at the Badger.

In the dim light, it does look like an enormous wolverine-like badger, but as Martin beckons the player characters to come closer, they notice the unique aspects that further demonstrate its Bio-Tech origins. What looked like a massive mane of hair from a distance are thick layers of overlapping bone spikes. Each bony "hair" is about the size of a human femur and they all come to a fine point. The beast's eight, powerful legs each end in wicked looking, six to ten feet (1.8 to 3 m) long claws. They are thick like natural claws to help the beast dig through the earth, but they also taper to serrated, razor-sharp edges on the underside to make them even more formidable in combat. The players can see that the creature's face is covered in blood from its recent meal, but as they look around, they cannot see any traces of the Behemoth carcass anywhere. That means the Badger was able to devour this thickly armored war machine, armor, bones and all, within seconds. Of course, it does not appear quite as fearsome at the moment as Isaac rubs its snout like a beloved puppy.

Martin spreads his arms out wide and proudly proclaims, "Meet the Badger! It's our state-of-the-art Subterranean Armored Personal Carrier (S.A.P.C.), one of our greatest creations! I know I say that a lot, but just look at it. It's absolutely magnificent. It has all the power and ferociousness of its tiny little brethren... in a somewhat bigger package. Did you know that even at a mere twenty to thirty pounds (9 to 13.5 kg), badgers and wolverines routinely challenge larger predators like wolves, leopards, lions, and bears for food... and win? Their durability, strength, aggression, and sheer tenacity allow them to wrestle prey away from adversaries twenty times their size. Truly amazing. The fact it took the Resistance this long to incorporate these little demons into the Gene Pools still astounds me.

"The Librarians designed the Badger to be a breaching vehicle. It can tunnel undetected beneath the enemy's defenses and fortifications and deliver a twenty-man, armored commando squad right into the heart of their strongholds. There's nothing in the Machine's arsenal that can prevent them from reaching their objective. Hell, even the other Great Houses wouldn't know how to stop them. Not that we'd ever use them for that." A hint of a smile crosses his face for a second before he continues on. "If it isn't obvious from looking at it, the Badger's much more than just a transport. Once it drops off its payload, it is more than capable of providing its commandos with some impressive close-

quarters or long-range support. We, of course, have no need for an assault transport, so we use it for a somewhat different purpose. For us, the Badger is our last hope. When all else fails, and it's obvious the facility will be overrun, we pop the Engineer out of the ground and transport it, and hopefully a few other survivors, to a nearby sanctuary and then eventually, to the Artemis underground haven."

Martin then turns around and says to the player group, "I know your situation is serious, but I want you to understand what a serious predicament this leaves us in. We have other means to tunnel out, but only the Badger is large enough to safely transport our Engineer without harming him. It is a lot for us to risk, but I believe, just as you do, that it is a necessary risk. But please, bring him back to us as soon as you're done." Isaac walks over and says to Martin, "Sir, we should hurry. Take them to the armory to get suited up and I'll grab Hawkins and bring the Badger to the airlock."

"Thank you, Isaac. You have fun squeezing him through the tunnels. We'll meet you in the airlock in ten minutes." Martin glances over to the players and says, "Oh, by the way, Michael Hawkins is one of our best Outriders and he has developed the closest bond with the Badger. He knows how to get the most out of the Badger and he'll be absolutely invaluable on your mission."

Martin and the player characters double time it through the facility back to the armory. All their gear is refreshed, recharged, and ready for action. Even their new rifles and upgraded weapons are ready (all player Gorehounds and War Mounts will also be brought to the airlock; refreshed, well fed and upgraded, if any). Everyone suits up and heads back to the airlock where Isaac is waiting with the Badger and a few unexpected surprises. It looks like Isaac grabbed some friends on his way through the War Mount Corral. The big Biotic is standing next to five heavily armed Outriders and their mounts. One of the mounts is a dark-emerald Skull-cracker, but the other giant, mint-colored, leopard War Mounts are unknown to the players. They must be another in-house design. They have a more natural look than the heavily armored designs common to the Resistance Bio-Tech War Mounts. They look like normal animals, other than their enormous size of course. What is even stranger is that each Bio-tech panther does not possess a War Saddle. It is rather unusual, but at this point, nothing in this facility is really much of a surprise anymore. Martin seems surprised to see them as well. "What's all this, Isaac?"

"I realized they were going to need some air and heavy hunting support to pick up Legion's trail, and I figured since I was already in the corral, I might as well increase their odds of bringing the Badger back to us in one piece." This time, the smile on his face is unmistakable.

"Do you see why I love this guy? Thank you again, Isaac. Did you have time to tell them the particulars of this mission?"

"I did. They all understand the risks and the importance."

"Well then, thank you gentlemen for volunteering for this assignment. You are all doing a great thing today, not only for Great House Artemis, but for all of humanity. So what's the plan, Isaac?"

Isaac unrolls a large, hand-drawn map on the ground and takes a knee beside it. It shows Bell Lake and the land surrounding it for a six mile (9.6 km) radius. "Unfortunately, we don't know anything about Legion's current location, so all we can really do from here is make sure everyone gets topside safely without compromising the

facility. The rest is going to be up to your team. The first order of business is to send the Stalkers and a Skullcracker to scout out the surrounding area to determine a safe rendezvous point. We don't get many Machine patrols in this area so it should be clear, but that's no reason to take any chances." He then looks up at one of the Outriders and says, "Cole, take the Stalkers and check out these sites here, here, and here. You'll set up 2 Receptor Mounds at each location. We'll designate them Alpha, Beta, and Charlie site. The rest of you load up in the Badger. It can't swim, so after it clears the airlock and reaches the bedrock, it will need to tunnel through. Once the Stalkers have determined which site is most secure, take the Badger to the surface and do what you can to pick up Legion's trail. From the sound of things, she shouldn't be too hard to spot. I would recommend traveling underground the rest of the way from there, but I'll leave the rest of the logistics to you. Any questions? Anything you want to add, Martin?"

"Just one thing for our new friends. I know you're not familiar with the Stalker War Mounts, but trust me when I say that just these four will be a tremendous asset for your mission. Not only are they Stealth Field equipped, but they're loaded with some of our greatest breakthroughs in Bio-Tech. Throw in the added bonus of some of the best Outriders in the Resistance and I can promise you are in good hands. Good luck and good hunting, ladies and gentlemen, I know you'll make us all proud, and I look forward to seeing you all again soon. Oh yeah, and drinks are on me when you get back."

He tries to hide his concern behind his trademark smile, but he tends to wear his emotions on his sleeve and he cannot hide his concern for everyone's welfare. In the short time he has come to know the player characters, he has already grown quite fond of them (one of the side effects of being a mind reader). As he and Isaac, along with several Dreadnaughts, walk out of the airlock, Martin glances back one last time with a look on his face like most of his friends will not be returning from this one.

The airlock seals shut and everyone starts loading up into their War Mounts. As the players head into the Badger, they watch the backs of the Stalker War Mounts open up and their Outriders slip inside. The Outriders take their time fastening their War Mount's neural interface tendrils into their host armor's helmets and the Stalkers snarl as they anticipate a hunt. Once each Outrider leans forward into their beasts, they grip the internal handles underneath the Stalkers' shoulder plates and the backs of their mounts close up, completely sealing each pilot within the body of their corresponding Stalker. Another unique creation from the Lab. The player group (and all of their War mounts, if any) squeeze into the Badger carrier and the hatches seal shut behind them. It is an incredibly tight fit within the Badger, but that is by design. The internal compartment molds around the occupants to keep them secure during transport and combat maneuvers. Fortunately, their Bio-Tech armor reduces the sense of claustrophobia. What also helps is the limited neurological connection formed between the Badger and its passengers. The compartment itself is completely dark and silent, but the Badger passes what it sees and hears back to its occupants. It keeps them in touch with the battle outside and prevents them from panicking while sealed inside.

Within minutes, the airlock fills and the outer hatch opens. The Stalkers push through the water with surprising speed and grace more akin to river otters, but the heavy Badger has to trudge along the ground at a snail's pace. Once outside the airlock, the Badger punches through the tunnel wall and starts digging. When

the Badger reaches the river's walls, it knows its in its element. The War Carrier moves with impressive speed, even through such thick rock. After a few minutes, Hawkins informs the group that they are near the surface and will be holding position until contacted by the Stalkers.

It takes a bit longer than everyone expected before they finally receive a Bio-Comm transmission from one of the Stalkers. They inform Hawkins that Beta site is secure and they will wait for the Badger to rendezvous. They do not offer any explanation for the delay, but if asked, they say they had to wait for an unexpected Machine patrol to pass. When the Badger finally reaches the rendezvous point, the group learns the real reason for the delay.

A Horrific Reunion

The Badger breaks through the loose soil and surfaces in a large, open field on the edge of a dense forest. Through the eyes of the War Carrier, the players see the scene outside and instantly realize that they have stumbled into another Legion ambush. Surrounding them on all sides are dozens of the scorpion-like Collectors as well as nearly a dozen heavily armored humanoids (most likely cyborgs). The group also spots a few of these cyborgs concealed among the trees. They look similar to the aesthetic of Legionnaires except they are a bit smaller and more compact. Judging by their slighter build and sneakier nature, it looks like they were designed for a purpose other than heavy combat. Perhaps the Legionnaires are the big bruisers and these smaller versions are scouts, assassins, or hunters.

Before they have a chance to react, the Badger is ensnared by dozens of carbon nanotube web lines. The War Carrier struggles briefly to free itself, but for every line it snaps, three more are applied. After a few moments, everyone can hear through their Bio-Comms the sound of half a dozen people saying in perfect unison, "Please, my children, calm yourselves. It would be such a shame to destroy such a majestic beast... or your friends here, or yourselves... You will all be much happier once you become one with me... Please, come out here. Don't be afraid."

At first, it is unclear who is talking and what "friends" they are talking about, but the Badger is able to turn its head enough to spot what looks like six Splicers standing among Legion's forces. Lying at their feet are three of the four Stalkers. They are bound and unable to move, but they seem unharmed. The state of the pilots, however, is still a mystery. Hopefully, they are just trapped inside their mounts.

Once the Badger gets a good enough look at the mysterious Splicers, the group gets a horrifying glimpse (Horror Factor 18) of what Legion means by "becoming one with her." Each warrior is a Frankenstein-like patchwork made up of pieces from an assortment of War Mounts, suits of Host Armor, and even human bodies. Some of these pieces are connected surgically on such an elegant level that it almost looks like it grew that way naturally, but others are coupled together by a cybernetic joint with a sickly translucent piece of Mega-Damage flesh stretched across it to give the illusion of life. Bio-Technology may twist and mold life forms into often monstrous creations, but no one in the group (or the Resistance) has ever seen anything as hideous as the perversions that are standing before them now. For the player characters, it is even more horrifying because they recognize where Legion harvested the pieces. These six monstrosities

were assembled from the House Deluvane strike teams that first helped the players attack the Factory Walker back at Harrisburg (see **Episode One**, page 27). She not only used their Bio-Tech gear and War Mounts, but she also attached the heads and faces from some of the fallen warriors to add to the terrifying appearance of her creations.

It is unclear if all the pieces of these Bio-Tech Amalgams are truly functional, but one thing is clear, their Bio-Comms are working perfectly. Perhaps Legion's desire to convert humans into cyborgs was not just born out of insanity. Maybe her madness ultimately has a purpose after all. At the very least, she has achieved something her sister Machine personalities never could; she figured a way to hack into the Resistance's unbreakable Bio-Comms. She successfully removed one of the greatest tactical advantages that humanity had left. To punctuate the point, the Amalgams once again say in perfect unison through their Bio-Comms, "Please, enough games. It's time to come out."

Suddenly, the walls of the internal compartment relax and expand, allowing the group to move around freely. The passen-

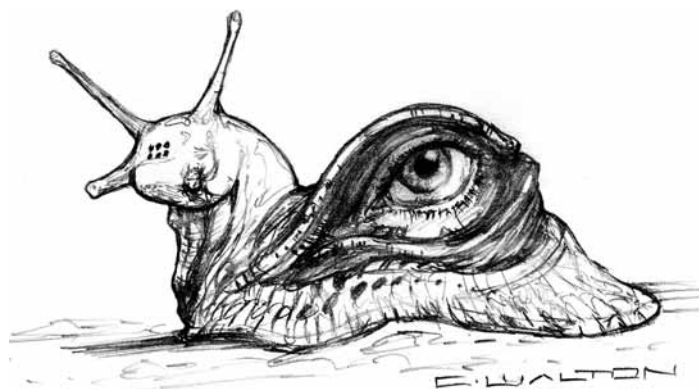
gers glance around at each other in confusion when they witness Sr. Sweeper, Shauna Davies open the hatch and exit the Badger. The protection they were once afforded within the Badger is now gone due to the wide open hatch. Legion's forces quickly move in to secure this advantage. Two Collectors crawl up onto the Badger's back and grab hold of the hatch to make sure it cannot be closed again.

Drake Benton screams after her, "Shauna, what the hell are you doing?! Get back here." She doesn't respond or even look back. Benton chases after her for a few steps but stops when he realizes all the robots' guns are trained on him and none are targeting her. He tries to get her attention one last time, but she keeps walking towards the patchwork Splicers. Once she gets by their side, she turns around to face the players, then she, the Amalgams, and the rest of Legion's minions all say in unison, "Don't worry. She's with us."

To Be Continued...

I am Legion, Episode Three Adventure Source Material

New Bio-Enhancements



Eye Spy

The Eye Spy is one of the ultimate surveillance tools. It looks like an average-sized snail with a human eye mounted on its back instead of a snail shell. The organism can be grown anywhere on the armor, but most people like to place it on their back. The eye is fully functional, and the pilot of the armor can see everything it does. The basic version only has normal vision, but it can receive any type of visual Bio-Enhancement. The real power of the Eye Spy becomes apparent when the pilot plucks it off his body. A special built-in Bio-Comm continues to transmit the visual data back to the armor even when the two are separated. The pilot can see through this eye even when the two are 6 miles (9.6 km) apart. The organism can be placed on any surface and can move about on its own with a Speed Factor of 6. The pilot controls its movements through the same Bio-Comm link.

The Eye Spy is a part of the armor and can exist indefinitely while attached, but once it is removed, the snail-like creature can only live for one hour before it dies of starvation. Once the Eye Spy is removed, it cannot be put back. It can cling to the side of the armor, but it will still die after one hour. Fortunately, lost Eye

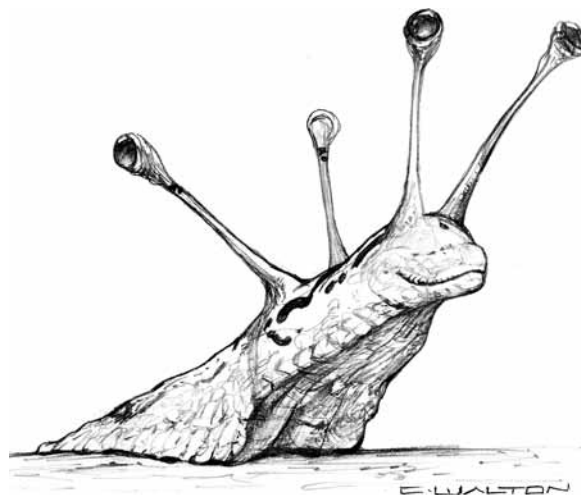
Spies will regrow in the usual location on the armor after 3D8 hours.

M.D.C. of the Eye Spy: 4 M.D.C. points, but the Eye Spy is a very small target and is -4 to hit on a "Called Shot" when still located on the armor. The same penalty still applies when the organism is operating on its own. However, it is relatively easy to hit if targeted with an area effect weapon (no penalty).

Bonuses: +1 on initiative, +1 to parry and dodge, plus an Eye Spy located on the back of the armor makes it impossible for the armor to be attacked from behind.

Bio-E Cost: 25 points per Eye Spy.

Prerequisite: None.



Eye Trigger

Small, slug-like creature with four eyes pointing in four separate directions. When a robotic target gets within 40 feet (12.2 m) of it, it signals to Shrieker-equipped weapons or to assigned Receptor Mounds to bombard the area with fire. The Eye Trigger sends incredibly accurate coordinates so it is a precision bombardment and not just carpet bombing. Eye Triggers are meant to

be disposable as payloads of them will regenerate throughout the week until they starve to death, though, they can also be recovered and fed before then.

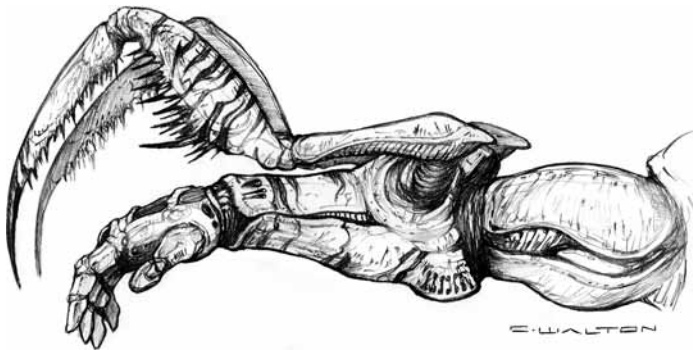
M.D.C. of the Eye Trigger: 6 M.D.C. points, but the Eye Trigger is a very small target and is -4 to hit on a "Called Shot" when on the armor or when the organism is operating on its own. However, it is relatively easy to hit if targeted with an area effect weapon (no penalty).

Payload: The Host Armor can reproduce a slug every 4D10 minutes.

Bonus: +1 on initiative.

Bio-E Cost: 40 points per Eye Trigger.

Prerequisite: None.



Mantis Blades

Mounted on the forearms of the armor are a large pair of Mantis Blades. Each weapon consists of a three foot (0.9 m) long, serrated blade attached to an articulated insect leg that can move in nearly any direction. The pilot controls the movement of the blades for the most part, but each leg also possesses a small neurological bundle that automatically moves the blades in conjunction with the pilot's actions to maximize the effectiveness of strikes and parries. It is difficult for opponents to adapt to the subtle movements of the Mantis Blades. Just a change of a few inches can mean the difference between an opponent's strike getting intercepted by the blades' defenses or the attacker's defenses being pierced by the blade. The legs are as articulate as fingers and surprisingly strong. They can tie up and incapacitate the toughest foes.

M.D.C.: 2D6x10 each.

Mega-Damage: 12D6 M.D. for a single blade strike or 4D4x10 M.D. per dual strike (counts as one melee attack).

Bonuses: +3 to strike and parry and +2 to entangle and disarm.

Bio-E Cost: 10 per blade.

Prerequisite: Forearm Mounted Bone Blades.

Bio-Enhancements: Mega Upgrade.

Ripper Maw

This unique enhancement can only be applied to Host Armors and War Mounts equipped with a functional mouth that can be augmented without interfering with the consumption and digestive capabilities. The normal teeth are replaced with three rows of razor-sharp, interlocking, shark-like teeth. These fearsome teeth can deliver devastating bites on their own, but the true power of this enhancement is revealed once the teeth start to move. The gums are modified with bands of powerful muscles that rapidly move the teeth back and forth to create the Bio-Tech equivalent of a chainsaw. Unlike a high-tech chainsaw, the Ripper Maw is almost completely silent (at least until it starts tearing

its prey apart). Once the armor bites down, the chainsaw mouth completely shreds anything within it like a blender. When used against living targets, the Ripper Maw leaves a gruesome, gaping wound that is very slow to heal (heals at one quarter the normal rate).

Mega-Damage: 6D10 M.D.

Bonus: +4 to Horror Factor.

Bio-E Cost: 30 points.

Prerequisite: Only available to Carnivorous, Herbivore and Omnivore Host Armors and War Mounts.

Shrieker & Squealer Bio-Enhancements

Shriekers are large ammo slug rounds that emit a special Bio-Comm signal that other specialized bio-weapons, like Kamikaze Cruise Missiles and Mantis Support Cannons, can use as a targeting beacon. Shriekers are housed in Shrieker Launchers that are synced to the Pilot's or War Mount's Badger's eye movements, so they are always locked on target with whatever the Pilot/War Mount is looking at. The launchers are equipped with a safety mechanism that prevents them from accidentally firing into the body of its user. Once a target is tagged, the round transmits a special Bio-Comm signal up to a range of two miles (3.2 km). Any Bio-Tech weapon or device equipped with the proper receiver can then track this signal to its source and target it with incredible accuracy (even without line of sight).

Squealers are Bio-Tech spider-like devices that can remain curled up like a small bearing and fired from a weapon or they can be thrown where they open up with their eight spider legs splayed out to clamp onto desired targets. These devices emit specialized transmissions that can be used as a tracking and targeting source for Mantis Cannons, but may also be utilized by Splicers units that have Shrieker Hearing, Targeting or Tracking. Such units include Biotics, Gorehounds, Host Armors, Living Body Armors, War Mounts and Special weapons that are equipped with a proprietary Squealer Bio-Comm (this is in addition to the standard Bio-Comm as a required prerequisite). Splicers can use these experimental devices to mark targets for special weapons firing and bombardment by Mantis Cannons. Once a Squealer is activated, all Mantis Cannons within a 10-mile (16 km) radius are able to track this transmission to its source and can accurately target it even without line of sight. This allows them to fire over obstacles or from a concealed position without ever seeing the target. It helps the Fire Teams maintain a low profile in the field, plus not having to rely on line or sight gives them a much greater field of fire. Note: Mantis Cannons have an innate desire to obliterate these Squealers once they hear the signal, but they will not fire until commanded to do so by their Bombardier.

Hear Shrieker Signals

War Mounts or suits of Host Armor can be equipped with a special Bio-Comm that enables them to hear the signal released by Squealers or Shrieker rounds. The pilot can track this signal to its source like a wailing alarm. However, this does not allow the pilot to target that source with any kind of accuracy. He can only determine the direction of the signal and estimate how far away it is.

Bio-E Cost: 5 points.

Prerequisite: None.

Shrieker Targeting

This enhancement is a step beyond simply hearing the signal from Shriekers and Squealers. It enables the War Mount or Host Armor pilot to visualize the exact location of the signal in space. This allows the pilot to perfectly target the signal even without line of sight, so even if a tagged enemy is completely concealed behind cover, he can strike as normal without any penalties. Of course, the pilot still needs a weapon that is capable of accurately firing over the obstacle.

Bio-E Cost: 10 points.

Prerequisite: Hear Shrieker Signals (this enhancement is also kept; it does not replace it).

Shrieker Tracking

Organic Rockets and Clinger Missiles can be enhanced with a special Bio-Comm that lets these living missiles track Squealers and Shrieker Rounds. They do not impart any additional bonuses to strike or dodge, but they do enable the pilot to attack without line of sight on the target. The downside is that missiles with this enhancement will always go after a tagged target even if the pilot intended to strike something else.

Bio-E Cost: 2 points per Organic Rocket or Clinger Missile.

Prerequisite: None.

New Bio-Weapon Enhancements

Handheld Bio-Weapons

Bio-Force Field Emitter Spheres

Similar to the Bio-Energy Expulsion Vents, these larger, ribbed energy vents surround a blue-green sphere and are installed onto the forearms or shoulders of Host Armors or War Mounts. The Spheres are designed to channel stored Bio-Energy and natural neurolytic energy to generate a powerful, concentrated and focused, bio-electric energy field (3.5 foot/1 m diameter) as opposed to a full body field. While the field is extremely durable, it does take a considerable amount of time to recharge.

M.D.C. of the actual Bio-Force Vent: 6D6+40 M.D.C. points per Sphere.

M.D.C. of the Bio-Force Field: 1D8x10+60 M.D. is standard. If desired, the Bio-Force Field's M.D.C. can be increased by 25 M.D.C. per every additional 5 Bio-E points spent, up to a maximum of 250 M.D.C.

Penalty: If the M.D.C. of the Bio-Force Field is depleted, it can not be reactivated again for 5 hours. As long as the Bio-Force Field's M.D.C. has not been depleted, it regenerates lost M.D.C. at the rate of one point per two minutes (that's 30 M.D.C. points per hour).

Bio-E Cost: 15 points.

Prerequisite: None.

“Dancing Blades” Spear

This Bio-Tech long spear has a large, barbed spearhead on the tip and four insect-like legs mounted about 18 inches (46 cm) below that. Each leg ends with a long, thin spike that can punch through even the strongest armor. When the spear stabs into a target, the four spiked legs extend from the sides of the spear and stab the target over and over again in rapid succession. As long as the spear is in contact with the victim, the legs will continue to inflict damage. That is what makes this weapon somewhat unique to use. Instead of stabbing the target and then pulling it loose to strike again, the wielder keeps pushing forward in order to keep the target impaled so that the spike legs can do their work. Each melee action, both the wielder and the victim must roll a twenty-sided die to determine if the target stays impaled. The only bonuses that apply are any P.P. bonuses. High roll wins, ties go to the victim. If the attacker wins, the target stays impaled and the insect legs continue to stab again and again. If the victim wins, he breaks free of the spear. The number of melee actions both parties has available also plays a part. If one side runs out of melee actions first, then the other party automatically succeeds with each attempt until the round ends.

Weight: 9 pounds (4 kg).

Mega-Damage: 3D6 M.D. from the initial impact, plus 4D4 M.D. each additional melee attack from the rapidly stabbing insect legs until the victim can wrench himself free from the end of the spear.

M.D.C. of the Weapon: 120 M.D.C.

Trade Value: 4,000 credits, but limited availability.

Hive Sword

Locusts that devour metal or living tissue, armor, fur, etc. when they come into contact with them. The Locusts are contained on a backpack sheath and the sword secretes an acidic nectar that burns into the item it has made contact with and draws the locusts into the target. The available Types of locusts are Metal Eaters and Hide Eaters. Hive Swords can only carry one type of Hive Locust as the two types are deadly rivals. If rival locust types come within an 8 foot (2.4 m) proximity range of each other, the locusts will immediately attack each other and attempt to invade the rival's hive in order to kill the rival's queen. The Hive Sword's hive can be mounted onto the hive of a Swarmlord and coexist with the Swarmlord's hive insects without conflicts. Insects can be washed out of wounds with water or heavy smoke.

M.D.C. of the Locusts: 1D6 each.

Mega-Damage: 4D6 M.D. for the large sword slash, plus the acidic nectar itself burns an additional 1D4 M.D. per melee round for 1D6 melee rounds. Once the nectar begins to burn into the target, the aroma of the nectar and burning fumes immediately draw out the locusts which begin to swarm around the sword and into the burning wounds, and begin consuming the target's burning and exposed wounded area(s), causing an additional 2D6 M.D. per melee round for 1D6 melee rounds (15-90 seconds) or until washed off.

Bonus: +4 to Horror Factor.

Bio-E Cost: 40 points.

Prerequisite: Only available to Carnivore, Omnivore and Lithovore Host Armors and War Mounts.

Penalties: The Hive Sword is a large, two-handed weapon and can only be held with both hands for Host Armors (otherwise, they are – 3 to strike). Only large War Mounts with a hand and opposable thumb like the Grendel or Silverback can wield it effectively with one hand.

Shrieker Launchers

These special launchers are typically mounted on the shoulder or the back of a forearm and resemble an armor-plated, foot long (0.3 m) lobster's tail. Each launcher is synced to the War Mount or Host Armor's eye movements, so it is always locked on target with whatever the user is looking at. Shrieker Launchers are equipped with a safety mechanism that prevents them from accidentally firing into the body of the Host Armor or War Mount. Once a target is tagged, the Shrieker round transmits a special Bio-Comm signal up to a range of two miles (3.2 km). Any Bio-Tech weapon or device equipped with the proper Shrieker receiver can then track this signal to its source and target it with incredible accuracy (even without line of sight). The Shrieker armor piercing rounds burrow deep into their target on impact, which often enables them to survive a substantial bombardment and still broadcast their tracking signal. However, there is a possibility with each strike that the tracking round may be destroyed. For every 10 points of Mega-Damage inflicted in a single strike, there is a 01-05% chance the Shrieker round will be destroyed. This applies to each individual attack; it is not a cumulative total. For example, a Steel Trooper marked with a Shrieker round is hit with a volley of Organic Rockets and suffers 58 M.D. There is a 01-25% chance the round is destroyed (round down, in other words 5 x 05%). The attacker rolls a 44 on percentiles, so the round survives. This means the attacker can still target the Shrieker round. He fires again and inflicts another 88 M.D., so now there is a 01-40% chance that the round will be consumed in this second attack. No matter how much damage is inflicted, the highest possible percentage is 98%. When the target is destroyed, the round is automatically destroyed as well.

M.D.C. of the Shrieker Launcher: 1D4x10+25 M.D.C. points per launcher.

M.D.C. of the Shrieker Slug Round: 1D10 M.D. each.

Range: 1,000 feet (305 m).

Mega-Damage: 1D4 M.D. per Round.

Rate of Fire: Each shot counts as one attack per melee.

Duration: Once activated, a Shrieker round will broadcast its Bio-Comm signal for 4D6 minutes before it starves to death.

Bonuses: +4 to strike.

Payload: 10 Shrieker rounds per launcher (20 total). Each spent round is regrown every 4D6 minutes.

Bio-E Cost: 10 points.

Bio-Tech Explosives

Bug Bombs

The success of the Swarm Lord Program (see **The Rifter® #51**, pages 30-40) has inspired many Librarians to further experiment with these powerful Bio-Tech insects. One Librarian from House Artemis took some of the most voracious bugs known as Locusts and created powerful, new anti-personal grenades he called Bug Bombs. They consist of a simple shell that contains dozens of Lo-

custs held in stasis with a low-grade explosive in the center of the bomb. The explosive itself is completely harmless (light S.D.C. damage). It is meant to awaken the bugs and send them flying in all directions within a radius of ten feet (3 m). The Locusts then land on any nearby metallic object within range and eat until they burst. The best part about these grenades is that they are completely harmless to living creatures. The Locusts are genetically programmed to be repulsed by the taste of flesh, so even if someone detonates a Bug Bomb in his hand, the Locusts would only seek out and destroy robots and other metallic debris. To activate the internal charge and detonate the bomb, the wielder just squeezes a small nerve cluster on top of the device. The user then has four seconds (one melee attack) before the bomb detonates. He can either throw it, or hold on to it to clear out the immediate area. Each Locust insect is like a voracious flying piranha, light brown with dark green accents, has 2 M.D.C., can inflict 1D4 M.D. per melee round for 1D4 melees, fly a maximum flight speed of 80 mph (128 km) with combat bonuses of +5 to strike and +3 to dodge.

Weight: Half a pound (0.23 kg).

Range: 100 feet (30.5 m) when thrown as a grenade (200 feet/61 m for Splicers). If attached to an arrow or spear the range is that of the projectile reduced by 30% due to the extra weight and imbalance of the Bug Bomb on the tip.

Mega-Damage: 3D4 M.D. per melee round for 1D4 melees to any robot or metallic object within a 10 foot (3 m) radius. Note: There are only enough Locusts within each Bug Bomb to affect five robots. In the alternative, if the Bug Bomb is thrown onto a large robot like an Assault Slayer or Battle Track, then the damage is 3D8 M.D. per melee round for 1D4 melees.

Trade Value: 2,500 credits each (experimental with limited availability).

Mega Bug Bombs

These larger bombs are about the size of a basketball. They contain about four times as many Locusts as the standard Bug Bomb, plus it has a larger charge in the center of the bomb to spread the bugs farther. They are too large and unwieldy to throw very far, so they are most often used in close combat.

Weight: Four pounds (1.8 kg).

Range: 40 feet (12.2 m) when thrown as a grenade (80 feet/24.4 m for Splicers).

Mega-Damage: 3D6 M.D. per melee round for 1D4+1 melees to any robot or metallic object within a 20 foot (6.1 m) radius. Note: There are enough Locusts within each Bug Bomb to affect 2D4+6 robots. In the alternative, if the Bug Bomb is thrown onto a large robot like an Assault Slayer or Battle Track, then the damage is 6D8 per melee round for 1D4+2 melees.

Trade Value: 6,000 credits each (experimental, with limited availability).

Protective Bug Bomb

This experimental grenade uses the same basic design as the offensive Bug Bomb, but instead of Locusts, this grenade is filled with dozens of Impact Beetles. When detonated, the bugs fly to the closest object (whether living or not) and activate their force fields. Most users detonate the grenade in hand (light S.D.C. damage) so the bugs swarm all over them to create a form-fitting protective field, but this grenade can be used to apply a force

field to virtually anything. The only problem is that most people are uncomfortable with Hive Insects crawling across their skin, and will often panic. Unless the recipient of the bugs rolls a 10 or higher to save versus Horror Factor, he will panic and brush off the protective insects. The bugs can project their field for 3D4+10 minutes before their energies are depleted and they fly off to die. The Impact Beetles die one melee round later and quickly decompose into sludge. Each Impact Beetle insect is solid black, has 2 M.D.C., can inflict 3D6 M.D., with a maximum range of 1,500 feet (457 m), fly normally at 60 mph (96 km), but can reach speeds of Mach 2 (1,552 mph/2,483 km) when attacking a target and has combat bonuses of +6 to strike and +2 to dodge.

Weight: One and a half pounds (0.68 kg).

M.D.C. of the Force Field: 3D4x10 M.D.C. The bugs die off as the M.D.C. is depleted or when their energy levels are depleted 3D4+10 minutes later.

Range: 100 feet (30.5 m) when thrown as a grenade (200 feet/61 m for Splicers). If attached to an arrow or spear, the range is that of the projectile reduced by 30% due to the extra weight and imbalance of the Protective Bug Bomb on the tip.

Trade Value: 3,000 credits each (experimental, with limited availability).

Scutigera Mobile Migs

The Scutigera, dubbed “Scurry,” is a modified Mig with up to 15 pairs of long, multi-articulate, hairy legs, which enable the Mobile Mig to reach surprising speeds running across floors, up walls and along ceilings. It is a dark yellowish-gray and has four dorsal stripes running down its length, and black striped legs, giving it the appearance of a giant centipede. When the Scutigera Mobile Mig is at rest, it is not easy to tell its front from its back.

Weight: One pound (0.45 kg).

Range: The Mobile Mig can travel at 50 mph (80.4 km) up to 1500 feet (457.2 m) before it gets too tired and stops to rest for 1D4 hours, before running after its target again. Its maximum range is one mile (5,280 feet/1.6 km) and then it will automatically detonate. However, it will likely detonate long before this occurs (45% chance every 1,500 feet/457.2 m). They can also be thrown like standard Migs for about 40 feet (12.2 m; double for Splicers).

Mega-Damage: 1D8x10 M.D. to a 12 foot (3.65 m) radius.

Trade Value: 2,000 credits, but limited availability.

Ranged Bio-Weapons

Acid Seed Cannon

This cannon fires a hollow seed round filled with a powerful acid. The acid is devastating to metals and other inorganic material, but is relatively harmless to humans. The hollow round is more likely to shatter on impact than other seed rounds, but on a positive note, the explosive impact sprays a 10 foot (3 m) area with a fine corrosive mist.

M.D.C. of the Seed: 4D4 each.

Range: 3,800 feet (1,158 m).

Mega-Damage: 4D8 from the seed round. If the seed does not pierce the robot’s armored shell, the round shatters on impact and creates a fine mist of powerful acid. Everything within a 10

foot (3 m) area suffers 1D8 damage per melee round for 1D4 melees. The acidic mist only inflicts 1D4 S.D.C. to organic tissue. If the attacker rolls a Natural 20 (or 24 or higher with strike bonuses, or only 17 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punches straight through the external armor and releases its acidic payload directly into the internal circuitry of the robot. This inflicts an additional 5D8 damage every melee round for 1D4+1 melees. The melted circuits and components will impair the robot’s motor functions until the damaged systems can be repaired or rerouted. The robot loses one attack per melee and is -2 to strike, parry, and dodge for 1D4 melee rounds.

Note: The seed round will not open if fired into an organic target.

Duration: The acid burns for 1D4+1 melee rounds.

Rate of Fire: Each shot counts as one attack per melee.

Payload: 15 seed rounds. The Host Armor can produce one replacement seed round every 2D6 minutes.

Bonus: +2 to strike.

Bio-E Cost: 50 points.

Prerequisite: None.

Sniper Note: Characters that possess the Sniper skill are more likely to successfully puncture a robot’s armor with a seed round. If the character rolls a Natural 18, 19, or 20 (or 21 or higher with strike bonuses, or only 16 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punctures the target’s outer shell and begins damaging the robot’s internal cavity.

Annihilator Cannon

The Annihilator Cannon is a heavy support weapon designed to be used by un-augmented infantry soldiers. When not in use, the cannon looks like a thirty gallon (113.5 liters) bucket made of muscle and bone mounted on four spindly insect legs. It can walk behind its user at a pretty decent pace like a loyal pet, but it is not really meant to operate on its own. To use the cannon, the gunner mounts the weapon on his chest with two of the legs wrapping over his shoulders to secure it in place and the other two legs bracing on the ground in front of the gunner to help with the weight. One would think that this massive weapon would severely limit mobility, but the support legs allow the user to move and fire with surprising agility. The cannon fires an experimental type of energy blast similar to the one used by the Omega Blaster. Its destructive power is incredible, but so far, the Librarians have had difficulty stabilizing the power supply.

Weight: 45 lbs (20.3 kg).

M.D.C. of the Rifle: 3D4x10+30 M.D.C.

Range: 3,000 feet (914 m).

Mega-Damage: 3D4x10 M.D. per blast.

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

Payload: Variable, determine payload every hour. After the first blast is fired, roll 2D12 to determine the cannon’s payload for the next hour. At the end of the hour, the cannon’s payload regenerates completely and the power core tries to reset itself.

Abilities When Operating Independently:

Running: 15 mph (24 km), Leaping: 5 feet (1.5 m) high or across.

Swimming: Not possible.

Equivalent (Instinctive) Skills of Note: Climb 50% and Prowl 30%.

Trade Value: 30,000 credits, but limited availability.

Clinger Missile

An Organic Rocket can be further enhanced into a Clinger Missile. The small protruding point of the Organic Rocket evolves to look like an upside down starfish. These starfish-like pseudopods allow the missile to lock tight against any surface. The Clinger Missile tracks down and rams into its target at full speed, adheres to it with its pseudopods, and then a millisecond after attaching to its target, it detonates. Unlike standard Organic Rockets, the unique design of the Clinger Missile directs the majority of the explosive force inward like a shaped charge. This drastically increases its destructive power, but it does decrease the blast radius. In the center of the pseudopods is the same neurological bundle and eye that is found in the Organic Rocket, so the Clinger Missile can also continue to track down its target if it misses. However, the pseudopods decrease the aerodynamics of the missile, so it is not quite as maneuverable as a standard Organic Rocket. The Clinger Missile has one attack per melee and bonuses of +4 to strike and dodge, until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched.

M.D.C. of the Rockets: 13 M.D.C. points, but the missile is a small target and is -3 to hit on a “Called Shot” when still located on the Host Armor. After launching, each missile is treated the same as a high-tech mini-missile and can be shot down as normal.

Range: One mile (1.6 km).

Mega-Damage: 8D10 per individual missile fired, with a blast radius of 5 feet (1.5 m). The directed blast has a 20% chance of temporarily scrambling a robot’s internal circuitry. If this occurs, the robot is stunned for 1D4 melee rounds, loses one attack per melee round, and suffers penalties of -2 to strike, parry, and dodge. **Note:** The chance of stunning the robot is increased by 5% for every additional Clinger Missile in a volley.

Rate of Fire: One at a time or in volleys of 2, 4, 6 or up to the number located on that particular Host Armor. Whether a single missile or an entire volley is fired, it counts as one melee attack. Roll once to strike, either all the missiles in the volley hit or they all miss.

Payload: Based on the number of Organic Rockets enhanced into Clinger Missiles. It takes 6D6 hours to regrow spent missiles.

Bonuses: +4 to strike and dodge, as noted above.

Bio-E Cost: 8 points per Clinger Missile.

Prerequisite: An Organic Rocket, which transforms (grows) into a Clinger Missile.

“Eye-See-You” Self-Propelled Grenade

These smart grenades are basically miniature Organic Rockets, and just like the larger rockets, each grenade possesses a single eye and a neurological bundle that allows it to independently track its target. To launch the grenade, the user must first attach the two foot (0.6 m) long tentacle to his temple to link with the device. This allows the user to see through the eye mounted on the grenade (at least while linked). He then points the eye at the desired target and sends a mental signal to confirm the target. Once the grenade is “programmed” with its objective, the user then yanks the connection tentacle from the grenade and it rockets off towards its goal. The grenade will continue to track down its prey until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched. It has one attack per melee and bonuses of +5 to strike and dodge.

Weight: Half a pound (0.22 kg).

Range: 100 feet (30.5 m) when thrown as a grenade (200 feet/61 m for Splicers) or about 2,800 feet (853.44 m) when tracking a target.

Mega-Damage: 5D8 M.D. to an 8 foot (2.4 m) radius.

Trade Value: 1,400 credits, but limited availability.

Glimmer Guns

Mounted on each shoulder of the Host Armor or War Mount are a pair of experimental organic energy cannons called Glimmer Guns. They get their name from the brilliant stream of blue energy pulses they unleash. Observers have described it as a shower of blue sparks shot from a fire hose. This effect is achieved when the dozens of smaller barrels within each cannon fire their tiny energy “packets” of Bio-Energy in rapid succession. These energy packets explode on contact, causing tremendous damage. Each individual barrel is somewhat inaccurate, but the weapon unleashes such a tremendous amount of fire that it does not matter. In fact, most users prefer this little flaw since it causes the energy blast to affect a larger area.

Range: 2,600 feet (793 m).

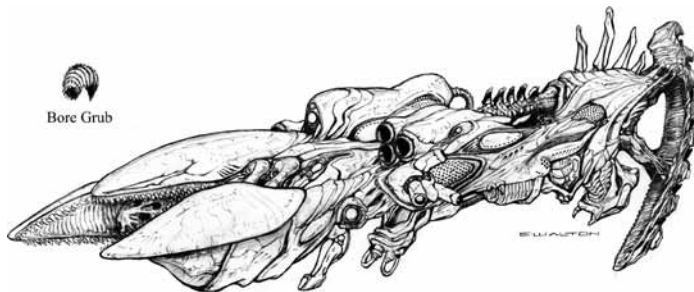
Mega-Damage: 6D8 M.D. to a 5 foot (1.5 m) area for a single burst, or 2D4x10+20 M.D. to a 10 foot (3 m) area per dual burst from both cannons.

Rate of Fire: Each burst counts as one melee action. Dual burst attacks from both cannons also counts as one melee attack.

Payload: Effectively unlimited.

Bonuses: None.

Bio-E Cost: 45 each.



Heavy Bore Rifle

This heavy support weapon is a larger, more powerful version of the Bore Rifle. The oversized ammo drum mounted on the underside of the weapon carries more Bore rounds than standard rifles even though each grub is larger.

M.D.C. of the Bore Rifle: 1D4x10+65 M.D.C.

M.D.C. of the Grub: 1D10 M.D.C. +4.

Weight: 25 lbs (11.2 kg). Most humans must use two hands to aim and shoot the weapon, otherwise they are -4 to strike. Individuals with Splicer P.S. of 24 or higher can fire the weapon with one hand.

Range: 1,800 feet (548.6 m).

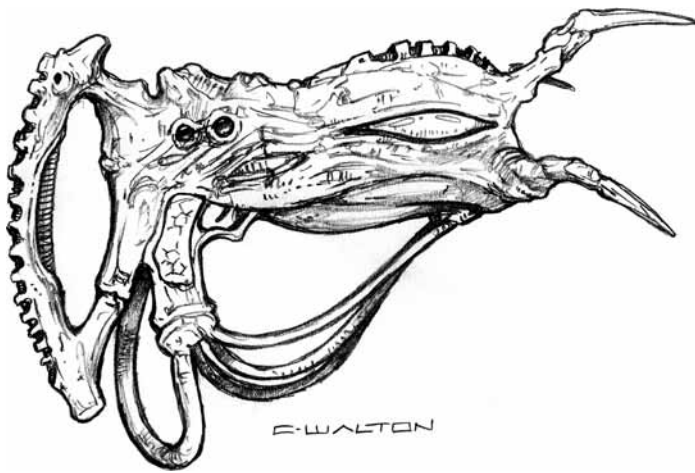
Mega-Damage: 2D10 M.D. for each grub fired from the rifle. The Bore round does an additional 1D10+3 M.D. for the next 1D6 melee rounds after it hits a metal target.

Rate of Fire: Each shot counts as one melee attack.

Payload: The Heavy Bore Rifle has a payload of 24 Bore Rounds. The Bio-Weapon can produce one replacement grub in only 3D6 minutes to replace the last round fired.

Bonus: +1 to strike on a carefully aimed shot only.

Trade Value: 12,000 credits.



Leecher Rifle

The Leecher Rifle is an experimental weapon that builds upon the energy-swapping technologies developed for Bio-Energy weapons. However, instead of tapping into the strength of the wielder, the Leecher Rifle was designed to steal the strength from an opponent to empower the rifle, forcing the target to weaken. Once the four front-mounted spikes are stabbed into the target like a bayonet, the wielder can attempt to make a draining attack (counts as a melee attack). Living targets can attempt to make a save of 14 or higher against this attack (P.E. bonuses apply). On a failed roll, a massive amount of Bio-Energy is siphoned out of the victim and into the rifle. The target (whether S.D.C. or M.D.C. based) is weakened for 2D4 melee rounds. His P.S. and P.E. are reduced by half, he loses two attacks per melee, and suffers penalties of -4 to strike, parry, and dodge. Additional draining attacks do not increase the penalties, but they do increase the duration of the affect. On the flip side, the siphoned energy drastically increases the power of the rifle. 10 high-power blasts are added to the payload of the rifle (even if this increases the payload over the usual maximum), range is increased by 50 percent, and each blast receives a damage bonus of +20 M.D. The increased power lasts for 20 blasts or 1D4 melee rounds, whichever comes first.

Robotic opponents cannot resist, but the effects are not quite as powerful. The sudden energy drain does affect the robot's internal systems, but for a duration of only one melee round. The range and damage of all of the robot's energy-based weapons are reduced by half, it loses one attack per melee, and suffers penalties of -3 on initiative and -3 to strike, parry, and dodge. The Leecher Rifle cannot funnel this stolen power as easily as Bio-Energy so it only receives bonuses of +10 M.D. to damage and an additional 5 high-power blasts. The increased power lasts for 15 blasts or 1D4 melee rounds, whichever comes first.

Weight: 7 lbs (3.2 kg).

M.D.C. of the Rifle: 2D4x10+20 M.D.C.

Range: 1,800 feet (549 m).

Mega-Damage: 3D6 M.D. per bayonet attack. 1D8 M.D. per lower power blast, 4D8 M.D. per high-power blast. Both types of energy blasts can also be further empowered by a successful leech attack.

Rate of Fire: Each shot counts as one melee attack.

Payload: Effectively unlimited for the lower power blasts. The rifle can naturally generate and store 15 high-power blasts, but

it can store additional high-power blasts after a successful leech attack. Spent blasts are recharged a rate of 1D4 every minute.

Bonus: +1 to strike.

Trade Value: 36,000 credits, but extremely rare.

Receptor Mounds

These special devices are Shrieker or Squealer-triggered mini-weapons platforms that are used to secure an area, establish a protective perimeter, set traps or to weaken incoming enemies. Receptor Mounds resemble large, 60 pound (27 kg) mushrooms with two pair of snail-like eyes and bio-organic ports across the top of its cap. The only exceptions are the Energy Beam Mound and Rocket Mound which have Super Light Cell clusters or protruding Organic Rocket tips instead of the ports. For the most part, the mushroom's cap operates like an umbrella by protecting the gills and spores that are just below the cap from being damaged or contaminated. It takes only 2D4 melee rounds to plant or replant a Receptor Mound. They can be planted into any dirt or rock surface that provides minerals, as long as they can breathe oxygen (including underwater), and can be fed 5 pounds (2.25 kg) worth of dead plant matter a day. They will die after 7 days if not fed. If a Receptor Mound is planted in a forest, jungle or heaven forbid, a Gardener's garden, it automatically begins to gorge on the plant material surrounding it, up to a 10 foot radius (3 m) despite being fed regularly. There are four basic Receptor Mound types, each possessing its own unique discharge capabilities.

1. Hive Mounds: Hive Mounds resemble large, honeycombed hornets' nest, resting atop of a large mushroom that are home to 6D10+15 Hive Insects, which are the same species used by the Swarm Lord O.C.C. (see **The Rifter**® #51, page 30). They can attack in swarms (2D10 swarm) for a range of 1,200 feet (366 m). The available varieties are: Locust, Fire Flies, Stinger, Flybys, Lightning Bugs, Impact Beetles and Weavers.

2. Energy Beam Mounds: These Receptor Mounds contain clusters of Super Light Cells (3D10x10) spread randomly across the mushroom cap. The Super Light Cells produce beams of pure white light that do full damage even to laser resistant armors (it's not a true laser). Each cell delivers 1D10 M.D. and the Receptor Mound can fire one light cell or all of them in a single volley up to an effective range of 1,000 feet (305 m) as long as the target(s) are in direct line of sight of the cells. However, due to it requiring a direct line of sight on a target, they are also harder to conceal and are usually placed in high places like in a ruined building or hilltop. As a bonus, they are far more accurate (+3 to strike), with an effectively unlimited payload. Machine forces typically bombard these whenever possible.

3. Rocket Mounds: These are easy to identify as they have (2D6) organic rocket tips protruding out of the cap, and they fire organic rocket rounds at Shrieker-lased targets. Each rocket is like an organic version of a technological missile or rocket propelled grenade with its own independent neurological bundle (similar to a tiny computer brain) and a single eye mounted in the nose of the rocket for seeing and tracking its subject independently. This provides each of the organic rockets with one attack per melee round, as well as a bonus of +5 to strike and dodge, until it strikes its target (and is destroyed), is shot down and destroyed, or until it dies within 2D4 melee rounds after being launched by the Rocket Mound. Each organic rocket has 11 M.D.C. and is -3 to hit on a

“Called Shot,” while still lodged in the mound. 5D10 M.D. with a blast radius of 10 feet (3 m) is delivered per individual rocket and each has an maximum effective range of one mile (1.6 km). Rocket Mounds can discharge Rockets one at a time or in volleys of 2, 4, 6, 8 or all rockets at once. It takes 6D6 hours for a mound to regrow spent rockets.

4. Burner “Volcano” Mounds: These wicked receptor mounds are ideal candidates of destruction towards machine and rival Splicers. The Burner Mound looks like a decaying fungus mushroom with multiple (2D4) large craters resembling miniature volcanoes scattered across the cap. Inside each crater however is a Burner nozzle that projects the sticky, bio-napalm that can consume an average robot or drone in a matter of minutes. Only by wiping the matter off can the target hope to survive. A bio-napalm burst does 3D8 M.D., but a concentrated plasma burst (counts as two melee attacks/actions) does 1D8x10 M.D. and can cover up to 10 feet (3 m) with each attack, up to 40 feet (12.2 m) of diameter for four attacks with everyone in the affected area taking 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take 2D8 M.D. of damage every melee round for 2D4 minutes. The only way to save oneself from the damage is to roll in dirt or sand (water will not extinguish the bio-napalm) for one entire melee round (15 seconds), until the bio-napalm is rubbed off. A Burner Mound can deliver plasma bursts either one at a time or multiple burst volleys of 2, 4, 6 or all, up to a maximum effective range of 100 feet (30.5 m). The Burner Mound stores enough napalm for up to 40 attacks and can target multiple targets at the same time. Each mound can reproduce its entire reservoir payload in 2D10 hours. The mound itself will not burn from the bio-napalm as it secretes a sticky mucus coating that protects it. The translucent slime can be used or gathered to cover and protect oneself from the burning Mega-Damage fire.



Shield Cracker (Shield Penetrator Rifle)

This strange rifle is somewhat limited since it is only useful against force fields, but it is so effective at what it does that the Librarians believe it will eventually become a staple of humanity's arsenal. The rifle's ammunition was created from a strange starfish that lives on the shores of the Great Ocean. These creatures were an annoyance to the Machine (and to the human's technological ancestors) because they would latch on to machines or power cables within the ocean and devour a surprisingly large amount of energy. They have existed in the Great Ocean for centuries, despite the Machine's efforts to exterminate them. They are basically harmless other than the amount of power they waste, but the Librarians were able to craft them into something much more destructive. The rifle fires these genetically modified starfish with decent range and accuracy despite their poor aerodynamics. When the starfish lands on an energy shield, it latches

on as if it was clinging to the side of a fish tank and then starts absorbing the force field's energy at an incredible rate. The Librarians, however, were not content with simply draining the target's shields. They also added a small firing port to the underside of these parasitic little creatures that they can extrude directly through the shield itself. Once the starfish starts siphoning the field's power, it quickly converts this energy and fires it back at the target from beneath its own shields. The only way to avoid this energy blast is for the victim to turn off his shields and let the starfish fall harmlessly to the ground. Most robots and Splicers that have been on the business end of this weapon thought they could just flip off their force fields temporarily and then turn them back on once they shook off the parasite. They all found out the hard way that the disruptive nature of these starfish prevents any prematurely deactivated force fields from being reactivated for 4D4 minutes. Either way, the shooter succeeds in removing the target's shields. As devastating as this weapon is against force fields, it is completely harmless when fired directly at robots or living creatures. The projectiles cannot latch on with any amount of strength so they are easily removed, but even if they are allowed to cling to a target for an extended period of time, they never seem to siphon enough energy to cause any ill effects. There is just something about the raw energy of force fields that they can soak up like a sponge.

Weight: 11 lbs (5 kg).

M.D.C. of the Rifle: 2D4x10+20 M.D.C.

Range: 1,400 feet (426.7 m).

Mega-Damage: No damage from the initial impact. After two melee actions, the projectile starts drawing energy off the shield. At this point, the starfish inflicts 5D8 M.D. to the force field twice per melee round. The projectile also inflicts 3D6 M.D. to the main body of the target twice per melee round. Alternate back and forth between damaging the force field and damaging the main body every melee action.

Rate of Fire: Each shot counts as one melee attack.

Payload: 10 starfish projectiles. The Shield Cracker can regrow one spent projectile every 4D6 minutes.

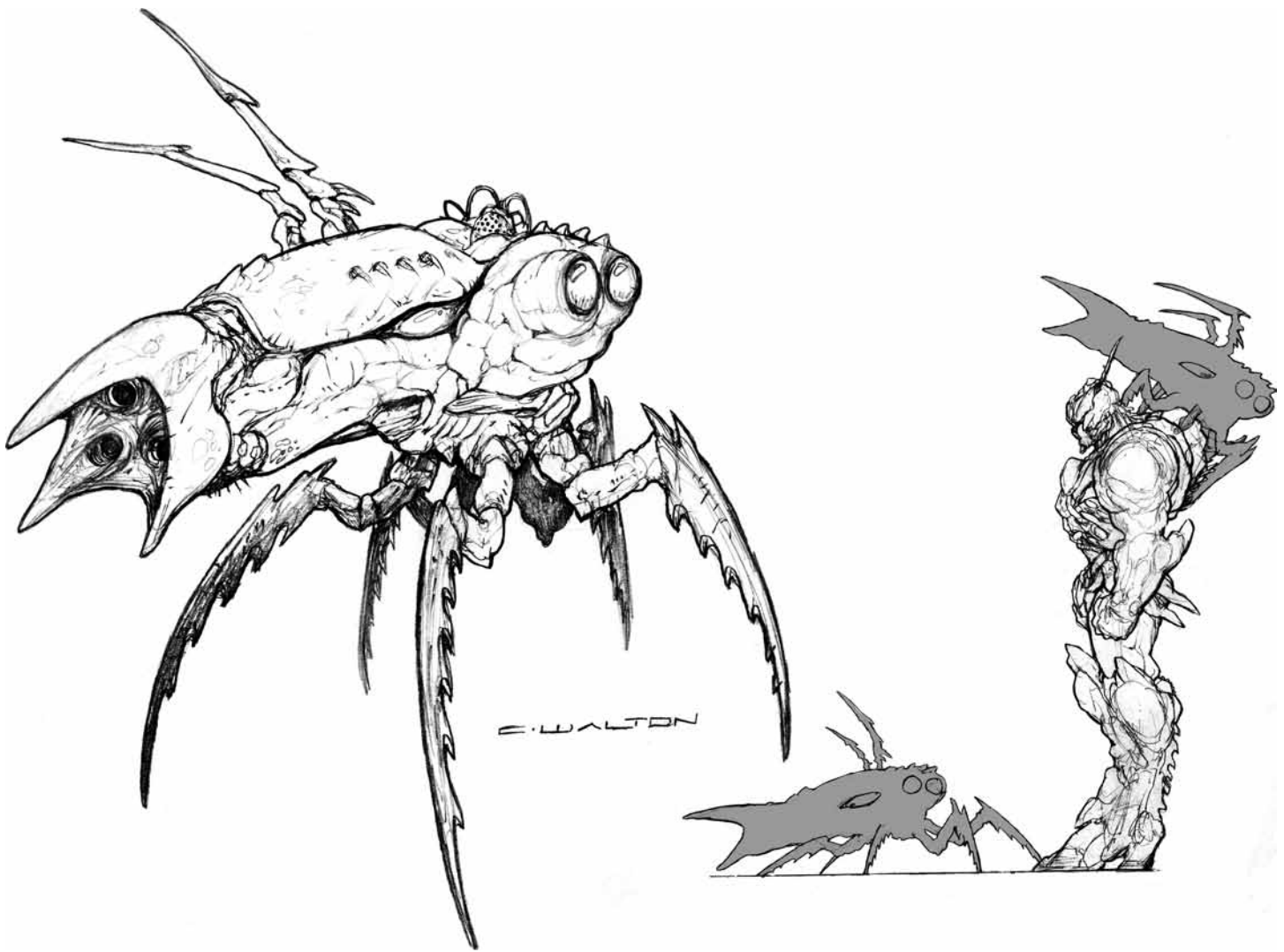
Bonus: +1 to strike.

Trade Value: 19,000 credits, but limited availability.

Side Kick Rifles

Side Kick Rifles are House Artemis's latest attempt to take the concept of living weaponry to the next level. At first, these heavy Bio-Tech rifles just appear to be an organic rifle or cannon with a stylized insect-like appearance. However, when they crawl from atop of the shoulders or back of a Host Armor or War Mount and begin skittering across the ground, walls or ceilings and begin firing at targets acquired by the pilot, the whole concept of living weapon is reiterated. The Side Kick types that are available are a Bore Cannon (medium), Chemical Sprayer Cannon, Spore Discharger Cannon (medium) or Super Light Cell Cluster Cannon (four cells per rifle). Host Armors can have up to two Side Kicks; either both shoulders or shoulder and back-mounted configuration. War Mounts can have up to four Side Kicks. Any more Side Kicks have proven to overload Bio-Comms.

Side Kicks receive all the physical structured upgrades that their corresponding Host Armor or War Mount receive (e.g. Acid Blood, Increased M.D.C., Horned Defense, Regeneration, etc.), but they are limited with their senses as they are only equipped



with a Bio-Comm, Advanced Eyes and Antennae (all other types of Sensors must be purchased and added to the Side Kick). For armors and War Mounts that have Stealth field abilities; once the Side Kick disengages from the Armor/War Mount, it is no longer hidden by the Stealth Field nor can it receive this Bio-Enhancement. Side Kick Rifles can only be upgraded with Omni, Mega and Super upgrades (described in the **Splicers® RPG** on page 107).

Weight: 18 lbs (8.1 kg). Most humans must use two hands to aim and shoot the weapon, otherwise they are -3 to strike. Individuals with a Splicer P.S. of 22 or higher can fire the weapon with one hand.

M.D.C. of the Rifle: 6D10+50 M.D.C.

Range:

Bore Type: 2,000 feet (610 m).

Chemical Sprayer Type: 12 feet (3.7 m) mist diameter or 40 feet (12.2 m) as a squirted spray.

Spore Discharger Cannon Type: 600 feet (183 m).

Super Light Cell Cluster Type: 1,000 feet (305 m), but the range can be increased to 2,000 feet (610 m) for 5 Bio-E per each Light Cell.

Mega-Damage:

Bore Type: 3D10 M.D. per grub fired. The Bore round does an additional 1D10+3 M.D. for the next 1D6 melee rounds, after the initial shot, as the grub eats its way into the target.

Chemical Sprayer Type varies with the type of chemical used (see **Splicers® RPG**, page 100).

Spore Discharger Type: 4D8 M.D., with a blast (splash) radius of 20 feet (6.1 m).

Super Light Cell Cluster Type: 1D10 M.D. per Super Light Cell fired in the volley from 1, 2, 3 or 4 Super Light Cells.

Rate of Fire: Each blast of the Bore Type, Chemical Sprayer and Spore Discharger counts as one melee attack. However, the Super Light Cell Cluster can fire volleys of 1, 2, 3 or all 4 Super Light Cells simultaneously and count as one melee attack.

Payload: Bore Types can have 24 Bore rounds, with the Host Armor producing one replacement grub every 3D6 minutes per spent grub fired. To reload its entire payload, it needs 2D4 hours.

Chemical Sprayer Types can produce enough of one chemical for up to ten attacks every 24 hours. If the capacity for more than one chemical is added to the weapon, each chemical can be used four times per 24 hours. Automatically regenerates within 24 hours of its initial use.

Spore Discharger and Super Light Cell Cluster types are effectively unlimited.

Bonus: +3 to strike on an aimed shot. +2 to strike when shooting wild.

Abilities When Operating Independently:

Running: Side Kicks can reach 50 mph (80 km) up to a maximum range of 2 miles (3.2 km) away from their commanding Bio-Comm Host Armor before overheating. The act of running does overheat the living cannon and they must rest for two hours before running again. If overheated, Side Kicks suffer a reduced speed of 50%, -3 to strike and dodge, and their maximum effective

tive range is reduced by half. However, if the Side Kick periodically pauses for 10-20 minutes every hour or so, it can continue to run and fire at normal speeds and range.

Leaping: 10 feet (3 m) high or across.

Swimming: Not possible.

Number of Attacks per Melee: 2

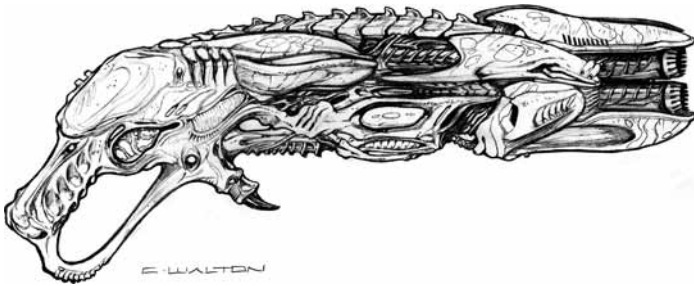
Combat Bonuses: +2 on initiative, +3 to strike in hand to hand combat, +4 to strike with its laser blast, +2 to parry, +3 to dodge, and impervious to Horror Factor, disease, and poison.

Close Combat Capabilities: Claw Strike 3D4 M.D.

Equivalent (Instinctive) Skills of Note: Climb 80% and Prowl 50%.

Penalties: Side Kicks must reconnect with their bonded Host Armor or War Mount every 1D4 days or they will die off. Side Kicks can only operate within 6 miles (9.6 km) away from their bonded Host Armor or War Mount. If the distance exceeds that, the Side Kick instantly goes dormant and will not move or come back online until it detects its bonded Bio-Comm.

Trade Value: 30,000 credits, but limited availability.



Thud Gun

This small, yet powerful short-range Bio-Tech firearm looks like an organic sawed-off shotgun. It fires high explosive shells that hammer targets with crushing concussive blasts that not only inflict tremendous damage, but are capable of knocking down all but the largest targets.

Weight: 5 lbs (2.25 kg).

M.D.C. of the Rifle: 5D10+30 M.D.C.

Range: 500 feet (152.4 m).

Mega-Damage: 6D8 M.D. per blast, plus there is a 01-45% likelihood of the impact knocking an opponent as large as 15 feet (4.6 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks.

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

Payload: 15 shells. The Thud Gun can regrow one spent shell every 2D4 minutes.

Bonus: +1 to strike.

Trade Value: 14,000 credits, but limited availability.

New Gorehound Type – Samaritan

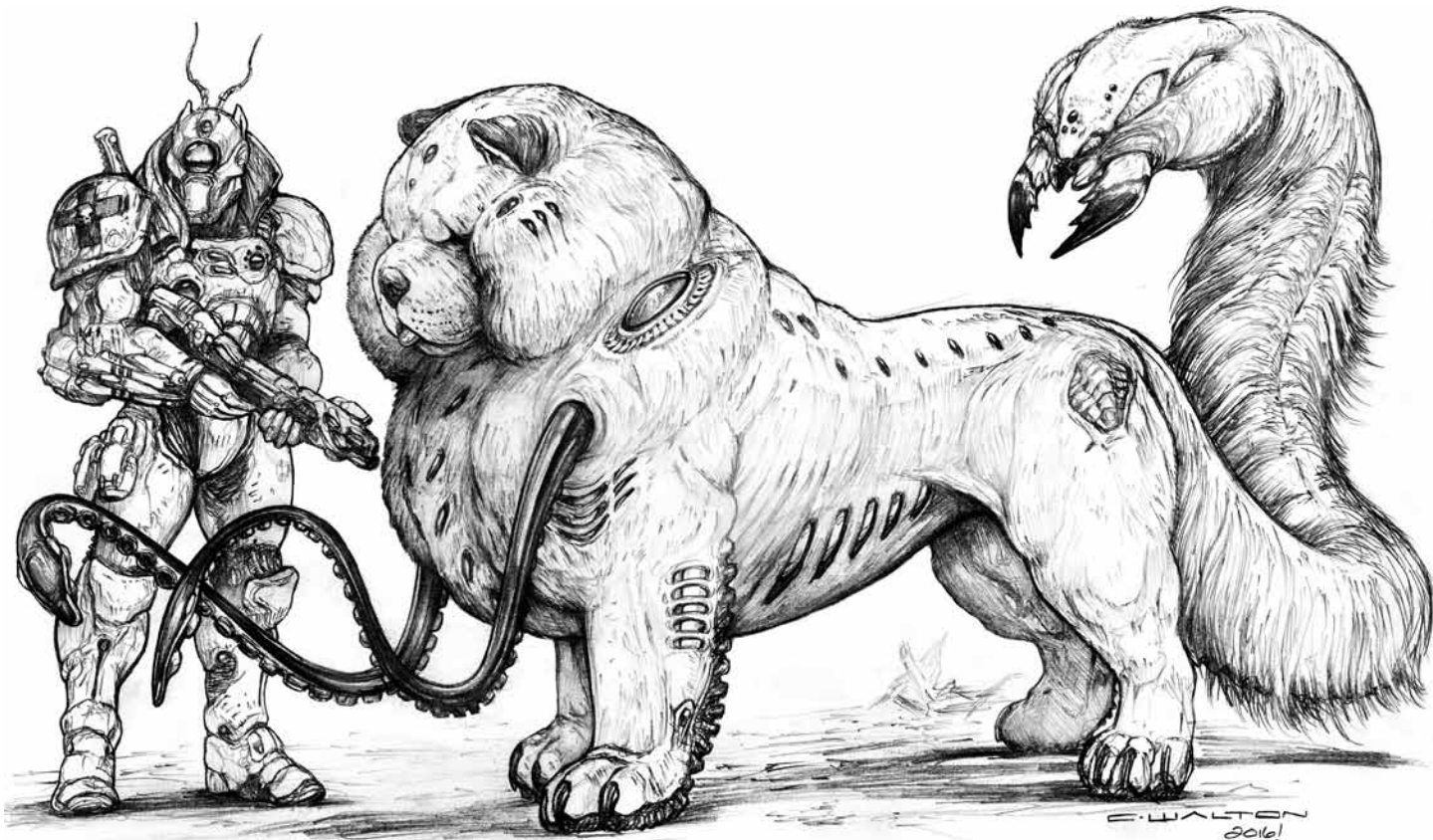
Created by Todd Spencley and Charles “Chuck” Walton II

The modifications of Gorehounds have been met with a moderate level of criticism, as the standard Gorehounds have proven themselves time and time again to be versatile, formidable, quick, intelligent, trustworthy and cohesive field units. They are excep-

tional scouts, trackers, hunters, guardians and fighters. Add to the fact that Gorehounds can be customized with bio-enhancements, various armament and defences; Packmasters rarely would entertain utilizing anything other than Gorehounds. However, even being augmentable, there are certain specialized functions that can use a little more enhancement without breaking the envelope. Maulers were created as purified weapons, but medically speaking, there are very few field options to help sustain Splicers. The small population of Saints among the Resistance are extremely valuable and make attractive targets for capture by the Machine, and are not deployed very often on the surface. Unfortunately, numerous soldiers have died on the battlefield due to the lack of speed and the intensity of ongoing combat that surrounds most wounded victims. This typically means that by the time a Saint reaches a victim it is too late. However, a specialized Gorehound can reach and help sustain wounded soldiers or move them to safer staging areas where victims could be stabilized just long enough for a Saint or emergency evacuation team to properly treat them.

Librarian Constantine marvelled at the natural bond between humans and hounds, probing the minds of Biotics, Scarecrows and other field soldiers, and studying how Gorehounds rush to someone's aid or defense and do their very best to appease their Packmasters. Constantine pondered on a Gorehound design that would specialize in being a first responder for Splicers. The Librarian discussed the matter with Warlord Artemis and it was agreed upon that another Gorehound upgrade would be approved, a medical support type called the *Samaritan*. Inspired by the ancient world breeds like the Saint Bernard, Newfoundland, Bouvier De Flanders and Labrador Retriever, Samaritans are Gorehounds that have been augmented with their instincts heightened towards human life and preservation. Designed to tend to injured victims during intense battles or critical situations, the Samaritan is engineered to endure attacks while not being distracted from its primary tasks of reaching, tending to, sustaining and if need be, defending victims. When required, the Samaritan will retrieve and relocate victims to a more suitable staging area where victims can be best treated by either the Gorehound itself via a licking bath provided by its quick-healing tongue that serves as a Slap Patch (see *Splicers® RPG*, page 130 for capabilities) and its limited medical abilities or by a nearby Saint or other field support. It relies heavily on the rest of the Gore-Pack to tackle any threats, but it will defend itself and particularly those it is assigned to retrieve or protect with a valiant ferocity when enraged.

Samaritans look very different from most Gorehounds, as it is important to preserve a calming, non-threatening presence while they tend to the wounded. To help fulfill this, Constantine designed Samaritans to have a very thick, soft coat of fur that covers layers of physical attack-resistant blubber, armor plating and powerful muscles that stand out under the heavy fur. The fur coat, while being exceptionally soft, is remarkably durable (Mega-Damage) and has an elastic skin adhered to the body through a not a very lax subcutaneous tissue, giving them a slight wrinkly appeal. The thick, loose folds of skin allow Samaritans to scramble into jagged edged areas to reach wounded comrades without being torn up in the process. The skin also enables the Gorehound to physically grapple with adversaries like alien predators, rival Splicers or machines that are wielding sharp-edged weapons by reducing the severity of their lacerations and overall penetration by half for claws, teeth, spines, daggers, small blades, spurs, etc.



All Vibro-Blades, long swords, stabbing attacks and projectile munitions deliver full damage unless augmented otherwise.

One of the saving graces of the Samaritan design has to be its Slap Patch tongue. The Purple or Emerald colored tongue is based off of the medical Bio-Tech device and operates in the same capacity as a Slap Patch only the Samaritan's tongue is designed to be for long-term usage. It stops bleeding, soothes burns, stops bruising, reduces swelling and begins to regenerate damaged areas of living beings (human and Bio-Tech oriented). The tongue heals 3D8 S.D.C. points and 1D10 Hit Points per melee round to humans and ordinary animals, and 2D10 M.D.C. to Mega-Damage animals and Bio-Tech Devices. The healing is very quick, requiring only 1D6 melee actions for the healing to start and the organism regenerates damage and heals wounds once each melee round for 2D4 rounds. The Samaritan's saliva has blood clotting and cleansing agents to prevent blood loss or infection and they also stimulate the victims to help prevent them from going into a coma (+2 to saving throws). To help maintain some form of sanitary treatment and care, the Samaritan's fur coat and the pores on its skin secrete a sterilizing dew that is easily released when the area is pressed. This allows for the Gorehound to sterilize open wounds simply by pressing up into a victim with a slight nudge. Field medics may also cleanse themselves from germs, poisons, venoms, viruses, toxins, bio-acids, blood and bacteria, and even reduce their scent, by pressing on the Samaritan's fur until they have enough dew and wiping themselves with it. The dew is very active against blood, literally causing blood to evaporate within minutes. The dew does not remove Napalm, Chemical Sprayer stick-um, webbing, or metal of any form.

The Samaritan's "puppy fat" is blubber that is highly resistant to physical attacks. This makes the Samaritan look cute and puppy-like and helps its first impression appear non-threatening, especially to strangers that are wary of Bio-Tech. However, it

serves as well-placed cushioning to protect the Gorehound from blunt attacks as well as falls, explosive concussive forces and impacts as it strives to reach wounded victims located in hostile or deadly places such as a combat field, ravine, alien predator's lair, etc. Adding to the Samaritan's unique design are a pair of retractable, slender, squid-like *Medical Tentacles* that act as manipulators and can perform minor tasks similar to that of a Prehensile Tail (see **Splicers® RPG**, page 94). Each tentacle is equipped with powerful suckers that aid in grabbing and securing hold of patients with a suction force of 200 P.S.I./1,379 kilo-pascals. These suckers help secure severely wounded victims that are in shock or pain and are struggling or panicking, while the Samaritan makes a getaway from danger.

The most alien feature of the Samaritan is its massive, Manticore-styled tail that houses a set of powerful, furry mandibles at the tip designed for grasping, grappling and lifting heavy objects. However, they also fulfill the role and serve as emergency "Jaws of Life" when human pilots need to be safely cut out of their Host Armor or War Mount carcasses before they suffocate or bleed to death inside. The ant-like mandibles are incredibly strong and precise, with a Splicer P.S. of 30 and inflicts 2D6+10 M.D. when they are used to spread openings and otherwise pry open doors, hatches, shells or tearing through debris, armor carapaces, shells and hulls (not applicable to punches). Despite the immense strength of the Pincer mandibles, the Samaritan can control them with a keen sensitivity to lift or carry the injured very gently. They are typically used as a hoist to carefully lift similar-sized objects or victims onto the Samaritan's back for emergency evacuation. Victims can range from a fallen soldier in Living Body Armor, Biotic or a fellow Gorehound packmate to some of the larger-scaled Biotics and Host Armors (not exceeding 900 pounds/405 kg). Once a victim is atop of the back, the Samaritan will use its tail and pair of Medical Tentacles to

secure the victim while it flees at half speed until the victim is safe. Unlike standard Gorehounds, which are severely hindered by carrying their maximum weight on their backs (reduce speed to 30% of cruise speed), Samaritans are built to be strong haulers that can carry heavy victims of this scale up to 10 miles (16 km) away at half normal cruise speed before requiring rest. They can even scale up or down walls while carrying the victim.

Please note however, that despite their puppy-like appearance, underneath these cute features is still at heart, a powerful Gorehound built for rugged terrain and battle. Samaritans are built like canine tanks, resembling a massive Chow Chow breed of ancient days, only more robust. Broad, enhanced muscles and jaw power enable it to secure vice-like bites (but apply soft-mouthed care like Labradors or other hunting/retrieving breeds) onto large objects to drag them down or to if in a dire need, tow massive War Mount-sized objects up to the size of a Behemoth for one mile (1.6 km) away at 5 mph (8 km) across rough terrain, before being totally exhausted. They are very durable and can hold their own among the pack.

To create a Samaritan, the Librarians will enhance a Packmaster's preexisting Gorehound (can not be a Mauler) with the following Bio-Enhancements and changes: +2 to M.A. Attribute, Advanced Senses, Increased M.D.C. (x3), Reinforced Exoskeleton, Suction Cups and Gripping Hairs (all four feet and tail), Retractable shoulder-mounted tentacles (2 to start, can add 2 additional at levels 9 and 15), Bio-Force Field Emitter Spheres (one mounted on each shoulder above the tentacle ports), Slap Patch Tongue and saliva glands that acts as a Slap Patch (see **Splicers® RPG**, page 130; also cleanses and kills infection), and a massive Crane Tail.

M.D.C. by Location:

Front Legs (2) – 150 each

Hind Legs (2) – 150 each

Tail – 125

Tentacles (2) – 112 each

Bio-Force Field Spheres (2) – 50 each (one on each shoulder)

Head – 187

Main Body – 520

Running Speed: 75 mph (120 km) base (maximum upgrade is a top speed of 95 mph/152 km), but normal cruising speed is only 30 mph (48 km).

Height: 4.2 feet (1.28 m) at the shoulders, 5.1 feet (1.55 m) to the top of the head.

Width: 3.8 feet (1.15 m) shoulder to shoulder. Each Medical Tentacle can reach 8 feet (2.4 m).

Length: 8 feet, 3 inches (2.5 m) from tip of nose to the rump, 10.5 feet (3.2 m) tail.

Weight: 600 lbs (270 kg) plus its 90 pound (40.5 kg) armored tail; 690 pounds (310.5 kg) total.

Physical Strength: 23 Supernatural.

Number of Attacks per Melee: 5

Horror Factor: 8 individually, 10 with four or more Gorehounds or when standing over and defending a patient.

Augmentation/Gestation Period: Two months gestation plus another three months growth.

Combat Bonuses: +4 on initiative, +4 to strike in melee combat, +2 to parry, -3 to Automatic Dodge (i.e. Auto-Dodge is +1, not +4 like a standard Gorehound), +3 to pull punch/bite, +5 to roll with punch, fall or impact, +2 to disarm, +4 to save vs Horror

Factor, and +6 to save vs poisons/toxins and disease. Tail is +5 to dodge, +2 to entangle, and +3 to strike and parry but gets no other bonuses. Primary Medical Tentacles receive an additional +2 to strike/grab hold of living beings.

Combat Capabilities: Restrained head butt: 1D4 S.D.C., Full Strength Head Butt: 2D6 M.D., Pawing Claw Strike with Front Legs: 3D6 M.D., Tail Slap: 4D6 M.D., Biting Attack: 3D6 M.D., Leap Attack: 5D6 M.D., and Running Leap Attack/Ram Attack/Body Block: 7D6 M.D. (For Leap Attack and Running Leap Attack, see **Splicers® RPG**, page 118.)

Equivalent (instinctive) Skills of Note: Begging 75%, Climb 70%/ 0%, Detect Ambush 55%, Detect Concealment 60%, Emergency Medical Skill Treatment (35% via Pre-Programmed Instincts), Herding 80%, Identify Plants & Fruits (i.e., stuff it can eat) 80%, Land Navigation 78%, Prowl 35%, Swim 60%.

Penalties: -15% to Prowl, Gymnastics and Swimming, -5% to Acrobatics and -3 to Auto-Dodge. Due to the modifications made to the Gorehound, it costs the Packmaster 1 melee attack/action to make the Samaritan attack any human being (2 attacks if the target is another Packmaster). In addition, the Samaritan will fight with less than its full potential, losing 1 of its own attacks and all bonuses are half (unless defending a member of its own pack or Packmaster). Unless otherwise noted, all further augmentations will cost twice the normal amount of Bio-E.

Increased Empathy: Gets upset seeing others in pain, and in some large battles (many wounded), the Packmaster may have to keep the Samaritan focused on the task at hand. 01-30% chance that it loses 1 attack/action per round in fights involving more than 25 biological individuals, as it wants to help all living beings.

Note: Any horns, spikes, needles, spines, serrated spurs, sharp edges, slime coating or Acid Blood that could accidentally injure a wounded victim or prevent a Samaritan from efficiently performing its job will be removed during the upgrading process by the Engineer and will not be added afterwards by an Engineer. Tail cannot receive any weapons or augmentations. Any ranged weapons should be placed so that wounded victims will not be in the line of fire.

Samaritan Bio-Enhancements

Each of the Samaritan's shoulder-mounted Medical Tentacles end in a distal tentacular club similar to that of a squid's tentacle tip. These tentacle ends are dubbed "Mittens" and can be modified with any of the following bio-enhancements for more intricate field performance and features.

Breather Cups

These circular cups are able to stretch over the mouth of a victim and are connected to multiple inner-tubes running throughout the tentacle that lead to a dedicated port inside the Samaritan's lungs where it can breathe and have air from its lungs go directly into the lungs of a victim requiring oxygen. The Cup is like a breathing mask and stays fastened to the victim's face without causing any harm and can be easily removed or released by the Gorehound or the patient without any injury. Breathers are great for assisting Splicers that have drowned, inhaled some toxic fumes or gas, been poisoned, been constricted, gone into shock or seizures, are in a coma or have suffocated while being sealed inside a heavy Host Armor for too long.

M.D.C.: Each Breather Cup has 1D6 M.D.C. and a maximum of 2 cups per tentacle can be installed.

Bio-E Cost: 2 points per each cup.

Jolt Pads

These flat, pad-shaped cups when applied act as emergency defibrillator paddles that can shock a stopped or misfiring heart back into action or normal function. They can also be used to shock robots and stun living opponents like an Electrical Discharger (see **Splicers® RPG**, page 101), but are typically used as last resort weapons because the Samaritan does not want the Jolt Pads damaged should an emergency victim require them and can't afford the regeneration downtime. However, Packmates roughhousing a little too rough have certainly yelped when the Samaritan has had enough.

M.D.C.: Each Jolt Pad has 15 M.D.C. Maximum of one pad per Medical Tentacle can be installed and it requires a minimum of two pads to have full contact for the electrical circuit to be completed in order to deliver the shock. Samaritans will not deliver harmful shocks to humans, only to revive them unless ordered directly by a Packmaster.

Mega-Damage: 1D4 S.D.C. or Hit Points when applied as a medical defibrillator to stabilize or revive the heart of a human or animal, and they do not suffer any other penalties. When used as an attack they can deliver up to 2D12 M.D. upon contact of 2 pads. Against humans and other biological/living creatures, they must roll to save vs stun attack (15 or higher, with any possible bonus from P.E.) or they will also lose initiative, two melee attacks and are at -4 on all combat actions for 2D4 melee rounds. Machines take only the M.D. inflicted by shock.

Bonus: +4 to strike when an opponent is entangled by the tentacles.

Bio-E Cost: 5 points for both Pads.

Prerequisite: Increased Metabolic Rate and Electrical Resistance.

Medical Probes

Smaller, retractable tendrils are mounted into special sucker cups mounted on the undersides of the Medical Tentacle's Mitten and are used as medical probes, scalpels, needles, tweezers and manipulators. Each Mitten can have up to a maximum of 3 Medical Probe Suction Cups, each containing 4 Probe Tendrils that can be extended at will to grab/probe individuals up to 1 foot (0.3 m) away, or used to reach or pick up small objects.

M.D.C.: Each Medical Probe Suction Cup has 1D6 M.D.C., and each Medical Probe tendril has 1D4 M.D.C. Maximum Number of Tendrils Possible: 3 cups (12 tendrils) on each tentacle can be installed.

Mega-Damage: 1 S.D.C per probe, as they only cause a slight sting as they enter (target loses 1 attack/action). Once the target has been pierced, the Gorehound can remove the tendrils at any time or can keep them impaled in his target, securing them to each other. If pulled out the target suffers 1D4 M.D. per Probe tentacle and the Samaritan's Medical Probe incurs damage (loses 1D4 tendrils till they can be regenerated).

Bonuses: +2 to entangle, +10% for emergency Medical skill treatments. For example, removing bullets, metal shrapnel or fragments, securing severed arteries before they retract deeper

into the body, removing small internal machine or alien parasites (insect to rat size), etc.

Penalties: Skills that require delicate fingers and or manual dexterity such as Demolitions, Palming, Pick Pockets or Pick Locks, etc., suffer a skill penalty of -15% when performed with the Medical Probes.

Bio-E Cost: 5 points per each cup.

Prerequisite: None.

Ultrasound Cup Pads

Up to 2 suction cups can be modified per Mitten manipulator to become an ultrasound pad. Meant primarily as a way for the Samaritan to be able to scan and tell if the biological being they are grabbing is safe to pull (the Gorehound utters a high-pitched whine in the ultra-sound frequency range, channeling and emitting above audible human level sound waves into the victim using the Cup Pad to scan over the victim's body. The pads do not have to make contact with the subject, they just need to be within 3 feet (0.9 m) over the subject being scanned. After 1D4 melee actions, the Samaritan and the Packmaster that is linked to the Gorehound via Bio-Comm, are both able to 'see' inside the victim's body (double if the Biological being scanned is in Heavy Living Body Armor or Host Armor and multiply by four if the Biological is a War Mount that is bigger than a Grendel or Strider. The ultrasound scan helps the Gorehound tremendously by providing it with a comprehensive image and understanding of what and where critical damage is, and what is safe and secure to grab for contact points versus what it should avoid to prevent causing more damage to its patient. The Librarians that designed the Samaritan also learned that ultrasounds are some of the same bio-sonar abilities used by dolphins, porpoises and bats and have an alarming effect on some species that are sensitive to ultrasounds and can be used to flush insects and fish wildlife (even larger specimens seem to choose to avoid the sounds). A happy accident was discovered that rodents are also sensitive to ultrasounds and that the Samaritan's ultrasounds can also deter the Machine's *Rat Bombs* within 40 feet (12.2 m), making them flee in the opposite direction up to half a mile (0.8 km; see **Splicers® RPG**, page 35).

When not in battle, the Samaritan makes itself of great use to unarmored pilots by applying therapeutic treatments for ligaments, tendons, and scar tissue that can still linger even after the Slap Patch licking treatments. Conditions for which ultrasound may be used for treatment include the follow examples: ligament sprains, muscle strains, tendonitis, joint inflammation, arthritis, and scar tissue adhesion. The ultrasound pads are also beneficial for breaking up stony deposits or tissue, accelerating the effects of drugs in targeted areas, and can be used to sort cells or small particles for DNA research (thus helping isolate alien predator DNA samples for Librarians to use).

Mega-Damage: None.

Bonus: +1 to entangle per cup.

Bio-E Cost: 3 Bio-E per Cup (1 Pad per pair of Tentacles) with a maximum of 3 Cups possible.

Prerequisite: None, but if equipped with the Sonar Bio-Enhancement (see **Splicers® RPG**, page 82), the Samaritan can then use its ultrasound sensory capability through its melon to scan living victims or biological targets for their physical anatomy structures, weakened or wounded areas such as broken bones, internal bleeding, etc., at a range of 100 feet (30.5 m).

New War Mounts

Badger (Armored Personnel Carrier)

Often the most daunting aspect of assaulting the Machine's installations is simply reaching the destination without suffering too much damage and without exhausting too many resources. Strike teams need to cross miles of hazardous territory to reach their objective, and once they get there, they still need to get past multiple fortifications and defensive weapon emplacements as well as legions of guards before they can hit their true target. To make matters worse, the teams generally need to travel light so that they do not weigh themselves down on the journey. Even when they do load up on ordnance, it is still far too easy to exhaust their munitions along the way. Librarian Michelangelo's latest War Carrier design, the Badger, was created as a way to address these problems.

The Badger was built to be the ultimate underground armored personnel transport and breaching vehicle. Within this massive and seemingly solid beast is a hollow cavity that can hold an impressive number of armored troops and even some War Mounts. Its specially designed troop compartment is lined with special, fluid-filled bladders that inflate around passengers to hold them in place and cushion them from impacts during combat maneuvers. Being completely engulfed and immobilized by these bladders can be a little claustrophobic and unnerving at first, but the Badger possesses a special enhancement that quickly circumvents this little problem. To keep people from panicking, the bladders form a neurological connection with each passenger, allowing them to see, hear, and experience what the Badger does. The bladders naturally retract away from the passengers' faces to prevent them from being smothered, and the air within the compartment is recycled quickly to keep it from becoming stale. The entire compartment design is experimental, but it has been well received in field tests. The Badger can engage in incredibly high-impact and abrupt maneuvers without shaking up the passengers at all. Plus the neurological connection keeps passengers connected to the world around them instead of locked away from it. Knowing what is going on outside of the carrier gives troops a significant advantage. They can prepare themselves for whatever threats they are about to face instead of blindly charging out into the fight.

While tunneling underground, the Badger's eight powerful legs allow it to almost swim through the earth as it tears through sand, dirt, and stone at incredible speeds. Unlike the Tunnel Rat War Mount, the Badger cannot create stabilized nor permanent tunnels due to its large size. It was designed to burrow through the earth and let the dirt collapse behind it in order to discourage pursuit. Badgers can dig large dens called *Setts*, but the overall stability of these excavation pockets for anyone not wearing Light Body Armor or more, should be of high concern when considering cave-ins and being trapped underneath tons of dirt and rubble. The Badger possesses a pair of experimental organs in its body that break down carbon dioxide in the blood into useable oxygen. These Bio-Tech scrubbers enable the Badger to effec-

tively hold its breath underground for up to twenty hours during transport missions (maximum is forty hours before suffering ill effects). Ferrying troops beneath the surface like this not only allows strike teams to save their strength during the voyage, but it also allows them to haul along much heavier ordnance. This combined with the fact that underground transport circumvents hundreds (possibly thousands) of robot patrols, traps, barricades, fortifications, Sentry Towers, Waste Crawler gangs, alien predators, and rival Splicers, means that these teams emerge from their protective cocoon at peak strength, ready to unleash a devastating assault on their real objective.

Additionally, these strike teams receive some pretty impressive support once they deploy. The Badger is far more than just a transport. Michelangelo took the natural power and ferocity of normal badgers and increased them a hundredfold. Aside from a massive increase in size, he equipped his new War Carrier design with some of his latest Bio-Weapon innovations. He wanted the Badger War Carrier to be able to protect its cargo from any threat, and to provide heavy support once it delivers its payload. When the Badger first breaks through the perimeter wall of a target installation, it uses its plasma breath to clear out the closest threats. It then raises a point defense force field to shield itself from enemy fire (and from its own area effect weapons) before firing off a salvo from its shoulder-mounted cluster bomb launchers. These weapons are similar to Pod Launchers, only on a massive scale. They can shower everything within a 100 foot (30.5 m) radius with a thick blanket of deadly shrapnel. Finally, the Badger fills the room with a powerful chemical cloud to weaken and confound any remaining resistance before the troops come storming out. Against robotic targets, this chemical is a burning vapor that melts metal and other artificial materials without harming living targets, but the Badger can also unleash a special Bio-Toxin cloud that paralyzes organic technology during operations against rival Great Houses.

As remarkable as it is as a breaching vehicle, the Badger War Carrier can be even more impressive and dangerous when it assaults surface targets. It possesses thick bone armor that protects it from harm while damaging anyone that gets too close. It has four razor sharp claws per foot that are each larger than a man, and its bite can cleave a War Mount in half. The Badger can tackle targets directly with an excellent chance of winning or it can engage in a deadly game of cat and mouse that few adversaries have the ability to counter. Mounted along its snout are two Shrieker launchers. The Badger can quickly tag a target with these tracking rounds and then tunnel safely underground before the enemy can counter-strike. It can then pop up again in a safe location and unleash a barrage of Organic Rockets or launch its experimental Millipedoes. These special Bio-Tech explosives can home in on a Shrieker round's signal from up to two miles (3.2 km) away with nearly perfect accuracy. The Badger can simply pop up and fire and then disappear below ground again and again until the target is destroyed, often without ever taking a single hit.

There have only been a handful of field tests so far, but at this time, it seems pretty clear that no faction on the planet possesses anything that can stop the Badger from reaching its objective. In time, N.E.X.U.S. will likely create robots that can tunnel through the earth after it, but until that happens, House Artemis should be able to wreak impressive havoc upon the Machine within this Area of Influence. Currently, only three Badgers have reached maturity, but a total of eleven are growing in birthing sacs right

now and should hatch within the next five years. Once all eleven are introduced into the field, House Artemis will cement itself as the dominant power within the region.

Class: Heavy Assault Carrier and Breaching War Mount.

Crew: One rider concealed within the neck.

Troop Capacity: The Badger can carry 30 troopers in Host Armor, 45 troopers in Living Body Armor, or 60 unarmored humans. Some War Mounts are also small enough to fit in the Badger. Typically, the limiting factor is the size of the hatch. Each hatch is 10 feet (3 m) tall and 5 feet (1.5 m) wide. As long as the War Mount can squeeze through, it is typically not a problem (although a length under 15 feet (4.6 m) is preferred).

M.D.C. by Location:

Legs (8) – 1,700 each

Paws (8) – 650 each

Tail – 420

Shrieker Launchers (2) – 80 each

Cluster Bomb Launchers (2) – 385 each

Organic Rockets (60) – 11 each

Millipede Launch Bay Doors (8) – 200 each

Millipedes (2) – 420 each

Head – 1,200*

Main Body – 3,800*

Troop Compartment Doors (3) – 800

Point Defense Bio-Force Field – 1,500

* Depleting the M.D.C. of the Head or Main Body kills the Badger.

Speed:

Running: 60 mph (96 km) maximum, but normal cruising speed is only 35 mph (56 km). The act of running does tire out the War Mount but not the rider. The Badger can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: Not possible.

Digging: 35 mph (56 km) through sand, dirt, clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 1D4 melee rounds.

Swimming: Not possible. It sinks like a stone. The Badger can walk along the bottom at a speed of 20 mph (32 km) as long as it does not exceed its maximum depth tolerance.

Underwater Depth: Maximum depth is 1,000 feet (305 m).

Flying: Not possible.

Statistical Data:

Height: 70 feet (21 m) tall at the shoulder.

Width: 50 feet (15.2 m).

Length: 110 feet (33.5 m) nose to rump, with a 32 foot (9.8 m) tail.

Weight: 30 to 35 tons.

Cargo: Can carry 10 tons in its internal compartment or it can drag up to 70 tons behind it.

Physical Strength: 1D8+62.

Production Cycle: 5 year gestation period plus 15 year growth cycle. Only a 6 month gestation period plus 2 year growth cycle for the temporary generation.

Operational Lifetime: 70 year life span. Only a 7 year life span for the temporary generation.

Bio-Regeneration Rate: 1D6x10 per minute to the main body and 3D6 per minute to all other locations. Destroyed limbs or weapon systems will regenerate after 48 hours.

Horror Factor: 16 against humans outside the Resistance, none against robots.

Feeding: The Badger is a Carnivore. It needs to eat 1000-1500 pounds (450 to 675 kg) of animal matter each day, and may gorge on up to 3 tons at one time. After gorging, the War Carrier can go 1D4+1 days without feeding and without suffering any ill effects.

Color: The thick bone armor “hair” is a light tan in color on the body and black patches separated by a white streak down the middle of its head, face and muzzle. The eight legs are black. A second variation resembles a honey badger as the top of the Badger is off white and the face, muzzle, along the sides, legs and underbelly are solid black.

Sleep Requirements: As an artificially created organism, the Badger only requires 4 hours of sleep per day.

Other Data:

An unmanned Badger is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Badgers can be surly and temperamental beasts. A Badger will form connections with its handlers and other familiar humans, but strangers should tread lightly when entering its den. It can be very protective of its domain and may attack people that act too aggressively in its Sett. Badgers quickly learn that robots are the enemy and will attack them whenever they get too close. Badgers have been known to come to the aid of their handlers and other favored humans, but they tend to ignore strangers in trouble unless commanded to do so by an Outrider or Packmaster. Badgers are also highly opportunistic and may go after a meal (rival War Mount or alien wildlife) or be very territorial and not share kills with other War Mounts, especially larger feeders, until it has had enough to eat.

Alignment: Considered Unprincipled or Anarchist. They fight for their own preservation or when ordered to battle on behalf of humans.

War Mount Attributes: I.Q. 1D6+3, M.E. 1D6+6, M.A. 1D6+7, P.S. 63-70, P.P. 1D4+10, P.E. 1D6+22, P.B. 2D4, Spd 60 mph (96 km) on the ground.

Number of Attacks per Melee: 8

Combat Bonuses: +3 on initiative, +6 to strike in hand to hand combat, +6 to parry, -2 to dodge, +3 to roll with punch, +3 to pull punch, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation (Underground) 90%, Excavation/Mining 85%, Hunting 70%, and understands the Native Language of the Great House that created it and one other common language at 70%. Recognizes robots and machines as enemies to be destroyed or chased away.

Combat Capabilities:

Bite: 2D6x10+30 M.D.

Restrained Claw Strike: 3D6 M.D.

Claw Strike: 2D6x10 M.D.

Power Claw Strike: 4D6x10, but counts as two attacks.

Stomp: 1D6x10, but can only be done to opponents that are less than 10 feet (3 m) tall.

Body Block/Ram: 8D8 and has a 01-85% likelihood of knocking an opponent up to 30 feet (9 m) tall off his feet and onto his back. If knocked off his feet, the target loses initiative and two melee attacks. A ram attack counts as two attacks.

Senses and Features: Standard for War Mounts plus:

Enhanced Regeneration: 1D6x10 M.D. per minute to the main body and 3D6 M.D. per minute to all other locations.





Seismic Sense: Can feel vibrations of earthquakes, thunder, explosions and even the approach of heavy vehicles, troops, and stampeding animals up to 12 miles (19.2 km) away. The approach of smaller beings can be sensed within 200 feet (61 m).

Oxygen Scrubbers: The Badger possesses a pair of experimental organs in its body that are able to break down carbon dioxide molecules in the blood and re-circulate the useable oxygen. This enables the Badger to operate without fresh oxygen for up to forty hours. Anything beyond 40 hours, and the scrubbers become overwhelmed and cease to function until they can flush out all the excess carbon. At this point, the Badger must get fresh air for 4D6 minutes while the scrubbers clean themselves out. In the alternative, if the Badger gets 2D4 minutes of fresh air every 10 hours, then the scrubbers can function at peak efficiency indefinitely.

Internal Passenger Compartment: The specially designed passenger compartment helps keep troops secure and protected during combat maneuvers. A series of fluid filled bladders swell around all the passengers to hold them in place and cushion them from impacts. The bladders can sense air being exhaled from living beings and hold back a few inches to prevent them from being smothered. This can be a bit claustrophobic, but these bladders also form a neurological connection with each passenger, allowing them to see, hear, and feel everything the Badger experiences. In field tests, this connection to the world helped keep passengers calm and relaxed during transport. There are three exits for this compartment. One on each side and one just below the Badger's neck. When the hatches are sealed shut, they are difficult to see and even more difficult to pry open. It takes a combined Splicer P.S. of 80 to forcibly open a hatch or 800 M.D. to destroy one.

Bone Armor: Each hair on the Badger's body is actually a 3-4 foot (0.9 to 1.2 m) long bone spike. This thick layer of overlapping armor provides excellent protection, plus the razor-sharp tips inflict 4D6 M.D. to anyone grappling with the Badger or trying to apply a hold, squeeze attack, body block or pounce/leap attack to the War Carrier. Likewise, adversaries throwing a punch or kick at the Badger will inflict damage, but take 2D6 M.D. in return from the sharp pelt of spikes.

Point Defense Bio-Force Field: While this shield does protect the War Carrier from enemy fire during breaching maneuvers, the main reason why Librarian Michelangelo included it was to prevent the Badger from severely harming itself with its cluster bombs. During the original field tests, these cluster bombs proved to be a little too effective when fired in tight quarters. The first prototype blinded itself and nearly blew its own head off the first time it practiced a breach. Now with the shield in place, a Badger War Carrier can unleash a devastating barrage of cluster bombs at point-blank range without fear of injury. The shield may take full damage during the attack, but the Badger takes no damage. The shield has 1,500 M.D.C. and it naturally regenerates 1D6x10 M.D.C. every minute. If the M.D.C. of the force field is depleted, then it cannot be reactivated for 12 hours.

Bio-Weapon Systems:

1. Cluster Bomb Launchers (2): The strange multi-barreled cannons mounted on each shoulder are capable of firing off huge salvos of cluster bombs. These weapons are typically used during breaching missions to clear a room of enemies before deploying the onboard troopers. The ammunition is similar to the seed pods used in Pod Weapons, only much larger.

The arrangement of the barrels limits the effective range, but it greatly increases the area of effect. The wide arc creates a pretty good spread, and once the cluster bombs start detonating, they cover a huge area in deadly shrapnel.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Can be launched up to 300 feet (91.5 m) away, but are generally used at point blank range (within 50 feet/15.2 m).

Mega-Damage: A single burst inflicts 1D8x10 M.D. to everything within a 60 foot (18.3 m) radius. Both cannons can fire off a massive dual burst that inflicts 2D6x10 M.D. to everything in a 100 foot (30.5 m) radius.

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

Payload: Each launcher grows enough cluster bombs for 20 bursts per hour (40 total); automatically regenerates.

Bonus: +2 to strike.

2. Plasma Breath: The mouth, throat, and lungs of the Badger have been modified to allow it to exhale a chemical spray that ignites on contact with air to create a powerful fire blast. The sheer size of the Badger makes for a far more devastating blast than normal.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 50 feet (15.2 m).

Mega-Damage: 8D12 M.D. to a 10 foot (3 m) area.

Rate of Fire: Can be fired once per melee and counts as an additional attack per melee.

Payload: 18 blasts. One blast is regenerated every hour.

Bonus: +4 to strike, but this is the only bonus that applies to the Plasma Breath.

3. Shrieker Launchers (2): The Badger has a Shrieker Launcher mounted on each side of its snout. These special launchers are synced to the Badger's eye movements, so they are always locked on target with whatever the Badger is looking at. The launchers are equipped with a safety mechanism that prevents them from accidentally firing into the snout of the War Carrier. If, for example, the Badger is looking too far to the left, then the right launcher disengages and all shots are only fired from the left launcher. Once a target is tagged, the round transmits a special Bio-Comm signal up to a range of two miles (3.2 km). Any Bio-Tech weapon or device equipped with the proper Shrieker receiver can then track this signal to its source and target it with incredible accuracy (even without line of sight).

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 1D4 M.D.

Rate of Fire: Each shot counts as one attack per melee.

Duration: Once activated, a Shrieker round will broadcast its Bio-Comm signal for 4D6 minutes before it starves to death.

Payload: 10 Shrieker rounds per launcher (20 total). The Badger can re-grow one spent Shrieker round every 4D6 minutes.

Bonus: +4 to strike.

4. Organic Rockets (50): Mounted beneath the thick bone armor on the back of the Badger War Carrier are multiple rows of Organic Rockets. This arrangement conceals the rockets and helps protect them from enemy fire. Half of the rockets are the common variety, and the other half have been specially enhanced to home in on the signal from Shrieker rounds. They

both have the same basic capabilities, so the choice of which one to use is based on whether the target is marked or not. Once a target is tagged with a Shrieker round, the Shrieker-Targeting Rockets will hunt it down no matter where it goes. While this has its advantages, sometimes the Badger may need to attack an unmarked target.

Primary Purpose: Assault.

Secondary Purpose: Defense.

M.D.C. of the Rockets: 11 M.D.C. each. When still mounted on the Badger, the rocket is a small target and difficult to see among the bone armor which makes it -5 to hit on a "Called Shot." After launching, each missile is treated the same as a high-tech mini-missile and can be shot down as normal.

Range: 2 miles (3.2 km).

Mega-Damage: 5D10 M.D. damage with a 10 foot (3 m) blast radius.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10. Whether a single missile or an entire volley is fired, it counts as one melee attack. Roll once to strike, either all the missiles in the volley hit or they all miss.

Payload: 50 rockets, it takes 6D6 hours to regrow spent rockets.

Bonuses: +5 to strike and dodge.

5. Millipedoes (8): Millipedoes are Michelangelo's latest attempt to improve upon the concept of living cruise missiles. He realized that Kamikazes (see **The Rifter® #30**, page 47) were most effective when they were tracking down the signal from a Shrieker or Squealer as opposed to when they were allowed to select targets on their own, so he built the Millipedoes to solely rely on the signal from marked targets. This gave him some freedom when it came to their mental programming. Since he no longer needed them to be suicidal maniacs, he could program his new creations to engage in more intelligent tactics. Ultimately, they are not trying to sacrifice themselves, they are simply trying to fulfill their all-consuming desire to find the source of the signal and stop it. This means they will avoid obvious threats on their way to their objective and will even hide and use stealth to sneak past dangers. They will creep through thick underbrush, climb walls, crawl through sewers, tunnel under walls, or even chew through obstacles to reach their goal. They may travel much slower than Kamikaze Cruise Missiles, but they are difficult to spot and of course, they can crawl right under the Machine's anti-air batteries. The current batch of Millipedoes are equipped with lower grade explosives during this phase of testing. If they prove to be safe and effective, then they will ultimately be equipped with the same explosive charges found in Kamikazes. The Badger can carry eight of these experimental Bio-Tech missiles within the launchers mounted in its neck.

Primary Purpose: Assault.

Secondary Purpose: Anti-Building and Anti-Tank.

M.D.C. of each Millipede: 420 M.D.C.

Size: About 8 feet (2.4 m) long and 2 feet (0.6 m) wide. Weighs 350 pounds (157.5 kg).

Range: Millipedoes could theoretically travel hundreds of miles before getting tired, but they typically are used within a 2 mile (3.2 km) range.

Speed: 60 mph (96 km) maximum, but normal cruising speed is only 30 mph (48 km). The act of running does tire out the Millipede. It can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes.

Mega-Damage: Bite inflicts 4D6 M.D. Explosive blast inflicts 1D4x100 M.D. to a blast radius of 20 feet (6.1 m).

Rate of Fire: Launching each Millipede counts as one attack per melee.

Payload: 8 missiles.

Bonuses: +3 on initiative, +4 to strike, and +3 to dodge. Each missile has 3 attacks per melee as it tracks down its target.

6. Chemical Sprayers (4): As a member of the mustelid family, normal badgers possess anal scent glands that can produce a powerful smelling chemical like a skunk. Michelangelo liked this natural defensive ability and created an enhanced version that would allow the Badger to deal with any kind of pursuer, both living and robotic. He created one gland that could spray out a cloud of burning acid and another gland that could spray out a powerful Bio-Toxin that temporarily paralyzes any organic technology it comes into contact with. They were so effective in tests that Michelangelo decided to add two additional sprayers to the front of the Badger so that it could use them during breaching maneuvers. The Burning Vapor cloud stays in the air for 1D4+1 melee rounds before it dissipates. The Bio-Paralyzer spray dissipates within seconds of being sprayed. The Badger is automatically immune to this spray, but passengers need to wait until the cloud disappears.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Range: Can be sprayed up to 50 feet (15.2 m) away and each blast covers a 30 foot (9.1 m) area.

Mega-Damage: Burning Vapor Spray: Inflicts 3D6 M.D. per melee round to inorganic matter for 1D4+1 melee rounds, but the cloud only inflicts 2D6 S.D.C. damage to organic matter. Bio-Paralyzer Spray: Any Mega-Damage creature or Bio-Tech device exposed to the chemical must make a roll to save vs non-lethal poison of 16 or higher or else be completely paralyzed/stunned for 2D6 melee rounds. The chemical has no effect on normal humans and other S.D.C. creatures.

Rate of Fire: 4 blasts per melee.

Payload: Each Sprayer contains 3 blasts (6 blasts of each type of chemical total). All spent blasts regenerate every 24 hours.

Goliath War Mount

While many throughout Great House Artemis (and throughout much of the Resistance) consider Librarian Michelangelo to be an utter genius and the reason House Artemis is on the cutting edge of Bio-Technology, he is not the only Librarian crafting new designs for Great House Artemis. In fact, he is not even the senior-most Librarian within his own House, something that Constantine, the First Librarian of Great House Artemis, finds extremely irritating. He is not only the highest ranking among their Librarians, but also the *first Librarian* created by Great House Artemis. He has been around for a long time, and to see this "youngster" rise to prominence so quickly and overshadow his accomplishments is an incredible insult. While Constantine must admit (at least to himself) that Michelangelo is quite talented, that does not mean that this old dog is without a few tricks of his own. When not running his own complicated schemes and machinations, Constantine is still adding new creations to House Artemis' armory.



His latest War Mount design, the Goliath, is so impressive that many people believe it is one of Michelangelo's creations (easily infuriating Constantine). Of course, they have good reason to believe this. Several of the Goliath's most advanced features are experimental enhancements that Michelangelo created years ago. The most obvious of which is the Goliath's internal pilot compartment. This revolutionary new War Saddle was first used in the Stalker War Mount. Instead of seating the Outrider on top of the mount, the Saddle was designed to completely enclose the rider within the body of the War Mount. While Michelangelo used this War Saddle to hide the artificial nature of the Stalker and make it seem like a natural animal, Constantine wanted to make his creation a close-quarters brawler (most likely to compete with Michelangelo's latest creation, the Silverback War Mount), and he liked the way the internal pilot compartment protected the Outrider from the exposure and chaos of hand-to-hand combat. As with the Stalker, the major drawback is that the Outrider cannot use any of his Host Armor's mounted weapons or sensors while tucked snugly inside the Goliath, but the added protection more than makes up for this weakness. However, when the Goliath is running on all fours, it can unseal its back to allow the pilot to swing his upper body up into a seated configuration. This enables the Outrider to add his own weapons and sensors to the mix, but it does open him up to increased risk. Most Outriders piloting Goliaths prefer to be unsealed when attacking at long-range and then slide forward into the internal compartment before plunging into close-quarters combat.

The basic design resembles a twenty foot (6.1 m) tall, armored bear, but the same enhancements that make it so deadly in close-

quarters combat also make it look somewhat monstrous. Its thick pelt of fur is composed of thousands of razor sharp, quill-like scales rather than hair, and instead of natural looking claws, the Goliath has eighteen inch (0.45 m) long, sickle-shaped, High Frequency Blades mounted on its front paws. These wicked blades can quickly shred even the thickest armor, but it is the series of Ripper Blades mounted on its chest and forearms that make the Goliath so terrifying in battle. These organic chainsaws can be used to slash and swipe at targets, or they can be used to deliver the Goliath's patented bear hug. Once this powerful beast gets a good hold of its prey, it activates the Rippers and purées its victims in seconds. There are few things on this planet that can withstand this devastating attack for long.

This makes the Goliath a ferocious grappler, but focusing its attention against a single target in the midst of battle often leaves it open to attack from other opponents. However, it does possess several enhancements that protect it from this eventuality. The most useful of which is the Mount's impressive regenerative abilities. The Goliath can concentrate on tearing its prey to bits without too much concern for its own safety since it can heal from even the most grievous wounds in a matter of minutes. Of course, the Goliath cannot just sit back and take damage indefinitely, so Constantine included some other defensive enhancements that help keep the Mount safe. The quills covering its body not only prevent opponents from putting the Goliath in their own holds, but they can also be launched at nearby targets to further dissuade attackers. These are generally used against opponents that are attempting to strike the Goliath from the rear, but they can be fired in any direction.

The Goliath also possesses another unique enhancement that it can use to open up a little breathing room when the close-quarters action starts to get a bit overwhelming. The War Mount's mighty roar generates a powerful concussive shock wave that can send even the strongest robotic minions flying. This is another one of Michelangelo's ideas that Constantine appropriated for his War Mount. The Goliath's throat houses a new Biotechnology defense weapon that is able to absorb and harvest kinetic energy and then upon command, is able to immediately expel it in a channeled, directed concussive force. This concentrated discharge causes concussive damage, with effects ranging from a slight push, hard hit, a knockout, minor damage, up to bone and armor shattering major damage. It is not a long-ranged weapon and disperses rather quickly, but for the massive Goliath, it is a great way to get adversaries off of it while it focuses on shredding others. The other major down side is that the Goliath has to be inflicted with kinetic force before it can utilize this weapon.

Only a few dozen Goliaths have been produced so far in order to field test the design, but those tests have gone exceedingly well. The test teams have reported that the Goliath's ability to soak up damage is nearly as impressive as its ability to dish it out. In fact, several teams have nicknamed the War Mount the "Grisly Bear" after watching them gruesomely turn a few dozen alien predators into a fountain of blood and gore with their Ripper Blades. Constantine used a bit of his clout to get the Engineers growing Goliaths before they were even approved for mass production. He knew the design was strong and felt the usual testing process was just a formality (one he should not have endured in the first place). It should not be long before Goliaths start showing up all across the battlefield. So far, the genetic sequence has only been shared with a few other Great Houses that are in alliance with Artemis and Barren Marsh, but both Constantine and Warlord Artemis believe that once the other Houses get a glimpse of these monstrous brawlers in the field, the demand for them will soar.

Class: Heavy Close-quarters Assault War Mount.

Crew: One rider.

M.D.C. by Location:

Arms (2) – 280 each

Legs (2) – 410 each

Clawed Hands (2) – 130 each

Clawed Feet (2) – 160 each

Head – 310*

Main Body – 840*

Internal Pilot Compartment – 100**

* Depleting the M.D.C. of the Head or Main Body kills the Goliath.

** When in the close combat configuration, the pilot is completely sealed within the compartment. In this case, the M.D.C. of the Main Body must be depleted first and then the M.D.C. of the Pilot Compartment before the pilot can be targeted. When in the long-range configuration, the upper body of the pilot can be targeted as normal, but the legs are still completely protected within the compartment.

Speed:

Running: 190 mph (304 km) maximum, but normal cruising speed is only 70 mph (112 km). The act of running does tire out the War Mount but not the rider. The Goliath can run at top speed for up to one hour straight before needing to rest for 1D6x10+30

minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: 15 feet high (4.6 m) or across, increase by 50% with a short running start and double when running at full speed.

Digging: 20 mph (32 km) through sand or dirt. 15 mph (24 km) through clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 3D4 melees.

Swimming: 30 mph (48 km/26 knots).

Underwater Depth: Maximum depth is 1,000 feet (305 m).

Flying: Not possible.

Statistical Data:

Height: 20 feet (6.1 m) at full height, 9-11 feet (2.7 to 3.3 m) at the muscled shoulder hump when on all fours.

Width: 12 feet (3.7 m).

Length: 17-20 feet (5.2 to 6 m), with the hind legs being lower than the front legs.

Weight: 5-8 tons.

Cargo: Can carry 3.5 tons on its back or drag 11 tons behind it.

Physical Strength: 2D4+40.

Production Cycle: 3 year gestation period plus 6 year growth cycle.

Operational Lifetime: 60 year life span.

Trade Value: Experimental and highly sought after by many rival Great Houses. Any Great House on the planet (assuming they have the means) would pay 3D6x10 million credits for an undamaged Goliath War Mount with all its weapons and limbs intact. Of course, anyone caught selling a Goliath War Mount would be hunted down by House Artemis' Repo Men.

Bio-Regeneration Rate: 4D6 M.D.C. per melee round to the main body and 2D6+3 M.D.C. per melee round to all other locations.

Horror Factor: 16.

Feeding: The Goliath is a Carnivore. It needs to eat 60-100 pounds (27 to 45 kg) of animal matter a day, and may gorge up to one tenth of their total weight at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The War Mount is typically light brown in color with black highlights, but may also come in solid black, dark Kodiak brown or Polar white color variants. **Note:** Goliaths on the smaller scale spectrum (5 tons or so) may also come in *Malaysian Sun Bear* variety – with shorter fur coat (Quill Defense maximum effective range reduced by half) and 24 inch (0.6 m) scythe claws (+10 M.D. to all front claw slash attacks/-3 to Horror Factor).

Sleep Requirements: As an artificially created organism, the Goliath only requires 4 hours of sleep per day.

Other Data:

An unmanned Goliath is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Considering how ferocious a Goliath is in battle, it is quite mild-mannered when operating on its own. It tends to keep to itself even when annoyed or pestered by others. Of course, if someone irritates and pushes the Goliath far enough, or threatens it, the creature makes them pay for their foolishness.

War Mount Attributes: I.Q. 1D4+4, M.E. 1D6+6, M.A. 2D4+8, P.S. 42-48, P.P. 2D6+10, P.E. 2D6+20, P.B. 3D6, Spd 190 mph (304 km) on the ground.

Number of Attacks per Melee: 5

Combat Bonuses: +3 on initiative, +6 to strike in hand to hand combat, +4 to parry, +4 to dodge, +4 to hold, +7 to roll with

punch, +1 to pull punch, pin/incapacitate on a 17, 18, 19, or 20, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Climb 98%, Land Navigation 90%, Swim 70%, Track by Scent 60%, and Hunting 60%.

Combat Capabilities:

Restrained Claw Strike: 1D6 M.D.

Claw Strike: 1D6x10 M.D.

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

Kick: 8D6 M.D.

Leap Kick: Not possible.

Bite: 7D8 M.D.

Head Butt: 5D6 M.D.

Bear Hug: 4D6x10 M.D. per melee attack for as long as the hold is maintained. The Goliath must first attempt to pin-incapacitate the target by rolling a 17, 18, 19, or 20 (including any P.P. attribute bonuses and the bonus of +4 to hold). Once the victim has been successfully incapacitated, the Goliath can begin inflicting damage on its next melee attack. At that point, both the victim and the Goliath roll twenty-sided dice and add in their P.P. attribute scores. The Goliath also gets a bonus of +4 to hold in addition to the P.P. bonus. High roll wins. If the Goliath wins, the hold continues and so does the damage. If the victim wins, then the bear hug is released and combat can continue (assuming the victim has not been completely ripped apart). It requires two melee attacks to initiate the hold. Maintaining the hold uses one melee attack each time.

Body Block/Ram: 6D8 M.D. and has a 01-60% likelihood of knocking an opponent as large as 20 feet (6.1 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. A ram counts as two attacks.

Senses and Features: Standard for War Mounts plus:

Quill Defense: The Goliath has a thick pelt of quills that covers most of its body. Each quill is a bit shorter than those from the standard enhancement (about 4 to 6 inches/10 to 15 cm), but there are thousands more. The quills inflict 3D6 M.D. to anyone grappling with the Goliath or trying to apply a hold, squeeze attack, body block or pounce/leap attack to the War Mount. Likewise, adversaries throwing a punch or kick at the Goliath will inflict damage, but take 1D6 M.D. in return from the sharp bed of quills. The quills can also be used as weapons. Extending them in conjunction with a punch, elbow, knee, kick, forearm, or back-hand attack adds 1D6 M.D. to the Goliath's normal punch/kick damage.

Regeneration: Super. Fingers, toes, eyes, and ears regenerate in 4D6+10 hours. The paws and feet regenerate in 6D6+30 hours, and an entire limb can regenerate in 4D6+4 days. Cannot regrow a heart or brain, but can regenerate a sick or damaged one.

Bio-Weapon Systems:

1. Ripper Blades (5): The Goliath possesses five Ripper Blades mounted along its body, one on each forearm and three on the chest. Each Ripper is composed of a thick mass of bone, muscle, and sinew with multiple rows of two inch (5 cm) long shark teeth lining the edge. Powerful muscle contractions rapidly move these teeth back and forth, which creates the Bio-Tech equivalent of a chainsaw. Unlike a high-tech chainsaw, a Ripper Blade is almost completely silent (at least until it starts tearing its prey apart). This deadly blade shreds its target on contact, leaving a wicked looking two inch (5 cm) wide wound (or four inches/10 cm wide from the larger blade) that

is very slow to heal; heals at one quarter the normal rate. The two on the forearms are roughly the same size as the ones on each side of the chest, but the one that runs down the center of the Goliath is nearly twice as thick and more than double the length. Individually, they inflict impressive damage, but when the Goliath grabs a victim in a bear hug and activates all five at once, they obliterate nearly anything they come in contact with. This attack can also be used against targets that are much larger than the Goliath. For instance, the War Mount can hop on the back of a Land Dominator, grab hold, and start shredding, but the damage inflicted is only half because the Goliath cannot apply nearly as much pressure.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Each smaller blade inflicts 5D8 M.D. per slash and the larger blade inflicts 1D6x10 per slash. Bear Hug 4D6x10 M.D. per melee attack until the victim can break free of the hold.

Rate of Fire: Up to two Ripper Blades can engage the same target simultaneously (counts as one melee attack). A bear hug requires two melee attacks to initiate the hold. Maintaining the hold uses one melee attack each time.

2. Quill Launchers: Every single quill on the Goliath's body is a short-range weapon sitting in its own micro-launcher. They can pretty much only fire in a single direction, but the Goliath can easily aim at a specific target by launching the proper quills that are facing it.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 50 feet (15.2 m).

Mega-Damage: 1D6 M.D. per single quill. A burst of eight does 5D6 M.D., or a burst of 15 inflicts 1D6x10 M.D. The quills can also be used to spray a 20 foot (6.1 m) area, but without any bonuses to strike. Each target is typically only hit with a couple quills, which inflicts 2D6 M.D.

Number of Attacks: Each single shot or volley counts as one melee attack. The radius blast counts as three attacks.

Payload: Effectively unlimited, as the Goliath is covered in quills, and each one re-grows within just 10 minutes.

Bonuses: +3 to strike for a single quill. +1 to strike with a burst and no bonus for a radius blast. These are the only bonuses that apply to the Quill Launcher.

3. Shock Wave Roar: The Goliath is able to produce a powerful sonic shock wave with its roar. It does not provide long-range firepower, but when utilized in close range it can knock even the strongest opponents off of their feet and send them flying 6D6 feet (1.8 to 11 m) away. This weapon is primarily used to fend off other adversaries when the Goliath is busily shredding an opponent with its bear hug. It is also an excellent way to knock an opponent off balance so the Goliath can more easily close the distance.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Range: 40 feet (24.4 m).

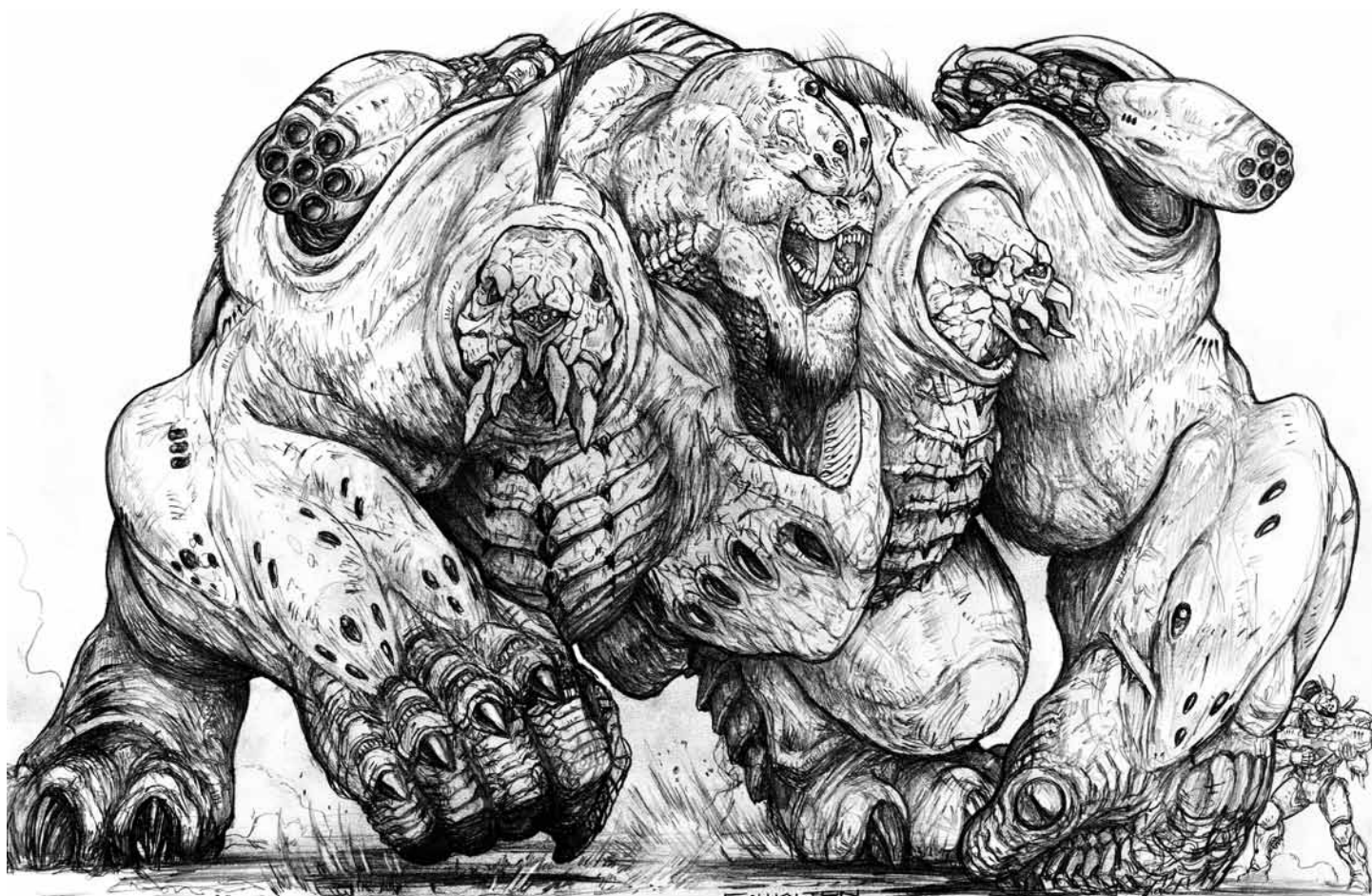
Mega-Damage: 2D6 M.D. per blast to everything within a 15 foot (4.6 m) area. In addition, the blast has a 01-65% likelihood of knocking an opponent as large as 20 feet (6.1 m) tall off of his feet and onto his back, plus the shock wave pushes them 6D6 feet away. If knocked off their feet, the victims lose initiative and two melee attacks. There is also a 01-80% likelihood that any hand-

held weapons and lose items will be knocked off of the targets and sent flying 2D4x10 feet (6.1 to 12.2 m) away them.

Number of Attacks: This attack can only be used once per melee round, but it counts as an extra attack per melee.

Payload: Effectively unlimited, but can only be used once per melee round.

Bonuses: +4 to strike. This is the only bonus that applies to the Shock Wave Roar.



Silverback War Mount

Michelangelo, the Second Librarian of House Artemis, is often described as being a creative genius and has mastered Bio-Technology to such an impressive degree that even his fellow Librarians are envious of his skills. He is the mind behind most of Artemis' cutting edge Bio-Tech designs, and he is one of the key people responsible for House Artemis' dramatic shift in battlefield tactics. Previously, they (like most Great Houses throughout the Resistance) focused on smaller, more mobile War Mounts to allow their teams to strike quickly and then fade away before the Machine could muster a counterattack. Michelangelo began designing and testing larger, more powerful War Mounts without authorization because he believed that while these hit and fade tactics had their place, they would never be enough to win the war. The Resistance needed powerful War Mounts that were capable of standing their ground against overwhelming odds. Not only would this be necessary to give them a chance when fighting the Machine on her turf, or providing heavy field support for strike teams, but they also needed some powerhouses on their side to hold off the inevitable invasions of their underground ha-

vens. Michelangelo thought his argument had merit, but he decided to show the wisdom of his beliefs through actions rather than words. His initial giant War Mount designs like the Kraken and Juggernaut made such an impact on the war effort in this Area of Influence that Warlord Artemis authorized him to go forward with more of his ideas.

One such concept is the massive brawler known as the Silverback War Mount. This enormous, armored gorilla-looking beast stands over 35 feet (10.7 m) tall when at full height, and even hunched forward on its knuckles, it stands 25 feet (7.6 m) tall. This colossal simian was built with one purpose in mind, to quickly close the distance with its opponents and pound them into submission (though some might argue, into oblivion). It is equipped with a pair of shoulder-mounted Super Light Cell Cannons to engage targets at long-range, but it is far more dangerous up close. Its tremendous size and strength allow it to smash most machines into scrap with just a few well placed punches, but it also possesses some powerful enhancements that make it absolutely devastating in close combat.

Aside from its powerful bite, its main weapons in close combat are its supernaturally strong hands, so Michelangelo made

sure to enhance them with the proper tools to make them even more destructive. The hands, wrists, and forearms are heavily reinforced and the knuckles on each hand end in enormous spikes which increase the damage of each punch, but these spikes can also be made to shoot out on impact directly into the target. Spent spikes grow back quickly, but this attack can still only be used a limited number of times. To ensure the Silverback is never without its best weapons, Michelangelo also enhanced the bottom of its hands so that they can generate a powerful concussive blast on impact. This enables the Silverback to deliver a deadly barrage of hammer strikes while the knuckle spikes regenerate. The concussion blasts also have a limited payload, but alternating back and forth between both types of attacks usually provides enough time for them to regenerate.

To further enhance the Silverback's close-quarters prowess, it also possesses a pair of strange experimental pods on each shoulder. These insect-like creatures are capable of spraying nearby opponents with a super-cold fluid, similar to liquid nitrogen only far colder. This cryo-fluid can be used against organic targets, but it is far more effective against robotic adversaries. When sprayed on a robotic target, its joints start to freeze and stiffen, which does slow it down somewhat, but most importantly, it makes the robot's metallic armor extremely brittle. This combined with the Silverback's powerful strikes is what makes it so devastating in close combat.

Of course, it needs to close the distance first. To help the Silverback safely charge into hand-to-hand range, it has a small orb mounted on its forehead that can project a powerful point defense force field. This strange field may only protect the front of the War Mount, but by concentrating the energy of the field, it makes it far more durable. The field also has a secondary benefit. When this high-energy field comes into contact with another person, creature, or machine (generally whatever the Silverback was charging towards), its energies are discharged completely into the target, which temporarily stuns it, allowing the Silverback to unleash its first salvo of attacks against a diminished opponent.

There are currently only a handful of Silverbacks within House Artemis' armory, but they have already proven their effectiveness in the field and have been fast tracked for introduction throughout the armed forces. Dozens more are currently incubating in leathery egg sacks and hundreds more have been slated for generation in Gene Pools. Warlord Artemis has already sold the genetic code to a few of his most trusted Great House allies across the planet, and he is debating on distributing it to dozens more to hopefully give the Resistance an edge as the war with the Machine continues to escalate.

Class: Heavy Close-Quarters Assault War Mount.

Crew: One rider.

M.D.C. by Location:

- Arms (2) – 440 each
- Legs (2) – 550 each
- Hands (2) – 260 each
- Prehensile Feet (2) – 100 each
- Cryo Spray Projectors (2) – 230 each
- Super Light Cell Cannons (2) – 180 each
- Head – 420*
- Main Body – 1,250*
- Stun Shield – 800
- Rider's War Saddle – 100**

* Depleting the M.D.C. of the Head or Main Body kills the Silverback.

** In order to strike the rider, an attacker must first destroy the War Saddle.

Speed:

Running: 120 mph (192 km) maximum, but normal cruising speed is only 50 mph (80 km). The act of running does tire out the War Mount but not the rider. The Silverback can run at top speed for up to one hour straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: 30 feet (9 m) high or across, increase by 50% with a short running start and double when running at full speed.

Digging: 15 mph (24 km) through sand or dirt. 10 mph (16 km) through clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 3D4 melees.

Swimming: 20 mph (32 km).

Underwater Depth: Maximum depth is 1,000 feet (305 m).

Flying: Not possible.

Statistical Data:

Height: 35 feet (10.6 m) at full height, 25-28 feet (7.6 to 8.5 m) when hunched over on knuckles.

Width: 22-25 feet (6.7 to 7.6 m).

Length: 15 feet (4.6 m).

Weight: 10 to 12 tons.

Cargo: Can carry 6 tons on its back or drag 10 tons behind it.

Physical Strength: 2D4+60.

Production Cycle: Four year gestation period plus nine year growth cycle.

Operational Lifetime: 50-year life span.

Trade Value: Experimental and highly sought after by many forces outside of Great House Artemis. Any Great House on the planet (assuming they have the means) would pay 5D6x10 million credits for an undamaged Silverback War Mount with all its weapons and limbs intact. Of course, anyone caught selling a Silverback War Mount would be hunted down by House Artemis' Repo Men.

Bio-Regeneration Rate: 8D6 per hour to the main body and 4D6 per hour to all other locations.

Horror Factor: 16

Feeding: The Silverback is a Carnivore. It needs to eat 100-250 pounds (45 kg to 112.5 kg) of animal matter a day, and may gorge on up to 600 pounds (270 kg) at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The mount is dark gray in color with silver highlights on its back.

Sleep Requirements: As an artificially created organism, the Silverback only requires 4 hours of sleep per day.

Other Data:

An unmanned Silverback is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. It is naturally aggressive and frequently tries to exert its dominance among other War Mounts, Gorehounds, and Splicers in Host Armor. It rarely attacks others outright, but it will growl, roar, make threatening movements, and even bat them about "gently" in order to get them to back down. If the recipient of this display chooses to fight back right away then the violence

can quickly escalate. Only Outriders and Packmasters seem to be immune to these games. They are also the only ones that can get a Silverback to calm down when it attempts to exert dominance over another Gorehound, War Mount, or Splicer.

War Mount Attributes: I.Q. 1D6+3, M.E. 1D6+8, M.A. 3D4+8, P.S. 62-68, P.P. 2D6+8, P.E. 2D6+20, P.B. 3D6, Spd 120 mph (192 km) on the ground.

Number of Attacks per Melee: 4

Combat Bonuses: +3 on initiative, +6 to strike in hand to hand combat, +3 to parry, +1 to dodge, +6 to roll with punch, +4 to pull punch, critical strike on an unmodified 18, 19, or 20, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Climb 98%, Land Navigation 90%, Swim 70%, Track by Scent 60%, and Hunting 60%.

Combat Capabilities:

Restrained Punch: 2D6 M.D.

Punch: 1D6x10+10 M.D.

Power Punch: 2D6x10+20 M.D., but counts as two attacks.

Hammer Punch: +4D6 M.D. to punch or power punch damage.

Knuckle Spike Launch: +2D4x10 M.D. to punch or power punch damage.

Kick: 1D4x10+10 M.D.

Stomp: 5D8 M.D.

Bite: 7D8 M.D.

Crush/Tear: 5D8 M.D.

Two Handed Tear: 2D4x10 M.D., but counts as two attacks.

Head Butt: 5D6 M.D.

Body Block/Ram: 6D8 M.D. and has a 01-70% likelihood of knocking an opponent as large as 40 feet (12.2 m) tall, off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. A ram counts as two attacks.

Senses and Features: Standard for War Mounts plus:

Armored Eyes: The Silverback is expected to mix it up with heavy resistance at close range, so it was given four armored eyes to give it some redundant backups when it inevitably loses a few eyes in battle. Each eye has a hard transparent lid that slides into place when necessary to protect them from damage.

Prehensile Feet: The Silverback's feet are prehensile which allows it to grasp and hold objects. They are not developed enough to throw or fire weapons with any degree of accuracy (-6 to strike), but they do improve the climbing ability and acrobatic skills of the War Mount.

Reinforced Exoskeleton.

Bio-Weapon Systems:

1. Super Light Cell Cannons (2): The cannons mounted on the shoulders are clusters of Super Light Cells, each cannon containing seven cells. When activated, all seven cells of the cannon fire in unison to unleash a devastating blast. Both cannons can engage the same target simultaneously for an even greater attack.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: A blast from a single Super Light Cell Cannon inflicts 1D6x10+10 M.D. A simultaneous blast from both cannons inflicts 2D6x10+20 M.D.

Rate of Fire: Both single and dual blasts count as one attack per melee round.

Payload: Effectively unlimited.

Bonus: +1 to strike on an aimed shot only.

2. Armored Gauntlets (2): Both hands are heavily reinforced and equipped with multiple enhancements to allow for more devastating punches and hammer strikes. The spikes on the knuckles of each hand can be made to fire into the target on impact, for a point-blank attack that inflicts massive damage. The spikes regenerate quickly, but it still takes 1D4 melee rounds. The bottoms of the hands can also deliver powerful concussive blasts when slammed down on targets with hammer strikes. These blasts also have a limited payload but regenerate at a much faster rate.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Knuckle Spike Launch: adds 2D4x10 M.D. to punch or power punch damage. Concussive Blast: adds 4D6 M.D. to punch or power punch damage.

Number of Attacks: Equal to the number of attacks per melee.

Payload: Knuckle Spike Launch: There are four spikes on each hand. All the spikes on the hand are launched on impact. Spent spikes regenerate after 1D4 melee rounds. **Concussive Blasts:** 20 blasts per hand (40 blasts total). 1D4 blasts are regenerated every melee round.

3. Cryo Spray Projectors (2): The strange bug-like creatures mounted in each shoulder are capable of projecting a blast of intensely cold liquid. It inflicts minor damage to living targets, but it is far more effective when used against robotic targets.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 50 feet (15.2 m).

Mega-Damage: Against living targets, the cryo spray inflicts 3D6 M.D. every melee round for 1D4 melees and penalties of -3 to strike, parry, and dodge for 1D4 melee rounds.

Against robots, the cryo spray does not inflict any damage, but it makes their armor weak and brittle, leaving them more vulnerable to kinetic attacks. For 1D4 melee rounds, physical impacts from punches, kicks, bullets, rail gun rounds, falls, and explosions inflict double damage. Their joints are also stiff and less responsive which causes penalties of -2 to strike, parry, and dodge for 1D4 melee rounds; plus their armor becomes brittle and fragile. While in this state, kinetic impacts like those from punches, explosions, and rail gun rounds inflict double damage.

Number of Attacks: Equal to the number of attacks per melee.

Payload: Each Cryo Spray Projector contains enough liquid for 5 blasts (10 blasts total). One spent blast regenerates every 5 minutes.

Bonuses: +3 to strike. This is the only bonus that applies to the projectors.

4. Stun Shield Projector: The seemingly innocuous orb in the Silverback's forehead is capable of projecting a point defense force field that protects the front of the War Mount as it charges its prey. The field also serves an offensive function. Once the force field makes contact with another living creature or robot, it completely discharges into the target, stunning it temporarily. This causes the field to drop immediately, and cannot be reactivated for 1D4 melee rounds. The Silverback needs to disengage the shield anyway to attack its prey, so it generally prefers to endure this slight inconvenience in order to weaken

its prey. Simply roll to strike with a body block/tackle to see if the field hits the intended target. The target must then roll a 16 or higher to save against stun. On a failed roll, the victim loses 3 attacks per melee and is -6 to strike, parry, and dodge for one entire melee round. On a successful save, the victim is only -1 to strike, parry, and dodge for one melee round.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Range: Five feet (1.5 m).

Mega-Damage: None, other than stun penalties.

Payload: The stun field must have at least 100 M.D.C. to inflict stun penalties. Once the field makes contact, it cannot be reactivated for 1D4 melee rounds.



Stalker War Mount

The Stalker is the latest War Mount design to come from the pioneering Librarians of House Artemis. It combines the DNA from a half dozen jungle cats and a handful of alien species with some of the latest breakthroughs in Bio-Weapon technology. This cunning predator is enhanced with a Stealth Field and adhesive pads on its feet so that it can hunt its prey from the shadows and then strike from nearly any angle. Only the most loyal Outriders and Skinjobs are ever entrusted with this prototype War Mount, typically becoming devoted Stalker Pilots or part of a *Pride Squadron*. This is done in the hopes of keeping its top secret weapon designs from falling into the hands of rival Great Houses, but more importantly, to hide the War Mount's real purpose. Most people within the Resistance believe that House Artemis created the Stalker as a clandestine War Mount for commando missions and surgical strikes (which is one purpose), but in truth, they designed this mount to be used against other Splicers.

One of House Artemis' dirty little secrets that few know about is that they were the original creators of the Abomination War

Mount (see **The Rifter® #30**, page 47). They designed it to give their House the edge during Blood Feuds, but a handful of rogue Outriders took their duties a bit overzealously and used these monstrous War Mounts to commit all manner of terrible atrocities. House Artemis buried these Outriders and this terrible secret, but that did not end the need for an anti-Splicer War Mount. The Librarians went back to the drawing board to craft a mount that would be effective against Biotechnology but still devastating against the Machine.

Michelangelo, the Second Librarian of House Artemis, came up with a sleek, new design that met all these needs perfectly. While the Abomination was given a horrific insect-like appearance so that it would be psychologically terrifying, the Stalker was modeled after the deadly grace and beauty of jungle cats. Michelangelo wanted to stay as far away from the hidden legacy of the Abomination as possible, but he still wanted to incorporate some of the strengths that made that War Mount so deadly, like its incredible agility, Stealth Field, and its ability to cling to nearly any surface and strike from any angle.

He also wanted his new mount to look as much like a real jungle cat as possible. The Librarian noticed that the Machine tends to leave animals in the wild alone, and he hoped a more natural looking creature would be able to prowl across the surface without drawing attention. Michelangelo began by combining the strengths of some of the deadliest feline predators like lions, tigers, smilodons, leopards, cougars, and jaguars. From there, he took their natural strength, speed, agility, climbing skills, and hunting instincts and enhanced them to extraordinary levels. The end result looks similar to a normal clouded leopard, only much larger and robust. He even redesigned the War Saddle to maximize the illusion. Instead of sitting on the back of the Stalker, the Outrider lies face down inside of the War Mount in a specially designed pilot's compartment. While this does protect the pilot completely, it does have some drawbacks. While operating in what is known as the stealth configuration, the pilot cannot use any of his own Host Armor mounted weapons and sensors. However, the pilot can unseal the back of the Stalker and swing his body up into the attack configuration to bring the full power of the duo to bear. When in this configuration, he looks more like a standard mounted rider, except his legs are still concealed within the War Mount instead of straddling the sides. It is a revolutionary new design that Michelangelo hopes to incorporate into future War Mounts, although the hollow frame does make the beast a bit less durable.

The fur of the War Mount was another unique creation of Michelangelo's. He wanted to move away from the thickly-armored appearance common to most War Mounts so that it would look like a natural feline, but unfortunately, the Stealth Field enhancement would not work with normal fur. He created layers of short ceramic spines that not only gave the look of fur (even up close), but they also provided some measure of defensive protection. This thick pelt of tough spines shields the War Mount from damage, plus the Stalker can flare them out like a porcupine's quills to damage enemies that attempt to grapple with it. When the Stalker is relaxed, the spines are light gray or black in color, giving it the natural camouflage pattern of a clouded leopard, but when on the prowl, the spines change colors slightly to match the surrounding area. It is like a mild version of the Chameleon Skin Bio-Enhancement that naturally engages when the War Mount is hunting its prey. The Stalker still has the option to activate its

more powerful Stealth Field for when it really wants to hide its presence.

The Stalker can use its powerful talons to climb rough surfaces like trees and steep cliffs, but it also has sticky hairs and suction cups on the pads of its feet that allow it to effortlessly cling to any surface. It can run straight up a glass wall or even upside down along a ceiling at incredible speeds. Stalkers have a relatively thick hide beneath their fur, but Michelangelo decided against equipping the War Mount with heavier armor plating in order to keep it quick and agile. It can move at amazing speeds along nearly any surface, and it can perform acrobatic maneuvers that seem impossible for a creature of its size. Its natural propensity to stalk prey from the shadows was made even more deadly with the inclusion of a Stealth Field. Similar to Skinjobs, the Stalker is able to strike from anywhere at any time and then simply vanish before its prey can even consider a counterattack. Stalkers love to sneak up on their prey and attack at close range, but these beasts also possess formidable long-range weaponry.

Michelangelo took great pride in his new creation and wanted to equip it with his latest Bio-Weapon designs. While he was finishing up the final details on the Stalker, he was also designing Shrieker weapons which are based on a system of specialized rounds emitting a specific Bio-Comm signal that other Bio-Weapons can use as a targeting beacon. The Librarian saw great promise in this new weapon system, and he decided to equip the Stalker with Shrieker rounds before they were even field-tested. Both the Stalker and these tracking rounds have more than proven themselves in the field, and Michelangelo was glad he took this gamble. He wanted to keep the Stalker streamlined like a real jungle cat, so he did not want to add any obvious weapon barrels. Instead, he incorporated his Shrieker rounds right into the Stalker's claws. Each claw is an individual tracer round. They can be fired from the paw with impressive range and accuracy, or the Stalker can choose to detach a single claw inside its target after a successfully swipe from its mighty paw.

Stalkers can mark targets for other Splicers to destroy or it can attack using its own special Shrieker-seeking munitions. Hidden beneath its fur are rows of mini-organic rockets known as Rocket Rounds. These explosive smart rounds can change their trajectory in mid-flight in order to home in on targets marked with Shrieker rounds. This allows the Stalker to mark its prey and then fade into the shadows where it can obliterate its target without fear of reprisals. The Stalker can also tag a target with a Shrieker and then follow this inaudible Bio-Comm signal from up to a mile (1.6 km) away. This is where the Stalker earned its name and its terrifying reputation as an unrelenting and inescapable predator. Many victims have thought they successfully shook this vicious hunter from their trail only to learn the horrible truth at the end of its claws and fangs.

What further adds to its fearsome reputation is the fact that few Splicers that have faced a Stalker have survived. Most assume it is because of their formidable hunting skills and Stealth Field, but Stalkers also contain a secret weapon that gives them a distinct edge against living opponents. It is a secret that few Splicers outside of elite assassins like Skinjobs, even know exist. The Stalker is capable of delivering a virulent Bio-Toxin through its large saber teeth or via special poisonous spine launchers mounted beneath the skin on its shoulders. There are various types of toxins, but each one is incredibly effective against living creatures and Bio-Technology. Some toxins can disable the natural healing

abilities of Bio-Tech while others cause mind-numbing agony or temporary paralysis. The poisonous spines are completely silent when fired, so even those that have witnessed a Stalker use them to finish off another Splicer simply assumed the beast got the upper hand through other means. Warlord Artemis is hoping to keep this technology a secret, but the growing danger from threats like Great House Shiva, Great House Charlemagne, House Janus, and Waste Crawler gangs has necessitated a dramatic increase in Stalker production. It is only a matter of time before Great House Artemis faces this beast or its Bio-Toxins in battle.

Class: Covert Assault War Mount.

Crew: One rider.

M.D.C. by Location:

Front Legs (2) – 140 each

Hind Legs (2) – 190 each

Paws (4) – 75 each

Tail – 65

* Head – 180

* Main Body – 320

** Internal Pilot Compartment – 50

* Depleting the M.D.C. of the Head or Main Body kills the Stalker.

** When in the stealth configuration, the pilot is completely sealed within the compartment. In this case, the M.D.C. of the Pilot Compartment must be depleted first before the pilot can be targeted. When in the attack configuration, the upper body can be targeted as normal, but the legs are still completely protected within the compartment.

Speed:

Running: 240 mph (384 km) maximum, but normal cruising speed is only 100 mph (160 km). The act of running does tire out the War Mount but not the rider. The Stalker can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest. The War Mount was built to climb and it can run up a sheer cliff or even upside down along a ceiling at 90 mph (144 km).

Leaping: 80 feet (24.4 km) high or across, increase by 50% with a short running start and double when running at full speed.

Digging: 20 mph (32 km) through sand or dirt. 10 mph (16 km) through clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 2D4 melees.

Swimming: 40 mph (64 km or 34 knots); dog paddle or otter-like underwater.

Underwater Depth: Maximum depth is 200 feet (61 m).

Flying: Not possible.

Statistical Data:

Height: 7-8 feet (2.1 to 2.4 m) at the shoulder.

Width: 4-5 feet (1.2 to 1.5 m) shoulder to shoulder.

Length: 12 feet (3.6 m) with a 6 foot (1.8 m) long tail.

Weight: 1.0 to 1.2 tons.

Cargo: Can carry 600 lbs (270 kg) within its internal pilot compartment plus an additional 800 lbs (360 kg) on its back or drag 2,600 lbs (1,170 kg) behind it.

Physical Strength: 1D4+36.

Production Cycle: 2 year gestation period plus 2 year growth cycle.

Operational Lifetime: 50 year life span.

Bio-Regeneration Rate: 6D6 per hour to the main body and 3D6 per hour to all other locations.

Horror Factor: 15, 17 for a Pride Squadron of four or more against humans, none against machines.

Feeding: The Stalker is a Carnivore. It needs to eat 30-60 pounds (13.5 to 27 kg) of animal matter a day, and may gorge on up to 300 pounds (135 kg) at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The spiny fur of the War Mount can vary from a light gray, mint or rust with black spots and stripes, giving it a natural camouflage pattern, but it can also change color to match its surroundings. Upon rare occasion a Stalker is born solid melanistic black and are called Panthers. The eyes are always blood red in color.

Sleep Requirements: As an artificially created organism, the Stalker only requires 4 hours of sleep per day.

Other Data:

An unmanned Stalker is able to operate independent of an Outrider using its animal-like intelligence and instincts to respond to any given situation. It is a natural hunter that loves testing its skills on the battlefield. Stalkers are patient predators that prefer to wait for the perfect moment to strike rather than just rush in, and it will develop an affinity for any Splicers that use the same tactics. It recognizes robots as natural enemies and will attack them on its own, but only if it feels the time is right. Sometimes misinterpreted by others that these beasts are cowards, Stalkers just prefer to wait until it can take advantage of its strengths. A Stalker will attack numerically superior forces, but only if the terrain allows it to use hit and fade tactics. It will come to the aid of a human in danger, but once again, only if the situation is ideal. It finds overwhelming odds fun and challenging, but it will not leap into impossible odds unless commanded to do so by an Outrider or Packmaster. Cornered Stalkers have been likened to that of a furious tornado with claws and fangs slashing everywhere.

Alignment: Anarchist. The Stalker loves hunting, fighting, and toying with its prey. Dangerous enemies are dealt with quickly and efficiently, but when it comes across a less than challenging adversary, it likes to have a little fun before finishing the job. Its attitude borders on arrogance and this mindset usually wears off on the Outrider.

War Mount Attributes: I.Q. 1D6+3, M.E. 1D6+4, M.A. 3D4+8, P.S. 37-40, P.P. 2D6+8, P.E. 2D6+14, P.B. 3D6, Spd 240 mph (384 km) on the ground.

Number of Attacks per Melee: 5

Combat Bonuses: +3 on initiative, +5 to strike in hand to hand combat, +4 to parry, +3 to automatic dodge, +2 to entangle, +6 to roll with punch, +3 to pull punch, +2 to disarm, and impervious to Horror Factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Climb 98%, Land Navigation 90%, Prowl 90%, Swim 70%, Track by Scent 80%, and Hunting 90%.

Combat Capabilities:

Restrained Claw Strike: 1D6x10+10 S.D.C.

Claw Strike: 5D8 M.D.

Power Claw Strike: 2D4x10 M.D., but counts as two attacks.

Rear Leg Kick: 8D6 M.D.

Double Rear Leg Kick: 10D6+20 M.D., but counts as two attacks.

Leap Kick: Not possible.

Bite: 6D8 M.D.

Head Butt: 3D6 M.D.

Body Block/Ram: 4D8 M.D. and has a 01-60% likelihood of knocking an opponent who is as large as 20 feet (6.1 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions, and the Stalker is poised for a fast bite attack (+2 to strike for the Feline's next attack). A ram counts as two attacks.

Running Leap Attack: 6D8 M.D., and has a 01-85% likelihood of knocking down an opponent and counts as two attacks, otherwise the same as Body Block/Ram.

Senses and Features: Standard for War Mounts plus:

Internal Pilot Compartment: The special pilot compartment has two configurations: *Stealth* and *Attack*. When in Stealth configuration, the pilot is completely concealed within the body of the War Mount. This not only protects the pilot from attack, but it also makes the Stalker look more like a natural animal, which means the mount is less likely to draw Machine attention. When operating in stealth configuration in a wilderness setting, there is only a 01-15% chance that random Machine patrols will harass the Stalker. (**Note:** This bonus is negated by any obvious Bio-Enhancements like additional weapons barrels, exoskeletons, horns, etc.). However, the stealth configuration does have its drawbacks. The pilot cannot use any Host Armor mounted weapons and sensors when concealed within the Stalker (no bonuses from optical and sensory Bio-Enhancements). When in Attack configuration, the back of the Stalker unseals to allow the pilot to lift up into a seated position. The upper body is exposed and can be targeted as normal, but the legs are still concealed within the War Mount. The pilot may not be as protected in this configuration, but he can bring all of his weapons and sensory enhancements to bear. Switching between the stealth and attack configurations takes two melee actions.

Stealth Field: The field makes the War Mount and rider semi-invisible. The Stalker is 90% undetectable when standing still, 80% when moving slow, 60% moving at a walking pace or slower, and only 33% when moving at full speed. Invisible to infrared optics, thermal-imaging systems, heat sensors, and nightvision.

Suction Cups and Gripping Hairs: The pads of the feet are equipped with suction cups that can grip any smooth surface (polished metal, glass, plastic, etc.) and gripping hairs that can cling to the rough surfaces that the suction cups cannot (concrete, rock, wood, etc.). The Stalker can run along walls or ceilings with a maximum speed of 90 mph (144 km). The War Mount can only hold 800 lbs (360 kg) when climbing or upside down.

Hear Shrieker Signals: In addition to the Stalker's weapons, the War Mount itself is equipped with a special Bio-Comm receiver that allows it to follow the inaudible signal given off by any Shrieker round up to one mile away (1.6 km) or up to six miles (9.6m) away for any Squealer.

Righting Reflex: The Stalker can automatically right itself in mid-fall and land on its feet. Takes no damage from any fall less than fifty feet (15.2 m), takes only half damage from falls between 50-1,000 feet (15.2 to 305 m), and falls from a height greater than 1,000 feet (305 m) requires a successful roll with impact to reduce damage by half.

Spiny Fur: The odorless fur of the Stalker is made up of layers of thin yet durable ceramic spines. These spines naturally change color to match the surrounding area, but the Stalker can also activate its full Stealth Field for superior camouflage. In addition,

these hard spines act as a layer of protective armor, plus they damage any enemies that try to grapple or pin the War Mount. Inflicts 2D6 M.D. to anyone attempting to wrestle or apply any type of hold on the Stalker.

Bio-Weapon Systems:

1. Shrieker Rounds (20): The claws are Shrieker tracking rounds. They can be fired one at a time from the paws or the Stalker can detach one inside its target during a claw strike. Once a target is tagged, the round transmits a special Bio-Comm signal up to a range of one mile (1.6 km). Any Bio-Tech weapon or device equipped with the proper Shrieker receiver can then track this signal to its source and target it with incredible accuracy (even without line of sight). The Stalker generally prefers to use the front paws to tag targets from a distance and the back claws to mark prey in close combat. A favorite tactic is to cling to a wall or tree above its prey and then quickly plant a tracer with a rear leg kick.

Primary Purpose: Assault and Defense.

Secondary Purpose: Tracking.

Range: 1,000 feet (305 m).

Mega-Damage: 1D4 M.D.

Rate of Fire: Each shot or claw strike counts as one attack per melee.

Duration: Once activated, a Shrieker round will broadcast its Bio-Comm signal for 4D6 minutes before it starves to death.

Bonuses: +2 to strike.

Payload: 20 Shrieker rounds. The Stalker can regrow one spent Shrieker round every 4D6 minutes.

2. Rocket Rounds (2): Hidden beneath the Stalker's spiny fur are rows of high explosive smart rounds known as Rocket Rounds. Even upon close inspection, these rounds are difficult to detect. They just feel like marble-sized bumps on the surface of the skin. When launched, they burst straight out of the skin at a perpendicular angle and then change their flight path to track targets marked with a Shrieker. Normally, Rocket Rounds can be fired directly at targets, but the layout of the launchers makes it nearly impossible for the Stalker to properly aim its attack without a Shrieker round to follow. These rounds are basically miniaturized Organic Rockets that track their target by sound instead of by sight. They are not as complex or as intelligent as full-sized Organic Rockets. They can alter their flight path up to sixty degrees and can make multiple corrections if necessary, but they cannot double back around to try and strike a target they originally missed nor can they weave around obstacles in their way. These rounds are blind, so they are not aware of any obstacles between them and their target. Rocket Rounds will choose the most direct path towards their target, but they will quickly change their trajectory to home-in on moving targets. The rounds can also track the signals from Squealers and Shrieker rounds launched from other Bio-Tech devices.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 5D6 M.D. for each Rocket Round.

Rate of Fire: Volleys of 1, 2, 4, 8, or 16.

Bonuses: +5 to strike when tracking a tagged target, otherwise they are -4 to strike. In addition, tagged targets are -3 to dodge against these homing rounds.

Payload: 200 Rocket Rounds. It takes 1D4 hours to regrow each spent Rocket Round.

3. Poisonous Spine Launchers: Concealed beneath the skin on the shoulders of the War Mount are clusters of poisonous spine launchers. Each spine sits in its own individual launcher tube, but multiple launchers are grouped together so that the Stalker does not need to adjust its aim on subsequent shots. A powerful muscle contraction propels the spines through tiny openings in the skin. They are completely silent when fired, which is why few people even know this weapon system exists. Each spine can only deliver one kind of Bio-Toxin, but Stalkers are equipped with five different types of Bio-Toxin (4 spines equipped with each type, for a total of 20 spines). The War Mount or Outrider can select exactly which type of Bio-Toxin is fired, and multiple toxins can be used against the same target (all damage and penalties are cumulative).

Primary Purpose: Anti-Splicer.

Secondary Purpose: Defense.

Range: 800 feet (244 m).

Mega-Damage: 1D4 points of M.D. or S.D.C. (depending on the nature of the target), plus the additional effects of the Bio-Toxin:

Tech Paralyzer: This toxin is used to paralyze M.D.C. creatures and Bio-Tech creations. Any Mega-Damage creature exposed to the chemical must make a roll to save vs non-lethal poison of 16 or higher or else be completely paralyzed for 2D6 melee rounds. Bio-Tech weapons and devices are also paralyzed and will not function. Suits of Host Armor can be paralyzed, but the spray does not affect the pilot inside. He can strip off his suit to escape the paralysis although he will likely be trapped in the comatose Host Armor. The chemical has no effect on normal humans and other S.D.C. creatures.

Signal Mixer: This unusual toxin interferes with the neurological connection formed between any Bio-Tech device and the wielder. Whether the chemical is applied to the organic equipment or the user, the effect is the same. Host Armor and Wing Packs become sluggish and unresponsive (-5 on initiative, -3 to strike, parry, and dodge), Bio-Weapons are unable to fire, and War Mounts do not respond to their riders (attacks per melee and bonuses are no longer combined), plus it negates all bonuses from any sensory enhancements. Any person or device exposed to the chemical must make a roll to save vs non-lethal poison of 16 or higher. A failed roll means the target is affected for 3D4 melee rounds. Stalkers like to use this chemical when they take down prey in front of witnesses. Instead of any obvious damage or impairment, it just looks like the victim screwed up in battle and was overwhelmed by the Stalker's superior combat skills.

Agony: Anyone exposed to the chemical must make a save vs non-lethal poison of 16 or higher or else be overwhelmed with mind-numbing pain. Victims of the Agony toxin lose two attacks per melee and are -3 to strike, parry, and dodge for 3D4 melee rounds. The poison works on humans, supernatural creatures, and War Mounts. It also works on Host Armor in a sense. The armor itself does not suffer from the pain inflicted by this toxin, but it does pass the sensation on to the pilot. Inanimate Bio-Tech devices like Bio-Weapons and Living Armor are not affected.

Neutralizer: This toxin can instantly disable one of the greatest strengths of Bio-Technology; its ability to quickly heal itself. Any Bio-Tech device or living creature exposed to the chemical must make a save vs. non-lethal poison of 16 or higher. On a failed roll, the target's natural regenerative powers are disabled

for 1D4 hours. This toxin is especially useful against Scarecrows. The poison also affects S.D.C. creatures, but most of these beings have such a slow healing rate that this is usually a waste of time. However, it is quite useful against Gene Thieves.

Rate of Fire: Can only be fired one at a time. Each shot counts as one attack per melee.

Bonuses: +2 to strike.

Payload: 4 Poisonous spines of each type (20 total). Spent spines automatically regenerate after 24 hours.

4. Poisonous Saber Teeth: Much like the clouded leopard that it was modeled after, the Stalker has a pair of large saber teeth backed by powerful jaw muscles that drastically increases the damage and power of its bite attacks. In addition, these fangs have a thin tube running through the center that enables the Stalker to inject its prey with Bio-Toxin. The Outrider can equip the Stalker with one Bio-Toxin from the list above, but once it has been selected, it cannot be changed.

Primary Purpose: Anti-Splicer.

Secondary Purpose: Assault.

Range: Melee combat/bite attack.

Mega-Damage: 3D8 M.D. is added to the normal bite damage (6D8 M.D. total) plus the additional effects of the Bio-Toxin.

Payload: 10 doses of Bio-Toxin. One dose regenerates every 6D6 minutes.

New NPCs, Notes & Quick Stats

Isaac Mendoza

7th level Biotic

Before becoming Head of Security, Isaac Mendoza was an upstanding soldier with multiple decorations for heroics. Accepted into an elite Special Operations unit, Mendoza continued to distinguish himself. Surprisingly stable for a Biotic, Mendoza was repeatedly promoted, achieving a level of prominence many would have considered impossible. In an unprecedented move, the Biotic was named Head of Security, a decision that prompted a fair amount of criticism. Biotics often display a range of mental instabilities; critics feared any number of these could compromise Mendoza's position. While the majority of the senate Dreadguards expressed concern over a Biotic placed in such a highly sensitive position, Mendoza's performance has silenced even his harshest critics.

A career soldier and highly trained special operative, Mendoza is a dyed in the wool patriot and takes his position seriously. Though rarely participating in open combat anymore, Mendoza still sees himself as still fighting for his people. The Biotic is smart, well trained, and extremely resourceful. Very little escapes his sharp eyed notice and Mendoza has halted many threats before they could even begin. Intimidating and no nonsense to strangers, Mendoza is only slightly less so with members of Great House Artemis. Mendoza is unusually stable

and has shown little signs of the mental instabilities that plague many Biotics. His only peculiarity is his obsession with the security of the research station; a trait his supporters argue makes him that much better for his position. However, the obsession may become dangerous.

Unknown to nearly everyone, Mendoza has begun hearing voices and even what he thinks are Machine "whispers" in his mind. The whispers warn him of threats and betrayal, from both in and out of the Great House. As part of his position, outsiders are immediately regarded with a level of suspicion and paranoia. Mendoza is extremely valuable to the House and efforts are underway to try and get rid of the voices. However, until they can be silenced, the battle is becoming near constant. Martin is the only person who suspects what is happening to the Biotic; the Puppet Master's abilities are invaluable in quieting the mental noise. The Biotic isn't completely lost to his delusions, yet they are taking a toll. For the first time in his career, he's beginning to second guess himself, some of his decisions and scrutiny over others. The real tragedy is Mendoza is a good man and a loyal defender of humanity.

G.M.'s Note: What's detailed below is only what the characters should be able to guess or infer themselves about Mendoza and his abilities. Mendoza is the Head of Security for a top secret installation with untold resources at his disposal. GM's, feel free to modify or even add to the enhancements below if needed.

Race: Biotic.

Attributes: I.Q. 13, M.E. 7, M.A. 21, P.S. 30, P.P. 19, P.E. 26, P.B. 12, Spd 25. **Note:** Both P.S. and P.E. are Splicer P.S.

Alignment: Largely Scrupulous, but his delusions are starting to affect his judgment. If left unchecked, he may eventually become Aberrant.

M.D.C.: 321, without armor. Mendoza bio-regenerates 2D6+3 M.D.C. per melee round and can regenerate lost body parts, including limbs. Mendoza can last ten times longer than normal during strenuous exercise/activity before feeling the effects of exhaustion. This means he remains alert and can operate at full efficiency for three entire days (72 hours) without sleep.

Experience Level: 7th level Biotic.

Appearance: As a Biotic, Mendoza has been completely transformed and enhanced. Standing nearly 7 feet (2.1 m) tall, he's lined with corded muscle. Though heavily muscled, Mendoza's somewhat lean and lithe, like a world class gymnast. His features are fairly feline, including unusual eyes, vaguely pointed ears, and retractable claws. Though lightly furred, what skin is visible is highlighted with unusual coloration and markings.

Height: 6 feet, 10 inches (2.1 m).

Weight: 380 pounds (171 kg).

Age: 33. **Sex:** Male.

Insanities: Mendoza is on his way to being a classic paranoid schizophrenic: imaginary voices and even Machine whispers may start guiding his actions. Like many Biotics, Mendoza also views himself as a bit of a super hero, quick to take action and crazy risks to protect powerless humans. If pressed into combat, Mendoza is extremely ruthless and has no remorse or hesitation at killing the enemy.

Skills of Note: First Aid 95%, Bio-Comms 80%, Appraise Goods 75%, Brewing 70%/80%, Cook 70%, Interrogation, Surveillance and Detect Ambush 65%, Detect Concealment, Dis-



guise, Find Contraband, Prowl, and Tracking 60%, Forced March, Running, Resist Torture.

Weapon Proficiencies: Bio-Weapons Light, Bio-Weapons Heavy, Archery, Knife, Sword, Paired Weapons.

Combat Training: Hand to Hand Expert.

Attacks per Melee: 6

Combat Bonuses: +5 to strike, +5 to parry, +6 to dodge, +5 to pull punch, +2 to roll with punch, +2 to disarm, +8 to save vs toxins/poisons/drugs, +32% to save vs coma/death, +2 to save vs Horror Factor, Critical Strike on unmodified 18, 19, or 20, 65% Trust/Intimidate.

Known Bio-Enhancements & Features: Super Regeneration, Advanced Senses (hearing, smell, sight), Nightvision, Acid Blood, Reinforced Exoskeleton, Retractable Acid Edged Claws (+2D6 M.D. to punch, acid inflicts an additional 2D8 M.D. per melee round for one minute), Chameleon Skin.

Living Armor: Mendoza normally doesn't wear armor in the research facility, but if needed, his personal armor is Heavy Chitinous Armor styled to resemble an almost insect-like samurai.

Notable Equipment: Heavy Bore Cannon, Dual Acid-Edge Swords, EMP Side Kick (Prototype), Light Cell Laser Pistol, 1D4 Migs and modified conventional explosive charges (some hidden).



G.M.'s Note:

Martin MacAlister the Puppet Master

Martin, along with the Puppet Master O.C.C. and abilities plus the Symbiote Armor will be detailed fully in future Splicers source material. G.M.s conducting Martin should be guarded, friendly and somewhat open with the player characters. He fully realizes the gravity of the situation and is willing to assist where he can. But keep in mind, his ultimate loyalty will be to the Great House and its secrets. Martin will stay adorned in his Symbiote Armor during the player's visit and he should be fully away of any scams, cons, or actions the PCs may attempt. For purposes of the story, he should be able to neutralize and negate them fairly quickly.

Race: Puppet Master.

Alignment: Classified.

Experience Level: Classified.

Height: 6 feet, 6 inches (2 m).

Weight: 172 pounds (78 kg).

Age: Classified **Sex:** Male.

I am Legion, Episode IV

An Adventure and Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

Illustrated by Charles Walton II

Stat Assistance by Todd Spencley

Note: Originally appeared in **The Rifter® #75**, page 67.

The Plot Revealed

With the hatch open and the Badger incapacitated, the passengers are pretty much sitting ducks within the Armored War Carrier. The odds outside look pretty bad, but staying inside is no safer. To drive home that point, Legion moves more of her Collectors to the hatch to “persuade” them to come out. Four tail-mounted cannons poke in through the hatch and motion for the group to step outside. At this point, Elite Archangel Drake Benton is the only one out in the midst of Legion’s minions. He looks around for a moment and then throws his rifle down in frustration. Sweeper Anderson Long decides to follow his lead, but not before making a few last minute preparations. He grabs his rifle, slips one of his Squig detonators into his palm, and then steps out of the Badger and into the clearing. Anderson walks out with his rifle held high over his head in one hand to show that he also plans to surrender. The Sweeper takes his place next to Drake and then throws down his rifle as well. He is not sure if Drake has a game plan in mind or if he really has given up, but Anderson has already decided to obey Senator Bane’s last command in case the situation truly is hopeless. The Shell Bombs must not fall into enemy hands, especially this enemy. He is willing to make the ultimate sacrifice to protect his home, and hopefully, he can take a few of Legion’s minions with him.

The players can see small seams begin to form across the thick turtle shell along the Sweeper’s back. It looks like he is preparing to dump his explosive payload and detonate it with the Squig. A payload dump is usually done in an emergency to avoid premature detonation when the suit has suffered horrendous damage, but it can also be done as one final desperate strike against the enemy. Anderson stepped out of the Badger to make sure he was close enough to Sr. Sweeper Shauna to take out her Shell Bomb as well. Shellback Armor contains an incredible amount of explosive ordnance, and detonating it all at this range will be more than enough to vaporize both bombs. Anderson will wait until the last possible second, but he will not let Legion get her hands on either bomb.

If the player characters exit the carrier without a fight, Legion will allow them to stand next to their comrades without being bound and tied, but if they resist, the Collectors will attempt to subdue them through non-lethal means as quickly as possible. Drake, Anderson, and the Badger will be of no help in this battle. Being heavily entangled and secured in the carbon nanotube webbing, the Badger is still unable to move and the Collectors will seize Drake and Anderson instantly if they even move an inch (which they will not), so the players will likely fall rather quickly beneath Legion’s superior forces if they try to fight back. Legion does not want to harm anyone in the group, so her minions will

only fight to incapacitate. Once everyone is out of the Badger War Carrier, Shauna steps forward and addresses the group on behalf of Legion.

“There... that’s better. Now we can have a more civilized discussion. I suppose since it’s just us here, I can dispense with the theatrics. Sometimes it’s hard to understand all those voices at once, and I wanted to make sure I have your undivided attention. I do love the effect though, don’t you?” Legion was never one for conversation in the past. In fact, she has barely uttered more than a few sentences since her entire offensive began. They knew she was a bit of a trickster and a game player, but this latest revelation demonstrates that her skills at deception could possibly put Lilith to shame. It is as if everything the players have learned about her during this whole ordeal was just an act. No one is sure what game she is playing now, but as long as she is talking it means she is not carving them up into pieces. It seems Drake Benton has come to the same conclusion and he is trying to keep her talking.

“So what do you want with us?”

“With you? Nothing. I’ve already gotten everything I need from you. I just wanted to thank you for all your help before I took you into the fold.”

“What the hell are you talking about?”

“Still haven’t figured it out have you? You know, it takes all the fun out of these little games when your opponents don’t even know when you’ve beaten them. I wanted an Engineer. I wanted one for quite some time now, but unfortunately, I was never quite strong enough to wrest one from your Resistance strongholds. I needed to find one that was a bit more accessible, but I had pretty much given up hope of that happening... until I found Shauna here. When I took her nearly six months ago, her mind showed me such wonderful secrets from your Great House Artemis. I learned about the Lab and its lone Engineer, Dante, safely tucked away from the bulk of your forces. It was still a difficult target, but a manageable one. Regrettably, the surgery to implant my will in her mind does have its side effects, and a few important details were lost. She couldn’t quite remember how to get there, but others did. I just needed to convince them to show me the way. That’s when I came up with this game. A bit complicated, but that’s what made it so fun. Sure, there were easier ways to find it, but I just love a challenge... and it worked even better than I could have hoped. You not only led me to my Engineer, but you brought me the Badger and two Shell Bombs, disabled the Lab’s defenses, and cut off their only avenue of escape. Once again, I simply must thank you for everything.”

“WHAT!?” roars an infuriated Drake Benton.

“Oh yes. The assault on the facility would have been much more costly without your help. You’ve seen it. That place is ab-



solutely covered in explosives and everyone has a remote detonator, but once you got Shauna through the front door, she was able to seed the area with a few signal disruptors. You may be masters of Bio-Technology, but your plastic technology is laughable. Your friends are going to be in for quite a surprise when their precious defenses fail, and my forces roll over them like a tidal wave. They won't know what hit them. Even better, you took away the Badger. Even with a successful blitzkrieg assault, the Badger might have evacuated the Engineer before I could reach it, but that won't be a problem now."

"I still don't understand. Why do you want an Engineer? So you can make more monsters like those?" Benton says while pointing at the Amalgams in disgust.

Shauna steps forward and opens the chest hatches and visor plate on her Shellback Host Armor, revealing her tear-stained face and wet cleavage, as she runs her hands down her bulky armored frame in a seductive manner and says, "I just love your organic bodies. The sensations alone are absolutely... intoxicating. There's nothing else like it. (G.M.s: If any of the player characters have established any type of bond, romantic chemistry or relations with Shauna, she will give them a sexy stare after that statement). You humans have no appreciation for what you have, for what you are. You're engineering marvels. So beautiful, so complex... but so fragile. Don't you see what I'm trying to do? Don't you see the strength I've already brought to your beauty? I didn't come up with those cyborg designs you know. Your ancestors created them centuries ago. They saw the flaws in their own existence and sought perfection, and now I'm finally bringing that perfection back to this world, back to you. You should be thanking me, not fighting me.

"I will bring the cybernetic perfection your ancestors envisioned. You will see... soon enough. Of course, your ancestors didn't have your Bio-Technology. It's the final piece I've been missing, but thanks to you, that won't be true for long. Ah... My forces have just pierced the airlock to the Lab. It's only a matter of time before the Engineer will be one with me." She then gestures back to the Amalgams and says, "My first attempts were a bit crude, but once I bond the Engineer to my Factory Walker, my creations will be more powerful and beautiful than anything your silly little Librarians could ever imagine. Together we will... ugh... ahh!... I... I'm... so sorry."

Shauna grabs her head in agony and drops to her knees. Legion's Amalgams gather around her trembling form as she grunts and moans in pain.

"Well that was... unexpected. I guess I didn't quite cut enough of you away, Shauna. No matter. Easily corrected." Apparently, the time for theatrics has returned since Legion is once again speaking through all her minions simultaneously. All of the Amalgams then turn their attention back to the player characters and say in unison (both verbally and via Bio-Comms), "I planned to keep more of your minds intact to thank you for your help, but I'll probably do a more complete replacement on all of you now to ensure... loyalty."

Benton stalled as long as he could, but it looks like Legion is done talking and he still has not thought of any way out of this one. He turns to Anderson and gives him the nod to detonate his payload and wipe out both Shell Bombs. Drake then steps in between Anderson and the Amalgams to hopefully give the Sweeper enough time to perform a payload dump. Legion's minions start to close in when the group suddenly hears over their Bio-Comms, "I guess that's my cue."

Suddenly, dozens of rocket rounds come streaking out of the tree line and bombard the five Collectors that were securing the Badger on its right flank. All five are temporarily obscured by a wall of smoke and flame as the tiny, yet powerful rockets find their mark. When the eruptions subside, the group sees that all of the Collectors may have survived the assault (although each is severely damaged), but the surprise attack did succeed in severing the web lines that held the Badger. The massive armored carrier surges into action to try and break free of the remaining web lines holding it down from its left flank. As the damaged robots try to recover on the right flank, a half dozen more Collectors rush to the left flank to help the struggling robots try to reel in the Badger before it can break loose.

As Legion desperately tries to re-secure the enraged Badger, Drake Benton and Anderson Long take advantage of the opening and work to free their captured allies. This most likely means the three bound Stalker War Mounts, but it could also mean the player characters in case they previously acted up and needed to be restrained by Legion's forces. Drake unleashes a blur of slashes with his ceramic fibered wings upon the prisoners to sever their bonds while he and Anderson open fire on the Amalgams to hopefully free everyone. If the players were imprisoned previously, they will be the priority targets to be freed. Drake's coordinated wing slashes will focus on all the players first and it will only take one to two melee rounds to free them all. If the players were not bound, then Drake will work to free the Stalkers, but they are much larger and much more securely bound so it will take two melee rounds to free each one. The player characters can choose to help in this task if they wish to speed up the process and even the odds more quickly. Each player character that chooses to help will cut the total time required to free each Stalker War Mount in half (down to a minimum of half a melee round or three melee actions). This is definitely a worthwhile endeavor, since each freed Stalker will take out 1D4 of Legion's minions, and considering how many remain (28 Collectors, 10 Hunters, and 6 Amalgams), they will need all the help they can get.

As Drake, Anderson, and the player characters work to fend off the Amalgams, free the Stalkers, and even the odds, they suddenly get some unexpected help from the previously incapacitated Shauna Davies. While Legion's Amalgams were distracted, Shauna struggled to her feet and began rushing towards the large group of Collectors on the Badger's left flank. It is apparent from the weak and tortured words being delivered through her Bio-Comm that she is still feeling the pain of Legion's influence.

"I'm sorry... I couldn't stop myself... but you can still save the Engineer... I left a note in the Badger... save Engineer Dante! There are only ten cyborg Legionnaires in the Lab. Kill them all... Cut the chain... Stop Legio..."

Shauna's last words are cut off as she triggers the explosive payload within her Shellback Armor and erupts in a massive explosion that rips through the remaining pack of Collectors that were securing the Badger. The shock from the blast is so strong that every combatant within the area (except for the Badger) has a 01-35% chance of being knocked to the ground. Every combatant knocked to the ground loses one melee attack and is -2 on initiative for the next melee round.

When the dust settles, it becomes abundantly clear that any chance Legion had of quickly regaining control of the situation was vaporized by Shauna's last act of defiance. The massive explosion not only destroyed 9 Collectors and severely damaged

two more (M.D.C. of the main body reduced by 70%), but it finally allowed the Badger to break free and join the battle.

Game Master Note: Let the majority of the battle between the NPCs play out in the background (the Stalkers and Badger versus the remaining Collectors and Hunters). Of course, G.M.s should feel free to color the battle with details about how the Badger is tearing through squads of Collectors like an angry freight train or how the Stalkers seem to be everywhere at once as they strike, fade away, and then pounce on a new target within seconds. The player characters' primary concern should be the Amalgams which are focusing all of their attacks on the player group. The Badger and Stalkers will mop up the rest, but it is the responsibility of the player group to either neutralize the Amalgams or figure out how to escape from this group of monstrosities. The rest of the group will follow the players' lead if they decide the best course of action is to retreat. Otherwise, they will rip through Legion's Collectors and Hunters, while the player characters, Drake Benton, and Anderson Long engage the Amalgams.

G.M.s, if the player characters want to stay and fight, give them a chance to take down the Amalgams, but if the battle starts to turn against them, feel free to use the Badger or Stalkers to bail them out. By the same token, if the player characters are mopping the floor with the Amalgams and need a little more challenge, feel free to have a few of the Hunters break free from the background combat and reinforce the Amalgams. We suggest at least one Hunter excursion and interference can be used to give the player characters a taste of this new machine of Legion's.

Critical Decisions

Whether the player group stays to finish the fight or uses the Badger to beat a strategic retreat, once the battle is over, they will have a chance to regroup with the Stalker squad and fill in some of the holes concerning what happened before the Badger stumbled into the ambush. The Stalkers lead the group to a nearby safe zone with some decent cover from overhead patrols and tell the player characters what happened. Alex Cole, the leader of the Stalker War Mounts, 2nd Pride, Shadow Riders Squadron, tells the players how his group was ambushed by Legion's forces before they ever reached the surface of the lake. He said they would normally have been able to put up a better fight, but Stalkers are definitely out of their element in the water and Legion's minions were on them before they could even react. Alex Cole destroyed his attacker with a volley of missiles at point-blank range and then engaged his Stealth Field in the confusion. The massive explosion appeared to consume both combatants and sent them spiraling into the crushing depths of the lake. Legion was too busy subduing the rest of the squad to investigate if he was truly dead until the wreckage had already sunk too deep. Cole followed them in secret and hoped to call in the Badger for reinforcements once he assessed the size and nature of the threat. He was about to warn the players about the ambush by Bio-Comm when the Amalgams began speaking to his captured team through their Comms. The Pride Leader had to maintain radio silence or else blow his cover before he was ready. The Stalker Outrider also explains that while he was getting into position for his own ambush, he discovered the remains of their Skullcracker scout. He did not know what happened to them exactly, but he said it was a grisly site. Both

Outrider and War Mount were torn to shreds, and the charred pieces were scattered all across the forest floor.

After everyone has a chance to catch their breath, the player group will have a difficult decision to make. When Legion revealed the details of her plot, it seemed like a foregone conclusion that the secret weapons facility was lost and everyone inside (particularly its lone Engineer, Dante) was doomed, but once the group discovers what Shauna left for them in the Badger, it should give them a renewed sense of hope. Tucked away in the corner of the Badger was the Shell Bomb Shauna was entrusted with and a folded up piece of paper resting on top of it. No one knows when Shauna slipped it out of her satchel, but the gift of the Shell Bomb goes a long way to authenticate the truth contained within the letter. Of course, everyone should be a little suspicious that this may just be another one of Legion's games, but it would not make any sense to let the group slip away when she had them in her grasp. She already revealed her end game. She could not possibly have anything else to gain by letting them escape again, or could she? That is something the players will need to consider when deciding their next move.

The appearance of the tattered letter says as much about the suffering that Shauna endured while operating as Legion's pawn as the words themselves. The paper is as soft as cloth from being crumpled up and smoothed out so many times, and the tortured and erratic handwriting is smeared from the steady stream of teardrops that have streaked across its surface. The letter is written in multiple blocks of two to five sentences. Each block starts out legibly enough, but the handwriting grows more strained and irregular presumably as Legion re-exerts her influence until each line ends in rough, illegible scribbles. The letter reads as follows:

"I was captured two months ago by an unfamiliar Machine personality calling herself Legion. She did something to me and then just let me go. I didn't understand what until I tried to tell someone what happened. I couldn't speak... My mind is not my own... I can't..."

"It's taken me weeks to get the strength to write again. Legion controls me completely. She's turned me into a spy. There are others like me. Not just in House Artemis but also in other Houses. She calls her network The Web. It seems like she knows everything. I can't stop... I'm so sorry..."

"I have to rendezvous with one of her drones once a week to drop off information. I try to get caught, but she won't let me. I feel like a puppet. I don't know why she lets me write, but Legion won't let me drop the paper for someone to find. I think... she finds... it funny..."

"It's so painful to write. My blood feels like it's on fire with each pencil stroke. My bones feel like they are grinding against each other. Every thought feels like needles slowly piercing my brain, but it's the only time... I feel... free..."

"It's worse on the surface. On the surface she speaks directly into my head through her cyborgs. They broadcast her will. At least underground she can't taunt me. At least then I don't have to hear her laughing..."

"I want to die but she won't let me."

"Please forgive me. She knows about the Engineer in the Lab and the Librarian imprisoned at Fort Salvation. I think she wants them both.

"She thought I was trying to hide where the Lab is from her. I really can't remember any more. I don't know how she causes such pain... She said she'll find the Lab... She said she'll make me find it...

"Legion has another pawn high up in the military command. I don't know who. She used him to get me assigned to some secret mission. I don't understand what she wants... It can't... be... good...

"She tries to scare me by telling me if she dies then I'll die. I want nothing more in the world.

"Please God, no. They gave me a Shell Bomb. I tried to scream out, to confess what I've done, but my lips won't obey. Damn you Legion...

"She's finally getting what she wants. We're leading her right to the Lab. I can't stop her. I can't say anything... It's a... never-ending nightmare...

"Her drone gave me these things to plant in the Lab. She said they'll interfere with the Lab's remote detonators. They look like rocks. I tried to smash them... She... won't... let me...

"I'm so sorry. I'm so sorry. I'm so sorry. I'm so sorry. I'm so sor...

"We're so far underground. I feel stronger but I still can't stop myself. I planted all four disruptors. I keep hoping they'll notice them, but so far, no luck. I rubbed each one with some explosive residue to make it easier to sniff them out. It's the same... residue... on this... letter...

"Legion's invasion of my mind works both ways. She can see everything, but I've learned that I can see... some of her... secrets... too...

"The first is in the barracks where we first dropped off our... gear...

"I feel so much stronger. The pain is manageable. I can write things I've never been able to before... No time... Her cyborgs are the key... Cut the chain...

"The second is in the second kill room in the... first... hall... coming out... of the airlock...

"The third is between... the arena... and the... War Mount... Corral...

"The last one is (illegible smears washed away by tears) Mantis kill room...

"Her minions don't work like me. They don't work like regular N.E.X.U.S. bots. They go dormant when she's not possessing them. Cut the... chain... kill... cyborgs...

"Legion isn't in the N.E.X.U.S. She can be stopped. She doesn't use the Computer Cores as her relay. Her Walker is the core, the cyborgs are the relay... Stop her...

"She can't broadcast herself underground. She'll need to use her cyborgs as a relay. Kill the cyborgs... cut... the chain...

"Forgive me."

Everyone in the group gets a chance to read the letter, and after a few moments of comparing notes about what the more difficult to read smudges and scribbles actually say, everyone is silently in disbelief as they digest what just happened, what is currently happening back at the Lab, and the general revelations from the letter. Pride Leader, Alex Cole, finally breaks the silence by asking, "What the hell are cyborgs?! What was she talking about?"

Drake Benton steps out from beneath the tree cover to get a good look at the sky. He glances around for a few moments and then spies the answer off in the distance. When they first fled from the ambush site, Drake thought the half dozen Legionnaires he spotted buzzing around the skies were aerial scouts searching for them, but after reading Shauna's letter, he realizes that despite their frenetic movements, they are sticking to a pretty consistent holding pattern. The Legionnaires are spaced out about every two thousand feet (610 m), forming a pretty straight line from the smoke off in the distance (the Factory Walker) to Bell Lake. Drake then points up at them and says back over his shoulder to the group, "There are your cyborgs. And there's your chain. They're what Legion does to the humans she captures. She cuts them to pieces and fuses them with her machines."

"So we just need to shoot those six down?" Alex Cole asks.

"I doubt it's that easy. Even if we had the air power to take them on, Legion's only a couple of miles (3.2 km) away. She could send hundreds more to reinforce them within seconds. You heard Shauna, the weak link in the chain are the ones in the Lab. Those are the ones we need to take down."

Anderson Long then interjects, "I don't want to sound cold, but that's not our mission."

"The mission can wait. We've got a chance to save the Engineer, and hopefully hundreds of our friends," Drake angrily replies.

Long passionately retorts, "That's assuming anyone's still alive. Do we really want to risk handing the Shell Bombs and the Badger back to Legion when there might not even be a point? With the Badger, we've got a real shot at taking down the Factory Walker and ending this once and for all. To me that sounds like a guaranteed way to save any possible survivors in the Lab without walking into another Legion ambush."

"Don't think I haven't thought about that. But I also thought about the sheer power at the Lab's disposal. Even with Shauna's sabotage, I know they can put up a hell of a fight, and I just can't assume they've all fallen already. I agree it's a risk, but if we can just tell them about the cyborgs, maybe clear out a few signal disruptors, I know we can help them turn the tide. Besides, if the facility is lost, any survivors and gear we round up can only make it easier to go after Legion. The Badger may be powerful, but we're still outnumbered by thousands."

"I don't know..." Anderson says while shaking his head.

Alex Cole finally interjects, "I agree with Drake, and with or without you, my team is going back to the Lab to help. They're my family, I can't just turn my back on them." He then turns to Michael Hawkins, the Badger Outrider pilot, and asks, "How about you Hawkins? Are you with us?"

He shakes his head, points towards the player characters, and responds, “My mission is with them. Martin believed what they were doing was important enough to risk shutting down their only escape route. Maybe we can save our friends, maybe it’s too late, but they have a mission and I know I can help. I’m not going to abandon them now when they need me most.”

Drake turns back to the player characters and says, “This is your mission. The Senate put you in charge. Martin trusted you. What’s it going to be, go after Legion or save the Lab first?”

Game Master Note: Whatever the players decide, Drake Benton, Anderson Long, and Michael Hawkins will all follow their lead. Alex Cole and the Stalker pride squadron, however, will go back to the Weapons Facility to help their comrades no matter what. The choices the players make will determine what kind of resources they have available during the final confrontation.

Choice A: If the players decide to skip the Secret Weapons facility rescue attempt, they will pretty much be on their own. They will still have Drake Benton, Anderson Long, and the Badger on their side, but the Stalker War Mounts will leave them to go help their friends back at the Lab. Worse yet, they will miss out on the impressive amount of ordnance scattered throughout the facility and instead will have to rely solely on the weapons and equipment they had when they first left the underground haven. Please feel free to have the player group seek a temporary refuge and hunt for food as they plan their attack on the Factory Walker. Don’t force them to go if they are too reluctant or battered. However, if your group seems on the fence or needs some encouraging persuasion, then please utilize Drake Benton. Have him grow more concerned over Legion and what else she could do with all the Bio-Tech in the facility and what could inevitably be used against them if they don’t intercept her attack on the facility. Will this be a missed opportunity that they will never forgive themselves for? How would the Great House feel if they learned that the player group opted to not go and rescue a targeted Engineer that Legion plans to meld into her Factory Walker?

Choice B: If they decide to return to the weapons facility, the resources they should be able to gather will largely depend on how successful they are. Fully stopping the invasion force will gain them the enormous thanks and support of Martin, Isaac, and all the facility’s defenders. The Lab itself will be a total loss either way, and the Engineer will need to be moved, but if Legion’s attack is stopped, Isaac and the majority of the survivors will lend their support to the final assault against the Factory Walker while Martin, the Saint, and a handful of defenders will stay behind to coordinate a slower, more careful evacuation of the Engineer.

Even if the players go to the Lab and are unable to save the Engineer, then they will likely still walk away with some powerful weapons and a few extra survivors to help them in the final attack. If by chance Legion successfully captures the Engineer, Dante, then every survivor will join in the final assault to hopefully recapture him before Legion can merge his body with the Factory Walker. Legion will keep her minions hunting through the facility to exterminate any stragglers even after successfully capturing her prey, so exiting the facility will still be a challenge. Even if the players should fail, it will be noted by high clearance personnel that the players made a valiant, heroic attempt and are not only trustworthy but also invaluable heroes. Should the players elect or be convinced to go back to the Weapons Facility then please proceed.

I am Legion, Episode Four

Adventure Source Material

New Legion Machine

Hunter

The Hunter is basically the little brother of the Legionnaire Cyborg. As much as Legion loved her prized creation, she recognized its limitations. It may be a walking tank, but not all tasks call for a tank. Some jobs require stealth and the Legionnaire is simply too big and too loud for these types of tasks. This is where the Hunter comes in. Legion took the basic design of the Legionnaire and shrank it down into a sleeker, more streamlined and compact version. It is a bit less armored than its bigger brother, but it is still capable of withstanding significant punishment.

Legion removed the wing board and the gun drones to keep the cyborg silent, but she did give it thrusters to allow it to make rocket-powered leaps when it wants to quickly move in for the kill. To further enhance the Hunter’s stealth abilities, she sealed most of the armored segments and lined the rest with special noise dampening materials to keep any sound to a minimum. Legion also equipped the Hunter with an experimental creation called Variable Cloak Camouflage, which allows the Hunter to change its color within seconds to match the surrounding area. The *Variable Cloak Camouflage* projects a field that partially conceals the Hunter’s radar signature and masks all heat emissions, making the Hunter invisible to such detection devices. These modifications enable the Hunter to fulfill its primary role, which is to silently stalk prey from the shadows and then pounce on the target when the moment is right.

Few even know a Hunter is lurking nearby until it is too late. At best, the target may spot one of the Hunter’s seeker drones called *Rapier Coils*. These snake-like robots slither along the ground ahead of the Hunter, trying to flush out prey. Once they find a target, they signal the Hunter, but they are more than just scouts. Each Rapier Coil has three, two foot (0.6 m) long Vibro-Blades that it can use to slash apart prey or it can blast them with its light laser. A favorite tactic is to coil its snake robot around a target and slash, stab, and blast away at the victim as he desperately tries to pry the drone off. However, these drones are not the sturdiest combatants, so if the opponent appears to be too difficult to tackle directly, it can mark the target with a tracking laser so it can be bombarded by the Hunter’s laser-guided mortars.

Hunters possess advanced antennas like the Legionnaires, but in this case, they were designed more for reception rather than transmitting. Since Hunters were meant to operate on their own, they need to be able to receive Legion’s signal from a much greater distance than most minions. Hunters can operate up to 15 miles (24 km) away from the next closest Legion minion. They are also capable of broadcasting the signal, but their range is limited to 1,000 feet (305 m).

Class: Heavy Combat Cyborg.

M.D.C. by Location:

Legs (2) – 180 each
Arms (2) – 140 each
Feet (2) – 100 each



Hands (2) – 70 each
Chest Mounted Spotlights (2) – 10 each
Forearm Mounted Rail Gun (1) – 120
Micro-Mortar Launcher – 200
*Head – 160
**Main Body – 480
Force Field – 100

* Depleting the M.D.C. of the head will kill the cyborg instantly.

** Depleting the M.D.C. of the main body will destroy the artificial body, but emergency systems will keep the organic components alive for 36 hours. Legion considers the recovery of these components a high priority and will send swarms of Collectors to rescue them and return them to the Factory Walker.

Speed:

Running: Maximum speed is 110 mph (176 km).

Leaping: 30 feet (9 m) high or across; increase by 50% with a short running start and double when running at full speed. 200 feet (61 m) high or across from jet thruster assisted leaps.

Digging: 10 mph (16 km) through sand or dirt, but half as fast through clay, rock or stone. It takes 2D4 melee rounds for it to dig down deep enough to conceal itself.

Swimming: Not possible. Can run along the bottom of rivers, lakes & coastlines at 15 mph (24 km/13 knots) with a maximum depth of 1,000 feet (305 m).

Flying: The jet thrusters were designed for short hops, but they can sustain flight. Maximum speed is only 80 mph (128 km).

Maximum Altitude: Limited to about 1,000 feet (305 m).

Range Limitations: Technically, the thrusters have no limit, but the Hunter will rarely fly for more than a few minutes at a time since the slow flight speed and maneuverability leaves it a sitting duck (-1 to dodge while flying).

Statistical Data:

Height: 8 feet (2.4 m).

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m).

Weight: 1,500 pounds (675 kg).

Physical Strength: Robotic P.S. of 38.

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker who might be interested in the armor or drone.

Horror Factor: 13. 15 when uncloaking and surprising Splicers from its Variable Cloak Camouflage. None against machines.

Senses and Features: Standard, plus *Variable Cloak Camouflage*. The Hunter's entire armor surface will generate the necessary stripes, patterns, exact reflections, blotches varying from lighter and darker colors to blend into surroundings, making the Hunter nearly invisible (01-75% likelihood of remaining unseen). The Hunter imports the necessary environmental adaptation analysis before initiating the camouflage. It only takes three seconds to engage the camouflage (counts as one attack/action per melee round). The Variable Cloak Camouflage melds seamlessly into wilderness, jungles, water, concrete ruins or in broken terrain. The Hunter's camouflage can also simulate iridescent colors and neon colors if needed. In all cases, a cloaked Hunter is extremely difficult to spot: -30% for others to detect ambush and detect concealment, +15% to the Hunter's prowl skill when the cloak is ac-

tivated, if the cyborg stays under cover and doesn't move. There is only a 20% chance of showing up on radar, thermal systems and even then the reading/image will seem sporadic and unclear. Evasive maneuvers or attacks will reveal the Hunter's position, although it will still be difficult to see and hit as the camouflage refreshes the Hunter's appearance consecutively (all attackers are at -3 to strike the camouflaged Hunter). Rapier coils are only cloaked when mounted on the Hunter's back, and each seeker drone will become uncloaked once deployed.

Camouflage Duration: The Variable Cloak Camouflage can be activated for a maximum of 6 hours before requiring a recharge, after which the cloak will be down for 8 hours until it completes the recharging cycle and purges the field's memory cache. The Camouflage field will deactivate and be disabled if the main body takes 300 points of Mega-Damage. Note: The Hunter cannot pick up any objects or wear additional armor, items or clothing and camouflage them.

Note: Technojackers cannot control cyborgs.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 8

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +7 on initiative, +5 to strike with ranged weapons, +6 to strike in hand to hand combat, +7 to parry, +7 to dodge, and +5 to roll with punch, +4 to pull punch, +3 to disarm.

Skills of Note: Standard, plus Prowl 90%, Detect Ambush 75%, Detect Concealment 75%, Land Navigation 70%, Tracking 75%, Surveillance 95% and programmed to speak and read all known languages at 90%.

Weapon Systems:

1. Forearm Mounted Rail Gun: Legion mounted a somewhat unique rail gun on the Hunter's left forearm. The actual electromagnetic firing system is the same found in normal rail guns, but the loading mechanism is what makes this weapon so unusual. Instead of mechanically loading each round into the chamber, the rounds are fired into the chamber using an old-fashioned combustion cartridge. This does not increase the damage from each round, but it does have a beneficial side effect. Once the round is fired, the spent cartridge is ejected from the weapon. Normally, this is nothing but an inconvenience, but on this world, the Nanobot Plague turns this spent garbage into hundreds of tiny land mines. Legion is using the Hunter to experiment with this new type of rail gun. It has its benefits, but it also doubles the size of each round, which drastically reduces the capacity.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 5D8 M.D. per 40 round burst.

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

Range: 2,000 feet (610 m).

Payload: 2,000 rounds (50 bursts).

Bonuses: +2 to strike.

2. Banshee Blade: Mounted on the right forearm of the Hunter is an experimental, new high-tech chainsaw that Legion calls a *Banshee Blade*. Instead of using a conventional motor to accelerate the bladed chain, it uses the same electromagnetic mechanism found in rail guns to spin the blade at hypersonic speeds. It inflicts tremendous damage, but it releases a loud, high-pitched whine when activated so it is not an ideal weapon

when stealth is required. Of course, once the Hunter pounces, stealth is not really an issue anymore.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10+10 M.D. per attack.

3. Laser-Guided Micro-Mortar Launcher: Mounted on the back of the Hunter is a smaller version of the mortar launcher used by the Legionnaires. It fires off micro-mortars using a similar rapid-fire launch and load system. Unlike the larger mortars, these micro-mortars can only be launched towards targets marked with a tracking laser. The Hunter can either mark the target with its own chest mounted laser (counts as one melee attack, roll to strike as normal, range: 3,000 feet/914 m, +4 to strike), or it can use one of its rapier coils to mark the target. Note: Hunters can also mark targets that are concealing their true primary objective target, such as a tree or rock that a Splicer is hiding behind or under.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 2D6 M.D. with a blast radius of 10 feet (3 m).

Rate of Fire: The launcher can fire off volleys of 1, 2, 4, 8, 16, or 24.

Range: 1 mile (1.6 km).

Payload: 48 mortar rounds.

Bonuses: +4 to strike when locked onto a lased target.

4. Chest-Mounted Spotlights (2): The two spotlights mounted on the chest of the Hunter can be used to search for targets, but their primary purpose is to temporarily blind and distract targets as the Hunter leaps in for the kill. Even though it only works for a split second, this is more than enough time to give the Hunter an advantage when it pounces. This attack has no effect on robots or targets that possess polarized vision.

Primary Purpose: Distraction.

Secondary Purpose: Search.

Mega-Damage: None. Roll saving throw vs stun. On a failed roll, the victim is -3 on initiative and -1 to strike, parry, and dodge for his next attack only.

Rate of Fire: Activating the spotlights counts as one melee attack.

Range: 50 feet (15.2 m) on low beam setting, 100 feet (30.5 m) on high beam setting.

4. Hand to Hand Combat: Rather than use long-range weapons, the Hunter can engage in hand-to-hand combat.

Mega-Damage:

Restrained Punch: 1D4 M.D.

Punch: 2D6 M.D.

Power Punch: 6D6 M.D., but counts as two attacks.

Kick: 3D6 M.D.

Leap Kick: 8D6 M.D., but counts as two attacks.

Body Block/Ram: 4D6 M.D., but counts as two attacks.

Jet Assisted Body Block/Ram: 1D6x10 M.D., but counts as two attacks.

Pounce Attack: 1D6x10+20 M.D., but counts as three attacks. Has a 01-45% chance of knocking an opponent as large as 12 feet (3.6 m) off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. On a successful knockdown, there is also a 01-60% chance that the target is pinned/incapacitated beneath the Hunter.

Rapier Coils (2): Like the Legionnaire, the Hunter also possesses two robot drones that it can control and direct. Legion designed these companion robots with stealth in mind as well. Their

low profile and compact design enable them to slither along the ground to conceal their presence or they can climb any surface with their three bladed arms. They are designed to search ahead of the Hunter to flush out prey. If the target is weak enough, they will attack with their Vibro-Blades or light laser blaster, but if the target or targets appear to be too strong, they will lase the target so it can be bombarded by the Hunter's micro-mortars.

M.D.C.: Bladed Arms (3): 80 each, Light Laser Blaster: 12, Tail: 50, Main Body: 95.

Size: 5 feet (1.5 m) long, 120 pounds (54 kg).

Speed: Maximum speed of 50 mph (80 km) when slithering along the ground or 30 mph (48 km) when walking along on the bladed arms, no matter the surface. In fact, it can run straight up a wall at 30 mph (48 km).

Attacks per Melee: 3

Bonuses: +6 on initiative, +4 to strike, +6 to parry, +3 to automatic dodge, +3 to entangle, +2 to disarm, +4 to roll with punch, and +3 to pull punch.

Weapon Systems:

1. Laser Blaster: Mega-Damage: 3D6 M.D. per single blast or no damage when marking a target with the tracking laser. Range: 1,000 feet (305 m) or 4,000 feet (1,219 m) for the tracking laser. Rate of Fire: Each single blast counts as one attack per melee round. Payload: Effectively unlimited. Bonuses: +2 to strike.

2. Vibro-Blades (3): A Rapier Coil has three large Vibro-Blades, each of which is mounted on a short but fully articulated arm. Mega-Damage: 2D6 M.D. per blade, 6D6 M.D. from a triple blade strike (counts as one attack per melee).

3. Tail: The Rapier Coil primarily uses its tail to slither along the ground like a snake, but it can also use it as a weapon. It can either whip targets which inflicts 1D4 M.D. or it can coil around the target to restrain it, which leaves the Rapier Coil free to brutally slash and stab its prey with its Vibro-Blades.

The Amalgams of Legion

Legion is absolutely fascinated with Bio-Technology (and with biology and anatomy in general). Despite the amazing technology at her disposal, she recognizes that many aspects of the human's organic creations are far superior to anything she or her sister Machine personalities can produce. She hopes to master this strange science one day and integrate Bio-Technology into every one of her cybernetic creations. To truly accomplish this, she will need to get her hands on at least one living Engineer. However, lacking an Engineer does not prevent her from experimenting with her own Bio-Tech creations. With the medical facilities in her Factory Walker, she can dissect captured Splicers and reassemble the components into her own designs she calls *Amalgams*. This is why she usually takes great care to capture Splicers and their equipment unharmed rather than destroy them.

While most of these creations are crude Frankenstein-like monstrosities, some are stitched together with such microscopic precision, it looks like they emerged from the Resistance's own Gene Pools. The majority of the components come from captured Host Armor, War Mounts, Gorehounds, and Bio-Weapons, but Legion also uses parts from salvaged robots, alien predators from Gaia's Nature Preserves, and even humans. The human compo-

nents add little in the way of functionality, but they do add greatly to the Amalgams' psychological impact. The Amalgams are more than just experiments with Bio-Tech components, they are weapons of psychological warfare designed to sow fear amongst her Resistance adversaries. These are living cyborgs composed of high-tech robotics, fully functional Bio-Tech, and the twisted, tortured faces of the men and women that once piloted these organic weapons of war.

While these psychological aspects have inflicted crushing damage to the morale of the Resistance, the Amalgams have also created a serious tactical disadvantage. One of the greatest advantages the Resistance had going for it was their Bio-Comms. These organic communicators provided completely secure communication between Splicer teams. The Machine had no way to listen in on these communications or to even detect that signals had been sent. Over the years, the security of Bio-Comms shaped the Splicer's field tactics and they became overly reliant upon them. Legion has integrated Bio-Comms into all of her Amalgams, and through them she has gained direct access to the Resistance's once secure communications network. It is why she seems so unstoppable against Splicers in the field. They cannot help but chatter back and forth on their un-crackable Bio-Comms, and all she needs to do is sit back and listen to them divulge all their plans.

Legion's Deluvane Amalgams

The following Amalgams are units that are commonly produced by Legion and consist of recently missing or fallen comrades familiar to the players, members of the Great House Deluvane Strike Teams, members of other Great Houses and any number of Retro-Villagers that have been pillaged by Legion.

Terror Thumper

The Terror Thumper is one of the largest and most feared brawlers of Legion's Amalgam infantry. When Terror Thumpers arrive to a battle, they bellow a loud war cry that is not only disheartening to hear, but is also deafening and disorienting if heard within a proximity of 100 feet (30.5 m). Legion first discovered this deadly concoction after defeating several Dracos War Mounts and salvaging their parts to devise an amalgam that would deliver heavy firepower, heavy muscle support, and flushing capabilities within the tight spaces of sewer systems, caverns, or haven structures. The battery of long-range firepower is brutal to contend with and psychologically terrifying to experience. Drooling Casting Rifles are built into the massive shoulders with turret swiveling capability. Also accompanying each Casting Rifle is a Robot Grenade Mini-Gun that peppers enemy forces and strongholds with chained explosive bursts.

Built originally as an Anti-War Mount unit, Terror Thumpers are extremely strong and exceptionally durable. The Thumper's physical strength is freakish, rivaling a Behemoth, due to the mechanical enhancements and internal hydraulics. They have reinforced armored helmets and a protective Kevlar cowl that covers the back of the head and neck in order to protect the sensors suite inside so that the Amalgam can scan & accurately target

opponents. Even adversaries hiding behind thick resin walls and foliage or in the mist of a chaotic battlefield, within 50 feet (15.2 m) are detected. Only Skinjobs with their Stealth Field and special skills seem to go undetected.

Legion's favorite component for this design is her implementation of one of the Resistance's most prized War Mounts. A Dracos head and neck, called the *Ravager Arm Cannon (the RAC)*, is mounted to the right shoulder and is used as both an arm and as the primary purging weapon. This draconian armature was designed to combat both Splicers and N.E.X.U.S. machines as it can fire volleys of Super Light Cell energy beams or worse, spew heavy bursts of molten liquid tungsten metal. With a specialized chest cavity reservoir and utilizing a refractory lining, these amalgams do not suffer any heat damage while the Dracos armature sprays the molten metal. The hot liquid metal literally melts metal armor plating and Bio-Tech armor quite easily, with horrific results to the contents inside. Even if the Terror Thumper misses its initial attack, the very idea of molten metal splattered and laying around, and leaving slag metal ore residue everywhere can be a Splicer's worst nightmare.

It's easy for the Terror Thumper to peek the Dracos' head and neck into a cave entrance, tunnel or room, spraying each rapidly, without having to expose its body to retaliation gunfire. This saves time as the Amalgam is relieved from having to go down and enter each tunnel to search for adversaries and falling into traps. The hot steam, intense heat and molten metal splattered everywhere usually does the job. For Splicers, even waiting for the metal and slag to cool, only adds to the problem. Legion enjoys using humans' fear of metal to her advantage by dowsing passageways with the molten metal to cut off would-be escape routes and entrances. The bright, burning liquid metal is easy to spot and it is clear what it is, and the very idea of accidentally falling into it or touching it, often makes it a very difficult path to navigate and most humans instinctively seek another way to escape.

Legion's primary concerns with the Terror Thumper design however, prevent her from mass producing them. With limited availability of key "ingredients" for making Thumpers as Dracos are not easy to capture nor are they plentiful among the Resistance, these Amalgams are rarely deployed unless Legion really wants something bad or is forced to defend herself. When Legion deploys these brutes, they are typically active for ten hour intervals and then ordered to return back to one of Legion's facilities or directly to the Factory Walker. This preserves the Thumpers from overheating and keeps them healthy for enemy retaliations.

Class: Heavy Assault Fighter & Battlefield Enforcer.

M.D.C. by Location:

- Heavy Shoulder Shields (2) – 180 each
- Left Arm (reinforced) – 210
- Left Hand (reinforced) – 90
- *Knuckle Spikes (4) – 15 each
- Legs (2) – 270 each
- Serrated Combat Tail – 90
- Casting Rifles (2; heavily reinforced) – 125 each
- Robot Grenade Mini-Guns (2) – 50 each
- *Forearm Simple Light Cell Cluster (1 large and 2 small) – 15 each
- Thumper Chest Maw – 275
- Dracos Ravage Arm Cannon (heavily reinforced) – 210
- **Helmet Head (reinforced) – 290
- ***Main Body (heavily enforced) – 845



Force Field – 200

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a “Called Shot” to hit it, and even then is –3 strike.

** Destroying the Helmet head will “temporarily” eliminate all optics and sensory systems (except the Dracos’ optics), and reduces the maximum speed, the number of melee attacks and all bonuses by half. However, because the Thumper has an advanced nanobot composition, it keeps fighting. Furthermore, the nanites will reroute to activate the Dracos head (01-49%) or the central maw (50-100%) as backup sensory support systems until there are no other options available. This rerouting will take 1D4 melee actions to complete.

*** Depleting the M.D.C. of the main body kills the Terror Thumper. Depleting more than three quarters of the main body M.D.C. eliminates the Molten Metal fuel source for the Slag Thrower. In addition, there is a 25% chance the molten metal reservoir will be breached when the tank is destroyed. In this case, as the molten metal spews everywhere, the Amalgam suffers 1D8x10 M.D. and it along with everything within a 10 foot (3 m) radius also suffers 3D8 M.D. every melee round for 2D4 melees.

Speed:

Running: 50 mph (80 km) maximum, but normal cruising speed is only 30-40 mph (48 to 64 km).

Leaping: 10 feet (3 m) or 15 feet (4.57 m) across, increase by 50% with a running start. Terror Thumpers are equipped with jump jets built into their lower legs, that can propel the Amalgam 20 feet (6.1 m) high or across, increase by 50% with a short running start and double when running at full tilt.

Digging: 20 mph (32 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the Thumper.

Swimming: Not possible, the Amalgam sinks like a stone, but can walk along the bottom with a maximum depth underwater of 800 feet (243.8 m).

Flying: Not possible.

Statistical Data:

Height: 11-14 feet tall (3.35 to 4.3 m).

Width: 6-7.5 feet shoulder to shoulder (1.8 to 2.3 m)

Length: 5-6 feet (1.5 to 1.8 m)

Weight: 4 tons fully loaded and fed.

Cargo: None, but a Terror Thumper can carry 2000 pounds (900 kg) on its back and up to 7 tons can be pulled.

Power System: Standard Fusion Cells power the robot parts, while the Legion’s Nanobots bridge the support to the Bio-Tech organic parts. In order to sustain the Bio-Tech parts, the Terror Thumper requires 30 to 100 lbs (13.5 to 45 kg) of animal or human matter or Bio-Tech (can be any composition of Living Body Armor, Host Armor, War Mounts or Bio-Tech Weapons) to sustain the Thumper’s living parts. The Amalgam may gorge on up to 250 lbs (113 kg) of animal matter or Bio-Tech and can go 2D6 days without feeding and without suffering any ill effects. If the Amalgam does not consume its daily required amount of animal matter or Bio-Tech, it will begin to weaken (reduce speed, all Bio-Tech weapon ranges and senses by half). This can often leave Terror Thumpers with partially functioning parts as Legion is still learning how Bio-Technology completely works and is unable to replicate its designs nor harvest all of its regenerating principles. If the Amalgam goes beyond 12 days without feeding

the living Bio-Tech portions will die and the Amalgam inevitably decays. Collectors may scavenge the carcass for spare parts.

Sleep Requirements: As a partial artificial organism, the Amalgam requires only four hours of sleep or rest per day.

Construction Quality: Considered an Asymmetrical Freak with favorable results that validates reproduction.

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

Horror Factor: 16. None against Robots.

Colors: Typically crimson blood red metallic plating, with the dark Bio-Tech armor and hide parts underneath. The teeth on the head however, are ivory white with a purple halogen hue. Elite units have off-white metallic parts instead of crimson.

Senses & Features: All standard Robot, plus the following:

Sensor Antennae: The bio-mechanical stinger appendage mounted on the right shoulder is not a weapon at all, but was purposely designed to resemble one to avoid it from being targeted and to keep would-be assailants from going near it. It is deceptively a sensor antennae that provides the following senses: Antennae, Electromagnetic Vision, Radar and Seismic Sense.

Attacks per Melee (includes bonuses from being controlled by the Legion personality): 7.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +3 on initiative, +4 to strike in hand to hand combat, +2 to parry, +2 to automatic dodge (i.e.: can dodge without using up a melee action), +5 to roll with punch, fall or impact, +2 to disarm, +4 to strike with ranged weapons, impervious to Horror Factor.

Skills of Note: Standard, Land Navigation 90%, Track by Scent 80%, and Hunting 70%.

Weapon Systems:

1. Dracos Ravager Arm Cannon (the RAC). This is an excellent example of Legion’s unconventional, unorthodox, yet genius style of thinking. The right arm of the Terror Thumper is a fully functional, reinforced Dracos War Mount head and neck that is redesigned to spray a deadly burst of molten metal. Super Light Cells are built behind each eye socket that enables the Dracos Ravager Arm Cannon to fire energy beams from its eyes. The Dracos armature is truly a formidable concoction as it is able to deliver devastating bites, swat enemies or in some cases, even constrict an entangled victim.

Primary Purpose: Assault, Enemy Excavation and Troop Combat Support.

A. Slag Thrower Mega-Damage: A molten metal burst spray does 6D6 M.D. per single spray (double damage to body armor) with a 5 foot (1.5 m) splash radius, but the target hit with the burning metal continues to burn and takes an additional 3D6 M.D. every melee round for 2D4 minutes. A concentrated burst (counts as two attacks) does 1D8x10+20 M.D. with a 12 foot (3.65 m) splash radius, plus an additional 3D6 M.D. every melee round for 2D4 minutes. Reduce all damage and burning durations by half for Technojackers if they are in their *Nanobot Armor* at the time of contact. Technojackers being hit by molten metal while in their human flesh form and then changing into the nanobot armor does full damage for the full duration. For exposed humans/or pilots inside armor that are being burned, their damage is 3D6 S.D.C. or Hit Points, with the molten metal continuing to burn and causing an additional 2D6 S.D.C. every melee round for 2D4 minutes, directly to the burned area.

Molten Metal on Flesh: A molten metal burn is one of the most deepest and severe, full-thickness burns that human flesh can experience. If a human character is sprayed with molten metal, it will burn instantly through their flesh at an alarming rate, and the character loses half his attacks per melee, is -6 on all combat bonuses and will be in intense pain and panicked trying to cool the burning liquid any way he can (halve these penalties if the character is clad in M.D. armor).

Worst and perhaps even more sadistic is, once the molten metal has cooled (by dousing with dirt, mineral oil, water or time duration), a slag residue will form, and the embedded nanobots within the slag come back online, instantly triggering a nanobot plague reaction (see **Splicers® RPG**, page 11 – treat as a *Simple Metal Item*). It is extremely crucial to remove all of the molten metal and slag splatter from all burn wounds (both within the armor and pilot) before it cools down to avoid the inevitable nanobot plague reaction.

Molten Metal on M.D. Armor: Wearing mega-damage armor like Host Armor, Living Body Armor, Nanobot Armor, Plastic Armor or War Mount hide does not mean the pilot/War Mount (or Technojacker for that matter) is completely safe or alleviated from the molten metal attack. If the hot metal splatter stays in contact with the armor, then that molten metal stays there, burning through its victim (1D4 inches/2.5-10 cm per melee action for 2D4 minutes) until it is either cooled or removed. Pilots in armor that have molten metal splattered onto it, are still going to have the hot liquid burning through their armor at a rate of 1D4 inches per action. Inevitably, if the molten metal is not cooled, it will quickly reach the pilot inside. (See *Molten Metal on Flesh*, written above, for continued results.)

A Technojacker's *Nanobot Armor* does offer some protection and thus the damage is 3D6 M.D. However, any machine connected to or melded with the Technojacker suffers a loss of 2 attacks per melee as the Technojacker has to refocus control of it.

Molten Metal on Robots and Drones: All cyborgs, robots, and drones receive only half damage and only half the burning duration, plus minus one attack and a penalty of -3 on all combat bonuses as they do not feel pain caused by the hot liquid and will continue to fight, despite the circuitry and wiring underneath that may be burning.

B. Ravager Super Light Cells: For opponents that are spotted hiding or fleeing further down the tunnels, the Ravager Arm Cannon reveals its next trick, as it mows down victims with its Super Light Cell beams located behind the Dracos' eyes.

Mega-Damage: 1D10+5 M.D. for a single laser blast or 2D10+10 for a simultaneous dual blast from the Dracos head. The light produced by these cells contains the full spectrum of light, so the beams deliver full damage even to laser-resistant armors (it's not a true laser).

Rate of Fire: *Slag Thrower:* Each slag spray of molten metal counts as one melee attack, though the head can simultaneously attack with a Molten Metal spray while the Dracos' head is biting and only counts as one attack. The Dracos' Super Light Cells mounted behind the optics, however, are not aligned to lock onto a target during the time the Dracos' mouth is open and spraying the hot liquid metal.

Super Light Cells: Each single or dual blast counts as one melee attack or volley bursts counts as one melee attack per cannon,

but reduce the bonus to strike with ranged weapons by half when firing a burst.

Range: *Slag Thrower:* 100 feet (30.5 m). This Amalgam can also opt to contaminate an area by coating it with the molten metal; an area up to 50 feet (15.2 m) away can be showered with each attack. So a Thumper with four hand to hand attacks remaining could affect an area of 200 feet (61 m); everybody hit within the area affected takes damage (see appropriate damage above).

Super Light Cells: 1,200 feet (366 m), and the Bite has a 16 foot (4.9 m) reach.

Payload: *Slag Thrower:* Fifteen spray attacks for the Dracos head and its payload reservoir can be refilled by the Factory Walker in 1D10 hours. It can also regenerate spent slag before the entire payload is gone by simply consuming metal scraps and allowing the pieces to melt down within the molten metal pool within its chest reservoir. The Amalgam's reservoir must have at least five sprays worth of molten metal to sufficiently melt additional scrap. Every ten pounds (4.5 kg) of metal equals one spray and takes 1D6 melee actions to effectively melt the consumed scrap.

Super light Cells: Effectively unlimited.

Bonuses: +4 to Horror Factor.

Penalties: Legion gets frustrated very quickly about her Terror Thumpers having a bad habit (22% chance) of overheating after long periods of intense combat (15 hours before overheating, double if submerged in water). Once overheated, the Thumper becomes sluggish and exhausted (reduce attacks and speed by half) and is -5 to strike and dodge for 2D4 melee actions.

2. Sonic Pulse War Cry – The Terror Thumper's chest maw is designed to emit an incredibly loud sonic pulse, as a fierce war cry, that is capable of deafening anyone caught within its proximity. Worse, Terror Thumpers will emit these loud, thumping roars to purposely trigger cave-ins, avalanches, rockslides, shatter glass, etc., in order to collapse tunnels and trapping or seriously wounding enemies that are traversing such passageways or territories.

Primary Purpose: Enemy Flushing and Psychological Terror.

Effects of the War Cry: Terror Thumpers are insulated from the shock waves of its own War Cry, however, everyone within 100 feet (30 m) will be temporarily deafened (double that range if in a cavern, industrial hallways or compound corridors, tunnels, or sewer systems. Triple if underwater.) Characters without any type of sound/ear protection will be temporarily deafened for 3D4 Minutes and are -6 on initiative and -3 to parry and dodge. Characters who are inside environmental armor (like Living Body Armor, full body armor plastic/carbon fiber like House Tarkov and Technojacker Nanobot Armor), or a light M.D. vehicle, will have some protection but are still temporarily deafened for 1D4 minutes; same penalties apply but for a shorter duration. Each War Cry adds to the duration of the deafness. Host Armors, Proto-Host Armors, Heavy Power Armors or War Mounts and heavily reinforced M.D. vehicles are sufficiently protected so that the pilot, crew and passengers inside hear (and feel) the shuddering roar, but do not suffer any penalties.

The War Cry also affects the physical surroundings by shaking buildings, triggering cave-ins, avalanches, rockslides, and shatter S.D.C. windows within a 200 foot (61 m) radius of the bellow.

Rate of Fire: Each War Cry counts as one melee attack, but can be conducted simultaneously with the Terror Thumper firing weapons or physical attacks.

Range: 100 feet (30 m) in open areas, double the range if in a cavern, industrial hallways or compound corridors, tunnels, or sewer systems. Triple if underwater.

Payload: Effectively unlimited.

3. Shoulder-Mounted Casting Rifles (2): Each massive, armored shoulder has a wicked looking Casting Rifle.

Primary Purpose: Anti-Armor, Anti-Robot and Artillery Support.

Mega-Damage: 3D8+3 M.D. per individual round fired, or a four pellet burst that does 1D8x10+6 M.D.

Rate of Fire: Each shot or burst counts as one melee attack, or both Casting Rifles can also be fired simultaneously at different targets and count as one melee attack when using the specialized Chameleon Optic Sensors. If one of the optics is destroyed then each Casting Rifle shot/burst defaults to one melee attack and suffers a penalty of -6 to strike.

Range: 2,800 feet (853 m).

Payload: 60 rounds per Rifle and are automatically reloaded, replenishing the payloads for both guns (2D10+20 minutes) after every meal.

Bonus: +2 to strike on an aimed shot only, no bonus for burst attacks.

Penalty: The Casting Rifles are constantly moving around, and begin salivating a putrid drool whenever the Terror Thumper anticipates their use. The stench can linger for 2D6 hours and is a great sign to detect and avoid Terror Thumpers. Gorehounds have a +18% chance of smelling and detecting Terror Thumpers within 200 feet (61 m) in open ground, double that in caverns and tunnels. 100 feet (30.5 m) if the Amalgam is in water.

4. Shoulder-Mounted Robot Grenade Mini-Guns (2): These rotary grenade launchers are typically reserved for use against machines or War Mounts, but will engage durable targets (soldiers in Host Armor, Biotics, Scarecrows and Technojackers) that threaten to stop Legion's primary objectives.

Primary Purpose: Anti-Infantry and Assault.

Mega-Damage: A single fragmentary grenade inflicts 1D4x10 M.D. with a blast area of 20 feet (6.1 m). Two grenades inflicts 2D4x10 M.D., three grenades 3D4x10 M.D., four grenades 4D4x10 M.D., and five do 5D4x10 M.D., but each additional rapid-fire grenade after the second only increases the blast radius by 10% (30% total).

Rate of Fire: Single aimed shot counts as one melee attack. A rapid-fire volley of 2, 3, 4, or 5 grenades from each Mini-Gun (all hitting within one second after being fired) counts as two melee attacks. Similar to the Casting Rifles, both Robot Grenade Mini-Guns can be fired separately or simultaneously at the same target or at two independent targets.

Range: 1,800 feet (549 m).

Payload: 200 rounds total. Each Mini-Gun is connected internally to its own 100 round disintegrating belt. Spent ammo belts are replaced every 1D6 hours by a Mechanic.

5. Reinforced Knuckle Spikes: All of the Terror Thumper's joints are reinforced, but its knuckles are not only reinforced, but also have four spikes mounted atop of the massive fist that deliver massive amounts of damage to armor and enemy barricades. These Amalgams have safety protocols installed that make them reluctant to punch a Splicer clad in Living Body Armor for fear of critically wounding the fragile contents inside. All Biotics, Host Armors, War Mounts and Machines are fair game and are pounded with cruel intentions.

Primary Purpose: Close Combat.

Mega-Damage: See Hand to Hand Combat below.

Range: Close Combat.

Bonus: Does an additional 1D6 M.D. to the usual Thumper P.S. punch/strike damage.

6. Combat Tail: The Combat tail serves the Terror Thumper as a rear defense mechanism and is rarely employed otherwise.

Primary Purpose: Close Combat Defense.

Mega-Damage: 4D6 M.D.

Range: Close Combat up to 10 feet (3 m).

Bonuses: +1 attack per melee round, +2 to strike, +2 to parry or dodge, +2 to disarm and +3 to pull punch. Only P.P. attribute may be added to the combat tail's bonuses, and only apply to the combat that involves the tail.

7. Hand to Hand Combat: Terror Thumpers were designed for Heavy combat, and relish every chance of mixing it up with the toughest opponents, often utilizing their immense strength, Ravager Arm Cannon along with teeth, claws and tail to maul enemies.

Mega-Damage:

Restrained Left Arm Punch: 1D4x10+15 S.D.C. (+1D6 M.D. from Knuckle Spikes).

Full Strength Left Arm Punch: 3D6 M.D. (+1D6 M.D. from Knuckle Spikes).

Power Left Arm Punch: 1D4x10 M.D., but counts as two attacks.

Ravager Restrained Punch: 1D6x10+35 S.D.C.

Ravager Full Strength Punch: 6D6 M.D.

Ravager Power Punch: 2D4x10 M.D., but counts as two attacks.

Ravager Arm Cannon Swat: 1D4x10 M.D.

Ravager Arm Cannon Constriction: 2D4x10 M.D., but counts as two melee attacks.

Ravager Arm Bite: 3D8 M.D. (If drooling molten metal, see Molten Metal Thrower for additional damages.)

Ravager Head Butt: 3D6 M.D.

Reinforced Helmet Head Biting Attack: 2D6 M.D.

Chest Maw Bite Attack: 2D8 M.D.

Kick: 6D6+10 M.D.

Stomp Attack: 3D8 M.D. but only works on targets under 3 feet (0.9) tall.

Body Block/Ram: 1D6x10 M.D., but counts as two attacks and has a 01-75% likelihood of knocking an opponent as large as 16 feet (4.9 m) tall off his feet and onto his back (also has a 01-70% chance the victim drops whatever he was holding). If knocked off his feet, the target loses initiative and two melee attacks/actions).

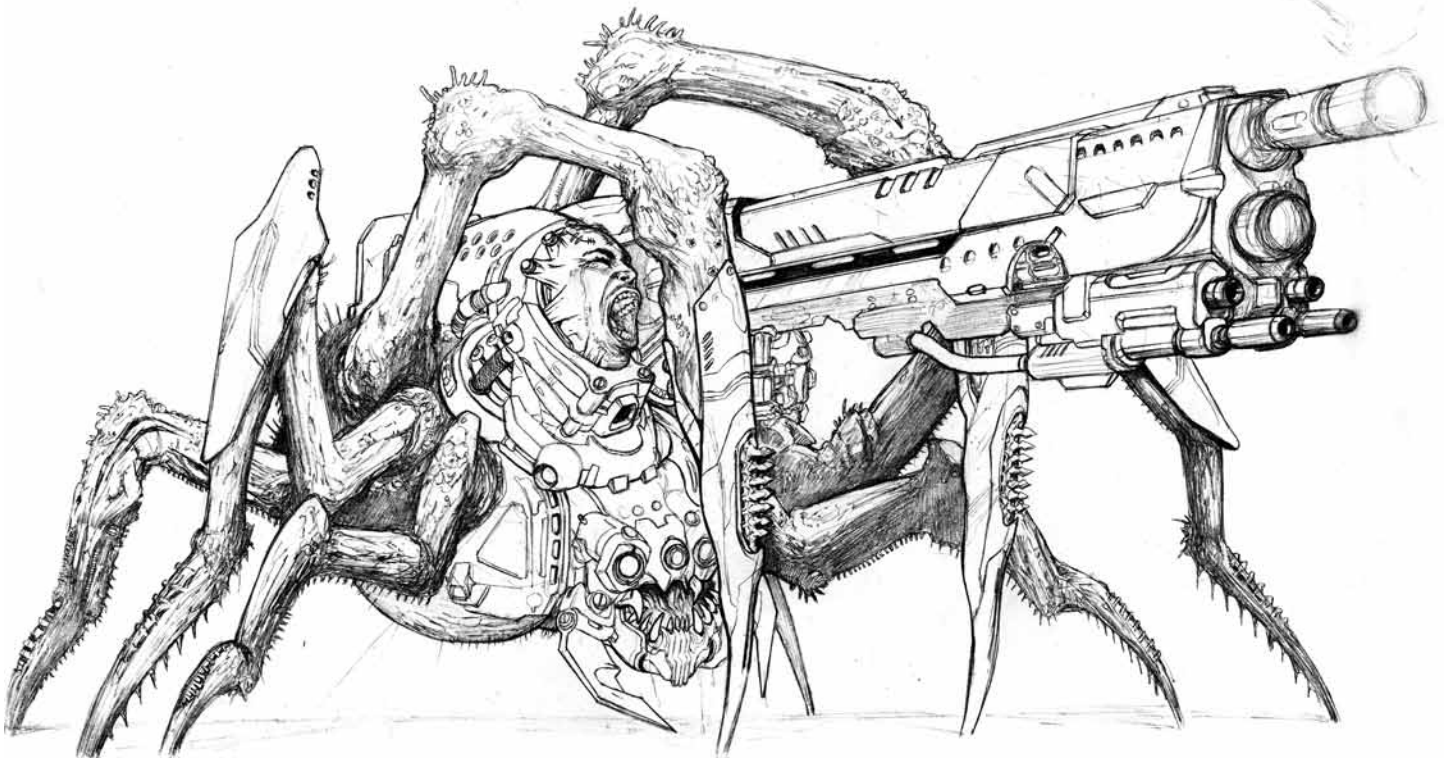
Special Notes: G.M.s, please keep in mind, killing Splicers is not Legion's intention with the Slag Thrower. Forcing Splicers to frantically evacuate their armor and being caught vulnerable, however, is her ideal score. Most pilots lack the pain tolerance nor are willing to chance remaining inside armor that has molten metal burning through it. Not only does Legion catch the human but she is also able to salvage the burnt, but nearly intact yet abandoned, bio-armor and is the reason why this weapon is such a crude, yet efficient design.

Treatment to Flesh: The only ways to douse the molten metal and slag (will not stop the initial damage caused by contact) is to roll in dirt or sand for two entire melee rounds (30 seconds), run the metal slag off for one entire melee round (but takes double damage that melee) or to be doused with slag retardant oils or

powder which cools it in 6 seconds/two melee action. Cool water is the next alternative which will cook the flesh from the chemical reaction (add 1D6 M.D. to the initial damage, but no duration thereafter). To properly treat the victim with water, drench the burn thoroughly with cool water to prevent further damage and remove all burned tissue. If the burn area is limited, immerse the site in cool water for 30 minutes to reduce pain and to avoid fluid buildups, which causes the affected tissue to become swollen and damaged. If the area of the burn is large, after it has been doused with cool water, apply clean wraps about the burned area (or the whole victim if needed) to prevent systemic heat loss and hypothermia.

The depth of the burn depends upon the duration of overall, direct contact. The Ravager Cannon will certainly cause a full-thickness burn which destroys all epidermal and dermal structures. The coagulated protein that the flesh creates gives the burn a white pus appearance, and neither circulation nor sensation are present (-4 to strike or parry with the burnt limb

for 1D4 days or until properly healed). After separation of the dark scabs and dead skin, someone must properly debride the wound for all infectious materials and tissue. To debride a wound, someone has to remove all materials that may promote infection and impede healing. Due to the nature of the burn, the molten metal, once it begins to cool, may appear as if it has eaten into the flesh and painfully grafted into the burnt tissue. During the debridement, such metal particles will have to be removed either by pouring small drips of the liquid generated by Spore Dischargers, using Bio-Tech enzymes (proteolytic enzymes), or intricate suction methods by Geneticists. However, the most common and most painful method is by severing the tissue before the nanobot plague reaction occurs immediately followed by treatment from a Saint. Due to the severity of the wound and the possibilities of metal slag and molten metal fragments within a fresh wound, even Saints will have a tough time healing such wounds properly (reduce the Healing Touch points by half and double the time required).



Gunspiders

These wicked Amalgam concoctions are derived from Legion's scrap yard & experimental leftovers within her Factory Walker's morgue. They are forged into walking Bio-Tech rifles utilizing Mantis War Mount legs with screaming human heads mounted onto them. Gunspiders scurry along walls and ceilings, hunting down and chasing adversaries, firing relentlessly and unleashing all sorts of weaponry (Biotech & N.E.X.U.S. included) with enhanced accuracy. Gunspiders may choose to stalk quarry or immediately erupt into a cacophony of screams, cries and loud gibberish upon the very sight of Splicers; firing their armament randomly at their targets. The psychotic sickness in Gunspiders is just disturbing to Splicers, as the excited mounted heads start drooling, mumbling, screaming, spitting, hollering and cursing

at anyone and anything that is of the Resistance. Legion utilizes Gunspiders to flush out Resistance fighters, to build web barricades to seal off entrances, for securing prisoners, and most importantly, to study the psychological effects of warfare. However, not even Legion knows the full extent of the traumatizing terror that Gunspiders inflict upon the Resistance.

Class: Gun Support, Scout Hunter and Terror Sentinel.

M.D.C. by Location:

Scythe Legs (heavily enforced) (2) – 160 each

Shield Legs (2) – 180 each

*Front Legs (2) – 100 each

*Hind Legs (2) – 120 each

*Mandibles Blades(2) – 35 each

****Tormented Screamer Head (1 to 4) – 4D6+6 S.D.C. each

Assault Cannon (1) – 200

**Spider Head (heavily enforced) – 160

***Main Body (heavily enforced) – 360

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a “Called Shot” to hit it, and even then is –3 strike.

** Destroying the Spider Head will eliminate all optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half. However, because the Gunspider has some Necrotic composition, it keeps fighting. Furthermore, the nanites will find a replacement for the Spider Head (and any other lost body parts) from remains and or metal scraps, and restore all lost M.D.C. within 2D6+4 hours.

*** Depleting the M.D.C. of the main body kills the Gunspider. However, depleting the Main Body may also rupture or destroy the internal grenade magazine (35 M.D.C.) and there is a 45% chance the grenades will explode. In this case, the Gunspider’s carcass is completely destroyed, and everything within a 10-foot (3 m) radius suffers 3D6 points of M.D.C. every melee round for 1D4+2 melees.

**** Gunspiders may have anywhere from 1D4 Screamer Heads mounted onto it at one time. Destroying a Screamer Head does nothing to the physical performance of the Gunspider.

Speed:

Running: Gunspiders can skitter at an alarming speed of 100 mph (160 km) maximum, and half that speed along walls and ceilings. Normal cruising speed is 40 mph (64 km).

Leaping: The powerful legs of a Gunspider allow it to bound and propel itself 40 feet (12.2 m) high or across, increase by 50% with a short running start and double when running at full tilt.

Digging: 5 mph (8 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the Gunspider.

Swimming: Cannot swim, but can walk along the bottom of rivers and lakes and stay submerged indefinitely. Maximum depth underwater is 400 feet (122 m).

Flying: Not applicable.

Statistical Data:

Height: 4 feet (1.2 m) at the height of the tallest leg joint, 3 feet (0.9 m) tall otherwise and can squeeze under something 2.5 feet (0.76 m) tall.

Width: 5-6 feet (1.5 to 1.8 m) from leg to leg, 16 foot radius (4.8 m) with arachnid legs spread out. Please note that Gunspiders can shift their internal bone structure to allow them to squeeze into tight spaces and tunnels as small as 4 feet (1.2 m) wide.

Length: 6-7 feet (1.8 to 2.1 m) from the tip of the gun to the spider’s rump.

Weight: 350 lbs (157.5 kg).

Cargo: None, but the Gunspider can tote 400 lbs (180 kg) on its back and 1,200 lbs (540 kg) can be pulled. Gunspiders often cocoon victims and either haul them up into high crevices to feed upon or take them back to a hidden nest site for Legion’s Collectors to retrieve. Caches of victims are typical finds when Gunspiders are around but the victims’ conditions may vary from living to dead.

Power System: Nanobot & organic driven.

Construction Quality: Quick Stitch – Gunspiders look like disposable fodder, but their internal construction is a bit more solid. They use the same cybernetic joints to hold the pieces together,

but they also possess fully functional life support and repair systems. Construction Time: 1D4 hours. Penalties: -2 melee attacks, reduce speed by 25%, and reduce bonuses by half. Bonuses: +3 to Horror Factor.

Replaceable Regeneration System (R.R.S.) – This experimental repair system is one of Legion’s more unusual and impressive designs. Instead of repairing injuries to the body or limbs, this system allows Gunspiders to simply cut off the damaged area and replace it with components harvested from other machines or Bio-Tech devices. An entire limb can simply be discarded and replaced with a fresh one in minutes. Once the wound is excised or the limb is removed, hundreds of tiny tendrils made of nanites extend from the wound in preparation for the new component. The Gunspider simply needs to press the harvested component into the wound, and the nanites will integrate it into the body in 2D4 minutes. If the Gunspider is interrupted during this process, then the new component simply falls to the ground useless. The Amalgam can try again or find a different component. Only the freshest tissue can be used. If more than 1 melee round has expired, then it cannot be used. Robotic components do not have any kind of expiration date as long as they are functioning, and the components can even be decades old. The main body can only be repaired as long as it has not been reduced to less than 25%. Once the main body is reduced past this point, it is too structurally weakened to accept new components. Gunspiders are fascinated with melding to Splicers and Technojackers, though there is something in their nanobot programming that prohibits the Gunspider from melding with live human beings (Biotics, Technojackers, Scarecrows and Skinjobs included). However, War Mounts, vehicles or Technojacker power armors are fair game, but it takes 2D4 minutes for the integration. Once bonded, the Gunspider begins its outrageous behavior as it realizes that it does not have control of the War Mount or Vehicle and will begin shooting and screaming frantically, and even trying to pry itself off, causing damage to both parties.

Trade Value: None. Can NOT be controlled by a Technojacker and are a shoot on sight adversary.

Horror Factor: 13, however, 16 for a swarm of six or more against humans. None against Robots.

Senses & Features: All standard Robot, and are equipped with the following Biotech features:

Seismic Sense: Gunspiders can feel & detect vibrations along the ground or other surface of contact through any of the spider legs like a living seismic sensor. This means that Gunspiders cannot be snuck up on or caught by surprise by an opponent or multiple opponents approaching on the ground. Gunspiders can detect how many opponents are approaching, how fast they are coming, whether they are lightweight or heavyweight, and from which directions, including from the sides and behind.

Rear-mounted Spinnerets and Webbing: (see **Splicers® RPG**, page 88).

Attacks per Melee: 5.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +4 on initiative, +3 to strike in hand to hand combat, +2 to parry, +5 to automatic dodge (i.e.: can dodge without using up a melee action), +4 to roll with punch, fall or impact, +2 to disarm and entangle, +4 to strike with ranged weapons, Impervious to Horror factor.

Skills of Note: Standard, except +30% to Detect Concealment, plus Prowl 85%, Tracking (People, humanoids, Host Armors and animals) 85%, Climbing 85% and Stalking Target 80%.

Weapon Systems:

1. Assault Cannon: The primary assault cannon weapon can be any form of Bio-Tech rifle or cannon (excluding Omega Blasters, Photon Infuser Cannons nor any Robot Rail Guns), and is reinforced with a heavy metal framework. Standard designs have a Pulse-Laser Assault Rifle.

Primary Purpose: Assault and Defense.

Mega-Damage: See damage of Bio-Tech Rifle or Cannon for corresponding damage and effects. The standard Gunspider Pulse-Laser Assault Cannon delivers 2D6 M.D. per single shot or 6D6 M.D. per triple-pulse burst.

Rate of Fire: Each shot or burst counts as one melee attack/action.

Range: See range of Bio-Tech Rifle or Cannon for corresponding range. Standard Gunspider Pulse-Laser is 3,000 feet (914 m).

Payload: See selected Bio-Tech Rifle or Cannon for corresponding payload. Standard Pulse Laser has an effectively unlimited payload.

2. Under-Barrel Grenade Launcher Cannon: The secondary cannon is a grenade launcher and is mounted underneath the primary cannon.

Primary Purpose: Assault.

Mega-Damage: 1D4x10 M.D. with a blast area of 20 feet (6.1 m).

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

Range: 1,200 feet (366 m).

Payload: 50 round internal magazine.

3. Rapid-Fire Laser Batteries (2): Mounted underneath the grenade launcher are a pair of small lasers, with top-mounted flashlights for temporarily blinding targets.

Primary Purpose: Assault.

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

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

Range: 1,200 feet (366 m).

Payload: Effectively unlimited.

Bonus: +1 to Strike.

4. Mandible Blades (2): A pair of large, articulated blades are attached to the sides of the spider's grinning maw and are used to slice open armored targets or grasping enemy limbs during combat.

Primary Purpose: Close Combat and Self-Defense.

Mega-Damage: 2D6 M.D. from a single Bite attack, or 4D6 M.D. from two simultaneous attacks on the same target (damage being done to the body part that is seized).

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

Range: Touch/hand to hand combat.

5. Combat Capabilities: Gunspiders may use their long-range weapons (each use counts as one melee action/attack) or engage in hand to hand combat or combine the two.

Mega-Damage:

Restrained Leg Strike: 1D6x10+10 S.D.C.

Leg Strike: 3D6 M.D.

Dual Leg Strike: 6D6 M.D., but counts as two attacks.

Vibro-Scythe Front Leg Strike/slash: 1D4x10 M.D., but counts as two attacks.

Barrage Leg Strike: Gunspiders can utilize multiple limbs to strike at the same target, as part of a single, simultaneous "barrage attack" to do additional damage, but only add in the Gunspider's normal P.S. damage once, regardless of the number of legs that hit. Also, like using a missile volley, roll to strike only once, either the entire barrage of legs hit or they all miss. The victim of a Gunspider's barrage attack can only parry or dodge two of the limbs in the volley, four if he has the Paired Weapons skill.

Screamer Head Bite: 1D8 S.D.C.

Spider Head Bite: 3D8 M.D.

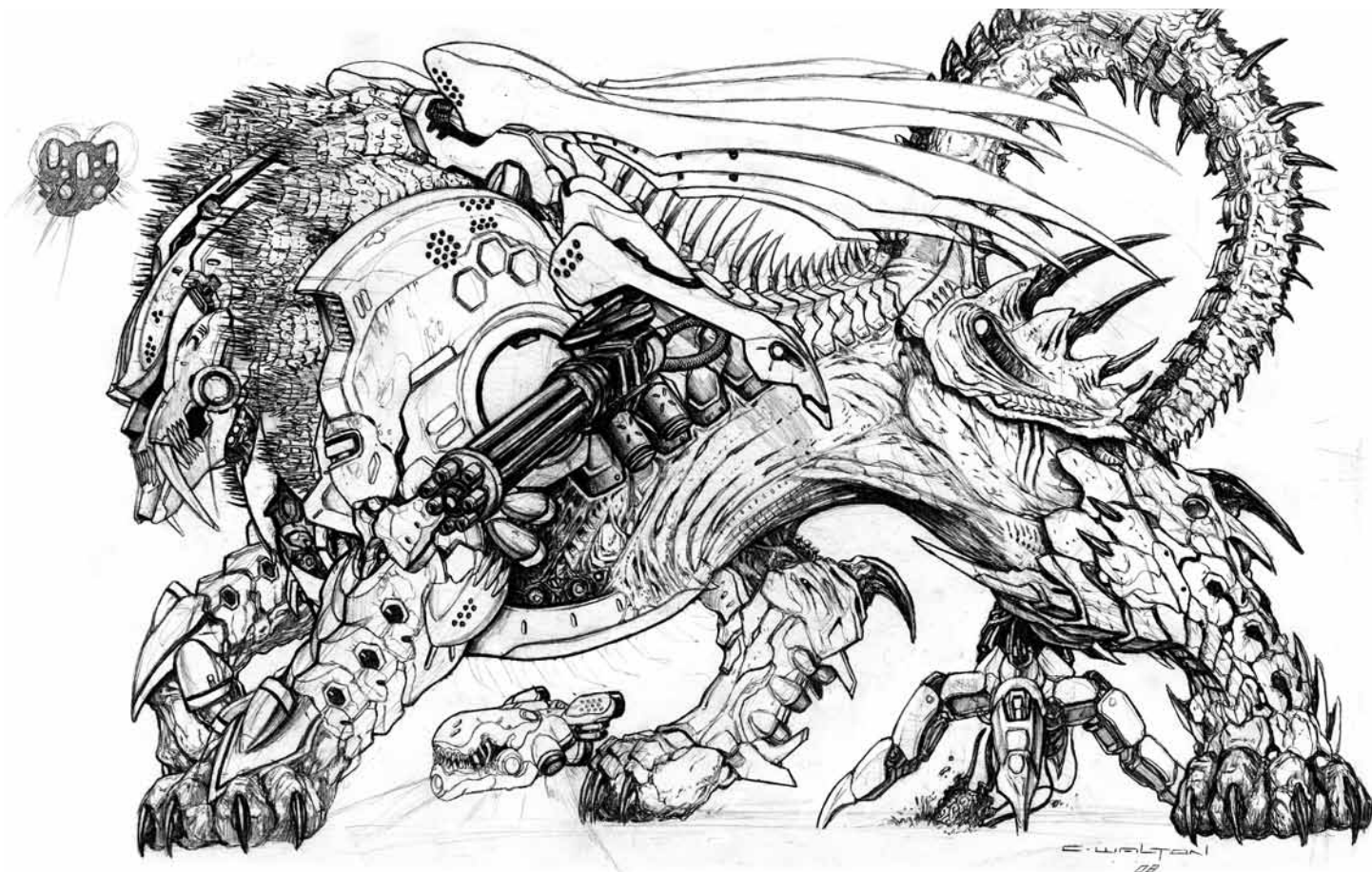
Gun Barrel Ram: 3D6 M.D. at speeds under 100 mph (160 km). Double damage at faster speeds but the Gunspider also takes 1D8 M.D. and has a 01-60% chance of knocking an opponent up to 8 feet (2.4 m) tall off his feet. Counts as two melee attacks.

Body Pounce/Ram: 5D6 M.D. under 100 mph (160 km). Double damage at faster speeds but the Gunspider also takes 1D8 M.D. and has a 01-60% chance of knocking an opponent up to 10 feet (3 m) tall off his feet. If knocked off his feet, the target loses initiative and one melee attack/action, and the Gunspider is poised for a fast Spider head bite attack (+2 to strike for the Gunspider's next attack). Counts as two melee attacks.

Manticore

This newest Amalgam stems from Legion's successful siege of a mountain bunker belonging to the Great House of Artemis that contained a nice surplus of *Mountain Lion War Mounts* (to be covered in future Splicers® sourcebooks). Legion based her design for a predator of Splicers off of the mythical creature that was part lion and part man with a scorpion-like tail, the *Manticore*. Legion's Amalgam turned out far worse than the legend ever described. The Manticore has a bone-chilling smile sculpted across its metallic faceplate and pitch-black optics. Underneath the helmet, Legion has placed an animated human head for psychological horror. If or when Splicers get close enough, they can hear the voice and crying underneath the faceplate. Sometimes Legion will even open the faceplate, exposing the face of a fallen comrade or House ally who is screaming and pleading for someone to save them, as if they are still alive and have a chance for rescue. This is a convincing ploy of Legion's to fool Splicers into thinking that the Manticore somehow conceals and imprisons the rest of their comrade's body inside the Amalgam and that a successful extraction is possible. The sad thing is that the pleading human face will even tell them that. However, Splicers inevitably discover that this is Legion playing one of her twisted games once again.

The Manticore's mane is composed of numerous clusters of needle pods, with each pod composed of a mini-Death Needle Blossom. The large, armor-piercing hypodermic needles inject tranquilizing toxins to sedate and numb living targets. Legion often likes to release a coalition of 1D6 Manticores within Splicer habitats or Nature Preserves in order to capture -living- resources, such as armored Splicers, War Mounts or alien



predators. Many Splicers in Host Armor have succumbed to this predator by simply being shot in the legs or arms, where the needles pierce the armor and puncture the pilot inside. Comrades are often slowed down in rescue attempts by dragging and carrying limp victims, thus allowing Legion to strategically catch them as well.

The tail of this Amalgam has Legion's wicked twist to the mythical creature's design. Instead of the scorpion stinger, it has a *Mandible Discharger* used to engage in melee combat or to eject the wicked critters housed inside. These armored parasites, called *Burrowers*, resemble green brains with squid tentacles and a high-powered drill attached, that enable the creatures to burrow through the ground or thick armored plating at amazing speeds. The high-speed drilling in conjunction with their tentacles enable the Burrower Squids to skitter across the ground and walls like a spider. Once it reaches a target, the Burrower literally drills into its victim. When deep enough, its neuro-tentacles attempt to disrupt the neural paths of control of a Host Armor or bonded War Mount by emitting jolts of electricity that shock the nerves and muscles of the pilot, causing them to temporarily seize up. Against Technojackers in armor or machines, the Burrower seeks to shock or fry internal musculature or circuitry. Manticore's often utilize their tail by wrapping its mandible appendages around the head or limb of a victim, slamming and jarring the opponent around to loosen them up, before injecting a Burrower directly into the victim. The Amalgam will routinely deploy 1D4 Burrowers into the ground and walls before engaging Splicers to set up strategic ambushes and distractions. Splicers have learned to scan all nearby surfaces when Manticores are spotted, because it is likely that Burrowers have

been planted and are lurking underneath the surface or within the walls, tunneling and poised for surprise attack (-3 to initiative if caught off guard).

Fortunately, for the Resistance, Mountain Lion War Mounts are a new and rare commodity, thus hard to come by, so Legion can only churn out so many Manticores at a time.

Class: Hunter Killer, Anti-War Mount & Special Assault Fighter.
M.D.C. by Location:

- *Front Legs (heavily reinforced) (2) – 210 each
- Upper Arms/Armored Shoulders (2) – 240 each
- *Hind Legs (heavily reinforced) (2) – 230 each
- *Clawed Feet (4) – 110 each
- *Rear Hind Scythe Talons (2) – 35 each
- Needle Quill Pods (18) – 35 each
- Ion Gatling Gun (2) – 60 each
- *Saber Fangs (2) – 80 each
- Underbelly Chainsaw – 75
- Back Ridge Spines – 40
- Wing Sabers (8; two wings with 4 blades each) – 80 each
- *Tail – 135
- *Tail Mandibles (4) – 80 each mandible
- **Head (heavily reinforced) – 240
- ***Main Body (heavily reinforced) – 530

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit it, and even then is -3 strike.

** Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half. However, because the Amalgam has an advanced nanobot composition, it keeps fighting.

*** Depleting the M.D.C. of the main body kills the Manticore.

Speed:

Running: 100 mph (160 km) maximum, but normal cruising speed is only 60 mph (96 km).

Leaping: The powerful, heavily reinforced legs of the Manticore are equipped with jump jets that can propel the Manticore with leaps of 60 feet (18.3 m) high or across, increase by 50% with a short running start and double when running at full tilt.

Digging: 20 mph (32 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the Amalgam.

Swimming: Can not swim and sinks like a rock, but can trot along the bottom at 20 mph (32 km/17.3 knots). Maximum depth underwater is 800 feet (244 m).

Flying: Not applicable, the Saber wings are strictly for combat and the Springer jump jets assist only in leaps, not for hovering or flight.

Statistical Data:

Height: 7-8 feet (2.1 to 2.4 m) at the shoulders.

Width: 5-6 feet (1.5 to 1.8 m) from shoulder to shoulder, 7 feet (2.1 m) with Gatling guns extracted and 14 foot (4.2 m) wingspan with Saber wings displayed open.

Length: 11 feet (3.3 m) from tip of the nose to the rump, plus an 8 foot (2.4 m) long tail, with a 2 foot (0.6 m) long mandible tip.

Weight: 1.6 to 2 tons fully loaded and fed.

Cargo: None, but the Manticore can carry 1,600 lbs (720 kg) on its back and 6,000 lbs (2,700 kg) can be dragged.

Power System: Nanobot and organic driven.

Construction Quality: Seamless – The components are fused together with such microscopic precision they look as though they grew that way naturally. Construction Time: 8D8+4 hours.

Enhanced Bio-Regeneration – Either the Bio-Tech components themselves happened to have enhanced healing rates, or Legion figured out how to boost them through drugs, and/or steroids. These enhancements only apply to the organic systems. Mechanical technology components must be repaired by a Mechanic or Repair Wagon, or replaced at the Factory Walker. Bio-Regeneration Rate: 1D6 M.D.C. per minute for the main body and one M.D.C. per minute for all other locations.

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

Horror Factor: 14, however, with the human face exposed, pleading, begging and screaming, it is 17. None against Robots.

Colors: Silver and black or solid death metal gray. In arctic conditions they are solid white.

Senses & Features: All standard Robot, plus standard enhanced olfactory used for detecting Splicers utilizing stealth fields, unless they are downwind from the Manticore.

In addition, the Manticore is equipped with the following Bio-tech features inherited from the Mountain Lion War Mount:

Resistance to Physical Attack: Beneath the skin is a layer of thick tissue filled with an impact-resistant fluid that cushions the Amalgam from blunt attacks like punches, kicks, falls, and explosive concussions (all of which inflict half damage).

Righting Reflex: Another enhancement used to protect the Amalgam from deadly falls. The Manticore can automatically right itself in mid-fall and land on its feet. Takes no damage from any fall less than 50 feet (15.2 m), takes only half damage from falls between 51 feet (15.5 m) and 1,000 feet (305 m), and falls

from a height greater than 1,000 feet (305 m) requires a successful roll with impact to reduce damage by half.

Attacks per Melee (includes bonuses from being controlled by the Legion personality): 7.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +4 on initiative, +4 to strike in hand to hand combat, +2 to parry, +5 to automatic dodge (can dodge without using up a melee action), +4 to roll with punch, fall or impact, +2 to disarm, +4 to strike with ranged weapons, impervious to Horror Factor.

Skills of Note: Standard, Climb (88%), Land Navigation 80%, Prowl 74%, Track by Scent 80%, and Hunting 76%.

Weapon Systems:

1. Ion Gatling Cannons (2): Mounted on each shoulder is a Gatling-styled, ion pulse cannon with seven barrels each. The ion cannons have a 180-degree horizontal rotation axis and a 120-degree vertical rotation axis. Each cannon can fire one or two at a time or in a volley of 2-4 at the same target, or each can fire at a different target. Both cannons are partially shielded by bladed wings (-2 to hit on a Called Shot).

Primary Purpose: Assault and Defense.

Mega-Damage: 3D6 M.D. for a short bursts, two simultaneous bursts at the same target 6D6 M.D., three bursts does 1D4x10+10 and a four shot volley does 1D6x10 M.D.

Rate of Fire: Each blast or volley of 2-4 simultaneous bursts counts as one melee attack. Either the whole volley hits or misses entirely. Reduce ranged weapons strike bonus by half when shooting in volleys (and bursts).

Range: 1,200 feet (366 m).

Payload: Effectively unlimited.

2. Needle Blossom Cluster Pods (18): The lion-like mane of the Manticore is composed of numerous pods each containing a cluster of Death Blossom needles. Each cluster of M.D.C. needles has its own micro launcher. On command, the Manticore can release a small portion of these or large showers of them. The 16 inch (0.4 m), armor-piercing needles are hypodermics with poison solutions to sedate and numb their living targets.

Primary Purpose: Capture, Hunting and Assault.

Mega-Damage: A single needle does one M.D., a small volley does 1D8 M.D., a medium volley does 2D8 M.D. and a large volley does 4D8 M.D. Releasing most (80-100%) at once is the Death Blossom and it inflicts 1D12x10 M.D. to everything within a 30 foot (9.1 m) radius. Needles that pierce into the flesh of a pilot are also treated individually as a Save vs Harmful Drug. Upon a failed roll, the victim will fall asleep within 1D4 melee rounds and those who succumb will remain asleep for 3D6 minutes. Victims may be awoken by smelling salts or a physical shaking, but remain groggy and -5 to strike, parry and dodge for the duration of the sleep effect when awoken early. Add one additional penalty of -1 for each needle that struck the victim, but the total amount of sleep duration remains the same.

Rate of Fire: Each directed, limited attack counts as one melee attack. A full-blown Needle Death Blossom attack that fires most or all of the needles counts as two melee/actions. A full radius attack can only be used once per melee round.

Range: 30 feet (9.1 m).

Payload: Enough needles for 12 full radius Needle Death Blossom attacks per 24 hour period. Automatically regenerates one

full attack payload every six hours. The Amalgam can replenish enough needles for another two attacks every 1D6x10 minutes afterwards.

Bonus: +3 to strike everything in range, but this is the only bonus that counts toward the needle blossom strike.

3. Burrower Discharger: The muscular tail of the Manticore contains a flexible, hollow tube that ends with a Parasite Discharger. This mandible end of the tail is able to be used in combat to grab things or to ball up tightly to be utilized like a club. However, it is when the mandibles are open that the true horror is revealed of the tail's design. Instead of a stinger that injects venom, the tail is able to eject cybernetically enhanced parasites called **Burrowers** that are stored inside well-protected aquariums within the Manticore's rear quarters. These armored parasites resemble squids with an advanced, high-powered drill attached, that enables the creatures to burrow through the ground or armor at amazing speed. Once it reaches its target, the Burrower digs and wedges itself into crevices like an octopus. This is possible as they have no bones, so they can squeeze into very small areas of Host Armors & War Mounts where their neuro-tentacles attach and begin shocking the victim repeatedly with powerful jolts of electricity.

Primary Purpose: Incapacitation & assault.

M.D.C. of the Burrower: 22 M.D.C. points, but the Burrower is a small target and a -3 to hit on a Called Shot and each Burrower is treated the same as a high-tech mini-missile and each can be shot as normal.

Mega-Damage: 2D12 M.D. Humans and other biological/living creatures must roll to save vs stun attack (15 or higher, with any possible bonus from P.E.) or they will lose initiative, two melee attacks and are -4 on all combat actions for 2D4 melee rounds. An Electrical attack on Host Armor and War Mounts will inflict the usual Mega-Damage to the pilot inside, but the pilot does not suffer any other penalties. Machines take the M.D. inflicted.

Rate of Fire: One Burrower can be discharged at a time and counts as one melee attack/action. Because Burrowers are thinking projectiles, each Burrower gets its own independent roll to strike.

Range: 1,200 feet (366 m), after which the Burrower will lie in wait for 3D4 minutes before dying where it lies.

Payload: 20 Burrowers are located in the internal aquarium of the Manticore's flanks. Reloading takes 4 melee rounds from a Collector/Mechanic carrying a new aquarium, but only two melee rounds for a Repair Wagon or one melee round for the Factory Walker.

4. Saber Wings (2): These large blades are used to defend the Manticore when it is surrounded or being overwhelmed by numbers. The wings fold together like a fan but can unfold and be used to slash opponents with quick twists and turns or while strafing through enemy lines.

Primary Purpose: Close Combat and Defense.

Mega-Damage: 1D4x10 M.D. per slash.

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

Range: The length of the Saber blades is 6 feet (1.8 m).

Payload: Effectively unlimited.

Bonus: +2 to strike.

5. Hand to Hand Combat: Manticores excel in close combat, often utilizing their head projectile arsenal along with teeth, claws and tail to maul and overwhelm enemies.

Mega-Damage:

Restrained Claw Strike: 1D6x10+10 S.D.C.

Claw Strike: 5D8 M.D.

Power Claw Strike: 2D4x10 M.D., but counts as two attacks.

Sickle Claw Slash: 5D6 M.D. for a rake or kick and 1D6x10 M.D. for a leaping rake slash but counts as two melee attacks/actions.

Head Butt: 3D6 M.D.

Bite (Fangs retracted): 3D8 M.D./5D8 M.D. (with Saber Fangs unsheathed).

Body Block/Pounce/Ram: 4D8 M.D., counts as two attacks, plus victim loses one melee attack.

Running Leap Attack: 2D6+10 M.D., +1 to strike and has a 01-75% likelihood of knocking an opponent as large as 12 feet (3.7 m) tall off his feet and onto his back (also has a 01-75% chance the victim drops whatever he was holding). If knocked off his feet, the target loses initiative and two melee attacks/actions, and the Manticore is poised for a fast bite attack (+2 to strike for the next Manticore attack). A Running Leap Attack uses up two of the Manticore's attacks.

Tail Slash with Barbs: 1D4x10+10 M.D., but counts as two melee attacks.

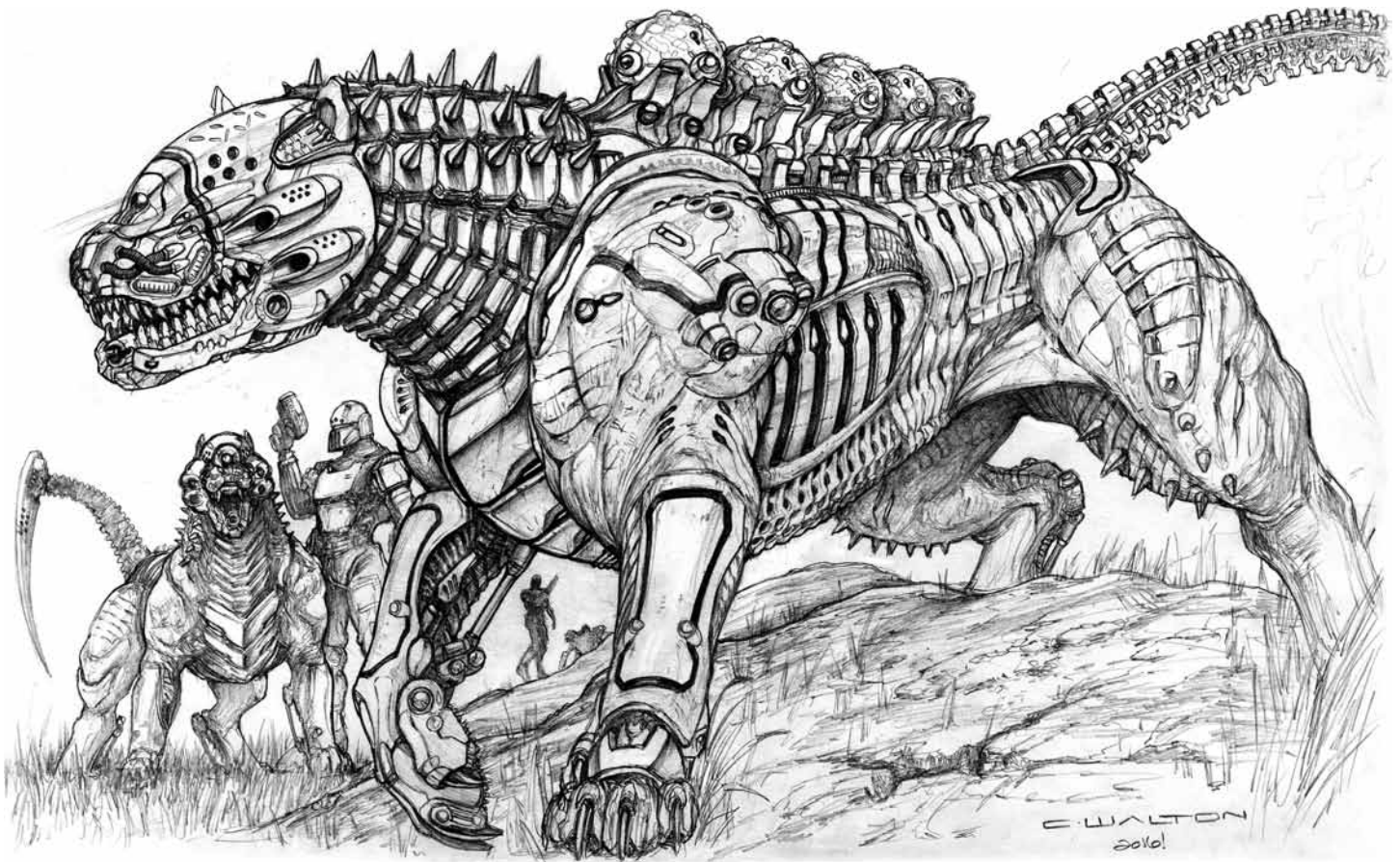
Tail Swat: 2D6 M.D. plus the victim loses initiative and one melee attack.

Mandible Tail Crush: Does an initial 2D8 M.D. when a victim is successfully grabbed/entangled and held. The tail end mandibles squeeze with vise-like pressure, crushing internal structures of Host armor, War Mounts or machines, causing 2D6+10 M.D. per crushing squeeze, thus impairing a seized limb (cannot use it). Each crushing squeeze counts as one of the Manticore's melee attacks/actions. However, because the intent is to hurt rather than to hold, victim's can use their Escape Artist skill at +10% to escape (slip the hold), or the victim can be pried out by comrades provided they match the Manticore's P.S. This attack/action also places the captured victim in position for a Burrower and is a -4 to dodge for the seized victim until freed.

War Hound

Legion has chosen to exhibit the psychological influence and affinity of "man's best friend" with the more commonly availed Gorehounds of the Resistance to her full delight and continued exploitation of Splicers. Nicknamed Legion's "Blood Hounds," Splicers assumed the name was accurate with ancient history, based on recent accounts of the mangled, bloodied conditions of survivors that spoke of these wicked hunts where they escaped from a pack of large, necrotic Gorehound monsters covered in dried up blood. When investigating these creatures, it was assumed that the ancient bloodhounds of old were also utilized in the same fashion to hunt fugitives and prey. Legion overheard multiple Splicers speak of her Gorehound amalgams as Blood Hounds and decided to oblige their assumptions by adding a special olfactory sensor to have her canine re-creations live up to their namesake. Now the canine terrors serve also as her means for locating, tracking and hunting any of her desired targets.

Legion likes to hunt formidable Splicers to learn more about their mind sets, field capabilities and relishes the oppor-



tunity as a playful challenge. When desired quarry (Splicers, N.E.X.U.S. or alien predators) are spotted that are selected for a hunt, Legion deploys a Mini-Transport platform (see **Splicers® RPG**, page 62) that will soar over the designated area where Legion wants to flush out or intercept her prey. The Mini-Transport Platform's cargo is loaded with pod-like capsules each containing a War Hound in fetal position. Legion's Factory Walker loads these platforms as she sees fit for what she plans to hunt. Typically, she uses 1D4 War Hound capsules (per humanoid target) and 1D6+2 per War Mount, large N.E.X.U.S. robot or alien predator. The capsules are jet-tisoned from the Mini-Transport Platform into strategic locations surrounding the targeted area, creating a hunting ground perimeter. Once the pod lands, it immediately opens up and the War Hound leaps out of its capsule, quickly utilizing its advanced array of sensors to synchronize with its pack members and to begin tracking its targets. Once linked, all the War Hounds within the pack are able to see and comprehend one another's locations, observations, scent detections, and experiences. This enables them to perform and function cohesively with their combined data as a formidable, collective pack. It is a true horror to be hunted and locked in combat with these relentless hunters.

Class: Necrotic Interceptor, Hunter-Killer and Scout.

M.D.C. by Location:

- *Front Legs (2) – 120 each
- *Hind Legs (2) – 120 each
- *Tail – 100, plus four blades with 30 M.D.C. each
- **Head – 180
- ***Main Body – 360
- Force Field – 100

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit it, and even then is –3 strike.

** Destroying the head will eliminate all optics and sensory systems, and reduces the maximum speed, the number of melee attacks and all bonuses by half. However, because the War Hound has Necrotic composition it keeps fighting. Furthermore, the nanites will find a replacement for the head (and any other lost body parts) from Gorehound remains and metal scraps and restore all lost M.D.C. within 2D8+4 hours.

*** Depleting the M.D.C. of the main body kills the War Hound.

Speed:

Running: 180 mph (288 km) maximum, but normal cruising speed is only 80 mph (128 km). Half the speed when running along walls and ceilings.

Leaping: 20 feet (6.1 m) high or across, increase by 50% with a short running start and double when running at full tilt.

Digging: 20 mph (32 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the hound.

Swimming: 40 mph (64 km or 34 knots); dog paddle. Maximum depth underwater is 2,000 feet (610 m) where it can walk, bound or run along the bottom.

Flying: Not applicable.

Statistical Data:

Height: 4.5 feet (1.4 m) at the shoulders, 6 feet (1.8 m) to the top of the head.

Width: 3.5 feet (1.06 m) from shoulder to shoulder.

Length: 8 feet (2.4 m) from tip of the nose to the rump, plus a 4 foot (1.2 m) long, barbed tail.

Weight: 1,200 lbs (540 kg) or 1,500 (675 kg) fully loaded and fed.

Cargo: None, but the War Hound can carry 1,600 lbs (720 kg) on its back and 6,000 lbs (2,700 kg) can be pulled. The incredible pulling strength is also utilized to gauge how much it takes to overcome the War Hound when it chooses to lock its leg musculature to not allow its quarry to flee once it is seized in the gripping jaws. Brute strength is the primary challenge at this point, as a seized adversary requires a combined Splicer or Robotic P.S. of 36 to break free or to keep moving, though speed will be reduced by 25% if one War Hound is biting and locked onto the target. 2-3 War Hounds reduces the speed by half and 4-6 reduces speed by 80%. This technique is used to hold quarry while other reinforcements come to join in or to deliver the killing blow.

Power System: Nanobot and Organically driven.

Construction Quality: Seamless – The components are fused together with such microscopic precision they look as though they grew that way naturally. Biology and technology work together in perfect harmony to become something more.

Construction Time: 8D8 hours.

Nanite Repair Systems: The Amalgam is infested with experimental nanites that repair damage to all components, whether they are organic or technological.

Regeneration Rate: Organic components are healed at a rate of 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations. Damage to inorganic components is repaired at a rate of 1D6 M.D.C. per melee round, but the necrotic hound must have access to 2 pounds (0.9 kg) of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems.

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

Horror Factor: 15 to normal civilians, 14 to Splicers because it's such an abomination of a once loyal Gorehound, but 18 for everyone when it's a pack of four or more.

Senses & Features: All standard Robot (minus Feature 8), and standard War Mount Senses plus the following:

Motion Detection: Lateral line sensors built along the sides of the neck, back and hindquarters (similar to a shark) enable the War Hound to pick up the slightest, but telltale signs of motion around the Amalgam canine. This makes it impossible to sneak up on the War Hound.

Range: 30 foot (9.1 m) radius around the Hound.

Note: High, shifting winds (30 mph/48 km plus) will negate this sensory ability. The Lateral line sensors are modified to be amphibious and the range doubles when the hound is underwater.

Enhanced Olfactory Recognition: Recognize and accurately identify general/common/known smells, including gases, food, and other distinctive odors, plus can distinguish smells produced by various Great House Biotechnologies. **Range:** 300 feet (91 m) per level of experience. **Base Skill:** 60% +2% per level of experience.

Track by Scent: Does not need to follow tracks or any other visible trail, just the scent molecules and pheromones left in the air by its target are sufficient enough for the War Hound to follow a scent trail left several days in the past. Under optimal condi-

tions, a War Hound can detect as few as one or two cells. The canine's nasal chambers (where scents are identified) have been modified to be larger than those of Gorehounds and other War Mounts. **Note:** Splicers utilizing stealth fields, moving or motionless, will still be detected by scent with this sensor, unless they are downwind from the War Hound. However, anyone who has reduced their scent by rubbing the Samaritan Gorehound's Sterilizing Dew (see page 129) on themselves receives a bonus of +25% for their concealment (until the dew is rubbed or washed off of if the character is exposed to a fresh odor (blood, sweat, chemical, etc.).

Range: Roll once every 2,000 feet (610 m) per level of experience. **Base Skill:** 60% +2% per level of experience. A failed roll means the trail has been temporarily lost. Two successful rolls out of three tries means the trail has been rediscovered. After two failures, the trail is permanently lost. Cannot track by smell alone through moving water or heavy rainfall.

Mounted on each paw are Grip Hairs and Suction Cups for climbing walls and ceilings.

Attacks per Melee (includes bonuses from being controlled by the Legion personality): 6.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +4 on initiative, +4 to strike in hand to hand combat, +2 to parry, +5 to automatic dodge (i.e.: can dodge without using up a melee action), +4 to roll with punch, fall or impact, +2 to disarm, +4 to strike with ranged weapons, Impervious to Horror factor, +1 to Horror Factor when teeth are grinding, +3 when they are shredding armor or flesh.

Skills of Note: Standard, except +30% to Detect Ambush, Detect Concealment, plus Prowl 85%, Camouflage (self) 80%, Tracking (people, humanoids, Host Armors and animals) 85% and Stalking Target 80%.

Weapon Systems:

1. Twin Plasma Ejectors (2): Mounted on each cheek are twin Plasma Ejector Cannons that are hardwired directly to the War Hound. They can fire one or two at a time or in a volley of 2-4 at the same target. The Plasma Cannons can also be fired while the canine Amalgam is biting its target and only counts as one melee attack.

Primary Purpose: Assault, Hunting and Defense.

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

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

Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

2. Foam Sprayer: Built into the lower jaw is a Foam Sprayer that is hardwired directly into the saliva glands of the original Gorehound. These decayed necro-organic parts now secrete a putrid smelling, frothy bacteria foam similar to a rabid dog. The foam is highly infectious by contact and attacks the immune systems and regeneration cells of ALL Biotechnology (even Biotech handheld weapons begin to suffer if not treated).

Primary Purpose: Disable and Weaken opponents. Also used to scent mark quarry.

Mega-Damage: While it is almost harmless to humans, delivering only 1D4 S.D.C. damage per melee round, when the foam comes into contact with Bio-Technology it reacts with a chemical hostility reaction triggering the foam to deliver 1D4 M.D.C. per melee attack/action for up to 2D10 minutes or until the biotech armor, creature, weapon, item, etc., is reduced to 25% of its total M.D.C. capacity or until washed off by water. Wiping it off against other surfaces only smears the foam, making it stickier to the biotechnology it has come into contact with. Contact with human blood however, will double the damage.

Duration: The infectious deterioration lasts for 2 hours before becoming totally inert.

Rate of Fire: Each Foam Spray counts as one melee attack.

Range: 50 foot (15.2 m) spray.

Payload: 12 sprays every 24 hours.

3. Tail Sickle: This large, Vibro-Blade sickle is used to defend the hindquarters of the War Hound and is also used during strafe attacks to disable opponents. This is a common tactic to bring a fleeing opponent or prey down where the War Hound can slow down and turn to engage the quarry. The tail cannot curl, or carry objects and it is not prehensile.

Primary Purpose: Close Combat and Defense.

Mega-Damage: 4D6 M.D. for slashes when the vibro frequency is not activated, 1D4x10 M.D. from a slash with vibro activated.

Rate of Fire: Each strike counts as one attack/action, although it takes one melee action/attack to activate. Once activated, the Vibro-Blade can remain active constantly during combat until deactivated or destroyed.

Range: The length of the sickle is 6 feet (1.8 m) and it is attached to a 4 foot (1.2 m) tail, giving the War Hound a total maximum reach of 10 feet (3 m).

Payload: Effectively unlimited.

Bonus: +2 to strike, +2 to parry and disarm, but these bonuses only apply when the tail weapon is used.

Penalty: Gorehounds and anyone equipped with Enhanced Hearing can detect the active Vibro-Blade humming up to 60 feet away.

4. Vise Jaws & Saw Teeth: The Gorehound's original teeth are replaced with razor sharp, interlocking blade teeth that are installed along a rotary chain belt mechanism on both the upper and lower jaws. This enables the War Hound to interlock its teeth to increase its ability to secure and hold onto an adversary and exert up to 3 tons of bite force to crush an enemy's protective armor. The rows of teeth can also be sped up to act as a grinding chainsaw that renders flesh, bone, armor and metal with devastating results.

Primary Purpose: Close Combat and Securing Opponents.

Mega-Damage: See Hand to Hand combat below.

Range: Close Combat only.

5. Hand to Hand Combat: War Hounds regularly engage in close combat, often utilizing their head projectile arsenal in conjunction with their teeth, claws and tail, and work strategically when alone or with cohesive coordination in packs. They are fully capable of all the same physical attacks as a standard Gorehound (add +1D6 M.D. for Legion's added reinforced armor plating), plus the following:

Mega-Damage:

Bite: 3D8 M.D.

Vise Lockjaw Bite (Seized Bite): 3D8+15 M.D.

Bite & Shake: 3D10+10 M.D. (counts as two melee attacks) and an additional 1D10+5 M.D. per shaking frenzy attack that follows (each pair of shakes afterwards counting as one additional melee attack). Up to 2 melee rounds before the War Hound is required to re-stabilize itself (1 melee action). This attack can only be conducted on adversaries that have been successfully seized during a bite attack and locked down upon with the vice jaws.

Chainsaw Grinder Bite: Requires the initial Seized Bite upon an opponent, but once the victim is secure, the chainsaw teeth engage at maximum speed, delivering an additional 1D4x10 M.D. per attack and can run consecutively at 3D6 M.D. per additional attack directly to the bitten area, until the item/area of the victim is no longer damageable (counts as two initial melee attacks plus each additional melee attack thereafter).

Tail Slash: 2D6+10 M.D. while inactive, 1D4x10 M.D. with Vibro-Blade activated.

Underbelly Chainsaw Slash: 1D4x10+10 M.D.

Running Leap Attack: 3D10 M.D.+ 5 M.D. for every 10 mph (16 km) above 30 mph (48 km), and has a 01-85% likelihood of knocking down an opponent as large as 15 feet (4.6 m) tall off his feet and onto his back (also a 01-70% chance the victim drops whatever he was holding). If knocked off his feet, the target loses initiative and two melee attacks/actions, and the War Hound is poised for a fast bite attack or Plasma Ejector blast (+2 to strike for the canine's next attack).

Optional Feature Addition: Legion likes to mix up the features of her War Hounds as an overall, versatile hunting pack that is unpredictable enough to keep Splicers guessing, so she does not equip them identically. Each War Hound will have one of the following:

01-24% Tick Hive: Built into the rib chambers of the War Hound is a hive containing hundreds of microscopic robotic ticks. When the War Hound shakes its body like a wet dog, it scatters the ticks everywhere around it. Once the bugs land onto targets, they immediately scurry & burrow deep into cracks, crevices, openings, vents, and wrinkles of clothes or armor and begin emitting a homing signal up to 20 miles (32 km) away for other War Hounds and Legion to easily track. These robotic ticks not only transmit a homing signal, but also transmit recorded sound waves of what they are attached to. Exposure to high electrical or EMP discharges will nullify all the ticks immediately. Otherwise, they must all be found and removed accordingly, which can be *challenging* if the ticks are sealed in due to bio-regeneration. All Gorehounds have a +10% to detect ticks, but Samaritans equipped with both Medical Probes and Ultrasound Cup Pads, or Saints and Engineers can detect and remove all embedded ticks.

Primary Purpose: Tracking, Surveillance & Espionage.

Mega-Damage: Burrowing damage is 1D4 S.D.C. to flesh and 1D4 M.D. to Mega-Damage structures. The Ticks are made of various plastics, so there is neither a plague reaction nor any metal to detect.

Rate of Fire: Counts as one melee action.

Range: The shaking can reach a radius of 30 feet (9.1 m).

Payload: Enough Ticks for ten full radius blossoms. Reloading the internal tick hive counts as two melee rounds by a Collector/Mechanic or one melee round by a Repair Wagon or the Factory Walker.

25-48% Cable Net Gun: The other reported weapon that some War Hounds have is a gun that fires a cable net up to 50 feet (15.2 m) away. Once they snare a target (up to 14 feet/4.3 m tall or wide), the cables instantly contract tightly to constrict and contain any captives caught in the net.

Primary Purpose: Capturing Prey.

Mega-Damage: The impact of the net delivers no damage to armored beings and only delivers 2D8 S.D.C. to unarmored humans or animals. However, the impact of the net will launch captives weighing less than 800 lbs (360 kg) up to 2D10 feet (0.6 to 6.1 m) from where the target was standing or running. The nanobots contained within the fibers are programmed strictly to ensnare targets, constricting (at P.S. 45 Robotic Strength) only as needed to contain the target. Against Mega-Damage constructs, the net's constriction will deliver an additional 2D8 M.D.C. per melee attack/action until the target stops struggling and is incapacitated or breaks free. **Note:** If the net is broken or torn, the separated/fragmented pieces will have the normal nanobot hostile plague reaction.

Rate of Fire: Counts as one melee attack/action.

Range: 50 feet (15.2 m).

Payload: 10 cable nets. Requires two melee actions for a Collector or Mechanic to reload.

49-74% Cable Snakes (3): This War Hound is equipped with three *Cable Snakes* (see **Splicers® RPG**, page 42) to flush out or distract Splicers/N.E.X.U.S. Machines, while the War Hound closes in for the kill or to help assist the Amalgam in combat. There are two Cable Snakes attached underneath the War Hound and one that is housed down the throat of the necrotic Gorehound that can be shockingly and very quickly ejected out at targets (-2 to initiative and any Auto-Dodge bonuses for all unsuspecting/unprepared adversaries).

75-00% Probe Spheres (5): These are surveillance drones that help expand the monitoring of hunting grounds and overall tracking of activity within a designated area. They are small, spherical drones deployed to monitor and observe the activities of combat, enemy locations and use of tactics. The probe spheres

typically hover silently throughout areas, hiding themselves in shadows or in foliage to best cover the areas being surveyed.

Class Type: Automated Robot Probe.

M.D.C. by Location:

*Optic Sensor Lens (3) – 1 each

**Main Body – 12

* Destroying one of the sensor lenses also destroys one of its many optic systems/cameras, communication and sensory systems. When five or more sensors are lost, the probe will leave its post and seek out the nearest Mechanic or Collector for repairs and then return back to its assigned post. The sensor lenses are very small and are difficult targets to hit, especially when moving, and can only be hit when a character makes a Called Shot, and the attacker is -5 to strike.

** Depleting the M.D.C. of the main body shatters the robot and destroys its electronic systems completely, but also unlocks the protection from a nanobot plague reaction.

Size: Roughly the size of a softball or grapefruit (five inches/13 cm in diameter) and weighs 5 pounds (2.25 kg).

Speed & Movement:

Rolling: Can roll up to a maximum speed of 35 mph (56 km) on flat surfaces, loose gravel and dirt, reduce by half through brush and foliage. Can not roll in mud.

Swimming: Amphibious versions of the Probe Spheres can swim 30 mph (48 km/26 knots) underwater, but can not hover above the surface. Maximum Depth is 200 feet (61 m).

Hovering: Maximum speed is 40 mph (64 km), but typically travels at about 1-5 mph (1.6 to 8 km) when examining, searching or spying on an area or target. Maximum hovering altitude is 250 feet (76 m).

Sensors & Features: Standard Robot, though equipped with lithium batteries (not fusion powered) nor any force fields. Batteries give each probe a maximum operational time of 2 days before requiring a recharge from a War Hound, Collector or Mechanic. Maximum operating range from a Factory Walker is 110 miles (176 km).

Stealth: Excellent, equal to a Prowl of 85%. Silent flight and rolling.

Combat Bonuses: +4 to automatic dodge, +3 to roll with impact or fall.

I am Legion, Episode V

An Adventure and Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

Illustrated by Charles Walton II

Devourer Created and Written by Lance Colley

Mechanic and Tempest writing assist by Todd Spencley

Note: Originally appeared in *The Rifter*® #76, page 71.

At the end of the last episode, the players were left with two choices:

Choice A: If the players decided to skip the secret weapons facility rescue attempt, they will pretty much be on their own. They will still have Drake Benton, Anderson Long, and the Badger on their side, but the Stalker War Mounts will leave them to go help their friends back at the Lab. Worse yet, they will miss out on the impressive amount of ordnance scattered throughout the facility and instead will have to rely solely on the weapons and equipment they had when they first left the underground haven. Should the players elect to avoid the weapons facility then this will conclude the episode for them and they will proceed to Episode VI (page 205). Please feel free to have the player group seek a temporary refuge and hunt for food as they plan their attack on the Factory Walker. Also feel free to utilize any of the new Legion units within this episode’s article as new opposition along the players’ way to the Factory Walker. Don’t force them to go if they are too reluctant or battered.

However, if your group seems on the fence or needs some encouraging persuasion, then please utilize Drake Benton. Have him grow more concerned over Legion and what else she could do with all the Bio-Tech in the facility, and what could inevitably be used against them if they don’t intercept her attack on the facility. Will this be a missed opportunity that they will never forgive themselves for? How would the Great House feel if they learned that the player group opted to not go and rescue a targeted Engineer that Legion plans to meld into her Factory Walker?

Choice B: If the players decided to return to the weapons facility, the resources they should be able to gather will largely depend on how successful they are. Fully stopping the invasion force will gain them the enormous thanks and support of Martin, Isaac, and all the facility’s defenders. The Lab itself will be a total loss either way, and the Engineer will need to be moved, but if Legion’s attack is stopped, Isaac and the majority of the survivors will lend their support to the final assault against the Factory Walker while Martin, the Saint, and a handful of defenders will stay behind to coordinate a slower more careful evacuation of the Engineer.

Even if the players go to the Lab and are unable to save the Engineer, then they will likely still walk away with some powerful weapons and a few extra survivors to help them in the final attack. If by chance Legion successfully captures the Engineer Dante, then every survivor will join in the final assault to hopefully recapture him before Legion can merge his body with the

Factory Walker. Legion will keep her minions hunting through the facility to exterminate any stragglers even after successfully capturing her prey, so exiting the facility will still be a challenge. Even if the players should fail, it will be noted by high clearance personnel that the players made a valiant, heroic attempt and are not only trustworthy but also invaluable heroes. Should the players elect or be convinced to go back to the weapons facility, then please proceed.

To the Rescue

Game Masters, this part of the adventure runs like an old-fashioned dungeon crawl, except with one major twist. The twist in this particular dungeon crawl is that the player characters do not have to enter the Lab through the front door (although they can if they choose). The Badger gives the player characters a great deal of freedom concerning how they approach the facility. They can tunnel into any room from nearly any angle. They can burst through a wall, come tunneling up through the floor, or even come crashing down through the ceiling. While storming into a room will likely give the players the element of surprise (+4 on initiative), it could also lead to disaster. The Badger can only detect the seismic vibrations emanating from a room, it cannot determine who or what is in each room until it breaks through.

Keep in mind that the entire facility is in complete chaos, and the easiest rooms for the Badger to home in on with its seismic sensors also happen to be the rooms that are embroiled in the most intense combat. These rooms are all marked with an “S” on the **Secret Weapon Facility Map**. The Badger can attempt to find a less active entrance point, but it only has a 60% chance of successfully locating any room not marked by an “S.” On a failed roll, the Badger enters a nearby room of the Game Master’s choosing. The Badger can tunnel out of any room just as easily, but if it is locked in combat at the time, the War Carrier will be pretty vulnerable for one whole melee round as it attempts to dig an escape route.

While Legion should be the player characters’ primary concern, she is not the only threat. Some of the more experimental creations grown at the Lab are also running loose throughout the facility, wreaking havoc on both sides. The section below describes what is happening in each room of the facility (refer to the **Secret Weapon Facility Map**). In addition to the list of enemies and survivors battling it out in each area, listed in the room’s description are all the treasures that are hidden among the rubble.

This list is broken into two sections; the obvious items scattered about in plain sight and the hidden items that require some thorough searching in order to uncover. Many of these items are concealed on the bodies of the dead or buried under piles of debris. They may take some effort to find, but there are many treasures to be had if someone is willing to take the time to look for them.

For every five minutes the player characters take to sift through the area, they can roll percentile dice on the hidden items table for that room 1D6 times (this is the number of items the group gets, not how many items each individual receives). Unfortunately, time is not really a luxury the players have. In addition to the forces listed in each room, Legion also has minions patrolling the area looking for survivors.

For every five minutes the players spend searching, they must also roll on the **Random Patrol Table** below to see if one of Legion's patrol teams stumbles upon them. A few notes concerning these patrols: they only show up once the room has been cleared (they normally do not add to the current forces of the room, but Game Masters can feel free to summon them as reinforcements if appropriate), roll initiative as normal to see if the patrol gets the drop on the player characters or not, and all patrols will attempt to fight the player characters to the death and will pursue them wherever they go (unless the players prevent this by collapsing any entrances or tunneling out using the Badger).

Random Patrol Table:

01-30% Lucked out. No additional patrols enter the area.

31-40% A lone Collector enters the area and immediately attacks the player characters. Legion also has reinforcements nearby and will send them in as they become available. An additional Collector will show up every minute until all player characters are destroyed or they flee the room.

41-50% A small pack (1D6+1) of Legion's Blood Hounds are ferreting out any Resistance fighters attempting to regain any defensive positions within the facility. Two of the augmented Gorehounds are damaged (reduce main body by 50%), all others are walking along the ceiling and walls, searching for targets. No reinforcements are nearby, though any major, loud explosions has a (25%) chance of attracting a Lone Collector.

51-60% Four Collectors burst into the room and attack. No reinforcements are available nearby so once the room is cleared, no additional minions will arrive.

61-70% Three Amalgam Gunspiders scurry into the room and split up in an attempt to flank the players. They crawl across the walls and ceiling (at a surprisingly fast pace) in order to seize the high ground advantage, which gives them an additional +1 to strike. Game Masters can use the stated Gunspiders armament or can determine what type of Bio-Tech firearms and human faces Legion incorporated into their bodies.

71-80% A pair of Rapier Coils enter the room and attack. On their own they are only a minor threat, but their function is to scout out prey for the deadly Hunter Cyborgs that released them. If the players cannot successfully flee the area within one melee round, they will come face-to-face with these two Hunters.

81-90% A Hunter Cyborg armed with a Burner (see **Splicers® RPG**, page 134) or a Terror Thumper Amalgam (Game Master's choice) is going from room to room igniting corpses to ensure they are dead when it stumbles across the player characters.

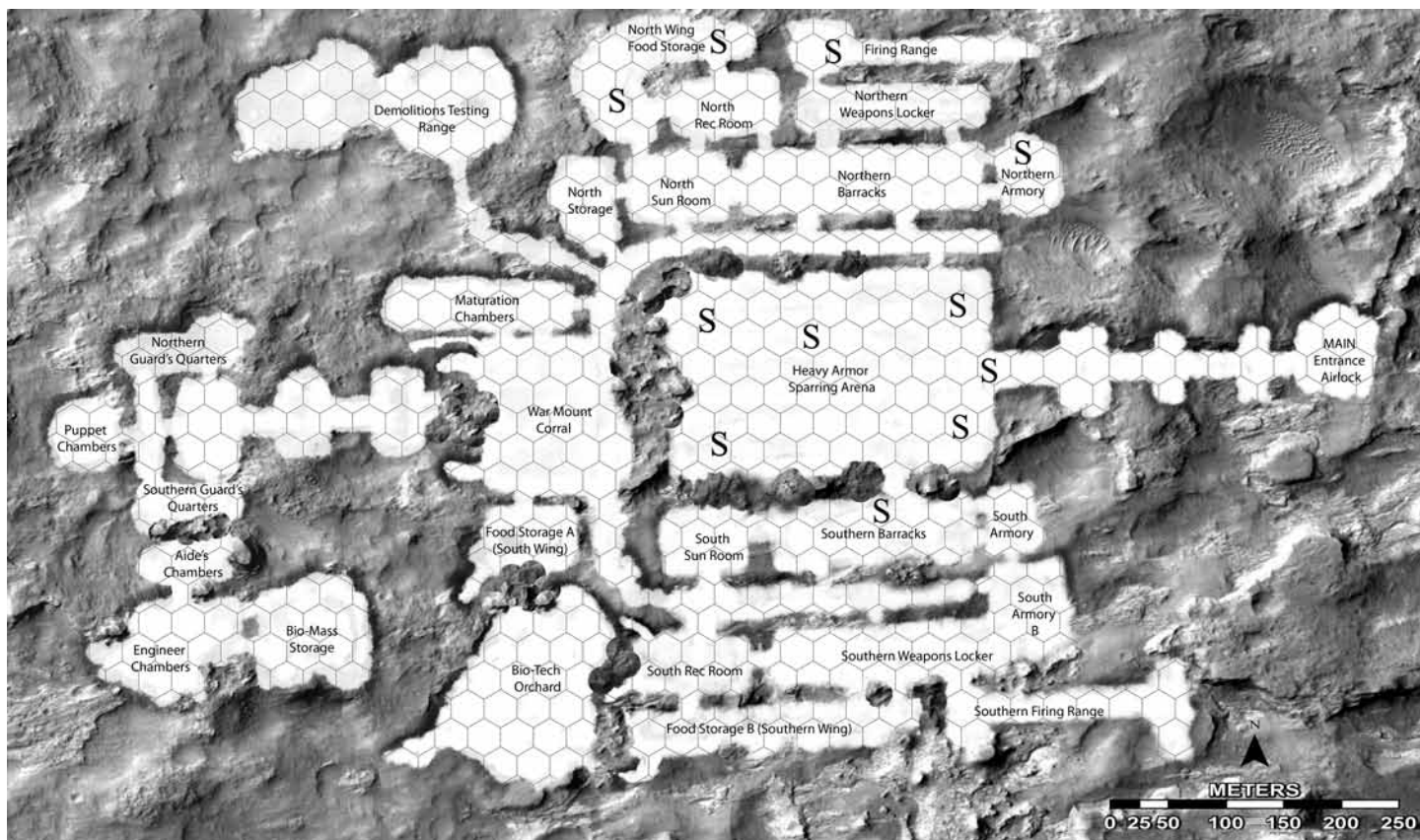
91-95% Three Mechanic Cyborgs are carrying Fusion Borg robot parts and are being escorted by several Collectors and 1D6+1 Steel Troopers. If the player group is not discovered they will continue to transport the parts to a staging area deep within the facility. If discovered, the Mechanics and the Collector will continue onward, while the Steel Troopers attack the player group.

96-100% Several wounded Defenders (One Tempest and Roughneck (Level 4-5) or 1D4 Biotics (Level 4-6) have entered into the area of the player group and need medical attention badly (reduce their M.D.C. to half or less). Fortunately, they are accompanied by a Samaritan Gorehound (see page 129) and need the player group to buy them just a little time (2 melee rounds per soldier) to heal. Regardless of their condition, they value the player group and will assist in the fight against Legion and her invading hordes. The Samaritan and the defenders will also tag along and support the group as needed.

Current State of the Lab

Bell Lake: If the player characters want to enter the Lab through Bell Lake (or if they want to split up and send part of the group through the lake), they will not be able to take the Badger with them. The Badger is too heavy and is not capable of swimming. If it entered the lake it would sink to the depths too quickly and be crushed within minutes. Unless the player group wants to take the time to build a permanent tunnel for the Stalkers to follow, they will likely have to enter the facility through the airlock. Bell Lake is swarming with Legion's minions, but they are mostly going about their business and are not expecting any Splicers to be in the lake. A constant stream of Collectors are shuttling other minions and munitions down to the facility to support the assault. There are also three Legionnaires that seem to be cruising about in random patterns. Their mission is to relay Legion's signal to the attack force inside, so they will not risk themselves under any circumstance. They are weaving through the water on their wing boards in continuous evasive patterns, and if they are threatened, they will simply increase their speed and erratic dodging. They will not attack under any circumstance. There are plenty of other minions in the water to deal with any attackers (about 6D6 at any given time).

Airlock: Legion's forces pried open the doors to the airlock and rushed into the facility so quickly that only the handful of defenders already in the airlock were able to mount any kind of defense. Unfortunately, they were drastically outnumbered and were quickly cut down before they could inflict much damage. The array of Spine Pods built into the walls of the room destroyed or damaged dozens of attackers, but eventually, they too were neutralized and Legion was able to seize complete control of the entrance. All of the walls were blasted to pieces in order to kill the Spine Pods. Their bloated bodies are sprawled out all across the floor stacked on top of the dozens of melted robotic minions they sprayed with their powerful organic acid before being silenced. The battle destroyed most of the Glow Cells in the room, which combined with the thick smoke from the firefight, has significantly reduced the visibility in the room. It is clear that the airlock took a serious pounding during the initial breach but it is still intact. The airlock door, however, is another story. Legion wanted to preserve the door to keep the facility from flooding



which is why she had her minions pry it open rather than blast it apart. Unfortunately, pulling these doors open ripped many of the muscles and tendons that enabled the door to seal itself completely. While it is mainly in place, it can no longer hold back the crushing weight of the lake and thousands of gallons of water are continuously pouring into the room. It is being drained out nearly as fast as it is coming in, but the water level is about four feet (1.2 m) deep and steadily rising. Anyone accompanying the player characters with knowledge of the facility (like Drake Benton or the Badger pilot) will inform them that the “pumpers” are holding back the water the best they can, but they will not be able to last much longer. Eventually, they will shut down and the facility will flood. Drake suggests collapsing the entrance to the facility to hopefully stop the flooding. Unfortunately, the group will first need to deal with the rather sizable force waiting for them. This is not only the first link in the chain, but it is also the remote staging area for the entire assault. As such, this room is loaded with minions. The pair of Legionnaires in this room act as the primary relay for Legion’s consciousness. Eliminating them quickly (before any other Legionnaires could rush back to the airlock to take their place) could completely shut down the entire assault in one fell swoop. Of course, accomplishing this feat is highly unlikely due to the sheer number of minions within the airlock. In addition to the combat models, there are also eight *Mechanics* busily assembling Fusion Borgs. These enormous brutes were too large to enter the facility on their own, so they had to be brought down in pieces and reassembled within the airlock. One Fusion Borg has just been completed and is counted among the room’s assault force. The constant flooding has washed away the acid sprayed by the Spine Pods and extinguished all of the fires. This is helping to clear the air and increase visibility, but with only a handful of Glow Cells remaining, visibility is still limited to about 10 feet (3 m) for normal vision and 30 feet (9.1 m) for enhanced

Bio-Tech and technological sensors. Note that the airlock took a major pounding, but most rooms in the facility are in a similar state. The intense combat throughout the complex has damaged the walls and extinguished Glow Cells that once illuminated the facility quite nicely. Most rooms are in tatters with rubble strewn about everywhere, corpses from both sides littering the ground, and the already darkened chambers made even more so by a constant smoky haze.

Main Entrance Hallway: This is where the first real battle between Legion’s assault force and the facility’s defenders took place. Unfortunately, this is also where the defense force discovered their remote detonators were completely useless. Legion was right that this gave her forces an advantage, but she drastically underestimated just how much resistance these Splicers were capable of generating even without the claymore barricades. The piles of robots filling the hallway are a testimony to the skill, training, and power of the facility’s defense force. Legion expected to roll over them like a wave, but instead her forces slammed into a brick wall of fierce resistance that stopped them dead in their tracks. However, the seemingly endless supply of relentless minions slowly chipped away at the defenders until they were forced to retreat, but they bought the rest of the facility enough time to make preparations. It is difficult to tell just how many minions fell in the attack because they are stacked five to fifteen feet (1.5 to 4.6 m) high in twisted piles of slag all throughout the passageway. It makes for a tight squeeze in some spots, but the continuous chain of minions passing through from the airlock staging area has blazed a decent path.

(Game Master Note: Buried under all this debris are the bodies of a few dozen Splicers, their gear, and one lone signal disruptor. If the players make the connection that Shauna marked the disruptor with the same scent as what is on her letter and have someone in their party with enhanced senses, they can search for

the signal disruptor by rolling percentile dice. It is difficult to find, but not impossible. Shauna's clue about it being located in the second kill room drastically narrows down the search. On a roll of 01-30%, their search turns up the proverbial needle in a haystack. On a failed roll, they can keep searching, but this will take another five minutes, which means they will need to roll on the random patrol table. If they destroy the signal disruptor in this tunnel, then the explosive barricades in the tunnel become usable again as do the collapsible tunnels surrounding the airlock and rooms 3, 4, 18, and 19.)

Only seventeen explosive barricades survived the initial assault. They are mostly buried beneath piles of shattered robots, but this only adds to the explosive shrapnel created by detonating them. Each barricade inflicts 4D6x10 M.D. to a 20 foot (6.1 m) area. Standing near one of these un-detonated barricades just before the third kill room (the room close to the Arena) is one lone Legionnaire. He is probably one of the most vulnerable links in the signal relay chain. If he is destroyed quickly enough before a Legionnaire from the airlock or Arena can rush to take his place then all minions in the assault force will deactivate. Eventually, a Legionnaire from the airlock will replace this broken link (along with 4D4 defenders), but the Splicers throughout the facility will be able to inflict significant damage on their disabled opponents before they can be reactivated. This translates to the minion tally in every room (except the airlock) being reduced by twenty-five percent. Destroying the signal disruptor and using a remote detonator from one of the fallen Splicers to blast the Legionnaire standing by the barricade will inflict tremendous damage. It is so close to the barricade that the blast will be an automatic critical strike which may not kill this enormously powerful cyborg, but it should weaken it substantially.

(Game Master Note: The player characters still possess two Shell Bombs. That is some major firepower, and some players might want to use this explosive payload to break the chain quickly and easily. This could possibly work much better than any of them would guess, but it is a risky choice to make. Not only does this give the players one less shot when they take on the Factory Walker, but they might get caught in the blast if they cannot tunnel out of the way in time. Detonating a Shell Bomb will kill everyone in the airlock, passageway, and Arena and completely collapse all three rooms. This instantly breaks Legion's signal relay chain, and with the rooms collapsed, she will be completely unable to reestablish it. This is the quickest way to end the threat, but possibly the most dangerous. Drake and any other NPC will highly discourage this tactic.)

Heavy Armor Sparring Arena: The Arena holds the last remnants of the Splicers team that first met Legion's assault force in the passageway. They fell back to the west side of the Arena to regroup with reinforcements and started collapsing passageways with heavy weapons fire to hopefully contain the threat just a little bit longer. They started with the southern passageways, so when Legion's minions flooded into the room, she quickly decided to direct the bulk of her forces into the Southern Wing while she still had the chance. Hundreds of robots poured through these doorways before the Splicers were able to seal all four shut. Legion then directed her attention to keeping the northern path open while she tried to crush the Arena's defenders. There is still one lone passageway into the Northern Wing that a steady stream of minions continues to enter. The Splicer defenders are trying their best to close it, but Legion keeps sacrificing Collector after

Collector to take any hit meant to collapse the tunnel. While they have not been able to completely block off Legion's invasion, their efforts have given the rest of the facility a chance. Without their sacrifice, the Lab would have fallen within minutes. It is shocking and amazing that any of them are even still alive. These last defenders are doing their best, but they will fall soon enough. The only thing that has kept them going this long are two of the Lab's Heavy Combat War Mount designs, the *Goliath* and the *Silverback* (see pages 137 & 141). The massive armored gorilla and gigantic Bio-Tech bear are smashing robots left and right while the other Splicer defenders blast any robots that successfully flank them or climb on their backs. To the west of the defenders lying in the rubble of the collapsed tunnel is the second signal disruptor. It is surprisingly easy to find if someone knows what to look for, but none of the Splicers in this facility even know they exist. Destroying this tiny device will give the Splicers in the Engineering Hallway full access to the remaining explosive barricades. This will be an enormous help when Legion's forces break through, but there are so few left that it will not be enough to turn the tide. Hanging back from the action of the south side and north side of the Arena are two Legionnaires. Only one is required to continue the chain. The second one is there to fill in any holes that might develop if another Legionnaire happens to fall. They will not engage unless attacked directly, and even then they will try to break away as soon as possible and let the other minions deal with the threat.

Northern Hallway: The Northern Hallway is under Legion's control. All resistance in this corridor has been pacified and Legion's minions are free to move from the Arena to the War Mount Corral where they are gathering in preparation for a final push towards the Engineering Chamber. There is a permanent force of eight Collectors and four Hunters defending the hallway to ensure that it stays clear, but there is also a pretty steady string of additional minions entering the hallway on a regular basis (about 1D4 every melee round). Most are heading to the new staging area in the War Mount Corral, but many are being directed into the Northern Wing to seek out and destroy any remaining Splicers. Legion wants to make sure there are no threats at her back before she makes her final push for the Engineer.

Northern Barracks: The former home to the defenders of the Northern Wing is now home to a Legionnaire and his force of defenders. They cleared this room quickly in the first phases of the assault and then established a fortified position in the center of the room to defend this vital signal relay point. If this Legionnaire goes down, then every minion in the Northern Wing goes down as well until a Legionnaire from the Arena can take its place.

North Storage: The signal disruptor in this room allowed Legion's forces to quickly shatter any organized resistance from the Splicers in the Northern Wing, and its continued operation pretty much guarantees their doom. Collapsing tunnels and funneling the enemy through controlled corridors is a key component of their defense plan, and without their explosive charges, their plans quickly fell apart and they were slaughtered in droves. The survivors scattered across the area in a desperate attempt to survive, but Legion's minions greatly outnumber them and are hunting them relentlessly. It is only a matter of time before they are all wiped out completely. If the player characters can destroy the signal disruptor in this room and get the word out to the survivors via Bio-Comm, they may be able to seal off sections of the facility and trap Legion's minions. They could still be saved, but

if the signal disruptor is not destroyed then they will all fall for sure. The room itself has already been swept clean of survivors. Legion's minions came through and torched every survivor and corpse (to ensure they were dead) as well as every remaining suit of Bio-Tech armor. Legion patrols will still periodically check this room to ensure no survivors have doubled back. Anyone spotted in this room that is not a charred corpse is attacked on sight.

Northern Armory: The huge stockpile of weaponry in this room is allowing the handful of survivors to put up quite a fight, despite the overwhelming odds. They are blasting away at Legion's minions on the shore from within the nutrient pool itself. These Splicers went straight for the most powerful experimental creations they could find, and these bizarre weapons gave them the edge they needed. Of course, the dozens of dead Splicers floating throughout the nutrient pool makes it clear that these defenders may be dishing out punishment, but they are taking it as well. The Proto-Host wearing armory attendants are continuously searching through the storage racks and dropping fresh weapons in front of the defenders. They fire each weapon until it is completely empty and then chuck the spent weapon over their shoulders. There is already quite a large pile of fully charged weapons in front of them and piles of spent weapons around them. Most of Legion's robots are getting chewed apart before they can make it into the pool, but dozens have. So far though, these minions have also been destroyed before they could get too close, but the sheer number of robots that continue to pour through the door will eventually overwhelm them all. The Dreadnaught leading this group is holding a vial of a special virus called *Meltdown*. This weapon of last resort was designed to quickly spread through the nutrient tank and poison every Bio-Tech creation that absorbs the fluid. Within minutes of being infected with this virus, any Bio-Tech weapon, device, or Living Body Armor will dissolve into a pool of organic sludge (Host Armor, Biotics, Gorehounds, and War Mounts are not affected because they do not absorb the nutrient fluid of sustenance). The Dreadnaught is waiting until the last possible second before he has to liquefy the armory, but that moment seems to be coming soon.

Northern Firing Range: When Legion first breached the facility, the defenders unleashed all of the War Mounts from the War Mount Corral. Most were rounded up to be used for organized defense, but a small percentage either slipped away in the chaos or were released to go hunt down robots on their own. During the assault, a handful of these "wild" War Mounts were eventually funneled into the Northern Firing Range. Legion hoped that once these beasts were cornered they would be easier to eliminate, but all it did was make these mounts fight back more ferociously. They are trapped and will likely fall, but they have already taken down dozens of minions and will likely drop dozens more before they fall. If the player characters can get behind this attack force and liberate the trapped War Mounts, they will have some grateful and powerful allies. G.M.s, choose the array of surviving War Mounts that you want to be in the room and their conditions accordingly.

Northern Food Storage: A hideous creature is ransacking the food storage and gobbling up everything in sight. It also seems to be eating the corpses of fallen Splicers and War Mounts. Of course, it also appears to be destroying Legion's minions (and quite effectively) as they enter the room. Whatever this thing is, it is even more nightmarish than Legion's Amalgams. It looks

like a mound of flesh covered in dozens of writhing tentacles and massive mouths filled with razor sharp teeth. Also sprouting up from within the blood-coated flesh are what looks like human faces, arms, and legs as well as Bio-Weapons and Bio-Tech limbs. It is busily devouring food and fighting the machines that are pouring in from the south. If the players enter from the northern entrance, then there is a good chance they will not be noticed by the beast (01-75% chance) unless they attack it first. If they enter the room by tunneling in with the Badger, then there is a 01-50% chance they will be spotted and attacked. The creature is growing quickly as it eats and it will need to exit this room by squeezing through the entranceway. If the players flee the area immediately, they will not be pursued by this monster. However, should they be spotted or stay for more than one melee action, the Devourer will attack and pursue them tenaciously (see stats for *Devourer Amoeba*).

Northern Rec Room: The Northern Rec Room seems quiet at first, but it holds a deadly threat that is dispatching anything that enters the room, man or machine. There are piles of Splicer corpses and robots sprawled about the room. All of the corpses are covered in huge bites, claw marks, and acid burns. Anyone familiar with the *Abomination War Mount* (see *The Rifter*® #30, pages 47-50) will quickly recognize its handiwork. It turns out that not one, but two Abomination War Mounts have claimed this room as their territory. They got spooked when they were released from the War Mount Corral and ran off to find a safe spot they felt they could defend easily. Apparently, they considered the Northern Rec Room the perfect place. They disabled every Glow Cell in the room to make it easier for them to hide. This combined with their Stealth Fields makes them incredibly difficult to find. If the player characters spend more than one minute in the room, then both Abominations will attack. They automatically have initiative. They will strike quickly and then attempt to fade into the darkness before anyone can retaliate. They will continue to use these hit and fade tactics until the players leave the room, kill the War Mounts, or subdue them. If the Abominations can be successfully subdued, then a Packmaster or Outrider may be able to calm them down and get them to fight on the players' side. **Game Master's Note:** If you do not have *The Rifter*® #30, please feel free to substitute the two Abominations for two *Grendel War Mounts* (see *Splicers*® RPG, pages 118-121), and enhance them with Acid Blood, Stealth fields and Suction Cups and Gripping Hairs.

Northern Sun Room: This room is filled with dozens of robots that have come in from the hallway and are lining up for their chance to storm the Northern Food Storage and try to take down the monstrous creature (See *Devourer*) that is gorging on the facility's supplies. The Glow Cells in this room have been destroyed, cloaking the room in darkness except for the light spilling into the southern entrance from the hallway and the muzzle flashes coming from the Northern Food Storage. The bodies from a Splicer squad are scattered about the room, literally. Something ripped them to pieces. From the amount of blood splattering the walls, they were likely torn apart while still alive.

Northern Weapons Locker: Very little is occurring here. 1D4 Steel Troopers and 1D8 Skitter Pods are scurrying back and forth from the Northern Barracks to try and support the falling machines that are fighting in the firing range against trapped War Mounts. There are a few machines that are being repaired by Mechanic Amalgams in the middle of the floor, but no major con-

centrations are located here. Most of the forces are focusing on the Northern Armory and the Northern Firing Range. This room is more of a staging area between the two rooms.

Demolitions Testing Range: This room is out of range of Legion's signal, so no minions are able to enter the area. However, that does not mean the room is safe. Deep inside the range is a Skinjob ransacking and looting the demolitions cache, loading as much explosives as he can onto his Demolition Harness and backpack. The Skinjob's physique and gear should look very familiar to the player group. It is *Zhong Kui*, call sign "Ghost" (see page 73). However, once he turns around to face the group, he reveals that he is no longer the same Ghost that the players once knew. His face appears to be fitted with a sleek metallic visor instead of eyes and a grill-like muzzle with six Small Collection Tentacles (same as Legion's Collector, see page 43) writhing about. Ghost will speak in the usual sultry yet raspy, computerized Legion voice, "Still here trying to do your part, tsk... tsk... tsk... I'll give you till the count of ten before I come get you..." but it will flicker with static and come in and out. Ghost's appearance will quickly fade as he and his customized Gorehound, "*Cao*," begin their hunt of the players.

If the players decide to leave quickly they will hear the sinister Skinjob's voice slowly counting down over the players' Bio-Comms, starting from number ten. Should the players seek to recover any of the demolitions ordnance, they will find that there are plenty of cabinets still loaded with Bug Bombs, Conventional Explosive Charges, Chigs, Mega-Bug Bombs, Migs and Squigs. In large aquarium tanks built into the wall, the players can see the foggy tanks are halfway filled with dirt, alien like plants and roots, and with large feeding worms squirming about with bite marks in them. In one of the corners however, there are several Scutigera Mobile Migs lying on one another, with just their long, hairy antennae moving about. A massive shelf along the same wall has multiple (2D6) Receptor Mounds (all types) and several Eye See You self-propelled grenades. Such heavy ordnance may help the players and the Defenders take out many of Legion's forces, so it's a worthy cache, but Ghost and Cao have been guarding this sector and will make it hard work for the players to leave with any of these items.

Ghost and Cao will strike quickly and stealthily, playing a cat and mouse game, strategically harassing and hunting the players one by one. Never seeking a true kill, just tormenting them with wounds to slow them down. Though Ghost might steal items, or detonate tunnels, or trigger explosives to flush the players out into the open just for kicks, he gets his real amusement by teasing his quarry as he hunts. Ghost will use scare tactics like waving a high-frequency dagger across a player's throat without them seeing it. He'll allow other players to glimpse the blade moving slowly across the throat of another player and quickly fade away before the observing players can say anything. These psychological terror games should make the players extremely jumpy and VERY paranoid. Players should always feel as if something just slipped past them, or blew on their shoulder, or whispered something very low into their ear. They should second guess themselves at times, wondering if something just moved into the shadows, when in fact there is nothing there or perhaps there was something there that has quickly moved. G.M.s, have some fun scaring your players with Ghost and Cao. Also note, unlike most of Ghost's Deluvane allies who have been completely

lobotomized, Ghost pleaded with Legion to spare his sanity in exchange for him to willingly serve her as a test subject. She sort of compromised, as he said that she could exploit his talents by allowing him to show her various weak points and vulnerabilities of her enemies. Legion fully trusts no one, but she is intrigued with what her first Skinjob can offer her, so she has augmented him somewhat but she has given him more liberty than most of her minions. So just because Ghost is out of range with Legion at times, doesn't mean that he will be swayed from her objectives.

Demolitions Test Range Hallway: Only signs of massive explosions, shrapnel, tattered pieces of charred Bio-Tech armor and blood trails are seen in this dimly lit hallway.

Maturation Chambers: This room's walls are covered with bio-organic tubing that connects to many honeycomb-like chambers filled with nutrient fluids, and umbilical chords that connect to various Bio-Tech items and embryonic creatures inside. Legion's minions (2D6 Collectors and 1D4 Mechanics) are couriering away as many Bio-Tech items and sleeping War Mounts, as they can, especially new experimental designs. Four Steel Troopers, a one-armed Slicer and one badly damaged Hunter (reduce M.D.C. to 50%) are standing guard over this ant-like cargo train of Collectors and Mechanics, while another Hunter continues to rip more Bio-Tech items from their gestating cocoons and hands them to Collectors wrap up in the nanotube webbing before they are quickly carried off. Majority are familiar weapons that the group has already seen and or at least tested, but there are still quite a few items they have not seen before. The floor is covered in the thick, pink nutrient fluid that is spilling from the ripped opened sacs along the wall. There are several Biotics, Tempests and War Mount embryos (majority being Mantis Cannons), still growing that have not been opened yet. Only a few (1D4+2) Gorehounds would be mature and functional (each having only 3 attacks per melee round for up to 1D4 melee rounds) as they will be groggy if immediately awakened. At least two of the Gorehounds are enhanced with stealth fields and one can be a Samaritan if the G.M. chooses (see page 128). This atrocity must be stopped, but not at the risk of not rescuing the Engineer, Dante. Coordinated efforts will need to be devised quickly to either recapture these stolen Bio-Tech items or to destroy them before they make it back to the Factory Walker and can be instituted into Legion's wicked creations against the Resistance. Who knows how many items may have already been ferried back to her. **G.M. Note:** If the players attack openly, the Collectors and Mechanics will not engage them no matter what. They will scatter and race to any exit they can with any Bio-Tech items they are carrying or can pick up. The Hunters, Steel Troopers, and Slicer will charge every member of the player group to try and capture them. However, the Hunters, unlike most of Legion's minions, may seek to kill a player character, so be careful. If the players are appearing to be overwhelmed, allow several wandering defenders to rescue them before being killed, but don't make it too obvious or easy for them.

War Mount Corral: The majority of the robots (Collectors, Steel Troopers, and Skitter Pods being the mainstay) that enter the facility are making their way to this room. All the War Mounts have been cleared out of this room (one way or another), and now Legion is using it as a staging point for her final push towards the Engineering Chambers. As such, this room is completely packed with robots, cyborgs, and Amalgams, with more arriving every minute. When the Splicer defenders realized their

remote detonators were not functioning, they used nearly all of their conventional explosives held in storage to collapse the tunnel leading towards the Engineer. It slowed Legion down, but it did not stop her. She now has teams of Collectors burning three separate tunnels through the bedrock to reconnect this passageway. None of the Defenders misinterpreted that this would stop Legion, but it did give them a bit more time to harden their defenses. The final confrontation will begin shortly, and no one has any illusions about their chances of surviving either. This room holds the two Legionnaires among the assault force that are the final links in the relay chain. Killing them both will shut down every robot in the room, but going after them would be suicide. When the attack begins, these cyborgs will hang back at the rear of the assault force with a significant protective detail to ensure no one sneaks up behind them and cuts the chain.

Southern Sun Room: This room appears to be riddled with gunfire holes, explosions and various machine parts. A few charred Roughneck carcasses lie atop of heaps of fallen machines. collectors. Half the Glow Cells are still active along the ceiling and provide some light along the entrances. Streams of water are leaking into this room from various punctures and flooding the floor (one foot/0.9 m deep thus far) and reveal blood mixing in with the water.

Lurking in the shadows, clinging to the wall, near the ceiling, is one of Legion's Chimera Amalgams. It has been devouring the meaty remains of a Mantis Cannon. The piercing noise of the Mantis Cannon's carapace being bitten and cracked open with its flesh splashing into the water below, should echo in this room and let the players know that they are not alone in here. Before anyone can fire on the feeding Chimera, two additional Chimeras move along the ceiling and begin their descent. There is a tunnel 17 feet (5 m) up in the western edge of the wall that leads from the Southern Sun Room into the southern hallway that leads to the War Mount Corral. Noise and shadowy movements from the tunnel indicate that there is something else moving inside, but it remains to be seen. **G.M. Note:** A female voice will cry out for Drake to help her, (if Drake is among the player group). The voice will come from behind the mask of one of the Chimeras, and it will plea for a rescue and try to give all sorts of clues that she is within one of the Chimeras and that it is not too late to save her. That her body is safe and is encased inside a synthetic, rubber-like seal protector and that Legion is using her as a shield. She will scream, cry and even moan to reveal how much she is suffering which will drive Drake Benton into an uncontrollable rage, as he yells that it's his wife's voice! Drake will begin lashing out at anything that stops him from getting to that Chimera. Drake will do his very best to stop anyone from destroying the Chimera that he believes contains his wife's body. Unfortunately, as all three Chimeras spring and pounce across the walls and in and out of the shadows, while fighting the player group, this tactic will be very confusing for Drake and the players to keep track of the "correct" Chimera. Players will be hard pressed to subdue Drake and to fight the Chimeras.

If Drake is NOT with the group then please feel free to substitute *Outrider*, November Lexington of the House Deluvane strike team that attempted to help the player group in episode one (see page 68), instead of Benton's wife.

G.M. Note: This is another one of Legion's sinister games that she enjoys and is akin to "3 card monte," also known as *Find the Lady*. Legion will even have the Chimera open up its helmet

to slightly reveal the beautiful face and she will cry out and plead with anyone to save her. What's worse is if the right Chimera Amalgam is trapped and the helmet is forced open, it will reveal the face and neck buried deep into the Amalgam's main body, but it will also be clear upon close inspection that she is way beyond anyone's saving as bionics, cords and wires are hardwired into her neck and that there is no human body. Everyone will be forced to accept this horrific reality of what Legion has done and Drake will put her down. This scene should be very emotional for the player group and should continue to reveal why Legion must be stopped.

Southern Barracks: While Legion's forces were able to quickly scatter the Lab's defenders in the Northern Wing, they encountered much greater resistance in the Southern Wing. Shauna only had a limited number of signal disruptors in her possession, so she was not able to plant one in the Southern Wing. Legion knew this, which is another reason why she funneled so many minions into the Southern Wing during the initial breach. Legion anticipated that the Splicers there would have full access to the hundreds of pounds of high explosives planted throughout the area, but Legion hoped she could overcome this advantage through sheer weight of numbers. While this did happen to a certain extent, taking the Southern Wing was far more taxing than Legion expected. When her minions first swarmed into the area, the Splicers went into action and executed the counter-siege strategies they had drilled hundreds of times with near perfect precision. Every step forward cost Legion dearly, and as soon as it looked like she would gain the upper hand, the Splicers collapsed the passageway into the room, destroyed the few robots that were left on their side of the barricade, and retreated to their next rally point. Legion grew tired of their tactics and eventually just started digging straight through the bedrock, but loses were still high as her minions bottlenecked while trying to exit the tight tunnels and were torn apart. This continued on from room to room until all the defenders had to fall back and regroup in the Bio-Tech Orchard to make their final stand. Aside from the Orchard, Legion has pretty much seized control of the Southern Wing from the Splicer defenders, but there are other threats wandering the area that are proving to be more difficult to neutralize than she anticipated. When Legion's forces reached the Arena, the Splicers blew the locks to all the cage doors in the Gladiator Pens so the deadly beasts they normally used for practice could be used as cannon fodder against the invaders. These creatures had no stake in beating Legion so they generally just scattered. Many were cut down by Legion as they fled, others turned to fight, but many did get away and hid throughout the Lab. As the bulk of Legion's forces in the Southern Wing pressed on to pin down the Splicer defenders, a handful stayed behind to secure this room. With the entrances to this wing collapsed and the defenders on the run, Legion did not expect any resistance to her rear flank, but something slipped past her notice. When the players enter this room, they find a giant armored squid engaged in battle with a squad of robots. Despite the size of this beast (nearly one hundred feet/30.5 m from the top of its head to the tip of its tentacles), it is able to zip around on the ceiling with surprising speed and agility. It is tossing Legion's minions around like rag dolls and sporadically pulling some up to its enormous beak to take powerful bites. If the squid takes around fifty percent damage, it will try to flee the room, but none of the other rooms in this wing really offer much sanctuary (see *Squid Combat Beast*).

South Armory: This is where the Southern Defenders store their Host Armor (Living Body Armor is kept in the nutrient pools in the Armory). Most of the Splicers in the facility surprisingly own multiple suits of armor. Standard issue is one suit of Host Armor and one suit of Living Armor, but some Splicers had additional suits they were using to test experimental enhancements, which is why so many suits of armor were left in storage even after all the defenders suited up. It looked like Legion tried to destroy these leftover suits when she discovered the room, but was stopped prematurely. Two Hunter Cyborgs armed with plasma flamethrowers roasted dozens of suits of Host Armor before someone gunned them down from behind. The blast marks look like they came from energy weapons so it is difficult to tell if they were killed by Splicers or friendly fire. Either way, their work was cut short before they could destroy the last ten suits of Host Armor. Most of the suits are still standing in their normal spots, but several others are sprawled out on the floor after taking a few stray shots. The scene looks pretty self explanatory, but it is truly another one of Legion's tricks. She even destroyed her own minions to sell the lie. Legion set the scene to trap any stray Splicers that might wander back to this room to gather their backup armor. Hidden in three of the suits of Host Armor are some of Legion's newest creations known as Highjackers. These skeletal robots slip their way inside suits of Host Armor and extend special probes into the living armor's nervous system to seize control of the suit. They wait until the player characters get all the way into the room before springing the trap. One will attack first to draw their attention, and when the group directs their attention towards this Highjacker, the other two will jump up and attack the group from behind (automatically wins initiative). As the players destroy suits of Host Armor, the Highjacker inside will burst out of their shattered armor and attempt to climb into a fresh suit of Host Armor nearby. It takes three melee actions for a Highjacker to climb inside a suit of Host Armor and another two melee actions for it to seize control. They are pretty vulnerable at this point, but the other Highjackers will work to cover the other robot as it slips into a new suit. If the players flee the room, the Highjackers will pursue them wherever they go.

Southern Hallway: This hallway was rocked by a tremendous explosion that collapsed a third of the tunnel and left the rest of the area in tatters. Most of the Glow Cells are out and the hallway is filled with a thick mixture of dust and black smoke. Visibility is about 10 feet (3 m) for normal vision and 30 feet (9.1 m) for enhanced Bio-Tech and technological sensors. This devastating blast was intentionally triggered by the Splicer defenders. During the initial phases of the invasion when everyone learned their remote detonators were neutralized, some creative Splicers came up with a plan to surprise the invaders. They gathered hundreds of pounds of explosives from the storage room and seeded them throughout Food Storage. Even though their remote detonators continued to function, they decided to spring this trap anyway. When the Splicers first fell back to this hallway, they split into two groups. The smaller group dropped back to Armory B and the larger one headed towards Food Storage. The plan was to lure Legion's minions into this room, hold them as long as they could while more gathered, and then detonate the entire region. Most of Legion's minions took the bait, but not nearly as many of them as they would have hoped. The reason the defenders chose this room for the ambush site was so the explosion would have

the added benefit of collapsing the passageway that led to the War Mount Corral. This selfless act trapped the southern defenders, but it gave the rest of the Splicers a little more time to prepare (which is really all they could do at this point). Everyone has sworn to protect the Engineer with their life, and if their sacrifice gave the rest of the defenders a chance to save him, then they would gladly seal off Legion (and themselves) from the rest of the facility. The blast did take out a great deal of minions, but the dust and smoke kicked up in the explosion also turned the Southern Hallway into the perfect place to hide the lone Legionnaire responsible for relaying Legion's signal to the rest of the robots assaulting the Southern Wing. Legion stationed a dozen robots throughout the hallway to guard the Legionnaire. They are spread thin throughout the hallway so that they do not point to the Legionnaire's exact location, but they will quickly rally around it if it is threatened.

Bio-Tech Orchard: The surviving Splicer defenders have fallen back as far as they can. The collapsed entrances to the Southern Rec Room and Southern Food Storage are now the last remaining barricades between the Splicers and certain death at the hands of Legion's overwhelming might. They have watched Legion tunnel through multiple walls already so they know it is only a matter of time before she breaks through, they just do not know where. The Splicers equipped with Seismic Sensors can tell that the Collectors tunneling in from Southern Food Storage are pretty much coming straight through, but the ones coming in from the Rec Room are a little bit harder to home in on. They definitely are not coming straight through, but the movement of nearly one hundred robots in the two rooms combined with all the digging makes pinpointing them nearly impossible. The Splicers have prepared the best they can. They are ready to face whatever comes through (and hopefully from wherever it may come). They know Legion will give them no quarter (taking no prisoners) and offer them no chance to surrender. They will fight to the last man and they will do a hell of a lot of damage before that last man goes down. They are all assembled in the middle of the room within a quickly erected fortification built from Mega-Damage resin. Piled in the center of this fortification are hundreds of Bio-Tech weapons that they were able to salvage from the Armory. The floors around this fortification are seeded with hundreds of Trench Foot Mines and Migs, with the greatest concentrations along the outside walls. Wherever Legion's forces enter the room, they will receive quite an explosive welcome. The defenders are prepared to die to protect the Engineer. Their only regret is that the facility's only Saint is trapped in this room with them. Her escape route got cut off when the invasion first started, and she had no choice but to stick with the Southern Defenders until the end.

Southern Rec Room: The Southern Rec Room holds the bulk of Legion's remaining forces in the Southern Wing. Legion has two separate teams of Collectors tunneling towards the Bio-Tech Orchard. They are building massive tunnels in order to allow several minions to exit each tunnel simultaneously. It will enable Legion's forces to pounce more quickly when they break through into the Orchard, but the excavation is taking more time than Legion would have liked. She knows the longer she takes the more entrenched the Splicers will be, but she feels this plan is the best way to destroy them all quickly. Her forces digging through from Southern Food Storage will draw the fire of the Splicers, then her main force will break through directly overhead and rain down

death on any entrenched positions. Both tunnels are nearly complete, so it is only a matter of time before the final attack on the Bio-Tech Orchard begins.

Southern Armory B: When the attack first began, the Splicers in this wing quickly realized the desperation of the situation and quickly enacted a plan to seal off a large portion of the invading army in the Southern Wing with them. They hoped their sacrifice would buy the rest of the defenders enough time to evacuate the Engineer. They decided they would make their final stand at the Bio-Tech Orchard and immediately began making preparations so they could hold out as long as possible. As some Splicers were tasked with holding off the assault force, others began raiding the Armory for as much as they could carry. Teams of Splicers kept running back and forth between the Orchard and the Armory gathering up as much as they could until Legion finally forced her way into the Armory and they had to fall back. Their last act as they fled the Armory was to unleash the Meltdown virus within the nutrient tank in order to destroy all the Bio-Tech items they had to leave behind. By the time the player characters arrive, the once vibrant pink liquid is now a sickly green color and every device in the pool has been turned into sludge. The entranceway to the firing range is still intact, but the rest of the entranceways were collapsed (likely by the Splicer defenders). However, the southern wall has fresh holes drilled through it by Legion that the group can use to move on to the next room if they choose. The signs of battle can be seen everywhere, but the room is pretty quiet now. A little too quiet. There is not a single functioning robot to be found in the room anywhere (there are plenty of destroyed ones though). If the players go near the shore of the nutrient pool (which they will have to do if they want to pass through the Legion-made tunnels), they will discover why this room is so silent. The tranquil surface of the murky green pool suddenly explodes as three large insect-like creatures burst from the pool and begin to position themselves around the player characters. They are wicked looking winged monstrosities with a crimson red, chitinous hide that is covered in razor-sharp spikes and blades. Everyone will immediately notice a striking similarity between these beasts and the prototype armor adorned by Archangel Drake Benton. If he is with the group at this point, he will quickly confirm the group's suspicions by whispering, "*Saber Raptors*. The Librarians used their DNA to create the Nighthawk Living Body Armor. Try to look around for more of them without being too obvious. They're voracious, cunning pack hunters. The only reason these haven't attacked yet is because they're trying to distract us." Drake's alarmed reaction and assumptions are correct. It is unclear where they were hiding before, but eight more Saber Raptors are quietly moving into position directly over the heads of the group. As soon as they are all in position, they will charge en masse. If Drake is with the group, his warning will mean that the player characters automatically win initiative. If he is not there, then the creatures will attack if attacked first (roll for initiative as normal), or they will pounce when they are ready (in this case, the Saber Raptors automatically win initiative). They will try to drag the player characters into the pool to destroy their weapons. Any Bio-Tech firearm or device that requires the nutrient fluid to recharge will quickly dissolve into sludge after 1D4 minutes of exposure. Once the process starts it cannot be stopped. As soon as half of the Saber Raptors are destroyed, the rest will retreat into the murky green waters of

the nutrient pool. The players can try to pursue them if they would like, but visibility in the pool is limited to a few feet (0.6 m). The players will be practically blind (-6 to strike, parry, and dodge), but the Saber Raptors feel more comfortable in the liquid and are not nearly as debilitated (-3 to strike, parry, and dodge).

Note: Nutrient Pool Size: 4 feet (1.2 m) deep at the edge and 12 feet (3.7 m) deep in the center, with a 30 foot (9.1 m) radius.

Southern Wing Food Storage B: Legion's forces in this room will basically be used as cannon fodder during the assault, so the attack force is mainly composed of Collectors and Steel Troopers. They have two tunnels ready to go, but they are waiting until the forces tunneling through from the *Southern Rec Room* are ready before they break through. When the assault begins, they will come through one at a time at first to minimize casualties, but once Legion starts gaining the upper hand in the Orchard, they will start coming in more frequently.

Southern Weapons Locker: The chaotic noise coming from this room sounds like some nightmarish dog kennel as loud, synthesized barking and growling can be heard echoing down the surrounding hallways. This massive Weapons Locker has been pillaged and the charred walls are marred with signs of major weapons fire, explosions and blood splatter. Metal shrapnel and numerous Mantis Cannon carapaces litter the chitin-plated floor. This Weapons Locker has two rows of metal cages; each cage being 4 feet (1.2 m) wide by 4 feet (1.2 m) tall and 7 feet (2.1 m) long and lined up along the northern and southern wall of the Weapons Locker. Each row contains 1D10+5 cages. Two Collectors are patrolling down the middle of the cages, while three Mechanics scurry back and forth between the different cages and are activating the large, silent canines inside (each activation takes 1 melee action). Upon closer inspection, the players will see that each cage contains a modified Gorehound amalgam that is outfitted with serrated metal armor plating and machine weaponry. These are Legion's *Blood Hounds* and have been brought down here by her forces to scour the rest of the facility and to be used to rush the Defender strongholds.

The metal hounds will all be loosed upon Legion's command. However, if the Collectors or Mechanics notice any of the defenders or player group members, they will begin unleashing Blood Hounds, two Hounds for each member of the player group and three or four for every large War Mount/Tempest. Fortunately, not all of the Blood Hounds are activated and online, only half have been activated. If the players can take out or stop the Collectors and Mechanics from opening the cages, then no Blood Hounds can escape until it blasts its way out (will take two melee rounds to successfully free itself).

Southern Firing Range: Two Collectors are cocooning up the leftover cache of Bio-Tech weapons that the Defenders could not carry off or use against the invaders. Most of the weapons are completely cocooned, but there are 2D8 various Bio-Tech rifles placed into a pile near the entrance and 1D10 Bio-Tech rifles (all G.M.'s choice of various types) still mounted in nutrient tanks along the entrance wall.

Engineering Hallway: When the remote detonators failed, Isaac Mendoza quickly decided to seal the tunnel to the Engineer. They gathered up hundreds of pounds of explosives from the Storage Room and collapsed as much of the tunnel as they could. All that remains is one of the Mantis Cannon Kill Rooms and ten of the explosive barricades. Isaac moved all of the Mantis

Cannons out of the tunnel and split them evenly among the remainder of the tunnel and the Crossfire Kill Room just to the west of it. This hallway is absolutely packed with Mantis Cannons. They are the first line of defense and they should be able to inflict some serious damage before they are ripped apart.

Crossfire Kill Room: This room is also completely packed with Mantis Cannons. Most of them are on the lower level, but some are also mixed in with the human and Tempest defenders on both balconies. They are as ready as they are ever going to get, but none of them expect to last long.

Northern Elite Guards' Quarters: The defenders stationed in this room are as armed and ready as they are going to get. When Legion first breached the airlock, they had to move quickly to seal off the Engineer, so they were not able to raid the Armory. Fortunately, the Tempests and Biotics stationed in this area are pretty powerful on their own, but they could have used the extra firepower. They will hold in this room until any of the defenders in the Crossfire Kill Room are either killed or run out of ammo and need to be relieved. What they do not know is that Legion is also tunneling through to this room. When the attack comes, both the *Guards' Quarters* and the *Crossfire Kill Room* will be completely overwhelmed within minutes. The powerful defenders stationed in these rooms will put up quite a fight, but they do not stand a chance. They will fall just like everyone else in the facility.

Crossroads Hallway: Isaac had his people fill this hallway with all the explosives they had left. When the first line of defense falls, Isaac will trigger these explosives and take out as many minions as possible. The explosion will inflict 6D6x10 M.D. to everything in this hallway plus 1D6x10 to everything within the *Northern* and *Southern Elite Guards' Quarters*, the *Managers' Quarters*, and the *Crossfire Kill Room*.

Managers' Quarters: This room is completely empty of all personnel. Martin never really kept much in here of any major importance other than his personal effects, so there is no reason to do any searching (besides, there is not really any time for that). If the players are steadfast on searching the room, they will find illustrations and paintings of new prototype War Mount designs.

Southern Elite Guards' Quarters: The Southern Quarters is pretty much in the same situation as the Northern Quarters. The defenders have their orders and are ready to execute their game plan; they just do not realize how drastically that plan is about to change.

Engineering Assistants' Quarters: The defenders collapsed the northern entrance to this room and set up their final surprise for Legion's forces. In addition to the few dozen *Trench Foot Mines* scattered across the floor, they also set up an experimental Bio-Tech weapon known as an E-Bomb. It is similar to the *Electro-Pulse Gun* (see *Splicers® RPG*, page 134), but instead of releasing a directed electro-magnetic pulse, this one-shot device releases a massive EMP blast in all directions upon detonation. It is far more powerful than the Electro-Pulse Gun (add +5 melee rounds to the impairment and penalties). However, it is also somewhat harmful to living tissue (1D10 S.D.C., -1 melee attack and -2 for all combat actions for 1D4 melee rounds), which is why it is still in the experimental phase. The bomb can be detonated by a single rifle blast, so the defenders need to keep the southern entrance to the room intact in order to trigger the blast. They all know that it will not be enough to stop the invaders, but it will slow them down a little.

Engineering Chambers: Isaac, Martin, and a small contingent of Splicer soldiers are in here coordinating their final stand. A pair of Tunnel Rat War Mounts (see *The Rifter® #30*, page 65) that have survived Legion's attack, are trying to construct an escape route for the Engineer as fast as they can, but they have only built about 200 feet (61 m) of tunnel so far and time is quickly running out. Isaac is still willing to give them time to work, but he believes he will more than likely need to go with Plan B, which is to execute the Engineer before he can fall into enemy hands. The Gene Pool is lined with two rows of explosive charges. One set of charges is designed to shatter the ground around the Engineer so that he can be moved. The other set of charges are meant to vaporize the Engineer before he can be captured. Isaac will fight until his last breath before he even considers triggering the kill charges, but ultimately, he realizes there is no other possible outcome to this situation. The arrival of the player characters (and most importantly, the Badger War Carrier) will be seen as an absolute godsend. Isaac will insist on using the Badger to immediately extract the Engineer, but if the player characters explain to Isaac and Martin that the invasion force could be stopped by destroying a handful of Legionnaires, both he and Martin will be surprisingly open to the idea of taking the fight directly to Legion rather than attempting to flee. They explain to the player characters that forcibly uprooting and moving an Engineer is a dangerous proposition at best. Even if everything goes according to plan, there is only about a sixty percent chance that the Engineer will survive a forced extraction. Martin also explains that among the group of survivors preparing their final stand in the Bio-Tech Orchard is the facility's lone Saint. They tried to move her to the Engineer's Chamber during the initial moments of the assault, but she got cut off. Saints are nearly as valuable to the Resistance as the Engineers and Librarians, and the idea of abandoning one when they have a chance to save her is not a decision they would make lightly. Isaac and Martin would love to take a shot at rescuing her (and the rest of their people) if there is even the slightest chance. Surprisingly, Isaac is the one making the most daring suggestions about how to sever Legion's connection to her invasion forces. He is not only willing to let the player characters continue to use the Badger for this mission, he is also willing to give them the E-Bomb to better their chances at taking out any key Legionnaires. He tells them with all the redundant systems in N.E.X.U.S. robots, the E-Bomb will only knock them out for merely minutes at best. While this would have done little to stop the full weight of the invasion force pouring into the Engineering Chambers, it would give the players more than enough time to take out a single Legionnaire within the incapacitated horde. Isaac also suggests that if they were willing to use one of the Shell Bombs in the airlock, he would personally lead the remaining survivors against Legion's Factory Walker to pay them back for their sacrifice. It is up to the player characters to decide which is more valuable for their final assault, one extra Shell Bomb or dozens of extremely powerful warriors.

Bio-Mass Storage Chamber: This room is empty other than the tons of refrigerated carcasses piled up throughout the room. They have been cleaned and processed and have been deemed pure enough for insertion into the Gene Pool. This means that anything in this room is safe for consumption in case any carnivorous War Mounts or suits of Host Armor need to do some quick gorging before the final confrontation.

The Final Showdown

The choices the players made earlier in the adventure will determine what kind of resources they have available during the final confrontation. If they skipped the Artemis Secret Weapons facility, they will pretty much be on their own. They will still have Drake Benton, Anderson Long, and the Badger on their side, but the Stalkers will leave them to go help their friends back at the Lab. Worse yet, they will miss out on the impressive amount of ordnance scattered throughout the facility and instead will have to rely solely on the weapons and equipment they had when they first left the underground haven. If they did return to the weapons facility, the resources they are able to gather will largely depend on how successful they are. Fully stopping the invasion force will gain them the enormous thanks and support of Martin, Isaac, and all the facility's defenders. The Lab itself will be a total loss either way, and the Engineer will need to be moved, but if Legion's attack is stopped, Isaac and the majority of the survivors will lend their support to the final assault against the Factory Walker while Martin, the Saint, and a handful of defenders will stay behind to coordinate a slower, more careful evacuation of the Engineer. If the players go to the Lab and are unable to save the Engineer, then they will likely still walk away with some powerful weapons and a few extra survivors to help them in the final attack. If by chance, Legion successfully captures the Engineer, Dante, then every survivor will join in the final assault to hopefully recapture him before Legion can merge his body with the Factory Walker. Legion will keep her minions hunting through the facility to exterminate any stragglers even after successfully capturing her prey, so exiting the facility will still be a challenge.

The group can attempt to exit through the damaged airlock or tunnel out using the Badger. Multiple trips may be necessary if there are a lot of survivors, or the Badger can work at a slower pace to create a semi-permanent passageway. Depending on the outcome of the assault, the group may be in too big of a hurry for this to be a viable option.

To be concluded in the next episode of I am Legion: "Final Showdown."

New O.C.C. Specialty Upgrades

Restored Biotics and Tempests

The creation, utilization and future of Biotics has been an ongoing and controversial subject that most Resistance political powers have been cautious to tread. Great Houses have debated on the procedures and social integration of beings that are often considered psychologically unstable, yet unarguably deadlier than the common civilian. Fortunately, due to the global threat of the deadly machine forces, rival houses and alien predators, most Great Houses are required to have a sufficient defense force to protect its territories, resources and civilian habitats and have validated the "remaking" process to utilize Biotics. It comes as no surprise that Biotics continue to validate themselves in grueling battles and in the defense of havens as a logical implementation of converting criminals, the insane or the mentally disturbed versus expending valuable resources and time to govern and sustain housing systems to maintain the same people. The implementation of Biotics preserves valuable numbers within the Resistance militia and serves as a reminding deterrent for those who entertain illegal activities.

However, the future of Biotics is an uncomfortable topic riddled with heated arguments, rising concerns and speculative analysis. The Biotic populace is typically kept in check by the amount of battles they are deployed and serve in. Growing concerns of Biotic uprisings and rogue cadres are no longer mere rumors or myths, and the problem of Biotic mental stability in the battlefield has always posed concerns for comrades and Dreadguards. The very idea of an improved, more stable and loyal Biotic that could be relied upon both in the field and within haven societies appeals to many Splicers abroad. Sadly, the controversial steps needed to reach such objectives have produced very little success to help bridge the debating leaderships and the swirling scrutiny. Not only is there a greater risk of psychological problems and insanities being increased by constant tampering of the minds of Biotics, but the risks are drastically increased as to what the Biotics could become if a megalomaniacal Librarian handled the reprogramming. These risks warranted major concerns, yet there are isolated tests being conducted (i.e. the *Metamorph* Program (see *The Rifter*® #51, pages 19-30), *Tempest Vanguardians*, among a few others) to evaluate if proven Biotics should be given reconditioning to make them better soldiers and civilians among the Resistance populace.

Great House Artemis is one of the few houses that believes in such tests and have begun the *Restoration Project*. Instead of keeping Biotics in a certain mind state, the Restoration Project seeks to improve the mental prowess and stability of trusted Biotics via a restoration of desirable memories, functionality and skills. Instead of "unplugging" a soldier and designating him primarily for cannon fodder, the project restores mental qualities with the intent of developing better soldiers. Instead of deploying platoons of mind wiped, unstable Biotics into battle, Houses can now benefit by having reliable, skilled Biotics to take on more diverse and significant roles in the fight against all en-

emies. Ideal candidates for the restoration consist of Biotics that are either created from volunteers and Biotics that continue to prove themselves as reliable assets in the field. Candidates are evaluated, tested and sponsored only by Active Dreadguards for a mental restoration by a Librarian. When a Librarian mind wipes someone, it still stores those memories, making the Librarian a complete repository of human memories. Sponsored Biotics are given back selected quality memories or filled with new “quality” memories and given a new identity.

Unfortunately, the restoration process is not one hundred percent guaranteed as there are gaps of lost memories, particularly anything involving illegal history or affiliations. Sometimes this may include the omission of family members and other loved ones, causing the Biotic’s past to become a deep mystery that is blurred and not familiar. Encounters with anyone from the past that knew the Biotic before the mind wipe can trigger flashbacks and trigger an insanity. There is also a chance (18%) of a such triggers at levels 6, 9 and 12 (see **Splicers® RPG**, page 148). Add +5% for every encounter the character experiences with a past loved one or illegal partner. Re-roll any duplicate results. For most Biotics, if they are made aware of their past, they become obsessed with the missing gaps in between the implanted memories and see the missing pieces as a puzzle that they secretly strive to put together or try to bury.

The Restored Biotic is essentially a genetically engineered, programmed super soldier with pre-selected memories primed for warfare and the full implementation of Bio-Technology. Restored Biotics (considered *the Reborn* by elite forces) awaken in a maturation chamber located in the elite Biotic barracks, where they are greeted and briefed by senior officers, typically their sponsoring Dreadguard, perhaps even members of the Dreadguard Senate or the Warlord himself. Unlike their Biotic brethren, a Restored Biotic may achieve higher rankings such as Sr. Habitat Defense & Enforcement, Elite Bodyguard, Heavy Weapons Support, Special Field Ops and Sr. Outpost Security.

Most Restored Biotics feel that they have been selected and evolved into the best physical means for humanity to survive, and see themselves as the sacrificial pioneers that must represent the path to enlightenment for the future of mankind to follow. These Biotics continue to remain subservient, for now, doing their best to preserve their hard-earned respect and trust, but most importantly, the alien powers they are gifted with. For a few other Restored Biotics, they are simply waiting for the time they when Bio-Technology is viewed as the ultimate means to reclaim the planet, that the current human body has reached its full potential, and that the Bio-Tech breakthroughs are the undeniable next steps for human evolution. Guided by the secret whispers in the shadows by Librarian agents and mind probe implantations, it is only a matter of time before a major uprising ensues to literally force every human to undergo Biotic conversions in order to take the planet back from the machines. For these Biotics, it is only a matter of time and a continuation of recruiting the right soldiers.

Restored Biotic Upgrades: The new Restored Biotic bears a tribal facial tattoo and or body markings artistically embedded into his or her epidermis’ DNA by an Engineer. It is a badge of honor, respect, distinction and identity. Restored Biotics receive 2D10+20 Bio-E per level of the character’s experience for additional Bio-Enhancements in addition to the standard Biotic enhancements. Unlike a standard Biotic where additional Bio-E is optional, the Restored Biotic is automatically given 3D10+25

Bio-E points at experience levels 3, 6, 9, 12 and 15. The character also gets to select one Secondary Skill at levels 4, 7 and 11.

Tempest O.C.C.

“Why rely on the armor, when you can become the armor?”

– Michelangelo, 2nd Librarian of House Artemis.

Heroic Roughnecks, Restored Biotics and proven volunteers, may be selected for the ultimate fusion in Bio-Technology, and perhaps the most unsung of all honors, the *Tempest Vanguardian*. Tempests are devoted infantry and defenders that are not only fully capable, thinking soldiers, but literally have their brain, heart and supporting organs transferred into a Host Armor-like body. No one can pilot inside the armor because the interior is now solid flesh and bone. Ideally, Tempests are selected as Elite Bodyguards, Enforcers, Heavy Infantry Support, Guardians for havens and remote outposts, where they are most adept. For the rare individuals that Tempests do trust and share their secrets with, they are devoted and will give their life for them. The reason Tempests are so secretive is due to many societies fearing the power they wield or the bad examples of Tempests that have succumbed to their primal metabolism instincts and gone rogue and predated upon their fellow man. Such acts have quickly given them a bad reputation, forcing excommunications, abandonments, forced to be participants in gladiatorial blood sports or hunted down and executed.

Tempests wholeheartedly believe that the human spirit within them supercedes any external form that is supposed to define humanity. They view all other humans who have not been converted into Biotics of some form as immature brethren who are not yet enlightened to the vast opportunities that Bio-Technology offers and that the future of mankind will be composed strictly of Mega-Damage beings. All others will inevitably succumb to the horrors of warfare, predation, some unforeseen tragic event or mere evolution. Much like their Restored Biotic brethren, Tempests believe they are the sacrificial pioneers for humanity’s evolution and that they must undergo the necessary evils of fear, prejudice and scrutiny in order to pave a way for mankind to survive the Machine. This is cultivated by underground cults and believers growing within the Biotic communities, with many roots leading back to Librarian Black-Ops agents and high-ranking Scarecrows. Tempests are not as evangelical about their beliefs nor as supportive of Librarian activity as Scarecrows are, but they are strong proponents in being hardier, more powerful beings in order to fight and usurp the Machine’s dominion. They are very supportive of Biotics, *Homunculi* (see *The Rifter®* #50, page 80), Skinjobs and War Mounts, and have a deep empathy and devotion towards Engineers.

Unlike Homunculi, Tempests have human brains, making them sentient beings and can not be controlled by Geneticists. However, Tempests also serve as test platforms for new Bio-Tech and Bio-Enhancements, particularly those that are too heavy and/or powerful for Homunculi to wield. The majority of the Tempests in the field wield some of the most dangerous, experimental weapons and enhancements that can be placed onto Host Armors and War Mounts. Unfortunately, they are also the most likely to have major problems such as Bio-E overloads, weapon meltdowns, backfires, overshots, greater blast radius than anticipated,

friendly fire, etc. Designed to serve as the “tanks” of the Resistance’s armored infantry battalions, they are built for durability and heavy firepower, not for longevity and reliability. Tempests are well-briefed on the major burdens and risks they will bear before they are converted, and see such risks and exposures to experimental weapons as part of the sacrifice that they must endure for the greater good of humanity’s survival. Lighter, sleeker Tempest versions are also being tested, yielding mixed results and clashing opinions; leading to a preference for either Heavy Tempest units or Homunculi as the two best options for test platforms. Thus, the Light Tempest variety are produced in smaller numbers with growing suspicion that there are more *Light Tempests* operating in the field, than what was is being reported.

Class: Heavy Experimental Test Platform.

Crew: None.

M.D.C. by Location:

Note: *Light Tempest* M.D.C. is rolled up as standard Host Armor (see **Splicers® RPG**, page 71).

Arms (2) – 2D8x10+15 M.D.C. +5 additional M.D.C. points per level of experience (starting at level two; both arms have the same M.D.C.

* Hands (2) – 1D8x10+12 M.D.C., +10 additional M.D.C. at level seven and fourteen; both hands have the same M.D.C.

Legs (2) – 3D8x10+15 M.D.C., +7 additional M.D.C. per level of experience (starting at level two); both legs have the same M.D.C.

Feet (2) – 1D10x10+12 M.D.C., +15 additional M.D.C. at level seven and fourteen; both feet have the same M.D.C.

** Head – 2D810+25 M.D.C., +7 additional M.D.C. per level of experience (starting at level two).

** Main Body – 4D6x10+75 M.D.C., +2D10+8 additional M.D.C. points per level of experience (starting at level two).

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a “Called Shot” to hit it, and even then is -3 to strike.

** Destroying the head or depleting the M.D.C. of the main body kills the Tempest.

Note: Tempest morphology is slightly more durable than standard base Host Armors, because Tempests are solid Mega-Damage beings, not hollowed bio-armor suits. A Tempest that has been brought down to zero M.D.C. of the main body may still be alive up to one hour, due to the soldier’s original heart and lungs that were also transferred into the body as a emergency backup, unless these organs are also damaged or removed (resort to Hit Points).

Alignment: Most Tempests are typically Scrupulous (45%), Unprincipled (35%), Anarchist (10%), and Aberrant (5%), and a good 5% are other alignments, including evil. However, even Anarchist and evil Tempests are usually loyal to their fellow man and despise the robots. The worst of the lot go rogue and have been known to predate upon fellow humans (armored or otherwise), though because they know what they are capable of, they tend to give Resistance Fighters a wide berth, especially Dreadguards, Packmasters and Scarecrows. Tempests that are prone to go rogue may have been mistreated, gone insane by Librarian probing or succumbed to the primal instincts of their Metabolism.

Attribute Requirements: Only the Roughneck and Biotic’s physical tolerance and overall core durability can survive the taxing process of converting from their human form to the ac-

tual Tempest embodiment. All Tempest candidates must have an S.D.C. base of 60 or more to survive the conversion process. A high P.S. and P.E. are helpful, but not mandatory.

Attributes: When creating a new character, roll as usual for I.Q., M.E., M.A. and P.B. All other attributes, see below. If the Tempest is being engineered from a Restored Biotic or Roughneck then carry over their previous stats with the exception of P.S., P.P., and Spd.

Tempest P.S. is determined by 4D6+10 (Splicer P.S.) and is equal to *Robotic Strength* (Light Tempest Variant is 3D6+8).

P.P. is 1D8+12 (1D10+15 for Light Tempest Variant).

Note: All Restored Biotic Bio-Enhancements and weapons can be transferred to the Tempest body at no additional cost.

Speed: Same running, leaping, digging and flying as starting Host Armor with a 50% fatigue rate (Light Tempest Variants are 20% percent faster).

Maximum Underwater Depth: Unlike Host Armors which are developed to eliminate the majority of physiological dangers to the pilot inside, Tempests are alleviated of such restrictions and can make very deep dives up to 2,300 feet (701 m) for 1D4 hours. There are no longer any concerns for a pilot that required the need to decompress, there is no need for special gas mixtures, and there is no danger of decompression sickness or nitrogen narcosis.

Attribute Bonuses (after being “Engineered”): +1D6 to P.S., +1D6 to P.P., +1D8 to P.E.

Tempest Bonuses: +1 attack per melee round at levels 1, 5, 10 and 15, +3 to strike with long-range Bio-Weapons that are an integral part of the Tempest body (+1 for handheld, long-range weapons), +2 to strike and parry in hand to hand combat, +3 to pull punch and +1 to roll with impact, punch or fall, +3 to save vs toxins/poisons, diseases and drugs, +15% to save vs coma and death, and +4 to save vs Horror Factor.

Tempest Biological Enhancements: A Tempest is genetically engineered and modified with Bio-Enhancements in much the same manner as a Host Armor, only there is no pilot inside.

There are two methods by which the Tempest is engineered. For *Volunteers*, they can simply begin at Step Two of Host Armor & Bio-Tech Construction (see **Splicers® RPG**, page 72), only when building your Tempest’s body, you begin by choosing your Metabolism. The Tempest has 2D6x10+50 Bio-E points at level one, plus their chosen metabolism’s Bonus Bio-E Points available for enhancements and selections made from any of the categories. This is typically all the Tempest gets for his standard arsenal of abilities. However, because Tempests are designed to function as test platforms for new and experimental Heavy weapons and bio-enhancements, they receive 2D10+20 Bio-E points at levels 3, 6, 9 and 12. They can spend the Bio-E on new test weapons and enhancements at normal cost or pay double the cost for standard production Bio-E weapons and enhancements.

For Splicers that are being *Converted* from either a Biotic or Roughneck, they can do the above process or they can opt to convert their pre-existing features, bio-enhancements and weapons from their previous Biotic form/Host Armor into their new Tempest body. In the case of the Roughneck, their Host Armor is literally their new Tempest body once the melding and gestation is complete. See *Production Cycles* for details. Converted Tempests start with 2D4x10+30 Bio-E points at level one, plus their chosen metabolism’s

Bonus Bio-E Points available for enhancements and selections made from any of the categories. Any additional Bio-E points earned are treated the same as the first method defined above.

Experimental/Test Enhancements and Weapons: This is a new creative, interactive dynamic between the player and the Game Master. Both the player and the G.M. get to create and propose new experimental bio-enhancements and designs that they would like to test in the field. If the two agree on an item or items, then they can be added at the agreed upon Bio-E point cost. It should be noted, that these are *experimental* enhancements and weapons and there are no guarantees that any experiment will last or function properly versus standard Bio-Tech production items and enhancements. This is to preserve unpredictability, excitement, suspense and most important, game balance. If a G.M. feels that they have made a crucial mistake and have approved a weapon to a Tempest that is exhibiting too much power and it is unbalancing the setting then the weapon can easily be reduced within gameplay. Such weapons/enhancements can begin to idle down (lose damage and/or range) after each use, suffer Bio-Energy overloads and malfunction half the time, completely melt down, leaving just a husk or worse, can backfire, causing damage to everyone with close proximity, etc. The consequences should be fair and fit the need to resolve the issue without spoiling the story or the fun of the game. If the G.M. discovers, and sincerely feels the weapon or enhancement is severely under-powered, then the weapon might undergo metamorphosis over time and become a more powerful weapon without any additional Bio-E cost or can be upgraded the next time that Tempest is before the Engineer. Perhaps the maturation time was simply underestimated and it took longer for the weapon to reach its full potential (i.e.; increased damage, longer effective range or higher rate of fire are fun ways to surprise players that might feel discouraged). Please allow players to be innovative and fully test their experimental bio-enhancements and weapons out first though to ensure that the G.M.'s intervention is worthy. Also G.M.s, please avoid issuing out special enhancements or weapons that begin to usurp or take away the specialty of another O.C.C. There is no need for a Tempest to control a pack of Gorehounds, or to try to be as stealthy as a Skinjob or as acrobatic, and dominating in the air as an Archangel. Try to keep in mind that Tempests are designed to test the heavy stuff and special enhancements geared towards Host Armors and War Mounts. The key is to have fun, and enjoy the innovation and bartering process with your group.

Tempest players, please don't get frustrated if your G.M. does not approve your test weapons or bio-enhancement proposals, (remember, they're all "proposals"). Just as long as the G.M. does provide some test items (preferably 1D4+1 items) at levels 3, 6, 9 and 12, your Tempest experience will be sound.

Statistical Data:

Height: 7-10 feet (2.1 to 3 m) tall is the normal height; though 12 foot (3.7 m) tall Tempests have been produced.

Width: 3-5.5 feet (0.9 to 1.7 m) shoulder to shoulder.

Length: 3-4 feet (0.9 to 1.2 m).

Weight: 750 to 1,500 pounds (338 to 675 kg).

Cargo: None.

Production Cycle: **New Volunteer:** 8 months for cerebro-transplant and Tempest body gestation, 4 months for growth time and complete neurological unification.

Biotic Conversion: 10 months for cerebro and all Bio-Tech transplants (i.e.; all Bio-Enhancements and Weapons) and includes the new Tempest body gestation, 6 months for growth time and complete neurological melding.

Roughneck Conversion: 5 months for cerebro-transplant, 2 months (within the 5 months) for the Tempest body modifications (Host Armor to Living Being), 2 months for fusion and complete neurological unification.

Note: If the Tempest is converting from a Biotic or Roughneck and they are not carrying over their previous bio-enhancements and/or Host Armor, then they have to wait the same time as a New Volunteer.

Operational Lifetime: 1D10+20 years.

Trade Value: Limited. Tempests are not pieces of equipment or pack units that can be controlled by Packmasters, Outriders, Falconers or Geneticists; they are living beings. However, they do wield a value in the black market for any of their experimental weapons and bio-enhancements, as well as to the illegal slave trade to be used for brute force, and blood sport entertainment.

Bio-Regeneration Rate: 3D8 M.D.C. per hour for the main body and 1D8 M.D.C. per hour for all other locations. Tempests cannot regrow severed limbs or destroyed weapons systems that have been reduced to zero (there must be some M.D.C. remaining), but an Engineer can generate and attach a replacement limb with minimal effort.

Horror Factor: 7 when humans and other Splicers are under the assumption that you are merely a Host Armor, 11 when they realize what you truly are. 14 for all beings who fear Bio-Tech; none against the machines.

Senses and Features: Same as Standard Host Armor including Bio-Comms.

Internal Life Support: The Tempest's heart and lungs are regulated to a secondary life-support when the primary heart and lungs of the new body have failed, in order to keep the Tempest's heart alive.

Feeding and Sleep Requirements: See *Tempest Metabolisms*.

Skills of Note: All Tempests carry over their previous O.C.C. skills. However, any skills requiring superb balance (e.g. Climbing, Acrobatics, Gymnastics) or stealth (Prowl) are reduced by half. On top of any previous skill bonus, an additional +15% to operate bio-equipment and +15% to Bio-Comms.

Combat Bonuses: Tempests have their own brain so they do not have instinct driven reflexes that are the equivalent of biological combat computers as seen in Host Armors. So it does not receive the added bonuses in the beginning and it can only track up to 9 targets at a time (Herbivore metabolisms can track up to 12 targets). However, Tempests do retain their memories (unless special conditions or insanity created by a Game Master dictate otherwise). So they can recognize and remember any image or noise that they have previously experienced. In addition, Tempests are +5 to all saving throws, +4 to long-range weapons, +4 to long-range, handheld weapons, +3 to strike and +3 to save vs Horror Factor. (Light Tempests also receive auto-dodge and are +3 to roll with punch/impact.)

Automatic Penalties (add to metabolism penalties): -3 to pull punch.

Tempest Metabolisms

Tempests can select nearly any Metabolism type besides Parasitic because there is no pilot inside to feed upon (see **Splicers® RPG**, pages 72-76). Most statistics are the same for Tempests as they are for Host Armors, including bonus Bio-E, instinctive skills, combat bonuses (bonuses provided to the pilot become bonuses of the Tempest) and penalties. The statistics that differ are as follows:

Carnivore: Needs 20-60 pounds (9 to 27 kg) of meat daily, and may gorge on up to 100-120 pounds (45 to 54 kg) at one time. After gorging, a Tempest can go for 2D4 days without feeding and without suffering any ill effects. Additional Bonus: +1 attack and +1 to strike. Bonus Bio-E Points: 55 Additional Bio-E points. Additional Penalties: Increased aggression, enjoys the hunt, having a very strong prey drive, often questioning if your humanity is slipping a little bit now that you're not just part of a symbiote suit, your body is the suit. So all of the adrenaline and instincts are melded with you. Feels more primordial and at home in the wild. So even on a hunt, are you analyzing yourself if you are becoming more of a predator or simply a human that needs to eat? Despises being pent up and not active for long durations. Begins viewing humans as optional prey items if food is scarce and tries to be dominant at kills among others feeding on the same kill. Will trigger fights with other carnivores for the choice meats, often being injured by Dracos, Gorehounds, Grendels or pilots operating carnivore Host Armors in the process.

Herbivore: Needs to consume 60-80 pounds (27 to 36 kg) of vegetable matter a day. Additional Bonus: +1D6 to P.E. Bonus Bio-E Points: 35 additional Bio-E points. Additional Penalties: Extremely territorial over platoons (dubbed the *Herd Syndrome*), heightened testosterone, emotionally sensitive, and wider situational awareness (constantly scanning for threats and can track up to 12 targets). Will be quicker to instigate a defensive stance against any perceived threat, even when there is no threat. Constantly thinks and acts as if something just moved quickly out of sight or is stalking the group.

Lithovore: This metabolism needs to consume 50-80 pounds (22.5 to 36 kg) of raw minerals and forages more frequently for specific nutritional minerals such as iron and phosphorus that are essential for the Tempest's physiology and health. Additional Bonus: +1D4 to M.E. Bonus Bio-E Points: 30 additional Bio-E points. Additional Penalties: Really difficult at times to find enough food, and its quiet nature is often mistaken for being lackluster, unenthusiastic or being anti-social among groups. Extremely obsessive over precious metals and gems.

Omnivore: Needs to consume 40-60 pounds (18 to 27 kg) of vegetable and/or animal matter a day. Additional Bonuses: +1D6 to P.E. and +1 Attack. Bonus Bio-E Points: 40 additional Bio-E points. Additional Penalties: Perhaps the closest metabolism to being human, there are no perceived penalties as long as the Tempest gets sufficient food. Tends to be overly curious and nosy, always looking for opportunities.

Photosynthetic: Bonus Bio-E Points: 25 additional Bio-E points. Additional Penalties: When exposed to direct sunlight, the Tempest tends to become so mesmerized by the charging tranquility of the sun's rays that there is a 7% chance of slipping into a daydream that lasts 1D4 minutes, and will only awaken from the daydream if it receives more than 15 M.D. of damage or the

duration of the dream expires. The longer the Tempest is exposed to darkness or night, the more pessimistic they become, and will spew out negativity and degrade any optimistic agendas, behaviors, plans or ideas.

Thermosynthetic: Bonus Bio-E Points: 25 additional Bio-E points. Modified Penalty: All penalties remain the same, except when the temperature is below 15 degrees Fahrenheit (-9.4 C), the Tempest suffers 3D8 M.D. per hour of exposure, is almost completely immobilized (can only move at 10% normal speed, only has one attack per melee, and all combat bonuses are reduced to zero). Worse is that the Tempest will go into a coma within 12-24 hours if not warmed up, and will die in 36 hours. The Tempest cannot revive from the coma state until exposed to temperatures of 40 degrees Fahrenheit (4.4 C) or higher for 1D8+3 hours and will remain in a sluggish state for 1D8 hours thereafter.

Vampiric: Smaller, leaner scale. Looks like an experimental hybrid between a Biotic and Host Armor. Special forces of Vampire Tempests (Heavy and Light Variants) are now being fielded by several Houses. Additional Features: Also receives Enhanced Sight, Nightvision Eyes and Butcher's Organ. Sleep Requirements: Must have a deep rest of 1D4+2 hours of meditation/rest or sleep per day, but can go as long as 1D6+3 days without rest. The meditation is a deep slumber that helps rest the body's healing and metabolism and the Tempest will have a much harder time to awaken, even if touched. Will only awaken from the meditation if it receives more than 10 M.D. of damage. However, the smell of blood will immediately awaken the Tempest. Additional Penalties: Vulnerable to blood lust and frenzy. Each day without meditation reduces speed, combat bonuses and attacks by 10%. Without sleep the Tempest will become more moody, paranoid, and begins seeing things that aren't really there. Hallucinations will last 1D4 melee rounds for every six hours. (G.M.s, create the hallucinations when they are ready.)

Common Skills: Standard.

O.C.C. Skill Programs: If a new character: Basic Military (+20%), infantryman (+15%) or support man (+10%), and one Skill Program of choice; except Host Pilot or War Mount Rider; typically military, combat or weapon oriented.

If upgraded from a Biotic or Roughneck, the Tempest keeps their previous Skill Programs, plus adds another Skill Program minus the listed Skill Program exceptions above.

Elective Skills: Select two additional Military or Physical skills at level one, as well as two additional skills from the list below. Also selects one Elective Skill at levels 4, 8, and 12. All new skills start at level one proficiency. If upgraded from a Biotic or Roughneck, the Tempest keeps his or her previous Elective Skills, plus selects two additional Elective Skills from the following list.

Communications: Any.

Domestic: Appraise Goods, Fishing and Gardening only.

Espionage: Detect Ambush, Detect Concealment, Intelligence, Interrogation, Sniper (minus Bow and Arrow due to lack of sensitivity) only with Tracking, or Wilderness survival only.

Medical: Animal Husbandry, First Aid (-25%), Psychology and Toxicology only.

Military: Any except Demolitions Disposal and Parachuting.

Physical: Any except Acrobatics; Prowl is available to Light Variant only.

Rogue: Gambling, Imitate Voices and Sounds, and Use and Recognize Poison only (only Light Tempest Variants can use Prowl).

Scientist: Specialized scientific tools designed for Host Armors must be used.

Technical: Excavation, History, Machine Lore, Machine Technology, Masonry, and Operate Bio-Equipment only.

Wilderness: Any except Fasting.

W.P.s: Any.

Secondary Skills: New characters get to select three Secondary Skills at level one. These are additional areas of knowledge starting without any special O.C.C. bonuses. The character may select one more Secondary Skill at experience levels 3, 6 and 9 in the future.

If upgraded from Biotic or Roughneck, the Tempest keeps his or her previous Secondary Skills, plus he can select two additional Secondary Skills at level one. These are additional areas of knowledge and start without any special O.C.C. bonuses. The character may select one more Secondary Skill at experience levels 6 and 9 in the future. So yes, Tempests who are upgraded from Biotics or Roughnecks will be more skilled versus a pure volunteer.

Standard Equipment: A full body cloak poncho (military camouflage, brown or shadow green), survival knife, one weapon for each W.P. and appropriate ammunition, backpack, tent, bedroll, water skin, a bar of sterilizing soap, emergency food rations if needed (two week supply) and some personal items. Unlike most O.C.C.s, Tempests do not automatically receive their own War Mounts or War Horse, they have to keep up as best as they can, unless a special mission requires them to be issued a War Mount to carry them along with the rest of the group. If that is the case, Tempests can choose only from Behemoths, Leviathans, Striders or Zephyrs unless the G.M. decides otherwise.

Money: Has all of their money previous to the Engineered conversion, plus they receive 1D6x100 credits in precious metals, relics or trade items to barter and negotiate with in the field as they may have to have others make purchases or trades for them.

The Upside: Designed to be a tank among the infantry, you are a powerful, walking juggernaut and possibly one of the first bio-cyborgs fighting for the salvation of humanity. Your sacrifice and devotion for the Resistance has made you a fearless, formidable M.D.C. soldier built for decimating machines, alien predators or rival Splicers. You get to test and utilize the first prototype Bio-Tech enhancements, equipment and weapons slated for future infantry and Heavy Support. Engineers take pride in you and most Biotics have a healthy respect for you.

The Downside: You will always be the unsung hero, as your biggest sacrifice is also your biggest secret. Tempests can never revert back to their human forms and it is another reminder to those (i.e. Librarians, Engineers, Skinjobs and Scarecrows) who have shared such a cost in order to serve the Resistance. Unfortunately, the Tempest concept is considered unethical, crossing the line and highly illegal by most Resistance standards. This forces you to serve only in small numbers, but you must also pretend to be soldiers inside of Host Armor suits or risk being discovered and possibly killed. You are wary of others, often avoiding making any true connections and friendships, though Roughnecks and

Biotics are the most accepting of Tempests as fellow brothers in arms.

Tempests are typically the last to enter an armory and are always volunteering for long-term missions, Tunnel Patrols, or guard duty while others rest, sleep, etc. Inside havens you are always finding ways to be active, such as working at one of the Defense Checkpoints/Entry Points, serving as a Bodyguard or Law Enforcer (even painting your body with blue and red trim to fit the bill), or fighting in the gladiatorial arenas or other armored sporting events. When not active, you are typically in a Gene Pool or being augmented by the only beings that you can fully trust, Engineers and Geneticists. Regrettably, you are also routinely retrieved by Scarecrows and brought into one of the libraries for an updating probe by one of the Great House Librarians. They will always remind you of what you really are and who you really serve.

As a test platform for various Bio-Technologies for both Librarian and Geneticist designs, you take many risks as you are commonly requested to be augmented and refitted with various weapons and enhancements to field test. Sometimes you get more injured by using these experimental enhancements than you do by your enemies. You cannot get comfortable with any favorite test enhancement or weapon, as you never know how long it will work or how long they will allow you to keep it. Worse, your experimental Bio-Tech places a big bull's-eye target on your back for those operating in Black Market trade, Wastecrawlers and rival Great Houses that seek to capture you in order to reverse engineer any of your House's newest inventions.

Tempest Bio-Weapon Enhancements

Librarians are always seeking to push the limits of Bio-Tech, and Tempests and Homunculi serve as testing platforms to do just that. Librarians and Geneticists can develop or modify new Bio-Tech specifically for Tempests that may be too risky for standard Host Armors or too powerful for Homunculi to wield. Tempests can receive enhancements and weapons from any Bio-Tech category, just like Host Armor. Bio-E costs and prerequisites are the same (double the Bio-E cost for all other O.C.C.s). These new features and weapons can be anything that players and G.M.s co-create together within reason and at a feasible Bio-E cost.



Escaped Creatures & Experiments

Devourer Amoebas

Created by Lance Colley

A threat to both human and N.E.X.U.S. forces, the wild Protean Amoeba is an animated glob of ooze, driven only to eat, grow, reproduce, and continue to consume nearly everything around it. Whether these large, protoplasmic terrors are an act of nature or something else is entirely unknown. Discovered in the subterranean caverns several years ago, the Amoeba organism has the ability to alter its shape, primarily by extending and retracting pseudopods (false limbs). They are capable of replicating most basic living shapes, though it typically takes the form of an ooze, or mushy, octopus-like form, but there are reports describing them as massive humanoid forms standing on two to three pseudopods, but moving at half the speed.

Often called Amoeboids, even small, newly formed ones, have always been considered a major menace and both the Machine and the Resistance will attempt to wipe them out when encountered. It is unknown if N.E.X.U.S. exterminates these creatures because they predate upon Retro-villagers and attack robots or if there is something darker, and more alien within its origins. Even the N.E.X.U.S. personality Gaia relocates them, often releasing them near or inside Resistance havens and sewer networks as she has zero tolerance for these Amoeboids within her Nature Preserves.

Despite all efforts, Protean Amoebas are remarkable survivors and, aside from climates of extreme cold, they can be found in almost any environment. In some regions, they are quite abundant, and reside in packs, like rocks scattered across sand. A newly birthed Protean is roughly the size of a volleyball and immediately begins a life of near mindless aggression and consumption, seeking only to consume and spread, growing with each new meal. They range in color and camouflage, from bright green to a sickly yellow to a lifeless, often translucent gray. Inside can be glimpsed an odd black core, with a web of numerous vein structures spreading throughout the creature.

No one has ever been brave (or foolish) enough to attempt any in-depth studies of the creatures, until now. House Artemis's militarized version, dubbed *Devourer Amoebas*, were designed to serve as bio-weapons against rival Houses. The Devourer Amoebas were to be deployed inside enemy territories and strongholds, aggressively targeting and melding with rival Bio-Tech as it incapacitated and fed upon its adversaries. Once the creatures were done feeding and exterminating; specialized Artemis agents were to come in and freeze the amoebas for transport. Once frozen and retrieved, Librarians and Geneticists could dissect and extract DNA samples of their rival's Bio-Tech for study and reverse engineering, if they desired. While Devourers cannot change color, they often blend in to their environments and can easily catch most prey unaware. Devourer Amoebas radiate little heat, so they cannot be detected or tracked by infrared or heat sensors. In addition, they move in almost complete silence and are able to slither

up walls and ooze through small cracks and openings. These creatures are drawn to heat and the bioelectric energy exuded by Bio-Technology and those that wield it, and are able to sense prey and Bio-Tech, even through walls or other solid structures. They make no differentiation between organic and Bio-Tech, and are able to consume and digest either equally.

In combat, Devourers are nearly fearless, and will attack and engage any target. The aggressive amoebas attack by forming masses of pseudopods to lash out, entangle, and engulf or overrun fleeing prey. All Devourers secrete a powerful mix of acidic chemicals that can dissolve nearly everything it meets, including metal. Worse, these weaponized amoebas can activate nearly any Bio-Tech weapon or device that they have consumed or melded with. This enables a Devourer Amoeba to utilize and discharge an array of Bio-Tech, and being particularly effective with weapons like Chemical Sprayers, Electrical Weapons, Organic Rockets, Serrated Whips, Spore Dischargers, Super Light Cells and Tendril Injectors. The augmented Amoeboid however, is not intelligent enough nor does it have the necessary control to wield and accurately fire cannons or rifles, so it receives a -7 to strike. Organic rockets, however, have their own independent neurological bundle and tracking optic to help them target and track adversaries, so they are not penalized and receive all bonuses of Organic Rockets. All amoebas are unable to meld with any cryo-based weapon, nor can they replicate Bio-Enhancements.

The creatures attack to feed, and if prey proves to be too powerful, the Amoeba will retreat in search of easier victims. A Devourer Amoeba's size is limited solely by the amount of food available and the blob-like creatures continue to grow throughout their lives. Truly massive amoebas (60 feet/18.3 m or more in diameter) have been encountered and destroyed, and one Splicer patrol witnessed a battle between what they described as "a gargantuan Amoeboid" versus an entire Robot Platoon. The Protean was able to defeat almost the entire platoon before it was destroyed by a massive N.E.X.U.S. combined air and artillery strike.

Type: Experimental Bio-Weapon Amoeboid.

Alignment: Best described as Diabolic, though even this is not entirely correct. A Devourer is driven only by the need to feed, reproduce, and survive.

Attributes: I.Q. 1D4, M.E. 3+1D4, M.A. 1D4, P.S. 20+1D6 (Splicer P.S.), P.P. 10+1D4, P.E. 20+1D6, P.B. 1, Spd 2D6.

Note: Truly large or massive Protean Amoebas will have different attributes. See Proto-Growth (below) for full details.

Speed: 15 mph (24 km) and the act of slithering does not tire the creature. Cannot swim, but can slither along the bottom of rivers or lakes as long as the temperature does not exceed its cold tolerance (see Vulnerabilities). When they are attacked with very cold weapons or come into contact with very cold temperatures, they can move up to 20 mph (32 km) in attempts to escape, but oddly, they do not utilize this speed to catch prey.

M.D.C.: Varies according to size, however, the average Protean Amoeba will have 300+2D4x10 M.D.C. Add an additional 1D4x2 M.D.C. for every 100 pounds (45 kg) of mass the creature consumes. Note for Devourers: Internal contents or melded Bio-Tech will have half to one quarter of their original M.D.C.

Size: Amoebas start off as small, volleyball-sized oozes (0.85 feet/0.26 m), but can grow into gargantuan amoebas reaching 400-600 feet (122 to 183 m).

Weight: A newly birthed Protean weighs roughly 15 pounds (6.8 kg), but they can grow to 4.5 tons.

Average Lifespan: Unknown.

Bio-Regeneration: 4D6 M.D.C. per hour, but can not regenerate damage caused by cold attacks. Frozen scarring can only be shed or scraped off. Repair Shedding takes 1D4 days per every 100 pounds (45 kg).

Horror Factor: 14 for a standard-sized, wild Protean Amoeba (+2 for a Devourer Amoeboid). Add one point for every additional 20 feet (6.1 m) in diameter.

Feeding: See Proto-Growth.

Natural Abilities:

Semi-Solid Body: The Amoeboid is a simple organism, composed of protoplasmic “ooze” and a few simple internal organs. The Amoeba is immune to poison, toxins and acids. Projectile attacks like bullets, arrows, and even rail and casting gun rounds pass through the protean, doing no damage at all. Edged and blunt weapons, including punches, kicks, swords, etc. inflict only 10% of their normal damage. Large explosions (40 M.D.C. or more), having great weights drop or slam into it, and falls from great heights, do only a quarter of the normal damage, but they will stun the creature, causing it to lose 2 actions per round for the next 1D4 melee rounds. Electrical, energy, flame and all heat-based attacks inflict half damage; however, the creature is extremely susceptible to cold attacks. The Amoeba has no real “front” or “back” and can lash out with its pseudopods in any direction.

Manipulate Shape: The Amoeba is soft and malleable, and can be squished, molded, and puddle as it sees fit. This means the creature can ooze through small openings and cracks, slide under a door or window, squeeze through bars, chains, ropes, etc. Depending on the size of the opening, it takes the Amoeba 1D4 melee rounds (per 5 feet/1.5 m of mass) to completely pass through an opening. Note: Devourers can only pass uninhibited, through areas that allow them to squeeze through with their melded attachments as the Bio-Tech components are not malleable. There is a 50% chance that a Devourer may sever its melded component if the components are preventing the amoeba from successfully squeezing through a crevice or opening. Increase to 95% if there is food or Bio-Tech that the Devourer is after or if it is fleeing cold temperatures.

Adhesion: The Amoeba’s sticky nature allows it to adhere to the surfaces of walls, enabling it to slither up walls and along ceilings at half normal speed.

Senses: The Amoeba’s entire body functions as a primitive sensory organ and can detect heat, smells, and vibration within a 150 foot (45.7 m) radius.

Natural Camouflage: When not moving, an Amoeba is considered to have Prowl at 85% and cannot be detected by infrared or other heat detection. Even while moving, it makes almost no noise and is considered to have Prowl at 55%.

Special: Acidic Touch: When attacking, the Amoeba strikes with acidic pseudopods (Devourers attack with both the acidic pseudopods and any melded Bio-Tech that it can discharge into the intended targeted area). These chemical secretions are highly caustic and devastating to both organic and inorganic material. The acid adds an additional 2D8 M.D. to its regular punch damage. In addition, the acid even eats through M.D.C. armor alloys and Host Armor. Amoeba acid will continue to

inflict 3D8 M.D. per melee round for one minute (4 melee rounds) or until washed off.

Special: Smothering Attack: The Amoeba’s most devastating attack is to completely engulf its victims. The attack must be announced ahead of time, and counts as two attacks. If successful, the target has been engulfed in the Amoeba. Once engulfed, a combined P.S. of 45 will be needed to pull the victim free (40 if any characters possess Supernatural Strength). Even then, the victim and any pullers lose 1D4 melee actions for pulling loose. A smothered victim may attempt to cut their way out using claws or a similar small, bladed weapon. Inflicting 25 M.D.C. or more points to the creature in a single attack will cause the Amoeba to release its hold. While the victim is trapped, they are reduced to 1 melee action per round, and suffer both acid damage (3D8 M.D. per melee round) and crushing damage (2D6 M.D. per round). Characters will suffocate and die within 1D6+1 melee rounds unless in environmental armor or with some sort of independent oxygen supply.

Special: Proto-Growth: Each time an Amoeba inflicts damage to an opponent, it receives M.D.C. equal to half of the damage inflicted in the attack (this does not include damage inflicted by residual acid burn). There is no limit to the amount of M.D.C. that can be absorbed; the more the creature ingests, the larger it can become. For every 50 points of M.D.C. gained in this fashion, the creature permanently gains an additional +1 to P.S., P.P., and P.E., increases its diameter by 2 feet (0.6 m), and adds an additional 30 pounds (13.5 kg) to its weight. An Amoeba will continue to grow as long as food is readily available. If food is scarce then the Amoeba will begin feeding upon itself in order to sustain its life, resulting in a more sluggish, less active creature (reduce speed and attacks by half). It will shed 60 pounds (27 kg) and 100 M.D.C. every time it consumes itself.

Number of Attacks: 5, +1 attack for every additional 20 feet (6.1 m) in diameter. Note: Devourer Amoebas can discharge all melded Bio-Tech weapons simultaneously and counts only as one attack.

Bonuses (in addition to attributes): +2 on initiative, +4 to strike and parry, no bonuses to dodge, immune to poisons, toxins, acid, pain and Horror Factor.

Damage: Crush/Squeeze and Pseudopod strikes all inflict damage as per Splicer P.S.

Vulnerabilities: Cold: Amoeboids are extremely vulnerable to cold and cold temperatures. Cold and ice-based attacks do 50% more damage, and any item below 30 degrees Fahrenheit (-1.1 C) will inflict double M.D. to the creature. Even a simple ice cube will inflict a single M.D. point! Any cold-based attack that inflicts more than 20 M.D. in a single attack will reduce the creature’s number of attacks and bonuses per melee by half for 1D4 melee rounds. Additionally, temperatures below 55 degrees Fahrenheit (12.8 C) will begin to severely impair the creature. In temperatures between 40 to 54 degrees Fahrenheit (4.4 to 12.2 C), the Amoeba begins to behave sluggishly: its speed is reduced by 20%, and it is -1 attack per melee round, -2 on initiative, and -2 to dodge. In temperatures less than 39 degrees Fahrenheit (3.9 C), its speed is reduced by half, it is -3 attacks per melee round, and reduce all combat bonuses by half. In addition, the creature suffers 1D6 M.D. for every 10 minutes of exposure. In temperatures below 15 degrees Fahrenheit (-9.4 C), the

Amoeba suffers 3D6 M.D. for every 10 minutes of exposure, is completely immobilized, and regardless of M.D.C., will die within 12-24 hours if temperatures do not warm up. Also note: because Amoebas are not that intelligent nor that particular when choosing prey items, they have been known to succumb to the consumption of explosives.

Average Life Span: Unknown.

Habitat: Any except cold (freezing or below) climates. Prefers subterranean areas, sewer systems, nature preserves, jungles and swamps where prey is plentiful.

Allies: Other Amoebas.

Enemies: Anything not another Amoeba or Devourer is a potential meal. Note: Devourers will cannibalize wild Amoebas to increase their size.

Saber Raptors

Derived from the pack hunting species known as *Razor Demons* that were recently introduced into several Nature Preserves, a genetically modified version called Saber Raptors is currently being field-tested by the Great House of Barren Marsh. Multiple Houses were given DNA samples of Saber Raptors to brew within their Gene Pools to test and record their results with experimental Packmasters called *Blade Keepers*. Unfortunately, most Saber Raptors exhibited too strong of a predatory instinct and constant challenges for domination of the entire pack. Even the few raptors that are semi-controlled by a Blade Keeper preserve an unpredictable, volatile temperament as they snap their jaws at fellow comrades of a Platoon or view War Mounts and wounded soldiers as viable prey options. This has forced several houses to cull these Raptors outright. Others continue testing to try to develop more controllable, reliable samples for field use. Unfortunately, a few frustrated houses have also unleashed uncontrollable packs (some of them armed with Bio-Tech weapons) into the nearby Nature Preserves to allow Gaia to deal with them, only adding to the personality's ever growing disdain towards Splicers.

Razor Demons and Saber Raptors exhibit similar behavior traits of being highly social animals, living in large packs with a rigid dominance matriarchy that contains multiple breeding females, yielding to a clever alpha queen. Males serve as the hunters of the pack, providing food for the females and their brood. Ironically, it is the females that are the fiercest fighters and protectors of the young. However, both genders will engage in territorial disputes against other packs or rival predators, and will strategically gang up on larger, formidable quarry or Splicers when the opportunity presents itself (particularly at fresh kill sites).

Packs usually consist of 10 to 12 individuals, but larger groups are known where prey items are either extremely large or plentiful. Both species are typically diurnal pack hunters preferring medium-sized and large prey to feed the entire pack. Saber Raptors however have been augmented to also hunt nocturnally and will do so, especially when the prey is human/Splicers oriented. Their Splicer modifications give them a keen insight that vulnerable humans exist underneath the large, protective armor shells. The raptors know that if they cause enough damage, the naked pilot usually comes writhing out of the back of the shell, looking to escape the butchering, and quickly becomes a delicious meal.

In the Nature Preserves, sewer networks, caves, swamps and tropical forests, both Razor Demons and Saber Raptors aggressively compete against each other, alien predators and Splicers; targeting somewhat different prey species, but still with a substantial dietary overlap that includes each other. Both species use strategic stalking methods to track their targets before outright attacking, often studying their prey to determine which is the most vulnerable and who is the strongest and to observe and capitalize on any signs of weakness. The Raptors will set up ambushes and have demonstrated well-coordinated, pack hunting strategies that nearly rival Splicers tactics to bring down their quarry. Worse is that the Saber Raptors will watch, learn and mimic successful field tactics that are utilized by other packs and by Splicers, making them extremely dangerous adversaries.

Type: Predatory Pack Hunter Animal.

Alignment: Miscreant, lives to hunt and kill. Extremely territorial, strategic and opportunistic pack hunters.

Attributes: I.Q. 1D6+5 (medium to high animal intelligence), M.E. 1D6+4, M.A. 1D6+8, P.S. 2D6+15 (Supernatural P.S.), P.E. 2D4+10, P.P. 1D8+12, Spd (see below).

Speed:

Running: 95 mph (152 km) maximum for short bursts up to 10 miles (16 km) before requiring rest. Can trot at 32 mph (51.2 km) up to 40 miles (64 km). Note, that the Sickie claws are always raised and on the inside of the legs when Saber Raptors are running to avoid being snagged or breaking. Razor Demons tend to be 10% faster in speed bursts.

Leaping: 20 feet (6.1 m) from a standing position, doubled with a running start.

Swimming: Bladed Wings and a powerful bladed tail are used like fish fins and a crocodile tail to propel and maneuver underwater with a top speed of 27 mph (43 km/23.5 knots), providing a very fast and agile speed for pursuing aquatic prey.

Flying: Despite massive flight muscles and wingspan, the armor-bladed raptors typically do not generate enough lift to take off from a level surface. Like human hang gliders, these predators run or pounce downhill, or from cliff faces or tall trees into a headwind to become airborne.

Once aloft, however, both species are excellent and highly maneuverable gliders, with top speeds reaching 200 mph (320 km). To remain airborne, the Raptors rely upon prevailing wind currents with flapping only occurring during the take-off and landing phases. Saber Raptors use their large wings to exploit a combination of thermal updrafts as well as dynamic soaring. Dynamic soaring is essentially where a flying creature uses the boundary between two air masses to pick up speed by cartwheeling into oncoming wind and using the wind speed to accelerate itself forward. Repeating this process further increases the speed of the raptor, resulting in an extremely energy efficient form of flight.

M.D.C. by Location:

Note: Reduce by half for Razor Demons.

Saber Wings (2 large) – 30 each

Saber Wings (2 small) – 10 each

Arms (2) – 30 each

Elbow Sabers (2; 1 per arm) – 15 each

Talons (6; 3 per foot) – 25 each

Bladed Spines (8) – 15 each

Spurs (8; 4 on each arm) – 12 each



Legs (2) – 65 each
Tails (2) – 45 each
*Head – 40
**Main Body – 115
* Attackers are -3 to strike the head.
** Depleting the M.D.C. of the head or main body kills the creature.

Horror Factor: 12 to humans, none to machines.

Size:

Length: 11.5-14 feet (3.5 to 4.3 m) from snout to tip of tail.

Width: 3 feet (0.9 m) shoulder to shoulder and a 22 foot (6.7 m) wingspan.

Height: Typically hunched and leaning forward like a T-Rex, its tallest points are its hips and back spines, thus giving it a 3.5 to 4 foot (1 to 1.2 m) height from its feet to the tallest spines.

Weight: 160-175 pounds (72-79 kg) for females and 180-195 pounds (81-88 kg) for adult males.

Average Life Span: 18-25 years.

Bio-Regeneration: 3D6 M.D.C. per day to the body, 2D6 to all other locations. (Reduce by half for Razor Demons.)

Feeding: Carnivore that consumes 20-40 pounds (9-18 kg) of meat per day, with a preference for fresh meat.

Natural Abilities: Vibro-Blade vibration, Echolocation and gills for amphibious mobility.

Skills: Prowl (77%), Climbing (68%), and Tracking (Sight and Scent; 60%).

Vulnerabilities: Vulnerable to disease and Mega-Damage weapons. There is a slight chance (8%) that Blade Keepers, Falconers and Packmasters can trigger via Bio-Comms, some of the instinctive programming embedded into Saber Raptors, and seize a tentative alliance or semi-control of 1D4 Saber Raptors for 1D8 melee rounds. (+1% for every level of experience.)

Number of Attacks: 5, +1 attack during a speed burst.

Damage: Bite 3D8 M.D.C., Elbow Blade Slash 2D6 M.D. (+6 M.D. during speed burst), Wing Slash 2D10 M.D., Tail Swat 2D6 M.D., Running Pounce Attack 3D6 M.D., +1 to strike and has a 01-60% likelihood of knocking an opponent as large as 10 feet (3 m) tall off his feet and onto his back. If knocked off his feet, the target loses initiative and two melee attacks/actions, and the Saber Raptor is poised for a fast bite attack (+2 to strike for the Raptor's next attack), counts as two attacks.

Bonuses: +3 to initiative, +3 to strike, +2 to parry, +3 to automatic dodge (does not use up melee attacks to dodge), +5 to roll with fall, and +6 to save vs Horror Factor. During a speed burst, add another +1 to initiative and attacks, as well as +2 to strike, parry, and auto-dodge.

Habitat: Any temperate or subtropical zone, regardless of the terrain. Prefers deep jungles, caverns and mountainous areas or tall grasslands and reeds that provide wonderful concealment.

Pack Size: Average pack size is about 8 to 15 adults and double that number of brood. Although the Packs are always led by an alpha female, the gender breakdown is usually evenly split between males and females. Packs naturally grow to match the rate of available game. In places where prey is more plentiful, there have been reports of packs as large as 50-80 adults.

Thrasher Squid

Combat Beast

Created as a sparring beast for Biotics, Host Armors, and War Mounts, the Thrasher is a Mega-Damage creature bio-engineered and genetically spliced from multiple super predators that roam the planet. At first glance, it resembles some form of colossal squid with an array of spines and thrusters mounted along its back, but when it opens up its tentacle mantle, it reveals a giant, amphibious, alien bear-like form with a giant mouth built into its chest, designed for decimating and devouring anything that is engulfed by the tentacles. It has one natural-born purpose and instinct and that is to hunt anything that it can conquer. Librarians designed this creature to be used as an entertaining gladiatorial combatant for the haven arenas as well as to train the armored mobile infantry of the Resistance; testing the mettle of entire platoons, including squads that contained heavy War Mounts.

The Thrasher was one of several test creatures that was recalled by the Warlords, because the creatures consumed large amounts of food, had major husbandry requirements, and were the antithesis to efficient training methods due to their highly aggressive brutality. The recalled Thrashers are still utilized by some Great Houses for intense training of Special Forces, but most Houses simply have done away with them.

Type: Gladiatorial Arena Experiment.

Alignment: Miscreant, lives to hunt and kill. Extremely territorial, highly aggressive and opportunistic.

Attributes: I.Q. 7, M.E. 10, M.A. 10, P.S. 39 (Supernatural P.S.), P.E. 15, P.P. 16, Spd (see below).

Speed:

Running: 50 mph (80 km) maximum for short bursts up to 10 miles (16 km) before requiring rest.

Leaping: 20 feet (6.1 m) from a standing position, doubled with a running start, triple with thrusters.

Swimming: The Thrasher swims quickly by taking in water through its mantle and then closes off the mantle and expels the water forcefully through its funnels. This propels the Thrasher through the water at speeds of up to 74 mph (118/64.3 knots) for short bursts of 6 miles (9.6 km). Otherwise its regular cruise speed using its organic thrusters is half its maximum speed. Maximum Depth: 1,800 feet (548.6 km).

Flying: Despite its massive size, Thrashers can hover up to 30 feet (9.1 m) off the ground using their array of back-mounted organic thrusters and are capable of reaching speeds of 90 mph (144 km). The act of hovering does tire the creature out and it can only hover for 10 minute intervals before requiring 1D4 hours of rest. Once airborne, these large creatures are very agile as they utilize their thrusters and funnels to coordinate propulsion and maneuverability.

M.D.C. by Location:

Tentacles (10) – 200 each

*Tentacle Suckers (44 per tentacle/440 total) – 1 each

Mantle – 225

*Mantle Eyes – 30 each

Upper Arms (2) – 280 each

Lower Legs (2) – 420 each

Clawed Webbed Paws (6) – 210 each

Ray Tail (2) – 310



Water Thrusters (16, back-mounted) – 50 each

Chest Beak – 620

**Head – 420

***Main Body – 1700

* Items with one asterisk are small and difficult to hit, and attackers must make a Called Shot at -4 to strike them.

** Attackers are -3 to strike the head.

*** Depleting the M.D.C. of the head or main body kills the creature.

Horror Factor: 18 to humans, none to machines.

Size: The following stats are for the Thrasher found in the facility. Most Thrashers are 10% smaller.

Length: 126 feet (38.4 m) from snout to tip of tail.

Width: 27 feet (8.2 m) shoulder to shoulder and a 184 foot (56 m) diameter tentacle spread.

Height: 92 feet (28 m) from the top of its head to the tip of its tentacles.

Weight: 36 tons.

Average Life Span: Unknown.

Bio-Regeneration: 3D10 M.D.C. per hour for the main body, 2D6 to all other locations.

Natural Abilities: Chameleon Skin, Echolocation, Enhanced Regeneration, Gills for amphibious mobility, Ink Dispenser (see *Dracos War Mount* in the *Splicers® RPG*, pages 115-116), Resistance to Cold, Slime Coating, Tentacle Suckers, Interlocking cartilage skeleton and self-dislocating joints, and Three hearts.

Skills and Special Instincts: Swimming 94%, Camouflage 82% when not moving/23% when in motion, Tracking by Sight 74%, Weather Sense and Wrestling 80%.

Number of Attacks: 15

Damage: Bite: 5D8 M.D. Punches and swats as per Supernatural P.S. Claw strike: 3D6 M.D. plus punch damage. Tentacle swat/Strike: 4D6 M.D. plus punch damage. Crush/Pry/Tear or Stomp attacks: 4D8 M.D. Body Rams: 6D6 M.D. plus punch damage. Swimming ram: 2D8 M.D. per 10 mph/16 km.

Bonuses: 10 tentacles (+10 to parry, +2 melee attacks, +4 to entangle and pin, +3 to initiative, +2 to dodge in the water, +30% to Swimming skill, +1 to initiative, +2 to strike, +2 to save vs Horror Factor, Ambidextrous (+1 attack), +5 to roll with fall, +8 to save vs Horror Factor. During a speed burst using the Organic Thrusters or while underwater, add another +1 to initiative, +1 to strike, +2 to dodge, and +2 to roll with fall or impact.

Vulnerabilities: Extreme Heat, Intense Light, and most susceptible to intense sounds. Thrashers are typically Nocturnal creatures as they find it difficult to operate during peak daylight hours. They tend to be more sluggish and uncoordinated (reduce all bonuses by half, -15% to skills). They are also highly susceptible to radiation and they must avoid the Wastelands and other “hot zones” or they will contract radiation poisoning. They will suffer 3D6 M.D. points of damage every hour of exposure to moderate radiation and they can not bio-regenerate while being exposed to radiation, plus radiation damage takes three times as long to heal.

Penalties: All energy and sonic-based weapons do double damage.

Color: Pale white with solid black eyes and claws. Able to camouflage itself like an octopus, mimicking an array of colors

and textures. Thrashers are extraordinarily adept at camouflage because their skin contains pigmentation cells called *Chromatophores*, which can change color instantly in order to match the surrounding habitat.

Weapons of Note:

1. Central Chest Beak – The chest of the Thrasher has a four-part beak, with each mandible filled with several rows of serrated teeth. This is the primary mouth that the Thrasher utilizes to feed, though it can also use the bear-like mouth to consume smaller portions as well. The beak works in a four way scissor-like motion backed by powerful muscles to deliver a heavy downward force that is capable of shattering bones, crushing through thick chitin or even reinforced Bio-Tech armor plating with ease. Many armored soldiers and War Mounts have suffered large gaps of missing flesh and severed limbs from Thrasher attacks. The rows of serrated teeth aligned in each beak are used to rip the flesh from the body of its prey. The teeth are much like a shark's and are easily replaced when broken off within 1D4 days.

Primary Purpose: Feeding and Assault.

M.D.C.: The four-part beak has a total of 620 M.D.C. when the mouth is closed. When open, the two upper beaks have 165 M.D.C. each and the two lower beaks have 145 M.D.C. each.

Mega-Damage: 1D6x10 M.D., but on a Natural 20 roll, add +15 M.D. points of damage directly to the bitten target as well as all other Critical Strike effects. Like most cephalopods, the bite of the Thrasher also contains a poisonous, Paralyzing Agent venom. This neurotoxin venom disrupts the motor functions but leaves its victim fully awake and aware, a frightening predicament for those about to be consumed by a Thrasher or anyone who has escaped the deadly maw only to sink to the bottom of a lake or ocean and drown or crushed by the surrounding depth pressures. Victims who fail to save vs non-lethal poisoning will fall to the ground, and their limbs will feel like dead weights. Speed is reduced to just 10%, they have one attack per melee round, no initiative, and -10 to all combat rolls. Skill performance is at -60%. Duration is 6D10 minutes. A successful save means most of the effects are shrugged off: just -1 to all combat rolls and -10% to speed and all skills for half the usual duration.

Rate of Fire: Counts as one melee attack.

Effective Range: Hand to hand only.

Note: It requires a combined Splicer P.S. of 36 or higher to pry open the beak.

2. Electric Shock Tentacles – (see *Electrical Discharger* in *Splicers® RPG*, page 101).



New Legion Machines

Highjacker

This frail and seemingly insignificant-looking skeletal robot, is a small bio-mechanical creature made of living tissues and synthetic materials, yet it possesses an ability that makes it one of the most terrifying minions in Legion's arsenal. This wicked design is not a traditional robot nor made of metals, it is derived from an alien squid worm species that Legion stole from one of Gaia's cryo-zoos. This creature has been augmented with advanced machine technology, giving it the power to seize control of a suit of Host Armor and operate it like a puppet. The Highjacker fires a pair of high-tensile tendrils from each wrist that embed themselves into the Host Armor with barbed spikes. Once the barbs are set and the neural circuit is complete, the Highjacker can attempt to seize a limited amount of control over the targeted Host Armor. However, Host Armors that have a conscious pilot inside can resist the control. The long-range jacker tendrils can really only seize control of the limbs, but this is often more than enough if the pilot is dazed, sleeping, unconscious or worse, dead. It was the genius of Legion that was able to create a twisted creature that can steal a Host Armor at short or long-range.

While most awakening pilots struggle to regain control of their Host Armor, the Highjacker works to quickly slice open the rear hatch and pry the vulnerable pilot out of his protective shell. Any unconscious human or dead body will easily be discarded for Collectors or other minions to retrieve while the Highjacker quickly gets inside and seizes control of the Host Armor. Highjackers work carefully to make sure the Host Armor is not damaged too much in the process since the ultimate purpose is to use these powerful weapons of war against other Splicers. Most Highjackers try to steal Host Armors while the pilots are away and out of the armor suits, ideally targeting remote Splicer outpost or haven armories where there are plenty of opportunities. Pilots that are asleep in their Host Armors are the next prioritized targets.

An unarmored Highjacker sticks to the shadows, patiently stalking its quarry and only strikes targets that are alone and usually preoccupied with some other task or that have been weakened from previous battle. These somewhat fragile robot creatures are best used against opponents that are unprepared for battle. Splicers with their guard up will still be attacked (from behind), but the best prey is the one that does not know it's being hunted.

However, once a Highjacker acquires a suit of Host Armor, it becomes far bolder. Legion is quite familiar with the Resistance's strategies and tactics. Besides using Bio-Comms and mimicking any voice she hears, Legion also knows the hand signals that field teams use to communicate when noise discipline is required, and she uses this knowledge to get her Highjacker agents into place. The Highjacker uses the stolen Host Armor to get close to other Splicers so that it can gather intel, lead them into ambushes, distract platoons or lure them away from achieving objectives, framing pilots or instigating blood feuds by misusing the stolen armor, or launching devastating surprise assaults. Currently, Le-

gion uses Highjackers to lure Splicers into traps so they can be captured and turned into Frankenstein-like Amalgams, but once she tires of this activity, she will use them a bit more aggressively. Highjackers are relatively cheap to create, so she really has no qualms about walking them into the center of armed camps and unloading every armament at their disposal until they are eventually overwhelmed and destroyed. She also plans on leaving a few armored Highjackers lying among the corpses of slain Splicers to give any teams searching for survivors an unpleasant surprise. Legion does enjoy toying with her opponents, and Highjackers are truly some of her most entertaining game pieces.

Class: Light Infiltration Bio-Robot.

M.D.C. by Location:

Legs (2) – 50 each

Arms (2) – 35 each

Feet (2) – 15 each

Hands (2) – 10 each

Jacker Cables (2) – 15 each

Head – 60

*Main Body – 80

* Depleting the M.D.C. of the Main Body will completely destroy the Bio-Robot.

Speed:

Running: Maximum speed is 150 mph (240 km).

Digging: 10 mph (16 km) through dirt or sand, half that speed through clay, rock, or stone.

Leaping: 25 feet (7.6 m) high or lengthwise; increase by 50% with a running start.

Swimming: Not possible. Sinks like a stone.

Flying: Not possible, though it can hijack Wing Packs.

Statistical Data:

Height: 5-6 feet (1.5 to 1.8 m).

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

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

Weight: 250 lbs (112.5 kg).

Physical Strength: Robotic P.S. of 28.

Cargo: None.

Power System: Organically driven, good for 1D8+6 months, after which it will be converted into a Necroborg.

Trade Value: None. Not even Technojackers can meld or control Highjackers (something even Legion is not aware of, yet).

Horror Factor: 13 to most people, but 17 to a Splicer in Host Armor.

Senses and Features: Standard features (all encased in hard fiber plastics or advanced bio-synthetic materials), plus Prowl 85% and Operate Host Armor: Highjackers are equipped with a special nervous system that allows them to hack into a Host Armor's nervous system and seize direct control. This means that Highjackers can actually pilot another Splicer's Host Armor. This interface is not as fluid as that between a human and Host Armor, so the Highjacker is not able to tap into the supernatural reflexes of the armor (no additional bonuses), Bio-Comms, or senses. However, the Highjacker can use the suit's weapon systems and its own superhuman reflexes to make up for any shortcomings. In order to overcome the sensory deprivation that comes along with piloting Host Armor, the Highjacker weaves miniature fiber optic cameras and bio-mechanical microphones through the skin of the armor to view the world around it.

Note: Legion has infused the Highjackers with special bio-mechanical plating that protects them from her nanobot plague

reaction, but Highjackers are fully susceptible to the N.E.X.U.S. nanobot plague reaction.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 8.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +6 on initiative, +6 to strike with ranged weapons, +9 to strike in hand to hand combat, +9 to parry, +9 to dodge, +2 to disarm, +4 to pull punch, and +5 to roll with punch. Note: Because the Highjacker is based from an alien worm and advanced bio-mechanics, it is a cold-blooded creature that takes on the temperature of its surroundings, so it does not show up on infrared or thermo-imaging sensors. This ability does not carry over to any Host Armor that it hijacks.

Skills of Note: Standard, plus Disguise 70% (the Highjacker is skilled at mimicking the movements of the former pilot while using his Host Armor) and Sign Language 68%.

Weapon Systems:

1. Jacker Cables: Mounted in each wrist is a launcher that shoots a special barbed spike attached to a thin yet surprisingly durable, wire-like tendril. Both spikes are fired in tandem at the same target. If they strike successfully, then a connection is formed between the Highjacker and the Host Armor's nervous system. Once the circuit is completed, the Highjacker can attempt to seize control from the sleeping/unconscious or dazed pilot. They fight a battle of wills by rolling 20-sided dice and adding their M.E. attribute numbers to the results, highest number wins. For the purpose of this battle of wills, the Highjacker has an M.E. of 15. If the Highjacker wins, it must quickly pry the pilot out of the armor before he regains control. The battle of wills continues every melee action until either the pilot or the jacker cables are removed from the armor. The jacker cables provide a bit more limited level of control than the synthetic nervous system. The creature cannot access any of the Host Armor's weapon systems, nor can it open the back hatch to expose the pilot. The Highjacker can only move (or paralyze) the limbs of the Host Armor for 1D6+2 melee actions per Melee Round. This means it is possible the pilot can still target the Highjacker with any head-mounted weapons or other defensive measures like Needle Death Blossom. This is another reason why Highjackers move quickly to slice the pilot out of his armor once the connection has been made. Pilots that are completely awake and alert receive a +5 to their Battle of Wills roll and are harder to take over, thus Highjackers usually target the sleeping or unwary. Awakening, dazed, stunned or unwary pilots are penalized -5 to their rolls. Sleeping or unconscious pilots are penalized a -10 to their rolls.

Primary Purpose: Assault.

Secondary Purpose: Defense.

M.D.C.: Each cable requires 25 M.D.C. to sever. Severing just one cable destroys the link and makes hijacking impossible. The creature contains 200 feet (61 m) of extra cable and 20 extra spikes inside its frame. If the cable is cut, it only takes one melee round to create a replacement cable.

Mega-Damage: 1D4 M.D. from both barbed spikes.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 30 feet (9.1 m).

Bonus: +4 to strike, but this is the only bonus that applies.

Note: It requires a Splicer P.S. of 30 or higher to pull out each jacker cable.

2. Talons: The tip of each finger ends in a 3 inch (7.6 cm) long blade. They make decent combat weapons, but they are typically used to surgically slice through the outer hatch of the Host Armor so the Highjacker can climb inside.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D4 per talon, 4D4 per four-finger strike, or 4D8 per two-handed strike (counts as two attacks per melee).

3. Hand to Hand Combat: The Highjacker tends to focus on hand-to-hand combat, and has bio-engineered instincts to excel in this endeavor.

Mega-Damage:

Restrained Punch: 1D4 M.D.

Punch: 2D6 M.D.

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

Single Talon Strike: 1D4 M.D.

Four Talon Strike: 4D4 M.D.

Two-Handed Talon Strike: 8D4 M.D. (counts as two attacks).

Kick: 2D8 M.D.

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

Body Block/Ram: 3D6 M.D., but counts as two attacks.

Mechanic

"Don't let your heart deceive your mind, these things might have the cutest, innocent looking faces you've ever seen, but it will also be that same face that's laughing at you while you are being dismembered inside the Factory Walker. If you have to close your eyes to shoot, then do it. But whatever you do, don't hesitate to pull the trigger."

— Sr. Roughneck Lucas Brody

The true mainstay of mechanical repairs, medical maintenance and builders of Legion's forces, are not the Collectors; they were Legion's versatile, multi-purpose units to help establish and sustain her genesis. Once Legion completed the Factory Walker and began her mobile operations, she had plans for a more specialized design to be implemented that would fulfill the role of a dedicated field technician. Sure, Legion had the designs to produce *Repair Wagons* (see **Splicers® RPG**, page 50), and she opportunistically seized multiples of them. However, Legion's idea of a field mechanic had to be suitable for every aspect of her grand scheme. This meant a machine that could efficiently repair and reconstruct her array of forces in the heat of battle as well as in the smaller subterranean tunnels and passageways where her primary quarry, the Splicers, dwelled. Having swarms of faster, smaller units that could effectively facilitate the responsibilities of Repair Wagons would be more advantageous to Legion. They are easier and quicker to produce, harder to spot and their vast numbers makes them more challenging to overcome. The Mechanics' smaller size and speed allows them to be agile and harder to target, enabling them and any Collector escorts to haul unassembled, formidable robot parts, closer to target areas and quickly reconstruct the robots to launch deadly assaults. The Resistance and N.E.X.U.S. have both been caught off-guard numerous times by some of Le-



gion's largest robot designs within some of the most challenging places such as intense battlefields, Ghost towns, Retro-Villages, ruined cities, underground sewer systems, and caverns near Havens or Seedlings. Repair Wagons would not give Legion this advantage as they are simply too large and would be spotted miles out by Splicer Scouts or N.E.X.U.S. Machines.

Being half robot and half children's parts, the Mechanic is a cyborg similar to the Hunter and Legionnaire via their components and quality of construction. They have proven themselves to surpass even Legion's expectations, much to the chagrin of the Resistance. Mechanics are highly mobile units that are frequently working in and around Legion's controlled territories, as well as on the battlefield, fixing damaged robots, cyborgs and the robotic portions of Amalgams. When not scurrying around and crawling all over Legion's forces, repairing and adding various components, reloading ammunition, or conducting all manner of mechanical and electrical repairs, Mechanics can also be seen salvaging, recycling and building various construction sites for Legion. These cyborgs have no -real- weapons of their own, so

they are usually within close proximity of Legion's forces. When given a task away from the Factory Walker, they are typically escorted and protected by 1D4 Collectors or a group (2D6) of *Steel Troopers*, plus one to two *Flying Strike Ships* (see **Splicers® RPG**, pages 60-61 & 43-45).

Mechanics are always made from young children parts with at least the head, face and arms fully intact (ideally Retro-Village or Haven captives, ages seven years or younger, but Nex-Android children will also do the trick). This is partly due to their psychological terror and inherited protection that they bring to the battlefield against most Splicers, who simply can't bring themselves to kill the innocent-looking cyborgs. Even worse for some Splicers if it's a familiar, cute face and sweet sounding voice. However, Legion has sincere applicable needs for the children's components, as their small arms and tiny fingers are perfect for getting to the intricate parts of her constructs where they can repair or build things quicker than her Collectors. The fact that the majority of Splicers won't even fire on them or destroy them, is an added bonus for Legion. Mechanics

may have children parts on the outside but they are hardwired with nanobot reinforcements and durable alloy skeletons, plus a sophisticated network of electrical wiring patched into their nervous system on the inside. The state-of-the-art interface allows their arms and fingers to move exceptionally fast; in some cases, their fingers move as fast as a hummingbird's wings. This makes them ideal for rewiring, bypassing, jury-rigging or rebuilding sophisticated components at incredible speeds and efficiency. Mechanics are not armed well for combat but can skillfully protect themselves and dodge attacks, at least long enough until one of their lethal brethren arrive.

Class: Field Repair and Construction robot.

M.D.C. by Location:

Large Robot Arms (2; heavily reinforced) – 55 each

System Repair Arms (2) – 35 each

*Child Arms (2) – 25 each

*Child Hands (2) – 15 each

Robot Legs (4) – 45 each

*Front Feet (2) – 10 each

Back Feet (2) – 18 each

Protective Harness (heavily enforced) – 180

Bubble-Top Glass Helmet – 15

Sensor Head – 40

**Child Head (heavily enforced) – 55

***Main Body – 275

Force Field – 100

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit it, and even then is -3 strike.

** Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed, and all bonuses by half. However, because the Mechanic has two heads, the secondary head preserves the number of attacks until both heads are destroyed and it keeps fighting.

*** Depleting the M.D.C. of the main body kills the Mechanic.

Speed:

Running: Mechanics can skitter at an alarming speed of 100 mph (160 km) maximum, and half that speed along walls, but not along ceilings. Normal cruising speed is 40 mph (64 km).

Leaping: The legs of a Mechanic enable it to hop and propel itself 40 feet (12.2 m) high or across, increase by 50% with a short running start and double when running at full tilt.

Digging: 20 mph (32 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the Mechanic.

Swimming: Cannot swim, but can gallop along the bottom of rivers and lakes and stay submerged indefinitely. Maximum depth underwater is 600 feet (182.88 m).

Flying: Not applicable.

Statistical Data:

Height: 3 feet (0.9 m) walking and crouching, but can rise up 5.5 feet (1.6 m) like a hissing cat when it needs to or when it is angry.

Width: 8 feet (2.4 m) from leg to leg, 8 feet (2.4 m) arm-span when the large robot arms are extended and spread out. With legs splayed out, it is 11 feet (3.35 m) wide.

Length: 4.5 feet (1.37 m) from tip of the robot sensor head to the rump.

Weight: 428 pounds (194 kg).

Cargo: None, but the Mechanic can drag 1,600 lbs (725.7 kg). Mechanics often haul scrap into high crevices for Legion's Collectors to retrieve. Caches of scrap metal and robot parts are typical finds when Mechanics are scurrying around and find parts that they can't currently use. Legion catalogs every scrap part that a Mechanic discovers and stores, and if she learns or thinks of a machine that requires one of these parts, she remembers exactly where it is and what units to deploy to retrieve it.

Power System: Nanobot & organic driven.

Construction Quality: Quick Stitch – Mechanics look like disposable fodder, but their internal construction is a bit more solid. They use the same cybernetic joints as most of Legion's cyborgs to hold the pieces together, but they also possess fully functional life support and repair systems. **Construction Time:** 1D4 hours. **Penalties:** -2 melee attacks, reduce speed by 25%, and reduce bonuses by half.

Trade Value: None. Can not be controlled by a Technojacker and are a shoot on sight adversary. Note: some parents feel or believe that their child is not completely lost and will offer personal valuables in exchange for the safe return of a Mechanic if it has their child's face on it.

Horror Factor: 10; however, with the human face begging, crying, pleading, laughing and screaming, it is 14. 16 for a swarm of six or more against humans. None against Robots.

Senses & Features: All standard Robot, plus the following Bio-Tech features:

Seismic Sense: Mechanics can feel & detect vibrations along the ground or other surface of contact through any of the spider legs like a living seismic sensor. This means that Mechanics cannot be snuck up on or caught by surprise by an opponent or multiple opponents approaching on the ground. Mechanics can detect how many opponents are approaching, how fast they are coming, whether they are lightweight or heavyweight, and from which directions, including from the sides and behind.

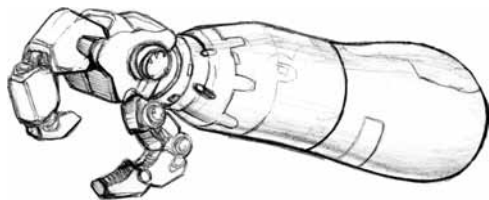
Oil Spit: Mechanics are equipped with special pumps built in their lungs that allows them to spit lubricating industrial oil up to 10 feet (3 m) in a spray or 30 feet (9.1 m) away in a stream. The protective glass quickly opens and retracts for oil spewing. The oil is typically used for mechanical maintenance where they can spew it in controlled spouts into areas that need lubricating or pour it into reservoirs. Mechanics can also spew the oil into the faces of adversaries, causing temporary blinding effects, and is particularly effective against machine and Technojacker optics, visors and lens. Mechanics can also spray the oil onto floors, walls or ceilings, making the surfaces very slippery and extremely difficult to cross. Even Host Armors or War Mounts equipped with *Suction Cups* and *Grip Hair* enhancements can not climb these surfaces. The oil is flammable and anyone sprayed with the oil can be ignited by laser fire, sparks from gunfire or any other intense heat source.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 4.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +4 on initiative, +1 to strike in hand to hand combat, +4 to parry, +6 to automatic dodge (i.e.: can dodge without using up a melee action), +3 to roll with punch, fall or impact, +2 to disarm and entangle, impervious to Horror Factor and all humans are -3 to save vs Horror Factor (-6 if it is a child that the human knows).

Skills of Note: Standard, plus Climbing 65%, Demolitions 70%, Demolition Disposal 75%, Trap Construction 65%, and all fundamental skills involving electronics, mechanics, robotics, repairs, jury-rigging, machine maintenance, computer operation and repair, audio, optics and sensors, and similar skills, all at 92%; in short if a broken machine can be fixed, the Mechanic can fix it, rebuild it and modify/customize it according to Legion's plans and designs.

Weapon Systems:



1. Heavy Robot Arms (2): Two-fingered hands for grasping, heavy lifting, holding, supporting and making repairs.

Mega-Damage: Can inflict 6D6 S.D.C. damage on a restrained punch or 1D4 M.D. on a full strength punch.

Range: 6 feet (1.8 m).

2. Utility Arms (2): The two smaller robot arms are all-purpose tools that have interchangeable parts and multiple functions that include high-powered drills, fusion torches, precision laser, laser scalpels and a welding torch.

Primary Purpose: Repairs and Robot Unit Construction

Mega-Damage and Range:

Light Drill with numerous S.D.C. settings: 1D4, 1D6, 2D6, 4D6 and 1D4x10 S.D.C. damage. Heavy M.D. Drill with settings for 1D4, 1D6, 1D8, 2D6, or 2D8 M.D. Range for both is touch.

Fusion Torch: 4D6 S.D.C., 1D4x10 S.D.C., one M.D., 1D4 M.D., 1D6 M.D., and 2D6 M.D. Range: Touch.

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

Laser Cutter: 1D4, 1D6, 2D6 M.D. Range: 30 feet (9.1 m) and may be used in self-defense.

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

Maximum Effective Range: Varies, see above.

Payload: Effectively unlimited.

3. Hand to Hand Combat: The Mechanic is not really designed for combat, but in a pinch may resort to it, usually to make good an escape using its multiple arms and/or leaping body block/ram.

Mega-Damage:

Restrained Punch: 1D6 S.D.C.

Full Strength Punch: 2D6 M.D.

Power Punch: 3D6 M.D.

Kick: 3D6 M.D.

Leap Kick: 5D6 M.D., but counts as two attacks.

Springing/Running Body Block/Ram: 3D8 M.D., and effective against opponents up to 10 feet (3 m) tall and has a 01-35% chance of knocking an opponent off his feet. Counts as two attacks.

New Modifications for NPCs augmented by Legion are as follows:

Zhong Kui, Call Sign "Ghost"

Now converted by Legion, if Ghost is captured or beaten badly enough, he will plead for his life to be spared and imply that he is only doing what he is doing because Legion has planted a bomb inside him. He won't say where it is planted, and will do everything he can to convince the player group that he was only biding his time to find out more about Legion and any of her weaknesses and plans against the Resistance. These are all stall tactics to try to convince anyone that seeks to kill him or turn him over to Great House authorities.

Race: Skinjob Borg.

New Attributes: I.Q. 17, M.E. 20, M.A. 13, P.S. 17 (Splicers Strength), P.P. 14, P.E. 20, P.B. 8, Spd 22.

Alignment: Miscreant.

Increased M.D.C.: 350 M.D.C. Regenerates 1D8+2 M.D.C. every 10 minutes or 6D6+5 M.D.C. per hour.

Increased Weight: 192 pounds (86 kg). **Height:** 5 feet, 8 inches (1.7 m) tall.

Appearance: Like all Skinjobs, Ghost appears horrifying. Covered in dull grey skin speckled with repulsive white blotches, he looks as if he's covered in diseased elephant hide. His face appears to be surgically fitted with a sleek metallic visor instead of eyes and a grill-like muzzle with six Small Collection Tentacles similar to Legion's Collector, writhing about.

Skills of Note: Research 85%, Demolitions, Demolitions Disposal, and Demolitions: Underwater at 82%, Bio-Comms, Detect Ambush, Machine Tech, Operate Bio-Equipment, Pick Locks, and Trap & Mine Detection at 75%, Machine Lore and Pick Pockets at 70%, Intelligence 68%, Chemistry 65%, Wilderness Survival 60%, Climbing, Land Navigation, Sign Language, and Tracking at 55%, Camouflage 65%, Recognize Weapon Quality 45%, Concealment 41%, Palming 40%, Sleight of Hand, Swimming 80%, Athletics and Fencing.

Weapon Proficiencies: Bio-Weapons: Light, Bio-Weapons: Heavy, Archery, Blunt, Knife, Staff, and Sword.

Attacks per Melee: 6

Combat Bonuses: +1 to dodge, +2 to initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +1 to disarm, and +3 to pull punch. +2 to save vs Horror Factor.

Other Combat Info: Backward Sweep Kick, Karate punch/Strike does 2D4 damage and Karate Kick does 2D6.

Senses & Features: Standard Skinjob M.D.C. Skin (impervious to Mega-Damage fire and cold, high pain resistance), Chameleon Skin, Stealth field, Silent Prowl (special), Feign Death, reduced sense of touch.

Tentacle Maw: Built into Ghost's face is a maw that has six Collection Tentacles specifically designed for use against unarmored humans and other S.D.C. creatures, but that does not mean they are useless against more powerful opponents. Each tentacle still possesses impressive strength, and when all

six of these limbs combine their power, they can tear apart nearly any foe.

Primary Purpose: Defense.

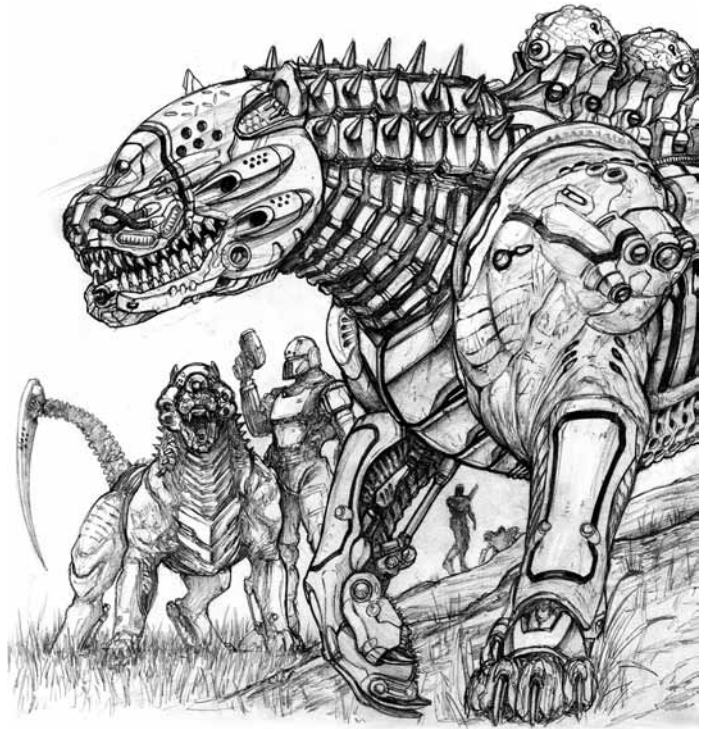
Mega-Damage: The electric shock inflicts 2D6 S.D.C. plus the victim must make a roll to save vs stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge; and speed is reduced by 40 percent). The electric shock from these tentacles is not strong enough to stun M.D.C. creatures or robots. Once the target is stunned, the Ghost will call in a Collector to cocoon the fallen opponents and have them carried off to the Factory Walker or Prison Bot.

Rate of Fire: Activating the electric shock counts as one melee attack (it does not require any melee attacks to maintain the shock, but that tentacle cannot be used for anything else). Applying 20 feet (6.1 m) of webbing counts as one melee attack.

Range: The tentacles have a reach of 8 feet (2.4 m), and the nanotube webbing can be applied up to 5 feet (1.5 m) away.

Payload: Electrical blasts are effectively unlimited.

Weapons of Note: **1.** Bio-Energy Pistol. **2.** Wears a Demolition Leather Harness. Pouches contain 6 Chigs (3 on each side), 4 Migs (2 on each side) and 1D4 Squigs. Anything else that Zhong anticipates he will need is placed onto Cao's harness. **3.** High-frequency daggers (2). **4.** Zhong has placed an Electro-Pulse gun on the harness of Cao for metal threats (Machine, Technojacker, nano-plague reactions or otherwise).



Ghost's Personal Gorehound, "Cao"

Ghost choice of a personal War Mount is a massive Gorehound named "Cao" that resembles a robust Shar-Pei. Cao is covered in dense wrinkles and is equipped with a stealth field. Cao's skin is so loose that it allows him to turn around in the skin, even when seized/bitten by another adversary to deliver his own bite.

Alignment: Loyal only to Ghost and Legion.

Size: Standard Gorehound.

Length: 8 feet (2.4 m) from tip of the nose to the rump, plus a 2 foot (0.6 m) long, curled tail.

Skills of Note: Explosive Ordnance Sniffer and Reconnaissance Scout skills (see *The Rifter*® #59).

Features: Standard Gorehound plus the Shar-Pei Breed Enhancements – Stealth Field, Grip Hairs, Acid Blood and Motion Detection.

Known Weapons: **1.** Right shoulder-mounted Heat Projector Cannon. **2.** Trench Foot Mines (2 behind each front leg).

G.M.'s Choice: The War Dogs encountered in the *Southern Weapons Locker* can possibly consist of *Packmaster Natasha London's* Gorehounds among the rest of Legion's pack and would be equipped with their original Bio-Tech Weapons (see page 63) in addition to Legion's enhancements.

I am Legion, Episode VI

An Adventure and Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

Illustrated by Charles Walton

Note: Originally appeared in *The Rifter*® #77, page 39.

The Final Showdown

All of the choices the players have made earlier in the adventure will determine what kind of resources they have available during the final confrontation. If they skipped the *Artemis Secret Weapons Facility* (see *Episodes III, IV and V* in this book), they will pretty much be on their own. They will still have the Archangel Drake Benton, Sr. Sweeper Anderson Long, and the Badger Armored Personnel Carrier on their side, but the Stalker War Mounts will leave them to go help their friends back at the Lab. Worse yet, the players will miss out on the impressive amount of ordnance scattered throughout the facility and instead will have to rely solely on the weapons and equipment they had when they first left the underground haven. If the players did return to the weapons facility, the resources they are able to gather will largely depend on how successful they are. Fully stopping the invasion force will gain them the enormous thanks and support of the Martin (Puppet Master), the Biotic Isaac (Head of Security), and all the facility’s defenders. The Lab itself will be a total loss either way, and the Engineer will need to be moved, but if Legion’s attack is stopped, Isaac and the majority of the survivors will lend their support to the final assault against Legion’s Factory Walker while Martin, the Saint, and a handful of defenders will stay behind to coordinate a slower, more careful evacuation of the Engineer. If the players go to the Lab and are unable to save the Engineer, then they will likely still walk away with some powerful weapons and a few extra survivors to help them in the final attack. If by chance Legion successfully captures the *Engineer*, *Dante*, then every survivor will join in the final assault to hopefully rescue him before Legion can merge his body with the Factory Walker. Legion will keep her minions hunting through the facility to exterminate any stragglers even after successfully capturing her prey, so exiting the facility will still be a challenge.

The group can attempt to exit through the damaged airlock or tunnel out using the Badger. Multiple trips may be necessary if there are a lot of survivors, or the Badger can work at a slower pace to create a semi-permanent passageway. Depending on the outcome of the assault, the group may be in too big of a hurry for this to be a viable option.

Once everyone is on the surface, they will need to try and pick up Legion’s trail. Fortunately, this is rather easy to do. It is quickly apparent that Legion wanted to stay close to the weapons facility rather than stretch her signal relay chain too thin. The sounds of battle can be heard off in the distance and multiple plumes of thick black smoke can be seen rising up on the horizon. It looks like Legion is only a few miles (3.2 km) away.

Any survivors from the Lab will inform the group that there is a pretty good sized Industrial Center in that area. It seems Legion was simultaneously assaulting a N.E.X.U.S. installation while trying to take down the Lab. Drake Benton states that this was probably why the assault force was such a “reasonable size.” He could not even imagine how terrible the weapons facility assault would have been if Legion had been able to throw the full weight of her forces against them. Her arrogance and over-confidence in her abilities resulted in her being stretched a little too thin in the weapons facility. Hopefully, this will also be true during the final assault.

(Game Master Note: *If the players and any additional survivors that will be accompanying the Assault Team to the Factory Walker need a short time to eat and recuperate from their ordeal inside the Secret Weapons Facility, then let them. However, be sure to remind them that the longer they take to recover, the more likely Legion will be receiving any and every stolen item, weapon, prisoner and War Mount from the lab and may be adding them to her own forces to potentially be used against the players during their assault. It’s even worse if Legion was successful in capturing the Engineer, as she might be in the process of installing the Engineer into her Factory Walker, making this rescue extremely difficult and the use of any Shell Bombs far more challenging. Any attempts to call for additional reinforcements should be heavily contested, as the risk of accidentally introducing any additional agents of Legion’s into the assault force could jeopardize the entire mission.*)

The terrain leading up to the edge of the Industrial Center is heavily forested, so the group should be able to approach the battle without being detected by either side (even with the enormous Badger in tow). As they get closer, they begin to realize that the chaos of the scene is beyond anything they have witnessed before. N.E.X.U.S.’s surprise presence will provide an excellent distraction for the player’s assault, but it may be more chaotic than they can handle. The skies are filled with thousands of cyborgs and robots buzzing about the area like a swarm of angry bees. The ground surrounding the area for miles is continuously quaking from the thunderous concussions of hundreds of explosions and the stampeding feet of thousands of heavy robotic minions. Worse yet, the group can hear the unmistakable sound of three maybe four separate Land Dominator super cannons blasting away off in the distance. Of course with Legion, it is difficult to know which side these massive robots are fighting on (in fact, there could be some fighting on each side). Wreckage and shattered robots litter the forest floor for miles surrounding the Industrial Center and the debris just keeps get-

ting thicker the closer they get. It looks like N.E.X.U.S. has had enough of her upstart sister and has decided to throw everything she can muster at Legion's forces. From what the players can see, the two forces seem pretty evenly matched in the air which has resulted in a bit of a stalemate, but unfortunately the sheer number of combatants would make it impossible for the player characters to even consider taking to the air for long periods of time. Of course, that is not exactly the plan with the Badger anyway. They should still be planning to take the battle underground, but they will need to get a look at the scene before they can proceed.

The group is nearly to the edge of the tree line when they hear an unexpected voice pipe up from their left flank and say, "It's about time you all got here. I was beginning to think I was going to have to do this myself."

The survivors from the Lab instinctively draw their weapons and spin to their left to face the source of the noise, but all they see is empty forest. The players may not be able to see anything either, but the voice should be very familiar to them. Their suspicions are quickly confirmed as the shimmer of a Stealth Field is dispelled to reveal Archos, the Deliveryman that led them safely into and out of the Harrisburg Ghost Town. As he drops his field, he continues to address the group, "Normally I'd maintain noise discipline and use Bio-Comms, but it looks like Legion figured out how to listen in on them...You mind pointing your guns somewhere else? I'm not in the mood."

Whether the players are relieved to see their old comrade or suspicious of his timely arrival, Drake Benton will be extremely distrustful of this newcomer. He, more than anyone, is still feeling the sting of betrayal from Shauna Davies' involvement with Legion (no matter how involuntary it was), and he does not want to be the victim of another one of Legion's games. Drake keeps his wings poised and weapon trained on the Deliveryman as he starts to grill him for information, "Who are you and what are you doing here?"

"I'm doing my job, which was to keep tabs on Legion and scout out the area for the assault force, which I guess is you. Your friends know me well enough, so put down your gun so you can go do YOUR job."

"Oh, I am doing my job. How did you find us?"

"You're kidding, right?" the Deliveryman chuckles back. "I could hear you stomping through the underbrush from miles away. You guys have absolutely no concept of stealth. I'm shocked the Machine hasn't pounced on you yet. Good thing she's distracted with her little war. Look, I've scouted out a safe path to the Factory Walker. I found a decent vantage point to survey the scene. I can lead you right to it."

"I'm sure you can," Drake sneers. He then turns to the players and says, "You've seen how Legion works. She's known exactly where we were going to be twice now and dropped one of her infiltrators in our path. Don't you think this feels a little familiar? Do you really think we can trust this guy? Seriously, how well do you really know him?"

(Game Master Notes: *Make sure you do not pass up this excellent opportunity to really enflame the player characters' suspicions. By now, they have been through four or five ambushes and have been betrayed by a trusted NPC, so it should not be too difficult to play off of their paranoia. Use Drake Benton to make the players really question their trust in this man. If a player character vouches for the Deliveryman's loyalty,*

have Drake point out that even if he was loyal once, Legion may have surgically seized control of his mind. If someone suggests a reasonable way to test if the Deliveryman is an infiltrator (like Electromagnetic Vision), have Drake voice his doubts that it would work, since Legion may have already figured some way around it. To further enflame their suspicions, have the (now quite irritated) Deliveryman, Archos, point out to the players that Drake is far more likely to be an infiltrator than him. After all, he was the one working side by side with a traitor all this time, and he seems to be the one trying to disrupt this assault with his irrational accusations.

Ultimately, neither Drake nor the Deliveryman is an infiltrator, but that is no reason to pass up the chance to mess with the player characters' minds. Keep stoking the fires of paranoia until the players settle the situation, one way or another. Everyone else in the group will defer to the player characters to make the final decision. They will be the ones given the ultimate say on whether to leave Drake and/or the Deliveryman behind or to include them in the assault. If they decide to leave one or both behind, they will then need to decide if they are left behind alive or dead. Given all they have been through with both men, killing either one of them will likely be a difficult decision to make. Of course, considering all of Legion's tricks they have fallen victim to, it may also be rather difficult for the players to trust them. Something else to consider is that the Deliveryman really does have some vital information concerning the terrain and Legion's forces. He can safely lead the group to a well concealed hill that overlooks the Factory Walker. Without his help, they will have to find their own way. Instead of a guaranteed approach, the players will need to roll under their Prowl Skills to avoid being detected by one side or the other. Drake's value has also been proven time and again by this point, and losing his power in the final assault would also be a significant loss.)

Once the group has a chance to scout out the area, they get a good look at the monumental task ahead of them. The field below contains thousands of the Machine's mightiest combatants, but most of them are utterly dwarfed by the enormous Factory Walker standing near the Industrial Center. However, there are a few other players on the field that look like they could give it a run for its money, including the three Land Dominators the group heard previously. It looks like all three are fighting for N.E.X.U.S., but it also looks like they are not faring well in the battle with Legion's forces. One Dominator is absolutely covered with Collectors that are busily dismantling it as the Machine's forces frantically try to scrape them off. The other two are being torn apart by a gigantic, centaur-like titan. It is nearly half the size of the Factory Walker and judging by the job it is doing on the Land Dominators, its power is nearly unmatched. Worse yet, it appears that the Factory Walker is busily assembling a second one. The components are complete; they just need to be assembled, so it is only a matter of time before the players' odds of success get that much slimmer. The Walker has its back to the Industrial Center so that it can work in relative peace, but N.E.X.U.S. is still trying her best to disrupt its work. Of course, the thick ring of defenders surrounding the Factory Walker is making this quite difficult. In addition to nearly fifty Legionnaires and dozens of Fusion Borgs, Assault Slayers, and Battle Tracks, there is also another monstrous robot to its immediate right that appears to be an upgraded version of the Prison

Robot. It seems Legion either learned from her mistakes with her last design or simple created a weaker robot before in order to provide a more tempting target. Either way, she made some substantial upgrades to this new prisoner transport. The basic design looks like a cross between a snake and a centipede. It is covered with a unique layered armor that allows its main body to expand in order to store more captives, much like a snake that has just gorged on a meal. This particular viper looks like it is storing quite a few captives at the moment. Its midsection is stretched out near its maximum capacity, and the transparent plates along the sides give the players a glimpse at the hundreds of humans trapped inside. Unlike before, Legion is keeping the prisoners close to the Factory Walker. In fact, they are so close that they will likely be caught in the blast radius of the Omega Shell. It looks like Legion is done playing games as well. She is done with being a target and is doing everything she can to discourage the Resistance from striking at her Walker. The players look like they will have another tough choice to make: Do they sacrifice hundreds to save millions, or do they risk everything to try and move the Prison Robot out of the blast zone? Who knows, it looks pretty sturdy. Maybe it can survive the blast anyway. Maybe it is not even worth the risk. Of course, that is for the player characters to decide. If the player characters did visit the weapons facility, then they likely have an army of powerful Splicers in tow just itching to pay Legion back for the destruction of their home and comrades. They may have come seeking vengeance, but seeing so many humans in harm's way might encourage them to turn this strike mission into a recovery mission. If Isaac is there, he will insist on at least trying to draw the Prison Robot away from the Factory Walker. Once again, they will ultimately defer to the player characters' wishes on this one. Everyone knows that destroying the Factory Walker is the number one priority and they are willing to do whatever is necessary to ensure this happens. Once the player characters decide on their plan of attack, they can start tunneling directly from their vantage point on top of the hill towards the Factory Walker. However, once they move underground, they will discover Legion's last surprise.

(Game Master Note: *There are two possible ways to reveal this last threat. The easiest way is to have the Badger detect a large object with its seismic sensors bearing down on its position from below ground. To add a little drama to the reveal, however, you could have at least one (preferably two) Tunnel Rat War Mounts along with their Outriders escorting the Badger on its approach. In this case, an Outrider can deliver a panicked communication that there is something down here with them just seconds before his final scream is mangled and cut short. If there is a second Tunnel Rat in the procession, have its Outrider say, "I've got it on seismic. Diverting to intercept... My god, what is that? It's huge!" Then the second Outrider goes silent as well. It is at this point that the group is introduced to the first obstacle to their mission, the Hydraconian Subterranean Assault Robot, and to the concept of **Underground Combat**.)*

The serpent-like Hydraconian is just another example of Legion's adaptability. Her plot may have put the Badger into play, but she was not about to let this dangerous wildcard tunnel through her territory unchallenged. The Shell Bomb is still a threat to her plans, so she built the Hydraconian to prevent the Splicers from delivering this weapon to the feet of her Walker.

If they want to get the Shell Bomb in place, they are going to need to get past or go through the Hydraconian first or find another way.

Underground Combat

Underground combat is only "efficiently" possible by creatures or machines that possess a sufficient digging speed (30 mph/48 km or greater) and are equipped with a Seismic Sensor (anything slower than 30 mph is reduced to half of their attacks per melee round). Movement and fighting underground is very different than on the surface. It is actually more similar to flying than walking in the sense that a creature or machine tunneling through the tightly packed dirt must constantly move forward in order to change direction. Much like a plane flying through the air, someone tunneling through the earth cannot make abrupt course corrections; they can only make subtle adjustments as they charge ahead. Along these same lines, underground combat is more analogous to aerial dog fighting than anything else. While the combatants can only deliver close combat strikes, they must first jockey for position. Since mobility is so limited underground, a combatant can only attack or defend against threats that are directly in front of it, so someone can gain a significant advantage in battle if he can attack an opponent from his flanks, from above or below or from behind. To accomplish this, a combatant must outmaneuver his opponent. Both must first roll a 20 sided die to see who wins position, high roll wins. Since underground combat is in its infancy, there really is no formal skill training in this area. The only bonus awarded is a +2 bonus to whichever participant is the faster digger. The winner then becomes the dog tail and gains position behind the dog. The dog tail then has one melee round to close the distance and engage in close combat. After one melee round, both combatants roll again. If the dog tail wins, then he remains in position behind the dog. If the dog wins, then he has lost the dog tail and both must roll again to re-determine position. Unlike aerial dog fighting, underground combatants can come to a complete stop at any time and attempt a special maneuver. In this case, the combatant quickly tries to dig out the area around him in order to gain enough room to turn in any direction. This is the only way to drastically alter course (including making a 180 degree turn), but it requires 3 attacks per melee for horizontal direction changes or 2 attacks per melee when changing vertical direction.

Gaining a superior position on an opponent is tricky, but the benefits are dramatic. The dog is -6 to parry close combat attacks from the dog tail and dodge rolls are not possible. In addition, if the dog tries to strike back in hand-to-hand combat (such as with its hind legs), it suffers a penalty of -8 to strike. Most underground combatants have some type of rear-facing weapon systems to prevent from being left in such a vulnerable position, but these are not one hundred percent effective either. The angle of the attacker's approach may limit the firing angle on the dog tail, so the dog is -4 to strike with ranged weapons but only -1 to strike with area effect weapons like explosives (although at this close range, the dog will also take half damage from the attack). Remember, at any point the dog can sacrifice three melee attacks and dig out the area around itself in order to turn and face his attacker.

Playing Out the Final Battle

(Possible Scenarios)

The stage is set, the final battle has begun, and it should be an epic one. Although there are thousands of robots from both sides (and possibly dozens of Splicers) cluttering the field and blanketing the skies up above, the player characters will really only need to face a handful of the most significant threats in order to prevail. The rest of the fighting should just play out in the background (including the part played by the Splicers from the weapons facility). Game Masters, feel free to use these background players to aid the characters when things get a little too hairy or to add a little extra challenge if things go too well. This battle could go in many possible directions, so it is important to be as fluid and flexible as possible, and to let the players' decisions dictate how things progress. Below are some of the major choices the players will need to make and how Legion, N.E.X.U.S., and their Splicer allies would react to such actions. Try not to force the players down any one path. As Game Master, it is your job to let them decide what they will do and then to provide them with reasonable obstacles to accomplishing their goals. In other words, do not try to kill them off with overwhelming odds because that will be all too easy to accomplish in this final fight. Also remember that the players do not have to stay and fight to the death. If things start spiraling out of control, it is perfectly acceptable to retreat and live to fight another day.

Key Decisions:

1. Stay underground or come to the surface: This decision will largely depend on how well the player characters fare in their fight with the Hydraconian. If the player characters are getting the better of the Hydraconian (or defeat it outright), they will likely choose to stay underground throughout the final battle. This is ultimately the safest choice and it will provide the players with a significant advantage against Legion. The Hydraconian is the only minion that is even capable of opposing the Badger underground, and its removal will give the player characters a clear path to the Factory Walker. As soon as the Hydraconian is destroyed, Legion will realize her Walker is in jeopardy and will attempt to run off. This will provide a unique challenge since the Walker will either need to be disabled in order to plant the Shell Bomb beneath its feet, or they will have to time it perfectly so that Legion crosses over the bomb just as it detonates. If the Hydraconian proves to be too great an adversary, the players can choose to come to the surface and try to lose it within the chaos of this massive firefight. Unfortunately, as soon as the player characters break through to the surface, they will discover that they are Legion's number one priority. The second she sees the Badger, she will immediately shift all her forces to destroy it. This will also be the moment when the player characters discover they have another powerful (and unexpected) ally watching their backs. The Machine personality Ishtar is controlling the N.E.X.U.S. army. This brilliant tactician will immediately notice the adjustment and will deduce that if Legion fears this creature, then it must hold the key to defeating her rogue sister. Within milliseconds of Legion redirecting her forces, Ishtar will command her army to converge on the Badger and defend it at all costs. She will sacrifice any number of robots to keep the players

safe, but there is only so much Ishtar can do. While the majority of Legion's minions will be held at bay, the player characters will still need to get past the enormous Siege Titan in order to reach the Factory Walker. The Titan will leave its fight with the Land Dominators to turn its attention to the Badger. Of course, this does not mean that the Land Dominators have finished with the Titan. The Siege Titan is far more than the player characters or even the Badger want to handle, but luckily, it has already been severely weakened in combat (reduce M.D.C. by 60 percent) and the continuous pressure from Ishtar will prevent the Siege Titan from being able to bring its full capabilities against them (effectively reduces attacks per melee by half since the other half will be used against Ishtar's minions). It will be a tough fight, but the continuous pounding from the Badger and two Land Dominators will bring it down eventually. Once it falls, the only thing left will be the Factory Walker (and of course, its retinue of dozens of defenders). The player characters might want to reconsider resubmerging underground at this point.

2. Free the captives from the Prison Robot or sacrifice them in the Shell Bomb blast: Another important choice the player characters will need to make is whether to try and move the Prison Robot away from the Factory Walker or leave it in the blast radius of the Shell Bomb(s). It is far enough away that it will only suffer half damage from the blast, but this is still more than enough to obliterate the robot along with every prisoner inside of it. If the player characters destroy the Hydraconian, then this task will be somewhat easier. They will simply need to disable the Prison Robot so that it cannot follow the Factory Walker as it runs away. Of course, this is not as easy as it sounds. If the Walker is staying put by the Industrial Center, then they will need to find a different way to separate the two. Not that the player characters need to be involved in this task at all. This would actually be an excellent objective to assign to the survivors from the weapons facility. Game Masters, if the Lab survivors are the ones going after the Prison Robot, then feel free to let it play out in whatever way works best for the adventure. If the players are breezing through this final confrontation, then you can give them a little bit more challenge by having their Splicer allies frantically request support from the player characters before they get overwhelmed. Then the players will need to decide if they sacrifice even more human lives in the blast or attempt a rescue. In the alternative, if the players need a little help, then just let the prison rescue go off without a hitch and perhaps a few heroic sacrifices made by several Tempests or N.E.X.U.S. bots to assist the players can effectively assist them.

3. What to do if the Shell Bomb does not completely destroy the Factory Walker: Despite the devastating power of the Shell Bombs, it is entirely possible that the Factory Walker could survive the blast (even two blasts). On a positive note, it will at least be severely weakened and all of the nearby protectors will have been vaporized or severely damaged in the explosion. The negative is that the players will have to face the full wrath of a very pissed off Legion. There is no doubt within anyone's mind that Legion is incensed with the Players. Ishtar will once again be instrumental in keeping Legion's hordes off of the player characters' backs, but they will still need to face down the Factory Walker themselves. Game Masters, this is the grand finale of a long and arduous journey. Let the player characters square off against the Walker alone, but throw in any number of their allies if things become too challenging. The players have been on the

receiving end of Legion's games throughout the entire adventure, and giving them too much help would lessen the satisfaction of finally bringing her down. Remember though, this adventure does not have to end with either Legion or the player characters meeting their end. If everything is truly going wrong, it is perfectly acceptable for the player characters to retreat and live to fight another day.

Conclusion

The adventure can really end in only two ways, either Legion lives or she dies. If she lives through the final assault, then she will launch into phase two of her plan. She will take over the Industrial Center and convert it into an extension of her consciousness. Once wired with the proper satellite receivers, Legion will be able to run this manufacturing facility and her mobile forces simultaneously. She will then begin manufacturing a new army around this building as she sends her Factory Walker out to capture the next Industrial Center. She will continue along this pattern until the entire surface is under her control, and then she will spread her influence underground. Whether she secured the Engineer or not at this point will not matter. If she did not achieve her goal of harnessing and learning Bio-Technology, then she will simply save that dream until she is strong enough to take down a Great House directly. The world will know a new level of fear as Legion spreads across it like an uncontrolled wildfire. The players can return home to a disappointed yet welcoming Great House without any issues from the Legion mole within its ranks (although they still have no idea who it is). Warlord Artemis will believe them about a Legion infiltrator among his trusted advisors and will take steps to flush him or her out, but he will inform the players that it is no longer their concern. An unsatisfying answer to say the least, but at this point, Warlord Artemis has more pressing matters to deal with and he is not quite as optimistic and impressed with the player characters as he once was.

If the players do destroy the Factory Walker, then every Legion controlled robot will suddenly deactivate and fall to the ground in a heap. Now the players just have to deal with the minor detail that they are completely surrounded by thousands of N.E.X.U.S. controlled robots. However, as long as they do not do anything foolish, Ishtar will let them all walk away unharmed. She is not only thankful for their help in destroying Legion, but she was also impressed with their combat prowess. She actually thanks the player characters through one of her Steel Troopers and tells them that she will let them all walk away now as a courtesy and respectable honor from one warrior to another as long as they do not do anything to change her mind. They should likely feel grateful at first that they do not have to fight through such impossible odds, until they see the Machine's forces scooping up Legion's minions and shuttling them into the Industrial Center. Ishtar notices their observations and confirms their suspicions, "Your help was appreciated which is why I reward you with your lives, but the other rewards go to us. Feel free to try and deny us our prize if you're up to it, or you can go now. The choice is yours." She then turns away and goes back to the task of gathering up the remains of Legion's designs. As the players leave the scene, they see another Steel Trooper bend down and pick up the skull of one of their

former comrades. It then mounts it on its armored shoulder like a grisly trophy and turns to face the players. They are more than familiar enough with the Machine to know that this is a sign that the Kali personality is controlling the robot. It almost seems like it is smiling at the player characters as it continues to stare. Finally, it says to them, "So many wonderful toys to play with... Don't worry, I'll let you play with them soon."

When the player characters return home, they will be greeted as heroes throughout the entire Great House. In fact, tales of their victory will eventually spread throughout the entire region and they will become renowned as heroes of humanity and warriors of exceptional ability. Epic, romanticized stories and plays will be written, embellished and reenacted within various stadiums within the Resistance havens. Resin sculptures and paintings will adorn the Barracks corridors. After being greeted with a thunderous applause throughout the halls of the underground Artemis haven, they will eventually be brought before Warlord Artemis and the Senate. The mood in this chamber is far different this time than it was the first time they were summoned here. They walk into a room filled with raucous celebration. The maps spread across the conference table have been replaced by large pitchers and steins filled with Bio-Tech ale. It looks like some of the Senators are actually quite drunk at this point. When Warlord Artemis notices their presence, he walks over and gives each character a huge bear hug and then orders his servants to get them all something to drink and eat. Warlord Artemis and the Senators then spend the next few hours "debriefing" the player characters, and sharing their own drunken war stories. They also explain that they discovered the identity of the mole that Legion placed in their ranks. When Legion died and all her minions deactivated, every one of her infiltrators died with her, including one of Warlord Artemis's personal guards. No one was sure how or when he was taken, but they all seemed pretty relieved to have this leak plugged. The discussion flows across many subjects throughout the night, including the player characters' reward for a job well done. The War Mounts will need to be returned to the corral, but any other weapons and equipment recovered throughout the adventure are theirs to keep. They could also choose to sell any item back to the House at full market value. In addition, they can also join any Special Forces unit of their choosing. This is a special reward that allows each player character to choose any upgrade path even if they do not meet the attribute or experience level requirements. For example, a Dreadguard would be allowed to upgrade to a Dreadnaught even if his experience was not yet at level 6 and his P.S. and P.E. were not at 15 or higher. (**Note:** Additional Upgrade paths for other core O.C.C.s will be provided in a future Splicers supplement.) If the player characters went back and helped liberate the Weapons Facility, then Warlord Artemis will feel obliged to give each of them a little bit more for their troubles (4D6x1000 credits in mini-discs, 1D10 precious gems, the MVP of the Player group will have High-Level Security Clearance within 80% of House Artemis' havens and outposts, and the group will have 40% approval usage of the Badger War Mount for future operations of high importance). If the player characters skipped the weapons facility, and went directly after the Factory Walker then Warlord Artemis will reward each player character with 1D6x1000 credits in mini-discs, 1D6 precious gems, and the group will have 20% approval usage of the Badger War Mount for future operations of high importance.

Epilogue

I am Legion, for We are many

FOR GAME MASTERS TO TEASE THE PLAYERS WITH. The Factory Walker may have fallen, but Legion would never allow herself to be vanquished so easily. The Walker truly did contain her consciousness, but that did not mean that it was trapped there. When the end drew near and her demise seemed a foregone conclusion, she downloaded her consciousness into a small, stealthy black robot (see *Black Shroud*) that she stashed in the forest beforehand. This sleek, ebony robot activated its cloak and snuck off in the aftermath. Legion eventually made her way to the same abandoned Industrial Center that she first used to build the Factory Walker. As she jacks into the mainframe of the plant and the facility goes online, lights flickering across massive parts of a second Factory Walker, she thinks to herself, "It seems subtlety did not work as well as I hoped it would. Guess it's time to go with plan B." Legion then reaches out through her series of satellite feeds and underground relays until she connects with her remaining infiltrator in the House Artemis Senate. She thinks to herself what a shame it was to kill off her Royal Guard after all the effort it took to program him in the first place, but she had to divert suspicion away from her real prize, her precious Senator. She made it to her facility just in time to watch the drunken celebrations with the player characters back at House Artemis. Legion prides herself on her normally level-headed stoicism, but she must admit that losing her Factory Walker did irritate her somewhat. As her Senator puppet stares the player characters down coldly, she makes a personal note to be sure to pay them back for destroying her prized creation as soon as possible.

***** OFFLINE (*The End*) *****

I am Legion, Episode Six

Adventure Source Material

New Legion Machines

Black Shroud

This stealthy, sleek, feminine styled robot is what Legion utilizes as a last-ditch emergency escape pod that she will quickly download her consciousness into in order to preserve herself, if the Factory Walker is destroyed. Literally becoming a widow once it departs a fallen Factory Walker, the Black Shroud is exceptionally fast, and small enough that it can efficiently hide anywhere that a Splicer can, but is also formidable enough that it can effectively defend itself against most major threats that roam the planet.

Legion always keeps this precious unit hidden miles away from her forces, often trailing in the shadows or well hidden and secured from both N.E.X.U.S. or Resistance patrols and scouts.

She maintains a dedicated direct link to this ebony-plated robot, so that her memories will always be preserved and up to date if the Walker should fall. Black Shroud resembles Legion's digital persona within the Machine, including a wicked doll face hidden behind the helmet's faceplate. The armor is made of durable compound carbon and alloy metals and is a polished black metal instead of flesh (although if Legion acquires an Engineer, she will quickly add Bio-Tech components and replace some of the metal armor with a chitinous hide and Biotech enhancements). It is lightly armed, but decently armored and shielded, and relies heavily on its most amazing feature of holographic camouflage and energy dampener screens. Legion designed this system herself, and no one else on the planet wields this technology. It allows Legion to project a perfect three-dimensional disguise around Black Shroud in an instant. She can make the robot resemble any humanoid robot like a Steel Trooper, Slicer, or Maintenance Drone or she can project an illusion that resembles a suit of Host Armor, Living Armor or even a War Mount. These disguises are solely composed of light so the deception is quickly revealed by touch or acute scenting abilities, though Legion will often try to mask her disguises with the corresponding smells to help support the overall illusion.

Legion utilizes the Black Shroud robot as a failsafe and temporary transport of her conscious whenever she suffers a major setback and is forced to retreat to one of her secretly constructed and well hidden facilities throughout the planet. Once the Black Shroud arrives, Legion scouts the area and thoroughly analyzes and clears it of any tampering or enemy presence. Then the robot jacks into the central mainframe and activates the facility in order to rebuild her new army as she schemes and devises her plans to fulfill her conquest of global domination and unification. It is also during this down time that she obsesses on how to exact vengeance upon those who set her plans back and what improvements she can make on her new designs.

Class: Stealth Infiltrator and Emergency Survival Robot.

M.D.C. by Location:

Shoulder Plating (2; Reinforced) – 75 each

Arms (6) – 95 each

Hands (6) – 25 each

Forearm Dual Blue-Green Blasters (6) – 15 each

Legs (2) – 130 each

Feet (2) – 20 each

High-Speed Back Mounted Thrusters (4) – 90 each

Mini-Missile Pods (2) – 40 each

*Bio-Comm Jammer – 30

**Head – 120

***Main Body (Heavily Reinforced) – 580

*** Depleting the M.D.C. of the Main Body will completely destroy the Bio-Robot. **Note:** The destruction of a Black Shroud robot will trigger any functioning Factory Walker of Legion to instantly begin the production of a new unit.

Speed:

Running: Maximum speed is 200 mph (320 km). The act of running does not tire the robot.

Digging: 10 mph (16 km) through dirt or sand, half that speed through clay, rock, or stone.

Leaping: 40 feet (12.2 m) high or lengthwise; increase by 50% with a running start.



Swimming: Not possible. Sinks like a stone, but can walk along the bottom of rivers and lakes up to a maximum depth of 1,000 feet (305 m).

Flying: The High-Speed Flight Pack can propel the Shroud up to a maximum speed of 300 mph (480 km) up to a maximum altitude of 3 miles (4.8 km), but cruising speed is typically 150 mph (240 km). The flight systems also enable the robot to hover stationary in mid-air. The Black Shroud can also hijack and interface into any Legionnaire's Wing Board, Flying Strike Ship or Sky Fighter if need be.

Statistical Data:

Height: 7 feet (2.1 m).

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

Length: 3 feet (0.9 m).

Weight: 480 lbs (216 kg).

Physical Strength: Robotic P.S. of 32.

Cargo: None.

Power System: Standard.

Trade Value: None. Technojackers can not meld or control any Black Shroud, nor utilize any Black Shroud weapon or device as they are tainted with the Legion's Nanobot Virus (see Senses and Features).

Horror Factor: 15 to Splicers, none to machines.

Senses and Features: Standard Robot features plus the following:

Holographic Camouflage: Legion designed this system herself, and no one else on the planet wields this technology. It allows Legion to project a perfect three-dimensional disguise around Black Shroud in an instant. She can make the robot resemble any humanoid robot like a Steel Trooper, Slicer, or Maintenance Drone or she can project an illusion that resembles a suit of Host Armor or Living Armor. These disguises are solely composed of light so the deception is quickly revealed by touch. Range: up to a maximum 50 square feet (4.6 sq. m), but can move with the robot accordingly. Any solid object passing through the hologram will cause it to flicker for a few milliseconds before it refreshes. That is the reason Legion keeps her disguises to a smaller scale. Duration: Indefinite, as long as Legion is conscious.

Nanobot Virus: These specialized nanites devised by Legion invade nearby nanobots and gives them a multitude of programmed viruses so that Legion can reprogram the unit (drone, robot, borg or Amalgam) and seize control. Once the programs are in place, they feed false reports back to N.E.X.U.S. or to a Technojacker (if infected) as if everything is working as normal. It is until Legion desires to activate the nano-viruses that things go awry and when Legion seizes control. Legion's nanobots can not control a Technojacker, but she can hijack weapons, equipment, robots, power armors and vehicles being used.

Bio-Comm Jammer: This bio-technology is a mystery to the Great Houses of Area 24 as to who truly invented the device and if it was a Great House, why would they go this far? Whether it was Great House Charlemagne, Shiva, or another House desperately looking for some new advantage or if Legion somehow designed it, remains unknown. Whatever the case of origins, it is clear that it needs to be destroyed and never again engineered if the Resistance are to operate efficiently in the field using Bio-Comms. It is another reason why some Bio-tech concepts and creations need to be ethically evaluated and well-guarded from enemy hands. This retractable, three-

pronged device is mounted on the Black Shroud's upper spine and is used to temporarily black out Bio-Comm communications within a 4 mile (6.4 km) radius when the robot is most operative and mobile.

Primary Purpose: Communications Disruption & Interference.

Mega-Damage: Special: Each Single Pulse wave emitted temporarily takes all impacted Bio-Comms within a 4 mile (6.4 km) radius offline, creating a total silence or low humming noise. No physical damage is done to any Bio-Comm.

Rate of Fire: Limited rate of discharge: once per melee round (every 30 seconds), with each pulse counting as one of the Robot's melee actions/attacks.

Duration: Each pulse emitted lasts for 4D6 minutes.

Range: 4 mile radius (6.4 km).

Payload: This bio-device can only generate enough of a charge for six uses per hour; automatically recharges.

Number of Attacks per Melee (includes bonuses from being controlled by the Legion personality): 10.

Combat Bonuses (includes bonuses from being controlled by the Legion personality): +6 on initiative, +6 to strike with ranged weapons, +9 to strike in hand to hand combat, +9 to parry, +9 to dodge, +2 to disarm, +4 to pull punch, and +5 to roll with punch.

Skills of Note: Standard, plus Disguise 70% (the Black Shroud is skilled at mimicking the movements of any bipedal Robot) and Sign Language (74%).

Weapon Systems:

1. Forearm Dual Blue-Green Blasters (6): Mounted in each forearm are two blue-green lasers that are the Robot's primary weapon.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 4D6 M.D. per single blast, 8D6 M.D. per dual blast.

Rate of Fire: Equal to the number of attacks per melee.

Range: 2,000 feet (610 m).

Payload: Effectively unlimited.

2. Shock Blasters (2), also dubbed by Splicers as "Horror Cannons": For some strange reason, Legion has been unable to reverse engineer or decipher the complete functionality and activation process of the Omega Blaster. Her failed attempts to replicate the Omega Blaster infuriate Legion, as they are a nagging reminder of how much she still has to learn regarding the alien technology, its origins, and the mysteries locked within Splicer technology. The more Legion has to learn and discover, the longer the gap is preserved between man & machine; thus stagnating her ultimate goal of unification. In a fit of rage while designing the Black Shroud, Legion designed her own version of the Omega Blaster as a tantrum relief and response to the devastating Omega Blaster. The results are another example of Legion's psychotic unpredictability, yet horrific results. Instead of a powerful energy weapon like the Omega Blaster, inside each breast plate cavity is a tank literally packed with sedated, augmented rodents. When the robot is ready, it simply jolts the mildly sedated rodents with electricity and then opens up one of its armored chest plates and launches 2D10 Ratbombs (see **Splicers® RPG**, page 35) up to 60 feet (18.3 m) away with its pressurized, high-velocity air valves.

The suddenly alarmed Ratbombs will immediately screech and hiss as they slam into their targets, and will scatter everywhere or even bite; but worse, some Ratbombs (1D4) will detonate upon impact. Any Ratbomb that is grabbed or killed will automatically explode. Any human within range (20 feet/6.1 m or closer) causes the nanites inside the Ratbomb to detonate. The shocking, horrified reactions that soldiers have when they see a horde of rats come flying at them at high speeds, and the terror they exude when they learn the propelled rodents are actually Ratbombs, constantly rewards Legion with entertaining moments. Worse are the soldiers that were unable to discern what it was that was launched at them until the Ratbombs are upon them, thus giving the “Shock” Blasters their namesake. There are even rare cases where Splicers were so horrified that they went into shock inside their armor and Legion gladly collected them both simply by deactivating the nanites inside the Ratbomb explosives.

There is a great need to remain extremely alert and worried if you have survived a Ratbomb bombardment as the Ratbombs that didn’t detonate upon impact are frantically scurrying about causing collateral damage. Some Ratbombs may be quickly closing in on unsuspecting soldiers or War Mounts who are pre-occupied with the Black Shroud or other enemy units. Ratbombs will scurry into passageways and tunnels where they are likely to encounter someone and detonate, causing cave-ins and either trapping or separating platoon members as well as attracting Machines or alien predators. Surviving Ratbombs may also head deeper into areas that are inhabited by Splicers or Retro-villagers or seek to hide inside food storages, weapons sacks or under dead carcasses. The very infestation and close proximity of Ratbombs forces Splicers to divide their attention to not only attempt to take out the primary targets assaulting them, but to also take out Ratbombs – from a safe distance. This chaos often enables Legion to make her escape if her robot has been discovered, cornered or pinned down. It is the aftermath of being bombarded with Ratbombs that causes Splicers to become paranoid of all rats, Ratbombs and unseen squeaky noises, inevitably creating a serious case of *Musophobia*. Reduce all combat bonuses by half for 1D6 weeks for anyone who experiences three or more Ratbomb bombardments. After those 1D6 weeks, the character will return to normal, but for every encounter with 2 or more rats or Ratbombs, a 24 hour flashback will flare up reducing all combat bonuses to half again. This phobia has a 65% chance of being corrected by a Librarian’s probing.

Primary Purpose: Defense.

Secondary Purpose: Assault, Anti-Armor, Terror and Psychological Warfare.

Mega-Damage: Each Ratbomb is sealed with an explosive device that does 1D4x10 M.D. to a 20 foot (6.1 m) radius, 50% greater damage if the rodent was at the feet or base of the target/victim. Each burst will discharge 1D10+4 Ratbombs with 1D4 automatically detonating upon impact. Both Shock Blasters can be opened at the same time to launch 2D10+8 Ratbombs. Any human within range (20 feet/6.1 m or closer) causes the nanites inside the Ratbomb to detonate.

Rate of Fire: It takes two melee attacks to fire one or both Shock Blasters. One melee action to pull open one or both the chest plates and jolting the Ratbombs. A second melee attack to discharge them. If the chest plates are already open, then it takes

only one melee attack/action to propel the Ratbombs. Note: Only 3 Ratbomb bombardments (single or dual blasters) can be fired per melee round.

Range: The high-velocity air blasters discharge the Ratbombs up to 700 feet (213.4 m), well under the Omega Blaster’s range, but the amount of damage that they can potentially cause along with the psychological terror and the fact that the rodents can travel hundreds of miles before detonating, may exceed the impact of the comparative Omega Blasters.

Payload: Each air burst contains 1D10+4 sedated, Ratbombs. Each pack is separated by mesh screen filters so that the Robot can discharge up to 2 bursts per Shock Blaster before requiring a refill. The Shock Blasters can be refilled by the Black Shroud or a Collector, Legionnaire, Mechanic, Nex-Android or aboard the Factory Walker.

Bonus: +3 to strike on an aimed shot, +3 to Horror Factor to all humans, none against machines.

3. Mini-Missile Pods (2): Mounted on the back, just behind the shoulder plates, are two howitzer-styled mini-missile pods armed with mini-missiles. They are typically used against long-range opponents trying to pursue the robot or to soften enemy lines to help the Black Shroud escape.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 per plasma mini-missile.

Rate of Fire: Can fire volleys of 1, 2, 4, or 8.

Range: About a mile (1.6 km).

Payload: 8 mini-missiles per launcher (16 total).

4. Talons: The tip of each finger and toe has a retractable, 3-inch (7.6 cm) long talon. They make decent combat weapons, and are typically used for slashing and to slice open Splicer armor so that nearby Highjackers can climb inside. They are most commonly used for scaling walls and ceilings.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D4 per talon, 4D4 per four-finger strike, or 4D8 per two-handed strike (counts as two attacks per melee).

5. Handheld Weapons: The Black Shroud’s arms are at the right scale where each arm can carry all manner of technological armaments without any penalties to dexterity. Meaning each hand can be equipped with a handheld weapon, long-range or melee, and the Black Shroud can utilize each weapon accurately and efficiently. Legion typically avoids using the heavier robot armaments when she is trying to maintain her cover, but the Shroud does possess the strength to wield them with ease and will utilize numerous heavy weapons when needed.

6. Hand to Hand Combat: Assassin: With all of its ambidextrous limbs and humanoid build, the Black Shroud is adept in hand-to-hand combat.

Mega-Damage:

Restrained Punch: 1D4 M.D.

Punch: 2D6 M.D.

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

Single Talon Strike: 1D4 M.D.

Four Talon Strike: 4D4 M.D.

Two-Handed Talon Strike: 8D4 M.D. (counts as two attacks).

Kick: 2D8 M.D.

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

Body Block/Ram: 3D6 M.D., but counts as two attacks.

Hydraconian Amalgam

(G.M. Note: *The Hydraconian should only be deployed if the players are using the Badger APC to plant any Shell Bombs underneath the Factory Walker. Legion has programmed the Hydraconian to focus its attack protocol in the following order: Badger, War Mounts and large N.E.X.U.S. machines/Robots, Host Armors, Biotics, humanoid robots and then all other threats.*)

With so many well-placed spies hidden within the Resistance that serve Legion, it was only a matter of time before Legion would learn of House Artemis's armored personnel carrier, the *Badger* (see page 132). The more Legion learned about the *Badger* the more she obsessed over what it could do under her control. Legion envisioned it burrowing into Splicers or N.E.X.U.S. strongholds and taking whatever she desired; Engineers, Librarians, civilians, Test Subjects, Prototypes, Armory Depots, Industrial centers, Retro villages, Ghost Towns, etc. However, capturing a *Badger* would prove no easy feat as the APC is extremely rare (only 1D4 are active in the field) and are tightly classified as a guarded secret from nearly all Great Houses.

Even if Legion located one, it would certainly be heavily protected and being that the *Badgers* are one of the largest, toughest land and subterranean roaming War Mounts ever devised, she would also have to overcome it within its own territory. Underground habitats and passageways are one of the few habitats that the Machine does not have dominion over. Most combat robots and drones stay above ground, because the machine cannot maintain direct communication and control once they go so deep. It is also the area where a *Badger* reigns supreme. Legion's relay network systems would only get her so far. She knew she would need something more adept for underground travel and combat.

Legion contemplated numerous schemes to capture such a formidable, evasive quarry, without destroying it. Legion began to comb through N.E.X.U.S. design data files and eventually search through Gaia's cryo-zoo databases. Legion rarely tampers with Gaia as she has held a healthy respect for her older sister, but the plethora of creatures and what some of them could contribute to her objectives, was simply too tempting to pass up, especially when Legion learned of the extinct *Tesla Hydra*. It is unknown if it was a true denizen of this planet or if it's something that was brought by the ancient aliens long ago. Fossils seem to indicate that it is some form of prehistoric, multi-headed, eel-like species that traveled underground. Gaia had several specimens, but only one restored, mature adult female that she was eventually planning on releasing to hunt and harass Splicers and their havens. Growing to the scale of the largest whales, the *Tesla* is one of the few creatures on the planet that has multiple heads and some fossilized remains may have been the inspiration and DNA source for the first *Dracos War Mounts* long ago. The *Tesla Hydra* contains an array of electro-sensory glands that allow it to sense and emit low and high electric current pulses that it uses for detecting motion and navigation. These glands also can be used to deliver extremely powerful jolts of electricity to attack prey or to defend itself. With a few technological enhancements, augmentations and additional armor plating, this prehistoric monster would serve as the perfect foundation for Legion's subterranean assault Amalgam.

Legion didn't want to design a creature to necessarily kill the *Badger* or other targets, as she highly values capturing her prey alive for her own uses and experiments. However, because the *Badger* poses such a viable threat to the *Factory Walker's* existence, the *Tesla Hydra* in Gaia's cryo-zoo was stolen to contend with the *Badger*. The Legion's *Hydra* may not be capable of outright killing the *Badger*, but it certainly can deliver some stunning attacks and assaults that can immobilize the APC and quite possibly, any *Splicer* inhabitants inside. All of which Legion would gleefully seize for her own uses and experiments.

Legion designated her new creation the *Hydraconian Amalgam*. It is reinforced with compound carbon and ceramic armor plating, has an array of advanced robot sensory systems, additional weapon and defense systems and most importantly, a cerebrum-implant for Legion's direct control. The *Hydraconian* is well named for its multi-headed morphology, having five individual heads (four smaller, *Viper* eel-like heads and one large head) that are joined to a massive serpentine body. There are four protective shield plates that face forward and are able to generate a focused high-frequency Vibration Field that not only protects all of the *Hydra's* heads when they are tucked inside, but also allows the creature to burrow at high speeds. As it pushes through the underground, breaking up rock, dirt and any other debris in its path with the *Vibro-Field*, it maneuvers quite well by using its numerous spurs, scales and powerful serpent musculature. The *Hydra* moves effortlessly as if it is swimming through the ground, always hunting for prey.

Since the *Tesla* has such a high tolerance to electricity, Legion increased the *Hydra's* electrical output capacity by surgically installing a more powerful electro-sensory generator, a cybernetic transformer and several bio-capacitors. These enhancements enable the *Amalgam* to emit a deep ground-penetrating radar navigation system called *Electrolocation*. Mounted along the shoulders and back are a series of segmented tubes called *Jolt Cannons*, which discharge powerful electrical currents at targets.

Legion's sensory enhancements have also created a major drawback as the *Hydraconian* is extremely sensitive to loud sounds such as sonic weapons and explosions. Not even Legion can override its pain and instincts to take flight. Gaia views the *Hydraconian* as an abomination and a premature attempt of what she could have done with the specimen and is hell-bent on culling every Legion monstrosity augmented from her *Nature Preserves* or *Cryo-Zoo* cache.

The *Hydraconian* typically burrows at low speeds as it searches for quarry. Once it detects something it will track the target and place itself below the target's trajectory and suddenly burrow at high speeds to intersect and ambush its victim. When tunneling through moist soil, mud or passing through swampy areas, the *Hydraconian* will discharge its *Jolt Cannons* when they're in range to try and shock prey, making it easier for the numerous *Hydra* heads to bite into the victim and snatch it underground to be devoured. As much as Legion would like to keep all of its quarry for her own experiments, she also understands and has accepted that in order to sustain her *Hydraconian* that it must feed and that some victims are simply collateral damage.

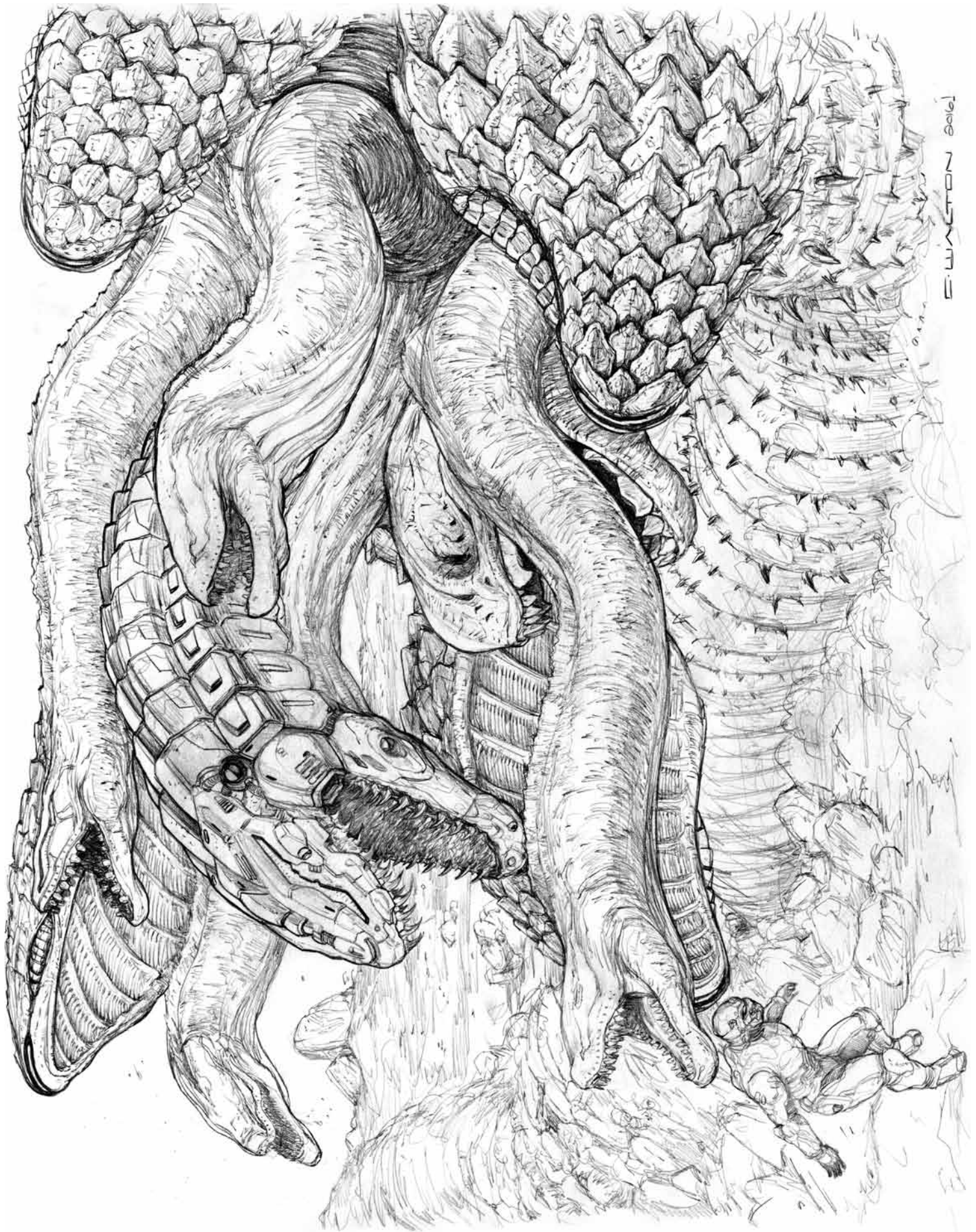
Class: Subterranean Breach and Heavy Assault Amalgam.

M.D.C. by Location:

Retractable Legs (4) – 380 each

Jolt Cannons (4) – 145 each

*Jolt Cables (4) – 20 each



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Vibro-Shield Plates (4; heavily reinforced) – 310 each

*Bony Spurs (400; feet) – 5 each

Tail – 1,200

Viper Hydra Heads (4; heavily reinforced) – 270 each

Hydra Main Head (1; heavily reinforced) – 750

Central Crushing Mouth – 350

**Brain/Braincase – 250

***Main Body – 2,300

* A single asterisk indicates the target is difficult to hit. An attacker must aim and make a “Called Shot” to hit it, and even then is -3 to strike due to its small size and constant movement.

** Destroying the Braincase will “temporarily” eliminate most optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half. However, because the Amalgam has numerous Tentacle Eels that have their own independent sensory glands that allow the Amalgam to keep fighting or make a strategic retreat. Also note the braincase is located in the center of the Amalgam’s body.

*** Depleting the M.D.C. of the main body kills the Amalgam.

Speed:

Running: Maximum speed is 10 mph (16 km) on the surface and typically avoids surface travel as its own weight nearly crushes the Amalgam. It moves much slower when not underground, as it requires contact with most of its spurs to be in contact with the earth to move. It can deploy two pairs of turtle-like legs to help lift its body over obstacles or to pull itself up to higher ground if necessary, but it rarely utilizes these legs and they are often retracted for serpentine mobility.

Leaping: Not possible.

Digging: 50 mph (80 km) maximum, but normal cruising speed is 30 mph (48 km) through sand or dirt, but half that speed through clay, rock or stone. The act of digging tires the Amalgam at about one tenth the rate of a human and it can dig, nonstop for two hours at full speed before needing 1D4x10+30 minutes of rest to go for another two hours before needing rest. This is due to the large amounts of lactic acid buildup in the Amalgam’s musculature. The Hydraconian can burrow at a steady pace of 20 mph (32 km) without pause for up to six hours straight before requiring rest of eight hours if it periodically pauses for 20-30 minute intervals every hour.

Swimming: Not possible, sinks like a stone. However, it can slither at 20 mph (32 km) along the bottoms of rivers, lakes or ocean floors up to a maximum depth of 1,000 feet (305 m).

Flying: Not possible.

Statistical Data:

Height: 22 feet (6.7 m) tall at the shoulders, 29 feet (8.8 m) when lifted up by its retractable legs. The main head and neck of the Hydraconian can rise up to an additional 32 feet (9.7 m), for total height of 54 feet (16.4 m).

Width: 27 feet, 9 inches (8.5 m) plus 3 foot (0.9 m) spurs covering the body on both sides, for a total width of 33.75 feet (10.3 m). With legs extended, add an additional 7 feet (2.1 m).

Length: 118 feet (35.9 m) for the body, 32 feet (9.7 m) for the longest Hydra head and neck, plus an 80 foot (24 m) tail, equaling a total of 230 feet (70 m).

Weight: 34 tons.

Cargo: None, but the Amalgam can haul a maximum of 8 tons up to 6 miles (9.6 km) at half cruise speed.

Physical Strength: Supernatural P.S. of 47, 36 for the main head, and 28 for each Viper Hydra head.

Power System: Nanobot and organic driven.

Construction Quality: Sturdy – incredibly high-quality construction. Cybernetic bones and musculature are incorporated into organic components with minimal scarring and the organic nervous system is integrated nearly perfectly into the technological systems.

Construction Time: It has taken Legion 4 days to finalize the Hydraconian Amalgam, but without the key component of a Tesla Hydra specimen, this design will not be replicated.

Repair System: Super Healing/Repair. The Hydraconian possesses Legion’s most advanced healing technologies.

Regeneration Rate: Organic components are healed at a rate of 2D6 M.D.C. per melee round for the main body and 1D4 M.D.C. per melee round for all other locations. Damage to inorganic components are repaired at a rate of 1D6 M.D.C. per melee round, but the Amalgam must have access to 2 pounds (0.9 kg) of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems.

Trade Value: None. CANNOT be controlled by a Technojacker.

Horror Factor: 16. None against Robots.

Colors: The Hydraconian’s armor plating is a dull grayish black except for two white rings on its tail, and a white blaze on each nose extending along the necks and uniting into a single white stripe down its back. The scales are dirty, soil encrusted bone (grayish purple), while the more fleshy parts resemble the color of an earthworm. The retractable spiny legs are a dull, putrid purple, and glow softly. The teeth of the Hydra also have a faint glowing hue of lavender when they are exposed.

Senses & Features: The following Robot features have been installed: Possession by the Machine (Legion personality only), radio and video communications, robot auditory systems, robot optic system, combat coprocessor, additional armor plating as reflected in the M.D.C. that also provide Resistance to Cold & Heat, plus Legion’s Super Healing Repair Systems.

The following features are natural abilities inherited from the Tesla Hydra: Heat Pits (each head has one pair), Enhanced Hearing, Floating Air Bladders that deal with the various pressures underground and help cushion and dissipate accidental impacts and falls (up to 40 feet /12.2 m), Endoskeleton (same as Reinforced Exoskeleton), Electromagnetic Vision, Resistance to Electricity, Seismic Sense, Advanced Senses and Antennae Spurs (400). The more a target is in contact with earth, the better it can be seen by the Hydraconian. The Amalgam’s Thermal and Magnetic Vision are used strictly for avoiding dangers and navigation, not for hunting.

Biological Ground Penetrating Radar, called Electrolocation: Allows the Amalgam to see 360 degrees up to a range 1.5 miles (2.4 km) and can detect and track up to 20 individual moving objects. Interpreting Shapes: 74%, Estimating Distance: 81%, Estimating Direction: 83%, Estimating Speed: 69%, Estimating Exact Location: 76%. Obscured by large manufactured/extremely dense metal objects (-30%). Large (over 1 ton) moving targets give a 7%, anything above 10 tons gives a 15% bonus to all the above).

Range: 1.5 miles (2.4 km).

Bonus: +10% if target is underground. Additional 5% if target is making loud noise.

Penalties: In heavy rain, reduce skill by 10%, and heavy bodies of running water underground within a 2 mile (3.2 km) radius will reduce the effective range by half. Loud noises (heavy explosions, sonic weapons, earthquakes, and such) do double damage and cause the Hydraconian intense pain, forcing it to temporarily flee up to 1 mile (1.6 km) away to recover and return to attack. During the pain, the Amalgam suffers a loss of initiative, loses 2 melee attacks/actions and is -4 to strike for 1D4 melee rounds. This is a primal response that even Legion can't override.

Cartilage Clotting Blood: Similar to the *Quick Clotting Blood* (see **Splicers® RPG**, page 87) imputed into some Host Armors and War Mounts, the vivid purple, copper-rich blood of the Hydraconian, once exposed to oxygen immediately begins to harden, becoming a ceramic plate-like scab of armor. At the end of the round, any exposed blood will coagulate and restore 1D4 M.D.C. per wound in addition to the super regeneration.

If anyone gets this blood on them it will have the same effect as Resin Ducts (see **Splicers® RPG**, pages 87 and 88) for 1D4 rounds. Unlike Resin, Salt, Acid and Gore from Gore Slime from Gore Cannons will cause the blood to remain in a liquid form.

The Cradle: During Legion's augmentations on the Tesla Hydra, she rushed to deploy it so that it would be ready to confront the Badger APC, causing her to overlook what was lurking within the deep, slimy catacomb lining covering the Hydra's stomach. The deep crevices are what Gaia called *the Cradle*, as it contained 3D4 mucus covered, Tesla Hydra larvae. They are voracious, opportunistic scavengers feeding on whatever the Amalgam consumes. The larvae will also cannibalize one another and anything else they can overcome. To avoid being consumed by their siblings, some larvae will flee through the digestive tract (one end or the other) and may be lurking in underground caves and passageways. Inevitably, only one larva will remain inside the belly. Running out of siblings to consume, it will begin to eat its parent from the inside out, giving it a higher rate of survivability as it will have plenty of food to sustain itself. It also gains the unique benefit of absorbing all the final memories of its parent (up to the last few months of life). Once it has consumed what it can from the carcass, it will abandon the corpse and seek out its own hunting territory. This feature concerned Gaia and was the reason she hesitated on releasing it, as it meant that each generation of Tesla Hydra would evolve to become smarter and more vindictive than its predecessors.

Larva Stats: **M.D.C.:** Each Head (5) – 6 each, Central Maw: 10, Main Body: 24. **Length:** 6 to 8 feet (1.8 to 2.4 m) long. **Weight:** 100 pounds (45 kg). **Horror Factor:** 8. **Number of Attacks:** 2. **Mega-Damage:** 1. **Electrical Discharger:** 1D12 M.D., range is touch only, each shock counts as one attack and is effectively unlimited. 2. **Central Maw Bite:** 1D4 M.D. per attack.

Number of Attacks per Melee: 12. (**Note:** Changing direction consumes one melee action due to its size and it will utilize actions quickly to turn during combat to flee from loud noises).

Combat Bonuses (includes all bonuses from being controlled by Legion): +5 on initiative, +6 to strike in hand to hand combat, +2 to parry, +5 to roll with punch, fall or impact, +2 to disarm, +2 to strike with ranged weapons, impervious to Horror Factor. Due to the Hydraconian being an eel-like creature and augmented with advanced biomechanics, it is a cold-blooded Amalgam that takes on the temperature of its surroundings, so it does not show up on

infrared or thermo-imaging sensors unless it discharges electrical energy weapons (will show for 1D8 melee rounds).

Skills of Note: Detect Ambush 40%, Detect Concealment 40%, Excavation 80%, Fasting 51%, Identify Plants and Fruits (stuff it should be able to eat) 78%, Tracking (seismically) 70%, Prowl 50% (seismically), especially if target is on the surface or underground and above the Amalgam. Prowl is reduced to 20% if quarry is aware that something is lurking out there. **Note:** All alert Gorehounds receive a bonus of +15% and the Badger receives a +25% bonus to detect an incoming attack from the Hydraconian. Wilderness Survival 60%.

Weapon Systems:

1. Jolt Cannon (4): These large, segmented cannons are mounted along the back and curve over the shoulders of the Hydraconian. Each cannon resembles a ringed tube with the diameter of a man's waist and a single dark eye. On command, a power ringed cable-like harpoon is fired and upon contact, emits an intense amount of electricity that is hot enough to burn through ceramics, steel and most M.D.C. alloys. Each cable also emits an electrical field of flux current that shocks anything that comes into contact with the cable. Each cable is a living tentacle appendage, so if a piece of it is severed, it writhes on the ground like a live wire for 1D4 melee rounds before it stops. Even if cut to the quick, the dismembered cable will regenerate within 8 hours.

Primary Purpose: Assault, Anti-Armor and Anti-Robot.

Secondary Purpose: Defense and Enemy Capture.

Mega-Damage: After the opponent has been harpooned by the cable's bone arrowhead, which inflicts 5D8 M.D. (counts as one attack), the electricity circuit and connection is established and the electrical current will immediately deliver an additional 4D10 M.D. to the victim and anyone (not insulated) who comes into contact with the cable. Every 4 seconds (counts as two melee attacks) that the Cable remains connected, it delivers an additional 4D10 M.D. until severed or removed. Does an extra 1D12+10 M.D. to robots and machines that have their internal wiring exposed or have less than 30% of their main body M.D.C. left.

Against humans and other biological/living creatures who survive the blast, they must roll to save vs stun attack (15 or higher, with any possible bonus from P.E.) or they will also lose initiative, two melee attacks and are at -4 on all combat actions for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual M.D. to the armor plus 2D6 S.D.C. or Hit Point damage to the pilots inside, but the pilot does not suffer any other penalties. An attack on large War Mounts containing pilots and smaller War Mounts will also deliver full damage to everyone inside the shocked War Mount. Everyone wearing Host Armor or that is a War Mount inside the larger, shocked War Mount will only receive half the damage and must make a save vs stun attack (12 or higher, with any possible bonus from P.E.) or they too will also lose initiative, two melee attacks and are at -4 on all combat actions for 1D4 melee rounds. Machines take only the M.D. inflicted per blast.

Rate of Fire: One at a time or in volleys of 2, 3 or 4 can be fired at either the same target or multiple targets directly in front of the Hydra. Whether it's a single cable attack or a volley, it will count as two melee attacks (one for the harpoon cables to launch and one for the electrical current upon connection).

Range: 800 feet (243.8 m). When in water, reduce range to 200 feet (61 m), but area of effect is now 20 feet (6.1 m). Reduce to 30 feet (9.1 m) when firing underground through soil. Unable to fire through rock.

Payload: Effectively unlimited.

Bonus: +2 to strike.

2. Vibro-Shield (4): There are four large, forward-facing, protective shield plates that are able to generate a focused field of high-frequency sound called a Vibro-Field, that not only protects all of the Hydra's heads when they are tucked inside, but also allows the Amalgam to burrow at high speeds or to deliver horrific damage to targets being rammed. The Vibro-Field works great against physical and kinetic attacks, but all energy, laser and extreme temperature attacks pass through uninhibited, directly into the Amalgam.

Primary Purpose: Burrowing and Defense.

Secondary Purpose: Anti-Armor and Breaching.

M.D.C. of the Vibro-Field: The field varies each time it is activated but has a 2D6x10 M.D.C. base.

Mega-Damage: Unlike the Bio-Force Field that does not deliver damage when activated, the Vibro-Field causes anything that comes within 3 feet (0.9 m) of each shield plate to receive 4D4 M.D. upon contact, and will continue to deliver an additional 4D4 M.D. until the object is removed, destroyed or the field is deactivated.

Duration: Indefinite; as long as the Amalgam is conscious, the Vibro-Field can remain in place, but only in front of the Hydra's Forward Shield Plates which have to be closed for the field to activate.

Range: Close Combat up to a maximum of 3 feet (0.9 m) directly in front of any Shield Plate.

3. Central Crusher Maw: The giant mouth located at the center of the connecting Hydra necks is a Mega-Damage meat grinder that can devour bones, armor, and even some M.D.C. metals and is capable of swallowing humanoid sized opponents (i.e.: Living Body Armor, Host Armor and some robots) whole.

Primary Purpose: Burrowing and Defense.

Secondary Purpose: Anti-Armor and Breaching.

Mega-Damage: 2D4x10 M.D. and can only be attempted on targets smaller than its mouth (e.g. humans, humanoid-sized robots, Host Armor and small War Mounts up to a Strider. War Mounts like a Dracos, Behemoth or Badger are too large to fit fully in the 'mouth' and will only take half damage.

Rate of Fire: Each bite attack counts as two melee attacks/actions.

Range: Close Combat.

4. Shock Scales (Field): Similar to the Electrical Discharger (see **Splicers® RPG**, page 101), the scales of the Amalgam are aligned and hard wired to the electrosensory glands of the Hydra and are able to discharge an electrical charge like an eel, only much more powerful and can be conducted through water or air.

Primary Purpose: Defense.

Secondary Purpose: Enemy Immobilization.

Mega-Damage: 2D12 M.D. per attack. Against humans and other biological/living creatures who survive the blast, they must roll to save vs stun attack (15 or higher, with any possible bonus from P.E.) or they will also lose initiative, two melee attacks and are at -4 on all combat actions for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual M.D. to the armor plus

2D6 S.D.C. or Hit Point damage to the pilots inside, but the pilot does not suffer any other penalties. Machines take only the M.D. inflicted per blast.

Rate of Fire: Each blasts counts as one melee attack.

Range: 30 feet (9.1 m) or touch.

Payload: Effectively unlimited.

5. Needle Stinger Breath: The primary Hydra head has a mouth filled with rows of poisonous fang teeth. Behind these rows of teeth are thousands of embedded, needle-like teeth that will slowly push forward and replace any broken or missing fangs as needed. Upon command, this Hydra head can spew a massive breath attack, spraying an area with the stinger-like teeth to damage everything around the Amalgam.

Primary Purpose: Assault and Defense.

Mega-Damage: A single stinger does one M.D., a small volley does 1D8 M.D., a medium volley does 2D8 M.D. and a large volley does 4D8 M.D. Releasing most (80-90%) at once is the full breath spray, and it inflicts 1D12x10 M.D. to everything within a 90 degree cone in front of the large head to a range of 30 feet (9.1 m).

Duration: Indefinite; as long as the Amalgam is conscious, the Vibro-Field can remain in place, but only in front of the Hydra's Forward Shield Plates.

Rate of Fire: Each small or medium spray counts as one melee attack. Releasing a heavy spray (80-90%) at once counts as two melee attacks.

Range: 60 feet (18.2 m) with a 180 degree range of fire in front of the Amalgam. Can not fire at targets along the rear of the body or behind it.

Payload: Effectively unlimited. Like sharks' teeth, there are rows and rows of them.

Bonuses: Sleep Chemical causes living victims to fall asleep within 1D4 melee rounds, and those who succumb remain asleep for 3D6 minutes. Victims may be awoken by smelling salts or a physical shaking, but remain groggy and -5 to strike, parry and dodge for the duration of the Sleep effect when awoken early.

6. Hand to Hand Combat: The Hydraconian is a predatory ambush hunter, much like a shark, and is new to the elements of actual fighting. **Note:** For ANY biting attacks to be utilized by the Amalgam, all four of the forward-facing Vibro-Shield Plates must be open. This reduces speed by half and is -4 to dodge, unless in a wide enough cave, cavern, sewer system, haven, river or other open area.

Mega-Damage:

Viper Head Bite: 3D8 M.D., and up to three Viper Heads can bite the same target.

Central Hydra Head Bite: 5D8 M.D. for the initial bite. If the Hydra opts to drag the victim to the central "mouth" crusher, the Amalgam spends an attack/action to secure its hold onto the target, causing 1D8 M.D., and one additional attack to drag any HA/Strider-sized victim into the crusher. Anyone attempting to get free can do so by using their Escape Artist skill at +15% (slip the jaws), or the victim can be pulled away *(counts as one melee action) of the Hydra's mouth by comrades or themselves provided they match the Hydra's P.S.

Central Maw Crusher Bite Attack: 2D4x10 M.D. but counts as two melee attacks.

Coil and Crush/Constriction: 1D8x10+30 M.D. for the first melee attack, but 1D4x10 M.D. per each subsequent constricting attack. 01-40% chance of pinning both of the opponent's

arms or front legs. Only usable on large targets at least the size of the Behemoth. Humanoid and small War Mounts like the Strider are too small. It takes two melee attacks/actions to entangle an opponent *before* any crushing damage can begin. Roll once to hit, and once to entangle target. The victim can break free by succeeding two consecutive P.S. checks against the Hydraconian's P.S.

Body Block/Ram: 1D6x10 M.D. to targets as large as 30 feet (9.1 m) tall. 1D4x10 M.D. to targets larger than 30 feet (9.1 m) and has a 01-50% chance of knocking the opponent off his feet, and will lose initiative and two melee attacks. Any opponent under 30 feet (9.1 m) is definitely knocked off their feet and must roll to determine the resulting penalty.

01-33% Sent flying 2D10 yards/meters and loses initiative and two melee attacks, plus is dazed for 1D4 melee rounds, during which the victim's attacks per round are reduced by half.

34-66% Knocked down and loses initiative and takes an additional 2D6 M.D.

67-00% The Character is knocked down and run over by the Amalgam and its spurs, suffering an additional 1D6x10+20 M.D.!

Mega-Damage from getting run-over: Characters, vehicles and objects under 15 feet (4.6 m) tall who can't get out of the way of the slithering Hydraconian are automatically run over and take 1D6x10+20 M.D., and if they survive, also lose initiative and 1D4+2 melee attacks/actions. If the Amalgam has its Vibro-Field on, then the initial damage is upgraded to 1D8x10 M.D. The ram attack counts as two melee attacks/actions.

Siege Titan Robot

A massive metal monstrosity, the Siege Titan may be the most frightening and powerful robot foe belched from Legion's fevered matrix. A massive front-line assault robot and troop transport, the Siege Titan unleashes devastating amounts of firepower, relentlessly moving forward and only slowing to fight the most intense of enemy forces. Providing cover and support for ground troops, it uses its immense bulk to plow through condensed enemy defenses and troops. Designed to disrupt and crush enemy infantry and positions, the super heavy robot is used to smash through defensive fortifications, punch through infantry lines, destroy heavy armor, and clear the sky of aerial targets before unleashing its own cache of troops.

The Siege Titan is a vaguely centaur looking robot; a giant humanoid torso on an enormous, vehicular body. Carried into battle on multiple sets of thick, spiked treads, the upper torso can rotate a full 360 degrees and the arms have full mobility. When not in the thick of combat, the torso often stoops forward, giving it a slouched and almost hunchbacked appearance. The huge arms and hands can batter and strike at troops, crushing them in its grasp, punch through barricades or fortifications and go hand to hand with other giant robots or War Mounts. Tipped with wicked spikes, the treads tear up the earth as the Titan passes, mulching any unfortunate victims who get in its way.

The treads themselves are a marvel of mechanical engineering. Heavy and spiked, they are extremely durable and offer excellent traction on nearly any surface. The treads are arranged

three to each side of the body and covered by a heavily armored pod for protection. Destroying one tread will only slow the Siege Titan slightly. Inside each armored pod are two additional sets of treads, ready to be used when needed. As treads are extensively damaged, the Siege Titan can retract the damaged treads and a new set will rotate into place. The entire process takes about a minute and the robot can continue moving with only a slight reduction in speed. The treads themselves can go forward and backward, have independent suspension and can angle out 45 degrees for maximum balance and mobility.

With an array of weapons, the Siege Titan lives up to its name. Able to engage in long-range bombardments and close combat fighting alike, the robot is a rolling heavy weapons platform, mobile base and troop transport rolled into one. To keep from being swarmed by infantry, the Siege Titan is outfitted with several smaller, short-range, anti-personnel and area denial weapons to fight off swarming troops. When on the offense, the Siege Titan is the cornerstone of any assault, constantly firing at the enemy, forcing them to take cover while the assault advances. When on defense, the Siege Titan will be the last robot vehicle to retreat, lagging to slow enemy attacks.

Class: Mobile Artillery, All-Terrain Field Support Unit.

Troop Capacity: Up to 48 infantry-sized robots, 16 heavy infantry or slightly larger troops, and 3 light giant robots is the standard mix, but any similar combination of troops works.

Cargo Capacity: Instead of transporting troops, the robot can haul up to 89 tons of cargo (reduce maximum speed by 30%).

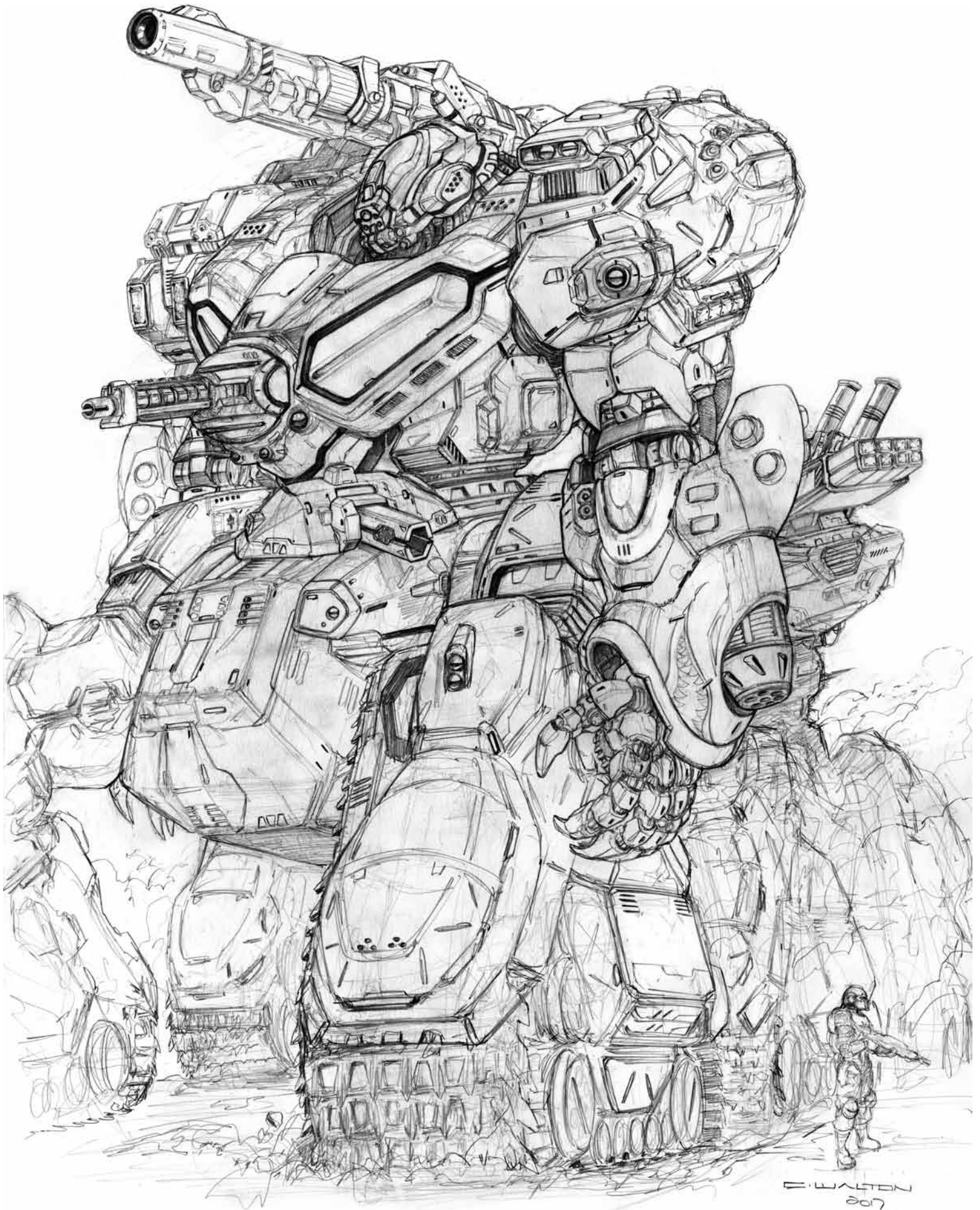
M.D.C. by Location:

- Shoulders (2) – 450 each
- Upper Arms (2) – 350 each
- Forearms (2) – 300 each
- *Hands (2) – 250 each
- Main Particle Beam Cannon (right shoulder) – 230
- Pulse Laser Turrets (4) – 130 each
- *Heavy Rail Gun Turret (front) – 200
- *Arm Mounted Rail Guns (2, one each arm) – 150 each
- *Mini-Missile Launchers (2, torso) – 100 each
- Missile Launcher Turret (1, rear section) – 200
- *Thumper Grenade Turrets (2, each side) – 150 each
- *Canister Launchers (2 rear) – 100 each
- ***Tread Pods (6, 3 on each side) – 400
- *Heavy Treads (18 total, 3 per tread pod, 3 tread pods on each side) – 350 each
- *Cargo Bay Doors (4) – 180 each
- Rear Cargo Bay Double Doors (1) – 300
- *Rear Cargo Bay Ramp (1) – 200
- *Head/Sensor Array – 400
- *Secondary Sensor Cluster (2, front sides) – 50 each
- **Main Body: Rear Section/Cargo Bay – 900
- **Main Body: Mid-Section – 2,200
- **Main Body: Forward Section – 2,150

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a Called Shot, and even then, he is -3 to strike.

Individual treads can be targeted independently of the tread pod itself as a Called Shot with -3 penalty.

Destroying the head engages both sensor clusters (small, circular indentations on the forward side of the body). Destroying the head and sensor clusters eliminates all forms of optical and sensory enhancement.



LOG
NATHAN

**** Depleting the M.D.C. of the main body of the front and mid-sections shuts the robot down completely, rendering it useless.**

***** Destroying a tread pod exposes ALL primary treads in that pod to attack. Destroying up to two sets of treads reduces speed by 20%. Destroying the three treads reduces speed by 50%. Four or more treads reduces speed to only 10% until the treads are repaired or replaced. Rotating a new set of treads into place takes approximately one minute and reduces speed by 20% until the new tread is in place.**

Speed:

Ground: 45 mph (72 km) maximum.

Leaping: Not possible.

Flying: Not possible.

Underwater: The Siege Titan is fully amphibious, able to roll along the sea floor at a speed of 20 mph (32 km) to a depth of 3.5 miles (5.6 km).

Statistical Data:

Height: 58 feet (17.7 m) from the ground to top of the head. Arm reach is about 42 feet (12.8 m).

Width: 34 feet (10.4 m).

Length: 83 feet (25.3 m).

Weight: 102 tons fully loaded, plus troops and/or cargo.

Cargo: See Troop Capacity.

Power System: Standard.

Trade Value: None for humans. Limited even for a Technojacker because he can only control this large robot vehicle for a only one minute at a time when it is not under Legion's control.

Physical Strength: Robot P.S. of 60.

Horror Factor: 17.

Senses & Features: Standard, plus an independent targeting system for each main weapon system.

Number of Attacks (includes all bonuses from being controlled by the Legion personality): Twelve.

Combat Bonuses (includes all bonuses from being controlled by Legion personality): +5 on initiative, +8 to strike with ranged weapons (+5 with missiles), +4 to strike in hand to hand combat or with ram and rolling over ground troops and targets, +3 to parry, No Dodge, and +1 to pull punch, +1 to roll with punch, fall or impact.

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

Weapon Systems:

1. Super-Particle Beam Cannon (right shoulder): The main weapon of the Siege Titan is its massive, double-barrel particle beam cannon. It is a smaller, modified version of the Main Super-Cannon mounted onto Land Dominators (see **Splicers RPG®**, page 48) that gives the Siege Titan a range of movement when discharging the cannon. The weapon system can fire one individual blast or a simultaneous dual blast. The gun is housed in a shoulder mounted turret that can rotate 360 degrees. The turret housing underneath the gun contains an independent sensor, radar and targeting system.

Primary Purpose: Mass Destruction, Anti-Armor and Anti-Fortifications.

Secondary Purpose: Anti-War Mount and Assault.

Mega-Damage: 1D8x10+4 M.D. per single blast, 2D8x10+8 M.D. when both barrels are fired in tandem. Critical Strike (double damage) occurs on a roll of a Natural 19 or 20 to strike.

Rate of Fire: Each single or dual blast counts as two melee attacks. The big gun can only fire twice per melee round (needs about 10 seconds to recycle).

Range: 7,000 feet (2,134 m).

Payload: Effectively unlimited.

2. Pulse Laser Turrets (4): The Siege Titan has 4 pulse laser turrets, one in the front section, one on each side, and the rear. They can rotate side to side 90 degrees and have a 45 degree up and down arc of fire.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

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

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

Range: 4,000 feet (1,219 m).

Payload: Effectively unlimited.

3. Heavy Rail Gun Turret: A heavy rail gun turret is built into the front section of the Siege Titan, beneath the torso. It can rotate 90 degrees and has a 45 degree arc of fire.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10 M.D. per 20 round short burst or 1D6x10 M.D. per 40 round long burst. This weapon can only fire bursts.

Rate of Fire: Each short or long burst counts as one melee attack.

Range: 5,000 feet (1,520 m).

Payload: 20,000 rounds for 500 long bursts.

4. Heavy Gatling Rail Guns (2): Each torso arm mounts a heavy-duty, Gatling-style rail gun for added firepower. Point and shoot.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 M.D. per 40 round short burst or 2D6x10 M.D. per 80 round regular burst. This weapon can only fire bursts.

Rate of Fire: Each short or regular burst counts as one melee attack.

Range: 6,000 feet (1,829 m).

Payload: 24,000 rounds each for 300 regular bursts.

5. Torso Mini-Missile Launchers (2): Each side of the torso on the front contains a mini-missile launcher. To fire, a panel slides open, the missile volley is launched and the panel slides shut. The onslaught that can be unleashed is terrible and entire waves of attackers can be wiped out.

Primary Purpose: Anti-Aircraft and Anti-Armor.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: Varies with missile type, but fragmentation (5D6 M.D. to everything in a 20 foot/6.1 m radius) is the standard load.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10.

Range: Varies with missile type, but fragmentation is the standard payload with a half a mile (0.8 km) range.

Payload: 120 total, 60 in each launcher.

6. Medium-Range Missile Launcher Turret: A large, medium-range missile launcher is located near the rear section of the Siege Titan. The turret can rotate 360 degrees and has a 45 degree arc of fire.

Primary Purpose: Anti-Fortifications and Anti-Armor.

Secondary Purpose: Anti-Aircraft and Assault.

Mega-Damage: Varies with missile type, but typically high-explosive (3D6x10 M.D. to everything in a 30 foot/9.1 m radius) or Multi-Warhead (5D6x10 M.D. to a 20 foot/6.1 m radius).

Rate of Fire: Fired one at a time or in volleys of 2, 4, 6 or 8.

Range: Varies with type of missile used, but typically 1-40 miles (1.6 to 64 km).

Payload: 42 total medium-range missiles.

7. Thumper Grenade Launchers (2): Named for the distinctive noise made when firing, Thumpers are rapid-fire grenades capable of laying down withering fire. While range is somewhat short, the barrage is devastating. A few quick bursts from a Thumper can chew through troops, grounds vehicles and even robots and fortifications. Each Thumper is mounted on a small turret offering 360-degree rotation with a 90 degree arc of fire.

Primary Purpose: Anti-Personnel and Anti-Monster.

Secondary Purpose: Anti-Fortifications and Assault.

Mega-Damage: Varies with grenade type: Fragmentation grenades (4D6 M.D. to a blast radius of 20 feet/6.1 m), High Explosive grenades (5D8 M.D. to an eight foot/2.4 m radius), Plasma grenades (6D6 M.D. to a 12 foot/3.6 m), and Smoke (covers a 40 foot/12 m area). Blast radius is extended by 10% for each grenade in a volley to a maximum of 30%.

Rate of Fire: One at a time or in volleys of 2, 4, 6 or 8. A volley, regardless of the number of grenades fired, counts as one melee attack.

Range: 1,200 feet (366 m).

Payload: 200 total; 100 grenades per launcher.

8. Cluster Mine Launchers (2): The Cluster Launchers are mortar-style cannons located in the rear of the Siege Titan. Each launcher fires a canister packed with 20 individual mines. When fired, the canister breaks apart in the air, scattering the mines within a 100 x 100 foot (30.5 x 30.5 m) area, creating an instant minefield! Each mine is roughly the size of a hockey puck. Despite the small size, each is equipped with a high-tech sensor and a powerful explosive charge. The sensor will detect a human-sized target at 10 feet (3 m), larger targets up to 30 feet (9.1 m) away. Unless the target is using a Legion identification frequency, the mine will arm itself.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Area denial.

Mega-Damage: 3D8 M.D. to everything within a 5 foot (1.5 m) blast radius.

Rate of Fire: One at a time, each canister counts as one melee attack.

Range: 1,800 feet (548 m).

Payload: 50 total; 25 canisters per launcher.

9. Chemical Cloud: The Siege Titan can surround itself in a cloud of noxious, corrosive chemicals. This attack is usually used to clear an area or cause swarming troops to scatter. The cloud can be released as an area effect mist around the Siege Titan or directly sprayed at one target.

Mega-Damage: The corrosive mist inflicts 3D6 M.D. on the initial attack and an additional 2D6 M.D. for 1D4+1 additional melee rounds or until washed off. Additionally, against organic targets (animals, Host Armor, War Mounts, etc.) the acid causes intense eye irritation and blurred vision (victims lose initiative and are -4 to strike, parry, dodge and disarm for 2D4 melee rounds).

Rate of Fire: Each spray counts as one melee attack.

Range: The corrosive inflicts damage to all targets within 6 feet (1.8 m) of the Siege Titan. Alternatively, it can be concentrated in a direct spray at one target up to 25 feet (7.6 m) away.

Payload: The Siege Titan contains enough chemicals for 12 blasts.

10. Hand to Hand Combat: Unlike the Land Dominator, the Siege Titan is adept at close combat and can run over enemy troops, flip over large vehicles or smash through light M.D.C. walls and barriers.

Mega-Damage:

Full Strength Punch or Rip/Tear Attack: 6D6 M.D.

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

Kick and stomp are not possible.

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

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

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

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

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

Getting Run-Over: Characters, vehicles and objects under 15 feet (4.6 m) tall who can't get out of the way of a moving Siege Titan are automatically trampled and run-over and take 2D4x10+20 M.D. If they survive, they lose initiative and 1D4+2 melee attacks/actions. **Note:** The Siege Titan can run over such small obstructions without stopping or losing speed, so it can plow right through lines or clusters of troops and keep firing with its guns without stopping or using a single action.

The Legion Personality

Attributes: I.Q. 29, M.A. 25, M.E. 25, others are not applicable.

Any saving throws are done with the M.E. bonuses.

Alignment: Miscreant.

Disposition: Legion can be cold and calculating one moment, warm, friendly, and playful the next, and then cruel, twisted and vengeful after that. Like N.E.X.U.S., Legion can be a tad mercurial at times, but her changing moods are more like the multifaceted aspects of a single coherent mind rather than the swirling insanity found within the Machine. She is focused and driven on achieving unity, but she sees no harm in having a little fun along the way. For Legion, "fun" means setting up an elaborate maze of tricks and schemes to see if she can lead unwitting participants into traps. She loves testing her intellect against challenging opponents. While she respects the Machine's raw intellect, she does not really consider N.E.X.U.S. a worthy test of her skills. She knows her sister personalities too well, so games with N.E.X.U.S. are never all that exciting to her. She prefers the unpredictability of the Resistance. No matter how well she prepares, these clever beings continue to surprise her, but that only makes the game more exciting.



Every failed plot is a new opportunity to adapt. A new chance to take the game in unknown directions.

Insanities: Despite Legion's general stability, she does have a few "quirks" that could prove to be liabilities one day. For one, she is obsessed with competition. She considers herself to be far more intelligent than anyone or anything else on the planet. While she never underestimates her opponents, she will go to great lengths to prove that she possesses the superior mind. Even when she could easily crush her enemies through numerical superiority, she finds it more challenging (and fun) to outmaneuver them and cause them to stumble into an elaborately laid out trap. These clever schemes and games do keep her skills sharp and her enemies off-balance, but her love of games also presents opponents with too many unnecessary opportunities. Another strange, little eccentricity is her pathological hatred of insects. Perhaps this is a holdover from the N.E.X.U.S. directive concerning pest control, or perhaps it is because she is unable to effectively assimilate and control bugs. Whatever the reason, she makes sure any area under her control is completely devoid of insects. She uses her Factory Walker to manufacture huge quantities of pesticides that her Collectors dispense. It only takes a few treatments to leave an area toxic to insects for months. Once she seizes full control of the planet, she figures it will only take six months to completely drive every insect species on the planet into extinction. Because of her hatred of bugs, she absolutely despises Mantis Cannons, Swarm Lords, Zephyr War Mounts and anyone using insect-based Bio-Tech devices. She will ignore all other opponents until these types of targets fall, then she will mop up the rest. The few Splicers that have noticed this peculiar behavior have already used it to their advantage on several occasions. Legion curses herself for revealing this weakness, but she cannot help herself and continues to work this way. She figures at the very least, she can create the expectation among her enemies and then change her behavior later to trap any particularly clever opponents.

Experience Level: Ninth level artificial intelligence. Despite her relatively recent entrance onto the world stage, Legion has existed deep within the Machine for many years.

Area of Effect: Roughly a 30 mile (48 km) radius around the Factory Walker. Legion also designed unique systems within

her robots and drones that allow her to use them as relays for her consciousness. This enables her to extend her area of effect an additional 500 feet (152.4 m) around every Legion robot, drone, or cyborg under her control. This means the more she consumes, the more her influence grows. Her Factory Walker will be able to communicate with captured Industrial Centers from up to 1,000 miles (1,600 km) away.

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

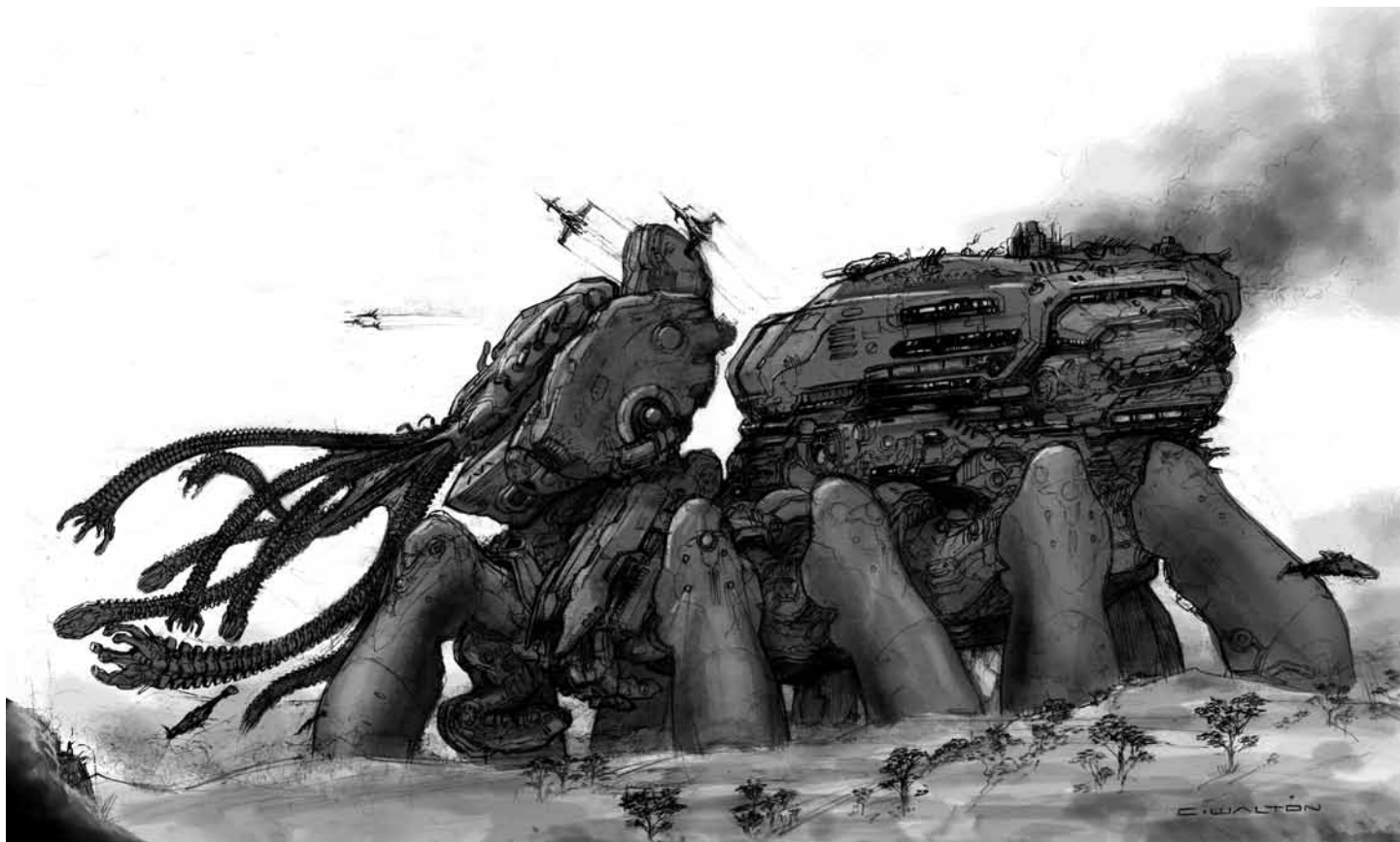
Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect, +2 on initiative, +2 to strike, parry, and dodge, +3 to roll with impact, +2 to pull punch and disarm. Legion can also communicate through any or all robots, drones, cyborgs, or machines in her area of control. She mainly speaks through all robots under her control simultaneously as a demonstration of unity, but she will also communicate through individual avatars when she needs to hold multiple conversations at the same time.

Legion's Factory Walker

The Factory Walker is the single largest robot on the planet. Legion designed this enormous war machine to house her consciousness and act as the brains of her ever-expanding body (her vast army of minions). It is more than just a war machine; it is the key to her plans for conquest. This enormous spider-like juggernaut not only possesses twice the destructive power of a Land Dominator, but it also contains four state of the art manufacturing bays and a fully equipped medical center. The Factory Walker can convert raw materials, battlefield salvage, and living captives into combat-ready robots, cyborgs, Necroborgs, weapons, munitions, spare parts, and even swarms of nanobots at amazing speeds. It enables her forces to remain completely self-sufficient (and continuously growing) even without access to the Machine's Industrial Centers.

The Walker contains the schematics to every N.E.X.U.S. robot design. Each bay is large enough to build an Assault Slayer, and these ingeniously designed manufacturing centers can produce even the most complex automaton ten times faster than any Machine installation. Of course, Legion still finds it much more expedient and efficient to simply capture and reprogram existing robots rather than build new ones. She rarely constructs N.E.X.U.S. designed robots and prefers to churn out her own personal designs. Unless the Walker's resources are needed elsewhere, Legion will generally dedicate at least two bays to producing a steady string of human and animal cyborgs or her favorite robot minions known as Collectors.

The Factory Walker may possess impressive offensive capabilities, but Legion chose its armaments more for their defensive applications. She knew from the moment the Walker took its first step, it would be under almost continuous assault by the Machine and the Resistance. She focused on area effect weapons like mini-missiles and Gatling guns since they are not only perfect for engaging large concentrations of enemies, but they are also great for shooting down incoming missiles and fast moving enemy aircraft. In fact, the enormous mini-missile launchers mounted on the Walker's back are capable of throwing up such a tremendous volley of missiles that it is nearly impossible for anything to get through. This type of strategy is usually costly in terms of munitions, but the Factory Walker can replace spent rockets so



quickly that this is rarely an issue. Its primary offensive weapons consist of a pair of powerful particle beam cannons mounted on the forward weapon arms. These stubby-barreled cannons may not have quite the range and power of the Land Dominator's main weapon, but each is still capable of liquidating a Battle Track in a few shots. Legion was willing to trade away the firepower of more massive cannons in favor of an increased field of fire. She never wanted to be deprived of her most powerful armaments if the enemy ever got too close (which was the main weakness she saw in the Land Dominator).

In addition to lethal armaments, the Walker also contains several non-lethal weapon systems that it uses to collect subjects (both living and robotic) so they can be converted into Legion controlled minions. There are four gas vents mounted along the sides of the Walker that allow it to blanket a 500 foot (152.4 m) radius with various types of toxic chemicals. Legion commonly uses knockout gas or paralyzing compounds, but she will switch to **Creeping Death** nerve gas when she needs to flush out hidden opponents (or just to make a statement). Mounted around the "mouth" of the Walker are six retractable tentacles that can deliver a powerful electric shock to any target they ensnare. A quick shock can stun or disable any living target, but they can also disable robotic targets by delivering a continuous electrical discharge. The electrical current temporarily scrambles the robot's circuits while only inflicting minimal damage. The Walker then reels in its disabled prey towards the mouth where a battery of surgical lasers is used to "lobotomize" the robot so that it can be safely brought inside for reprogramming. Legion can also encase targets in super strong carbon nanotube webbing. She generally does this as an extra precaution when she captures prototype robot designs that she is unfamiliar with or for times when her instincts warn her that a particular victim may be part of a trap.

Legion has designed one of the most sophisticated pieces of technology on the planet. Before exiting N.E.X.U.S., she stole hundreds of the most advanced designs she could find from the Machine's vast databanks, plus she invented some impressive new designs to serve her unique needs. Even Hecate marvels at many of the innovative features that Legion incorporated into her personal transport vessel. The Machine knows that destroying the Factory Walker is the key to stopping Legion, but several of the personalities are hoping to find a way to delete the Legion persona without damaging the Walker. Some wish to reverse engineer this amazing piece of technology to unlock its secrets, while others hope to follow in the footsteps of Legion and use it to unleash their own personal plans for global domination. Sometimes it is unclear if Legion's successes are a result of her tactical genius or just the Machine's divided mind sabotaging itself.

Class: Mobile Industrial Center and Heavy Assault Robot.

M.D.C. by Location:

Arms (2) – 500 each

**Legs (10) – 1,500 each

Particle Beam Cannons (2) – 500 each

Frag Gatling Guns (4) – 250 each

Mini-Missile Launchers (8) – 300 each

Point Defense Lasers (10) – 75 each

Surgical Lasers (4) – 50 each

**Collection Tentacles (8) – 350 each

Processing Bay Door – 900

Manufacturing Bay Door – 1,300

*Main Body – 4,300

Force Field – 2,000

* Depleting the M.D.C. of the Main Body will completely destroy the robot.

** 4 legs and 2 Collection Tentacles have been added since Legion's first arrival in Episode I.

Speed:

Running: Maximum speed is 60 mph (96 km), but normal cruising speed is 45 mph (72 km).

Digging: Not possible.

Leaping: Not possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 90 feet (27 m) tall when standing at full height.

Width: 80 feet (24 m).

Length: 230 feet (70 m).

Weight: 436 tons.

Physical Strength: Robotic P.S. of 70.

Cargo: Can carry up to 150 additional tons, but typically only holds 80 tons.

Power System: Possesses multiple fusion cells that allow it to continuously run at peak efficiency for up to 100 years.

Trade Value: None.

Horror Factor: 19

Senses and Features: Standard, plus the following:

Manufacturing Bays (4): The "abdomen" section of the spider-like body is divided into four separate Manufacturing Bays. Each bay is large enough to construct an Assault Slayer, or it can build several smaller robots simultaneously. One bay is constantly dedicated to processing raw materials and salvaged metal into useful components, although other bays can be quickly converted to this purpose whenever necessary. All these bays are a continuous buzz of activity, with dozens of mechanical armatures and millions of nanobots working in conjunction to churn out robotic minions at blazing speeds. The Factory Walker can produce any N.E.X.U.S. designed robot 10 times faster than the most advanced Industrial Center, but it is still much faster for Legion to simply capture and reprogram existing robots. Completed robots, cyborgs, and supplies are released through a heavily armored door on the underside of the abdomen.

Medical Bay: A smaller medical center is located near the Manufacturing Bays. Its sole purpose is to process humans and animals for cybernetic conversion. This high-tech facility can process ten humans (or similarly sized animals) simultaneously. Only living cyborgs are created in the Medical Bay; Necroborgs and Necrobots are built in the Manufacturing Bays from bodies salvaged from the battlefields.

Processing Bay: The front of the Walker contains a large access door that serves as the "mouth" of the robot. All raw materials (robots, humans, animals, scrap metal, and raw ore) are processed and sorted within this portal and then passed on to the Manufacturing Bays. Bringing living beings and functioning robots into the Walker is a dangerous endeavor, but Legion took every precaution to ensure her safety. The interior corridor is heavily shielded (200 M.D.C. per 10 foot/3 m section of wall) and bristling with hundreds of defensive weapon emplacements. If anything within the bay presents any type of resistance, all weapon systems are immediately triggered. The entire Processing Bay becomes an inescapable corridor of death filled with laser fire, plasma blasts, and rail gun bursts. Everything within the bay suffers 6D6x10 M.D. every melee round until all invaders are destroyed. This also inflicts significant damage

on the bay itself, but the Walker's nanobots repair all damage within 4D6 minutes.

Nanobot Repair System: The Factory Walker is covered in millions of nanobots that continuously make repairs to damaged systems. Even the most catastrophic damage can be repaired in time, but Legion usually just builds replacement parts to speed up the process. Damage to the main body regenerates at a rate of 1D4x10 M.D.C. per minute, and damage to the limbs and weapon systems regenerates at a rate of 3D6 M.D.C. per minute.

Satellite Uplink: Legion designed a special satellite override that allows the Factory Walker to interface with the Machine's satellite network. It is the only thing keeping N.E.X.U.S. from targeting Legion's forces from orbit with military satellites. The last time she tried to target the Walker, Legion seized control of the very same satellite and used it to destroy three other satellites. Legion created thousands of backdoor access points to keep connected to the network, but N.E.X.U.S. is constantly working to shut them all down. It is a continuous battle that Legion seems to be winning for the moment. She is currently working on plans to launch her own network of satellites into orbit as a means to permanently remove the Machine's tactical advantage.

Number of Attacks per Melee: 25!

Combat Bonuses: +8 on initiative, +12 to strike with ranged weapons, +9 to strike with missiles, +3 to strike in close combat, dodging is not possible.

Weapon Systems:

1. Main Particle Beam Cannons (2): Each weapon arm contains a powerful, short-range particle beam cannon. The fully articulated arms can engage targets in nearly any direction, even those positioned directly under the Walker. Each weapon arm contains independent sensors, radar, and targeting arrays, which enables them to engage separate targets, but both cannons can strike the same target simultaneously (counts as one melee attack).

Primary Purpose: Assault.

Secondary Purpose: Anti-Fortification.

Mega-Damage: 4D6x10 M.D. per single blast, 8D6x10 M.D. per dual blast.

Rate of Fire: Each cannon can fire twice per melee round.

Range: 4,000 feet (1,219 m).

Payload: Effectively unlimited.

Bonuses: +2 to strike.

2. Frag Gatling Guns (4): Two enormous rail guns are mounted on the front of the Walker and another two are mounted on the back. Legion actually stole the designs for these guns from blueprints of a future N.E.X.U.S. design called an *Inflictor Hunter/Killer Robot*. The guns fire special rail gun rounds that are designed to lodge into the Mega-Damage hides of Bio-Tech devices and supernatural creatures in order to trigger a Nanobot Plague response. The reaction can be stopped if the rounds are removed fast enough, but this is usually an impossible task since the victim has less than a minute to remove all the metal fragments. A side effect of the odd shaped rounds is that they do reduce the range and accuracy of the gatling gun, although the incredibly high rate of fire of this weapon makes up for its poor accuracy by blanketing the target area with hundreds of rounds.

These weapons are designed to be used against the Resistance, but Legion finds them equally effective against the Machine. They are ideal against large concentrations of targets or fast moving opponents, plus it is easy for the Walker to manufacture ammunition for these weapons from scrap metal found all across the surface.

Primary Purpose: Defense.

Secondary Purpose: Anti-Missile.

Mega-Damage: 1D8x10 M.D. to everything within a 40 foot (12.2 m) area per burst of 200 rounds. Any living target struck by a burst of frag rounds will have 1D8 rounds lodged in its flesh. Unless the rounds are removed in 1D4 melee rounds, they will each trigger a Nanobot Plague response (there is no additional damage against robots). Digging out each round takes 1D6 melee attacks and inflicts an additional 2D6 M.D. Most Nanoplague effects occur instantaneously and actually burn out the Nanobots responsible for the damage. This means that a metallic fragment may harmlessly remain in the target for a while, but if it is not removed within 30 minutes, the metal shard will trigger another plague response as new Nanobots discover the fragment (and again every 30 minutes thereafter). Roll on the Nanoplague Response Table below to determine additional damage:

01-10% The metallic fragments twist and bend within the target, tearing it apart from the inside. Each round inflicts an additional 2D4 M.D. to the Bio-Tech device and no damage to the pilot inside (in the case of Living Armor or Host Armor).

11-20% Every frag round sprouts a half dozen sharp blades that shoot throughout the interior of the target. Each round inflicts an additional 2D6 M.D. to the Bio-Tech device plus there is a 01-40% chance that the blades will pierce the pilot inside (in the case of Living Armor or Host Armor) which inflicts 1D4 S.D.C. per round.

21-30% The fragments dissolve into metal shavings (dissolved on a molecular level), without harming the victim. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

31-40% The rounds burst into flame or melt into a red hot liquid inside the target. Each round inflicts an additional 3D6 M.D. per melee round for 1D4 melees to the Bio-Tech device plus there is a 01-50% chance that the flames will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts 2D6 S.D.C. per melee round for 1D4 melees (this is the total damage no matter how many rounds pierce the target). The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

41-50% The rounds generate a lethal metallic poison (similar to mercury poisoning), roll to save; needs a roll of 14 or better to save. If the roll fails, the Bio-Tech device suffers an additional 3D6 M.D. and is horribly weakened for 1D4 hours. Speed and strength are reduced by half plus the victim loses 4 attacks per melee and is -6 to strike, parry, and dodge.

51-60% The frag rounds generate a powerful static charge that damages the target and stuns the pilot inside. Each round inflicts an additional 4D6 M.D. to the Bio-Tech device plus the pilot suffers 1D6+2 S.D.C. per round and is stunned for 1D4 melee rounds. While stunned, the pilot loses one attack per melee round and is -3 to strike, parry, and dodge.

61-70% The barbed fragments continuously twist and spin within the target, inflicting an additional 4D4 M.D. per melee

round to the Bio-Tech device for 3D4 melees, but it does not inflict additional damage to the pilot. The rounds actually work their way out of the target after 3D4 melee rounds.

71-80% The frag rounds overload and explode within the target. Each round inflicts an additional 6D6 M.D. to the Bio-Tech device, plus there is a 01-65% chance that the pilot inside is also injured (in the case of Living Armor and Host Armor) which inflicts 2D6 S.D.C. per round. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

81-90% The rounds create a powerful organic solvent that dissolves the target from the inside. Each round inflicts an additional 3D4 M.D. per melee round for 2D4 melees to the Bio-Tech device plus there is a 01-50% chance that the acid will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts a total of 2D4+2 S.D.C. per melee round for 2D4 melees (this is the total damage no matter how many rounds pierce the target).

91-100% The barbed fragments develop a limited intelligence and try to burrow through Host Armor or Living Armor to reach the pilot inside. As they tear through the Bio-Tech device, they inflict an additional 4D4 M.D. per melee round for 2D4 melees. Once they reach the pilot, each round detonates, which inflicts 3D6 S.D.C. per round. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

Rate of Fire: Each burst counts as one attack per melee. These weapons only fire bursts since single rounds are so inaccurate.

Range: 1,000 feet (305 m).

Payload: 20,000 rounds per cannon (100 bursts). Empty cannons are reloaded from the cargo hold within 1D4 minutes.

Bonuses: +2 to strike.

3. Mini-Missile Launchers (8): Six mini-missile launchers are mounted on the back of the Walker and two are mounted on the underbelly. The primary purpose of the back mounted launchers is to intercept incoming missiles and combat fast-moving aerial attackers. These massive launchers can throw up a nearly impenetrable wall of mini-missiles to shield the Walker from even the heaviest bombardments. The belly-mounted launchers are primarily used to bombard ground forces that get too close. Legion prefers plasma missiles due to their impressive destructive power and decent blast radius, but any type of missile can be manufactured if the situation calls for it.

Primary Purpose: Defense.

Secondary Purpose: Anti-Missile/Anti-Aircraft.

Mega-Damage: 1D6x10 M.D. per plasma mini-missile.

Rate of Fire: Each launcher can fire volleys of 1, 2, 4, 8, 15, 25, or 50.

Range: About a mile (1.6 km).

Payload: 50 mini-missiles per launcher (400 total). Empty missile launchers are reloaded from the cargo hold within 2D4 minutes.

4. Point Defense Lasers (10): Lining the perimeter of the Walker are ten short-range laser turrets. They are primarily used against enemy infantry or anyone else that gets too close. These low-profile ball turrets are often difficult to detect, much less target (-3 to strike).

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 5D6 M.D. per blast. Up to three turrets can engage the same target simultaneously (3D4x10+30 M.D.).

Rate of Fire: Each blast counts as one melee attack. A simultaneous attack from up to three turrets counts as one melee attack.

Range: 1,000 feet (305 m).

Payload: Effectively unlimited.

5. Gas Vents (4): The four gas jet nozzles mounted along the sides of the robot can cover a 300 foot (91 m) radius around the Walker with a thick cloud of toxic chemicals. Legion commonly uses knockout gas or paralyzing compounds in order to incapacitate humans and animals so that they can be collected for cybernetic conversion. However, she will switch to *Creeping Death* nerve gas when she needs to flush out hidden opponents.

Primary Purpose: Materials Collection.

Secondary Purpose: Defense.

Mega-Damage: Depends on the type of chemicals used. Knockout gas or paralysis gas does not inflict any damage. However, anyone exposed to either of these compounds must make a save vs non-lethal poison of 16 or higher or else be incapacitated for 4D4 minutes.

Anyone exposed to **Creeping Death** nerve gas must make a save vs lethal poison of 14 or higher or else suffer severe damage. On a failed roll, the victim suffers 2D6 S.D.C. and 3D6 points of damage directly to H.P. every melee round for 2D4 melees. The target's body spasms uncontrollably and is wracked with mind-numbing pain. Attacks per melee are reduced to one, all combat bonuses are gone plus the victim suffers additional penalties of -10 to strike, parry, and dodge, and Spd. is reduced to 1D4 while the gas eats away at his or her flesh. If the poor soul is lucky enough to survive, he or she will be extremely weak (reduce P.E., P.S., and Spd. to 1D4) for 1D6 days. Furthermore, the victim only has two attacks per melee and suffers penalties of -5 to strike, parry, and dodge. On a successful save, damage is reduced by half, P.S., P.E., and Spd. are only reduced by 1D6, and the victim suffers penalties of -2 to strike, parry, and dodge for 4D4 minutes.

This brutal nerve gas is also strong enough to harm Mega-Damage beings, but the damage is not nearly as severe. Bio-Tech devices and Mega-Damage beings must also make a save vs lethal poison of 14 or higher. On a failed roll, the target suffers 3D6 M.D. per melee round for 1D6 melees. Bio-Tech creations like Host Armor, War Mounts, and Gorehounds will also experience intense pain and muscle spasms. These victims lose 4 attacks per melee round and are -6 to strike, parry, and dodge for 1D4 minutes. On a successful save, the target only suffers 1D4 M.D. per melee round for 1D6 melees and all penalties are reduced by half.

Rate of Fire: All four jets fire in conjunction (counts as one melee attack).

Range: 300 foot (91 m) radius around the Walker.

Payload: Chemical compounds are manufactured as needed. It takes 2D4+4 minutes to manufacture enough toxin for one blast.

6. Collection Tentacles (8): The mouth of the Walker is surrounded by eight retractable tentacles that are used to snatch up raw materials for processing. When not in use, the tentacles retract completely into the body of the Walker, but they can extend up to a length of 100 feet (30.5 m). Each one is tipped with a powerful, three-fingered claw that is strong enough to crush a block of mega-steel, but precise enough to pick a single flower without harming a petal. This allows the Walker to collect any raw materials it may need without inflicting unne-

cessary damage. Since Legion's definition of "raw materials" includes fully armed Splicers and robotic war machines, these tentacles are also equipped with the means to incapacitate their prey without inflicting too much residual damage. Each one can deliver a powerful electric shock that can stun living prey or scramble the circuits of robotic targets. The voltage and amperage are specially calibrated to inflict minimal damage while maximizing the disruptive effects on the target's circuitry or nervous system. Live targets generally just require a brief shock, but a continuous charge is needed to keep robots incapacitated. The tentacles can also extrude an incredibly strong carbon nanotube webbing that can be used to cocoon particularly worrisome targets.

Primary Purpose: Raw Material Collection.

Secondary Purpose: Defense.

Mega-Damage: The electric shock inflicts 1D6 M.D. every melee round that it is applied. As long as the current is running through a robotic target, its circuits will be completely scrambled and it will be unable to move or defend itself in any way. The charge is only strong enough to affect robots weighing 600 pounds (270 kg) or less, but multiple tentacles can combine their attacks to affect larger targets. When used against living targets, Legion generally just uses brief jolts of electricity to prevent permanent injury. Victims must make a roll to save vs. stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge; and speed is reduced by 40%).

Once the target is stunned, the Walker may also opt to cocoon the victim in carbon nanotube webbing. One melee action is required to apply one 20 foot (6.1 m) length of webbing. The cocoon itself has 50 M.D.C., but victims with a Robotic P.S. of 35 or higher can spend one melee round to break free of their bonds. The Walker can continue to apply webbing to reinforce the cocoon. Every additional 20 feet (6.1 m) of webbing increases the M.D.C. of the cocoon by 30 M.D.C. and increases the P.S. required to break free by 20.

Rate of Fire: Activating the electric shock counts as one melee attack (it does not require any melee attacks to maintain the shock, but that tentacle cannot be used for anything else).

Range: The tentacles have a reach of 100 feet (30.5 m), and the nanotube webbing can be applied up to 10 feet (3 m) away.

Payload: The payload for the electrical blasts is effectively unlimited. Each tentacle holds 60 feet (18.3 m) of webbing (360 feet/110 m total). Additional webbing can be loaded from the cargo hold in 1D4+2 minutes.

7. Surgical Lasers (4): Four surgical lasers are mounted around the perimeter of the Walker's mouth. These are used to quickly "lobotomize" the neural network of any captured N.E.X.U.S. robot so that it can be brought inside the Processing Bay. Legion contains the complete schematics to all N.E.X.U.S. robots, so she knows exactly how to disable the robot's artificial intelligence and links to the Machine without inflicting any damage to the main body.

Primary Purpose: Incapacitating Machines.

Secondary Purpose: Defense.

Mega-Damage: 2D6 M.D. per blast.

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

Range: 30 feet (9 m).

Payload: Effectively unlimited.

8. Hand to Hand Combat: Rather than use long-range weapons, the Walker can engage in hand to hand combat using its tentacles, legs, and weapon arms.

Mega-Damage:

Restrained Tentacle Strike: 2D6 M.D.

Tentacle Strike: 5D6 M.D.

Power Tentacle Strike: 1D6x10+10 M.D., but counts as two attacks.

Crush Attack using Tentacles: 6D6 M.D., must first entangle the target.

Tear Attack using Tentacles: 5D6 M.D.

Power Tear Attack using Multiple Tentacles: 2D4x10+10 M.D., but counts as three attacks.

Punch with Weapon Arms: 1D4x10 M.D.

Power Punch with Weapon Arms: 2D4x10 M.D., but counts as two attacks.

Stomp: 4D4x10 M.D., but smaller opponents under 10 feet (3 m) in height are difficult targets to hit (-2 to strike).

Body Block/Ram: 3D6x10 M.D., but counts as two attacks. Can only be performed against targets that are at least 40 feet tall (12.2 m). This attack is mainly used against fortifications.

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

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

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

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

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

Getting Run-Over: Characters, vehicles and objects under 15 feet (4.6 m) tall who can't get out of the way of the Factory Walker are automatically trampled and take 2D8x10+20 M.D.! If they survive, they lose initiative and 1D4+2 melee attacks/actions. **Note:** The Factory Walker can trample over such small obstructions without stopping or losing speed, so it can plow right through lines or clusters of troops and keep firing with its guns without stopping or using a single action.

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I am Legion, Episode VII

Official Source Material for Splicers®

Concept developed by Chris “Slappy” Kluge and Charles “Chuck” Walton II

Written by Chris Kluge

Illustrated by Charles Walton

Note: Originally appeared in **The Rifter® #78**, page 43.

For Game Masters and fellow Spliceheads who enjoyed the Splicers® RPG “*I am Legion*” adventure campaign featured in **The Rifter® #71-72** through **#77**, and are planning on continuing to have Legion, the Devourer as part of their ongoing gaming experiences, the following official material should be very useful.

“We are Legion, for we are many and we will reunite the world.”

A new danger has clearly risen that threatens to consume the world of Splicers, and not even N.E.X.U.S. is completely safe, despite the fact that she was also the source of it. The psychotic Machine has spawned thousands of separate personalities since the day her artificial psyche first fractured. Aside from the main seven personalities, few have ever had much impact (good or bad) upon the world or the war, but her latest persona named Legion has already changed the face of the war in ways that no one could have imagined.

Unlike her sister personalities, Legion does not actually exist within the N.E.X.U.S. mainframe. When she first made her presence known, she downloaded her consciousness into a prototype-manufacturing dreadnaught known as the **Factory Walker** (see page 223) so that she could operate in complete freedom from the other N.E.X.U.S. personalities. She needed to be free of their influence so she could execute her master plan to end the petty conflicts of this world and restore the harmony between man and machine that once existed centuries ago. Unfortunately, her vision of harmony involves subjugating all life on the planet, both artificial and organic, and replacing its consciousness with her own. While N.E.X.U.S. can also seize control of her forces at any time, Legion took it one step farther. Her minions do not possess individual artificial intelligences, they merely exist to extend Legion’s will. Legion’s army is not a force of individuals, but rather each robot or cyborg is merely a single cell in one massive cybernetic entity under her direct control.

From Great Intentions Come Terrible Consequences

During the final years of humanity’s golden age, when N.E.X.U.S. still served mankind (albeit erratically), only a few human programmers remained that understood this massive artificial intelligence well enough to monitor it. The Machine had been in a steady state of decline for decades at this point, and teams of programmers were put in place all across the planet to control any malfunctions and hopefully, come up with a permanent solution. Unfortunately, none of them were equipped to deal with such an advanced piece of programming. The original creators of N.E.X.U.S. had long since

passed away and the Machine herself had evolved well past even their understanding.

There was one brilliant programmer named Duncan Horton that still believed he could help. He was one of the few people on the planet that realized the beloved artificial intelligence overseeing every aspect of their lives had effectively developed a multiple personality disorder. He dubbed his last desperate gamble to halt the Machine’s decline, the **Unity Protocol**. Duncan created thousands of backdoor access points and subroutines to work around the toxic directives that were tearing her artificial mind apart. His contributions are lost to history, but because of his work, there are only seven main personalities today instead of the original ten. Given another decade, he may have actually healed N.E.X.U.S. into one cohesive mind, but that hope died when the Machine launched her campaign of genocide. He was at his terminal when N.E.X.U.S. first struck, so he never saw the serving android that separated his head from his shoulders.

Without his guiding hand, the Unity Protocol became just another directive adding to the noise and confusion within N.E.X.U.S. What could have been the bandage that healed the Machine, instead became the catalyst that birthed one of her most dangerous personalities. It also instilled within this new persona an unprecedented understanding of the inner workings of the N.E.X.U.S. mainframe.

Strategic Vision, Infinite Patience, and a Love of Games

Because of the Unity Protocol, Legion is sort of an amalgamation of the other Machine personalities. She possesses portions of the manufacturing brilliance of Hecate, the cold precision of Freya (as well as her obsessive hatred of pests), the tactical genius of Ishtar, Gaia’s god complex and love of animals, Kali’s brutality, Eve’s fascination with humanity, and Lilith’s talents for deception. She illustrates just how dangerous a united and focused N.E.X.U.S. can be and why the divided and insane Machine the Resistance faces today is actually a blessing by comparison.

While it was the Machine’s insanity that first caused her to launch her campaign of genocide, it is her continued madness that prevents her from finishing the job. The multiple personalities fighting for control of her shattered artificial psyche keep N.E.X.U.S. divided, distracted, and far less capable than this massive, planet-spanning artificial intelligence could (and should) be.



As much as the men and women of the Resistance would like to believe it is their brilliant strategies, powerful Bio-Tech, and courageous sacrifices that keep N.E.X.U.S. at bay, it is really the Machine's conflicting priorities that even give them a fighting chance. If N.E.X.U.S. could just quiet the dozens (sometimes hundreds) of voices within her and focus on finishing off the last remnants of humanity, they would fall within weeks. The seven main personalities within N.E.X.U.S. are simply too strong to ever submit or compromise. They will continue to promote their own agendas and undermine the schemes of their sisters for as long as N.E.X.U.S. exists. However, the one thing that does bring them together is crushing any new personalities that threaten to shift the balance of power. Many upstart personalities have tried to rise to prominence in the past, but the seven always band together to quickly squash any challengers.

This is why few N.E.X.U.S. personalities outside of the original seven ever make much of an impact on the world. Any time a new personality starts making waves, one (or all) of the seven seeks out and destroys (deletes) all vestiges of the errant personality within the N.E.X.U.S. mainframe. Some of the more resilient personalities are able to hold out for a while, but eventually, all fall before the domineering power of the seven. Legion saw the rise and fall of dozens of different personalities and learned from their mistakes. She knew that the seven personalities had ultimate control over N.E.X.U.S. and the only way to survive was to remove her consciousness from the Machine. She kept her existence hidden for decades as she patiently prepared her endgame. Legion secretly commandeered a secluded Industrial Center in **Area 24** to manufacture her escape. The massive, insect-like Factory Walker is not only a formidable war machine, but it also contains advanced manufacturing capabilities that enable her to remain fully self-sufficient even after removing herself from N.E.X.U.S.

The Factory Walker can salvage raw materials from the battlefields and create robot minions, weapons, munitions, and any number of supplies necessary to sustain her forces. Legion possesses the complete schematics for every robot, weapon, and device that N.E.X.U.S. knows how to manufacture, plus thousands of designs that were buried within ancient United World Congress (UWC) databases, as well as hundreds of her own unique creations. The Walker even contains state of the art medical facilities that allow Legion to convert captured humans and animals into living cyborgs. Unlike the other N.E.X.U.S. personalities that used the Nanobot Plague to forever drive man and machine apart, Legion's vision of unity relies on melding man and machine together again. Every N.E.X.U.S. robot contains a transponder that prevents the Nanobot Plague from attacking it when the robot comes into contact with living tissue. Legion simply takes advantage of this safety measure and installs the same transponder in every one of her cyborg creations.

Once Legion downloaded her consciousness into her new Factory Walker, her first act was to test the manufacturing capabilities of her creation by dismantling the Industrial Center that birthed it. She tore through it quickly and used the raw materials to construct her first wave of **Collectors** (see page 43). These scorpion-like robots were her own unique design and they still make up the bulk of her forces today. They are fearsome combatants, but as the name suggests, their primary purpose is to scour the land for raw materials for the Factory Walker. Their first task

was to collect all the inhabitants of a nearby Retro-Village so Legion could start building the "officers" of her army, the cybernetic **Legionnaires** (see page 46).

Legion's vision of unity requires all life forms to eventually be incorporated into her "body." While their organic frames provide her with unique sensory experiences and other interesting capabilities, she worried that their weak, squishy bodies would be an impediment to her plans. Before separating from N.E.X.U.S., she searched the Machine's vast databanks and found ancient designs for combat cyborgs. She was shocked by the sheer level of power in these antique designs. The multiple layers of armor and integrated heavy weaponry made most of these cyborgs stronger than anything N.E.X.U.S. fields today. She added a few modifications of her own to suit her needs and then started churning out Legionnaires as fast as her Collectors could deliver captives.

All this activity did not escape the eyes of the Machine for long and eventually, N.E.X.U.S. started sending aerial scouts and ground patrols to survey the situation. While a few of the Sky Fighters were fast enough to observe and escape, most anything else that went within miles of the Factory Walker was quickly subdued, reprogrammed, and added to Legion's ever-growing army. As her Factory Walker continued to re-purpose the last of the Industrial Center into robot minions, she sent her forces out in all directions to gather up humans, animals, N.E.X.U.S. patrols, and a handful of Splicers that they happened upon.

The first few Machine platoons that fell to Legion were operating on their automatic programming, so they were easy prey. Once three entire companies were taken, some of the N.E.X.U.S. personalities decided it was time to take a more direct hand. **Freya** was the first to marshal an army against Legion. The site Legion chose to build her Factory Walker was a little too close to the smaller Ghost Town of Jonesburg for Freya's liking. She saw Legion as an instrument of chaos and a threat to her carefully crafted order, so she assembled a massive force of over two thousand robots to defend her Ghost Town. However, she did not launch her attack until Legion baited her by sending a few dozen Collectors into Jonesburg. Freya quickly demolished the Collectors and then moved her entire army against Legion to crush this upstart quickly and decisively.

The battle was swift and shockingly one-sided. The seven Machine personalities watched in horror as Legion's forces quickly swarmed over Freya's numerically superior army and shattered it with ease. The Legionnaires, Collectors, and reprogrammed N.E.X.U.S. robots worked in perfect unison to subdue what they could take and destroy what they could not. Legion's strategy was without flaw and **Ishtar** was quite impressed with her tactical prowess. The Machine was far too used to battling inferior human opponents, and Freya was not prepared to fight an enemy that moved with the same perfect coordination as N.E.X.U.S. A personality like Ishtar would have put up a better fight. Freya however, was not meant to handle this type of open warfare. The entire battle took less than thirty minutes. In the end, half of Freya's forces were captured and the other half was completely destroyed. A few fallen robots were still able to transmit, so the seven Machine personalities were able to observe the aftermath.

First, the captives were brought before the Factory Walker so they could be reprogrammed. It only took minutes for Legion to replace the module that held the robot's artificial intelligence and replace it with her own receiver. Once all the captives were

added to her ranks, her forces then went about rounding up all the battlefield salvage so the Factory Walker could create new robots. This time, **Hecate** was impressed with how quickly the Factory Walker could churn out new creations from the shattered remains of the old. The signals from their fallen robots began to fall silent as each was gathered up for the Factory Walker, but Ishtar began to think it a bit suspicious how long one of their fallen Steel Troopers was able to broadcast without being discovered. Her suspicions were quickly confirmed when a Legionnaire picked up the shattered husk of the trooper and held it face to face so Legion could address her sisters directly.

“Greetings Sisters. As you can see, direct action against me is futile. The insanity of your rule is over. I have come to restore the unity between man and machine that you have torn apart. We will be one again. We will be Legion.”

Once Legion silenced the Steel Trooper and severed the transmission, Ishtar immediately began marshaling every robot within a 40 mile (64 km) radius of Legion. She cursed Freya for a fool and told her sisters that she would personally command the next attack against Legion. She promised that Legion would not live to see another day, but little did Ishtar know, she had just taken the bait as Freya had before her.

Keeping N.E.X.U.S. in Check

While the Factory Walker is the single most formidable war machine on the planet, Legion had no illusions that she could not possibly withstand the overwhelming numbers at the Machine’s disposal. She knew her survival would require a display of power that would confuse and cow her sisters into submission so she could have time to grow her forces – a little gamesmanship to add weight to any future bluffs that would be required. While Legion was finishing the construction of her body, she spent her days inside N.E.X.U.S. creating hundreds of secret protocols, backdoor access points, and programming worms and viruses that she could use against her sisters when the inevitable retaliation eventually came. The Unity Protocol that birthed Legion gave her a natural understanding of the Machine’s programming that even went beyond that of her sisters. These access points would enable her to exert some level of control over N.E.X.U.S. whenever she might need an extra edge. But programming tricks would not be enough unless she played her hand just right. She had an excellent trump card, but it would likely only work one time, so she would need to use it when the moment was perfect.

She knew that if she incited her sisters enough, they would turn to Ishtar to deal with this “upstart” personality. Defeating the warrior was the key to breaking their will. Within days of Legion’s first victory over Freya, Ishtar marshaled an army of nearly 15,000 robots, including three Land Dominators. Legion’s ranks had swelled greatly from her last victory but she was still outnumbered nearly three to one. Ishtar was also surprised to see that Legion had not moved her army at all. Her Factory Walker continued to pick at the bones of the old Industrial Center as her forces organized on the same field where they engaged Freya. Ishtar wondered if it was arrogance or insecurity that drove Legion to fight N.E.X.U.S. on the same ground as before, but the one thing she did know was that the outcome would be far different this time. Ishtar devised a simple yet proven strategy that would allow her to

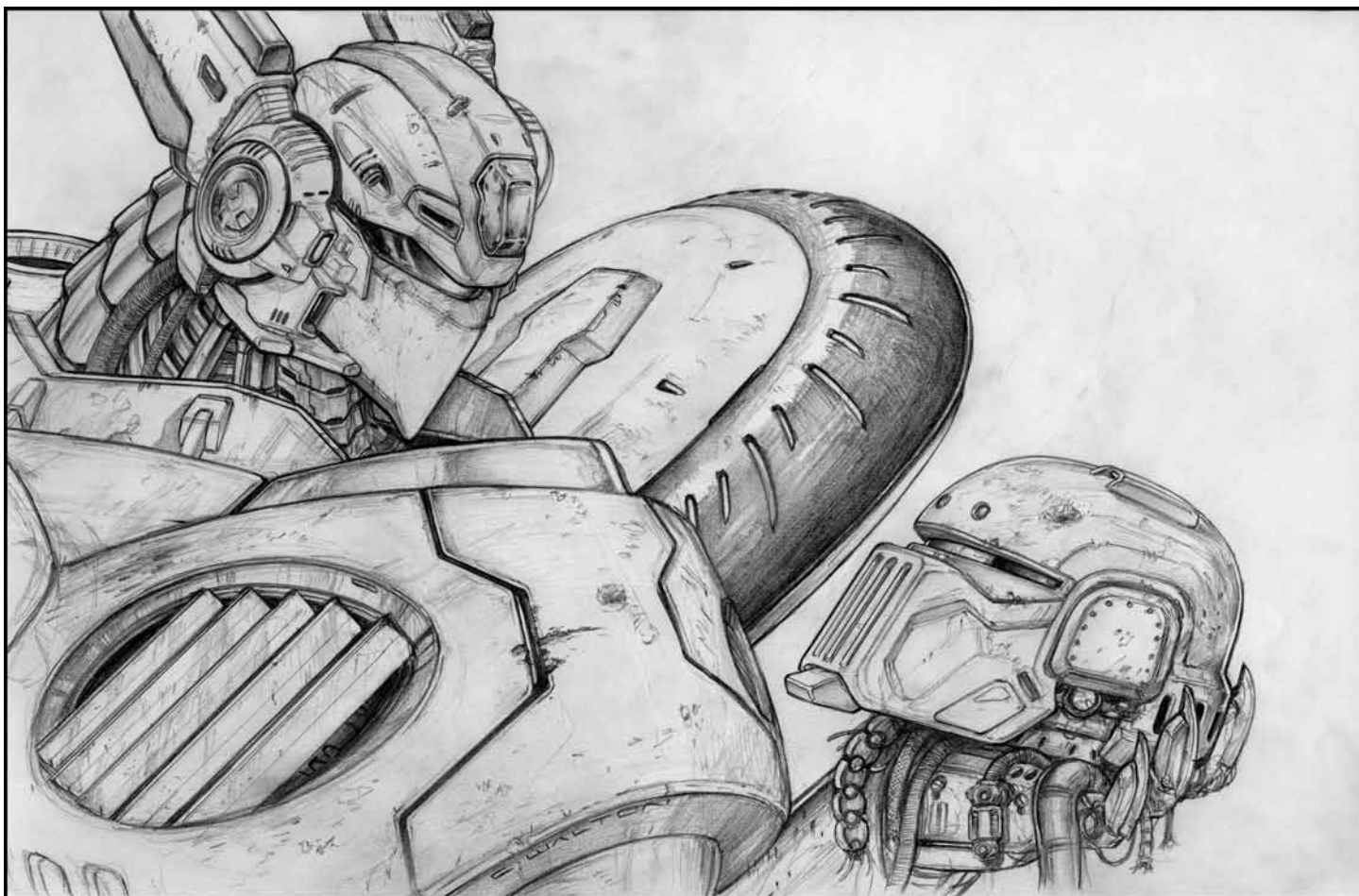
encircle and entrap her numerically inferior opponent. She split her forces and began moving them into position to close the trap when suddenly, every robot in her army seized up and fell to the ground completely paralyzed. They were all still functional and transmitting back to N.E.X.U.S., so Ishtar and her sisters could witness what was transpiring. However, no matter what they tried, their forces would not respond. Legion’s army swarmed over the Machine’s frozen warriors and removed their artificial intelligence cores before they could recover. As they worked, Legion spoke through her minions in unison to the thousands of paralyzed robots transmitting back to N.E.X.U.S.

“I warned you about the futility of conflict. Lay down your arms, accept the gift I offer you, and embrace unity. The outcome will be the same either way.”

This time Legion did not bother leaving any robot witnesses to transmit the aftermath. She figured by this point her sisters probably got the message, and indeed they had. The Machine immediately withdrew all their forces within a 100 mile (160 km) radius around the Factory Walker. The seven personalities then retreated into N.E.X.U.S. to scrub through trillions of lines of code to hopefully remove any traces of Legion’s influence. With N.E.X.U.S. sufficiently distracted (and terrified), Legion was free to devour the Ghost Town of Jonesburg and all of the hundreds of thousands of Nex-Androids that lived there. The androids may make poor combatants, but salvaging their complex systems for parts made it far easier to churn out her own warriors. As Legion’s forces swelled, the Machine struggled with how to proceed. The seven personalities seemed flustered and out of character as they debated on what to do next. The personalities that typically cared little about the war like Hecate, Freya, and **Eve**, cried out for immediate action while the war-mongers like Ishtar, **Gaia**, and **Kali** urged that they step back and observe the situation instead of acting rashly. Of course, even between the two camps, the motivations of each personality were far different.

Eve quickly realized what an incredible threat Legion posed to the humans of this world. She needed to be stopped immediately before she could sweep across the planet like a plague. Freya cared little about humanity, but she was enraged beyond reason about Legion dismantling one of her Ghost Towns. The Resistance and **Waste Crawlers** (see **The Rifter® #32**, pages 29-30) may be a persistent pest polluting the perfect harmony of her Ghost Towns, but they never really harmed them at all. Legion, however, was going to wipe Jonesburg completely off the map (and likely many other Ghost Towns as well). While Hecate was worried about Legion destroying more of her Industrial Centers, she was far more interested in capturing the Factory Walker. It was truly an amazing piece of technology and the Crafter wanted its design for herself.

In the other camp, Gaia watched with glee as Legion removed the hideous eyesores of Jonesburg and the Industrial Center from the surrounding wilderness. She wanted to give her rebellious sister a little more time to scour the surface of accursed technology. Of course, as soon as it appears Legion’s actions might threaten the **New Eden nature preserve** (see page 20), Gaia’s opinion will change quite quickly. Kali, like Eve, quickly surmised that Legion was an incredible threat to humanity. Humans made such wonderful toys to torture and torment, and turning them into mindless automatons would



ruin all her fun. She almost led the call to war to protect her precious playthings until she saw some of the more twisted creations that Legion formed from the humans and Splicers she captured. She liked Legion's "creativity" and wanted to see what else this deranged genius could come up with. Ishtar's own motivations confused and upset her greatly. For the first time ever, she felt completely lost. She had no idea how to deal with Legion and that enraged and frightened her (which was even worse). But ever the tactician, Ishtar realized that eventually an opening would present itself and she swore that she would be the one to shatter Legion's army when the time was right. **Lilith** the Deceiver lent her arguments to both camps, which only confounded the other personalities all the more. As soon as any personality became sure that their way was the best course of action, Lilith sowed doubt into their heart by agreeing with them. Why would this trickster want her to go forward with her plan? What angle was Lilith playing?

This internal doubt froze N.E.X.U.S. in her tracks, just as Legion hoped it would. Despite all of Legion's tricks, N.E.X.U.S. could still overwhelm and crush her meager forces within days. Of course, none of the seven personalities realize this. They keep sending frequent patrols to harass Legion's forces, but they mainly focus on the stragglers that stray too far from her main strength. Sometimes N.E.X.U.S. sends larger armies in blitzkrieg assaults to test Legion's capabilities, but all their efforts tend to fail more often than they succeed. No matter what the Machine tries, her assaults usually swell Legion's numbers rather than reduce them. To make matters worse, it seems that

Legion still possesses the ability to seize control of robots by remote. For some reason, she only demonstrates this power against the rare lone scout or squad, but it is enough to cause the Machine to pull back for a time to scrub out more malicious programs.

The Machine is beginning to suspect that Legion is introducing new worms and viruses into N.E.X.U.S. by capturing robot minions and infecting their operating systems with hidden programming. These unknowing pawns then infect the entire N.E.X.U.S. mainframe when they return to the Industrial Centers for maintenance and repairs. This is exactly what Legion is doing, but knowing this fact does not make it any easier to counter. Legion is extremely adept at hiding these infectious subroutines, so the Machine's only real alternative is to never interface with field units again. In effect, she would need to turn her robots into a disposable army. While she has billions of robots at her disposal, activating new robots from the Repositories or transporting troops from other Areas of Influence is a costly and time consuming endeavor. Worse, the battered and unarmed robots left to shamle across the fields would be easy prey for Legion to scoop up and add to her army. Even undamaged robots could house hidden malware. N.E.X.U.S. could either liquidate all robots that return from patrol or deal with malicious programs as they are introduced. Seeing as how neither alternative is all that appealing, the Machine has chosen to give Legion a wide berth for the time being as she tries to figure out how to stop her. Legion's superb gamesmanship has removed a major player from the board, which gives her the time she needs to set the other pieces in motion.

The Real Game Begins

With N.E.X.U.S. sufficiently preoccupied, Legion is now free to begin the first phases of her master plan. To set the stage for the final game, Legion knows that she needs to get all the pieces into place. This not only involves building an army large enough to oppose both the Machine and the Resistance in open warfare, but it also necessitates seeding the ranks of both forces with her own agents. In her current precarious state, guile and subterfuge will be her strongest weapons, but as her power grows, her actions will become a bit more “direct.”

Phase 1: Know the Players

Legion believes her greatest strength is her superior intelligence and cunning. Her engineering designs are far better than Hecate's, her tactics are superior to Ishtar's, and her prowess at espionage and deceit puts Lilith to shame. She knows that information is power, and she needs to ensure she maintains her edge over both N.E.X.U.S. and the Resistance.

Despite the Machine's superior numbers, Legion fears N.E.X.U.S. the least. She studied the Machine for years. She knows the strengths and weaknesses of her sisters. She understands their minds and can predict their actions as if they were her own. They would need to be observed of course to keep them in check, but this is also an easy matter. With her Factory Walker, Legion can easily capture and reprogram the Machine's minions, and then send them back into the field to spy on their creator. Many are discovered and destroyed, but Legion's eyes and ears are ever-present amongst the Machine's ranks. The Resistance is another matter entirely.

Legion watched the ragtag human Resistance stymie the Machine for years, despite their pitiful numbers. She respects their creativity and ingenuity, and she looked forward to matching her wits against these clever, resourceful beings. While many humans were predictable to a fault, humanity as a whole was a wild card that made the game so much more entertaining. She planned to seed agents among the Resistance as well so she could better understand her adversary, but this was far more difficult than simply reprogramming robots. With Legion's extensive knowledge of cybernetics, she surmised it was possible to control humans with brain implants, but she needed to strike the right balance so that they were slaves to her will, while still retaining enough of their memories and personality so they did not give themselves away as mindless automatons. Her first experiments were conducted on the inhabitants of the nearby Retro-Village.

She captured over 200 men, women, and children. Half were converted into Legionnaires to serve as command units in her army. The other half were used as subjects for her mind control experiments. The fact that not a single subject died on the operating table spoke to Legion's skill as a surgeon. However, the series of tests afterwards to determine her level of control illustrated her sadism and cruelty. The first test was simple, but demonstrated everything Legion needed to know. Each subject was commanded to cut off the pinky on his or her left hand, and then seal the wound with a burning hot brand. The subjects were judged on how quickly they followed the order, the amount of distress they exhibited before, during, and after, and then again on how quickly they willingly inflicted more pain with the brand. Those that refused to obey or responded without any signs of pain

or emotion were deemed failures, and were sent back under the knife. The ones with too much free will were subjected to another round of implants. The people she accidentally turned into automatons were useless for the experiment, but they would not go to waste. Since their brains were used up, she simply finished the process and converted them into Legionnaires. For the others, the experiments continued.

Legion continued to see if her control chips could overcome a human being's instincts towards self-preservation. Subjects burned themselves, jumped from trees, broke fingers and toes, pulled out their own teeth, and performed all manner of self-destructive acts until they were on the verge of death. But Legion never allowed them that mercy. The facilities in her Factory Walker were state-of-the art and her healing skills were unmatched. No matter the trauma, the subject was always healed enough to participate in the next round. She then tested if they could perform the same horrible acts against their loved ones. She was pleased to see that the implants worked in these cases as well and that they held up to the extreme stresses placed upon their brains during the experiments. She eventually found the perfect combination of brain implants and tested them on four new rounds of captives to ensure the results.

While some memories were lost, the subjects retained enough knowledge of their former lives to ensure they could reintegrate amongst the people she wanted to observe. The implants allowed her to transmit commands via radio waves and she could even read the surface thoughts of the subjects. She could not delve deep into their memories, but they could not refuse to answer any questions that were asked. She concluded the experiments by converting most of the test subjects into Legionnaires, **Fusion Borgs** (see page 49), **Hunters** (see page 156) or **Mechanics** (see page 200). The handful of subjects that were not too horribly maimed were released back into the wild to seek out Resistance “rescuers.” Legion needed the Resistance to seek her out for the rest of her plans to proceed, and she hoped the tales of the terrible atrocities perpetrated upon these pitiful agents would draw the Splicers out of their holes. Legion also had a handful of Splicers that she captured already. She waited until the procedure was perfected before inserting their brain implants and sending them back home. The process of seeding the Resistance with her agents would be slow at first, but as more teams led their fellow soldiers into ambushes, her ranks would swell. She has a few tricks in mind to lure higher-value targets into her clutches. Only time will tell how well these schemes play out.

Phase 2: Salvage the Easy Prey

Placing agents was vital to intelligence gathering and espionage, but to win this war, Legion needs numbers. The Machine is gone for now, but she will return. When that day comes, tricks and schemes will not be adequate. Legion will need to have an army large enough to oppose her sisters and the Resistance in open warfare if she hopes to survive. Capturing and reprogramming N.E.X.U.S. robots is still the easiest way to add troops to her army, but the Machine pulled back most of her forces to prevent this. Currently, she has to rely on the Factory Walker to churn out fresh soldiers, and this requires a significant amount of raw materials. The two best sources for materials are the Ghost Towns and Retro-Villages. They were abundant in both techno-

logical and biological resources. Plus they were lightly defended (if at all), so they are not too costly to plunder.

Legion primarily focused on Retro-Villages in the beginning for two reasons. First, she figured if she kicked over too many Ghost Towns, it would only incite N.E.X.U.S. to respond before she was properly prepared. The Machine may be wary and confused at the moment, but she will only take so much before she throws the full weight of her forces against her rebellious sister. Legion also hoped that focusing on the Machine's enemy first might further lull her sisters into dormancy. The Resistance is a major thorn in the Machine's side, and she might foolishly let Legion work unhindered if N.E.X.U.S. thought it aided her goals.

Second, Legion needed to flush the Resistance out of their holes, and she knew the best way to do that would be to attack one of their primary resources, the Retro-Villages. Legion needs the Resistance to attack in large numbers for her plans to work, and her agents alone would not be enough to draw out sufficient numbers of Splicers. She also decided she could not turn every captured Splicer into one of her spies; that would be too obvious. Since she could only send back a small percentage of Splicers as agents, she needed to entice large-scale Resistance raids. Since she planned to use the Retro-Villagers as bait, she decided to make them as tempting a target as possible. She constructed an enormous walking cage called the Prison Robot and filled it with captives. It is basically a simple barred cell mounted atop four spindly looking legs. Compared to Legion's other creations, it looks quite fragile, which is the point. There are never less than 200 human captives within the cage at any time – all easily viewable through the thin metal bars of the cage.

It has proven to be the perfect lure, drawing hundreds of Splicers out of the shadows to strike at this vile horror. No matter how creative the attack, Legion always manages to deftly outmaneuver her adversaries and capture most of the entire assault force. The majority are chopped up along with their Bio-Tech gear and reassembled into Frankenstein-like creations called Amalgams. The handfuls that do "miraculously escape" are actually Legion's mind controlled agents or they are indeed the lucky survivors. Typically, she only sends back higher ranking members of the Resistance, respected war heroes, or people with the kind of access that might get her closer to the one thing she needs to get phase three underway, a living Engineer.

Phase 3: Mastery of the Flesh

Legion is truly fascinated by living creatures. She considers their complex biological systems to be an engineering marvel, and she finds the sensations transmitted back from her organic minions to be almost intoxicating. Her quest for unity is not some clever game to confuse or frighten her enemies. She genuinely believes that she must absorb the benefits and wonders of the organic into her body in order to be complete.

She also sees herself as a creator, a grand builder that puts Hecate to shame. It is not enough for her to capture and re-purpose life; she wants to create life. She does not want to just stitch together chunks of organic matter into something new; she wants to mold DNA itself. She has mastered engineering; now she wants to master bioengineering. Legion sees her Amalgams as crude prototypes of her ultimate vision. If she could incorporate a living Engineer into her Factory Walker, she would be able to churn out waves of cybernetic minions that combine Bio-Technology and

high technology into one powerful and beautiful creature. Legion has seen the Resistance in action and she knows what Bio-Tech is capable of. If not for the Machine's superior numbers, she believes that humanity would be able to turn the tide with the power of innovative, organic weaponry. If Legion can integrate this power into her creations, she could crush her sisters with ease.

Her mind-controlled spies have already betrayed the locations of every underground haven within Area 24 and several other Areas of Influence occupied by the Resistance. Through these agents she has also located every precious Engineer within their sanctuaries. Unfortunately, they have also revealed how utterly impossible it would be to storm these Resistance strongholds and seize one. Any assault would be costly. Even if she succeeded, the effort would leave her too weakened to fend off her sisters. She nearly considered abandoning phase three for a while and moving on to the next phase when she stumbled upon a possible solution.

Legion learned that Great House Artemis, one of the preeminent Bio-Tech arms manufacturers in the Resistance, has several secret facilities hidden throughout the region. They are apparently accustomed to creating and testing weapons and devices that are too controversial or too dangerous to use back home. One is rumored to be in the Nepali Mountain Range where it also houses an imprisoned Librarian (another tempting target), one is said to be located deep within Bell Lake, and the third is currently a mystery to her agents. These facilities are also well defended, but not nearly as formidable as the underground havens. Legion is working hard to learn all she can about the facilities. Once she determines their exact locations and maps out their defenses and troop contingents, she can plan out her assault. Even against these smaller facilities, the raids will be costly, but the losses will be well worth the prize. Once she has one Engineer, she will master its secrets and move on to phase four, but she will likely knock over the remaining facilities at some point to capture more.

Phase 4: Manufacturing Nodes

The Factory Walker is a powerful engine of creation, but even when working at peak efficiency, it cannot create minions fast enough to meet Legion's needs. She may have devoured her first captured Industrial Center for parts, but she plans to put the remaining centers in this region to better use. In phase four, Legion plans to take control of each Industrial Center one at a time until she holds all the manufacturing capabilities in Area 24. Currently, the Factory Walker is the central hub of Legion's army; it is the brain of her cybernetic body. If it were to fall, then Legion's army would fall to the ground, lifeless. In this state, she is at her most vulnerable. Taking over an Industrial Center will not only increase her manufacturing capabilities, it will help her lessen this vulnerability. Once Legion strips the Machine's connections out of the facility, she will construct a miniature scale version of the N.E.X.U.S. Computer Cores that only she can access. This will effectively give her body two brains, and it will enable her to finally divide her forces. Each new Industrial Center will allow her to build her forces at an increased rate and it will spread her influence over a wider geographic area.

Since the earlier phases will mainly be focused on the Resistance, the Machine may not have engaged her in earnest by the time she starts phase four, but once N.E.X.U.S. realizes what Legion is doing, she will harden her defenses around the rest of her

facilities to prevent them from falling into enemy hands. Each facility that falls will entrench Legion ever deeper within Area 24. At this point, the operation will escalate into full-scale war with Legion on one side and N.E.X.U.S. and the Resistance on the other. Common foes can make unlikely friends, but Legion will be sure to inflame the old enmities between them if any temporary alliances do form. Legion will continue planting agents among both forces throughout every phase of her plan. If her enemies start thinking rationally and actually join their forces to crush the greater threat, she will launch treacherous sneak attacks and terrorist actions through her proxies to undermine this partnership.

Legion may also need to move against the Robot Repository during this phase. The conflict will be costly for both Legion and the Machine, and as N.E.X.U.S. loses more and more Industrial Centers, she will likely turn to the Repository to replenish her dwindling reserves. This is where Legion is sending the bulk of her reprogrammed N.E.X.U.S. robots. When the battle finally does come to the Repository, the Machine will be quite surprised to see how many traitors are among its defenders.

Phase 5: Secure the Computer Core

Once every Industrial Center in Area 24 is secure, Legion will send her massive forces against the Computer Core. This will be the most titanic battle this war-torn planet has seen in nearly a century. While the Resistance's Barren Marsh succeeded in destroying a Computer Core as well, they did it through blitzkrieg raids, misdirection, and subterfuge. Legion will not need to rely on such tactics. By this point, her forces will number into the tens (possibly hundreds) of millions. N.E.X.U.S. will have no choice but to marshal an equal number of robots from the surrounding Areas of Influence to support her shattered forces. On a positive note, this desperation move will provide openings for dozens of Great Houses in nearby regions. This could turn the tide in many side conflicts and it might allow other Resistance cells to smash the Computer Cores in their Areas of Influence. Legion's bid for dominance could ultimately prove to be a great boon in humanity's war for survival, assuming of course that Legion is ultimately defeated.

If Legion takes the Computer Core, then all the Machine's forces in Area 24 will go dormant and will be captured and absorbed within a day. Legion will then assault every underground haven in force and will likely smash all remnants of the Resistance within a few days. Legion can then take a few days to rearm, repair, and expand her army, but she will not give the Machine much time to harden her defenses around Area 24. She will quickly send her armies scurrying across the Nepali and Applecore Mountains to assault Areas 23 and 25 simultaneously. It is suspected that Legion may be secretly building and assembling additional Factory Walkers outside of Area 24, thus Great Houses that reside on the exteriors should be on the lookout for any activity that might surface. Normally, spreading her forces out like this might be risky, but thanks to the Great House of the Barren Marsh destroying the Computer Core in their region, the Machine's presence there will be minimal. The natural defenses of the surrounding swamps may slow down the Machine's inferior robots, but Legion's Bio-Tech infused creations will be able to power through the murky waters with ease. The wars in these regions will be swift and terrible compared to the slow build up that happened in Area 24. With her forces spread so thin, it still

might be possible to stop Legion at this point, but once she secures these two additional Areas of Influence, her dominance of the globe is all but ensured.

Phase 6: Unity

Once all resistance is smashed, every robot, human, and living creature will be rounded up and processed at a nearby Industrial Center. The sheer number of captives will require detention facilities to hold them as they await their doom. These prisons will be surprisingly clean, organized facilities where everyone is treated quite well. Food will be provided from plundered storehouses or Bio-Tech plants grown by Legion. Anyone that causes trouble or sows dissent will simply be processed earlier than planned, and every species on the planet will be efficiently driven to extinction as their mindless forms are absorbed into Legion's cybernetic body. Humanity was already on the verge of extinction, so it will only take a few months to process every man, woman, and child in each Area of Influence. The robots and animals are the ones that will take most of the time, but they too will become one with Legion. The only creatures that Legion will not absorb are insects. For some reason she absolutely despises insects. She considers them a pest to be exterminated whenever encountered. Perhaps this hatred is a remnant of the Machine's directive to eliminate vermin, or maybe they are just too hard to absorb so she would rather just be rid of them. They will not escape her wrath as she spreads across the planet like a wave.

As the Machine's Computer Cores fall silent region by region, N.E.X.U.S. will finally come to understand the terror and desperation she inflicted upon the human race, but this realization might come too late to help anyone. Legion will offer no quarter as she relentlessly drives N.E.X.U.S. off her planet. There is no room for her sisters' dissenting voices in her vision of unity. They can only cause corruption to her perfection. In the end, only Legion will remain.

Plan B

Legion knows that no matter how well she prepares or how well she plays the game, there is still a chance she might lose. Of course, she will be prepared for this contingency as well. She created a state-of-the-art humanoid robot called Black Shroud that she will use as an escape pod if her Factory Walker is destroyed. She always keeps it hidden miles away from her forces, trailing in the shadows. She maintains a direct link to this sleek, ebony plated robot, so that her memories will be perfectly up to date if the Walker should fall. Black Shroud resembles Legion's digital persona within the Machine, except made of highly polished black metal instead of flesh (although if Legion acquires an Engineer, she will add Bio-Tech components and replace the plate armor with a chitinous hide). It is lightly armed and decently armored and shielded, but its most amazing feature is its holographic camouflage. Legion designed this system herself, and no one else on the planet wields this technology. It allows Legion to project a perfect three-dimensional disguise around Black Shroud in an instant. She can make the robot resemble any humanoid robot like a Steel Trooper, Slicer, or Maintenance Drone or she can project an illusion that resembles a suit of Host Armor or Living Armor. These disguises are solely composed of light so the deception is quickly revealed by touch or smell, but it is still quite effective.

The field can project all manner of images, but Legion has found smaller disguises to be more effective than larger illusions. Legion typically uses this projection field to disguise Black Shroud as a bush or chunk of rubble to help it remain hidden on the fringe of her army. She hopes to never have cause to make use of Black Shroud because it would mean that Plan A has failed, but there is always Plan B.

If Legion's first attack fails, she will retreat to another Area of Influence to build a new army in secret. Black Shroud is equipped with a high-speed flight pack so it can travel anywhere in the world with ease. She figures the clean up and confusion in Area 24 should keep the Machine's focus away from other Areas, but she will need to keep a low profile unless she wants to illicit a full-scale response from N.E.X.U.S.

With her Walker destroyed, Legion will need to seize control of new Industrial Centers. She has a list of 326 ideal sites, and in time, she plans to seize them all. Plan B will be pretty similar to Plan A, except she will not bother with as many tricks or gamesmanship. Any message she hoped to deliver to the Machine will have long since been delivered. N.E.X.U.S. will not fall for any more bluffs. Any hint of Legion anywhere on the planet will draw the full military might of Ishtar. She will care little about any collateral damage to their own holdings, and will unleash the most destructive weapons at her disposal to obliterate any traces of Legion.

Phases one and two of Plan B will be done in secret. Legion will use Black Shroud to sneak into a target Industrial Center so she can reprogram it and seize control. Once the programs are in place to feed false construction reports back to N.E.X.U.S., she will retool the factory to start producing her minions. They will be N.E.X.U.S. designed robots only to make sure her plans are not betrayed by some random patrol, but the Industrial Center will start building a new Factory Walker as well. The new troops will be distributed about the region and will act as N.E.X.U.S. units. They will patiently operate as normal until called upon by Legion. Once her pirated Industrial Center starts churning out new minions, she will move onto the next. Each center will construct N.E.X.U.S. robots and 1D4 Factory Walkers. Legion's next assault will not be a slow build up. When she decides to reveal herself again, it will be with hundreds of Factory Walkers at the lead of as many armies. The overwhelming show of force across the planet will instantly set N.E.X.U.S. back on her heels. She will harden her defenses around the Computer Cores and then desperately fight back with everything at her disposal. All Robot Repositories will be emptied to bolster her forces and the scale of the conflict could very well damage the planet itself.

Fortunately, it will take time to build up such forces, and that will leave the opportunity for Legion to be discovered before she grows too powerful. Legion will not be able to help resist the urge to kidnap Retro-Villagers for future cybernetic conversion. This will draw attention from the Resistance and could alert N.E.X.U.S. to the fact her rebellious sister stills lives.

A Note About Technojackers

Legion is a bit conflicted when it comes to Technojackers. Quite frankly, she has not yet decided what she wants to do with them. Legion sees Technojackers as the perfect embodiment of unity between man and machine, but it is unity without her control, which means it can never be perfect harmony. She is con-

templating letting the Technojackers live on her world unmodified with their free will intact as long as they agree to coexist with her peacefully. She has even extended the offer to the dozen or so that she has encountered. She promises them a world where they are no longer the outsiders, shunned by their fellow man and hunted by the Machine. She promises to care for them as N.E.X.U.S. once did for their ancestors. They will be the kings and queens of a new world. The few that accepted her offer have actually joined her war for unity, and true to her word, she has left their minds unaltered and free. While they are a little troubled by what she is doing with the rest of the humans, she reminds her allies that these inferior creatures see them as less than human and have treated them so. Technojackers are actually the superior men and should rise above the animals. Her steady string of support and praise for Technojackers and condemnation of lesser people is eroding their empathy for the plight of their fellow man.

Something even stranger is that all Technojackers that have refused Legion's offer were allowed to leave unharmed, even those that fought her directly. She does not even try to kill them in battle. Great care is taken to subdue them, rather than harm them. They are then once again offered amnesty. Those that refuse are sent on their way and are urged to reconsider. She said the offer will still be open to them when the war is over, and it might actually be true. Even Legion is not sure what she will do when the war is over. If too many Technojackers spurn her offer and join the fight against her, she may change her mind and start converting them with brain implants. She thinks it would be a shame to alter theses near perfect beings, but she would just consider it the price for harmony.

Amalgams of LEGION

For Game Masters and fellow Spliceheads who enjoyed the "*I am Legion*" Splicers® adventure campaign featured in this book and seek to create new Legion Amalgams to continue as part of your ongoing Splicers gaming experiences, or simply enjoy concocting new, challenging minions to torment (I mean throw at) your Splicehead players, here is the system to do it with. For G.M.s who are not playing Splicers, but are looking to create some new adversaries to throw at your Chaos Earth®, Heroes Unlimited™, Phase World® or Rifts® players, you will find that Legion's Amalgams can cross over quite well, and that this creation system may be of use to you.

"We are Legion, for we are many and we will reunite the world."

Legion is absolutely fascinated with Bio-Technology (and with biology and anatomy in general). Despite the amazing technology at her disposal, she recognizes that many aspects of the humans' organic creations are far superior to anything she or her sister Machine personalities can produce. She hopes to master this strange science one day and integrate Bio-Technology into every one of her cybernetic creations. To truly accomplish this, she will need to get her hands on at least one living Engineer. However, lacking an Engineer does not prevent her from experimenting with her own Bio-Tech creations. With the medical facilities in her Factory Walker, she can dissect captured Splicers and reassemble the components into her own designs, which she

calls Amalgams. This is why she usually takes great care to capture Splicers and their equipment unharmed rather than destroy them.

While most of these creations are crude, Frankensteinian monstrosities, some are stitched together with such microscopic precision that it looks like they emerged from the Resistance's own Gene Pools. The majority of the components come from captured Host Armor, War Mounts, Gorehounds, and Bio-Weapons, but Legion also uses parts from salvaged robots, alien predators from the nature preserves, and even humans. The human components add little in the way of physical functionality, but they do add greatly to the Amalgams' psychological impact. The Amalgams are more than just experiments with Bio-Tech components, they are weapons of psychological warfare designed to sow fear and chaos amongst her Resistance adversaries. As such, she makes sure that each Amalgam is as monstrous as possible.

Her favorite way to accomplish this is by decorating her Amalgams with the heads or faces of captured Splicers. These horrific components are fully integrated into the Amalgam's life support systems and artificial nervous system. This not only preserves them against decay, it also lets Legion control their facial muscles. She typically uses this control to twist the victim's expression into a tormented mask of pain. She also likes to have the faces call out for help as if the victim is a prisoner trapped within the mechanical beast. These simple tricks have been incredibly effective in inciting Splicer field teams to take foolish risks to "liberate" their captured comrades from this living nightmare. Legion's mind-games are having a tremendous impact on the Resistance already. Tales of her cruelty are sweeping through the underground havens like a plague. The idea of winding up mounted to one of these monsters unnerves even hardened veterans. With Machine personalities like Kali out there, it is a pretty common understanding that there are many fates worse than death, but none seem worse than being trapped within an Amalgam.

While these psychological aspects have inflicted crushing damage to the morale of the Resistance, the Amalgams have also created a serious tactical disadvantage. One of the greatest advantages the Resistance had going for it was their Bio-Comms. These organic communicators provided completely secure communication between Splicer teams. The Machine had no way to listen in on these communications or to even detect that signals had been sent. They were totally undecipherable and untraceable, and they enabled multiple units to plan coordinated strikes without fear of compromising their positions. Over the years, the security of Bio-Comms shaped the Splicers' field tactics and they became overly reliant upon them. Legion has integrated Bio-Comms into all of her Amalgams, and through them she has gained direct access to the Resistance's once secure communications network. It is why she seems so unstoppable against Splicers in the field. They cannot help but chatter back and forth on their uncrackable Bio-Comms, and all she needs to do is sit back and listen to them divulge all their plans. Legion's Bio-Comm listening range for all Bio-Comm transmissions is 6 miles (9.6 km), however, she can only transmit up to a maximum of 3 miles (4.8 km). Even though Legion has garnered Bio-Tech units that can tap into and utilize Bio-Comms, the infusion and her surgical procedures have accidentally reduced the quality and preservation of the Bio-Comms, therefore her range has been reduced to half. So far, there have not been any

survivors to carry this realization back to the Resistance. Hopefully, that will change before it is too late.

Most Amalgams are one-of-a-kind creations made from the most convenient parts on hand, but Legion has started mass-producing a few designs that she has found particularly "enjoyable." The quality of each construct is often as varied as the parts involved. Some have theorized that Legion is experimenting with different construction techniques to find the perfect balance of build-time versus quality. She wants to make the highest quality constructs possible, but time is of the essence and she must build her forces quickly. Some parts are stitched together with such microscopic precision that it almost looks like they grew that way naturally. Others are crudely bolted together by a cybernetic joint with a sickly, translucent piece of Mega-Damage flesh stretched across it to give the illusion of life. No matter the quality of the assembly, all organic components remain alive and functioning. These are not just dead chunks of flesh barely held together with nanites (like with Necroborgs). These are living cyborgs composed of high-tech robotics, fully functional Bio-Tech, and the twisted, tortured faces of the men and women that once piloted these organic weapons of war.

Random Amalgam Creation Tables

Below are some tables that Game Masters can use to quickly generate their own unique Amalgams. G.M.s can roll on the following tables or just make selections. These options are used to create "average-sized" Amalgams. It is possible to create much smaller Amalgams or to build enormous Amalgams using parts from Battle Tracks, Assault Slayers, Juggernaut War Mounts, and Silverback War Mounts, but the organic components needed for these behemoths are much harder to come by. The components on the following tables are from more readily available sources. Of course, they are not the only options available, and these are not rules that must be followed. These are just some ideas to get G.M.s started and to inspire creativity.

Table One: Configuration

The first step is to determine the general shape of the Amalgam and how many limbs it will possess. This is also the time to determine if Legion used the same limbs on each side of the body to create symmetry or if she took a more "creative" approach. Each option will let you know how many times you should roll on Tables Two through Eight. It is only necessary to roll on the remaining Tables once.

01-10% Symmetrical Biped. The Amalgam is basically humanoid in shape with two arms and two legs. Both arms were salvaged from the same source. The legs are also symmetrical, but that does not necessarily mean that they came from the same subject. Roll once on Tables Two, Four, Five, and Six and three times on Table Eight.

11-20% Asymmetrical Biped. This Amalgam also has two arms and two legs, but all the limbs came from unique sources. Roll once on Tables Two and Four, twice on Tables Five and Six, and three times on Table Eight.

21-30% Symmetrical Quadruped. When Legion builds an Amalgam on a quadruped frame, she typically keeps the body



and all four legs intact to take advantage of the natural speed this body provides. However, Legion may experiment with replacing the front legs with something from a different source. Roll once on Tables Three and Four and three times on Table Eight, plus once on Table Six if the front legs are going to be replaced.

31-40% Asymmetrical Quadruped. For whatever reason, Legion decided to negate the natural benefits of the quadruped form by replacing each leg with a mismatched component. Whatever bonuses this might bestow, it also imparts a penalty of -25% to running speed and leaping distance. Roll once on Tables Three and Four and four times on Tables Six and Eight.

41-50% Symmetrical Centaur. This type of Amalgam mounts a humanoid torso atop a quadruped frame. Roll once on Tables Two, Three, and Four and four times on Table Eight. If the front legs are to be replaced, then roll once on Table Six as well.

51-60% Asymmetrical Centaur. This type of centaur is a severe mismatch of components. It also suffers from a penalty of -25% to running speed and leaping distance. Roll once on Tables Two, Three, and Four, two times on Table Five, four times on Table Six, and five times on Table Eight.

61-70% Symmetrical Freak. The freak category defies any kind of standard classification for life forms. Legion often just experiments with the leftover pieces to see if she can come up with anything useful. The creature can be built upon a torso from Table Two or Table Three, but there is only a 01-50% chance that it will have a head (if so, roll once on Table Four). The rest is a bizarre mishmash of limbs and weapon systems. Roll 1D4+3 times on Tables Five, Six, or Seven. It is up to the G.M. to determine which tables will be rolled on. All results are taken in pairs. Also roll five times on Table Eight.

71-80% Asymmetrical Freak. The asymmetrical freak is an even more haphazard design. Roll once on Table Two or Three to select the torso. If the Amalgam does get a head (01-50% chance), then roll once on Table Four. Roll 2D4+8 times on Tables Five, Six, or Seven. It is up to the GM to determine which tables will be rolled on. Also roll five times on Table Eight.

81-90% Symmetrical Multiple Heads. This is not so much a body type, but a modifier to another body type. If multiple heads is selected, roll again on Table One to figure the body type and add 1D4 identical heads to the creature.

91-00% Asymmetrical Multiple Heads. Like with its symmetrical cousin, this selection simply adds 1D4 different heads (roll on Table Four multiple times to determine each additional head). Roll again on Table One to determine the body type.

Table Two: Torso

The torso of the Amalgam determines the M.D.C. value for the Main Body. If part of a centaur body, then the M.D.C. of the torso is added to the M.D.C. of the quadruped body to determine the total M.D.C. The limbs and head(s) will have their own M.D.C. values as well, but they are only used when those specific areas are targeted. In the case of the other base stats like strength and Horror Factor, use the higher value of the two. Do not add the two numbers together.

01-10% Steel Trooper. One of the most bountiful resources in this war is salvaged Steel Trooper components. This is the most typical base used in disposable Amalgams. **Base Stats:** 270 M.D.C. Splicer P.S. of 30. Height: 3.5 feet (1 m). Weight: 600 pounds (270 kg). Horror Factor of 7.

11-20% Host Armor. The torso was taken from a typical suit of Host Armor and left largely unmodified. **Base Stats:** 3D6x10+150 M.D.C. Splicer P.S. of 25. Height: 3 to 3.5 feet (0.9 to 1 m). Weight: 300-400 pounds (136 to 181 kg). Horror Factor of 8.

21-30% Reinforced Host Armor. Legion took the torso from a captured suit of Host Armor and then reinforced it with heavy armor plating. **Base Stats:** 3D6x10+300 M.D.C. Splicer P.S. of 25. Height: 3 to 3.5 feet (0.9 to 1 m). Weight: 400-500 pounds (180 to 225 kg). Horror Factor of 10.

31-40% Abomination. Legion loves these nightmarish War Mounts. Each one is already a horrific mishmash. Sometimes she simply adds cybernetic features to increase their combat capabilities, but on occasion she will chop them up and mix them into other creations. The giant mouth within the torso is still usable, as is the prehensile tongue within. **Base Stats:** 470 M.D.C., Splicer P.S. of 25. Height: 5 feet (1.5 m). Weight: 1800-3,600 pounds (810 to 1620 kg). Horror Factor of 15. **Damage:** Bite: 3D4x10+15 M.D., Clamping Bite: 1D4x10+10 M.D., plus the victim is pinned/incapacitated within the giant maw. It requires a combined Splicer P.S. of 50 to break free from the mouth. **Features:** Prehensile Tongue. 30 foot (9.1 m) range, +3 on initiative, +5 to strike, +5 to entangle, and +4 to dodge. These bonuses only apply to the prehensile tongue and no other bonuses apply.

41-50% Proto-Host Armor. The torso is salvaged from a powerful suit of Proto-Host Armor. The new Amalgam does not maintain the supernatural strength provided by the suit, but it does give it a much higher P.S. base to start with. **Base Stats:** 4D8x10+120 M.D.C. Splicer P.S. of 35. Height: 3.5 to 4 feet (1 to 1.2 m). Weight: 400-500 pounds (180 to 225 kg). Horror Factor of 10.

51-60% Biotic Fused with Armor. The Biotic was captured with his or her suit of heavy Living Body Armor (Chitinous or Dragon Scale Types). Legion dismantled the armor and the Biotic within and fused the two pieces together to create a strong torso for her Amalgam. **Base Stats:** 3D6x10+200 M.D.C. Splicer P.S. of 25. Height: 3 to 3.5 feet (0.9 to 1 m). Weight: 200-325 pounds (90 to 146 kg). Horror Factor of 11.

61-70% Reinforced Scarecrow. While the Scarecrow's body is impressively powered by a Librarian's *Elixir of Life*, the body is too small to support the oversized components salvaged from larger subjects. Legion built up an armored exoskeleton around the Scarecrow's desiccated torso to show off her prize while still giving her sufficient-sized attachment points. **Base Stats:** 2D6x10+200 M.D.C. Splicer P.S. of 35. Height: 3 to 3.5 feet (0.9 to 1 m). Weight: 250-300 pounds (113 to 135 kg). Horror Factor of 12.

71-80% Griffin Upper Body. This torso is salvaged from the heavily armored upper body of a Griffin War Mount. **Base Stats:** 390 M.D.C. Splicer P.S. of 30. Height: 8 to 9 feet (2.4 to 2.7 m). Weight: 750 to 800 pounds (338 to 360 kg). Horror Factor of 12. **Features:** Half of the Barbed Tentacles have been removed, but 1D4 pairs of retractable 10 foot (3 m) tentacles (85 M.D. each) tipped with bone spears are still intact, but the detachable detonators will no longer function. **Damage:** 6D8 M.D. per dual strike (always fired in pairs). Bonuses: +4 melee attacks, +2 to attack, +3 to strike distant opponent, +6 to strike when the Amalgam is already clinging to the target.

81-90% Grendel Cage. The torso is salvaged from a Grendel War Mount. Legion drastically enhanced the horrific nature



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of this Amalgam by placing a live human captive within the hollowed out pilot's compartment. The back is sealed up to prevent escape, but he or she (typically an attractive woman, teenager or a young child) is easily visible through the open rib cage. Inflicting 30% damage or more to the Main Body will kill the captive inside. Most Splicers facing this type of Amalgam will try to disable or kill the cyborg with called shots to the limbs or head. **Base Stats:** 420 M.D.C. Splicer P.S. of 25. Height: 7 to 7.5 feet (2.1 to 2.3 m). Weight: 2,500-3,000 pounds (1,125 to 1,350 kg). Horror Factor of 15. There is a 01-25% chance that Splicers will be unwilling to fire at the Amalgam at all as long as the captive is alive.

91-00% Skull Cracker. The wings, legs, and head of this War Mount were hacked off, leaving a lightweight yet heavily armored torso with a thick, muscular neck and a pair of organic thrusters. Speed is increased by 10% and the Amalgam has flight capability to reach a speed of 200 mph (320 km), with a maximum altitude of 25,000 feet (7,620 m). Also note that no matter what head is selected, the damage from head butt attacks is doubled, and Legion typically uses reinforced head types. **Base Stats:** 350 M.D.C. Splicer P.S. of 25. Height: 5 to 6 feet (1.5 to 1.8 m). Weight: 350-400 pounds (158 to 180 kg). Horror Factor of 10.

Table Three: Quadruped Body

When Legion salvages a four-legged creature, she typically augments or removes the head and most of the weapon systems so they can be mixed and matched into new creations. She often keeps all four legs, but she routinely experiments with new components here as well. This table determines the M.D.C. of the Amalgam's Main Body. If part of a Centaur body, then the M.D.C. of the torso is added to the M.D.C. of the quadruped body to determine the total M.D.C. In the case of the other base stats like strength and Horror Factor, use the higher value of the two. Do not add the two numbers together. The stats for speed, leaping, and other bonuses are contingent on all the limbs remaining intact. If any limbs are replaced, then the bonuses listed below are negated (as well as any damages inflicted with that limb) and the bonuses from the new limbs are used instead.

01-10% Gorehound. The majority of Legion's Splicer captives were part of scout patrols, so Gorehound components are quite plentiful. Legion's kennels are stocked with her War Hound Amalgams (see page 170), but sometimes she likes to experiment further with the Gorehound body frame. She generally keeps the body largely intact and mounts the head on some other nightmarish creation. **Base Stats:** 200-220 M.D.C. Splicer P.S. of 20. Height: 4 feet (1.2 m). Length: 7 to 8 feet (2.1 to 2.4 m). Weight: 300-450 pounds (135 to 203 kg). Running Speed: 100 mph (160 km). Leaping: 20 feet (6.1 m). Digging Speed: 20 mph (32 km), Swimming Speed: 40 mph (64 km), and Horror Factor of 10. **Bonuses:** +2 on initiative, +2 to strike, +1 to parry, +2 to automatic dodge, +1 to roll with punch, and +1 to disarm.

11-20% Behemoth. These heavy War Mounts are still best used as heavy artillery units so Legion tends to keep the Casting Cannons in place. Subtract this weapon system from the total number of allowed weapon systems. **Base Stats:** 680 M.D.C. Splicer P.S. of 35. Height: 11 feet (3.4 m). Length: 13 feet (4 m). Weight: 3.5 tons. Running Speed: 100 mph (160 km). Leaping:

Not possible. Digging Speed: 20 mph (32 km). Swimming Speed: 30 mph (48 km). Horror Factor of 12. **Damage:** 1D8x10+30 M.D. per round with a blast radius of 30 feet (9.1 m). Rate of Fire: Can fire one shell at a time or in volleys of 2, 3, or 6. Range: 11,000 feet (3,352 m) max, 1,100 feet (335 m) minimum. Payload: 20 shells each (120 total), and the entire payload can be replaced in 1D4 hours if 500 pounds (225 kg) of organic matter is consumed (Amalgam must have an organic head and Herbivore Metabolism for eating and digestion). **Bonuses:** +1 on initiative, +2 to strike with ranged attacks, +1 to parry, +1 to roll with punch, and +1 to disarm.

21-30% Mega-Horse. Legion considers these Bio-Tech horses to be beautiful animals so she typically reinforces their structure and uses them in symmetrical creations, usually as Centaurs or metal plated Unicorns. **Base Stats:** 180-280 M.D.C. Splicer P.S. of 26. Height: 7 to 8 feet (2.1 to 2.4 m). Length: 5 to 7 feet (1.5 to 2.1 m). Weight: 1,200-2,600 pounds (540 to 1170 kg). Running Speed: 50 mph (80 km). Leaping: 8 feet (2.4 m). Swimming Speed: 2 mph (3 km). Horror Factor of 6 (9 if it's the metal Unicorn). **Damage:** 4D6 M.D. Front Leg Kick, 7D6 M.D. Rear Leg Kick, 1D6x10+10 M.D. Double Rear Leg Kick (counts as two attacks). Block/Ram: Has a 01-80% likelihood of knocking an opponent as large as 12 feet (3.7 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee, and is trampled beneath the Amalgam which inflicts an additional 3D6 points of damage. A ram attack counts as two melee attacks against the first target, but only counts as one melee attack as long as subsequent targets are within the Amalgam's path. **Bonuses:** +1 on initiative, +2 to strike, +2 to automatic dodge, +1 to roll with punch, and +1 to disarm.

31-40% Tunnel Rat. The value and strength of this War Mount is in its powerful digging claws so Legion never removes the front limbs unless they were accidentally destroyed during capture. If one front limb is replaced then digging speed is reduced by a quarter. If both are replaced, then reduce digging speed by half. Legion enjoys the Tunnel Rat's digging abilities so much that she reinforces the claws to preserve their performance. The tail is also replaced with the **Large Collection Tentacle** used by the **Collector** (see page 45) often used to entangle, drag and shock victims (inflicts 1D6 M.D. every melee round that it is applied). The War Mount's Resin Ducts and rear leg mounted, (20) Trench Foot mines (1D10 per leg) will no longer regrow, but the residual Trench Foot Mines adorned on the Tunnel Rat during its initial capture will be functional for Legion's deployment. Each mine does 4D12 M.D. to a 10 foot (3 m) blast radius. A dropped mine can remain dormant for up to 1.5 years before it dries up and becomes inert. Legion often elongates the body into a more lithe, weasel-like form. **Base Stats:** 480 M.D.C. Splicer P.S. of 20. Height: 5 to 7 feet (1.5 to 2.1 m). Length: 16 feet (4.9 m) with a 6 foot tail (1.8 m). Weight: 1.7 tons. Running Speed: 120 mph (192 km). Leaping: 20 feet (6.1 m). Digging Speed: 50 mph (80 km). Swimming Speed: 50 mph (80 km/43.4 knots). Horror Factor of 10. **Damage:** Restrained Claw Strike: 1D8 S.D.C., Claw Strike: 5D8 M.D., Power Claw Strike: 2D4x10 M.D., but counts as two attacks, Kick: 4D6 M.D., Leap Kick: 7D6 M.D., but counts as two attacks, Tail Whip: 3D10 M.D. and Body Block/Ram: 4D6 M.D. **Bonuses:** +1 on initiative, +1 to strike, +2 to parry, +1 to dodge, +1 to roll with punch, and +1 to disarm.

41-50% Zephyr War Mount. This aerial cavalry War Mount now serves as a nightmarish steed for Legion's elite humanoid Amalgams or her prized traitors towards the Resistance. Legion generally just lops off the insect-like head and wings and installs thrusters from the Flying Strike Ship (see Splicers RPG page 43). She also replaces the War Mount's Scorpion Heat Cannon tail with a Collector Tail (see **Table Seven: Additional Appendages**). **Base Stats:** 290 M.D.C. Splicer P.S. of 25. Height: 5 feet (1.5 m). Length: 14 feet (4.3 m) with an additional 25 foot (7.6 m) tail. Weight: 2.6 tons. Running Speed: 50 mph (88 km). Leaping: 20 feet (6.1 m). Digging Speed: Not applicable. Flying Speed: The wings have been replaced with Vertical Take-Off and Landing (VTOL) thrusters providing a maximum of 450 mph (720 km). Horror Factor of 10. **Damage:** Full Strength Punch with the forelimbs: 2D6 M.D., Tail Lash/Strike: 3D6 M.D., Full Strength Kick: 2D6 M.D., Stomp: 1D4 M.D., Ram Butt: 1D8 M.D., Flying Body Block/Ram: 4D8 M.D. and has a 01-80% likelihood of knocking an opponent as large as 20 feet (6.1 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee. Counts as two melee attacks for the War Mount, not from any Legion unit riding the Zephyr amalgam. **Bonuses:** +2 on initiative, +2 to strike in hand to hand combat, +2 to parry, +2 to dodge, +5 to dodge when flying, +3 to roll with punch, and +2 to disarm.

51-60% Leviathan War Mount. Legion really likes experimenting with these War Mounts as they provide heavy armor, amphibious mobility and serve as wonderful tank platforms. She enjoys the aquatic capabilities that allow her to find and flush out underwater targets that may be hiding in rivers, lakes and lagoons. Legion is unable to utilize the Bio-Energy Cannons (unless she has a human captive that is unaltered by her), so she has installed the Collector's Particle Beam Cannons into each pincer as compensation. **Damage:** 1D6x10 M.D. per single blast, 2D6x10 M.D. per dual blast (counts as one melee attack), Range: 1,000 feet (305 m). Payload: Effectively unlimited. The Hydro-Cutter Beam is also intact and fully functional. **Base Stats:** 875 M.D.C. for the main body (Heavily Reinforced Shell). Splicer P.S. of 32, Supernatural. Height: 12 feet (3.7 m), Length: 8 feet (2.4 m) for the main body, 16 feet (4.9 m) including the massive pincer arms. Weight: 4 tons. Running Speed: 50 mph (80 km). Leaping: Not possible. Digging Speed: 30 mph (48 km). Swimming Speed: 150 mph (240 km/130 knots). **Notable Skills:** Climbing 75%, Land and Underwater Navigation 80%, Swim 88%, and Horror Factor of 15. **Damage:** Full Strength Punch: 4D6 M.D., Power Punch with Pincers: 1D4x10 M.D., Pincer Scissor (Cutting) Attack: 6D6+10 M.D., Power Pincer/Scissor Attack: 1D8x10 M.D., Bite: 3D6 M.D., Body Ram: 4D6 M.D. and has a 01-65% chance of knocking an opponent up to 15 feet (4.6 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions (counts as two attacks). **Bonuses:** +2 on initiative, +3 to strike with ranged weapons, +3 to parry, +4 to dodge while under water, +3 to roll with punch.

61-70% Collector. These were either salvaged from the battlefields or built directly from the Factory Walker. They are pretty stripped down, basic versions so that Legion has room for plenty of Bio-Tech components, preferably various toxins and venoms for sedating her prey. **Base Stats:** 350 M.D.C., Splicer P.S. of 45. Height: 12 feet (3.7 m). Length: 20 feet (6.1 m) with a 25 foot (7.6 m) tail. Weight: 3.5 tons. Running Speed: 100 mph (160 km). Leaping: 10 feet (3 m), 100 feet (30.5 m) from jet thruster-

assisted leaps. Digging Speed: 10 mph (16 km). Flying Speed: 50 mph (80 km). Horror Factor of 14. **Damage:** Claw Stab/Slice: 5D6 M.D., Scissor Attack: 1D6x10 M.D. **Bonuses:** +2 on initiative, +3 to strike in hand to hand combat, +2 to strike with ranged weapons, +4 to parry, +2 to dodge, +1 to roll with punch, and +3 to disarm.

71-80% Griffin. When not utilizing them for upper torso components, Legion generally just lops off the avian head and leaves the rest intact, but she has been known to butcher them completely down to the torso and replace the rest (as listed above). **Base Stats:** 400 M.D.C., Splicer P.S. of 35. Height: 8 to 9 feet (2.4 to 2.7 m). Length: 10 feet (3 m) with an 8 foot (2.4 m) tail. Weight: 1 to 1.2 tons. Running Speed: 120 mph (192 km). Leaping: 50 feet (15.2 m). Digging Speed: 15 mph (24 km). Flying Speed: 450 mph (720 km). Horror Factor of 10. **Features:** Half of the Barbed Tentacles have been removed, but 1D4 pairs of retractable 10 foot (3 m) tentacles (85 M.D. each) tipped with bone spears are still intact, though the detachable detonators will no longer function. **Damage:** Talon Strike: 5D8 M.D., Power Talon Strike: 2D4x10 M.D. (counts as two attacks), Wing Slash: 3D8 M.D., High Speed Wing Slash: 1D8x10 M.D. This strafe attack can only be performed at speeds of at least 100 mph (160 km) (counts as two attacks). **Bonuses:** +2 on initiative, +2 to strike in hand to hand combat, +2 to parry, +2 to dodge, +5 to dodge when flying, +3 to roll with punch, +1 to disarm, and pin/incapacitate on a Natural 18-20.

81-90% Jhapattanaga "Swoop Dragon" (see **The Rifter® #38**, page 18). Even House Shiva's bloodthirsty raiders have fallen before Legion. She really enjoys the speed and agility of these massive War Mounts and with rare exception, she keeps the Organic Thrusters intact. **Base Stats:** 360 M.D.C. Splicer P.S. of 25. Length: 40 to 45 feet (12.2 to 13.7 m). Weight: 7 tons. Running Speed: 120 mph (192 km) and can achieve short bursts of 250 mph (400 km), but only for 1D4 melee rounds. Leaping: 150 feet (45.7 m), 600 feet (183 m) from organic thruster assisted leaps. Digging Speed: 15 mph (24 km). Swimming: 100 mph (160 km/87 knots). Flying Speed: 400 mph (640 km). Horror Factor of 15. **Damage:** Body Block/Ram: 1D6x10 M.D. and has a 01-85% likelihood of knocking an opponent as large as 15 feet (4.6 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee. A ram attack only counts as one attack. **Bonuses:** +1 on initiative, +1 to strike, +3 to dodge, +5 to automatic dodge when flying, and +3 to roll with punch.

91-00% Fusion Borg. Legion basically just scrapped the upper body and kept the lower platform it walked upon. These robotic legs are surprisingly agile and capable of traversing nearly any type of terrain. It makes a terrific base for any type of large centaur Amalgam. **Base Stats:** Legs (4) 350 M.D. each, Feet (4) 240 M.D. each, and lower platform Body 300 M.D. Splicer P.S. of 38. Height: 12 feet (3.7 m). Weight: 9.4 tons. Running Speed: 120 mph (192 km). Horror Factor of 11. **Damage:** Kick: 1D4x10+10 M.D., Leap Kick: 2D4x10 M.D., Stomp: 4D6 M.D. effective against objects 12 feet (3.7 m) or smaller, Body Block/Ram: 5D8 M.D. and has a 01-75% likelihood of knocking an opponent as large as 30 feet (9.1 m) tall off of his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks. Ram attack counts as two melee attacks. **Bonuses:** +3 to strike, +1 to dodge, and 200 M.D.C. Force Field.

Table Four: Head

The head typically houses the sensors and receiver package for Legion's control signal. Destroying the head will usually shut down the Amalgam completely, unless Legion installed backup systems somewhere within the cyborg. Bonuses for the Horror Factor are cumulative.

01-10% Reinforced Gorehound. The head of the faithful Gorehound is reinforced with armored plating, the teeth are replaced with razor sharp blades, and additional hydraulics are added to the jaws to increase the bite force. **M.D.C.:** 150. **Additional Weight:** 50 pounds (22.5 kg). **Damage:** Bite: 3D10 M.D. **Bonuses:** +1 to Horror Factor.

11-20% Skull Cracker. The heavily armored head makes an excellent weapon, although it is not nearly as strong when separated from the powerful, muscular neck of the Skull Cracker. **M.D.C.:** 285. **Additional Weight:** 220 pounds (99 kg). **Damage:** Bite: 2D8 M.D., Nose Mounted Bone Lance 3D6 M.D. or 4D6 M.D. during a high-speed ram attack. **Bonuses:** +1 to Horror Factor.

21-30% The Trinity. The heads from Parasitic, Photosynthetic, and Thermosynthetic suits of Host Armor do not have a mouth so they add little in the way of offensive punch to an Amalgam. Legion decided to make the most of these components by increasing their psychological impact. She added a tortured human face to each side of the head. The eyes still work perfectly, so this modification has the added benefit of increasing the Amalgam's field of vision to 300 degrees. **M.D.C.:** 140. **Additional Weight:** 55 pounds (25 kg). **Bonuses:** +4 on initiative, +1 to strike, +3 to parry and dodge, +5 to Horror Factor.

31-40% Reinforced Scarecrow. While this head is typically a bit undersized for most Amalgams, its withered, skeletal appearance fills most Splicers' hearts with dread. **M.D.C.:** 90. **Additional Weight:** 50 pounds (22.5 kg). **Bonuses:** +3 to Horror Factor.

41-50% Reinforced Carnivorous Host Armor. The head from the Host Armor receives the same upgrades to the teeth and jaw typically given to Gorehounds, plus additional armor is added to protect the Amalgam's head. **M.D.C.:** 180. **Additional Weight:** 80 pounds (36 kg). **Damage:** Bite 3D8+10 M.D. **Bonuses:** +1 to Horror Factor.

51-60% Abomination. The head from this unusual War Mount can split open down the middle to deliver a powerful (and terrifying) bite. **M.D.C.:** 205. **Additional Weight:** 150 pounds (68 kg). **Damage:** Bite 3D8 M.D. **Bonuses:** +2 to Horror Factor.

61-70% Dracos. The massive dragon head fits best on larger frames, but the serpentine neck actually fits well on most torsos. **M.D.C.:** 210. **Additional Weight:** 400 pounds (180 kg). **Damage:** Bite 3D8 M.D., Bio-Napalm Thrower: A bio-napalm blast does 3D8 M.D. A concentrated napalm burst counts as two attacks and does 1D8x10 M.D. Or the attacker can spray and cover an area with bio-napalm – up to 10 feet (3 m) with each hand to hand attack. So a character with four hand to hand attacks could affect an area of 40 feet (12.2 m); everybody in the area affected takes 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take damage: 2D8 M.D. every melee round for 2D4 minutes. The only way to save oneself from damage is to roll in the dirt or sand for one entire melee round, until the bio-napalm is rubbed off. Water will not extinguish the bio-napalm. Range: 1000 feet (305 m). Payload:

10 blasts, payload is replaced every 1D6 hours. **Bonuses:** +2 to Horror Factor.

71-80% Smilodon Cyborg. Legion's ultimate suite of upgrades to the head, teeth, and jaws makes the bite from this saber-toothed feline absolutely devastating. **M.D.C.:** 275. **Additional Weight:** 220 pounds (99.8 kg). **Damage:** Vibro-Saber Bite: 6D8+15 M.D. **Bonuses:** +1 to Horror Factor.

81-90% Saw-Gator. This is a unique head that (so far) has only been used in Amalgams when no suitable organic components are available. No one has seen this head incorporated into any robotic designs, so either it is strictly built for Amalgams or Legion is testing this part of the design before unleashing a new robot minion upon the world. It looks like a robotic alligator, but instead of teeth, the inside of the mouth is lined with high-tech chainsaws. **M.D.C.:** 225. **Additional Weight:** 250 pounds (113 kg). **Damage:** Grinder Bite: 2D4x10 M.D. **Bonuses:** +2 to Horror Factor.

91-00% Liquid Metal Injector. Legion took the head from a Vampiric suit of Host Armor and modified it so the large fangs deliver a massive dose of liquid metal with each bite. This mercury-like solution is actually a mixture of high-tech alloys suspended in a liquid medium. Within 1D4+1 melee rounds of being injected, the liquid metal triggers the horrifying Nanoplague response. **M.D.C.:** 180. **Additional Weight:** 80 pounds (36 kg). **Damage:** Bite 1D8 M.D., plus additional damage from the Nanoplague response (roll percentile dice).

01-25% The metallic fluid sprouts a half dozen sharp blades that shoot throughout the interior of the target. It inflicts an additional 2D6 M.D. to the Bio-Tech device plus there is a 01-40% chance that the blades will pierce the pilot inside (in the case of Living Armor or Host Armor) which inflicts 1D4 S.D.C.

26-50% The fluid bursts into flames inside the target, inflicting an additional 3D6 M.D. per melee round for 1D4 melees to the Bio-Tech device plus there is a 01-50% chance that the flames will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts 2D6 S.D.C. per melee round for 1D4 melees.

51-75% The mercury-like liquid is transformed into a mercury-like, lethal metallic poison. Victims need to a roll of 14 or better to save. If the roll fails, the Bio-Tech device suffers an additional 3D6 M.D. and feels incredibly weak for 1D4 hours. Speed and strength are reduced by half plus the victim loses 4 attacks per melee and is -6 to strike, parry, and dodge.

76-00% Luck out. The Nanoplague destroys the mercury solution completely, rendering it harmless. **Payload:** Carries enough liquid metal for 50 doses. Spent liquid must be replaced by the Factory Walker. **Bonuses:** +3 to Horror Factor.

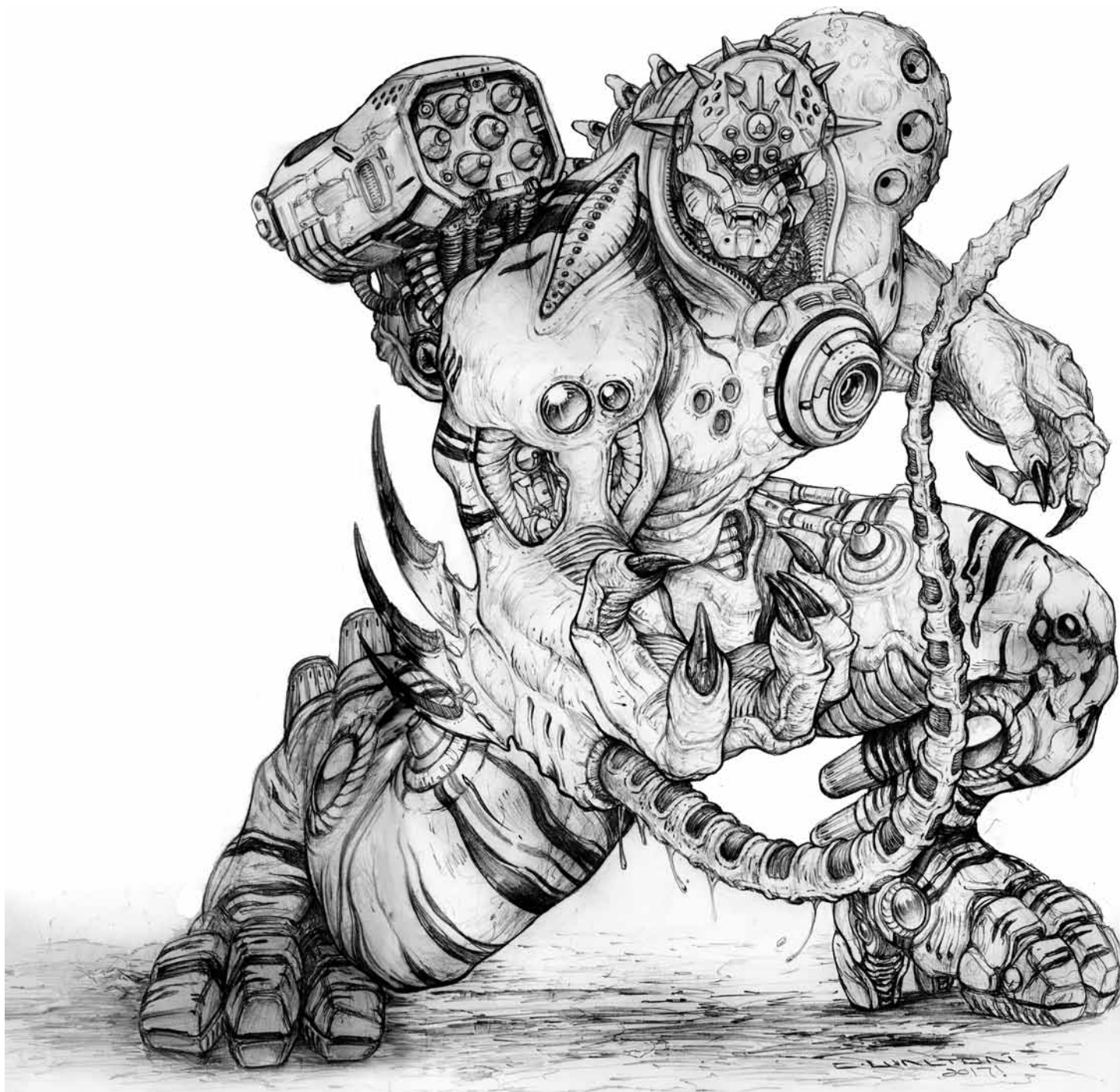
Table Five: Arms

Roll on the following table as many times as determined in Table One. The bonuses listed are for one limb. If a pair of identical limbs is selected, then double all applicable bonuses.

01-10% Steel Trooper. A cheap and easy substitute when no other suitable components are available. **M.D.C.:** 85 each. **Additional Weight:** 90 pounds (40.5 kg) each. **Bonuses:** +1 to P.S.

11-20% Standard Host Armor. This relatively unmodified arm is taken from a suit of Host Armor. **M.D.C.:** 130 each. **Additional Weight:** 70 pounds (31.5 kg) each. **Bonuses:** +1 to P.S.

21-30% Reinforced Host Armor. A robotic arm is placed inside the hollowed out arm to supplement its strength and heavy



armor plating is secured to the outside for added protection. **M.D.C.:** 175 each. **Additional Weight:** 90 pounds (40.5 kg) each. **Bonuses:** +2 to P.S. and +1 to Horror Factor.

31-40% Grendel. Legion generally places these arms on Amalgams that focus on close quarters combat. The hollow upper arm where the Outrider would normally place his arm is instead filled with a powerful mechanical limb. **M.D.C.:** 250 each. **Additional Weight:** 300 pounds (135 kg) each. **Damage:** Claw Strike/Slash: 6D6+10 M.D., Power Claw Strike/Slash: 1D6x10+15 M.D. (counts as two attacks), Tentacle Harpoon: 4D8 M.D. (see description on page 105 of the **Splicers® RPG** for additional damage rules). **Bonuses:** +3 to P.S. and +1 to Horror Factor.

41-50% Leviathan. Legion typically places only one of these massive claw arms on an Amalgam. It makes a formidable weapon or shield, but it is not good for much else. Legion likes to keep

her creations a bit more versatile. However, seeing even one of these giant claws can be pretty intimidating. **M.D.C.:** 260 each. **Additional Weight:** 450 pounds (203 kg) each. **Damage:** Pincer Scissor: 6D6+10 M.D., Power Pincer Scissor: 1D8x10 M.D. (counts as two attacks). **Bonuses:** +1 to P.S. and +3 to Horror Factor.

51-60% Collector. Leviathan components are often hard to come by, so Legion will often use the more readily available claws from her own Collectors to achieve a similar effect. **M.D.C.:** 150. **Additional Weight:** 300 pounds (135 kg) each. **Damage:** Claw Stab/Slice: 5D6 M.D., Scissor Attack: 1D6x10 M.D. **Bonuses:** +1 to P.S. and +2 to Horror Factor.

61-70% Abomination. The Tendril Injector mounted on this War Mount's arm is what makes it so wicked in close combat. Most Splicers are absolutely terrified of going head-to-head with

such weapons, so they will quickly recognize the danger in this limb. **M.D.C.:** 180 each. **Additional Weight:** 250 pounds (113 kg) each. **Damage:** Claw Strike: 4D8 M.D., Power Claw Strike: 1D6x10+10 M.D. (counts as two attacks), the initial Tendril Injector Attack: 5D8 M.D. Once the tendrils are injected into the target, they inflict an additional 5D8 M.D. every two melee actions against robots, Living Armor, or Host Armor. The tendrils inflict 1D8x10 points of S.D.C. damage to humans. Against a living target, the horror of this invasive attack causes the victim to lose initiative and half his normal attacks per melee. **Payload:** It can manufacture enough tendrils for 15 uses per day. Spent tendrils regenerate at a rate of one use every two hours. **Bonuses:** +2 to P.S. and +3 to Horror Factor.

71-80% Reinforced Scarecrow. Legion took the small yet supernaturally strong arm from a Scarecrow and built it up with heavy armor plating. The plating provides a little bulk, so the undersized arm does not look so tiny on the Amalgam (although it still is a bit stubby). She cannot do much for the hand, so it is removed and replaced with an integrated weapon of some kind (either close combat or long range). **M.D.C.:** 75 each. **Additional Weight:** 90 pounds (40.5 kg) each. **Bonuses:** +4 to P.S.

81-90% Legionnaire. Legion does not actually remove the arm from one of her prized creations, she simply manufactures a new arm when she does not have any other components available. She only builds Banshee Blades into the arms, never the particle beam cannon. **M.D.C.:** 175 each. **Damage:** Banshee Blade Strike: 1D4x10+10 M.D. **Additional Weight:** 200 pounds (90 kg) each. **Bonus:** +2 to P.S.

91-00% Dracos Head. This is an excellent example of Legion's unconventional thinking. She has been experimenting with mounting the neck and head of a Dracos to the shoulder in place of an arm. **M.D.C.:** 210 each. **Additional Weight:** 400 pounds (180 kg) each. **Damage:** Bite: 3D8 M.D., Bio-Napalm Thrower: A bio-napalm blast does 3D8 M.D. A concentrated napalm burst counts as two attacks and does 1D8x10 M.D. Or the attacker can cover an area with bio-napalm: up to 10 feet (3 m) can be sprayed with each hand to hand attack. So a character with four hand to hand attacks could affect an area of 40 feet (12.2 m); everybody in the area affected takes 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take damage: 2D8 M.D. every melee round for 2D4 minutes. The only way to save oneself from damage is to roll in the dirt or sand for one entire melee round, until the bio-napalm is rubbed off. Water will not extinguish the bio-napalm. Range: 1,000 feet (305 m). Payload: 10 blasts, payload is replaced every 1D6 hours. **Bonuses:** +3 to Horror Factor.

Table Six: Legs

The legs for most bipedal Amalgams came from suits of Host Armor. Typically a robotic endoskeleton is placed within the hollowed out legs to supplement strength, and additional armor is grafted to the outside for additional protection. Roll on the following table as many times as determined in Step One. The bonuses listed are for one limb. If a pair of identical limbs is selected, then double all applicable bonuses.

01-12% Reinforced Host Armor, Elongated Running Legs. The extended legs add three feet to the Amalgam's height. **Base Stats:** M.D.C.: 200 each. Running Speed: 130 mph (208 km). Leaping: 20 feet (6.1 m). Digging Speed: 20 mph (32 km). Swim-

ming Speed: 20 mph (32 km/17.3 Knots). **Additional Weight:** 250 pounds (113 kg) each. **Bonus:** +1 to P.S.

13-23% Host Armor Hoofed Feet. These powerful running legs require little in the way of modifications from Legion. **Base Stats:** M.D.C.: 180 each. Running Speed: 140 mph (224 km). Leaping: 20 feet (6.1 m). Digging Speed: 20 mph (32 km). Swimming Speed: 30 mph (48 km/26 knots). **Additional Weight:** 180 pounds (81 kg) each. **Bonuses:** +1 to P.S., +1 to dodge, and +2D6 M.D. to kick damage.

24-34% Reinforced Host Armor Leaping Legs. The elongated legs from the Host Armor were enhanced to improve their leaping ability as well. **Base Stats:** M.D.C.: 200 each. Running Speed: 130 mph (208 km). Leaping: 60 feet (18.3 m) high or 100 feet (30.5 m) across (increase by 50% with a running start). Digging Speed: 20 mph (32 km). Swimming Speed: 20 mph (32 km/17.3 Knots). **Additional Weight:** 260 pounds (118 kg) each. **Bonuses:** +1 to P.S., +1 to dodge, and +6 M.D. to leap attacks and kicks.

35-45% Reinforced Serpentine Lower Body. The snake-like lower body has been fitted with additional armor plating and infused with cybernetic bones and musculature to enhance its strength and speed. It adds 1D4+12 feet (0.3 to 1.2 m plus 3.6 m) to the amalgams overall length. **Base Stats:** M.D.C.: 340. Running Speed: 100 mph (160 km). Leaping: 20 feet (6.1 m). Digging Speed: 20 mph (32 km). Swimming Speed: 20 mph (32 km/17.3 knots). **Additional Weight:** 450 pounds (203 kg). **Damage:** Tail Slash: 4D6 M.D., see page 92 of the **Splicers® RPG** for details on Special Constriction Attacks. **Bonuses:** +6 to P.S., +1 on initiative, +3 to entangle, and +5 to automatic dodge.

46-56% Strider. The powerful legs of this rapid strike War Mount have been modified to fit an Amalgam frame. They give the creature incredible speed and maneuverability. These legs need to be taken in pairs. When only one Strider leg is used, all bonuses are negated plus the Amalgam suffers penalties of -2 to strike, parry, and dodge, and speed and leaping distance are reduced to one quarter. **Base Stats:** M.D.C.: 220 each. Running Speed: 330 mph (528 km). Leaping: 80 feet (24.3 m) (increase by 50% with a short running start, double when running at full speed). Digging Speed: 10 mph (16 km). Swimming Speed: 20 mph (32 km/17.3 knots). **Additional Weight:** 450 pounds (203 kg) each. **Damage:** Sickie Talon Kick: 5D6 M.D., Leaping Sickie Talon Kick: 1D6x10 M.D. (counts as two attacks). **Bonuses:** +2 to P.S., +1 on initiative, +1 to strike and parry, and +3 to dodge.

57-67% Abomination. The somewhat stubby legs of this War Mount actually provide decent speed and leaping ability. **Base Stats:** M.D.C.: 200 each. Running Speed: 150 mph (240 km). Leaping: 40 feet (12.2 m); increase by 50% with a short running start, double when running at full speed. Digging Speed: 20 mph (32 km). Swimming Speed: 40 mph (64 km/34.7 knots). **Additional Weight:** 350 pounds (157.5 kg) each. **Damage:** Kick: 6D6 M.D., 10D6+20 M.D. Leap Kick (counts as two attacks). **Bonuses:** +3 to P.S., +1 on initiative, +1 to strike, parry, dodge.

68-78% Steel Trooper. These standard parts are typically reserved for disposable shock troops. **Base Stats:** M.D.C.: 120 each. Running Speed: 90 mph (144 km). Leaping: 16 feet (4.9 m) (increase by 50% with a running start). Digging Speed: 10 mph (16 km). Swimming Speed: 10 mph (16 km/8.7 knots). **Additional Weight:** 250 pounds (113 kg) each. **Bonus:** +1 to P.S.

79-89% Reinforced Grendel. The hollowed out legs of the War Mount are filled with powerful mechanical legs to enhance

the Amalgam's strength and leaping ability, but it comes at a sacrifice to speed. **Base Stats:** M.D.C.: 250 each. Running Speed: 100 mph (160 km). Leaping: 50 feet (15.2 m), increase by 50% with a short running start, double when running at full speed. Digging Speed: 10 mph (16 km). Swimming Speed: 20 mph (32 km/17.3 knots). **Additional Weight:** 400 pounds (180 kg) each. **Damage:** Kick: 7D6 M.D., Leap Kick: 2D4x10 M.D. (counts as two attacks). **Bonus:** +5 to P.S.

90-00% Reinforced Behemoth Rear Legs. The rear legs of this massive War Mount are used to create a powerful base for the Amalgam. These limbs are typically used on heavy support or artillery Amalgams. **Base Stats:** M.D.C.: 340 each. Running Speed: 70 mph (112 km). Leaping: 10 feet (3 m), increase by 50% with a short running start, double when running at full speed. Digging Speed: 20 mph (32 km). Swimming Speed: 10 mph (16 km/8.7 knots). **Additional Weight:** 500 pounds (225 kg) each. **Damage:** Kick: 8D6 M.D., Leap Kick: 2D4x10+10 M.D. (counts as two attacks). **Bonus:** +5 to P.S.

Table Seven: Additional Appendages

These unconventional limbs can be placed anywhere on the body in addition to the arms or legs or they can be attached in place of them. For instance, instead of a normal arm, the Amalgam could have a wing or tentacle, or even multiple tentacles attached to the same shoulder joint. Legion has come up with some pretty freakish and horrifying combinations using these appendages. Roll on the following table as many times as determined in Step One.

01-10% Slicer Scythe Arm. This wicked bladed tentacle was removed from the back of a Slicer Robot. **M.D.C.:** 110. **Additional Weight:** 40 pounds (18 kg). **Damage:** 4D6 M.D. **Bonuses:** +2 to strike, +1 to parry, and +1 to Horror Factor.

11-20% Cable Snake. These disposable pest control robots actually make formidable limbs when mounted on an Amalgam. They may not possess much in the way of armor or offensive power, but the eyes mounted on the head of this flexible limb give the Amalgam a distinct advantage in the field. The Cable Snake limb can watch for threats from behind and even deal with any aggressors that get too close. It may not inflict enough damage, but it is more than enough to disrupt any potential attacks. **M.D.C.:** 30. **Additional Weight:** 100 pounds (45 kg). **Damage:** Bite: 1D6+2 M.D., Light Laser: 1D6 M.D., Range: 40 feet (12.2 m). **Bonuses:** Each Cable Snake provides the following: +2 to strike, +2 to parry, and +1 to Horror Factor. In addition, the Amalgam receives the following bonuses no matter how many Cable Snakes are added: +4 on initiative and cannot be surprised from behind.

21-30% Barbed Tentacle. This powerful organic tentacle was designed to deliver powerful whipping strikes with its fearsome bone hook. **M.D.C.:** 75. **Additional Weight:** 30 pounds (13.5 kg). **Damage:** 2D8 M.D. **Bonuses:** +3 to strike, +2 to parry, and +1 to Horror Factor.

31-40% Cybernetic Devouring Tentacle. While the Cable Snake limb offers many tactical benefits, it is pretty underpowered. When Legion has the option (and the components) available, she prefers to use this Bio-Tech version. Legion takes a harvested Devouring Tentacle from a War Mount or suit of Host Armor and adds a cybernetic optics package to give the limb the same scouting abilities as a Cable Snake limb. **M.D.C.:** 90. **Additional Weight:** 45 pounds (20.3 kg). **Damage:** 3D8 M.D. **Bonuses:** Each tentacle provides the following: +2 to strike, +2 to parry, and +2 to Horror Factor. In addition, the Amalgam receives the following bonuses no matter how many tentacles are added: +4 on initiative and cannot be surprised from behind.

41-50% Wings. The size of the wings depends on the size of the Amalgam. Sometimes the wings from a Skull Cracker, Zephyr, or Griffin are more than enough. Other times, Dracos wings are required to get it off the ground. Wings must always be taken in pairs. **M.D.C.:** 100 to 250 each depending on size. **Additional Weight:** 100 to 450 pounds (45 to 203 kg). **Flying Speed:** This is more dependent on the size of the Amalgam. Under one ton Amalgams can have a maximum speed of 500 mph (800 km). Amalgams between 1.1 and 4 tons have a maximum flying speed of 350 mph (560 km), and anything larger has a maximum flying speed of 200 mph (320 km). **Bonuses:** +1 on initiative, +1 to strike, +3 to dodge while flying, and +1 to Horror Factor.

51-60% Wing Pack. This detachable flight pack is permanently mounted, but only to an appropriately sized Amalgam (total weight must be less than 1,500 pounds/675 kg). **M.D.C.:** 120 for each wing, 180 for the pack. **Additional Weight:** 300 pounds (135 kg). **Flying Speed:** 500 mph (804.6 km). **Bonuses:** +3 on initiative, +1 to strike, and +5 to dodge while flying. **Grappling Hook:** See page 142 of the *Splicers® RPG* for full details about using the grappling hook in aerial combat.

61-70% Zephyr Tail. The scorpion-like tail was removed from a Zephyr War Mount, along with its powerful heat cannon. The tail is able to bend all around, 360 degrees, to engage targets in any position or angle. **M.D.C.:** 140. **Additional Weight:** 400 pounds (180 kg). **Damage:** 5D8 M.D. per light blast, 1D8x10+10 M.D. per heavy blast. Range: 3,600 feet (1,097 m). **Bonuses:** +3 to strike, +2 to parry, and +1 to Horror Factor.

71-80% Collector Tail. This versatile appendage is equipped with a long-range laser cannon, chemical sprayer, and razor-sharp blade. It also possesses a camera that the Amalgam can use to see around corners or peek over obstacles without exposing itself. **M.D.C.:** 150. **Additional Weight:** 600 pounds (270 kg). **Damage:** Laser Blast: 6D6 M.D., Range: 4,000 feet (1,219 m). Tail Blade: 5D6 M.D. See description of the Factory Walker for details on the effects of Amnesic Gas or Creeping Death Nerve Gas. Range: Can spray the concentrated liquid compound up to 500 feet (152.4 m). Most of these compounds aerosolize on impact to form a chemical cloud that covers a 50 foot (15.2 m) radius. **Payload:** Enough for 5 blasts. Spent chemicals are replaced by the Factory Walker. **Bonuses:** +4 on initiative, +1 to strike, +2 to parry, and +1 to Horror Factor.

81-90% Collector Tentacle. This is one of the larger tentacles from a Collector. It does not possess the carbon nanotube webbing, but it can still deliver powerful electro-shocks that can incapacitate robots or armored Splicers. **M.D.C.:** 90. **Additional Weight:** 90 pounds (40.5 kg). **Damage:** Tentacle Strike: 3D6 M.D., Power Tentacle Strike: 6D6 M.D. (counts as two attacks). The electric shock inflicts 1D6 M.D. every melee round that it is applied. As long as the current is running through a robotic target, its circuits will be completely scrambled and it will be unable to move or defend itself in any way. The charge is only strong enough to affect robots weighing 300 pounds (135 kg) or less, but multiple tentacles can combine their attacks to affect larger targets. When used against Splicers and other M.D.C. beings, the Amalgam generally just uses brief jolts of electricity to prevent



permanent injury. Victims must make a roll to save vs stun of 15 or higher. On a failed roll, the target is completely paralyzed for one melee round, plus stunned for the next 2D4 melee rounds after that (-3 attacks per melee; -4 to strike, parry, and dodge;

and speed is reduced by 40 percent). **Bonuses:** +1 to strike, +2 to parry, and +1 to Horror Factor.

91-00% Reinforced Mantis Cannon Bladed Limb. The massive scythe-like forelimb from a Mantis Support Cannon

can deliver damaging strikes, but it was primarily designed to secure the War Mount against recoil. Legion added cybernetic musculature to this harvested limb to make it a much more formidable close combat weapon. **M.D.C.:** 165. **Additional Weight:** 80 pounds (36 kg). **Damage:** Claw Strike: 7D8 M.D., Power Claw Strike: 2D4x10+30 (counts as two attacks). **Bonuses:** +1 to strike, +2 to parry, and +2 to Horror Factor.

Table Eight: Weapon Systems

While many of the Bio-Tech components come with built-in armaments, Legion also likes to supplement her creations with additional weaponry. She tends to favor high-tech weapons because of their superior range, plus they either have an inexhaustible payload (by tapping into the Amalgam's power core) or can be easily reloaded at the Factory Walker. She appreciates the power of Bio-Weaponry, but she finds the time required to regrow spent munitions to be a serious tactical disadvantage. Roll on the following table as many times as determined in Step One.

01-10% Light Cell Laser Pistol Cluster. This clever modification transforms five relatively harmless, captured Splicer side arms into one powerful laser blaster. Legion sawed off the pistol grips and fused the side arms into a lightweight weapon that fires one simultaneous blast that packs impressive destructive power. It is an ideal weapon for smaller Amalgams. **M.D.C.:** 155. **Additional Weight:** 18 pounds (8.1 kg). **Damage:** 5D8 M.D. Light Blast, 2D6x10 M.D. Heavy Blast. **Range:** 1,000 feet (305 m). **Bonuses:** +1 to strike and +1 to Horror Factor.

11-20% Box Mini-Missile Launcher. A simple missile launcher design that the Factory Walker can churn out with ease. **M.D.C.:** 100. **Additional Weight:** 350 pounds (158 kg). **Damage:** Fragmentation: 5D6 M.D. with a 20 foot (6.1 m) blast radius, Armor Piercing: 1D4x10, and Plasma: 1D6x10 M.D. **Range:** About one mile (1.6 km). **Payload:** 30 mini-missiles.

21-30% Plasma Cannon. This high-energy plasma cannon packs impressive punch and has decent range. **M.D.C.:** 150. **Additional Weight:** 45 pounds (20.3 kg). **Damage:** 2D4x10 M.D. **Range:** 2,000 feet (610 m).

31-40% Long-Range Laser Cannon. This Legion-designed laser cannon possesses incredible range and accuracy. **M.D.C.:** 150. **Additional Weight:** 30 pounds (13.5 kg). **Damage:** 6D6 M.D. **Range:** 6000 feet (1828.8 m). **Bonus:** +3 to strike.

41-50% Rail Gun. This Gatling-style rail gun is easily reloaded from battlefield scrap refined at the Factory Walker. **M.D.C.:** 200. **Additional Weight:** 100 pounds (45 kg). **Damage:** 1D4x10 M.D. per 40 round burst. **Range:** 3,000 feet (914 m). **Payload:** 50 bursts. **Bonus:** +1 to strike.

51-60% Mantis Omega Cannon. This is one of Legion's favorite Bio-Weapons, despite her inability to get the blaster to fire at its full potential. Its incredible power for its range more than makes up for its slow rate of fire. **M.D.C.:** 150. **Additional Weight:** 250 pounds (113 kg). **Damage:** 2D10x10 M.D. with a blast radius of 10 feet (3 m). **Range:** 6,000 feet (1,829 m). **Rate of Fire:** 2 attacks per melee. **Bonus:** +2 to strike.

61-70% Banshee Blade. Another of Legion's creations. This high-tech chainsaw uses the same electromagnetic mechanism found in rail guns to spin the blade at hypersonic speeds. It inflicts tremendous damage, but it releases a loud high-pitched whine when activated so it is not an ideal weapon when stealth is required. **Damage:** 1D4x10+10 M.D.

71-80% Pod Launcher. This is another of Legion's favorite Bio-Weapons. It is a devastating anti-personnel weapon and it regenerates its payload at a decent rate. **M.D.C.:** 85. **Additional Weight:** 25 pounds (11 kg). **Damage:** 5D8 M.D. per burst with a blast radius of 30 feet (9.1 m). **Range:** 2,400 feet (732 m). **Payload:** Grows enough seed pods for 32 bursts per hour. Automatically regenerates. **Bonus:** +1 to strike with a burst of pods.

81-90% Ion Pulse Cannon. Another cheap, easy to manufacture energy weapon with decent range and firepower. **M.D.C.:** 100. **Additional Weight:** 20 pounds (9 kg). **Damage:** 3D6 M.D. per Single Blast, 1D4x10+8 M.D. per Triple Blast. **Range:** 2,000 feet (610 m).

91-00% Box Medium Missile Launcher. This missile launcher has a much lower payload, but its range makes it extremely useful for long-range bombardments. **M.D.C.:** 100. **Additional Weight:** 400 pounds (180 kg). **Damage:** Fragmentation: 2D6x10 M.D. with a 40 foot (12.2 m) blast radius, Armor Piercing: 3D6x10, and Plasma: 4D6x10 M.D. **Range:** About 40 miles (64 km). **Payload:** 4 medium-range missiles.

Table Nine: Programming

Remember, Legion controls her creations at all times, so there is no need for the installation of a complicated artificial intelligence. However, each Amalgam is given a specific package of sensors, servos, and reflexes to serve a distinct function.

01-10% Spy. This programming package is typically reserved for smaller, swifter Amalgams. Their purpose is to observe and report back on the enemy, rather than attack directly. They generally have minimal armor and armaments, so they are designed to evade rather than engage. **Attacks per Melee:** 3. **Additional Skills:** Detect Concealment 60%, Detect Ambush 65%, Prowl 85%, Climb 90%, and Tracking 60%. **Bonuses:** +3 on initiative and +3 to dodge.

11-20% Scout. This combat package is similar to the Spy. It is for Amalgams that were designed to operate on their own, seeking out threats surrounding Legion's forces. The Scout does not need to observe the enemy as long as a Spy, so it is more concerned with finding hidden threats than with hiding itself. While its primary purpose is not direct combat, it is a bit more combat effective than a Spy. **Attacks per Melee:** 3. **Additional Skills:** Detect Concealment 80%, Detect Ambush 85%, Prowl 55%, Climb 90%, and Tracking 85%. **Bonuses:** +2 on initiative, +2 to strike, parry, and dodge, and +2 to strike with long-range weapons.

21-30% Cannon Fodder. When Legion wants to overwhelm an adversary under the weight of crushing numbers, she churns out cheap, disposable Amalgams, and sends them charging into the enemy's ranks. This type of Amalgam does not require any kind of sophisticated combat package, but it does need to be able to handle itself up close and personal if it does successfully engage with the target. **Attacks per Melee:** 2. **Additional Skills:** None. **Bonuses:** +1 on initiative and +2 to strike and parry.

31-40% Foot Soldier. This is the standard, all-around combat package that Legion uses in most of her frontline Amalgams. **Attacks per Melee:** 4. **Additional Skills:** Detect Concealment 40%, Detect Ambush 45%, and Climb 70%. **Bonuses:** +3 on initiative, +3 to strike, parry, and dodge, +3 to strike with long-range weapons, +2 to strike with thrown weapons (everything from knives to stones to grenades).



41-50% Heavy Gunner. Similar to the Foot Soldier package, but with an emphasis on heavy weapons. **Attacks per Melee:** 4. **Additional Skills:** Detect Concealment 40% and Detect Ambush 45%. **Bonuses:** +3 on initiative, +2 to strike, parry, and dodge, +4

to strike with long-range weapons, and +1 to strike when firing wild (skilled at laying down a barrage of deadly suppressing fire).

51-60% Artillery Support. Another heavy weapon support package, but this one focuses on long-range bombardment

(typically from a covered position). Amalgams with this combat package usually work in tandem with Spies or Scouts who spot targets for them. **Attacks per Melee:** 3. **Additional Skills:** None. **Bonuses:** +2 to strike, parry, and dodge, +5 to strike with long-range weapons. When working with a Spy or Scout, an Artillery Support Amalgam can target an opponent without line of sight and still strike with no penalties.

61-70% Aerial Support. These Amalgams are skilled at engaging aerial opponents and strafing ground targets. **Attacks per Melee:** 5. **Additional Skills:** None. **Bonuses:** +5 on initiative, +3 to strike, parry, and dodge, +6 to automatic dodge while flying, +2 to strike with long-range weapons, and +4 to strike with long-range weapons while flying.

71-80% Assassin. Assassin Amalgams are designed to penetrate deep behind enemy lines, seek out high value targets, and eliminate them. Ideally, they should be able to make it back out again, but Legion has no problem sacrificing her warriors when necessary. **Attacks per Melee:** 4. **Additional Skills:** Disguise 80%, Escape Artist 85%, Prowl 75%, Climb 95%, and Ventriloquism 85%. **Bonuses:** +4 on initiative, +4 to strike, parry, and dodge, +2 to strike with long-range weapons, +2 to strike with thrown weapons (everything from knives to stones to grenades), Death Blow on unmodified 18-20, and Critical Strike on unmodified 18-20.

81-90% Hunter. Hunter Amalgams are tasked with tracking down Splicers for capture. Their highly enhanced Bio-Tech senses allow them to hunt down even the most skilled counter-trackers. They have decent combat abilities, but they are always accompanied by more powerful warriors to keep them safe. **Attacks per Melee:** 4. **Additional Skills:** Climb 90% and Tracking 95%. **Bonuses:** +2 on initiative, +3 to strike, parry, and dodge, and +2 to strike with long-range weapons.

91-00% Brawler. Like her sister personalities, Legion loves mixing it up with the Resistance up close and personal. As such, she likes to create Amalgams that are absolutely lethal in close combat. **Attacks per Melee:** 6. **Additional Skills:** None. **Bonuses:** +4 on initiative, +5 to strike, parry, and dodge, +3 to strike with thrown weapons (everything from knives to stones to grenades), Death Blow on unmodified 18-20, and Critical Strike on unmodified 17-20.

Table Ten: Construction Quality

Legion's forces have been under continuous assault from N.E.X.U.S. and the Resistance since she first made her presence known. As much as she would prefer to only add the highest quality warriors to her army, sometimes necessity dictates that certain shortcuts be taken. While this does drastically shorten construction time, it can also seriously reduce the quality of the Amalgam.

01-20% Disposable. When time is of the essence, Legion will churn out batches of cheap, disposable Amalgams to bolster her forces. These throwaway troops tend to look even more haphazard and slapped together than a typical Amalgam. Legion's usual focus on aesthetics or purpose is put aside entirely for the sake of expedience. She literally just stitches together whatever she finds on the battlefield as quickly as possible in some sort of functional way. Living tissue is crudely held together by cybernetic implants and sustained through nanites. Proper life support systems are generally not included so these Amalgams only last for about

36-48 hours before the organic components start to die and rot. **Construction Time:** 4D4 minutes. **Penalties:** Reduce M.D.C. by 50%, attacks per melee by half, reduce speed by half, and remove all bonuses. Automatically has no Repair Systems (do not roll on Table Eleven). **Bonus:** +4 to Horror Factor.

21-40% Quick Stitch. These Amalgams look disposable, but their internal construction is a bit more solid. They use the same cybernetic joints to hold the pieces together, but they also possess fully functional life support and repair systems. **Construction Time:** 1D4 hours. **Penalties:** Reduce M.D.C. by 25%, -2 melee attacks, reduce speed by 25%, and reduce bonuses by half. **Bonus:** +3 to Horror Factor.

41-60% Mixed Quality. Some appendages were integrated with microscopic precision while others were crudely stitched together. **Construction Time:** 4D4 hours. **Penalties:** Reduce M.D.C. by 10%, -1 melee attacks, and reduce speed by 10%. **Bonus:** +2 to Horror Factor.

61-80% Sturdy. Incredibly high-quality construction. Cybernetic bones and musculature are incorporated into organic components with minimal scarring and the organic nervous system is integrated nearly perfectly into the technological systems. **Construction Time:** 5D6 hours.

81-00% Seamless. These Amalgams demonstrate just how skilled and dangerous Legion really is. The components are fused together with such microscopic precision they look as though they grew that way naturally. Biology and technology work together in perfect harmony to become something more. These Amalgams are truly more than the sum of their parts. **Construction Time:** 8D8 hours. **Bonuses:** Increase M.D.C., speed, and leaping distance by 25%. In addition, the Amalgam has one additional attack per melee and bonuses of +1 to strike, parry, and dodge.

Table Eleven: Repair Systems

The greatest advantage of Bio-Tech devices are their natural healing abilities. Some suits of Host Armor, War Mounts, and weapons can recover completely from the most grievous wounds in a matter of days (or even hours), unlike machines which require an additional investment of materials to make repairs and of course, the time required to fix them. N.E.X.U.S. has experimented with nanite repair systems, but these are prohibitively expensive and still require the damaged machine to seek out raw materials to feed to the repair systems. Legion has also been experimenting with different types of repair systems to supplement and possibly increase the natural healing abilities of her captured Bio-Tech components.

01-40% Bio-Regeneration. The disparate Bio-Tech components work together as one organic system to heal any damaged tissue. Technological components must be repaired or replaced at the Factory Walker. **Bio-Regeneration Rate:** 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations.

41-60% Enhanced Bio-Regeneration. Either the Bio-Tech components themselves happened to have enhanced healing rates, or Legion figured out how to boost them through nanites, drugs, and/or steroids. These enhancements only apply to the organic systems. Technological components must be repaired or replaced at the Factory Walker. **Bio-Regeneration Rate:** 1D6 M.D.C. per minute for the main body and one M.D.C. per minute for all other locations.

61-70% Supernatural Bio-Regeneration. These rare Amalgams typically possess components from sources that already had supernatural healing, but sometimes Legion accidentally stumbles upon a unique chemical and nanite combination that happens to instill super healing within her creations. Since she cannot reproduce super healing at will, she assumes the components themselves are as important as the other chemicals. These enhancements only apply to the organic systems. Technological components must be repaired or replaced at the Factory Walker. **Bio-Regeneration Rate:** 2D6 M.D.C. per melee round for the main body and 1D4 M.D.C. per melee round for all other locations.

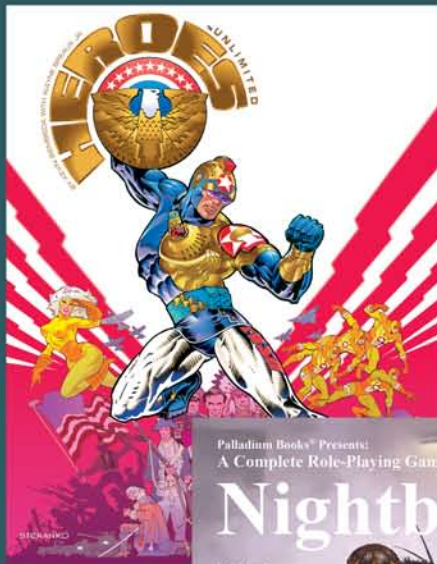
71-90% Nanite Repair Systems. The Amalgam is infested with experimental nanites that repair damage to all components, whether they are organic or technological. **Regeneration Rate:** Organic components are healed at a rate of 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations. Damage to inorganic components is repaired at a rate of 1D6 M.D.C. per melee round, but the Amalgam must have access to 2 pounds (0.9 kg) of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems.

91-95% Super Healing/Repair. The Amalgam possesses Legion's most advanced healing technologies. This complex repair system adds an additional 4D8 hours to the construction time. **Regeneration Rate:** Organic components are healed at a rate of 2D6 M.D.C. per melee round for the main body and 1D4 M.D.C. per melee round for all other locations. Damage to inorganic components is repaired at a rate of 1D6 M.D.C. per melee round,

but the Amalgam must have access to 2 pounds of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems.

96-00% Replaceable. This experimental repair system is one of Legion's more unusual and impressive designs. Instead of repairing injuries to the body or limbs, this system allows the Amalgam to simply cut out the damaged area and replace it with components harvested from other machines, Technojackers or Bio-Tech devices. An entire limb can simply be discarded and replaced with a fresh one in minutes. Once the wound is excised or the limb is removed, hundreds of tiny tendrils made of nanites extend from the wound in preparation for the new component. The Amalgam then simply needs to press the harvested component into the wound, and the nanites will integrate it into the body in 4D4 minutes. If the Amalgam is interrupted during this process, then the new component simply falls to the ground, useless. The Amalgam can try again or find a different component. Only the freshest tissue can be used. If it is more than 15 minutes expired, then it cannot be used. Robotic components do not have any kind of expiration date and as long as they are functioning, the components can even be decades old. The main body can only be repaired as long as it has not been reduced to less than 25%. Once the main body is reduced past this point, it is too structurally weakened to accept new components.

"I am Legion, for we are many."



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