

THE ZOMBIE SQUAD

DEATH ROW EDITION



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Contents

0001 Dossier	19
0002 Stat Moves	23
0003 Recruitment	28
0004 Playbooks	53
0005 Tags	69
0006 Build a Cyborg	75
0007 The Art of War	83
0008 Quartermaster	87
0009 Vehicles	105
0010 Giga-Voodoo	121
0011 Mission Control	124
0012 Gamma Celia System	131
0013 Alien Races	139
0014 Threats	147

Disclaimer

Hi

Thanks for buying or illegally obtaining The Zombie Squad RPG.

We appreciate it :)

For you who have no idea what you have done this is a disclaimer to help you decide whether you will move forward from this point and read, and hopefully play this game, or just toss it to one side and moan about it on social media.

The Zombie Squad is a Sci-Fi Roleplaying Game, it is not one of those Science Fiction games where you will need to understand how science works, (so if you are a Flat Earther no need to fear we have you covered). It is more like those movies where the crew decide to go to a planet and like magic they are there. You will also notice that: Lack of Gravity is more of an annoyance than a real thing.

Most Planets have breathable air.

Aliens speak your native tongue.

Space Combat is like normal combat except with ships.

Strange things happen

Before you get all excited because you finally found that Sci-Fi game that does not need a calculator to play, or you become disappointed because you were hoping this would be the game that played like those games you loved in the 80's that insisted you understand basic astrophysics or killed you during character creation. (Disclaimer: We actually love the original Traveller). Here are a few things that The Zombie Squad RPG does have:

Ancient, alien horror.

Exploration of ancient ruins and derelict ships (see above).

Alien races, some of whom hate humanity.

Pirates!

The option to play members of a Penal battalion or just Civilians.

Guns!

Giga-Voodoo, a mystical ability that allows you to take over machines with your mind.

A fast system with a lot of growth potential.

So, if you are still reading then hopefully we have not wasted your time and money and you are at least willing to delve a little further and experience what this game is like to play, and talking of playing if you are ever around on either our Facebook or Google+ groups and would like to chat or even ask if you can jump into a game with us, give us a shout. We love playing The Zombie Squad and are always happy for more fod... players :)

Thanks

FeralGamersInc.

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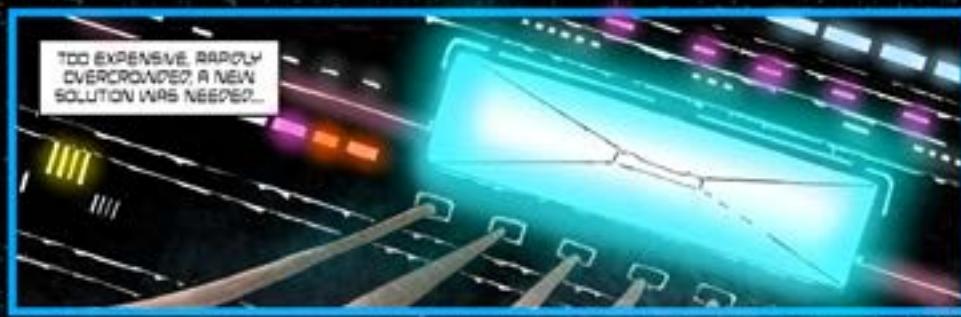
EARTH 2147



OVERPOPULATION, CRIME
AND WAR HAS CALLED FOR
A DRAMATIC SOLUTION.



A PRISON STATION, BUILT
INTO AN ASTEROID AND
SET IN FAR ORBIT.



OK CAPTAIN,
ANCHORS LOCKED.
LET'S TAKE THIS SLOW
AND EASY. PREPARE TO
ACCELERATE ON MY
MARK... 3. 2...

CAPTAIN,
WAIT FOR MY
MARK!

THIS...
IS...
ATANIS...
CONTR...
HOLE
IS...
LING...
ENGINES...

ALL SHIPS
REVERSE THRUST!
I REPEAT, REVERSE
THRUST!

ATANIS,
REVERSE THRUST. WE
ARE BEING PREGGED
WITH YOU. REVERSE
THRUST!!

ALL SHIPS
REVERSE ENGINES,
DIENGAGE...

PEAT... VERSE
EN...





Dawn

Lara climbed into her bed and bounced on her knees, using the mattress as a trampoline. She giggled as her grandfather followed her into the room. The rambunctious seven-year-old had been running at light speed all day, and it would take a minor miracle to get her settled down enough to sleep. He palmed the door control, and it slid silently from its pocket in the wall, sealing and pressurizing the room with a slight hiss.

"All right, all right," he said, smiling. "At least put your head on the pillow for three seconds."

She did as she was told, but the giggling continued. He sat on the edge of the bed and looked down at her in amusement and the sort of fatigue that can only come from dealing with an overstimulated child all day. "I'm not tired," Lara warned him.

"I can see that." He smiled. "How about a story? Would that help?"

She screwed up her face. "As long as it's not the one with the Talvan squidges."

"Skidjes," he corrected gently. "And no, tonight we won't talk about Talvan insects. I had a different story in mind."

Lara pulled her covers up to her chin and nodded eagerly. "All right!"

Her grandfather leaned back against the slim pressed-carbon headboard and interlaced his fingers around his arthritic knee. Even with medical advancements, old age and a life in the mines still took a toll on the body. "Do you know what's going to happen tomorrow?"

"No."

"Tomorrow, the Alliance is going to recognize humans as an official sentient species. Do you know what that means?"

She shook her head, her black hair rumpling against the pillow. "No."

"That means that we'll be free to trade and travel the same as all of the other races here in the void, and that we'll no longer be considered just interlopers from another place."

"Intalopper... inter... intyloopers..." Lara sighed in exasperation. "That word. What does that mean?"

He straightened her hair. "When humans first arrived here, we weren't invited. We just travelled through an old system gate, which was supposed to take the Hub and deposit it out in space where it could fend for itself. Only things didn't quite work out the way people planned. The Navy ships and the Hub got sucked through, see, and ended up travelling through the gate to a place nobody quite expected. The gate collapsed behind the ships and the Hub, and there was no going home."

"The Hub," she repeated. "That's where we live."

"That's right." He nodded, pleased that she was showing interest. It was important for her to know her species' history. "The Hub was once a prison, did you know that?"

"I knew that! But it's not anymore."

"No, not anymore."

"Grandpa, were you in the Navy?"

He shook his head. He had known this question would come someday. "No."

"Were you a prison guard?"

"No, Lara."

Her dark eyes widened, becoming as round as the moons orbiting Vandos. "You were a prisoner?"

He nodded. "Yes, Lara. I was."

"What did you do?"

Her grandfather hesitated, then admitted, "Bad things, my dear. I did bad things in my youth. When the Hub went through the gate all those years ago - fifty-eight years ago, to be exact - I was a very angry young man who made very poor decisions. But I made one good decision when I married your grandmother. And then we had your mother, and now there's you." He tapped her nose.

Lara smiled. "That's my nose!"

"Yes it is, and I'll take it if you're not careful." She covered her face with her hands, only her sparkling eyes still visible around her fingers. He chuckled. "Now... where was I? Oh, yes. When the Hub came through, we were a bad surprise for the alien races who already lived here. Nobody wants a prison to suddenly show up in their home space. They were understandably a little nervous about us."

"But the Talvans came to greet us," she prompted. "And the Navy shot them!"

"Yes, the Navy thought they were attacking and responded with force. That was quite unfortunate, because the Talvans were acting as emissaries to welcome us to this quadrant. You see, before we came and named the place the Gamma Celia System, and before we named Vandos and started building our mining colony, the Talvans were already here, along with all of the other aliens we've met. The Talvans were being friendly, though, and the Navy shot at them. Lucky for the Talvans, our weapons were too weak to get through their defences, so they never even had to shoot back. They just had to hunker down behind their shields and wait for the Navy to give up."

"Did they?"

She grinned at him impishly. She knew the answer perfectly well. "Yes, they gave up." He tickled her neck, and she laughed, kicking her feet. He shook his head at her, and at himself for getting her revved up again. She was never going to fall asleep at this rate.

"The Talvans were our friends, weren't they, Granddad?"

He nodded. "Yes, they were. They gave us three whole star systems to occupy, and they let us explore them and map them and build colonies for mining and farms -"

"Like the farm where daddy works," she interrupted.

He had never really approved of his daughter taking up with a dirt farmer, but he kept his opinion to himself. "Yes. Just like that. And when the alien council wanted to eject us from the void, the Talvans used their votes and their political savvy to not just keep us here, but to get us seats at the table. They were the first alien species to give us a chance. Don't you think it's good to give people a chance, Lara?"

She nodded. "Until they kick you."

He couldn't argue with the logic. "Well, true."

"The other aliens were mean." She pushed her bottom lip out as she said it.

"Yes, they were." He blinked away images of the invasion, the memories of the attacking Quoli and Daxek forces he couldn't quite leave behind. He had lost his wife in those attacks; she had been just one of the three thousand humans left dead and dying. He had only survived because he'd been deep below the surface in one of the titanium mines. Sometimes he still had nightmares about those days. He cleared his throat.

"But the Talvans stepped in to protect us again, and the bad aliens left us alone."

"Thank gosh!" she enthused.

He chuckled. "Yes. Thank gosh. Do you know what happened next?"

She squinted one eye. She had heard this story before, at least parts of it, and she knew some of the answers. "We made other friends?"

"Yes, exactly it. The Talvans helped us meet and trade with the Ashaara, and we gained a great deal in that arrangement. We grew stronger, and then we could start to defend ourselves without as much Talvan intervention. That was good, because the more we explored and reached out into the void, the more the other aliens distrusted us, until we ended up going to war again."

Lara's eyebrows furrowed. "Stupid Vrak-C."

He nodded. "Yes. Mean, stupid old Vrak-C. They took the Ghost Planet Juvains and started to make slaves out of the people there. It was a very bad business, and when we sent diplomats to work it out, the Vrak-C wouldn't talk. They just shut us out and kept being horrible to their people."

She chewed her bottom lip, and he wondered if maybe politics and war might have been a poor choice for a little girl's bedtime story. Then again, she was her mother's daughter, and his Mira had always loved to hear stories about battle. He looked at his granddaughter, trying to determine whether he should stop or if he should continue.

Impatiently, she urged, "What then? Granddad, what then?"

He smiled. "That's when your mother and her team come in."

Lara clapped her hands. "Yes! Tell me about it."

"Well." He shifted on the mattress. "Your mother, as you know, is a very brave woman, and she and her special forces unit went to Juvains and helped to destroy the Vrak-C stronghold there. They were all driven underground and we humans were able to liberate all of the poor people that they had put in chains. Your mother fired the first shot that opened the first slave pit lock. Did you know that?"

She nodded her head, excited. "Yes! She's a hero!"

"Yes, she is. And she'll be very distressed if she realizes how late I've let you stay up these last few days." He rose and smoothed her covers over her knees. "So your mother and her comrades went and saved the slaves, and they humiliated those mean, ugly Vrak-C people and won the day. That's why we are now about to be officially recognized by the Alliance, and why humanity is now a welcome presence here in the void, not just on the Hub and down on Vandos, but all through the systems that we've explored."

"I want to explore," she told him.

He kissed her forehead. "Someday, maybe you will."

"And I want to fight mean aliens and save people, like Mama."

He smiled. "Perhaps you will," he told her, "But not yet. Good night, little one."

"But your story isn't finished!"

"It is for now." He stood and selected one of her soft toys from the shelf above her bed. It was a cartoonish version of a blue, six-tentacled alien with googly eyes, and it was her favorite.

"Your stories don't have good endings," she complained, stifling a yawn.

"No? Well, that's just because the story isn't finished yet. We're still writing it. We're at the dawn of a new day."

He handed her the toy, and she squeezed it in her arms, cuddling it as she rolled onto her side. "It's not dawn, silly," she said, closing her eyes. "It's night time."

"Yes. Night time. Time for all good little girls to go to sleep."

He opened the bedroom door and looked back at her as he dimmed the lights. She mumbled to him, "Good night, Granddad."

"Goodnight, Lara."

20 Years Later

The rubble was still smouldering, thin wisps of smoke rising to be sucked away into the void. The hole in the ship's skin was gaping, and only the rapid deployment of pressurization countermeasures had kept it from imploding. She stood at the edge of the hole, her magnetized boots holding her securely in place despite the fluctuating artificial gravity and the vastness of space just beyond her fingertips.

She was fairly certain this wasn't how her Granddad had wanted his story to end.

One of her comrades in the Zombie Squad approached. His voice was clear over the communicator in her helmet, and he sounded grim. "Captain," he said. "We've found no survivors on this level."

Lara nodded. "And on the other levels?"

"Green Team reports five casualties and two hundred survivors."

"Get an evacuation team assembled. I want those civilians out of here before the Trak-Vex come back."

"Yes, Captain." He saluted and released the magnetization on his boots, using hand grips to manoeuvre to the hatch on the level above.

She called to him, "Smith." He turned to face her. "Make sure that the boys don't loot this time. I don't want any more complaints heading back to the Hub."

His crooked smile flashed through the faceplate on his helmet. "I'll try, but you know how it is... this battalion was hardly made up of the best and the brightest. Once a criminal, always a criminal."

"That includes you, you know."

"I know."

She frowned. "That was an order, Smith."

He hesitated, then nodded. "Yes, Captain."

She watched him go, then turned her attention back out into the void. There were no signs that the enemy was returning, which was something of a relief, but she knew better than to relax. It had been a long war, and it was just going to get longer.

0001 Dossier

The Zombie Squad is a Science Fiction RPG with the Powered by the Apocalypse mechanic at its core, but it does not look much like many of the PbtA games available at the moment. The Zombie Squad has done things a little differently it still has Moves, uses 2D6 and has Tags, the MC and Player principles are the same as most but we have diversified with character creation mainly, which, unlike many PbtA games is more random and less down to player choice, Harm has changed as have Tags.

We hope you can embrace these changes and enjoy yourself in the world of The Zombie Squad.

A Quick word on Terms

We will use a few standard terms in this book which, if you are new to Roleplaying and the PbtA system might not understand, here is a quick rundown of the most common.

MC – Mission Control, the person running the game.

PC – Player Characters, the people playing the game.

NPC – Non-Player Character, all those other people voiced by the MC

D6 – A single six-sided Dice often beginning with a number like 2 indicating 2 six-sided dice 2D6.

Moves – Actions performed by the MC and PC's.

Core mechanic

To play the game you need to understand the two fundamental mechanics that make up the PbtA game and are the foundations to The Zombie Squad, these are Moves and dice rolling, one pretty much follows on from the other.

Dice Rolling

Throughout the game you will often be asked to roll an attribute this then involves rolling your 2 six- sided dice and adding the attribute total, the result is then checked against the 3 results below.

10+ - You have succeeded, it's a clean move a successful hit or a win.

7-9 – This is not so much of a success, it's a partial success, or a glancing blow, maybe you got what you wanted but there is a circumstance, or something breaks.

6 or less – This is a fail, a miss, and a loss, maybe the MC will say you succeeded but with a major problem linked to it or a complication.

Moves

The next fundamental mechanic is the Move, both players and the MC have moves, they work a little differently from each other but at their heart they follow the same principle. A Move is part of the narrative that creates decision or circumstance.

Whenever you need to attempt something that has a risk or challenge linked to it that's a Move.

You wish to shoot the Alien Arachnid waiting to pounce, that's a Move, you wish to crack the security code of a Pirate ship that's a move. The Player moves relate to the situation whereas the MC moves are triggered by the players fails or gives an opportunity via a partial success, the MC moves are responses to the Players actions.

Example of a Move

Below is a short play example of a Move in action:

The squad is currently caught in a fire fight with a bunch of pirates on board a deserted space station, the pirates are losing but one of the squad has been hit.

MC: Ian is down and has taken a serious wound.

Phil: Ok I'm gonna attempt to get to Ian to administer first aid and get him stabilised.

Niki: I will throw down covering fire to draw the attention away from phil's mad dash across the gap between our cover and his.

MC: Great Phil you will need to move quickly across the from your area to get to Ian's before the Pirates spot you but Niki's cover will grant you a +1. Give me an Act under Fire move.

Phil rolls the dice, his Cool is +1 and with the extra +1 Niki grants him means he will have +2, rolling the 2D6 gets him a 2 and a 4, which is 6 the +2 increases this to 8, a Partial Success.

MC: Ok so you reach Ian but in your haste and with gunfire exploding all around you manage to mislay your assault rifle which now lays between this cover and the cove you just moved from.

Phil: Damn, nevermind my priority is Ian, I'm gonna get my medkit out and get to work.

MC: Ian has a serious wound so that is a -2 to fix him up.

Phil: I have a Surgery Tag which gives me +1.

Ian: So have I can I help him by being helpful while he fixes me up?

MC: Ok just this once, so your +1 for the tags cancels out the -2

Phil rolls the dice and gets a 5 and a 4, his cool of +1 increases this to 10, which is a total success.

MC: Ian's wound drops down to a light wound and you stop the bleeding, next round Ian is back in the fight.

Niki: good because these Pirates just called reinforcements.

Other Mechanics

There are a few other mechanics that drift around the foundations and allow the game to progress these are:

Forward – Often seen as +1 Forward, what this means is that you gain a +1 to your next move.

Reprise – Each player starts with a number of reprieve points, these allow a re-roll of the Dice or the negation of harm, the use of a Reprieve point hands the MC a consequence they can use against you. Reprieve points refresh at the start of a new session.

MC moves

When an MC makes a move its usually because the players have given them an opportunity to do so, MC's will make a move when:

- » The PC's Fail
- » The Players are waiting for something to happen
- » To move the story on or when the circumstances demand it.

MC Moves come in two types Soft which allows the players to respond or avoid the consequences and Hard which impose immediate effect on the players.

There is a full list of MC Moves in the Mission Control section of the book.

Goals and Principles

The MC has a number of Goals they need to achieve when running The Zombie Squad, these rules are the basis behind the MC moves and knowing when and which moves to use, the goals are:

- » Make the Void a dangerous and intriguing place
- » Fill the characters lives with action and dilemma's
- » Make the Characters feel part of a vast universe
- » Be part of the game and react

The MC is the protagonist and the allies, you are not there to kill the characters but to tell a story and throw in complications, actions, opportunity, and dilemma. If the players face adversity and danger but succeed against all odds you have done your job.

MC's also have a number of Principles as guides, a toolbox to help fulfil the goals they are given, these principles are:

- » Make it feel alien
- » Begin and end with the fiction
- » Talk to the characters not the Players

- » Ask questions and use the answers
- » Be a fan of the Characters
- » Make interesting NPC's that are also disposable
- » Add mystery to the universe
- » Plan offscreen

The Principles are the things the MC needs to consider when planning the game, when running the game and before they make a move, this will keep each game fresh and exciting, involve the Players make them feel an integral part of the world.

We will go more into this in the Mission Control Section.

Tags and Specialisations

Tags in The Zombie Squad are different to other PbtA games, they are gained from life experience and careers and will offer a +1 to certain Moves, each character will start with a number of Tags and gain more as they play the game.

Specialisations are similar to Tags but linked to your Position in the team, Specialisations differ from Tags in that they cannot be chosen by everyone just those within that position making them more a specialised benefit, they also offer +1 to Moves.

Both Tags and Specialisations will stack with each other.

Wounds

Wounds are often referred to as harm in other PbtA games, in The Zombie Squad we use wounds which are reliant upon your Armour. As you gain wounds you get closer to death unless medical care is available.

Qualities

Items, Weapons, and gear all have Qualities that tell you how well made or if it has any special abilities, for example quality climbing gear will help with climbing that wall. Qualities can also help with the fiction and push it along instead of relying on the dice, if the quality of the hacking tool is a couple of levels above the quality of the lock or computer than the MC can decide to call it a success.

All items etc in the Quartermaster section can have a quality and this is reflected in the increased cost. See the Quartermaster section to learn more.



0002 Stat Moves

These are the moves every character starts with, often referred to as Basic Moves we have named them Stat Moves as they are linked to the stats. The Stat moves are the fundamental moves that every character will make during the game at some point or other.

Below is a description of each of the moves and an example of the Moves in action.

Act under Pressure (Cool)

When you wish to act whilst facing opposition or avoid danger, roll Cool.

On a 10+: You succeed in the action.

On a 7-9: You succeed but with a consequence, the MC will offer you a hard choice or a cost.

This move is applied when you are performing an action that doesn't have its own move, such as: moving from cover to cover, running across open ground whilst under open fire / being fired at, during an earthquake and whilst buildings fall around you. This move can also be used when the MC feels that an action has a game changing consequence or is potentially dangerous and is not sure which move would apply. It can also be used whilst facing questioning or being yelled at by a drill sergeant.



Battlefield Medic (Cool)

When you treat a wound whilst under fire or during a mission, roll Cool.

On a 10+: You heal up to 2 wounds.

On a 7-9: You only heal one wound.

On a 6-: You cause a wound.

Battle field medic is used to heal wounds quickly whilst on the battle field, more serious wounds will need to be dealt with at a medbay or other medical facility.

Checking it out (Smarts)

When you are wary of ambushes, looking for hidden snipers or wishing to evaluate your environment or a person, roll Smarts.

On a 10+: You can ask the MC two questions.

On a 7-9: You can ask the MC one question.

If you succeed the player can ask the MC a number of questions based on the situation that they're checking out. If they act upon the information from the question they receive +1 forward.

MC's should be as descriptive as possible based on the questions asked in order to give the player all the information they need.

Down & Dirty (Tough)

If you want to attack an enemy with Melee or unarmed attacks, roll Tough.

On a 10+: You hit and get to roll damage.

On a 7-9: You hit but with a consequence.

Choose one:

- » You also take a wound from the attack
- » An ally takes a wound from the attack
- » Your enemy alerts reinforcements
- » Something breaks

Down and dirty is your basic attack move for your melee and unarmed combat. The move is more about engaging your enemies to impose your will, with damage as a consequence of that.

Hand/Eye (Move)

If you want to pick a lock, fix an engine or place explosives, roll Move

On a 10+: You succeed in your action

On a 7-9: You succeed with consequence

Choose one:

- » You trip on an alarm
- » Something important breaks
- » Whatever you did won't last long

Hand/Eye is used whenever you wish to fix or manipulate devices, locks, traps, and explosives



If for example you are setting up a bomb to detonate on a timer or picking the lock of a security door, or unjamming a weapon, then Hand/Eye is the move you would use.

Help or Hinder (Bond)

If you want to help or hinder another character, roll Bond.

On a 10+: Choose one:

- » You turn a partial success into a success
- » A partial success into a failure
- » You give +1 forward
- » You give -1 forward

On a 7-9: You give +1 forward but with a consequence or complication.

This move can be rolled before the main move in order to help or hinder by giving a +1 or -1 to another character or rolled after the main move by changing the result. Each character must be close to each other for this to work and the character wishing to help or hinder must declare their intent. A complete failure by the character to do either still means that the intent was known.

Info Gather (Smarts)

If you wish to search a system, ask questions on a situation or person, roll Smarts.

On a 10+: You can ask the MC 2 questions related to the investigation.

On a 7-9: The MC will answer one question but the answer does not need to be complete.

On a 6-: The MC will answer the question, but they can make a move or answer falsely.

Info Gather is used when researching a subject, investigating a place or person, searching through files or data bases.

Load & Lock (Tough)

When using any ranged weapon and getting involved in a fire fight, roll Tough.

On a 10+: You hit your target and do the damage.

On a 7-9: You hit your target, but the MC can choose one from below:

- » You suffer a wound during the fire fight
- » Your weapon jams
- » You run out of ammo
- » The enemy calls for reinforcements

On a 6-: You miss and need to change clip or reload.

Load and Lock is used for all fire fights with enemy combatants, this includes suppressive fire, snap shots, aimed shots, or firing from vehicles and using vehicle weapons.



Make a Deal (Chat)

If you want to get a better price from a trader, buy information or sweet talk the requisitions officer, roll Chat.

On a 10+: You get the deal, gain the info and you sweet talk the target.

On a 7-9: You get the deal, but it's not as good as you hoped and the target will no longer be agreeable.

The Make a Deal is used with traders when obtaining items or equipment, with requisition officers when attempting to improve your gear or when trying to bribe officials or gain information from the street.

Parkour (Move)

If you want to jump the wall, climb the cliff or escape across the rooftops, roll Move.

On a 10+: You succeed.

On a 7-9: You succeed with a consequence, the MC will can choose one from below:

- » You take a wound
- » Something breaks or you lose a piece of gear (MC Chooses).
- » You stumble and take -1 forward for next action

Parkour is used for jumping or climbing over obstacles, for moving or running quickly over dangerous terrain whilst being chased, and any movement action that involves an element of risk.

Stealth (Move)

Moving quietly, hiding in shadows, covering your tracks when scouting a wilderness or your digital fingerprint when hacking a system all fall under the Stealth move.

On a 10+: You succeed and anyone hunting you fails

On a 7-9: You succeed but those hunting you will continue to search either somewhere else or be on alert in the area.

Stealth can be used for physical actions by the character, digital actions like hacking or even vehicle and spacecraft moves to avoid pursuers.

Systems (Smarts)

If you want to operate a computer or use a ship's controls or communications not owned by the characters, roll Smarts.

On a 10+: You gain access and the system can now be operated

On a 7-9: You gain access but the owners of the systems have been alerted to your presence

Systems involves any computer, AI, security, communications or data base not owned by other characters. Systems allows characters to use a system that has been secured by passwords, encryptions or other means.

This move is not instant unlike other moves, systems can take a short period of time as the character decodes any security in place.

Use a Contact (Chat)

When you have a contact that may help, roll Chat.

On a 10+: The contact comes through with the help needed.

On a 7-9: The contact helps but at a cost, the MC chooses one from below

- » The contact wants a favour in return
- » The contact will not be available for a number of sessions afterwards
- » The contact wants to be paid

On a 6-: The contact helps but the character loses the contact permanently



003 Recruitment

Your adventures through the Galaxy begins kind of at the end with a cold dank cell on an ice planet on the fringes of the Gamma Celia System. You await your execution for a crime you did or did not commit, whatever the circumstances and whether you are guilty or not you were sentenced and here you are.

As the blaring alarm goes off informing the inmates it's time to wake up you swing your legs from the bunk and the cold metal floor of your cell sends a signal as your feet make contact, this signal switches off the wake - up alarm and now only hours separate you from your method of execution which is:

D6 Execution

- 1 *Firing Squad*
- 2 *Hanging*
- 3 *Lethal Injection*
- 4 *Beheading*
- 5 *Spaced*
- 6 *Decompression*

Once dead your brain will be removed and transferred into a service bot or menial task bot somewhere in the universe. You keep your memories, hopes and desires and spend an eternity never able to fulfil them.

A small price to pay for the crime of –

Your crime is decided by you, as well as whether or not you are guilty, we suggest you discuss this with your MC, but we stress the crime must fit the punishment and it should be serious, also if you decide you are innocent you must come up with a reason why you were accused, if you decide not to share this with the party it is your choice. We have provided a list of crimes below to help.

Crime

- Murder
- Treason
- Desertion
- Espionage
- Stealing

Sitting on you bunk you realise that you are not alone, at the end of the bunk dressed in the Black Uniform of the Penal Brigade stands a Colonel, the twin silver deaths heads on his lapels grin at you as if they know something you don't, he glances up from the file he is reading 'Where you from?'

Your Background determines any Tags you received as you were growing up. You must roll a D6 to determine your Birthplace on the table below.

D6	Place	D6	Place
1	City	4	Waystation
2	Hub	5	Flotilla
3	Colony	6	Port

All characters come from the Gamma Celia System as this is the primary human controlled system of the three that make up Hub controlled space, we go into more detail in the Gamma Celia Section.

City – If you rolled city you were born in one of the two major cities in the system.

Hub – You were born and raised on the Hub, the Space Station, and Capital of Humanity.

Colony – You were born and grew up on one of the many Colonies in the system.

Waystation – The Waystations are storage and refuelling areas that have slowly become towns and cities.

Flotilla – You were born and raised on the Explorer Vessel Conquest which has become part of a huge flotilla of vessels floating in space and connected by Grav-tubes.

Port – Huge Platforms that sit in low orbit, they have, over the years become home to thousands.

Place	Tags
City	Streetwise, In the Middle, Sheltered
Hub	The Pipes, The Grey Zone, Above it all
Colony	Worker, Foreman, Boss
Waystation	Loader, Admin, Control
Flotilla	Vagrant, Citizen, Coordinator.
Hub	Scrubber, Loader, Trader

Cities

Humanity began to populate various planets in the Gamma Celia System as early as 2162, and on New Eden over the last 50 yrs three cities have been established. The current human population on New Eden alone is close to 23 Million people. The majority of which live in New Paris.





The Hub

The current population of the Hub is estimated to be 1.3 million.

Mainly used now as an administrative and trade location the Hub is home to a Talvan Embassy and the military command arm of humanity's government.

Many humans left the Hub and moved to cities built upon New Eden below in 2190.







Colonies

There are an abundance throughout the three systems controlled by the Hub.

Colonies were established to mine and farm for resources, and most still serve that purpose.

Recently those colonies the furthest out have become more lawless and factions calling for independence have grown.



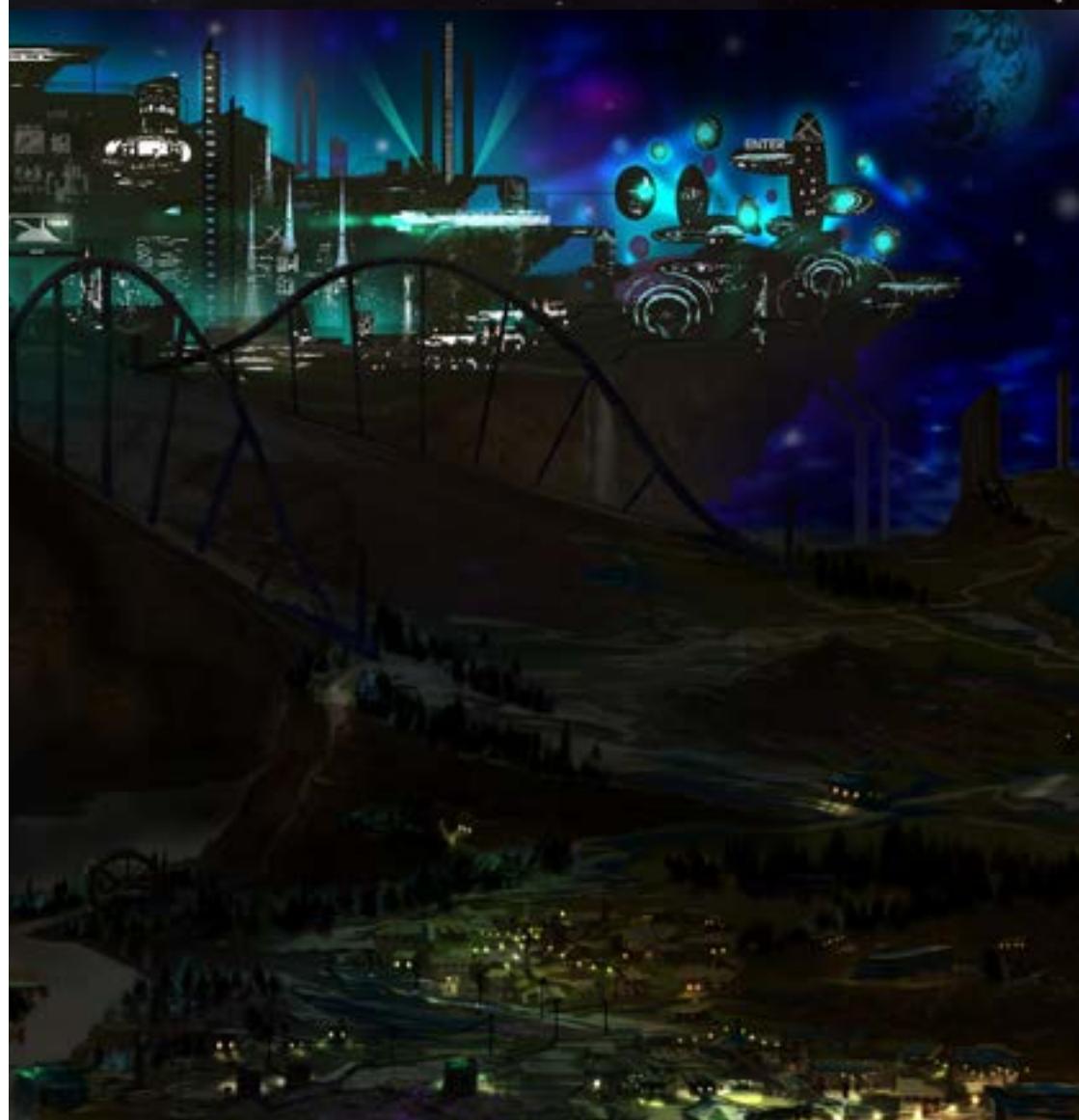
GIBBONS



Waystations

Waystations were built in to allow ships to dock and refuel on long trips. They soon became storage and trade area's and now most have a permanent and transient population.

Now seen as Trade outposts and places outside the gaze of the authorities Waystations have become home to many Smugglers and Pirates.

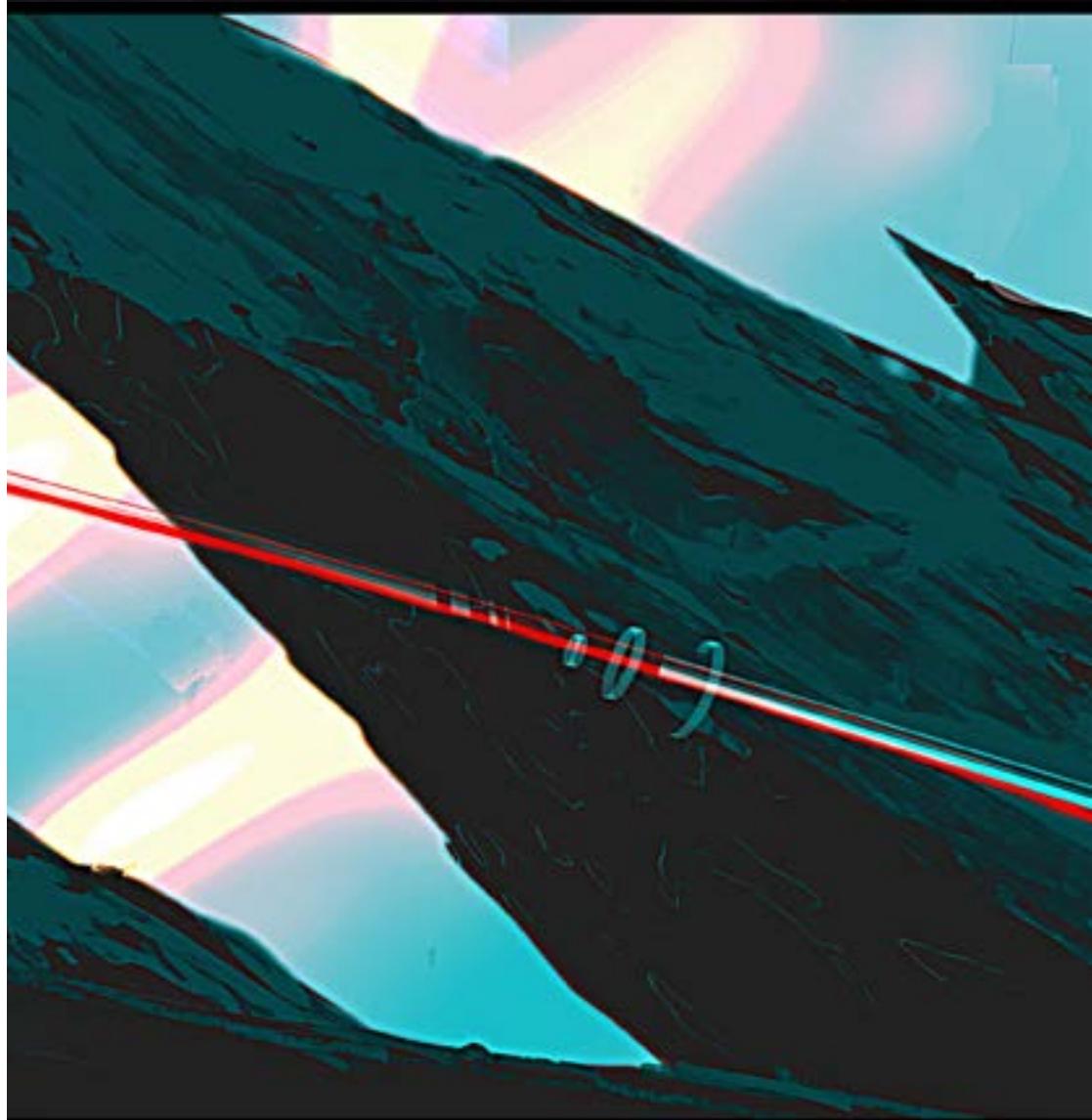




Flotilla's

The Flotilla's have become sanctuaries to those people wishing to flee the Hub or no longer want to work the mines and farms of the colonies.

The Flotilla's are seen as places of freedom and learning as well as secure. The Flotilla's are often free of the crime that seems to plague the colonies and cities, but this is mainly due to the strong military presence.





Spaceports

Though most Spaceports are built above cities and close to colony planets, many have become like small towns, with residents working the ports, trading and make a living from the constant influx of ships.

Some Port Towns are little more than shanties and many believe they encourage crime and poverty. Black markets seem to prosper in ports.



Statistics

There are 5 Statistics in The Zombie Squad which are linked to the Stat Moves and can be used to act within the game. Players can use Stats instead of moves to perform actions but they will only ever succeed with a Partial Success or Fail.

You can distribute the totals +2, +1, +1, +0, -1 amongst the 5 following Stats.

Chat

Your ability to fast talk, charm and persuade. Also used to issue commands and is linked to the **Make a Deal** and **Use a Contact** moves.

Cool

Your ability to remain calm and focused, to stop yourself from panicking and to combat fear. Cool is linked to the **Act under Pressure** and **Battlefield Medic** moves.

Move

Your ability to exert yourself in a physical way to climb, jump, move quietly and perform acrobatic manoeuvres. Move is linked to the **Hand/Eye**, **Parkour** and **Stealth** Moves.

Smarts

Your ability to solve puzzles and problems, understand technology and instructions, knowledge and memory. Also covers your creativity and instincts such as perception. The Smarts Stat is linked to the **Checking it Out**, **Info Gather** and **Systems** moves.

Tough

Your ability to use your strength and physical resilience to use weapons and take hits like a pro, aids in reducing damage, inflicting damage with CQC and unarmed attacks. The Tough stat is linked to the **Brace**, **Down & Dirty** and **Load & Lock** moves.

Bond

Bond is not a Stat but it does influence a Move called **Help or Hinder**. How Bond works is by each player placing a +2 next to the name of the character controlled by the player on their right, -1 to the character controlled by the player on their left and +1 to all the other characters in the squad. When this is done the number assigned acts like a Stat when using the help or Hinder move.

The Players can also elect to change the total distribution after the first session based on how they felt their character connected to the other members of the squad, also the MC could suggest playing the first session before distributing the totals and allowing the players to choose who they wish to give the points to.

He nods and looks back down at his file, flicking through pages and study what appear to be charts and medical records. After a few minutes he looks up again, 'it doesn't say what you chose as a career'.

Your Career is chosen once you become old enough to be called an adult, this varies from place to place due to circumstance or life expectancy, which is often shorter the further you are from the Hub. You can choose either a Military or Civilian career.

Career choices are not static and your character can move from a military to civilian career and vice versa once they have fulfilled their first term. You cannot move from one Military career to another Military career, but you can move around within civilian careers.

Careers are done in terms with each term lasting 4 years, so spending 3 Terms as a Smuggler would equate to 12 years.

At this point the players and MC need to decide whether they plan on playing the game as The Zombie Squad as intended or as a standard Sci-Fi RPG. If you decide to play the game as the latter then all the characters can choose a Military career but ultimately end up in a Civilian career and this is then their characters profession.

Playing as the Zombie Squad the MC and Characters need to just continue on creating their characters.



Military

You served in the Military and your choice of crime should reflect this, you can choose one of the units below to be your career.



Colonial Rangers

The Recon and Exploratory force of the Hub trained in stealth and survival techniques and sent around the Galaxy to infiltrate and explore. The Ghost Snipers are a famous unit from the Colonial Rangers.

- » You can choose 1 Tag from: Environment, Tracker, or Recon.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1



Cy - Ops (Cybernetic Operations)

The Cybernetic Operations unit are a specialised unit for the control and repair of Cyber enhanced soldiers, and the takedown of enhanced enemy units. Each member is trained in the use of Cyber Gear and many become Witches.

- » You can choose a Tag – Computers, Robotics, or Satellites.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



HDF (Hub Defence Force)

Stationed on the Hub, Colonies, and Cities throughout the Gamma Celia system the HDF are the Police of the Hub controlled star systems, having to deal with everything from Pirates and Smugglers to local disputes.

- » You can choose a Tag – Colony, Space Station, or City.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



HMISC (Hub Military Intelligence & Security Command)

The Spies and Tacticians of the Military these are the ones that know everything that is going on and deal with those situations of diplomacy and cover ups. They are the interrogators and the negotiators.

- » You can choose a Tag – Diplomacy, Infiltration, or Tactics.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



HNEC (Hub Naval and Exploratory Command)

The Naval forces of the Hub are the frontline of all conflicts and the transportation for all the military and exploratory forces. Patrolling Hub controlled space the Navy spends in years in deep space. Each vessel holds thousands of personnel and their families.

- » You can choose a Tag – Engineering, Navigation, or Defence.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.

The Legion

The Legion are the ground-pounders of the Hub, the Infantry troops sent into enemy territory, to sort out invasions and take out rebel strongholds. They are the blood and guts of the Hub forces and are trained in various forms of warfare.



- » You can choose a Tag – Hvy Weapons, Field Medic, or Communications.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.

Term Benefits

The benefits provided within each Military Career are for the first term served, for each subsequent term you must roll on the following event table, and also roll to determine if you gained any Rank within that Military career.

So if you served 3 terms in the Legion you would receive one of the Tags offered and also one of the physical benefits for the first term, and then roll on the event table below and roll on the Rank table for each of the 2nd and 3rd terms.

D6	Event
2	You receive a serious Injury whilst on the Job, this reduces one of your Stats by 1
3	You have acquired a high - ranking enemy, who will attempt to make your life difficult whenever they can. Discuss why with the GM
4	During a mission, a Flashbang or console explodes blinding you, you regain your sight but are at -1 for seeing objects in the distance.
5	For actions in the field you have acquired an Alien Kill Order against you, Discuss with the GM why and which Alien race.
6	A terrifying moment has stayed with you causing you to have flashbacks in similar situations, these flashbacks put you at -2 for their duration. Discuss with the GM
7	You have a Lucky totem, this can be anything you like (Bullet, Rabbits foot etc). It gives you a +1 on a roll once per session.
8	You start with a Low Level Cyber Implant. Discuss with GM.
9	For actions in the field you have gained the respect of an Alien race, Discuss with the GM why and which race.
10	After a severe injury that left you blind surgery was performed and now you have 20/20 vision granting +1 when spotting or aiming at objects at a distance.
11	You have seen your fill of Horror and gain +1 to resisting Fear.
12	You have trained extensively and one of your Attributes has increased by 1 pt.

Rank

D6	Term 1	Term 2	Term 3	Term 4
1-2	Pvt 1st Class	Lance Corporal	Sargeant	Commander
3-4	Corporal	Lieutenant	Captain	Major
5-6	Lance Corporal	Sargeant	Commander	General

Civilian

You chose a civilian career and your crime should reflect this. You can choose one of the careers below.



Colony Worker

You work in a Colony either farming gases from the atmosphere or refining minerals and metals from the planet's surface. Colony work is hard and life is not easy plus it brings with it dangers from the local wildlife, equipment malfunction, Pirates and even Alien invasion.

- » You can choose a Tag - Mining, Farming, Machinery,
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



Data Broker

You deal in information which has either been obtained through hearsay and whistle blowers or from illegal hacks and blackmail, not all Data brokers are criminals and most run legitimate businesses.

- » You can choose a Tag - Hacking, Gossip, Negotiation.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



Explorer

You travel the Galaxy exploring Ghost Planets and gathering artifacts and data for clients or to sell on the clear and Black markets. Your job is dangerous but fascinating and you have seen many strange and terrible things.

- » You can choose a Tag - Alien, Archaeology, Geology.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



Mercenary

You are a gun for hire and spend your time as either private security or in the bars around Colonies and Ports waiting for work. The job flips between moments of high danger and boredom, but when it pays it pays well.

- » You can choose a Tag – Security, Assassination, Shock & Awe.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



Smuggler

You live outside the law transporting stolen goods, fugitives, and illegal cargo across the galaxy. Avoiding Navy patrols and Hub security is a daily routine but the payday makes it all worthwhile.

- » You can choose a Tag – Criminal Orgs, Pilot, Barter.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.



Transporter

You transport goods and people across the galaxy, receiving private contracts to deliver machinery, parts, and important people safely to their destinations. This is all legal and above board.

- » You can choose a Tag – Laws, Navigation, Negotiation.
- » You have either Uncommon Gear, Trademark Weapon, or Cyber Implant Mk1.

Term Benefits

Term benefits for civilian careers work the same way as military with each term lasting 4 years and the character receiving the Tag and item in the first term served. Each subsequent term involves a roll on the following Events Table.

Unlike Military terms the Civilian terms do not end in a Rank roll but one for Reputation, but the same rules apply.

2D6	Event
2	A severe Injury has reduced one of your Stats by 1 Pt.
3	You were accused of a crime which you managed to run away from, you are still wanted for it and could be recognised by certain people in certain places. Discuss with the GM.
4	Whilst on an alien planet you picked up an enemy for something you did, discuss with the GM what and why, this enemy wishes you dead.
5	An accident involving machinery has made you more cautious and you are at -1 when repairing machines or engines.
6	You had a run in with some Pirates who are convinced you informed the authorities about their activities and are now seeking you for revenge. Discuss with GM.
7	You have been witness to some terrifying things and due to this don't get shocked so easily, you gain +1 to rolls resisting Fear.
8	You have seen a lot of the Galaxy and know your way around, you gain +1 when recognising cultures and languages, laws, or traditions.
9	You have had some contact with Aliens and know one extra alien Language at a basic level.
10	You have gained an Alien friend, who they are and what they do should be discussed with the GM, but they will help if they can.
11	Working out and reading in your spare time has led to a +1 to a single Stat.
12	Knowing your enemy is an important part of the job and surviving in the galaxy you gain +1 when attempting to recognise threats.

Reputation

D6	Term 1	Term 2	Term 3	Term 4
1-2	Small Colony	City	Planet	High Influence
3-4	Large Colony	Large City	Low Influence	Famous
5-6	City	Planet	High Influence	Revered

Derived Stats

You have a number of Stats which are derived from your Attributes, these will inform you of your ability to take damage, your reaction speed in combat, how much extra damage you do during Melee etc.

- » **Damage Bonus** – Your Damage bonus indicates extra damage done using CQC and is equal to your Tough Stat.
- » **Grit** - Grit is your Toughness and ability to take a hit and avoid criticals, it is equal to Tough + Cool.
- » **Threshold** – This indicates how many Cyber Implants your body can take before it shuts down it is derived from a combination of the Tough and Cool Stats +5.

The Colonel closes the file and tosses it onto your bunk, reaching into his breast pocket he pulls out a cigar and places it into his mouth. He glances at his watch 'In 3 hrs you face execution, after which your brain will be removed stuffed into mechanical factory bot, janitor bot or whatever and you will live forever inside a metal case with your memories and desires, wishes and regrets' he pulls out a lighter and lights up the cigar, puffing a few times a thick cloud of smoke surrounds him before floating to the ceiling and getting sucked into the vents.

'Of course, this is not your only option' he reaches into the other breast pocket and pulls out a folded piece of paper and a pen, he tosses both onto your bunk next to the file. He watches as you unfold the paper and see that its blank. You look up confused.

'Signing that contract means you become the property of the Penal battalions, you will follow the orders of the officers in that battalion and you will have the chance to redeem yourself, we, at any time, can revoke said contract and return you here where your execution will commence as was determined by a court of law, your brain will then be removed blah blah and so on' He stares down at you as he blows smoke rings into the room.

A choice of execution or the chance of redemption seems like no choice at all and you sign the piece of paper and hand it back, he folds it up and with the pen replaces it in his pocket. 'Ok from this point on you are officially dead, the sentence was carried out and your brain is floating about inside a toilet cleaner, no contact with family and you are no longer the person you were 1 hour ago, you are the walking dead, so welcome to THE ZOMBIE SQUAD'.

Contract

Each character needs to sign a contract once they agree to be removed from Death Row and join the Penal Battalions (a copy of the contract can be found at the back of the book and should be printed out). This contract stipulates certain rules and regulations that each squad member must agree to, these are:

1. The undersigned agrees that if any crime is committed against the Corporation and council of the Hub they will immediately return to their last place of detainment and their method of execution carried out.
2. The undersigned will not knowingly act in a way that contravenes Galactic Law as established by the Talvan Hive, unlawful assassination, genocide or the attempted coup of an alien government will be considered acts of treason in galactic law. (This ruling only applies to those actions not authorised by the Talvan Hive either openly or covertly).
3. The undersigned will to the best of their ability protect and uphold the rights of humanity and the security of its Star Systems, even if by doing so you go against the previous two rulings.

The contract also covers the manner in which the character wishes their body to be disposed of after death, these are:

1. The deceased's body will be jettisoned into the nearest available sun, if there is not a convenient sun nearby the body will be jettisoned into deep space.
2. The deceased's ashes will be scattered on their home world or planet of choice as long as the funds needed to do so are available.
3. The undersigned can choose to have their brain removed upon death and placed into the body of a Cyborg to continue their service to the Corporation and humanity.

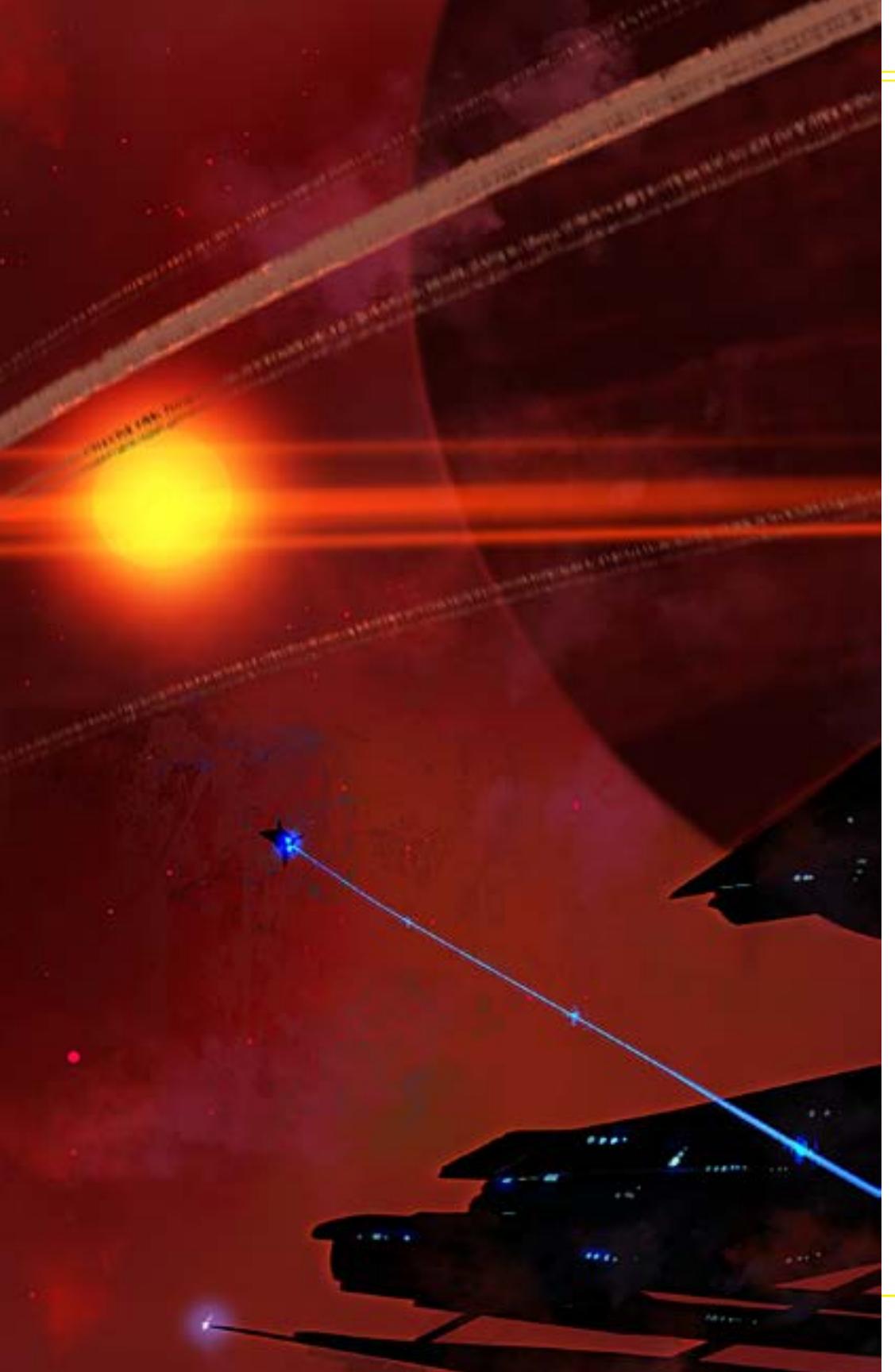
Option 1 is free, and the body will be stored until such time as a convenient moment to dispose of the body has arrived.

Option 2 costs money. to have the ashes transferred to a home world or other location and scattered will cost the character 10,000 bitcreds, this is to be paid in advance and the payment kept in trust until such times as they die.

Option 3 involves transferring the brain to a Cyborg body, you must build your body with any available funds, see the Cyborg Chapter.

Once the contract has been filled in and signed it cannot be changed, the GM should keep a copy so that they can at some point wave it in the players face and remind them of those silly rules they agreed to.

If you are running a game which does not involve joining a Penal Battalion the contract can be signed with the Corporation, as all humans fall under Corporate and Hub law, we have created a separate contract to illustrate this option.



004 Playbooks

Each character in The Zombie Squad has a playbook, these represent your position within the squad itself and should be linked to a previous career chosen during Recruitment. Unlike a lot of games Powered by the Apocalypse the Playbooks in The Zombie Squad do not determine stats or background as these have already been chosen or rolled in the Recruitment chapter.

The Playbook will allow you to choose your look, name, starting moves, starting tags and gear, each playbook will be specific to the position and so gear choices and tags will differ. The playbook will also give you the option to choose a trademark weapon or cyber implant, depending which you chose during recruitment.

Each position will come with a choice of statements which the player can use, or they can create another unique one by discussing with the MC.

There are 5 Playbooks in this section with a sixth playbook appearing at the end of the Build a Cyborg section.

The **Booster** is the scout and sniper, tracker and face, silently stalking their prey or getting into those places designed to keep people out.

The **Fixer** is the Mechanic and Pilot, Hacker and bomb disposal, if it needs fixing or defusing you call the Fixer, if it moves they can drive it.

The **Gunslinger** is the fighter, the shooter, the quickdraw and the muscle. Shoot first ask questions later, everything is solved by ballistics.

The **Ronin** is the rogue, the knife artist, the swordsman and the martial artist, trained in CQC and skilled in the bladed ballet, the Ronin gets up close and personal.

The **Witch** is the freak, the binary mage, the interface interloper, projecting themselves into the machine and travel the networks consciously.

Booster



'Niki peers around the corner of the building and into the courtyard, she can see the two guards near the gate sharing a smoke, camera's and what looks to be an automated turret, Niki isn't too worried about those Mayj will take those out. She checks the rooftops and spots the sniper, Niki grins, that's the real threat. She grabs her sniper rifle and slowly begins attaching the suppressor. With casual ease see takes a bead on the sniper, hunkering down to get more stable and takes the shot. The High Velocity 50mm rnd takes the sniper in the head which evaporates in a puff of red dust, Niki grins and trains her sights on the first of the guards'

The Booster is the stealth expert in the group, the one with the criminal contacts and abilities that allow them to take out threats silently or from a distance. Each squad needs a Booster just because having someone that can track threats, help avoid situations or silently kill is always going to be handy.

Callsign - Shadow, Rogue, Cobra, Darkman, Windwalker, Feral, Hawkeye, Snake, Scout, Tracker, Ranger.

Choose your Look

Eyes - Hard, Cunning, Squinting.	Face - Covered, Attractive, Scarred, Gaunt.	Body - Thin, Toned, Wiry, Muscular, Short, Tall.	Clothes - Dark, Light, Scruffy, Mixed, Civilian.
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Stat Prerequisite - Chat or Move

Booster Moves

Choose 2 for a starting character.

Backstabber (Cool)

When you are attempting a silent takedown, or to disable targets quickly and efficiently without noise or witnesses. This Move is used whenever a silent takedown is needed be it as a Backstab or even a sniper shot. Roll + Cool

On a 10+: The action is a success.

On a 7-9: The Move succeeds but with a consequence, the MC can choose one of the following:

- » The target makes a sound that alerts nearby threats.
- » You have no time to hide the body.
- » The Target manages to raise the alarm with their last dying breath.

On a 6-: You fail and are now in a combat situation.

Contact (Chat)

The Booster has a unique Contact they could be anything from a Criminal boss or an important member of the Hub council, its the players choice. Contacts can only be used when the squad is in an area where access to communications is available or when they are in the same location as the contact. Roll + Chat.

On a 10+: The Contact is available and can help.

On a 7-9: The Contact is available but cannot help fully, either they can only partially answer the question or obtain a inferior version of an item etc.

On a 6-: The Contact is unavailable.

Duck, Dive, Dodge, Dip and Dodge (Move)

When you wish to avoid attacks and other threats by ducking and dodging out of the way, this covers explosions, thrown weapons, projectiles, buildings collapsing etc. Roll + Move

On a 10+: You manage to avoid the threat with no injury

On a 7-9: You only take half damage from the threat, if the overall damage is 1 then you take no damage at all.

On a 6-: You fail to avoid the threat and take damage as normal.

Fast Talker (Chat)

When you attempt to convince or persuade a target to listen and believe you can also be used to question someone for information or barter for a better price or deal. Roll + Chat.

On a 10+: You have succeeded in what you were trying to achieve.

On a 7-9: you partially succeed, you don't get all the info, the price is better but not what you wanted etc.

On a 6-: You fail, the informant lies, the price goes up or the deal is removed.

Ghost (Move)

When you are attempting to palm items, blending into crowds, avoiding security systems and trailing a target without being spotted. Roll +Move

On a 10+: You Succeed.

On a 7-9: You succeed with a consequence, the MC chooses one from below.

- » The target is alerted and you get -1 forward.
- » You lose the target and need to roll again to pick up the trail.
- » Security are suspicious and they become more aware.

On a 6-: You fail, you are spotted, alarms go off or you become the hunted.

Shadow

When using Stealth you gain +1 forward, if the Stealth Move fails mark experience.

Thief (Cool)

When you are attempting Burglary or Criminal activity, picking mechanical locks, disguise and setting/disarming traps. Roll +Cool.

On a 10+: You Succeed.

On a 7-9: Partial Success. Choose one from below.

- » You trigger an alarm.
- » You are approached and asked a difficult question.
- » The trap springs prematurely.

On a 6-: You Fail

Booster Tag - Choose 1

A Nose for Stuff - You gain a +1 when searching for food and water.

Always ready - You are never surprised.

Got the Drop - You can use **Move** rather than **Tough** when using the **Down & Dirty** move.

Starting Gear

Flak Armour
Kevlar Vest
M272 Ashfall Assault Rifle
Steller Eagle Handgun
Combat knife
Comms Unit
Eye Aug

Flashlight
Bagman
Lockpick
Backpack
MRE Rations (5)
Breather
Tracker

Fixer



'As the rest of the squad take the front Ian needs to concentrate on the escape route which meant hotwiring one of these skimmers. He has found the garages, the doors are electronically locked with computerised keypads and sat outside is a guard who seems to be asleep. Ian can't see any camera's or turrets which worries him and he wonders what surprises there is inside. Ian keeps low and makes his way over to the guard, as expected the guard is asleep, this is no time for niceties and Ian silently slit his throat. Moving over to the garage doors he takes out his laptop and unscrews the keypad panel and plugs in'

The Fixer is the Mechanic, the Driver, the Hacker and Tech expert. They are needed to pilot the ships, bypass the computer security, fix the engine or heavy pulse rifle or defuse the bomb.

Callsign - Nitro, Greaser, Hotshot, Lucky, Wires, Roadkill, Flyboy, Bomber, Binary.

Choose your Look

Eyes - Bright, darting, Glasses, focused, Piercing.	Face - Young, Pale, Glasses, Unshaved, Greasy,	Body - Thin, Tall, Short, Overweight, Wiry, Toned	Clothes - Overalls, Dirty, Greasy, Pockets, Smart
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Stat Prerequisite - Smarts or Cool

Fixer Moves

Choose 2 for a Starting Character

Chickenshit

When attempting a head on collision you receive +1 forward and +1 Armour.

Drive Anything (Smarts)

When you are behind the wheel of any vehicle from a Skimmer to a Grav Bike you intuitively know how to operate the vehicle at optimum capability. Roll +Smarts. Players only roll if the character is attempting risky, evasive or combat manoeuvres.

On a 10+: You succeed.

On a 7-9: You partially succeed but face a consequence, choose one.

- » You succeed but the vehicle is at half armour for a rnd.
- » You can not fire any vehicle weapons for 2 turns
- » Trying to keep control puts you at -1 forward

On a 6-: You fail.

Explosives Expert (Cool)

When you are attempting either the setting and disarming of devices. You will need the right equipment in order to succeed in this move. Roll +Cool.

On a 10+: You succeed.

On a 7-9: A partial Success, choose one:

- » The Device is set but timer doesn't activate.
- » The Device is set but remote does not trigger.
- » You Disarm the device but miss a second detonator
- » You Disarm the device but it triggers alarm

On a 6-: You fail.

Hotshot Pilot (Cool)

You are a Topgun pilot and can fly anything with an engine and tail fins. Trained in both Navigation and combat manoeuvres you can fly anything from frigates to fighters. Roll +Cool.

Players only roll if the Character is attempting risky, evasive or combat manoeuvres.

On a 10+: You succeed

On a 7-9: You fight for control and must succeed with a roll +Tough, if you succeed you gain +1 Forward, if you fail (roll a 6) you Crash.

On a 6-: You fail

Jury Rigging (Smarts)

When you fix something once per session with whatever crap is just lying around, this could be a weapon to a ship engine. This does not work on a roll of a 6-.

Ship Systems (Smarts)

When using any ship systems, meaning communications, security, scanners etc you gain +1 Forward.

Fixer Tags Choose 1

Focus - You gain +1 to any skill you spend long than 1 rnd thinking about.

Know it All - Once per session you can ask the MC a question relating to the current mission or situation.

Reader - You gain +1 to deciphering an alien language.

Starting Gear

Flak Armour	Flashlight
Kevlar Vest	Bagman
M272 Ashfall Assault Rifle	Backpack
Steller Eagle Handgun	MRE Rations (5)
Combat knife	Breather
Comms Unit	Scanner
Eye Aug	
Computer	
Toolkit	



Gunslinger



'Gareth hopes there would be at least some resistance as he makes his way slowly towards the rear-guard post, he and Sara need to clear out any security so that Ian can get the vehicle in place. As he approaches the guard post he risks a glance at the buildings above which he knows has nests of snipers, he can just make out Sara moving slowly across the rooftops the moonlight glinting off her drawn Katana.'

'The two guards step forward indicating he should stop, both carry M272 Ashfall Assault rifles, they would fetch a good price on the black-market he thinks as he continues to move forward, the guards raise their weapons as Gareth hears the double click in his ear, with a grin he quick draws his Cruz handgun and takes both the guards out in the blink of an eye!'

The Gunslinger is the Assault trooper, the heavy hitter and the one with all the guns. These are the ones that shoot first and ask questions later and each squad should have at least one of these, having two would allow a good spread of weapons and combat abilities.

Callsign - Quickdraw, Deadeye, Shooter, Killer,

Choose your Look

Eyes - Intense, Dark, Piercing, Distant.

Face - Thin, Craggy, Scarred, Stubble, Tanned

Body - Lithe, Thin, Strong, Toned, Stocky.

Wear - Long coat, Holsters, Tight fitting.

Stat Prerequisite - Tough or Cool

Gunslinger Moves

Choose 2 for a starting character.

Deadshot

When you shoot from the Hip with handguns you gain +1 harm

Custom Weapon

You can choose one custom weapon from below and two customisations.

Custom Weapon

- » Handgun
- » Shotgun
- » Pulse Rifle
- » Assault Rifle
- » SMG

Customisation

- » Silenced +1 Stealth Kills
- » Hi-Powered +1 Wound
- » AI Chip - +1 to Hit
- » Jacked Up - On a roll of 12 you inflict double Wounds.
- » Cinder Pack - +1 Wound
- » AP Ammo - Act like AP ammo
- » Scoped - +1 to hit targets at long/extreme range
- » Ornate - Gun is valuable
- » 3-round burst +1 Wound

Sharpshooter

Once per session you can re-roll any failed combat move.

Kicking Ass (Tough)

When you shine in a firefight and become seriously badass. This move is made before joining the firefight. Roll +Tough

On a 10+: All your shots act as callshots and do +1 Wound

On a 7-9: The whole squad receive +1 Forward for the duration of the fight.

On a 6-: The enemy target you as the main threat.

Suppressive Fire

You and the squad get +1 Forward when laying down suppressive fire.

Bullet Ballet (Cool)

When you move like a dancer as you move between the bullets filling the air, because of this natural instinct to be where bullets aren't you are able to avoid damage.

On a 10+: Your armour is increased +2

On a 7-9: Your armour is increased +1

Soak it up (Tough)

When you are in the zone damage just has no effect or bullets just pass through you.

When you are in a firefight and get hit Roll +Tough.

On a 10+: You can ignore 2 Wounds.

On a 7-9: You can ignore 1 Wound.

On a 6-: You take +1 Wound.

Gunslinger Tags Choose one

Blessed - You can ignore 1 Wound per session

My Hero - Once per session you can pass another character a +1 Forward

Thick Skin - You receive +1 Armour.

Starting Gear

Flak Armour
Kevlar Vest
M272 Ashfall Assault Rifle
Steller Eagle Handgun
Combat knife
Comms Unit
Eye Aug

Flashlight
Bagman
Backpack
MRE Rations (5)
Breather
Stims (2)

Ronin



'Sara reaches the rooftop and draws her Katana, it's a weapon made by some of the best weapon designers on New Eden and cost her a years pay, she loves her Katana. Below she can see Gareth moving towards the guard post, her job is to get rid of the snipers. Keeping to the shadows Sara spots the first sniper, who in turn has spotted Gareth, moving slowly she gets closer to the sniper and pins him to the roof with her katana, a small twist makes sure the snipers dead, and she quickly moves on, the second sniper is more alert and looks over to where Sara is, she quickly ducks behind cover and waits but the sniper doesn't investigate. Sara draws a throwing knife and peers around her cover at the sniper whose interest is now on Gareth, she throws the knife pinning his hand to his rifle, before the sniper can shout out, Sara leaps and lands Katana first on the sniper severing his neck and stopping the yell before it starts, she double taps her commlink.'

The Ronin is the melee and exotic weapons expert and works well with the Gunslinger to create an unbeatable frontline. Can come from Legion, Ranger, Merc or even Explorer backgrounds which give them the skills to wield both melee and ranged weapons expertly.

Callsign - Blade, Rogue, Ice, Shadow.

Choose your Look

Eyes - Intense, Quick, Intense, hooded.

Face - Thin, Craggy, Scarred, Stubble, Tanned.

Body - Lithe, Thin, Strong, Toned,

Wear - Leather, Body Suit, Tight fitting, Dark

Stat Prerequisite - Cool

Ronin Moves

Choose 2 for a starting character.

Bull Rush (Tough)

When you are in combat you can choose to rush the enemy in an attempt to stun or inflict more damage. This can only be done whilst using melee weapons. Roll +Tough.

On a 10+: You Bull Rush the enemy causing a stun and receiving a free attack.

On a 7-9: Choose one from below-

- » You cause a stun to only half the targets, the other half can act freely
- » You gain +1 to damage on your next attack
- » Your Bull Rush knocks one target over.

On a 6-: The Bull Rush fails and you are prone.

Cutting Bullets (Cool)

When you are being fired at you can attempt to deflect bullets with your melee weapon as long as the melee weapon is made of metal or energy. You dance your way through the barrage, bullets 'pinging' off your Katana. Roll +Cool.

On a 10+: You deflect the attack back at the attackers, causing 1 harm to each.

On a 7-9+: You deflect the bullets but they hit something or someone vital or innocent.

On a 6-: You fail to deflect and are hit by each bullet.

Custom Weapon

You can choose 1 weapon below and 2 customisations.

Custom Weapon: Choose one

- » Katana (3 Harm)
- » Axe (3 Harm)
- » Hammer (3 Harm/Stun)
- » Spear (2 Harm)
- » Combat Knife (2 Harm)
- » Las Knife (3 Harm)
- » Las Sword (4 Harm)

Customisation: Choose two

- » Sharp (+1 Harm Bladed)
- » Heavy (+1 Harm Blunt)
- » Spiked (+1 Harm Piercing)
- » Charged (+1 Harm Energy)
- » Rusty (+1 Harm Bladed)
- » Piercing (+1 Harm Piercing)
- » Light (+1 Attack Blunt)

Follow Up

Once per session you can have a free attack after a successful Melee Attack.

Takedown

When you attack and roll a 10+ you can choose to either cause harm or knock down your target making them prone and unable to react.

Sticky Hands

When you roll a 6- you can ignore fails that lead to dropping your melee weapon, also if an attack leads to the fiction stating that your weapon is knocked away or is lost you can ignore it.

Deadly

Every melee weapon in your hands is a deadly weapon and does +1 damage.

Dual Wield

When you want to Dual Wield melee weapons allowing an extra attack each round without the -1 modifier.

Ronin Tags: Choose One

Always Ready - You are not affected by Surprise attacks.

Athlete - You are fit and healthy and gain +1 to climb, jump or sprint movements.

Cool - You are not affected by fear.

Starting Gear

Flak Armour
Kevlar Vest
M272 Ashfall Assault Rifle
Steller Eagle Handgun
Combat knife
Comms Unit
Eye Aug

Flashlight
Bagman
Backpack
MRE Rations (5)
Breather
Stims (2)

Witch



"Dan watches as Niki takes out the Sniper and then focuses his concentration on the camera and turret. He begins the Haze as his conscious mind jumps to the first camera and hits the firewall. It's weak and causes no problems as Dan swipes it aside and is in. He can see the links running off to the node and realises that the two cameras and the node are all linked to the same control station. He hops to the node and then quickly follows the connection to the master. He checks the keylogger on the system and sees that the computer which controls the cameras and turret have not been touched in 2 days - meaning the system is fully automated. He digs deeper and finds the code that controls the system and changes a few things. The cameras divert there attention elsewhere and the turret shuts down. Dan's consciousness returns. 'We are go' he informs Niki and readies his assault rifle'.

The Witch is a form of Hacker that sends their conscious mind into systems using what is referred to as Giga-Voodoo, this mental manipulation of computer systems and electronics can allow the witch to Control, Overload and even Negotiate with computer systems and security. It also allows the absorption and control of electrical energies. See Giga-Voodoo in Chapter 10.

Callsign - Spooky, Mage, Arcane.

Choose your Look

Eyes - Intense, Dark, Piercing, Distant.

Face - Thin, Craggy, Scarred, Stubble, Tanned

Body - Lithe, Thin, Strong, Toned, Stocky.

Wear - Long coat, Overalls, Leather, Robes

Stat Prerequisite - Smarts

Witch Moves

Choose 2 for a starting character.

Absorb (Tough)

When you wish to absorb the energy around you and turn it into a ranged projectile. Roll +Tough. Witch must have either a Broom or Gauntlets in order to channel and direct energy at target.

On a 10+: The Energy is absorbed and directed causing 4 Harm to the target.

On a 7-9: You succeed with consequence. Choose one -

- » You absorb the energy but only do 2 harm to the target and 2 harm to yourself.
- » You hit the target but the absorption causes an EMP type effect shutting down all electronics for 1D6 rnds.
- » You hit the target but your AMP stops working for 1D6 rnds.
- » You hit the target but part of the directed damage hits something vital.

On a 6-: The attempt fails and you Amp stops working for 1D6 rnds.

Domination (Smarts)

When you wish to take over a network, shut down a targets cybernetics, overload a system or fight a systems security Roll +Smarts.

On a 10+: You succeed with what you are attempting.

On a 7-9: You succeed but with a consequence, choose 2.

- » You succeed but the target is aware of the attack.
- » You succeed but you open yourself up to a similar attack.
- » You succeed but against the wrong target, if there are no other targets then it effects another PC.
- » You succeed but your Smarts is reduced by 1 for D6 rnds.

On a 6-: You fail, the MC chooses 1.

- » The Witch loses 1 wound
- » The attack alerts a security system.
- » The attack stuns the witch for 2 rnds

Intrusion (Smarts)

When you wish to enter a system to search for files, erradicate data, plant viruses, keyloggers or surveillance, redirect cameras or adjust security. Roll +Smarts.

On a 10+: You succeed and can extract or plant whatever information you wish.

On a 7-9: You succeed with a consequence. Choose 1.

- » The data you find is incomplete.
- » The Data is corrupted.
- » You are discovered and the alarm is raised.

On a 6-: You fail and the MC chooses 1.

- » The system sends a Virus back and infects the PC.
- » The Data is useless.
- » Security causes 2 Harm to the Witch

Resistance (Smarts)

When you wish to defend yourself against another Witch or system security, defend against a virus or an attempt to plant a bug. Roll +Smarts.

On a 10+: You succeed and the attack is resisted.

On a 7-9: You succeed but with a consequence, choose 1.

- » You fight off the attack but still suffer 1 harm
- » You succeed but the Witch shuts down one of your Cyber Implants.
- » You succeed but are at -1 forward against another attack.

On a 6-: You fail and the attack goes unhindered with all the results of that attack.

Witch Tags choose 1

Charm AI - You have a way with AI and gain +1 when dealing with it.

Sense Tech - You can sense technology that is hidden in an area.

Signal Boost - You can boost the range or level of Cybernetics once per session, the effect will last D6 rnds.

Starting Gear

Flak Armour
Kevlar Vest
M272 Ashfall Assault Rifle
Steller Eagle Handgun
Combat knife
Comms Unit
Eye Aug
AMP

Flashlight
Bagman
Backpack
MRE Rations (5)
Breather
Stims (2)

0005 Tags

You will receive Tags during Recruitment and with the Playbooks after this has been completed you can continue to purchase Tags with Experience points. Each Tag offers a +1 to Moves or Stat rolls.

Tags fall into two categories general Tags and Place Tags.

Place Tags

A Place Tag is gained from your place of birth, where you were brought up and lived your early life. Different locations around the Galaxy will offer unique dangers and experiences and these are reflected in the Place Tags. Once you have rolled on the Place Table you will have the opportunity to choose a Tag from a Group of three.

The Hub

- » **The Pipes** – Life amongst the garbage chutes and water pipes of the Hub has hardened you to a life of poverty, you gain +1 to survival Moves.
- » **The Grey Zone** – The busy civilian zones of the hub are filled with Habs, and trade markets, it's easy to just blend in and be overlooked, you gain +1 to stealth Moves when attempting to blend into crowds.
- » **Above it all** – You were the wealthy few that inhabited the penthouses and upper apartments. You gain +1 to Chat moves when talking to authority figures.

City

- » **Streetwise** – Brought up on the streets of the city you got to know the business of the criminal classes, you have a unique criminal contact in one of the Cities of Hub controlled space.
- » **In the Middle** – You lived an ordinary life which was never hard but was also never too much of a holiday, you quickly learnt how best to get what you need at a price you could afford and gain +1 to bartering.
- » **The Sheltered** – You lived in the suburbs, the gated communities far from the crimes and common areas of the city. Your days were spent preparing for the life of a high born and you gain +1 to Chat rolls when engaging with the elite.

Colony

- » **Worker** – Life of a worker is not easy and many go down with diseases or injuries, you have seen many come and go unable to work the hours and in the often dangerous and toxic environments. You have been toughened up and gain +2 Armour.

- » **Foreman** – Your parents were foreman and ran working parties, life is a bit sweeter than the standard workman and there are always the extra benefits. You have a contact with a criminal or member of a rebel resistance group.
- » **Boss** – Your Parents were the Boss, a mine, factory, or production plant owner, maybe they weren't so bad or maybe they were despised either way you lived in relative luxury (for a colony) with protection against rebels or disgruntled workers. You gain +1 to negotiation attempts.

Port

- » **Scrubber** – You were brought up around the dock areas, scrabbling for whatever work you could get to put food on the table, you have seen many things and know a secret or two. You have a Smuggling or Pirate contact
- » **Loader** – You worked the docks loading and unloading the ships as they came into port, the work was hard but often paid well, especially those jobs that needed to be done fast with no questions asked. You gain +1 to Chat Moves involving lying or misleading others.
- » **Trader** – Your family worked the ports as Traders selling and buying goods from all over the galaxy. You gain +1 when bartering or making deals.

Waystation

- » **Loader** – You loaded and unloaded ships as they came into port, working the large supply vessels for the cities and the Hub. You have a good understanding of ship systems and supply routes throughout Hub controlled space and gain +1 when using knowledge related to these subjects.
- » **Admin** – The everyday running of a waystation, making sure the ships are registered and everything is above board and legal. You gain a +1 when dealing with legal documents, understanding boarding information and licenses.
- » **Control** – You oversaw the running of the station, its facilities, reactors and defences, it was you who decided if a ship would get clearance to dock or if they were a threat. You receive +1 when attempting to influence or command another.

Flotilla

- » **Vagrant** – You spent your early life in the bowels of a ship, amongst the pipes and conduits. The dark places can be dangerous and decent people are rarely seen, but there is a thriving black market if you know where to look. You have black market connections that lowers the cost by 10% of items bought in black markets.
- » **Citizen** – Brought up on one of the many ships that make up a Flotilla, you have a good knowledge of ship layout and systems and gain a +1 when using knowledge of either.
- » **Coordinator** – Your family were coordinators, controlling the movement through the Flotilla and the systems that hold the whole thing together. Watching for smugglers and Pirates and even Alien aggression. The position demanded respect and you gain +1 in social situations involving leadership and influence.

General Tags

General are based on the characters careers and positions and are only available during Character Creation and can be bought with experience.

Aliens

You have an understanding of Alien Culture and history and gain +1 when dealing with these subjects in any way.

Archaeology

You have knowledge of ancient buildings and artifacts, you gain a +1 when attempting to identify the age, culture, and value of ancient discoveries.

Assassination

You are trained in the art of assassination and receive +1 to those type of kills.

Barter

You have knowledge of trade and commerce and have a keen eye for a bargain. You gain +1 to bartering attempts.

City

You have spent a lot of time in urban environments and can navigate streets pretty well, you also recognise strategic locations and best areas of defence in urban conflicts and receive +1 to combat and Chat Moves whilst in a City.

Colony

You understand the ins and outs of colony life and can navigate and prosper in a colony situation, you receive +1 for combat and Chat moves in a Colony environment.

Communications

You are good with communication links and repairing comms, you receive +1 when dealing with communication equipment.

Computers

You are an expert with computers how to program and repair them, you can if using Giga-Voodoo also talk with them. You receive +1 when doing anything computer based.

Criminal Orgs

You have knowledge of Criminal orgs, there command structure and secret signs, you know which Criminal Org rules what and how best to deal with them. you receive +1 when using Diplomacy.

Defence

You understand Defence systems on Naval vessels, how to operate them, repair them or remove them. You receive +1 when dealing with Starship Defence systems.

Diplomacy

You have a way with words and convincing others to take your side or accept your opinions. The art of diplomacy is the ability to convince people in a sensitive way and you receive +1 when using Diplomacy.

Engineering

You have a way with Starship engines and receive a +1 when fixing or operating starship engines.

Environment

You have trained and acted in various Environments and have learnt to survive in some of the harshest places in the galaxy, you must pick an Environment which you gain +1 to operate within. This Tag can be taken more than once.

Farming

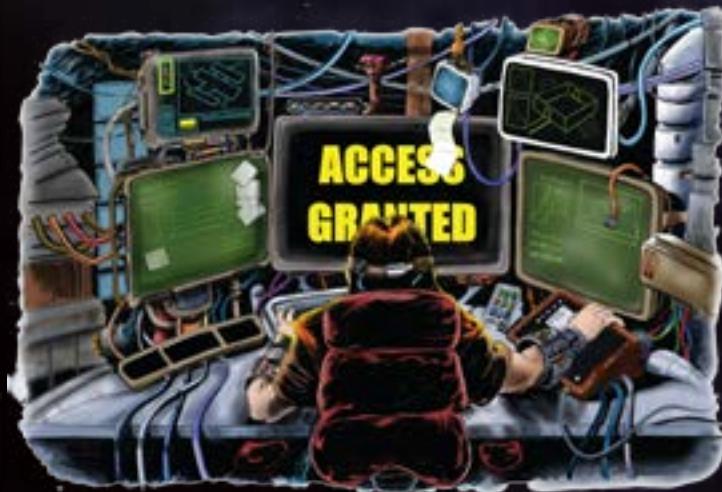
You have trained as a Gas farmer, and have a good understanding of atmosphere processors and gas extractors, you receive +1 within a Gas Farm environment.

Field Medic

You are a trained Field Medic and can give medical help under fire and during combat situations. You receive +1 when attempting to use Medical Moves.

Hacking

Your Knowledge of computers is a bit darker than some and you have learnt how to extract info the illegal way, you receive +1 when attempting to break into a Computer.



Heavy Weapons

You have trained in the use of Heavy Weapons and receive +1 when using them.

Infiltration

You are trained in the art of Infiltration, when attempting anything whilst infiltrating an enemy base, location or ship you receive a +1.

Gossip

You have an uncanny knack to collect Gossip, when you are attempting to know something or discredit someone you receive +1 to any Chat Move to gain info.

Pilot

You are a trained Pilot and can fly most craft, you receive +1 when attempting dangerous manaevurs or making defensive actions.

Laws

You have a good knowledge of law and your legal rights. You gain +1 when attempting to recall or use legal knowledge.

Navigation

You are trained in the use of Navigation systems and can navigate via the stars, you receive +1 when attempting to Navigate.

Negotiation

You are a trained negotiator and will receive +1 when negotiating an important business transaction or the nuances of a deal.

Machinery

You are a trained Mechanic and are good at fixing Machinery and receive +1 to do so. This does not include Starships.

Mining

You trained as a Miner of Minerals and metals on one of the large Colonies, you gain +1 to recognise metals and minerals and their value.

Recon

You are a trained Scout and gain +1 to spotting Ambushes and traps.

Robotics

You have an understanding of Robots and what makes them tick, you can repair and build Robots and receive +1 when doing so. With Giga-Voodoo you understand the processors and how to override them in order to control the robot.

Satellites

You know how to repair and operate Satellites and receive +1 to operating and repairing them, in Giga-Voodoo terms you can also take control of satellites and create links with them.

Security

You have a knowledge of Security and Security systems and gain a +1 when operating them.

Shock & Awe

You gain a +1 when organising an assault on a outpost, building or base.

Space Station

You have spent time on Space Stations and know your way around, you gain +1 when navigating or dealing with people and systems in Space Stations.

Tactics

You are a trained tactician and gain +1 when planning combat actions or escapes with the squad.

Tracker

You have trained as a Tracker and can track animals, aliens, and humans, if you roll a critical result you can ask the GM one question. You receive +1 to tracking attempts.

0006 Build a Cyborg

When a character dies their brains may be removed and transferred into the frame of a cyborg, this process depends on the options the character chose when they signed the contract, in game terms this is a great way to continue to play your character. When the transfer is complete the corporation, as a way of thanks to the loyal soldier, will deposit 10,000 BC into the characters account, this will be added to any funds that the character managed to save when they were alive.

These funds are for building the Cyborgs body as this build will determine various factors.

Characters that are not in The Zombie Squad still get this option and still receive the 10,000 BC from the Corporation, nothing actually changes in the following rules.

What you get to Keep

When you die and your brain is transferred you get to keep certain elements of the character you once were, these are:

Your Profile - You keep your identity and past experience.

Certain Stats - You retain your Smarts, Chat and Cool Stat totals.

Derived Stats - Any Derived Stats linked to the above Stats stay the same

Contacts - You keep any contacts you had when alive.

Tags - You get to keep any Tags related to the above kept Stats.

Everything else is lost due to the loss of a human body and must be rebuilt.

Being shot in the Head

Destroying the brain means that the cyborg option is unavailable and a new character should be made.

Reconstructing Yourself

The art of building your new body hinges on funds and whether you have any, you will have the 10,000 BC donated by the Corporation but this will not last forever so we recommend any characters choosing this as an option on the contract to try and save funds just in case.

Once the transfer of the brain has been made you will start with a basic frame on which to build, this standard frame comes human shaped.

The Frame

The standard Frame you receive is considered a level 2 Frame, this instantly gives you certain benefits as shown in the table below, you can spend the extra cash to purchase a higher- level frame if you wish but at this stage we advise against it unless you have a lot of cash saved up.

A frame's level will limit you to the level of parts that can be attached to it, so a level 2 frame can only have level 1 or 2 components attached and installed.

Level	Description	Cost
1	Level 1 Frame and the most basic, can be used for level 1 Components	2000BC
2	Level 2 Frame considered the standard, can be used for level 1 & 2 Components	4000BC
3	Level 3 Frame considered the best, can be used for level 1,2 & 3 Components	6000BC

Components

Once you have your frame you can then start adding the components, these components come in four types, Legs, Arms, Torso and Head, with each one having a number of upgrades. Components can be swapped out at a later date as can the frame, so even though you maybe only able to afford mostly level 1 components once you have enough funds you can then have these improved to level 2 or 3.

A frame must have Components added no part of it can be left bare and upgrades do not attach to a frame only to the components.

Each component can also have a number of upgrades added each one offering different improvements.

Example

Niki starts her build and buys a pair of Level 2 legs, she decides to upgrade them and buys the slots upgrade for 250BC which increases her slots by +2, but this upgrade is only for one leg so Niki states that it is the right leg. If Niki decides to go for the Magnetic or Hover upgrade that would also be for both legs rather than individual.

Certain Upgrades will be for individual parts, either the left or right arm or leg, whereas others will be for the components as a whole, for example the Hover and Magnetic upgrades affect both legs when bought.

The character must spend the 10,000BC given by the corporation or they will lose it, any of the original 10,000 not spent is considered gone once cyborg creation is complete.

Standard Upgrades

All components have a set of standard upgrades that can be purchased, these upgrades cover a pair rather than individual components.

Upgrade Types:

- » **Reinforced** - The casing of the component is thickened acting like an armour plate.
- » **Skin** - This covers the whole area or both limbs.
- » **Slots** - Increases the storage capacity by including compartments in the component.

UG	Benefit	Cost
Reinforced		
Plasteel	Casing is double thickness of standard and adds +1 to Armour	250
Ceramic	A layer of Ceramic is placed over the casing adding +2 against energy weapons	400
Kevlar	A layer of Kevlar is attached to the component adding +1 against ballistic weapons.	300
Skin		
Basic	A Basic layer of skin, looks waxy and is rubbery to the touch, looks like fake skin	200
Standard	Better quality then basic and looks real from a distance, close scrutiny will show that it does not move or sweat like real skin.	400
Advanced	Indiscernible from the real thing, sweat, movement, wrinkles etc makes the skin look as real as actual skin.	600
Slots		
+2	Adds small compartment to the component for storage	250
+3	As above but the compartment is slightly better designed	350
+4	As above but with a unique design allowing more storage	550

Legs

The legs like the arms come in pairs so the cost is for both legs, but upgrades are for a single left or right leg, and each leg must be upgraded separately, the number of upgrades is for the pair rather than the individual legs.

Leg components affect the Move Stat.

Lvl	Stat	UG	Cost
1	1	2	1000BC
2	2	4	2000BC
3	3	6	4000BC



Leg Upgrade Table

UG	Benefit	Cost
Hover	Gives a Hover Function built into the leg allowing the Cyborg to hover up to 2ft above the ground	650
Magnetic	Adds a magnetic sole to the foot that can be switched on and off, allowing the cyborg to walk on metallic surfaces vertically or in zero gravity environments.	450
Boost	Adds a Boost function to the legs allowing the Cyborg to benefit on Jumps. Cyborg gains +1 to Athletic and Acrobatic Moves	450
Holster	Adds a concealed Holster to the leg which can hold a pistol or small melee weapon, retrieving weapons is a fast action.	200
Jets	Small jets built into the back of the foot or ankle that allows the cyborg to direct movement when in zero-g environments.	550
Crampons	Spikes that appear from the bottom of the foot and aids the cyborg in climbing rocks or ice, +1 to climbing Moves.	400

Arms

Like legs the arms are bought in pairs with upgrades bought for each individual arm and the upgrade totals related to the pair.

Arm Components affect the Tough Stat.



Lvl	Stat	UG	Cost
1	1	2	1000BC
2	2	4	2000BC
3	3	6	4000BC

Arm Upgrade Table

UG	Benefit	Cost
Spot Light	Builds a Spot Light into the palm of the hand. Acts like a torch	250

Tools

Mechanical*	Adds various tools into the fingers, screwdrivers, drills, blades etc.	300
Technical*	Adds a selection of Technical tools to the hands, USB drives, override ports, wiring, plugs etc	500
Criminal	Adds a selection of criminal tools to the hand, Lock picks, drills, burners, override prongs etc	400
Sensors	Adds a number of sensor devices to the palm of the hand allowing the cyborg to sense, radiation, air toxicity, gases etc	300
Magnetic	Adds a magnetic pad to the palm that can be switched on and off and allows the cyborg to move on metallic surfaces vertically or in zero gravity environments by climbing.	450

Weapons*

Melee	Adds a blade to the elbows, palm or fingers that can be hidden and extended when needed	+150**
Ballistic	Adds a ballistic weapon to the arm, allowing the user to shoot various ammo types, must be reloaded.	+200**
Energy	Holds an energy pack that allows the cyborg to fire an energy blast from a finger or palm of the hand.	+200**

*See Quartermaster Chapter for bonuses and Damage **Is extra on top of the cost of the weapon

Torso

The Torso is the central processor and recycling area of the cyborg, you only have one Torso so the cost is for that. All upgrades are just for that single component.

The Torso is not linked to any Stats.

Lvl	Wounds	UG	Cost
1	3	2	2000BC
2	5	4	4000BC
3	7	6	6000BC



Torso Upgrade Table

UG	Benefit	Cost
Recycler	Recycling unit allows the Cyborg to build resistance and to process harmful materials or even food and water.	600
Shield*		
Basic	A basic shield is built into the chest section of the Cyborg	+150
Standard	As above but shield is of slightly better quality	+200
Advanced	As above	+350
Shoulder Mounts		
Lights	Shoulder mounted light	+150
Sensors*	Shoulder mounted scanner	+150
Weapons*	Shoulder mounted weapon	+150

*See Quartermaster section

Head

The Head houses the Brain of the character and functions pretty much the same as an actual head, meaning it acts to protect the brain and house the various sensors like sight, hearing, and smell. Because the character retains some of their original Stats the head acts like a memory bank.



Lvl	UG	Cost
1	2	2000BC
2	4	4000BC
3	6	6000BC

Head Upgrade Table

UG	Benefit	Cost
Sight		
NV	Cancels out Penalties from darkness	250
Infra-Red	+1 to spotting hidden living things	200
Targeting	+1 to ranged attacks	200
Anti-Flare	Cancels out stun from Flash bangs	150
Video	Allows you to record your surroundings	200

Hearing

Enhanced	+1 to perception or awareness attempts involving sound	200
Translator	Will translate up to 99% of Alien languages	300
Commlink	Acts like a Commlink	150
Recording	Records sounds for playback	200

Smell

Gases	Will detect and identify gas and gas based threats	200
Chemical	Will detect chemicals and identify them	250

Other

Ports	Adds ports for uploading and downloading data stored in memory banks	50BC*
Memory	Adds extra memory banks allowing the storage of recorded material and uploaded files.	250*
Smart link	Attaches to other smart links on guns, tablets, or gear	100BC

Cyborg



Lucy blinked, which felt strange. Confused, she looked around the cold sterile room. Suddenly she remembered; the derelict ship, the Pirates, seeing the glint of a scope seconds before the pain... and then nothing.

She was dead...

Which did not explain why she had woken up in this room. Was this the afterlife? Would she need to answer for her crimes all over again?

The curtain was pulled aside and a man - obviously a doctor or some kind of medic - stepped up to the bed where Lucy lay. 'You're awake,' he said, smiling. 'You will probably feel some slight disorientation but that's normal.' He checked the machines close by and ticked something off his pad. 'You were lucky your squad had the foresight to preserve your brain, you should function as you did before the

.. er ... incident.' That smile again.

'Where am I?' Lucy mumbled.

'Corporate medical facility. We noticed you had quite a bit saved up in your account and that, coupled with the Corporations generous donation, meant we could rebuild your body to quite a high standard'

'My body...?' Lucy lifted her arm. Her cybernetic fingers whirred as they flexed and Lucy passed out.'

Starting Moves, Tags and Gear

Cyborgs start with the same Moves and Tags as their original position, the same with all starting gear.

Once you have recreated your physical form everything carries on as usual except for the slight changes created by your new upgrades and parts.

All mental attributes etc stay the same unless enhanced during rebuild.

0007 The Art of War

Combat will happen and when it does it will involve fists and guns and knives among other weapons, it will be one on one fights or squad size conflicts. Each PC starts with a couple of basic combat moves **Load & Lock** and **Down & Dirty**, what this chapter does is add a few more.

During combat PCs can still use all their moves to help avoid conflict, increase their chance to win or for whatever reason they feel fit to do so. This chapter extends the moves the character has at their disposal.

Combat Moves Extended

The following list of moves are an extension of the basic combat moves and are only available during a combat situation.

Assault Position (Tough)

To assault a position is to send everything you have against that position in order to capture it and take it away from the enemy. This position could be a guard post, communication centre, gun placement or just a supply crate. This move is mainly used during conflicts between to large forces rather than individuals.

To assault a position battle must be already engaged, the unit leader rolls +Tough. On a 10+, choose 3. On a 7-9, choose 2, on a Fail, choose 1.

- » You inflict Wounds (+1 Wound)
- » You receive fewer Wounds (-1 Wound)
- » You take the position.
- » Your enemies Flee in fear.

NPC behaviour should change during an assault and those fleeing must leave the area but can regroup.

A single player can attempt to assault a position and they should be reminded that they can use other moves to aid them in this.

Example:

The Squad plans on assaulting a guard post, Ian is the current squad leader and rolls 2D6 adding his Tough of 2 and gets 8. The Squad moves on the position and Ian chooses Inflict Wounds which means that each guard at the post takes an extra wound and enemies flee in fear. The squad has the position and sets up waiting for the guards to regroup, its gonna be a long day.

Suppressive Fire (Tough)

The use of Suppressive Fire allows the PCs to subdue an enemy or support a fellow squad member in reaching cover, assaulting a position or creating a distraction.

PCs that are experiencing suppressive fire can still make a move by rolling **Act Under Pressure**.

When you use Suppressive Fire roll +Tough. On a 10+, choose 3. On a 7-9, choose 2. On a fail, choose 1.

- » You provide Suppressive Fire for a squad member who can move and act freely.
- » Your Suppressive Fire gives another squad member +1 forward.
- » Your Suppressive Fire hinders another squad member from moving freely.
- » A random shot hits an enemy inflicting a wound.

Example:

Ian has been hit and Phil needs to get to him with medical aid but the squad is pinned down by the guards. Niki decides to use Suppressive Fire to distract the guards so Phil can make a run for it. Niki rolls and adds her Cool of 1, altogether she gets an 11 which is great. Niki's Suppressive Fire allows Phil to dash over to Ian, he gains a +1 to his medical skill and Niki even manages to hit one of the guards inflicting an extra wound.



Overwatch (Cool)

An Overwatch position is one of support and protection for the rest of the squad. The position is often held by snipers in urban or open areas, rarely inside buildings. The PC on Overwatch is there to warn of threats and to take those threats out.

When using Overwatch roll +Cool. On a hit you eliminate the threat to the squad and warn them of the danger. On a 10+, choose 1.

- » You inflict an extra wound.
- » Your Overwatch gives the squad +1 forward.
- » The enemy is unable to attack and are no threat.

On a miss the squad is warned but the enemy is unharmed.

Example:

*Niki is overwatch for her squad who are currently patrolling the streets of an abandoned colony. As Niki scans the buildings she spots movement, she decides to roll her **Checking it Out** Move and succeeds, Niki can ask the MC two questions so her first is whether what she saw is a threat, which the MC states it is, and the second question is if she spotted more than one. The MC replies that Niki thinks she may of seen 3-4 threats moving towards the Squad.*

*Niki rolls for **Overwatch** and gets 5, Niki gets on the radio and sends out the warning that there is a threat near by, but just as she does so the aliens stalking the squad attack.*

Inflicting Damage

Each PC has a number of wounds equal to $5 + \text{Tough}$. Each time the PC takes damage they reduce their wound amount by the amount of damage inflicted. To slow this down the PC can wear armour to reduce the damage, armour has a value (AV) which is deducted from the damage any damage above the AV is then taken as a wound.

Example:

Ian is in a fire fight with some guards. Ian has 6 Wounds ($5 + \text{his Tough of 1}$) and is wearing Combat Armour which has a AV 3. The guards are laying down some suppressive fire and Ian gets hit, the guards are all armed with Assault Rifles and are at Short Range meaning the rifles inflict 3 wounds. Because Ian is wearing Combat Armour the damage is absorbed by the armour and Ian takes no wounds.

Phil who is near Ian is also hit but Phil is only wearing Kevlar which has a AV of only 1, the 3 damage from the assault rifle shot is reduced by 1 point but Phil still takes 2 wounds.

Criticals and Grit

Weapons can also inflict critical damage and this is done when the damage taken is higher than the Grit of the PC or NPC. Grit is equal to Tough + Cool and acts like the PCs ability to fight the pain and continue on.

If the damage taken to the PC after AV has been deducted is over the PCs Grit then a critical has been struck and the MC must choose one of the following results:

- » *The PC is knocked down and is considered prone, they are unable to act except to stand up.*
- » *The PC is staggered and is at -1 forward.*
- » *The PC takes a grevious wound (+1 Wound).*

If a critical hit is inflicted on an NPC then the PC can choose one of the following:

- » *The NPC has taken a grevious hit (+1 Wound).*
- » *The NPC is down and prone allowing the PC a free attack.*
- » *The NPC surrenders.*

Critical hits do not happen often but when they do they should be seen as a big deal as they can often be devastating.

Death

When a PC has no more wounds left they will die in turns equal to their Tough, once dead the PC can either be repurposed using the Cyborg rules or the Player can create a new character. Any gear etc is up for grabs.

Ranges in Combat

The range of an attack can dictate the amount of damage the weapon does ranges come in 5 flavours:

- » **Point Blank** - When you are within 0 - 5ft of the target
- » **Short** - When you are within 6 - 30ft of the target
- » **medium** - When you are within 31 - 60ft of target
- » **Long** - When you are within 61 - 120ft of the target
- » **Extreme** - When you are within 121 - 150ft of target

Each weapon will have an effective range and this will affect the weapons damage on some weapons. Any shots beyond the effective range has dropped of and are considered a miss.

0008 Quartermaster

There are three ways to obtain gear in The Zombie Squad; you can buy it from a vendor or Trader in the Hub or one of the many Cities, Colonies or Ports, you can requisition it from the Quartermaster but this is often a limited supply and you will need to have a lot of Kudos to be able to get the good stuff, or you can acquire it from the Black Market or through a Black-Market Contact. Most black -market gear is the illegal type.

In order to get the gear you would like at a price you would like you will need to [Make a Deal](#).

Traders

Traders are available most everywhere. Most are static traders with store fronts that can be found in Cities, Colonies and the Hub and can become a reliable source for a squad who are undercover and working as transporters or Mercs. Traders are not so easy to get to on some missions but this will depend on how the GM is running the game.

Traders will charge Bits for items and a few may be willing to Barter or buy in gear or other interesting items. The Trader cost on the charts is for these purchases and price is determined by rarity or item build

Quartermaster

All members of the Military can obtain gear from the Quartermaster. These are often replacements or extra gear for certain missions. The gear you have is never yours, it will always belong to the military. Losing, breaking, or selling gear is frowned upon, as is the use of illegal or unsanctioned weapons or items.

The Zombie Squad is a little different in that you are given more leeway over what gear you acquire from elsewhere. As a group of ex-criminals who are officially dead you will be sent on missions with low survival rates and if it means that using that unsanctioned weapon or black-market software is going to help you get the job done then they will turn a blind eye to this. Also, traditionally Penal Battalions have been given the worst of the gear as the military reason that if the squad is wiped out then the gear they have lost was of higher value than the actual squad members and that is unacceptable.

Black Markets

Many Ports, cities and colonies will have Black-Markets and it's really just a case of knowing where they are or how to find them. Many Black-Market traders will travel around not staying in one place too long. To be able to buy illegally you will need a contact that can either point you in the right direction or 'hook you up' with a trader. Black-Market items are often a little bit more expensive but can be bought with Bits, precious metals, items, or favours. Traders will not sell to someone who has no connection or known contact as a lot of what they do and who they sell to is through

recommendation and trust.

Black-Market items have different tables as these items are not available from either legitimate traders or the Quartermasters.

Cash

Currency in the Hub controlled Star Systems is called Bits, an off shoot from Earth currency which was BitCreds (BC). These BitCreds are a form of electronically farmed currency that is controlled by the Hub hierarchy and banking guilds. A BitCred card is an oblong of plastic with the users genetic and bio-rhythm information embedded into it.

Other currencies can be information, precious metals, minerals, and favours and these all vary in value depending on who you are dealing with. It is also illegal to trade in anything other than BitCreds in Hub controlled space.

There are many different sentient races in the galaxy and most have their own currencies. There is a universal currency system in place that some of the other Races recognise, but not all. Those alien traders that will sell to humans will accept the currency and most will also barter for goods and buy unwanted items and weapons. The Universal Credit System (UCS) or also called UCreds are accepted on most planets within the Hub controlled Star Systems as well as many alien cities and ports. The exchange rate may differ between BitCreds and UCreds depending on where you go but for most places it is currently 1.3 BitCreds to every UCred.



Armour

Armour comes in various types in the game and we will attempt to cover most types here. These will range from the Military Armour available to the squad via the Quartermasters, to the civilian and alien armours available from traders and Black Markets (BM). The armour table will indicate the type, armour points and cost.

Armour	AP	Cost	BM
Military			
Flak	1	60	-
Kevlar	1	120	-
Ceramic	2/3*	200	
Combat	3*	-	250
Battlesuit	4	-	800
Exo-Armour	5	-	2000
Civilian			
Flak	1	60	-
Kevlar	1	120	-
Merc Mix	2	220	-
Overalls	2	500	-
Alien			
Ashara Silks	1	-	500
Talvan Security	2	-	1250
Trac-Vex Battlesuit	3	-	1500
Quali Battle Robes	1	-	1000
Vrak-C Battle Armour	3	-	2500
Vri-Cul Shield	2	500	750

*Vs Laser/Energy Weapons

All costs are in BC accept the Alien Armour which is in UC.

Humans seen wearing alien armour may be considered enemies of the race that the armour belongs to, as some are illegal to own and will be presumed obtained by either killing previous owner or buying illegally.

Armour Descriptions

- » **Flak** - Standard Military weave clothing, thicker than average clothing which gives it a slight Armour Point value.
- » **Kevlar** - Developed to stop most ballistic rounds, may cause a broken rib or severe bruising but will keep you alive. Only covers the torso and is ineffective against Armour Piercing and energy rounds.
- » **Ceramic** - These are ceramic plates added to flak armour, either sewn into the Flak or attached to the outside. Available in a variety of colours. Is more effective against energy damage.
- » **Combat Armour** - A Ceramic/Kevlar mix over Flak armour, often strapped on over the standard camo gear of the trooper.
- » **Battle Suit** - The Battle Suit is a full ceramic battle suit, lightweight and customisable with various pieces of gear.
- » **Merc Mix** - A cheaper version of the Combat Armour, often more haphazard but just as durable.
- » **Overalls** - Heavy duty gear used by Miners in the colonies, thicker and more durable than Flak and often fire and cold resistant and insulated. Comes with helmet, gloves and grav boots. -1 Move.
- » **Exo- Armour** - Powered body armour, designed to make the wearer stronger and faster. Is the top end of military armour and very rare and expensive.
- » **Ashara Silks** - Bodysuit made of a silk like material has a chameleon type ability that seems to recognise the wearers mood.
- » **Talvan Security Armour** - Not available through traders as selling the armour is a galactic offense. Used by the personal security of Talvan dignitaries and diplomats.



- » **Trac-Vex Battle Suit** - Built for the Trac-Vex the armour is unwearable by other races.
- » **Quali Battle Robes** - Worn by the high classes of the Quali the battle robes were once thought of as ceremonial but this is not the case
- » **Vrak - C Battle Armour** - Heavy Armour for the Vrak - C assault troops.
- » **Vri-Cul Shield** - A small portable device that creates an energy shield around the wearer, needs energy cells to work and will work non-stop for 20 rnds before depleting.

Shields

Energy Shields are a product of reverse engineering alien tech, they are expensive and often not very reliable. A shield can take a certain amount of damage before it fails, at which point it needs to be recharged. The cheaper shields need to be charged at a power point whereas the more expensive shields can be charged kinetically.

Shield	Protect	Recharge	Cost
Small Basic	10	PP - 10rnds	500
Full Basic	15	PP - 10rnds	1000
Standard	20	PP - 10rnds	2000
Advanced	30	K - 8rnds	3000*
Premium	50	K - 5rnds	5000

PP-Powerpoint, K-Kinetic

Shields are often attached to a belt, but the small basic shield will attach to a wrist and can be used like a traditional shield.

Cybernetics

Cybernetics had been established on Earth by 2032 with advancements in medical care for soldiers on the field of battle. This progressed into the private medical sector in 2038 allowing the wealthy to solve medical issues such as blindness, limb loss etc. By 2040 it became a fashion statement among groups of body modders, enhancing their bodies and pushing the boundaries of cybernetics. These body hackers turned cybernetics into a revolution and soon an underground market of Cyber-crackers building and modifying cyber parts began to grow.

By 2055 most of the new cybernetics built by hackers became mainstream but still the underground market flourished, often by producing overclocked chips and illegally enhanced limbs and organs. A wave of crime by illegally enhanced 'cyber criminals' flooded the cities. The so called shadow walkers or runners as some were called considered themselves freedom fighters, but often their fighting injured or killed civilians, which in turn led to clamp downs by law makers and increased fines and sentences for anyone found in possession of illegally enhanced cybernetics.

When the Hub arrived in the void the station and naval vessels already had Cybernetic Creation Stations (CCS, or Cribs as they are sometimes called). These stations look like large glass and steel sarcophagi that can perform surgery to implant, enhance and remove cybernetics, the station even replicates parts and chips similar to early 21st century 3D printers, using spools of atoms and nanite materials instead of plastic.

All military units have access to Cybernetics and military prisoners will often have any cybernetics 'deactivated' when charged and imprisoned for obvious reasons. Once they have been accepted in the Penal battalions these cybernetics will be reactivated and the unit members will once again have access to cybernetic enhancements,

especially the GV chips.

When you purchase Cybernetics you first purchase the 'housing' or main frame, this will come in the form of an eye or ear implant, limb, or other part, you can then upgrade it by buying the upgrades. The number of upgrades an Implant can have is linked to the level of the Implant as shown in the table below.

Level	Upgrades
1	2
2	3
3	4

Surviving Surgery

Surgery done in clean, recognised and Hub run medical centres is pretty straight forward and safe, but also expensive. Many people opt to go for the more back alley Cyber Doc, who are often a lot cheaper but unsanitary and not trained to the level of Hub surgeons, also their equipment can often be rudimentary or cobbled together.

Having surgery done by an illegal Cyber Doc will involve a Roll + Tough to see if you survive the surgery.

When undergoing illegal surgery for a cyber implant Roll +Tough. On a 10+, You survive the surgery and everything is fine. On a 7-9, the surgery went ok but choose one. On a 6- choose 2.

- » Your Tough is reduced by 1 permanently.
- » The Cyber Implant does not work on a 7-9, only on a 10+.
- » The Implant is weird looking reducing Cool by 1 permanently.
- » You have pain suddenly (MC Decides) which stuns you for 1 rnd.

Cost of Surgery

The surgery costs are based on complexity of the job.

Level	Cost	Cost - Illegal
1	4000	2000
2	6000	3000
3	9000	4500

Characters can choose a Lvl 1 Cybernetic implant during character creation. This would be the housing and from checking the table above will allow the character to purchase 2 upgrades. The level of the Implant can be improved by replacing the current implant for a better version, and players can do this at the same cost as buying a level 2 housing.

Blackmarket cybernetics are frowned upon as they are often 'overclocked' or have illegal upgrades. Also having the surgery needed by shady cyber docs is very dangerous and can lead to rejection of the implant or infection. The more popular cyber docs are found via word of mouth or by having the right contacts.

Cybernetics Description

Audio

Audio implants are placed inside the inner ear which are undetectable or just behind the ear where they appear like a small hearing aid and can be spotted if not covered by hair or head wear.

- » **Enhanced** – Improves the hearing above the normal human level adding +1 to any awareness checks involving sound and listening.
- » **Spatial** – Gives the wearer the ability to pinpoint location of sounds exactly.
- » **Record** – Allows wearer to record conversations or other sounds and then play them back or send them in files.
- » **Comlink** – Adds a Comlink to the ear which acts like a standard Comlink.

Optics

Cybernetic eyes are very popular and they can appear as normal eyes which make them undetectable or as a cyber eye with different colours or styles.

- » **Night Vision** – Allows the wearer to see in the dark and cancels out any penalties based on darkness.
- » **Thermal** – Allows the wearer to spot heat signatures up to 12 hrs old.
- » **Low Light** – Act similar to Night Vision but in dusk lit areas
- » **Smart** – Gives the wearer a smart link to a device or devices, allowing them to download video, gain information about a device or object, send images to a central database.
- » **Magnified** – Acts like binoculars improving aim and spotting stuff by +1 for objects or targets beyond long range.
- » **Anti-Flare** – Cancels out stuns gained from flares or flash bangs
- » **Aiming** – Improves aiming by +1
- » **X-Ray** – Allows the wearer to see through walls or objects of up to 6 inches thick (doesn't work against lead lined objects or walls).



Cybernetics	Level	Cost
Audio	1/2/3	400/600/800
Enhanced	1	200
Spatial	1	150
Record	2	250
Comlink	2	200
Optics	1/2/3	400/600/800
Night Vision	1	100
Thermal	2	150
Low Light	1	100
Smart	3	400
Magnification	1	100
Anti-Flare	2	150
Aiming	2	300
X-Ray	3	600
Sensors	1/2/3	300/500/700
Radiation	2	200
Gas	1	75
Vibration	1	50
Atmosphere	1	50
Motion	2	200
Chips	1/2/3	600/800/1000
GV Chip	1/2/3	600/800/1000
Physical	1/2/3	600/700/900
Dermal Plates	2	800
Reinforced Bone	3	2000
Muscle Enhancement	2	1000
Wired Reflexes	2	5000
Rebreather	1	500
Resistant Skin	2	2000
Limbs	1/2/3	1000/1300/1600
Compartments	2	1000
Melee Weapon	2	2000
Tools	2	1500

Sensors

Sensors can be placed into any area of the body but the more popular is in the Nose or Throat. They are often linked to a Smart Optic or a GV chip. What a sensor does is alert the user to any changes in atmosphere or external dangers.

- » **Radiation** – Will detect levels of Radiation and warn the user.
- » **Gas** – Will detect levels of gas and inform the user of type and danger.
- » **Vibration** – Will detect Vibrations and indicate location of epicentre.
- » **Atmospheric** – Will scan the atmosphere for impurities and dangers.
- » **Motion** – Will scan for motion and inform user of direction and proximity

Chips

The only chip available is the GV Chip or Genetic Variant Chip, also called the Giga-Voodoo Chip. The Chip was placed originally in the kidneys and allowed users to control any poison or gas intake, but a hacker decided to try embedding it in the Left Temporal Lobe to see what would happen, and Giga – Voodoo was born. For more on Giga-Voodoo see the relevant chapter.

The Giga- Voodoo chip can be upgraded up to 3 times, with each level offering a different level of power.



Physical

Physical Implants can come in many forms and can be placed anywhere on the body. They are often expensive and hard to come by and the medical procedures (especially with Black Market options) can be dangerous.

- » **Dermal Plates** – Armoured plates inserted under the skin, are flexible and will not hinder movement. Increases AP by +1.
- » **Reinforced Bone** – Acts similar to Dermal Plates but increases AP by +2
- » **Muscle Enhancement** – Enhances muscle and gives +1 to Tough Moves
- » **Wired Reflexes** – Increases reaction speed.
- » **Rebreather** – Filters out toxins from the air and gives resistance to gases, poisons, and allows the user to breath under water or in low atmosphere conditions.
- » **Resistant Skin** – Skin is resistant to corrosive materials, fire and severe cold. Will also offer a +1 to AP against Flechette, HEAP and Cluster Ammo.

Limbs

Limb Implants can often mean Limb replacement and this procedure was often done for medical reasons rather than enhancement, but the craze of having your limbs replaced by cybernetic replica's which could make you faster or stronger caught on pretty fast amongst street gangs on earth and the military soon followed.

- » **Compartments** – Adds small compartments that add 1-2 slots and can be used to conceal items or weapons.
- » **Melee Weapons** – Will add a weapon to the body part. These can be retracted for concealment. Damage equal Melee weapon equivalent.
- » **Tools** – Will add small tools in the fingers or palms of the user.

Gear Descriptions

- » **Bagman** – The Bagman is standard gear for all members of The Zombie Squad and attaches to the wrist. The display shows life signs and location markers for the squad, and will also give basic atmospheric read outs and danger probability. It also holds 3 stim packs which will trigger when the wearers life signs hit a certain point. These stims stabilise the wearer and will cancel out a Wound level or reduce a wound to a lower one. (See the Art of War chapter).
- » **Light Stick** – Sticks that when shaken will light up and illuminate a 20-ft. radius for 30 minutes.
- » **Breather** – A Face mask that filters out gases and poisons and will allow the user to breathe underwater for 2 hrs.
- » **Comlink** – Standard communications for the Squad comes as both throat mike and over the ear.
- » **WristComp** – A Wrist mounted computer which will allow the user to create files, use tools for creating programs or hacking.
- » **Climbing Kit** – Everything needed to aid climbing cliffs or tall buildings. Will add +1 to climbing attempts.
- » **MRE's** – Standard rations taste like crap but have everything you need in a tasteless mush.
- » **Scanner** – Will scan environments for air quality, geological anomalies, and lifeforms.
- » **Grav Belt** – Allows user to move around in zero-g environments, or to make the area around the wearer a zero-g environment which would allow the user to float.
- » **Backpack** – Backpack for holding stuff, increases the user's slots by 12

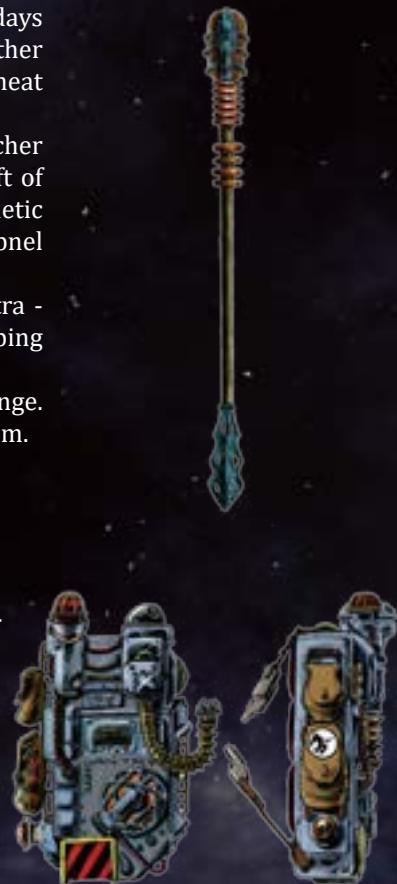


Item	Cost	BM
Bagman	-	800
Light Stick	5	-
Breather	75	50
Comlink	150	100
Wrist Comp	700	450
Climbing Kit	200	100
MRE's	10	-
Scanner	200	100
Grav-Belt	500	275
Backpack	50	-
Harness	30	-
Utility Belt	30	-
Mag Boots	200	125
Tracker	250	200
Holster	20	-
Toolkit	300	150
Binoculars	75	-
Eye Aug	125	100
Translator	200	100
Rope	25	-
Enviro-Tent	225	200
Survival Gear	150	75
Mag Grapnel	250	125
Fineline	200	125
Stims	125	75
Witches Gear		
Torg	-	300
Giga-Pack	-	500
Broom	-	500
Hat	-	125
Gloves	-	200

- » **Harness** – Webbing that goes over the shoulders and across the back, used for climbing, attaching packs or weapons. Increases slots by 7
- » **Utility Belt** – A belt which has pouches and holsters for carrying gear, weapons, and tools. Often used by miners on the colonies. Increases slots by 5.
- » **Mag Boots** – Large heavy boots that have a magnetic sole and allows the wearer to attach themselves to metal flooring or hulls. Used for ship maintenance and often seen on colonies, ports, and waystations.
- » **Tracker** – A handheld device that allows the user to track movement, can be attached to a weapon or held in the hand. The device will show a blip on a screen and emit an audible bleep which will indicate proximity to the user by getting louder the closer the movement gets.
- » **Holster** – Used for carrying Knives, pistols or other small weapons and adds a single slot.
- » **Toolkit** – Small toolkit that can be attached to a Utility belt or carried in a pack. Comes with a selection of tools for both mechanical and electronic repairs etc. Adds +1 to skill checks related to fixing, sabotaging, or building devices.
- » **Binoculars** – Binoculars with built in rangefinders and Night-Vision, Infra -red and ultraviolet settings.
- » **EyeAug** – Goggles that have Night Vision capabilities. They cancel out any penalties for darkness when worn.
- » **Translator** – A small translator device that can quickly translate 99% of known alien languages into the closest human equivalent.
- » **Rope** – 20ft of sturdy rope.
- » **Enviro – Tent** – A tent designed to protect the user from environmental dangers such as heat and cold and atmosphere changes. Has unique construction that allows the tent to be erected on any surface even water.
- »



- » **Survival Gear** – A selection of survival gear, this includes light-sticks, compass, 5 days of MRE's, heat pads, disposable rebreather good for 30 minutes, 2 stims, flares and heat blanket.
- » **Mag Grapnel** – A small gun shaped launcher that releases a grapnel attached to 150ft of Fineline. The grapnel has both a magnetic head and claws that act like a normal grapnel hook.
- » **Fineline** – 150ft of Fineline which is ultra - strong and thin cable. Adds +1 to climbing attempts.
- » **Stims** – Instant healing in a small syringe. Injected to heal wounds, 1 wound per Stim.
- » **Torq, Gauntlets, Pack, Hat** - These are all Amps that allow the Witch to amplify their Giga-Voodoo powers. Only one amp can be used at a time and each amp boosts the power by a certain number of levels. The Torq, Hat and Gauntlets by 1 level, the GigaPack by 2 levels. For more on amps see Giga-Voodoo chapter.
- » **Broomstick** - Similar to amps the broomsticks allow the Witch to direct their power and to convert power into an energy. The broomstick is just one form these can take and are considered a bit of a joke by some and an insult by others.



Weapons

We have included lists for the most common Melee and Ranged weapons available to the characters via either the Quartermaster or civilian or Black Market Traders.

The legality of Firearms

Citizens are legally allowed to carry certain Firearms on certain planets, mainly colonies, Waystations etc as a way of protecting themselves and their homes as often these places can have problems with Pirates and smugglers. The firearms available are normally the lower calibre weapons and do not have many of the ammo types available to the Military.

Black markets prosper on Colonies as many citizens feel that the weapons legally available to them do not match up to those weapons and defences used by the pirates, smugglers, and sometimes alien threats.

Firearms

Type	Harm	Range	Tag
Human			
Auto Pistol	2	Short	Loud, Quick
Revolver	2	Short	Reload, Loud
Assault Rifle	3	Long	Loud, Quick, Burst
Pulse Rifle	4	Long	AP, Loud, Burst
Shotgun	3	Short	Loud, Messy, Reload
SMG	2	Medium	Burst, Loud
Sniper Rifle	4	Extreme	Loud, Reload, Bulky, AP
Laser Rifle	3	Extreme	Quiet, Burst, AP
Alien			
Warp Pistol	3	Medium	Quiet, Messy
Warp Rifle	4	Long	Quiet, Messy, Bulky
Flechette Gun	2	Long	Quiet, Quick
Cluster Rifle	4	Medium	Loud, Area, Reload
Energy Rifle	4	Long	Quiet, Burst, AP
Energy Pistol	3	Short	Quiet, Burst, AP

Weapon Tags

- » +AP - Has armour piercing and will ignore Kevlar.
- » +Area - Effects all persons in the AoE
- » +Bulky - Is considered large -1 Move when carrying.
- » +Burst - Can Autofire with 3-shot, or full bursts.
- » +Loud - Weapon is loud and people nearby will know what it is.
- » +Messy - Will mess people up and cannot be silenced
- » +Quiet - Weapon is silent
- » +Reload - Weapon takes time to reload (1rnd)

Ammo

Ammo is not tracked in the game and the loss of ammo, or running out of ammo is the result of a Fail or Partial success.

- » Fletchette - Small shards that shred flesh. Armour is +1 against Fletchette rnds
- » Cluster - Fires small bombs that explode on impact with an AoE of 5ft.
- » Warp - Fires a large blast of Warp energy that ignores most armour except ceramic.
- » Energy/Laser - Beams of energy fire as single shot or burst



Primitive, Melee and Explosives

Type	Harm	Range	Tag
Primitive			
Bow	2	Long	Reload, Quiet
Crossbow	2	Medium	Reload, AP
Sling	1	Short	Reload
Melee			
Axe	3		Heavy
Club	2S		Stun
Hammer	3S		Stun
Katana	3		Sharp, Quick
Knife	2	Thrown	Sharp
Las Blade	3		Burn
Las Sword	4		Burn
Spear	2	Thrown	Sharp
Explosives			
Frag Grenade	4	Thrown	Loud, AoE
Missile	5	Thrown	Loud, AoE
Gas Grenade	S	Thrown	Stun, AoE

Weapon Tags

- » +Burn - Weapon burns its way through most things, will seal wounds.
- » +Heavy - Weapon acts like it has AP against Kevlar and Flak.
- » +Sharp - On a success the weapon will puncture armour like AP
- » +Stun - A success will also inflict 1rnd of stun on target

Thrown Weapons

A PC can throw a weapon $10 + \text{Tough}$ in metres.

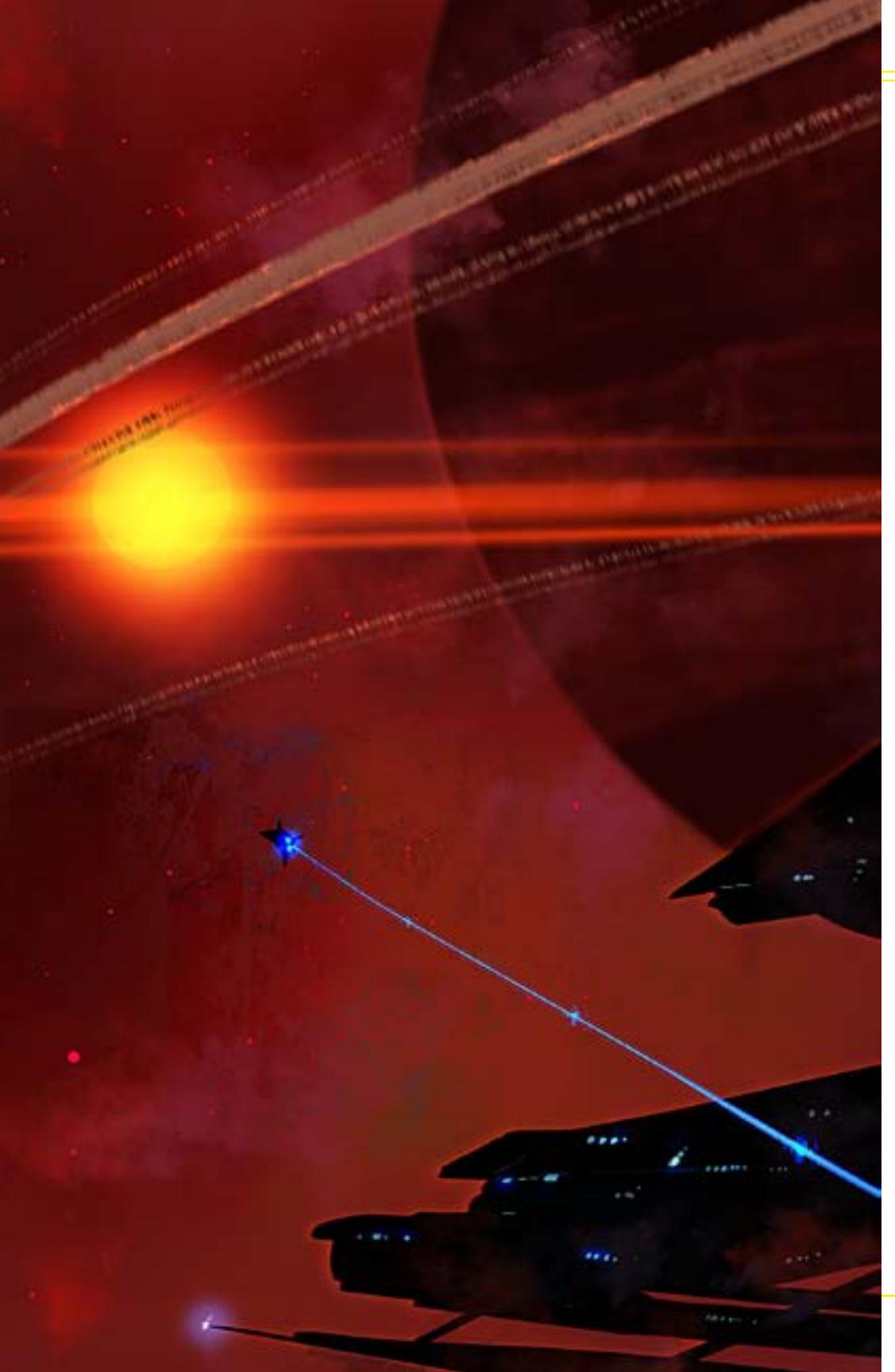
Stun

A Stunned target cannot act for a turn, this includes any action including defense.

Trademark Weapons

Characters that receive Trademark Weapons can choose as weapon and that weapon will do +1 Harm.





009 Vehicles

Many types of vehicles exist in the void, from the heavy haulage vehicles of the Colonies, to personal vehicles available to citizens in the cities, to long haul vehicles designed to transport you through wastelands, deserts or frozen tundras to the military tanks used during conflict. You will almost definitely utilise vehicles at some point, to either take you from A to B or escape from enemy forces. The following rules are for those human vehicles available to the squad either for military operations or for undercover work.

Wheeled and Hover vehicles

Driving a wheeled or hover powered vehicle needs no roll to be made and is considered a free move. It is only when the PC wishes to perform stunts or act out defensive or offensive driving that a move will be needed.

If the PC has the [Drive Anything](#) move then that is used, if not then the driver will be at -1 forward for the duration of the scene. The move must be rolled each time the PC wishes to drive either defensivly or offensively, to avoid obstacles or perform stunts like jumping gaps, or making hard turns.

Vehicle Combat

Passengers can shoot from a vehicle or use any weapons mounted on the vehicle. The driver can use any weapon linked to the drivers controls, which are often forward mounted weapons or smart weapons.

Passengers wishing to shoot or use a weapon in a vehicle would still roll the [Load & Lock](#) move as they would normally when engaging in a firefight.

Vehicle Wounds and Armour

A vehicle has 4 weak points, these are the Engine, the Wheels, the fuel tanks and the drivers area or cockpit. Shooting any of these 4 areas will seriously damage or even destroy a vehicle, shooting anywhere else is just cosmetic and gains no benefit unless the vehicle has passengers.

Each vehicle will have wounds, but these act differently to PC wounds. A vehicle can suffer a number of one type of wound before it becomes another type of wound and weapons inflict different types of wounds on a vehicle.

On a 10+: A key location is hit and damage is applied.

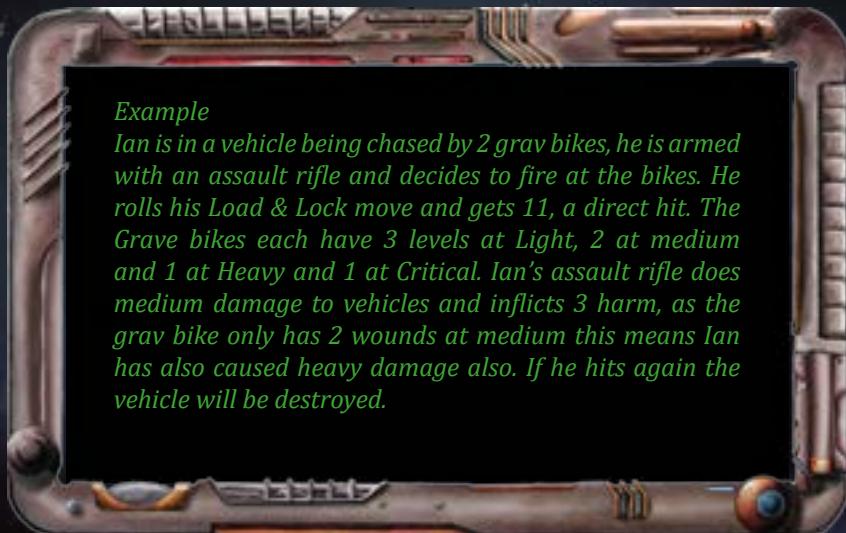
On a 7-9: You gain a partial success and must choose 1-

- » You hit a key location but at a damage type 1 lower than usual.
- » You hit a passenger, killing them outright.

On a 6-: You either miss the vehicle or hit and do no rel damage.

Wounds	Weapons
Light	Pistols, Bows
Medium	Assault Rifles, Pulse Rifles, Flamer
Heavy	Hvy Machineguns, Lasers, Explosives
Critical	Missiles, Plasma Cannons

Each wound type has a number of levels, this indicates how many of this type of damage a vehicle can take before the damage becomes the next level of wound. Each vehicles wounds will vary with some vehicles having more than others. For examples wheeled trucks have more wound levels than grav bikes.



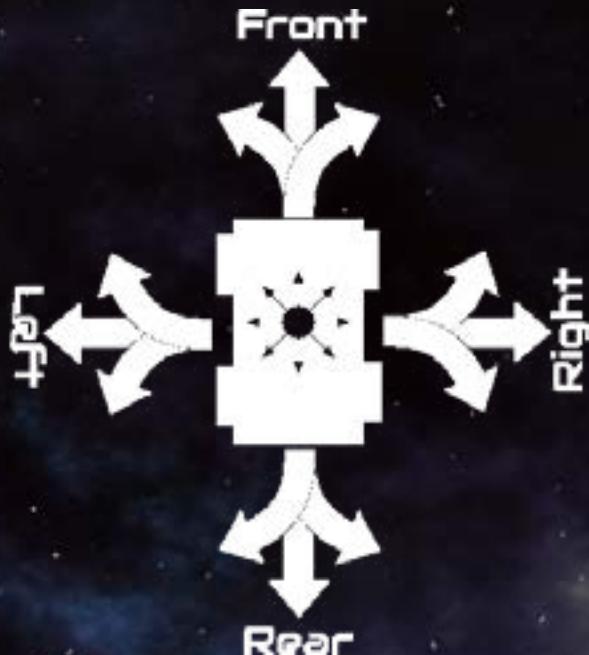
Some vehicles have armour which will absorb some of the damage. Armour is often placed over the vulnerable areas of a vehicle. vehicle armour acts similar to shields in that they can absorb a certain amount of damage before becoming useless.

Armour	AP
Light	5
Medium	7
Heavy	9

Armour has no levels and any damage will be taken off the armour points (AP).

Mounted Weapons

Some vehicles can have weapons mounted on them, these come as either fixed, which means they can only fire in the direction they are pointed, these are normally font mounted machine guns or turrets mounted on roofs. Weapons can also be Pivot mounted, these weapons can be operated by a passenger and moved in either arcs of fire or full 360 degree angles.



The firing Arc diagram above shows the direction mounted weapons can fire in based on where they are mounted.

Mounted Weapons

Weapon	Range	Damage	Tag
Hvy Machinegun	Long	5	Reload, Loud, Burst
Plasma Cannon	Long	6	Energy, Quick
Missile Launcher	Medium	6	Reload, Area
Flamer	Short	3	Burn, Quiet, Area
Hvy Laser	Extreme	5	Quiet, Quick

Civilian Vehicles

Vehicle	Type	Wounds				Cost
		Light	Medium	Hvy	Crit	
Bike	Grav	3	2	1	1	7000
Bike Wheeled	Light	3	2	1	1	6700
Junker	Avg	4	3	2	2	-
Skimmer	Grav	4	3	3	2	10,000
Truck	Heavy	5	4	4	5	15,000

- » **Bike (Grav)** - Grav bikes are often used as recreational vehicles in the cities or as terrain vehicles on colonies as they adapt well to the often rocky and diverse environments.
- » **Bike (Wheeled)** - The more traditional bike, mainly used in cities or ports, not practical in rough landscapes. If used in rocky environments movement is reduced to half.
- » **Junker** - Vehicles used by raiders or some rebel factions and cobbled together from parts. Can be unreliable but give a lot of options for upgrades. Junkers can only carry up to 4 people including the driver.
- » **Skimmer** - Anti-Gravity vehicle which can hold up to 6 passengers. Used in many cities and sometimes colonies as transport vehicles.
- » **Truck** - Standard haulage vehicle, robust and reliable, often seen in colonies and space ports for shifting equipment. Can hold up to 20 passengers in the storage areas but is not built for this purpose.



Military Vehicles

Vehicle Type		Armour	AP			
		Light	Medium	Hvy	Crit	
Bike	Grav	3	2	1	1	3
Jeep	AVG	4	3	2	1	5
Skimmer	Grav	4	3	3	2	6
Tank	Grav	6	5	4	3	10
Tank	Track	6	5	4	3	10
Transport	Hvy	5	4	4	3	6

Military vehicles all have armour included. Military vehicles cannot be bought they are given out for missions by the quartermaster.



Blowing Shit Up

MC's that wish to add some movie flavour to their games can decide that once a vehicle has taken enough critical damage that it explodes, not only does this look cool but also it could cause a area of effect damage.

vehicles exploding because they have been damaged may not fit every game but the nature of The Zombie Squad makes me obliged to add is as an option.

Spacecraft

The operation and use of Spacecraft is covered in this section, and includes combat and instructions on enhancing and expanding your own spacecraft.

Though spacecraft are similar to standard vehicles in many ways that they operate and how the rules relate to them, there are also quite a few differences.

This section is broken into two parts. The first part takes for granted that the characters are members of the Zombie Squad and will get access to travel on starships as they make their way to mission objectives. Zombie Squad members have no option to own a starship and even if they steal one their ownership will be short lived.

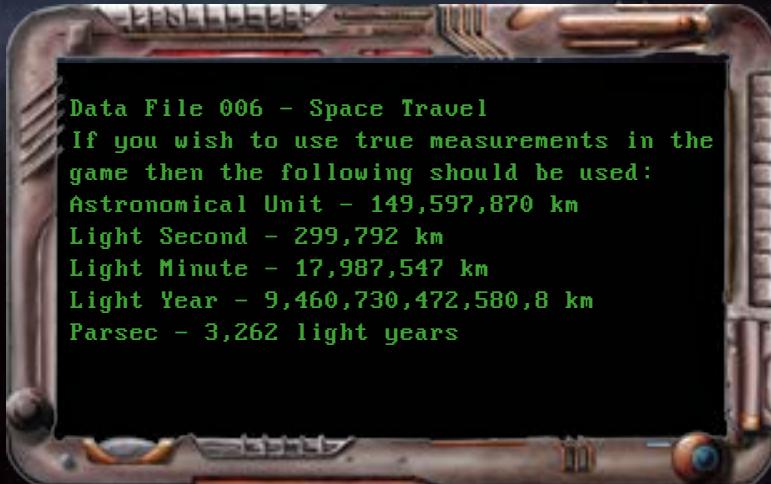
Part two of this section is for those characters who are not part of the Zombie Squad but have civilian careers. This means that they could at some point own their own ship and be able to expand and enhance it, once they can afford it.

Part 1

Space Travel

Most Space travel in the game is breezed over, as spending weeks, month or years sitting around in deep space is really dull. In The Zombie Squad we use gates to travel between Star Systems, but ships do have hyperdrives etc,

Our general rule of thumb is that once the squad has boarded their means of transportation the next scene see's them at the destination. This is mainly because most space flight for squads will be done by someone else unless the squad manages to steal a ship.



Atmospheric Flight

Small ships can travel in atmospheric conditions and land on a planet's surface. Larger ships cannot and must dock at space stations, Waystations etc (most large space ships come with shuttles for planetary landings).

Ship Security

All ships have automated security systems, ranging from simple alarms and lock downs of systems, to remote turrets, camera's and laser tripwires, which are often linked to gases or section lock down controls. Larger ships like Navy Frigates and transport vessels will have ship security personnel, whose job it is to deal with any threats..

Ship Sensors

Ships are fitted with enhanced sensors allowing them to scan for thousands of kilometres in deep space. Scanners on ships work a little differently and are designed to be more responsive and exact than standard vehicle or handheld scanners. Using a ships scanner is relatively simple due to the process being mainly automated or computer controlled; you point the scanner in the direction you want to scan or tell the computer what you wish to scan for and the rest is done for you with a result appearing almost instantly.

Airlocks

Throughout the ship will be airlocks, and the bigger the ship the more airlocks there will be. Airlocks are controlled from the Bridge and trying to override an airlock will be a Hacking or Giga-Voodoo move. An airlock entrance can accommodate up to 2 people in Vac suits passing through side by side and leads to a decompression chamber that then leads to a crew area where the Vac suits can be removed.

Part 2

In part 2 we will go into the civilian side of spaceship operation. Unlike in part 1 you will not have access to navy frigates or crews ferrying you all around from mission to mission. Civilian ownership involves operating a ship, dealing with Pirates and Salvagers, understanding how the ship runs and how to repair it, and the nuances of combat in deep space.

Ship Operation

With the advancement of science to the point of being able to create ships that could travel through deep space came the technology to automate it, Humans forever seeking the lazy option developed this very quickly. So, bearing this in mind most operations needed to pilot or attempt manoeuvres etc are often automated.

Flying a Ship

Ship control differs from vessel to vessel; small fighter craft rely heavily on the pilot, mainly because operating a fighter will involve an awful lot of instances where decisions need to be made relating to the current situation, something a computer or A.I. may not recognise as quickly as a pilot (injury and certain death tends to bother living beings more than computerised ones). Larger ships can be more automated as deep space scans alert pilots or bridge crew quickly to possible upcoming threats allowing either the A.I. or crew/Pilot to calculate the best way to avoid it. Standard

flight in larger passenger or transport ships is almost fully automated until decisions like change of flight path, non-standard scans or avoiding threats come into effect. Some ship operations are considered standard and need no move, these are:

- » Course changes.
- » Scanning.
- » Operating ship Systems (Life Support, Communications etc).

Operations that will need the player to make a move are::

- » Avoiding Attacks
- » Docking
- » Atmospheric Manoeuvres (see above in Part 1)
- » Travelling through Gates.
- » Combat

Each of the above operations will be covered in this section.

Gates and Docking

Travel between systems is done via Gates. These huge portals act as wormholes that allow ships to travel to other systems very quickly. They were made thousands of years in the past by a highly advanced alien race now considered long dead (many of their cities and temples can be found on what are now termed Ghost Planets).

Each star system has a number of gates linking them to star systems nearby and knowing where a gate leads is very important as some gates lead to systems in what is termed Dark Space - an area beyond the Void.

Gates do not need to be operated but they do activate when something is travelling through them. This activation process was unknown at first and a few ships were lost to collisions before they worked out that if the gate is humming then someone is using it.

Gates are single lanes which apparently wasn't an issue for the ancient aliens that built them but with the increased traffic in some systems this can be a major problem. In order to navigate a gate the Pilot must use the Hotshot Pilot move, but failing does not lead to crashing unless the Pilot fumbles but leads to failure to position correctly and another attempt must be made.

Docking can be quite complex depending on where or with what you are attempting to dock to. The docks around the Hub have built in systems that aid the docking procedure, whereas colonies and waystations do not. Docking on space stations other than the Hub, especially stations that do not recognise your ships signature can also be an issue.

Many large vessels will send shuttles and have the ship power down in orbit rather than attempt to dock.

Data File 007 - Gate Humming

The gateways connected systems hum when in use, and Ship crews and Pilots must set their comms to a certain frequency to pick up this hum.

The hum is said to sound like a mix between a muffled discordant flute and a power transformer, and for anyone experiencing the hum for the first time it can cause nausea and disorientation.

Hub scientists have concluded that the ancient race that built the Gates may have communicated via sound on wavelengths below human hearing similar to Earth whales.

Ship Signatures

A Ships Signature or Sig is the way other ships, space ports etc will recognise you. All ships are registered and given a coded signal, this signal is constantly being emitted and can be picked up by scanners. Ships that do not have Sigs are considered either Pirates or fair game to salvagers.

Signatures can be hacked and changed to hide identity, this is highly illegal and considered an act of piracy, but exchanging your ships sig for that of another could help evade pursuit or even attacks.

Ship Combat

Combat between starships can take various forms. The combat can be between huge frigates thousands of kilometres apart, or dogfights between small fighters, weaving and dodging to avoid the attacks of their enemies. However the combat looks it will play out mostly in the same way.

Gunnery

Each ship will have a gunner, this will be either the pilot in a fighter or a dedicated person in a starship. Sometimes the gunners role can be divided between an actual person and the ships AI. Whatever the setup for gunnery the PC will use the [Load & Lock](#) move to fire weapons. If the ships AI is in charge of this than the pilot will roll for the AI on 2D6 + the AI's level.

Defense

A large ship will have shields which act very similar to armour on land vehicles, with the armour absorbing the damage until it is basically spent. Smaller ships will need

to dodge incoming fire to avoid damage, this is done using the Pilots Hotshot Pilot Move. Large ships can also attempt to dodge attacks, this does not work with avoiding attacks from smaller fighters, but may be possible when facing large ships thousands of kilometres away.

Weapons and Damage

Ships, like vehicles have a number of wounds they can take before becoming crippled or destroyed, and like vehicles they have key locations. Each starship has 3 locations which if destroyed will either cripple the vessel or destroy it, these are Engine, Hull and Systems, shooting anywhere else is considered cosmetic.

- » **Engines** - Destroying the engines will stop the ship from moving, making it prone, continuing to target the engine will eventually destroy the ship.
- » **Hull** - Attacking the Hull will cause breaches forcing the ship to become unable to stay in orbit and possibly killing any crew in the area of the breach.
- » **Systems** - Destroying the ships systems will disable the ships ability to control its life support, navigation, communications, shields, AI and a number of other important functions.

Weapons on starships differ than on normal vehicles and are often larger or more automated.

Wounds	Weapons
Light	Hvy Machineguns, Small Lasers
Medium	Plasma Cannon, Missile, Medium Laser
Heavy	Large Plasma Cannon, Heavy Laser, Bolt Gun
Critical	Inferno Cannon, Heavy Bolt Gun

Shields

A ships shields will absorb a certain amount of damage before becoming burnt out and collapsing. When a ships shield collapses they will begin to recharge but this takes time and during this time the ship has no shield. Ships do come with armour which will stave off the worst of the damage but once its gone or the damage exceeds its AP the ship will start to take damage.

Ship armour is the same as vehicle armour in points, they just refer to the weapon table above rather than the normal vehicle weapons, i.e. shooting the hull of a frigate with a pistol or assault rifle will do nothing.

Shields	Absorb
Light	10pts - light - medium damage
Medium	15pts - light - medium - heavy damage
Heavy	20pts - medium-heavy-critical damage

Ship weapons

Weapon	Range	Damage	Tag
Hvy Machinegun	Med	3	Loud, Reload, Burst
Small Laser	Long	4	Quiet, Quick
Plasma Cannon	Extreme*	4	Quiet, Reload, Quick, Energy
Missiles	Medium	4	Area, Reload
Med Laser	Medium*	5	Quiet, Quick
Lrg Plasma Cannon	Extreme*	6	Quiet, Reload, Quick, Energy
Hvy Laser	Long*	6	Quiet, Quick
Bolt Gun	Long*	4	Loud, Reload, slow
Inferno Cannon	Extreme*	7	Quiet, Reload
Hvy Bolt Gun	Extreme*	6	Loud, Reload, Slow

*Range in Kilometres

Ship Buying and Upgrading

Ships can be purchased and constructed, and both can be improved with extra modules and equipment. Ships are unique in this way that they can be improved and enhanced and this is needed as often a ship is the home to its crew.

Buying a Ship

The MC can allow the PCs the opportunity to buy a ship. This is not cheap but there are ways to finance it. Characters can borrow funds from one of the many Hub sanctioned banks or one of the banking cartels, and sometimes corporations will help finance a ship if the characters work for them.

Finance

Characters can borrow the value of a ship which they will have to pay back on a monthly basis. The amount payable each month is 5% of the cost + 10% interest, so if the characters borrowed 50,000 BC they would pay back $50,000 + 10\% (5,000) \times 5\% = 2750$ BC per month.

Missing a payment could generate a penalty or some other punishment (depending from whom they borrowed the money).

Upgrading Ships

Most ships can be upgraded as long as you have the MP and the BitCreds to do it. Upgrades are bought from specialised vendors that can be found at most ports and waystations. Ships have a number of Mount Points (MP) which indicate how many upgrades can be added to the ship, this varies on size of the ship. The MP also differs as either level 1 MP which indicates upgrades can only be to systems, or level 2 MP which indicate that the upgrades can include modules.

Ship Upgrades

Upgrade	Cost	Description
Level 1: Upgrades		
AI lvl 1/2/3	500/750/1000	Will control various systems on the ship
Adv. Scanners	600	Will allow for long range scans
Survey Sensor	300	Will discover resources on planets
Adv Comms	250	Will allow for long range communications
Level 2: Modules		
Armoury	2500	Adds a secure armoury to the ship
Cargo	3000	Increases the cargo bay area by double
Hydroponics	2000	Allows for the growing of food
Medbay	5000	Improves the Medbay function acting as a +1
Workshop	3000	Allows for repairs and acts like a +1

Spaceship Descriptions

The ships below are all standard human vessels. We will go into more details regarding alien ships and more esoteric ships in a future source book. Below is a brief description of each type of ship.

None of the ships available to purchase has any added enhancements or customisations. These can be added later as long as the characters have the coin and the MP to do so. Crew sizes are the maximum for the type of ship any more than this and it will start to become cramped. Scanners listed are at effective range.

All stats can be upgraded by buying upgrades and using MP. The above upgrade table will cover cost and the amount of MP the upgrade takes.

Type	MP	Crew	Wounds				Cost	
	Lvl1	Lvl2		Light	Med	Hvy	Crit	
Fighter	2	0	1	4	2	1	1	50,000
Passenger	3	2	6	4	3	2	1	70,000
Cargo	4	3	6+	5	3	2	1	75,000
Battleship	4	5	100+	5	5	4	2	400,000
Carrier	4	5	1000+	5	5	5	3	1 million+



Fighters

Scanners - Short Range.

Weapons - Small Laser, Missile Pod. Pilot operated.

Armour - Light (10)

Fighters are fast one man vessels normally held in defence of space stations or Naval Fleets. Impractical for space flight outside of a system as they are not built for storage or long term life support.



Passenger Ship

Scanners - Long Range.

Weapons - Missile Pods (2), Automated Med Laser Turret.

Armour - 7.

Shield - Medium (15).

The Passenger ships are the most common ships seen around the Gamma Celia System, popular with explorers, smugglers and Pirates, they are easy to upgrade and parts are easy to find. Built for travel across systems they are fast and easy to pilot with many of the functions automated by decent computer A.I (Lvl 1).



Cargo

Scanners - Long Range

Weapons - None

Armour - 5

Shields - Light 10

Cargo haulers range from the Slugs used by gas farmers to the huge container transports used by mining colonies. Not often seen used by civilians as they tend to be slow and not easily upgradeable as they are designed mainly for function.



Battleship

Scanners - Long Range

Weapons - Automated Hvy Bolt Guns, Missile Pods, Pulse cannons. 12 Fighter craft.

Armour - 10

Shields - Heavy 20

Battleships are not available to civilians but some have been known to fall into the hands of pirates or rebel factions. Battleships cannot make atmospheric landings and often come with a few shuttles for this purpose.



Carrier

Scanners - Long Range

Weapons - Pulse Cannons, Fighters, various automated Missile Pods and Bolt Guns

Armour - 10

Shield - Advanced 20

Naval carriers are the behemoths of space, they can carry up to three dozen fighters and have dedicated boarding parties and security teams. They are often the command centres for military deployment and conflict. Rare to be seen outside of the Military with the only known exception being a Vrak-C Pirate who managed to take control of one for 10 minutes.

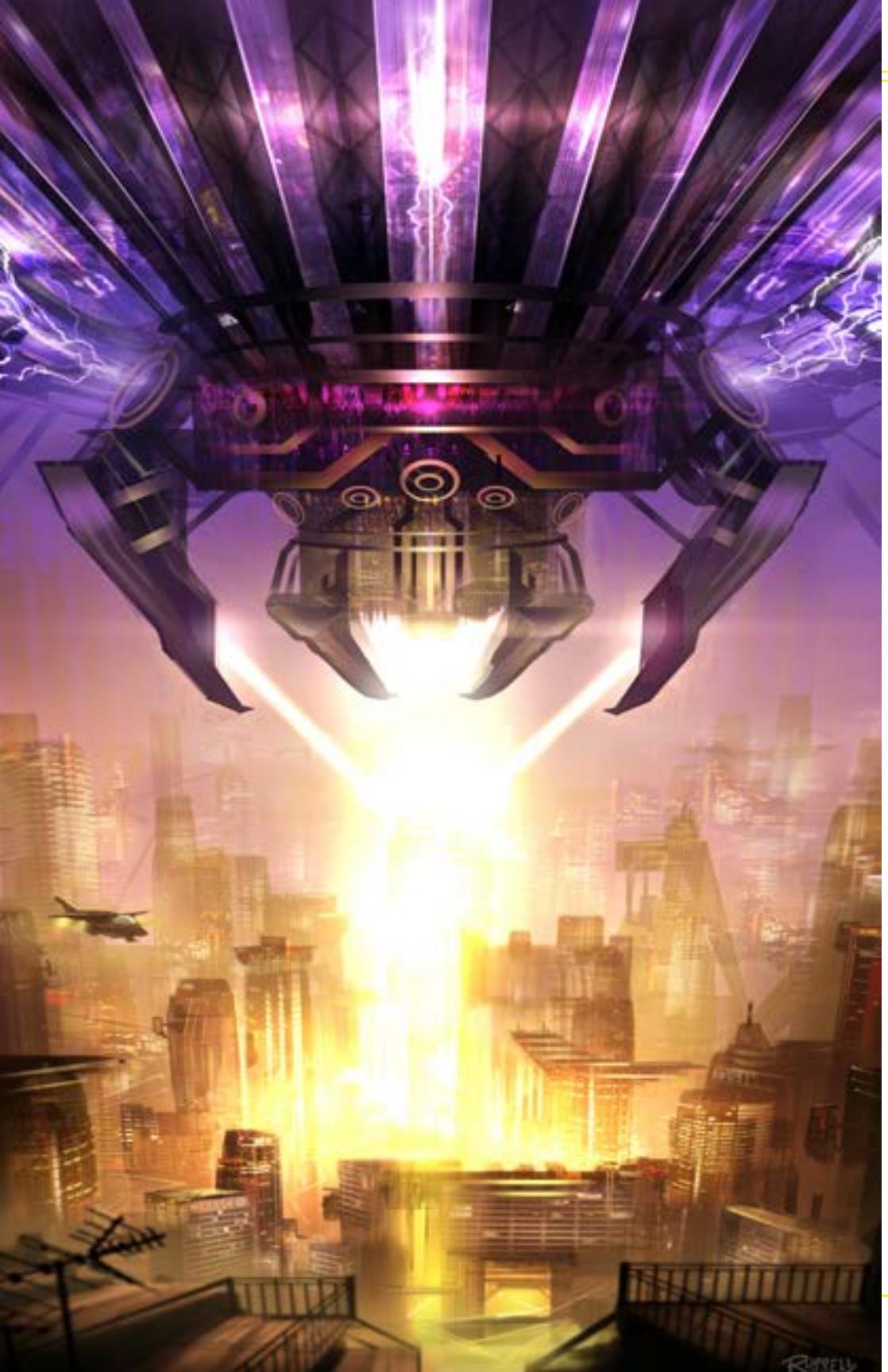
The Laws of Salvage

Salvage can be considered big business and Salvagers will often scour the void for derelict ships and space stations as well as colonies and cities. But there are laws in place, and these are pretty strict especially as many of the alien races humanity shares the galaxy with often see the humans as a race with no respect of history or property. Salvage law states that all vessels or locations that appear to be abandoned be scanned first for any living beings, however small, also that the Salvagers check known records of ships or places to discover ownership. Some laws go as far as to state that if it's not human by design don't touch it but this law has become so ignored many salvagers are not even aware it exists.

The main area of salvage are Ghost Planets where the locations of an ancient advanced alien race can be found, these temples, cities and monuments of this long dead race are considered haunted, taboo, cursed or just plain evil by most of the alien races and they warn anyone to avoid them, advice which the humans have pretty much ignored.

Piracy

Piracy is rife within the human systems with many disgruntled colonists, criminals and traders turning to piracy to earn a living. Within the Gamma Celia System Piracy can be less of a problem and many believe this is due to the close proximity of the Hub, but the further you go out the worse it becomes and the less control the Hub has. Hub security services in these other systems tend to be more corrupt and willing to turn a blind eye if they get a percentage of the take. It's a growing problem, one of many, the Hub has yet to address in the outer systems.



0010 Giga-Voodoo

Characters who have received Cyber Implants as benefits or from events can choose to have the GV chip implanted in the brain stem. This decision is only available to those that wish to become a witch and wield the powers of Giga-Voodoo.

What is Giga-Voodoo?

The power of Giga-Voodoo is a power of control and manipulation over electronics and Cybernetic implants. The Chip allows you to project your consciousness and boost the range of Cybernetics, to adjust and tamper with electronic devices and recognise and find various electronics and cybernetics. Many Witches use an Amplifier which allows them to extend their power further.

How does it work?

Giga-Voodoo is a mystery, no one is really sure how it works but only a small portion of the human population can make it work. A fusion between the Chip and how the brains electrical impulses connect with the chip causes the Witch to have these unique abilities.

Hub scientists have tried to replicate the effects of Giga-Voodoo but this has led to either death or the subject being reduced to a vegetative state.

The Chips level will help increase the witches powers through range and being able to take on higher level systems.

Chip	Range	System
1	Medium	1
2	Long	2
3	Extreme	3

Every network has Nodes and by using Giga-Voodoo the Witch can jump across these Nodes and travel the network to its Hub using the [Intrusion](#) move to do so. Often networks have security which has various levels of power, these need to be avoided or destroyed in order to continue. Network security has been design to defend itself and is controlled by an AI system. When confronted by a security system the witch must use their [Domination](#) move to attack it and [Resistance](#) to avoid the securities attacks.

Security	Level	Damage
Goblin	1	2
Wolf	2	3
Spider	3	4



The Outer Body Experience

So whilst you are hopping around nodes what is happening to your body? Well nothing really, the Witch can continue to function, walk normally, eat food, make simple statements, answer simple questions etc, but any moves will be at -2 forward for the duration of the Giga-Voodoo power use. Any damage inflicted will break the connection, forcing the Witch to stop what she is doing.

Amps

Many Witches use Amps as a way to boost their powers, allowing them to reach increased ranges and defeat stronger security defences. Amps come in many different styles to suit the Witch, Gloves, Headwear, Torqs and even in the style of Staves and Wands can be found with the latter becoming very popular with Witches that have learnt to absorb the very power supplies around them.

To own an Amp you will have to purchase one from a vendor, as they are not available through the requisition officer, mainly because some consider the Amps dangerous and allow the Witch to hit those illegal limits of their powers. They can also be expensive and there are a lot of varieties, which is just too much for the average military Quartermaster to spend time cataloguing.

An Amp that is in the form of a staff can be used as a weapon and will act like a baton or club for damage purposes. A roll of a fail will damage the Amp and the Witch will no longer be able to use it for its actual purpose. For many this is often a last resort as Witches are trained in the

use of firearms so really shouldn't need to use something as expensive as an Amp to bash people.

Amps increase the GV chip level by 1 when they are used so a Lvl 1 chip will act like a Lvl 2 and so forth.



0011 Mission Control

Your job as the MC is to create the universe in which the PC's explore, you must also make the universe a place the PC's want to explore. You will ask questions and interpret the dice rolls. You also take on the roles of all the other people in the universe, referred to as NPCs (Non-Player Characters).

Agenda

There are four important rules to running games of The Zombie Squad, these should always be behind everything you do and every move you make.

- » Make the Void a dangerous and intriguing place
- » Fill the character's lives with action and dilemma's
- » Make the Characters feel part of a vast universe
- » Be part of the game and react

These are always the go to rules for running the game, if you get stuck or hit a wall with a mission these 4 statements should be referred to. What the Agenda signifies is your role as MC, these will never change and cannot be changed.

Make the Void a Dangerous and Intriguing Place

The universe that the game is set in is vast but is still just a small part of a vast spiral galaxy filled with thousands of star systems. Humanity is still a relative newcomer to the Void and are still discovering exciting, intriguing and dangerous places, races and technologies.

Pirates, Aggressive Alien races far more advanced than the characters, ghost planets filled with ancient structures and hidden terrors, rebel factions wishing to overthrow the ruling human powers and much more fill the Void.

Also the characters are ex-criminals seen as cannon fodder to throw at the more dangerous missions and unknown threats, meaning that they will be more scared than most of what they may face.

Fill the Character's Lives with Action and Dilemma's

The key to this is not to kill the characters but to give them opportunities to survive, encourage thinking outside the box, give them choices and intrigues. Make nothing obvious and give everything a number of options and consequences.

Making the characters discover threat or feel helpless and allowing them to overcome it will create memorable stories.

Make the Characters Feel Part of a Vast Universe

Characters have backgrounds and contacts, they may have connections from past careers or have been places some other characters have not, allow the players to voice these, give them opportunities to embellish the fiction in order to make them



feel part of the universe around them. Give NPC's names and personalities, bring past experience and accomplishments into the game. Kudos represents reputation use it to have the characters known and create reactions.

Be Part of the Game and React

Never plan the mission outcomes but instead create the goals and adversaries, create NPC motives and personalities and then throw the characters in, let everyone react to their own interference and discoveries, be as surprised by the outcome as the players and write the story together.

MC Statements

As an MC there are a number of Statements you should always say.

- » What the Principles demand
- » What the mission demands
- » What honesty demands
- » What the rules demand

Principles

The Principles help fulfil your Agenda they are a toolbox to build your moves.

- » Make it feel alien
- » Begin and end with the fiction
- » Talk to the characters not the Players
- » Make moves and misdirect
- » Ask questions and use the answers
- » Be a fan of the Characters
- » Make interesting NPC's that are also disposable
- » Add mystery to the universe
- » Plan offscreen

Make it Feel Alien

The Void is very alien to the characters, new races, planets and ways to travel. Physics sometimes seems to be forgotten on some planets and the architecture of an ancient alien race is evident everywhere. Create alien intrigues, let the characters discover derelict machines in space and weird and wonderful as well as frightening alien ruins and lost cities.

Begin and End with the Fiction

Always try to describe moves you make within the fiction, not in mechanical game terms but with descriptive narrative. If you throw a consequence at the characters describe what it is and does rather than what bonuses or penalties it imposes, when inflicting harm describe the how it is inflicted rather than just saying the amount done and leaving it like that.

Talk to the Characters not the Players

When asking questions or describing situations refer to the characters by their names not the players name, this helps build and reinforce the fiction, allows the players to recognise when you are talking within the fiction and helps them immerse themselves and focus on their characters and the story.

Ask Questions and use the Answers

Make the characters part of the world by allowing them to help create it, ask them questions about places and people and then incorporate the answers into the fiction, make it canon so the characters will face it or come across it again in later games. This is a great tool for fleshing out a world that the players and their characters feel part of and invested in, and also responsible for, it will also surprise you and the players. This is why we suggest you never plan out the game.

Be a Fan of the Characters

The game should be played for all of you to enjoy, allow the players to drive the fiction and ask questions and listen to the answers. Allow the characters to be heroes and to sometimes make insane decisions, if something works against the fiction speak up and discuss it with the group. Never make a mission impossible to achieve, throw them a rope when they seem to be faltering.

Make Interesting NPC's that are also Disposable

Create NPCs with motives and personalities, make them living beings within the world and allow them to be contacts or repeat personalities. Creating intrigues and dilemmas around NPCs makes them feel more real and they could become plot points later, also the more they are real to the players the more invested the characters will be to their wellbeing, so when they are disposed of it comes as a shock or a moment of relief.

Add Mystery to the Universe

The characters will find objects and places they don't understand, let them try to work it out and discuss with them what it could be, sometimes this could lead to future missions. The void is old and ancient alien races are evident everywhere, even some of the current alien races are baffled by some of it. Nothing is to weird, the universe of The Zombie Squad can be twisted to whatever you like and in any way, forget physics.

Plan Offscreen

The void is a living place and those people who have been affected by the characters and their antics will not forget either in a good way or bad, just because the characters are not there doesn't mean everything is frozen. The best surprises are those that relate to earlier situations that the characters may have forgotten or not known their actions had adverse effects.

Moves

The MC also gets the opportunity to make Moves:

- » When a Player misses a Move
- » When the Players are waiting for something to happen
- » When the mission dictates it

MC Moves are ways to move the mission on, to give you the MC inspiration and to keep the players guessing. Consider the actions of the characters, of their past actions and what is happening in the background. Utilise the NPC's you and the players have created and their bonds with them. All these considerations can help decide your move.

- » Flag Future Threats
- » Create an immediate complication
- » Create a Dilemma for a character
- » Inflict Wound
- » Take away gear
- » Offer an Opportunity

Flag Future Threats

Suggest and hint at future threats, make them think something is not right.

'As you move through the market place you feel as if you are being watched'

'You manage to hack the lock but your computer screen seems to flicker, if you had blinked you would have missed it, but it was probably nothing'

Create an Immediate Complication

Create an event or situation that will cause immediate trouble for the characters.

'The Pirates are getting closer and as you speed along the bridge you quickly realise that the bridge has either fallen apart or was never completed and you are facing a very long drop to the rocks below'

'You burst into the building and shut the door hoping the guards will pass by, as you huddle near the door you all hear the ker-chik of a shotgun be loaded behind you'

Create a Dilemma for a Character

Place a character in danger, or have them grabbed or captured. Place them in a tough situation where the player will need to make a hard choice.

'Niki is locked into the nodes using her Giga-Voodoo powers when she is grabbed from behind and a Pistol pressed to her head, you know she can't break the connection, what will you do?'

'the Rebels are firing indiscriminately and you are outgunned, you can flee back to the ship or stand and fight protected the colonists, one will lead to certain death the other to survival, what do you choose?'

Inflict Wounds

To inflict Wound is often part of the fiction that is unfolding, but try to make it more interesting then just saying 'Take 1 wound' add description on how the wound is inflicted.

'The Pirates bullet rips through your arm ignoring your armour, your grateful it was an AP round and not a HEAP, it inflicts 2 Wounds, what do you do?'

Take away Gear

The characters gear can break or malfunction, get lost or just no longer work for various reasons. This could also refer to scanners not recognising what they are scanning, computers not connecting to alien systems and so forth. Taking away an item or piece of gear will also cause the characters to think on their feet, to come up with an alternative method or work around.

This can also be an interesting alternative to handing out wounds.

'The bullet rips through your pack and drills a hole in your laptop'

'As you dive from the moving vehicle you drop a couple of ammo clips'

Offer an Opportunity

Sometimes you can offer the characters an opportunity, a way out or a benefit, these do not have to come without a cost or a consequence but let the Characters decide if it's worth taking, if the benefits outweigh the cost.

'You are offered an illegal A.I. chip which would greatly increase your chance to hit targets, but if it is discovered you could face a court martial or lose a rank'.

Mission One

Most military based missions will begin with a debrief, often on the way to the actual mission objective. As members of the Zombie Squad PCs do not have a choice of which missions they choose and are not privy to all the information available. A mission debrief will be short and to the point:

Ok shit heels we are headed to a vessel that has just entered through a gate and is ignoring all hails, the ship is old and is one of the Hubs explorer vessels thought lost in the void, you are to enter and sweep, before the navy drags its sorry ass in for inspection. Is this clear?

As the MC you have responsibilities and need to manage the flow of conversation and actions so to make it fair and orderly, otherwise the game could be a shouting match.

Give clear descriptions of the area

This is important, you must describe what the PCs see on arrival at their destination, give them a good springboard to bounce off. You need not worry too much about the tiny details but make sure that anything relevant is within the description, especially important clues, but don't signpost them, let the PCs work it out.

The Ship is dark, emergency lighting has come on but even some of that has run its course and fizzled out creating patches of darkness. The place is a mess, with equipment, data slates and crates littered everywhere. A weird smell is in the air, you can see a small light flashing on a panel and you hear a strange beeping noise coming from deeper in the ship.

Create an Immediate Threat

As the PCs get their bearings and hunt for clues or search around the first location, create a threat, this doesn't have to be the main antagonist but a hint of what it could be, putting the PCs on alert, creating a tension will suddenly switch the game into a whole new feel.

So you are in the airlock of the ship, standing amongst the discarded gear, a emergency light blinking above your heads, what are doing,

Ian (Fixer): I'm going to investigate that blinking light.

Phil (Booster): I will check the dark areas just to make sure we don't miss anything vital.

Niki (Gunslinger): I will keep my eyes open and secure the room.

Ok so the flashing light seems to be linked to a journal entry, the word 'Play' is flashing. The corners are filled with piled up gear, but nothing of any real importance, your weapon mounted torch is penetrating the dark areas, when you all hear a piercing noise, wholly alien, it seems to make your nerves stand on end, whatever made the noise was not human, and it knows you are here.

Ask Questions and let the PCs Lead

Let the PCs lead the way, allow them to flesh out the location by asking leading questions, let them feel they are in control and then take it away with a sudden event or change. You run the threat so run it to keep the PCs on their toes.

So what do you do?

Niki: I will enter the connecting corridor with my gun up.

How does the corridor look?

Niki: I see more garbage and on the wall is a ship's schematic, which I glance at, doors run along the corridor leading to other areas. The emergency lighting flickers

As you swing your light around it falls upon a corpse slumped against the wall

Let the PCs make Important Decisions

Do not force the PCs to do or go where you want them to, make them go there by prompting that decision. Ask them questions and react to the answers in ways that create more questions. Give the PCs multiple options when they ask a question and keep it vague to elicit a response or intrigue.

What do you do?

Niki: I will get Ian and Phils attention and indicate the corpse, and slowly move closer.

Ok you reach the corpse.

Niki: Is it male or female, is it wearing any identification?

The corpse is male and seems to be partially eaten, blood covers the uniform obscuring a name patch, the body is badly decomposed, hence the smell.

Niki: Can I tell what ate him?

No, but the jaws were large, and there appears to be burns around the wounds.

A blood trail leads away down the corridor and the corpse seems to have something in his hand.

Remember your Moves

When the PCs make a decision which will prompt one of your moves then roll the dice, keep a list in front of you of the Moves, Principles and Agenda as a constant reminder. Let the characters see you roll but tell them what it means let them discover it for themselves, this will increase the tension.

Keep the Fiction Moving Forward

Keep the game moving, this is done by following the PCs lead, if they begin to wain or get distracted, if they have no questions or seem lost create a situation to bring it back on track.

Advancing Characters

As the PCs complete missions, make great decisions or use their moves in interesting and inventive ways you will want to reward them with advancements, with advancements they can choose new Tags, new Moves, improve Stats and gain specialisations.

Each PC has 5 Experience markers on their Playbook and each time they do something worth rewarding they can tick one of these markers, once all 5 are ticked they earn an advancement. They must then erase all the ticks and start again.

You should reward PCs only for doing something different, saving a comrade, working as a team, roleplaying well, and coming up with interesting solutions.

0012 Gamma Celia System

The first star system encountered by humanity was the Gamma Celia System, an abandoned star system on the fringes of the Void. The system is similar in size to our own solar system and has 8 planets with the Hub orbiting the third planet from the systems sun, which has similar properties to our own.

In this chapter we will do a brief overview of the system and its planets, the influence humanity has had and the systems key features. This will be explored further in the Hub controlled space source book coming soon from FeralGamersInc.

Aetis

Aetis is a barren and inhospitable rock, too close to the systems sun to sustain life and depleted of any minerals thousands of years ago. Surveys of Aetis has shown that at some point it was mined, for what, no one knows.

Plans were once drawn up to place solar energy systems on the planet to draw energy from the sun that could be transported back to the Hub but these were abandoned due to the inhospitable nature of the planet and the risk to any workers or engineers.

Cladis

Cladis is the second closest planet to the sun and a desert world. First study of Cladis showed that the planet once had water and could have possibly been populated, but with its proximity to the sun this would not be an option for humans. That is until Talvan tech allowed the Hub to create a bio shield around the planet, reducing the suns heat and creating an artificial atmosphere.

Cladis became home to the Hubs first colony, mining for silicon which the planet was rich in. These colonies expanded across the surface and grew as Cladis developed an ocean. This was also home to the Hubs first prison, filled with the worse psychos and sociopaths that would not conform to the newly formed Hub society.

This all changed when a prison break forced the Hub to close the prison down and abandoned the planet and its colonies. The prison had been subject to massive overcrowding with low levels of security personal in place, and coupled with dubious drug tests of the now illegal Hail Mary Serum which created a very volatile situation leading to the prisoners going on a rampage attacking the colonies and colonists alike. Cladis still has a few colonies but they have been forgotten by the Hub who deemed the planet far too dangerous. They survive by mining and selling the silicon and other minerals to trader's brave enough to risk the bandits and raiders created by the prison break.

Cladis is also home to various ancient temples and cities, a discovery that has renewed interest in the planet especially for explorers.

Colonies

Most colonies on the planet have been abandoned and those that still exist have a daily battle against raiders. In recent years small colonies have sprung up to explore

Gamma Celia System



Vändos



Uthoria



Tartarus



Hub



New Eden

Francean-Holzheimer
Flotilla



Exera



Kavos

Aetis

Cladis

Gate

the ancient monuments found on the planet. These often have corporate backing and tend to be more secure.

Moons

Cladis has 3 Moons each very similar to earth's own moon but probes have been set up and some mining does go on. The closest moon to the planet, called Eos is a secure listening post keeping an eye on traffic going to and from the Planet as Pirates and Mercs have started recruiting there.

New Eden

The Hub orbits new Eden and the planet is home to the first human city. The planet is similar to earth in many ways and has become the main home to humanity leaving the Hub for more administrative and trade dealings. There are currently 3 major cities on New Eden and a number of small settlements and colonies

Cities

The first city was named Carmody after the founder of the city Scott Carmody, an explorer and dilettante who started the city as an outpost. It now boasts a large trade hub and space port and caters to most traders throughout the Gamma Celia system.

New Paris was built 10 years after Carmody and began as a colony mining titanium ore, a vein that quickly dried up. So instead the head of the colony a French man called Lasarde decided to build a replica of the Eiffel Tower and New Paris was born. It is now the cultural heart of New Eden and is home to the planets first museum and university.

The industrial city of Kalterham was established as a spaceport originally with a large manufacturing area building weapons, vehicles and drugs. It soon started growing a living population of traders who saw the city as a trade hub and it grew from there. Kalterham is home to the Autry Pharmaceutical company who became famous for creating the Hail Mary Serum, which was developed to boost physical performance. It worked but had severe side effects that seemed to create psychological problems in the user. The fact that Dr. Autry tested his new drug on the inmates of the prison built on Cladis months before the riots and subsequent prison break is not lost on many.

Colonies

New Eden has a number of colonies all of which mine or farm for minerals or food. Most of the outer colonies are run similar to wild west towns seen in earth's history; lawless shanties ran by a mayor and sheriff. Often corrupt and dangerous places. The Hub has tried to rectify this by sending Hub Security forces to keep check but they are spread thin and rumours of corruption within their ranks has not be unheard.

Moons

New Eden has 2 moons of similar size and each home to various mining facilities. The larger of the two moons, Silus, is home to New Eden's defence grid and military training grounds whereas its sister moon Cinia has a large orbital spaceport used for refuelling and holding area for ships awaiting access to the planet below. Cinia is said

to also host a large underground smuggling ring but that has yet to be proven.

Uthoria

The planet of Uthoria is a unique planet made up of 92% pure water. A small number of islands dot the surface but with the waters of the planet being so pure these have now been joined by refineries farming the waters of the planet through huge rigs. These have small populations of workers and simple spaceports for slugs collecting the water to transport to various colonies.

The planet has no cities as such but is home to 2 huge pleasure ships that sail the waters and have become the go to destination for the wealthy. Each ship can hold up to 8 thousand passengers and has casino's, clubs, bars, theme parks and concert halls to keep everyone entertained.

Each ship has a crew of 2000 catering to the needs of the guests and a private security detail of a 1000 personnel, all highly trained and well-armed.

Moons

Uthoria has 2 Moons. Vranos is a dead hunk of rock and its smaller companion Jurto has a number of mining colonies built deep underground. The colonies mine metals and minerals from the rich veins just below the moon's surface and are connected by large underground roadways. The colonies on Jurto have become pretty lawless and conflict has arisen with the colony leaders selling what they mine to smugglers and criminal organisations rather than to the Hub.

Tartarus

Similar to Uthoria Tartarus is considered a wet world; mainly water with some large land masses. Tartarus has recently finished construction on its second city and a large orbital spaceport and graviton elevator that links the spaceport with the city below. Tartarus is known for its game hunting and those wishing to test their skills against the many dangerous and wild animals that thrive on Tartarus head towards the many small outposts built with the hunter in mind. This, what many call an 'industry of killing' has caused a number of factions to spring up to go against the hunters. Many are just protestors and groups that try to change the laws through legal and political channels, others like the Tribe of the Free are far more militant and will actively attack or threaten hunters often leading to gunfights and terrorist attacks against the outposts. These threats have caused the Hub to station Ranger units on the planet to protect the citizens, an act that has made many claims that the Hub is only there for the wealthy rather than the many.

Tartarus has a few large rigs built on the oceans and many ports for ships both as haulage from the rigs and for passenger transport around the planet, this has grown the planets population and the planet is quickly becoming the second home world in the Gamma Celia system.

Outside of the cities and the outposts the lands of Tartarus range from water logged plains to jungle. This has created a great diversity of living things which seem to be mostly dangerous or predatory and only those foolhardy or can afford protection really venture too far from civilisation.

Cities

The planet has two large cities situated on opposing land masses. The ocean that divides them is home to many drilling rigs extracting the minerals and metals found deep beneath the waters.

Colonies

Tartarus has no colonies as such (unless you count the Rigs) but it has a number of outposts built to accommodate hunters out in the wilds.

Moons

Tartarus has 2 moons both of which seem to have had civilisation at one time, thousands of years ago but all that is left are ruins. A colony was built on the smaller of the two moons but communication was lost quite soon after construction and when investigated all the colonists had disappeared under mysterious circumstances.

Vandos

Vandos is what has been referred to as a Ghost Planet. The ruins of many ancient cities can be found there which has led to the belief that Vandos was one a home world of a now ancient and long dead alien civilisation. The explorer Crane Laws has made many important discoveries on the planet and has written numerous papers on his finds in order to create interest and possible funding. His belief that the cities go deep underground and at one time used the planets core as an energy source has built interest from treasure seekers as well as warnings from the Talvan, who like most of the alien races that inhabit the void believe that unearthing these old cities and digging too deep into their past will only bring trouble.

Cities

There are no cities on Vandos except the ancient ruins left behind by a lost alien race.

Colonies

Crane Laws and his team of explorers with the help of private funding have created a number of small colonies on the planet. These are often built around archaeological sites and some have become heavily populated as more explorers and treasure hunters come to the planet seeking fame and fortune.

Moons

Vandos has 3 Moons in its orbit and each has been probed by Crane Laws. His findings have concluded that two of the moons Artes and Lika have small ruined alien outposts which date back to the same period as the cities found on Vandos. The third moon Kulo he believes is artificial and is currently trying to build the funds to finance an expedition.

Kavos

Kavos is a Gas giant and is the largest planet in the Gamma Celia system. It is orbited by 3 mining facilities that farm the Hydrogen and Helium gases that form the planet. The centre of Kavos is a rock core which yielded nothing of interest when probed.

Colonies

There are 3 mining facilities orbiting Kavos each one farming the gases that the planet is composed of. Each of these facilities cater to a different star system and transport huge tankers of gas via slug. Anatolia's Finest is the facility that supplies the gas for most of the colonies and cities in the Gamma Celia System, and also doubles as a waystation for refuelling and storage of transported goods.

Moons

Kavos has 2 moons which orbit the planet. Both are tiny (around 500km) and many suspect that they were passing asteroids that got caught in Kavos's gravity field. Both moons have mining probes extracting various metals from their cores.

Exera

This ice planet is home to the newly built penal facility and prison. The construction reaches around 2 miles underground with a small covered spaceport visible on the planet's surface. The prisons security system is also evident and comes in the form of automated missile turrets.

Currently the prison is home to around 200,000 prisoners with around 30,000 of these on death row. The prison also doubles as a training facility for new penal battalion recruits and monitoring station.

The planet's harsh environment means attempts to break prisoners out is unlikely and escape is nigh impossible as most things would not survive longer than an hour on the surface without the right gear.

Cities

The planet has no cities.

Colonies

A small number of colonies have been built inside the planet, set up as either research stations or to mine the carbon monoxide and nitrogen found in the planet's ice. Each colony is sparsely populated due mainly to the harshness of the planets climate.

Moons

Exera has 3 Moons which act as early warning systems and small military outposts, built to stop escapes or attempted breakouts by Pirates etc. The small moons monitor both the surface of Exera and the surrounding space making the whole planet a veritable fortress

The Francean-Holzheimer Flotilla

The first Flotilla to be created and constructed from the Francean Star Explore vessel and the Regan-Holzheimer Naval Carrier; the flotilla has grown to include 17 different ships all joined by Grav tubes and magnetic boarding tunnels.

The Flotilla is commanded by Admiral Kearne who runs what is now considered a floating city with military precision, which has made many suspect that the flotilla is actually a military outpost.

The Flotilla has living accommodation for up to 600,000 residents, an active spaceport and trading area, a very popular market district and a large hydroponics section. Smuggling and Black-market deals have become a growing problem on the flotilla, one which Admiral Kearne has vowed to stamp out.

0013 Alien Races

There are a number of alien races that inhabit star systems close to those controlled by the Hub. These races range from dealing with the hub through trade and information, to total indifference to being outwardly hostile.

We will briefly describe each of the main races with the closest proximity to the Gamma Celia System and will go into much more detail in the Dark Space source book.



Asharu

After the welcome by the Talvan, the Ashura were the next of the alien races to approach the Hub, mainly for trade and to sell information and since then the Hub and Ashura governments have been on friendly terms.

The Ashura are the least trusted amongst the alien races that the Hub currently knows of. Many other races see them as untrustworthy, manipulative and slavers due to their treatment of the Dran. They have a history of invasion and enslavement of other races and it is well known that an Ashura would sell its own Pod Vine if they were offered enough.

Society

Ashura society is one of wealth with the Ashura living in opulence and striking business deals with whoever they can and the Dran doing all the hard work, fighting the battles and keeping their Ashura masters entertained. Business is the first priority and the Ashura have become known for supplying anything to anyone that can afford it, whether it is legal or not. They have also established banks and it is rumoured that the Hub has deposited large amounts in Ashura banks.

The Dran

The Ashura genetically created the Dran as a slave race, built to follow commands and not to question. The Dran are the workers and fighters of Ashura society and are seen as expendable by their masters. It is known for the Ashura to 'loan' out Dran as Mercenary soldiers to other races.



Daxek

The Daxek are a tribal people and their society is currently made up of over 1,500 different tribes each wishing dominance over the other. This constant infighting has held the Daxek back in an almost primitive state. To most of the other races the Daxek all look the same but it is tribal markings that differentiate one Daxek from another.

Tribal conflict is constant and brutal, with whole tribes being destroyed or absorbed into the attacking tribes. The forced impregnation of a rival tribes females is the sign of dominance of that tribe and the offspring are born with the markings of the invading tribe. Unfortunately due to the fact that the gestation period is 3 months for Daxek females, the offspring are often born into a totally different tribe from the one that sired them, and this leads to a strange ritual where the Daxek tribe will basically throw the newborns into the Tribal lands of the Tribe who's markings the offspring carries.

Society

Daxek society is in constant flux depending on which tribe is dominant at that given time. Many of the tribes have utilised the ruins of past races or earlier Daxek society and so do no building of their own as what they build today could be owned by a totally different tribe tomorrow, so why bother. They do trade with the Vri-Cul by bartering what they find in the ruins that cover their planets. The Daxek are indifferent to humans as long as they stay away from the Daxek system and not get involved in tribal conflict, this also goes for most other races too.

Quay

The Quay see themselves as the moral police of the void and will often try to force their beliefs, morals and religion onto other races. Their attempts to control the star systems in the void has led to many disagreements and a few wars. The Quay have been known to invade planets and even sanction races that do not allow them to have their way.

Unfortunately, the Quay are wealthy and have business connections across the void to the point where some races rely heavily on the imports and protection of the Quay. Quay fashion and cuisine can be found everywhere and is very popular, this coupled with the brash and privileged attitude of the Quay make them a hard race to ignore.

Society

The Quay seem to have no issue in destroying nature and strip mining planets if it will get them wealth or what they need and they have almost killed their own home world doing this.

The race is also known to suffer from various diseases brought about by gluttony and the layer of smog that seems to hang over their cities. Many believe that the Quay are a dying empire which is either desperately trying to hang on or take everyone down with it.

The Quay have no love for the Humans that have, as they see it, invaded the void. They claim that humans are a threat and should not be trusted and will attempt to infiltrate many races and take over. The Quay have no basis for these claims except their own paranoia, but this has led to humans being branded terrorists and the threat of sanctions on any race that is knowingly dealing with the Hub.



Talvan

The Talvan are the diplomats of the Void and the first race that the Hub encountered. The Talvan act as moderators and overseers often involved in disputes between races, and the Talvan have been the enforcers and creators of most of the laws that the void abides by. It is not clear why the Talvan have taken this role or why the other races see the Talvan as the ones with the final say. Some feel it's because the Talvan have no hidden agenda, others believe it's because the Talvan are the oldest known race and the most advanced, but are these true?

The Talvan are in deep meditation somewhere on a planet in a hidden location, no one knows where and the Talvan have been in this state for over a thousand years, in fact people have forgotten what the Talvan even look like. The Talvan that reside over meetings, enforce laws and greeted the human race are just avatars, puppets of the Talvan race, perceived in an image most acceptable by the race they are in contact with; if you place a Talvan in a room with one representative of each race each of the representatives would see something different.

The Talvan are also rumoured to be the progenitor of various races and historical records unearthed on ghost planets show the Talvan communicating with alien races that no longer exist and also referencing to star systems that some have said seem similar to the milky way and earth's own solar system.

The Talvan avatars live normal lives seeming never to age. Injuries, and even death seem to be overcome by secret technologies, making the Talvan immortal. This technology has even been used on humans, bringing back to life those that were considered dead. The fact that these avatars are being controlled by the meditational thoughts of a being possibly thousands of light years away is often forgotten as the avatars act and react like anyone would.



Society

Talvan society is advanced beyond any other race, communications, space flight and even technology is incomprehensible to most races and seem to be almost magical to others. They do not war or force anyone to follow their directives but everyone does. They also do not reproduce and it is known that they are not adverse in using sex as a way to win over ambassadors of other races.

The cities of the Talvan are open to all and trade is welcomed. They are clean vast spaces patrolled by robots and Talvan Communicators who will help with enquiries and intercede in disputes. Fauna and Flora of many planets can be found in the parks of Talvan cities which are kept alive by carefully regulated environments using advanced systems. Many humans who have visited one of the Talvan home worlds have expressed that they seem to know the place or have been there before.



Tral-Vex

The Tral-Vex are a Militaristic race and work closely with the Quay (who supplies most of the Tral-Vex weapons and vehicles). The Tral-vex were once enslaved by the Ashura until they rose up with help from an unknown benefactor and won their freedom.

The Tral-vex are aggressive and many have joined Pirate and Merc groups. Most attacks on human colonies have been conducted by Tral-Vex pirates and information has surfaced stating that many of these raids have been funded by the Quay.

Many races believe that the Tral-vex have just swapped one form of slavery for another, as they are seen as beholden and owned by the Quay as they are reliant upon Quay money and weapons.

Society

The Tral-vex are not builders and up until recently were very tribal. Considered the least innovative of the races they only have cities and society because the Quay finance it and they are still kept in line by the Quay who act as 'advisors' to the Tral-vex high command.

Their belief system is primitive and revolves around killing and conquest with prowess in war bringing the highest respect. They operate a Caste system with the warriors at the top and the female of their race at the bottom.

Vrak-C

The Vrak-C share a border with Hub controlled space and this has caused conflicts in the past where Vrak-C have claimed that planets in the Hub star systems actually belong to them. This boiled over into a war when Vrak-C forces invaded a Hub planet and enslaved the humans living there. The war lasted 4 years before the Talvan negotiated peace.

Currently there is a stalemate between the Vrak-C and the humans brokered by the Talvan, this has led to some trade and also limited travel through systems. There are Vrak-C groups that believe that they should take back what they claim humanity stole and rebel Vrak-C groups are still committing terrorist acts on some of the outer colonies controlled by the Hub which places a strain on diplomatic talks.

Society

The Vrak-C are one of the oldest races in the void and one of the more respected. They control a large number of systems and claim heritage to the First, which is the name they give to the ancient aliens that built the gates. Their cities are elaborate and old with many impressive structures and temples to lost religions. In fact, Vrak-C society is very similar to human and evidence has been unearthed that maybe at some point in the past Vrak-C had interacted with ancient humans or a race very similar.



Vri-Cul

The Vri-Cul are a private and emotionless race. They are seen as cruel and greedy by a few of the other races that do not understand the Vri-Cul mentality. The Vri-Cul have no religions or moral codes that dictate how 'things should be done'. They do not remember their dead, and those that die at their factory posts are dumped into chutes which deposits the corpse into a pit which then gets processed into Aether and funnelled back into the factories for use in manufacturing. This attitude has some races (mainly the Quay and the Tral-Vex), fearing the Vri-Cul and accusing them of illegal business deals, rights violations, sabotage and even the building of an army for the purpose of Void domination, all denied by the Vri-Cul Ambassador, when he shows up for council meetings.

The Vri-Cul have no standing army, but have an army of Security Bots that patrol the home-world and protects its dignitaries and produce. This Bot 'Army' is claimed, (by the Quay mainly), to be millions strong and to be a 'serious threat'. Even being claimed that the Bots are actually the Void Stalkers, assumptions yet to be proved.

Society

Vri-Cul society is really just endless factories producing weapons and munitions in large dome like buildings. The Vri-Cul do not sleep so this is pretty much an all-day process, only stopping to eat or transfer to another factory in another dome. The Vri-cul have no social ladder or caste system and everyone is seen as equal with an equal say.

The Vri-Cul do not get themselves involved in politics and have no real opinion on the Hub. They will sell to anyone who wishes to buy what they make and negotiation is not an option they give a price and you either pay or not, this is not aggression just indifference.





0014 Threats

There are a universe of threats out there in the void and your squad will undoubtedly meet most of them at some point. They will range from strange alien entities to human and more human like dangers, how you deal with them is down to you and the mission parameters.

We will cover the more common threats that you might face during your journeys through the Gamma Celia system. Most of these threats can also be found in many other systems and we will go into more detail on those in future source books.

Arachvol

The Arachvol is a huge spider like creature that can be found mainly on Tartarus as it seems to like the damp and wet. It is one of the creatures prized by hunters as it is both fast and dangerous. The Arachvol tend to be solitary creatures and like spiders will create huge web like traps to catch their food, but unlike spiders they do not stay in one place but seem to follow tracks and set traps where prey congregate. This means that one Arachvol could have dozens of traps laid out in a large area, this coupled with the fact the Arachvol are territorial means that you have to be very careful where you step.

Arachvol are quick to anger and have no problem running headfirst into a hail of bullets or even a moving vehicle once it gets angry. Its thick hide will actually deflect most ammo with hunters needing to find the soft points on the Arachvol to do any actual damage. Once the Arachvol attacks it does so with its bladed limbs and huge scissor like mandibles that protrude from its jaws. They have no venom and prefer to pin their prey down and rip it into small edible chunks.

Arachvol hide and limb blades fetch a good price on the open market with many hunters turning the blades into hunting knives as they never lose their edge.



Bog Barkers

Found on Tartarus in the swamps and marshes, the Bog Barkers got their name from the weird barking noise they make when they feel threatened or to communicate with the pack. Another of their names is swamp dogs but they hold very little similarity to dogs.

Bog Barkers have long dog like snouts with similarities to lizards, they have also been likened to small dragons. They have apposable thumbs and very human like hands which allow them to manipulate tools and to grab hold of things. They have been seen walking upright as well as moving on all fours. They have a long thick tail which allows them to balance on narrow walls or tree limbs. Strange spiny protrusions run down their backs and seem to serve no purpose.

Bog Barkers are cunning hunters and have manage to get the measure of humans very quickly, they are known to set traps and to sneak into camps to steal food and other items. They are carnivorous and ferocious when cornered or hungry and will fight to the death.

Hunters warn of the creatures when travelling through swamps as they will grab passing hunters and drag them into the tree's or land on them forcing them below the swamp water to drown. Bog barkers seem to be happy under

or above water.

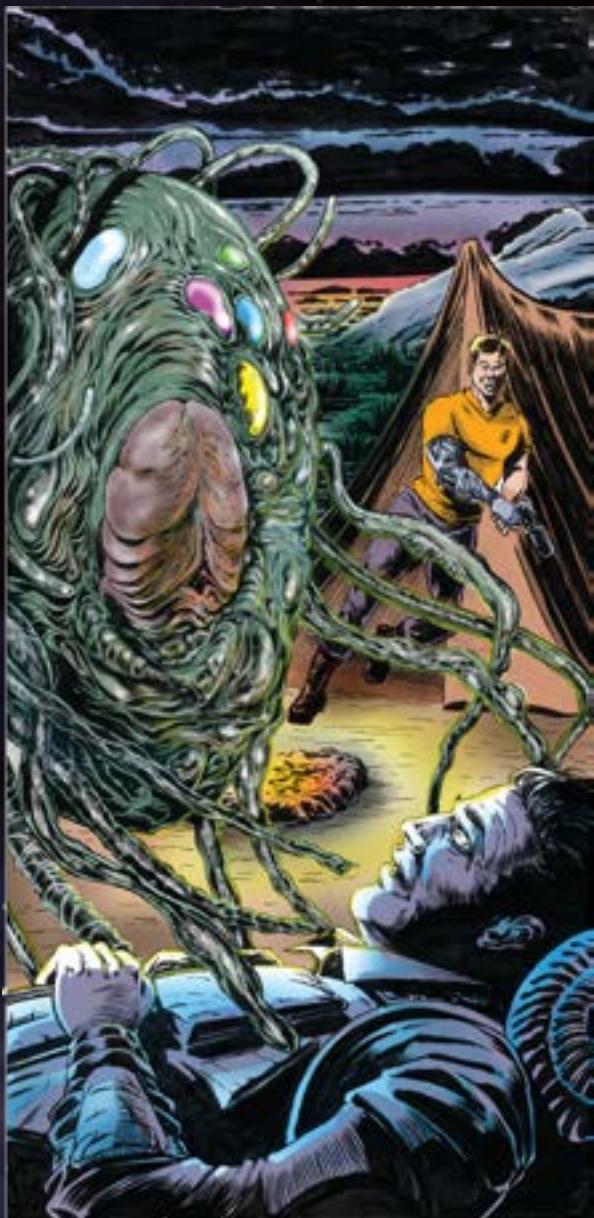
It is advised that anyone spotting a bog barker must shoot to kill as they are seen as a pest and highly dangerous with some colonies of Tartarus offering bounties on proof of kill.

Floater

Floater have been found on both New Eden and Vandos. They seem to live in dark places like caves and hunt by night. They have the appearance of a floating tumour with a number of tentacles probing the air around it, with the centre being a strange organ like mass which seems to pulsate and heave. Scientists and explorers have speculated that the tentacles are used to feel shifts in the air and to latch onto prey, whereas the mass in the centre is the floater's brain.

Floater are predators and they can sense the slightest shift in air circulation allowing them to sense their prey. Once they have sensed a victim they will slowly float towards it hoping to latch on with its tentacles before it is seen, they then start to suck electrical energy from the victim, causing the mass in the centre to drool and pulsate. The victim will quickly become passive and eventually die.

Floater are large and due to this they will trigger proximity sensors used as security alerting camps and colonies of their presence. Shooting the mass anywhere other than the central 'brain' has no affect.





Pirates

Pirates are the scourge of the void and have become more common since humanity arrived, something that has not gone unnoticed by the other alien races. Piracy can vary in threat from those that attack transport ships or steal from Waystations to the more dangerous and daring Pirates that will attack colonies and even Naval vessels.

Many get Mercs and smugglers mixed up with Pirates which is understandable but misleading as many Mercs and smugglers work for profit whereas it seems a lot of Pirates do it for the thrill and to control whole areas of space.

There are a number of Pirate groups in the void that all seem to be vying for power and tales of a Pirate council has been spoken of hidden away on a planet somewhere in Hub controlled space. The largest of these Pirate crews are The Shackles, whose leader is said to head the Pirate council and use an old Naval vessel to attack ships and bombard small colonies.

Pirates often show no mercy and will kill the crew rather than leave witnesses, and they are also known to destroy a ship rather than abandon it

Possessed

No one really knows who the possessed are and many think they are the results of experiments upon kidnapped colonists performed by aliens. The Talvan have hinted at similar creatures being created by the Void Stalkers in the past. Either way the possessed were definitely human at one time, and there have been many incidents of colonies just disappearing.

The possessed are found on colonised planets where colonies have disappeared or been destroyed, but have also appeared on other planets where colonies have not disappeared and this has confused how many people see the possessed threat.

The possessed seem to have a hive mentality and will attack in force, moving quickly towards their target. They are often naked with no obvious sexual organs or gender at all, appear to be thin and almost skeletal with blackened claws and long sharp teeth. They are carnivorous but seem to gain no benefit from eating their victims.

The possessed are an enigma that seems to have no purpose or reason to exist except as a weapon which is how many view them; an alien biological weapon sent to integrate and destroy humanity



Space Fleas

Mostly found in ruins and common on Vandos these small but dangerous creatures live in the cracks in old walls and also the carcasses of dead animals. They have been known to hide away in packs and cargo which has caused an epidemic on colonies and some spaceports. This has been seen as a survival technique by the fleas to increase their population and ensure they are where living animals can be found.

The average flea is around 6 inches long and got the name flea due to the fact they jump tremendous distances and suck the blood of their host. They are also known to carry infection and colonies have had entire herds of Varn wiped out by the fleas.

Fleas act in swarms of up to 20 members which, work with a hive mind mentality, all attacking the victim at once until it drops and they can feed, also once latched on they are almost impossible to remove unless cut off or burnt off.





Trova

Can be found in certain locations on New Eden and Tartarus and resemble scaly Rhinos. The Trova are not aggressive unless provoked, but are very territorial. They are hunted for their hides and horns which are very tough. Their flesh tastes rotten to humans and is often discarded.

The Trova have two small antennae on their heads similar to ant antennae, which are thought to pick up movement and scents, but that has yet to be proven. Some believe that the Trova use them to communicate with others of their herd in case they are separated or to alert of danger.

An angry Trova will first try to butt and impale the threat on its horns and once the threat has fallen will trample it until dead. The Trova are not carnivorous and so do not eat what they kill, but they have been known to toss the carcass about as a way of warning or to show a trophy to the other Trova in the Herd. Also, herd attacks are not unheard of.

Trova are strong and have been known to upturn vehicles when angry as well as butt their way through walls and barricades.



Varn

Found on new Eden mainly and farmed by many of the colonists that now live there the Varn is similar to earth cows but much bigger. Varn's do not produce milk so are bred for its hide and meat. They have a strong constitution and the ability to adapt quickly to most atmospheres which has led them to be transported to many colonies across the three-star systems controlled by the Hub.

The Varn are passive and no threat and a few organisations have begun to protect the Varn and stop them being bred for food with little success as they have become a lifeline for some colonies who have become reliant on the Varn for food.

Voidstalkers

Elusive, secretive and deadly the Voidstalkers are the darkness within the void, an enigma that effects all the races. The Voidstalkers see themselves as galactic vigilantes and will hunt down any they feel are affecting the balance of the galaxy. Which is all very chilling and made more so by the fact that no one actually knows where the Voidstalkers come from and often they will wipe out whole cities without explaining why.

Many of the alien races that inhabit the void have stories of the Voidstalkers going back hundreds of years, showing that they have been around for a very long time; they appear, destroy the offenders and then disappear. They can form their own gateways and their ships appear to be living, organic technology which even the Talvan have stated is far more advanced than anything they have. A few races believe that they come from deep within the spiral of the galaxy, thousands of light years away and where the gates do not go. Many say that they are messengers of the ancient aliens the builders of the gates who deserted the tail end of the spiral arm and went deeper into the darkness using the Voidstalkers to keep their creation in check.

The Voidstalkers have appeared a few times in Hub controlled space where they have destroyed ships and the odd waystation with no explanation, witnesses claiming that the ship appeared, attacked the location and once it was destroyed disappeared again through a gateway that just appeared from nowhere. The Hub has placed bounties on Voidstalker ships with little success, as those that are often unfortunate to see one tend not to last too long.

A recent exploration of an ancient ruin told a tale of seeing the crew of a Voidstalker ship loading items from deep within the ruin onto what looked to be a small shuttle. What they were taking and why is anyone's guess but it is the only recent sighting of an actual Voidstalker. The report stated that the Voidstalkers stand just over 6ft tall and are encased in close fitting black armour. Tubes and wires appeared and disappeared across their bodies, some seem to connect the large domed helmet to the suit, leading some to believe that the helmet is needed for breathing which could mean that they are not from this part of the galaxy.



Xeno-Creeper

The Xeno Creeper is a type of BioVine, it is often found growing in derelict ships and ruins, anywhere there was once biomatter that it can feed off. No one is too sure where the creeper comes from and how it finds its way into ships and ruins but theories range from space dust that enters into ships through airlocks, a dormant parasite that lives inside a living host and then hatches when the host dies or some have even stated that it could be a biological weapon that was unleashed and now has evolved by latching onto ships or beings.

The Creeper, once it has fed seems to lie dormant until it is awoken by a possible meal. This would explain how creepers seem to exist in ruins that have not seen a living being in thousands of years, which makes the creeper a very interesting species, as it seems to either feed out of instinct or for protection, rather than food.

The creeper will live amongst pipes or debris and even amongst other plant life until it senses a presence at which point it will latch itself to any exposed skin and begin to suck the fat from its victim. The creeper has up to 20 different appendages it can do this with and if the victim struggles or attempts to fight back it will inject a paralyzing venom until the victim ceases its attempt to escape.



Xenomorph

The xenomorphs were first discovered on a derelict ancient ship of alien origin by a group of colonists as they constructed their colony. Explorers were sent to investigate the ruin and that resulted in the first case of impregnation to be recorded. The other explorers that survived claimed that they had found a room full of large grey eggs, which they presumed were so old to be almost fossilised. For some reason one of these eggs hatched and an explorer was impregnated. Surgery was unsuccessful as the embryo had attached itself to the victim's nervous system. The male victim was in critical condition for two days before doctors found him dead his torso ripped open from the inside.

A military squad were sent back to the derelict to destroy the eggs but when they arrived they had all gone, without a trace. Since then Xenomorphs, mainly fully grown have begun appearing all over the void. Deadly and adaptable these alien creatures show no remorse or even reason when hunting and killing their victims; it seems their main goal is to propagate their genetic tissue.

Xenomorphs tend to be solitary hunters and will adapt to almost any environment very quickly, they are cunning and quick and will set traps for their prey. They vary in size and how they look is very much dictated by whatever species carried them, meaning that xenomorphs DNA splices with the host during gestation





Yrikna

Found on Tartarus in the marshes and swamps that dot the landscape the Yrikna resemble earth crocodiles but are twice the size and a lot faster, being prized by hunters because of their thick scaled hide and ferocious nature. The Yrikna has also recently become a delicacy on the pleasure ships of Uthoria with Yrikna steak fetching prices of up to 300BC a slice.

The Yrikna have an advanced cunning and will sit for hours hidden for hours just waiting to pounce. They have been known to scout out campsites and to watch the comings and goings of their prey before attacking. It has also been said that Yrikna can avoid traps set up to deter them and floaters.

Yrikna are dangerous and single minded when hunting, they will latch on with their jaws and squeeze the victim whilst at the same time dragging them into their mouths with their strong jaw and throat muscles.

Yrikna skin can fetch a good price as it's thick and can easily be converted into armour. Their flesh also fetches a high price amongst the wealthy.



Zeetapods

In the dark places of deep space live truly terrifying things, one of these is the Zeetapod, an ancient horror from beyond the stars. The Zeetapod can create its own warp gate to travel from place to place, but many believe that they mostly don't, but instead seem to settle in some dark corner feeding off the energy of the stars and harbouring some strange deep resentment for other beings.

Ancient ruins, or Ghost Planets, have left artefacts that speak of the Zeetapods as a manifestation of an old god, a malevolent evil that once stalked the Void devouring planets and dark matter. Whether this is true or not is unknown, what is known is that these Zeetapods have been discovered living in ancient ruins and derelict ships of unknown origin.

A Zeetapod can grow as large as 20ft across and have tentacles of 8-10ft long.

The Zeetapod will attempt to grab its victim with its tentacles and drag them forward where they can attempt to hypnotically stare at them and gain control, this control can range from getting the victim to fight for them, or throw themselves out of an airlock.

Squad Members

Joachim Heise, Yousef Hojati, Robert Walker, Morten B, Felix Salazar, Filthy Monkey, The Fox, Daniel Crisp, Chris DeKalb, Lester Ward, Stuart Yee, Ryan Holdbrooks, Felix G, Robert Turk, Michael Pineda, Manuel Suarez, John the Red of Crescent City, Craig Campbell, Simone Pagliani, Ivo Goudzwaard, Andrew Vandeyar, Mark R. Lesniewski, Michael Garcia, John McShane, Stevie B, John Runyan, GM Draeus, David Brown, Mauro Adorna, Alcethene necromancer, Scambonious Funk, W. David Pattison, Christopher Dean, Daniel J Ellison, Steven K. Watkins, Jon & Emily Iversen, Isa Wills, Jim H, Markus Kröner, Matthew Ryan Shoemaker, Steven Moy, Ingo Beyer, Jay Watson, Philippe Signoret, Angelo de Stephano, Robert Carnel, Rachel "Nausicaa" Tougas, Adam RKitch, Andrew Milashius, James Samuel, Bob 'Sectorbob' Bersch, Patrice Mermoud, Adam Manleg, Ernie Carothers, Jean Gervais, C. Kettering, John A W Phillips, pookie, Adam Brown, Orlov, ATB, Joseph 'Bear' Thompson, Alexander Gent.

Survivors

Phyphor, Esther/Semioticghosts, J David Porter, Sascha Uschkur, Jörn Kiwitt, Dávid Csobay, Richard 'Vidhian' Greene, Redfuiji6, Todd Gibel, Christopher Gunning, Ross Richards, Ryan Saige, Ron Dautzenberg,

Hardened Criminals

Rob Harvey, Mark Edwards, Mike Shema, Jeremy Siemon, Dr. Donald A. Turner, R.A.Z.O.R.

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A bunch of alien threats.

Overview of the Gamma Celia System.

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