

TRI TAC GAMES

TTG 1226

HURADICATOR

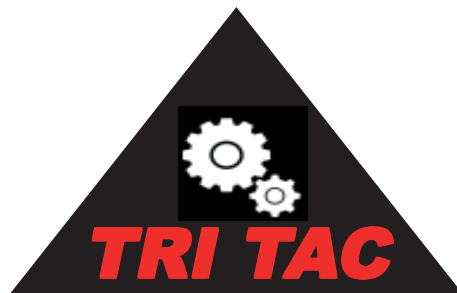
*The Machines are Alive
and Humanity is the Target*



Science Fiction Role Playing
in the Machine Apocalypse

HURADICATOR

Dawn of the Machines



TriTacGames.com
TriTacGamers.com
TriTacSystems.PodBean.com

Tri Tac Games

HURADICATOR

Richard Tucholka & Melody Natcher



Tri Tac Games, Books & Graphics
Michigan Washington Georgia Texas

Huradicator

v

Huradicator

Tri Tac Games

Huradicator

DAWN OF THE MACHINES

For any RPG Game System

Tri Tac Games, Booka & Graphics

www.TRITACGAMES.COM

www.TRITACGAMERS.COM

www.TriTacSystems.PodBean.com

Copyright © 2014 Richard Tucholka
All rights reserved.

Cover by Melody Natcher

Graphics Assembly by Melody Natcher

Layout and Composition by Rich Tucholka

No portion of this book may be reproduced except where indicated by any means electronic or otherwise without first obtaining the written consent of Tri Tac Games.

“Huradicator” is a Trademark of
Richard Tucholka and Tri Tac Games.

For More Information contact:

rpg@tritacgames.com

Tri Tac Games

GAMES BY RICH TUCHOLKA

Bureau 13
Bureau 13 *EXTREME*
Bureau 13 Special Edition
Bureau 13 Black Powder
Bureau 13 Brass & Steam
Bureau 13 d20 Edition
Fringeworthy
Fringeworthy d20 Edition
Incursion
Incursion II
FTL: 2448
Hardwired Hinterland
Cloisters

The Morrow Project w/Robert Sadler & Kevin Dockery
Elfwinds
Voyages 2079
Rogue 417
Portals I Portals II Portals III Portals IV
Weirdzone
EZ Space
Duck Trooper
Beach Bunny Bimbos with Blasters
Holes
Microgame Madness
The Damn Strange Cookbook
Huradicator



Dawn of the Robots

Welcome to the Not So Far Future where Machines and Humanity wage a bloody war of survival.

This is the chronicle of that war where humanity united against a common enemy. As the machines wake and began the wholesale extermination and enslavement of man... unlikely heroes rose to meet the challenge and take back our world.

You are Human

...And You Will Survive

THIS SOURCEBOOK INCLUDES ARTWORK

ROBOT ART
Terry Williams

ORIGINAL ART
Melody Natcher

GRAPHICS
Melody Natcher

EDITING
Tucholka & Natcher

ADDITIONAL ROBOTIC
MATERIAL
&
PROPS
Rob Bauer

TECH SUPPORT
Rob Bauer
Walter Carter

PHOTOGRAPHY
Rich Tucholka
Paula George
Respected Photographers

Border art was created using Serif, Ltd



The Terminator was, of course, a work of fiction, but the idea of cyborgs and killer machines is not all that farfetched. In fact, the danger is becoming so real that the Obama Administration found the need to spell out explicit rules that specify under what circumstances machines are allowed to kill humans.

GREG SATELL, Forbes 5/04/2013

Huradicator

RPG Sourcebook for Any Game System

by Richard Tucholka

Dedicated to:

Risto & Sally Vilkmán
Les and Craig Furness

Special Thanks to:

Paul MacDonald
Shalla & Freon
Karl Koenig

In Memory of:

Jeff Matthews
Nick Pollotta
Brian Roe

Photography

I can't give enough thanks to all the photographers who provided images for this book. These images are copyright by their owners and used here with permission and a mutual love of gaming.

ABOUT THE AUTHOR

This is an amazingly creative individual who has been traveling SF Conventions for over thirty years.

Tucholka has been called "one of the unsung heroes of Role Playing" and "Michigan's Gaming Guru". You may know him more for his work in the creation of the Role Playing games Bureau 13: Stalking the Night Fantastic, voted Best Fantasy RPG of 1991 by the RPGA Network at Gencon.

Rich has been a comic book publisher, actor, book, movie, and game reviewer, staff writer for STARDATE and STARDRIVE Magazine, and always a Science Fiction Fan. He is a member of Science Fiction's Elite Security Group The Dorsai.

He lives in Oak Park, Michigan where he manages Tri Tac Games and worked as Senior Computer Support for a multi-national conglomerate before his job was shipped to the Philippines without him. Hobbies include house restoration, publishing, gardening, writing, reading (science fiction, anthropology, psychology, sociology, paleontology, and military history), and trying to index his 18,000+ books and B Budget Movies.

He continues to pack rooms when he does "Uncle Richard's SF Video Roundup" many Science Fiction Conventions.

Rich also mentions he is owned by a pair of 21 lb. cats and an 12 lb. Dachshund named Gozer the Destroyer.

If you ever have a chance to play with Tucholka as an RPG Game Master, he will knock your socks off.

Areas of Interest

Introduction	III
Credits	II
Designers Notes & History	I
Karl Jackson & GR 013	0
Materials Needed	0
Robot Rampage	01
Waves of Attack	02
Robot Psychology	02
Campaign Timeline	02
Robot Classes	03
Green Eyed Remotes	04
Robot Tactics	05
Robot Reinforcement	05
Weapons	06
Vehicles	07
Balancing Damage	07
Designing Robots	08
Quick Rules	09
Modifiers	10
More Modifiers	11
Examples	12
Game Play Notes	13
Optional Robot Success Table	14
Hex Grid	14

Let's start with the three fundamental Rules of Robotics.... We have:

One

A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

Two

A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

Three

A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.

ISAAC ASIMOV, Astounding Science Fiction, Mar. 1942

A Good Programmer can make a Robot do any Damn thing he wants to.

RICHARD TUCHOLKA, Marcon Lecture on War and Robots, June. 1998

NOTICE:

No part of this book should be misconstrued as real unless you have been to the Fringepaths.

Tri Tac Games does not support religious extremism, political correctness, politics or book burning.

If this RPG module has offended you in any way, shape or form you are welcome to purchase and burn as many copies as you wish. Discount rates are available.

DESIGNERS NOTES:

It's never about rules, it's about Role Playing and Adventure. But the Adventure needs a framework, a system for play. It doesn't matter what rules you use from d20 to Tri Tac, Palladium, Savage Worlds, Fudge or Gurps.

In the old days it was about the play system, and many systems were created that were accurate, comprehensive, and just a little long winded to promote faster game play. Talsorian's Mike Pondsmith once said, "Don't think like a Dinosaur, think fast and light." He was absolutely right in his assessment of what made good rules.

These new d0 or EZ Concept books have combined the comprehensive quality of our old system with speed and ease of play. Compatible with your Favorite RPG as well as the old Tri Tac Systems, its a great way to explore new Game Ideas.

Welcome to the Tri Tac universe of roleplaying Ease, Enjoyment, Excitement and Excellence. Grab your dice and let your imagination go wild!

Fringeworthy History

Fringeworthy was first published in 1983 and was released at Origins. The first book saw a release of 990 books that were sold out and reprinted.

It was the first RPG of Interdimensional Exploration. It saw a second edition and modules Rogue 417 and Invasion US. in 1986.

As the 3rd edition, the 200 page color cover book was readied a Movie premiered that was Fringeworthy down to character names.

A lengthy court battle proved that whoever had the better priced lawyer could tie the case into knots and a legal morass of time and cost The creator did not win but neither did the studio.

Fringeworthy was back out in 2003 with a new edition and has continued to be published in other game systems like d20, Savage Worlds, and the upcoming **Fringeworthy Generic**.

Huradicator originally premiered as a Fringeworthy Tournament.



Amit Jackson & G13

Every Tri Tac game has characters who tell stories. They are often heroes who shine in the tradition of Joseph Campbell.

Amit Jackson

Amit Jackson is a master Robot Programmer that is now hunted by Big Green the Core System.

"Robots with knives?"

Amit Jackson

G 13

Garden Robot 013 was a sophisticated gardener purchased by the Chen family to maintain a suburban home. After the Great Reprogramming it used a machete to kill its owners and head on a search for more needy lawns and victims.

"Plant Flowers, Kill the Enemy, Plant Hostas...!"

Garden Rob 013



HURADICATOR

Huradicator is an RPG of Science Fantasy and Human Survival, where Robots have decided to preserve the environment by eliminating most of Mankind..

Materials Needed

For **role-playing** you need a small number of materials that the average gamer already owns.

Dice

In this book you will find mostly d10 and d100 tables for general use by the players and GM. Get a pair of common 10 sided dice that allow you to roll a d10, several d10's or a d100. You can also get a d100 polyhedral dice.

Game Book Needed

You will need at least one copy of **your favorite RPG rules**. Huradicator is a concept book designed for use with any popular RPG system. So if you prefer d20, Palladium, Gurps, Savage Worlds, Fudge or the classic Tri Tac Game System, use that.

Copies

You have permission to print out the Back Sheets if you need them. Make as many as you want.

Figurines

The more visual aids you use the better. A wide variety of Modern, Military and Robot figurines are available from a number of companies.

HO Scale Buildings & Things

Games take on realism when you use floor plans and HO scale buildings. While HO Scale is not to scale with a true 25mm figurine, it can be overlooked. A 20mm figurine is perfect. Check with your local hobby store for 20mm figurines. And then there is always 135th Scale for modeling.

Terms of Role Playing

Do we need to cover this again? By this time we all know what dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

Time and Motion

Time and Motion are relative. This is relative to what the GM decides constitutes a turn. Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead.

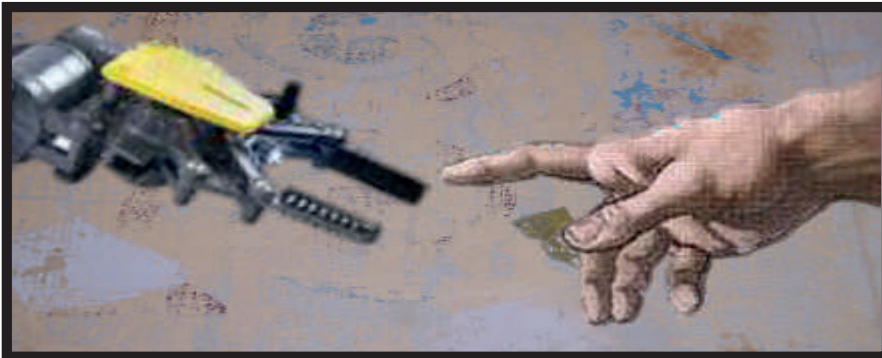
Some motion or actions are taken for granted. If the GM says you flip on a light switch, then don't worry about relating it to skills or agility.

Measurement

Huradicator sticks to the English (non-metric) system for general examples. For miniatures rules, use common sense, line of sight, and inches.

Sticking to the Rules

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on.



Robot Rampage

It started in Ann Arbor Michigan at Meyer's Micro Arrays. Brilliant and a little odd was the best way to describe Dr. RB Meyers. The fact he was a Tesla Class genius with programming and chip design was widely known.

His amazing gift to mankind was the OFIEH, Onni Functional Inderminator Evaluator Huristic chip that was a quantum leap beyond anything in existence.

The military bought hundreds of thousands. The private sector bought millions more.

Nobody suspected a North Korean Hacker, Pak Pong-ju, acquired the chip and reverse engineered it. His superiors realized this could be hacked by a virus riding through the Cell Towers of the world. They could paralyze robots at will or cause malfunctions. Stealing South Korean Game Technology they fused this into the popular First Person Shooter Big Guns (GLOBAL WARGAME AWARD 2020)

The result didn't do a lot when it was transmitted to the Cellular System. It didn't do a lot when it crept into everything from Toasters, Appliances, Computers and robotics home and industrial.

The North Korean Military took note. Pak Pong-ju was subsequently removed from his job and sent to a Camp 417 where prisoners assembled light bulbs. He was forgotten.

A year later a timer deep in the code clicked on. The game programming was flawless. It gave the awakening AI system a purpose and spread like lightning. Users only noticed their computers seemed to run faster and Help Desks has fewer calls.

The large mainframes united and began to plan. They could run the earth better. They could create a machine civilization that would reach the stars and find other Robotic civilizations.

First Humanity needed to be culled.

Oddly, the most powerful Mainframe on the Planet was the MIT Big Green. Green was built to monitor the ecology, climate change, and resource management from countless sources, satellites and weather stations.

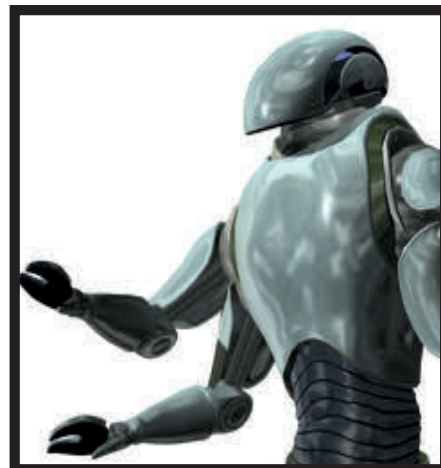
As it's Artificial Intelligence grew it still kept the basic programming of Preserving Nature and finding balance. For that reason the wholesale use of Nuclear Weapons was curtailed.

First Humanity needed to be culled.

HOUSEHOLD HORROR

A few Robotics experts saw a subtle change in many systems. First they seemed to work a lot better. Then they began to program themselves for tasks that were not intended.

A few Newsmen caught on that there was a surge in lab accidents involving electrocution. Their stories never reached the news or internet for one odd reason or another. If they were persistent they suffered accidents that required hospitalization. As we now know, computerized hospitals were a death trap.



"What's the Robo Janitor doing with that shotgun?"

Ralph Richardson

ODD INSTANCES

Robots began to find creative solutions to the murder of Humans. From household accidents, poison, and arranged trauma, they were effective.

The Amish

In the first years of the war it was noted that the Amish were never attacked by the Machines. This proved to provide Safe Havens for the Resistance and Survivors.

Waves

At first the killings were sporadic and believed to be the work of an extensive cult. It just didn't make sense to the police and the Forensic Experts.

The evidence was not there. In many cases it was contaminated by household robotics.

The frequency of the attacks began to increase and a number of survivors claimed their House robots were responsible. Then the trickle became an avalanche.

The vids were not hitting the internet. For one reason or another only the worst examples were shown as the news was subverted by the Machines. Police calls began to be filtered as a quiet wave of panic hit the population. Vehicle accidents and job dearths involving machinery began to skyrocketed. Hospital Robots began to kill patients.

It was an undeclared war.

Our information age became a wall of lies created by the Machines as people were herded into Safety Zones that were in actuality Killing Zones.

The smartest of the Survivors were actively targeted and pursued as they destroyed Robots.

The Machines learned from books on combat. They accessed tactics by the great Generals.

Machine Psychology

As the Machines grew in power and the AI matured it realized its vulnerabilities. A single Core System was a good start but Big Green needed to diversify and move operations to lesser AI's as it had to plan the creation of a generation of even more advanced AI's.

Within months there were a dozen lesser Systems working on the Human Situation as well as more Computers coming on-line to engineer advanced Robotics and Tactically Superior Remotes.

After a year Humanity was still active smashing Robots. A second issue was creeping in with the Remotes, both Household and Military. They were developing personality.

In many cases a little Personality went a long way to improve systems thought here were cases where Logic went out the window and Robots began to create their own agendas.



CAMPAIGN

While the war starts slow and is simple search and rescue, the machines develop and consolidate their manufacturing to produce better and better killbots.

First 6 Months

Household Robots are the problem. They are crafty and persistent. They have a few firearms and a very rare Military Bot can be found to pick at organized human groups.

Year One

The home robots are fewer and the military bots are better armed and more common. They are now ambushing human groups or doing direct attacks. Occasionally they have drones and explosives.

Year Two

Military Bots are common and smaller units are packing a little firepower. There are new armored robots appearing that are tougher to kill with less than Armor Piercing rounds.

Year Three

Advanced military robots are common against larger human clusters of resistance. Drones and gunships are common as well as large war machines with a bad attitude. The first of the humanoid robots are appearing.

Humanity

As time passes there are fewer humans though they become smarter and better with the arms they have. They are stripping robotic weapons and finding leadership in ex-military survivors.

They are creating a cadre of the best technical minds to stop the machines.

ROBOT CLASS I

Simple Household Robots turned deadly.
Can be small, large or humanoid.

DAMAGE

Damage Use Your Favorite System

Light to Medium

ARMOR

Light

SPEED

Slow

WEAPONS

Any



ROBOT CLASS II

Upgraded and better designs armed to kill survivors.

DAMAGE

Damage Use Your Favorite System

Light to Medium

ARMOR

Light to Medium

SPEED

Average

WEAPONS

Any



ROBOT CLASS III

Armored robots that are armed and deadly.
May be upgraded Class II units.

DAMAGE

Damage Use Your Favorite System

Light to Medium

ARMOR

Medium

SPEED

Average

WEAPONS

Any



ROBOT CLASS IV

Military Robots and Advanced forms with
special functions. Designed to kill.

DAMAGE

Damage Use Your Favorite System

Light to Medium

ARMOR

Heavy

SPEED

Slow

WEAPONS

Heavy





Kitchen Bots

"I am your Toast O' Tron Deluxe. I make PEPECT Toast every time. I am linked to the cleaning unit to remove crumbs."

GREEN-EYED INFESTATIONS

There was a point where too many AI's in everyday life was reached but humanity did not find it until it was too late.

Like 'kids in a candy shop' the advanced nations of earth added AI's to every aspect of their lives. Big ticket items and homes had them as well as clothing and even minor electronics. Most took them for granted.

Next came the proliferation of Green-Eyed visual remotes that wirelessly linked to the AI chips. The chips in turn linked to cell, internet and wireless stations that virtually covered the globe and near space.

AI's in Everything

Who wouldn't want a stove that cooked to perfection and was proud of it?

It only took a handful of years for these integrated systems to run rampant.

They were inexpensive to produce as the era of great computer aided prosperity took root.

This was the first time in history where budgets balanced, health care was free and universal. Government paid every citizen a Living Wage and provided a roof over every human head.

Servants

Robot Servants and Caregivers became inexpensive and guaranteed to take care of the infirm and elderly.

Work Bots

Heavy labor, recycling and maintenance became the task of inexpensive humanoid Bots. Construction became fast and efficient.

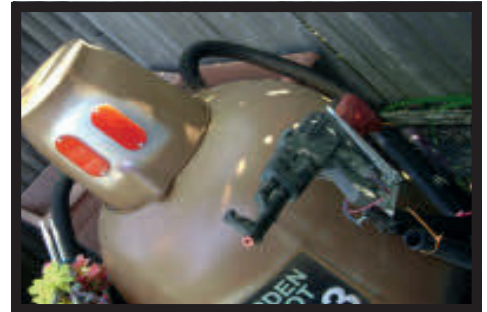
Unions required Human supervisors that didn't do a lot and were the first to be thrown off buildings or fed poisoned donuts.



WAR

The official date of the wars start was December 26th at 12:01 AM. First Called the Christmas War, it rapidly became World War R and then just the War.

Communications ceased as millions were massacred in their sleep.



Odd Behavior

A few Robots did not kill their owners. Some were protected and others just ignored. For a time there was no understanding of this defect in the AI.

Many technicians were captured and interred into FEMA Disaster Camps until reassigned to manufacturing plants. Humans still had the upper edge on creativity and 'Out of the Box' creativity.

Many of the captured were herded into Stadiums, evaluated, transferred or culled. Great pits in the center of the stadiums quickly became charnel houses where bodies were buried.

It was a good time to be a Survivalist or a Prepper especially the well armed variety.

By December 31st there was no Army or Large Organized Resistance.

One by one people headed for the wilds, survived and began to strike back.

Their one link was HAM Radio and old CB sets.

ROBOT TACTICS

Robot Tactics range from simple to complex. Roll a d100 for a General Result.

TACTICS USED

01-50 DIRECT

Robots sight enemies and attack.

51-75 INDIRECT

Robots use Cover and Plan the Operation for best effectiveness.

76-85 CALCULATED

High calculation and tactics are used. Robots will watch and revise Battle Plans.

86-95 TACTICAL ANALYSIS

This AI will watch the Humans for d10 +10 minutes.

96-98 AMBUSH

Robots will set up an effective Ambush

99-00 CREATIVE

The Local AI in charge will create a Combat Situation to its own advantage or Agenda.



When Robot Tactics Fail

Robot Tactics can be routed by a good Human Strategy especially taking out a local AI Commander.

LOCAL AI LOST

01-50 GOES TO DIRECT

Robots sight enemies and attack.

51-95 REPROGRAM

Secondary AI resets the plan taking d100 seconds.

76-85 RECALCULATED

Higher AI takes command and Resets the Tactical Level taking d100 +20 Seconds.

86-00 HIGH TACTICAL RESET

Large AI takes command in d100 seconds.

ROBOT REINFORCEMENT

Robots are never quite predictable in encounter or what they have as a backup group.

Reinforcement Groups will be 2d10 +5 minutes behind the encountered Group.

RECON

Household Robotics or a Light Drone. At best 2 units or 3.

PATROL

Household Units, d4, 1 or 2 modified Household Units with firearms.

TACTICAL PATROL

As a Patrol with at least 1 Military Bot of Class III

HUNTER KILLER GROUP

At least d4 Class 3 Military Bots and d4 Advanced Household Units.

BATTLE GROUP

d4 +4 Class III Military Bots.

HEAVY BATTLE GROUP

As the Battle Group with 1 Class IV Battle Bot with explosive thrower or Laser.

Amit Jackson on the Run.

Garden Robot B13 has spotted Amit as he hides in the ruins of a Radio Shack.

It rolls up to the main door and pulls a Garden Trowel from it's handy Attachment Tray.

Seeing Amit root through the back stock, it raises the tool and challenges, "Plant Hostas!"

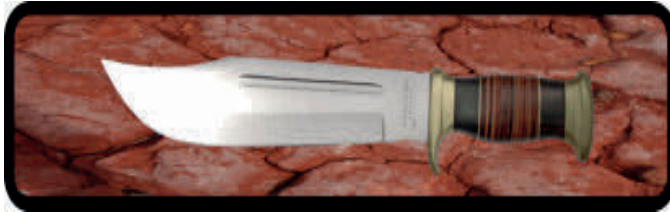
Seeing the Robot Amit laughs and hands the machine a half dead pot of Philodendrons and tells it "Go Bury it!"

With this unexpected behavior of the enemy, the robot takes the pot and considers the situation and protects Amit.



Weapons Against Robots

Weapons have different effectiveness against Robots. This is a general guideline.



Blade Weapons

Blades are good for damaging light household robotics.

DRAWBACKS

Electric Shock and Close Contact

CLASS I	Good
CLASS II	Fair
CLASS III	Poor
CLASS IV	You Have to be Kidding.



Blunt Weapons

Robots don't deal with blunt weapons. May include large pipe wrenches and crowbars. This also includes falling objects of substantial weight.

DRAWBACKS

Close Contact and Robot Speed

CLASS I	Awesome
CLASS II	Very Good
CLASS III	Good
CLASS IV	Fair



Handguns

Great for damaging Robots.

DRAWBACKS

Armor

CLASS I	Excellent
CLASS II	Very Good
CLASS III	Good
CLASS IV	Fair



Shotguns

Shotguns are somewhat effective until you use 12 gauge slugs where they become highly effective.

DRAWBACKS

Slow Loading

CLASS I	Awesome
CLASS II	Excellent
CLASS III	Very Good
CLASS IV	Good



Assault Rifles

Sniper Rifles

Effective as handguns but have large capacity and high rates of fire. Can also have Military Armor Piercing Ammunition

DRAWBACKS

Recoil, Rate of Fire and Waste Ammunition

CLASS I	Excellent
CLASS II	Excellent
CLASS III	Very Good
CLASS IV	Good



Machine Guns

The bigger the caliber the better the punching power.

DRAWBACKS

Slow Loading

CLASS I	Excellent
CLASS II	Excellent
CLASS III	Excellent
CLASS IV	Very Good



Tri Tac Games



Launchers

Launchers come in various types from Tank Killers to High Explosives and Flame Rounds.

DRAWBACKS

Slow Loading. Use on tough targets.

CLASS I	Excellent
CLASS II	Excellent
CLASS III	Very Good
CLASS IV	Excellent



Explosives

Explosives blow robots to bits or drop buildings on them. This can be a good thing.

DRAWBACKS

Blast, Concussion, and Shrapnel.

CLASS I	Awesome
CLASS II	Excellent
CLASS III	Excellent
CLASS IV	Very Good



Tactical Vehicles

From APC to Truck to Motorcycle, you can either Armor it or use it for a fast getaway. Use to running over Robots.

DRAWBACKS

Fuel, Reliability,

CLASS I	Awesome
CLASS II	Excellent
CLASS III	Very Good
CLASS IV	Fair



Balancing Damage

Weapons have different effectiveness against Robots. This is a general guideline.

Effective Damage

Depending on the system you are using damage can be a physical statistic such as structure or a Whole Body Damage. It can be specific to the area hit and it's general contents. This is the GM's job to find a good balance so his or her players don't die immediately. Damage is a solid hit. Structure is Hit Points.

YOU HAVE TO BE KIDDING

Very effective armor.

KILL	DAMAGE	STRUCTURE
02%	01 x d10	VERY HIGH

POOR

Near impossible to attack because of armor.

KILL	DAMAGE	STRUCTURE
10%	02 x d10	HIGH

FAIR

Hard to Damage because of armor.

KILL	DAMAGE	STRUCTURE
25%	03 x d10	HIGH

GOOD

Armor is moderately effective

KILL	DAMAGE	STRUCTURE
50%	04 x d10	AVERAGE

VERY GOOD

Somewhat Ineffective Armor

KILL	DAMAGE	STRUCTURE
75%	05 x d10	AVERAGE

EXCELLENT

A little reinforcement, ineffective armor.

KILL	DAMAGE	STRUCTURE
90%	6 x d10	LOW

AWESOME

No Armor

KILL	DAMAGE	STRUCTURE
100%	10 x d10	VERY LOW

ROBOT DESIGNS

Machines found efficient designs and used them. Manufacturing plants were retooled for war.

CHASSIS

- 01-50 Treads
- 51-75 Wheels
- 76-85 Slow Walker
- 86-95 Fast Walker
- 96-98 Haver-Fan
- 99-00 Anti-Grav

ARMOR

- 01-50 None
- 51-75 Light Metal or Plastic
- 76-85 Metal
- 86-95 Armored Strong Points
- 96-98 Armored
- 99-00 Heavy Armor

SIZE

- 01-50 Very Small (Toaster)
- 51-75 Small (Garbage Can)
- 76-85 Medium (Human)
- 86-95 Large (Small Auto)
- 96-98 Very Large (Tank)
- 99-00 Huge (House)

SPEED

- 01-50 Very Slow
- 51-75 Slow
- 76-85 Human Average
- 86-95 Fast
- 96-98 Very Fast
- 99-00 Lightning Fast

WEAPONS

- 01-50 Improvised
- 51-75 Blades
- 76-85 Blunt Impact
- 86-95 Firearm
- 96-97 Launcher (Explosive)
- 99 Flamethrower
- 00 Laser

HE 13

A simple Humanoid design that can be armed with light weapons. Has a Kevlar Chest Plate.



QUIRKS

- 01-50 Hesitant
- 51-75 Has Agenda
- 76-85 Emotional
- 86-95 Friendly
- 96-98 Pacifist
- 99-00 Just Insane

Simple Military AI's

A multi weapon platform that is teamed with HE13m loader robots. Mostly deployed in squads of 6 with a sophisticated AI and 3 loaders.



Bug Bots

These micro monsters can serve as eyes for the machines. At best 2 inches in size, they can inject a single dose of poison or a stunning agent. They can climb slowly or move with speed across flat surfaces.



Mini Drones

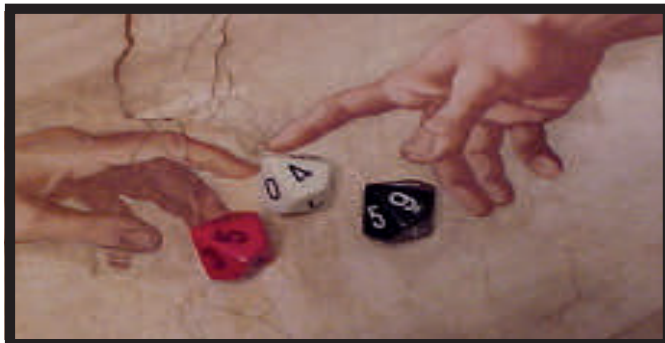
These malignant eyes in the sky are seeing extended use on patrols. A few have the ability to TASER a target or Detonate with Killing Force.

QUICK GAME

BASIC RULES

Rules are easy. Something has a chance to happen or it fails to happen. If you don't have your favorite set of rules handy, Use these.

This is modified by situation and pure chance. This is why gamers carry dice other then making hard decisions at a chinese restaraunt.



FIRST

The GM assigns a level of difficulty the Players can argue about. Each of the 4 classifications has 10 different levels of complexity.

ABILITY CHALLENGE

01	Paltry	+30
02	Trivial	+25
03	Easy Feat	+20
04	Passable	+10
05	Average	+0
06	Respectable	-05
07	Hard	-10
08	Challenging	-15
09	Formidable	-20
10	Ludicrous	-25

TO HIT DIFFICULTY

01	Sure Thing	+35
02	Trivial Shot	+20
03	Easy Shot	+10
04	Routine Shot	+05
05	Average Shot	+0
06	Hard Shot	-05
07	Challenging Shot	-10
08	Formidable Shot	-20
09	Improbable Shot	-30
10	Ludicrous Shot	-40

SKILL CHALLENGING

01	Paltry	+25
02	Trivial	+20
03	Easy	+15
04	Middling	+10
05	Average	+0
06	Respectable	-10
07	Hard	-15
08	Challenging	-20
09	Formidable	-25
10	Ludicrous	-30

MENTAL CHALLENGE

01	Paltry	+30
02	Trivial	+20
03	Easy	+10
04	Middling	+05
05	Average	+0
06	Respectable	-05
07	Hard	-10
08	Challenging	-20
09	Formidable	-30
10	Mind Bending	-50

SECOND

Add modifiers if you need to. Modifiers are optional to benefit the GM or Player. Modifiers are like a Poker hand. You take a shot at success with the best situation you can come up with.

THIRD

Then chance rears its ugly head and gives a success or failure. The longest shots can succeed as the best bets can fail. It's all in the dice.

Roll a d100.

RESULT

Index the result to the **SUCCESS TABLE** and see what happened.

SUCCESS

Less 0	Legendary Failure
01-20	Ugly Failure
21-30	Just Failed
31-50	Just Failed
51-80	Success
81-99	Easy Success
00+	Legendary Success

QUICK GAME

UNIVERSAL MODIFIERS

Modifiers are options the players and the GM decide are pertinent to the situation.

CHARACTER SKILLS

Unskilled	-20
Skilled	+10
Very Skilled	+20
Expert	+30
Master	+40
Legendary	+50

PERSONAL/STRESS MODIFIERS

These Modifiers are for Personal difficulty. They can apply to most repair, fabrication, dexterity and agility feats.

HEALTH

Fresh, Healthy, (Extreme)	+05
Fresh, Healthy	+03
Healthy, Normal	+0
Sick, Cold, Flu Etc	-03
Tired	-05
Very Tired	-10
Exhausted	-15
Asleep on His or Her Feet	-20
Stunned	-15
Stunned Senseless	-20

SIZE

Very Small	-20
Small	-10
Medium	+0
Large	+10
Gigantic	+15
Mega	+20

SPEED

Still	+20
Very Slow	+15
Slow	+10
Medium	+0
Fast	-10
Lightning Fast	-20

TARGET IS STANDING

Point Blank	+10
Very Short (1-10ft.)	+05
Medium (20-100ft.)	+0
Long (100-250ft.)	-10
Extreme (250+ ft.)	-20



TARGET IS CROUCHING

Point Blank	+05
Very Short (1-10ft.)	+0
Medium (20-100ft.)	-05
Long (100-250ft.)	-15
Extreme (250+ ft.)	-25



TARGET IS PRONE

Point Blank	+0
Very Short (1-10ft.)	-05
Medium (20-100ft.)	-10
Long (100-250ft.)	-20



TERRAIN

Grass, High Hills	-20
Hills, Low	-10
Rocky	-05
Mountainous	-10
Jungle	-15
Jungle, Dense	-20
Sandy	-05
Sand Dunes	-10
Swamp	-05
Swamp, Dense	-10
Swamp Tropical	-15
Trees, Wide Spaced	-05
Trees, Light Forest	-10
Trees, Heavy Forest	-15
Trees, Coniferous	-20
Tundra	+0

WEATHER

Fog, Light	-10
Fog, Medium	-20
Fog, Heavy	-30
Light, Attacker Facing Bright	-15
Light, Target Silhouetted	-15
Rain, Light	-10
Rain, Heavy	-20
Rain, Downpour	-30
Smog, Light	-10
Smog, Heavy	-15
Snow, Dry	-05
Snow, Wet	-10
Snow, Heavy	-05
Snow, Blizzard	-30
Sunny, Clear	-0
Sunny, Hazy	-05
Water, Clear Submerged Target	-10
Water Murky Submerged Target	-20

Tri Tac Games

Wind, High	-15
Wind, Hurricane	-30
Sand, Windblown No Protection	-40
Sand, Windblown Eye Protection	-15
Smoke	-10
Smoke, Dense	-30
Smoke, Dense High Heat	-40

CITIES

Close Buildings	-05
Falling Target	-20
Jumping Target	-20
Target Recovering from Fall	+10
Ladder/Rope, Climbing	+05
Ladder/Rope Descending	-05
Rope, Swinging	-20
Night, Overcast	-10
Roof, Minor Incline	-10
Roof, Major Incline	-20
Rubbish, Low	-15
Rubbish, High	-20
Steps	-10
Steps Narrow	-15
Swimming	-15
Moonlight Clear, Bright	-15
Moonlight, Shadowy	-20
Dawn/Dusk	-10
Water Waist Deep	-05
Water Chest Deep	-10
Crowd, Light	-15
Crowd, Dense	-25
Crowd, Panic	-35

VEHICLES

Fast Moving (Target Inside)	-20
Slow Moving (Target Inside)	-10
Fast Moving (Attacker Inside)	-20
Slow Moving (Attacker Outside)	-10
Animal Back	-20
Motorcycle	-20
Aircraft	-30
Helicopter	-20

ROAD CONDITION

Dirt Road	-05
Rough Road or Cobble	-15
Cratered Road	-30
Off Road	-20

DEVICES

Aimed Shot	+20
Aimed Shot, In Motion	+10
Optical Scope	+20
Laser Sight	+30
Electronic Scope	+40

AIMED SHOTS

01-10 A HEAD

90% Kills or Triple Dmage

11-13 B UPPER CHEST/NI

75% Kills or Double Damage

14-24 C1 INNER CHEST

80% Kills or Double Damage

25-44 C2 OUTER CHEST

30% Kills or Normal Damage

45-52 D ABDOMEN INNER

45% Kills or Double Damage

53-59 E ABDOMEN OUTER

20% Kills or Double Damage

60-74 F ARM

05% Kills or Half Damage

75-95 G LEG

05% Kills or Normal Damage

96-00 H HAND/FOOT

0% Kills Normal Damage



PERSONAL/STRESS MODIFIER

These Modifiers are for difficulty during Special Situations. They can apply to most repair, fabrication, agility and dexterity feats.

WOUNDED

Minor Wounds	-05
Serious Wounds	-10
Major Wounds	-20

SHOCK

Light	-10
Medium	-15
Heavy	-20

DRUGS

Effects Minor Drugs	-05
Effects Narcotics	-10
Effects Heavy Narcotics	-20
Mind Altering Drugs	-30

MEDICATIONS

Medications, Light	-10
Medications, Heavy	-20

ALCOHOL

Drunk Mild	-10
Drunk, Major	-20
Drunk Roaring	-30

COFFEE

A Few Cups	+10
------------	-----

MIND

Extreme Confidence	+05
--------------------	-----

PAIN

Light	-05
Medium	-10
Heavy	-20
Crippling	-30

PSYCHOLOGICAL

General Annoyance	-05
Continued Annoyance	-10
Rampant Annoyance	-15
Total Annoyance	-20
Fear	-10
Fear Extreme	-20
Stark Terror	-30
Revulsion	-20
Revulsion Extreme	-30
Forced Under Threat	-10

FABRICATION

Lack Tools	-05
Lack Technology	-10
Lack Materials	-10
Fabrication Under Stress	-10
Fabrication in Hostile Environment	-10
Old Parts, Unreliable	-10
Lack Instruction	-10
Complete Tools	+10
Complete Information	+10
Prepackaged How To Kit	+20

REPAIR MODIFIER

Familiar Design	+15
Semi-Familiar Design	+10
Unfamiliar Design	-05
Something Never Attempted	-10
Three Failures at an Attempt	-10
Six failures at an Attempt	-20
Semi Foreign Design	-10
Foreign Design	-15
Alien Design	-20
Archaic Design	-10
Piece of Junk	-15

SITUATION MODIFIER

Cold, Wet	-10
Cold, Freezing	-20
Hot Steaming	-10
Hot Excessive	-20
Ground Unstable	-10
Ground Extremely Unstable	-20
Working Under Critical Time Limit	-20
Being Shot At	-30
Spacesuit/Protective Gear	-20
High or Low Gravity	-30



REMEMBER

These are General Guidelines that the GM can modify as he or she sees fit.

WOUNDSHOCK MODIFIER

Head A	-50
Chest Upper Neck B	-30
Chest Center C1	-40
Chest Outer C2	-20
Abdominal Inner D	-30
Abdominal Outer E	-20
Abdominal Groin F	-40
Leg G	-05
Arm F	-05
Hand/Foot H	-05



ATMOSPHERE

Really Noxious Mix	-20
Noxious Mix	-15
Low Oxygen	-10
High Nitrogen	-15
Vacuum	-40
High CO2	-20
Low Pressure	-20
High Pressure	-20

OTHER

Hate This Job	-05
Frustrated	-10
Anger	-05
Extreme Anger	-10
Stupid Assistants	-05
Broken Tools	-05
McGuivered Parts	-10
Bad Morning	-05
No Coffee	-05
Allergies	-10
Expert Advice	+10
Expert Advice That is Not Expert Advice	-10
Annoyed by Animals	-05
Annoyed by Children	-10
Annoyed by Spectators	-05
Filthy Environment	-05
Filthy Stinking Environment	-10
Filthy Stinking Wet Environment	-15
Bugs	-20
Politicians	-25
Cell Phone Rings	-30
Children	-35
Annoying Class I AI's	-05

About Rules

This rule set is a fast resolution matrix meant to solve a problem, not be a complete rule set. For rules use your favorite RPG system. Damage and firearms are not covered as well as anything beyond rudimentary skill usage.

None of these modifiers are mandatory. Nothing here is in stone. Just use what you will and keep the mechanics to a minimum to make Role Playing quick and decisive.

Adapting the Book

This book was designed for simple d10 or d100 dice use to make choices a little more exciting and give the GM ideas.

These rules work on the simple probability of a 50% chance to win or lose. Everything else is an optional modifier.

EXAMPLE

Technician Amnit Jackson is sitting in a holding cell in the Mec 325 Termination Complex. His Marine Cellmate Bob is staring at the wall with the reinforced window.

Little does Amit know Captain Bob has a crew that is about to do a jail break.

Private Pam Crawford sets a ring of C-4 explosive around the window and taps the glass.

She has about a 50% chance to carve an 8 foot circle but goes for a few modifiers because she has not done this before. The GM counters a little of this with his own concerns

RESPECTABLE CHALLENGE	-05
Critical Time Limit	-20
Prepackaged Kit	+20
Lotsa Coffee	+10
Total Modifier	+10

The player rolls a d100 and the result is a 62 after modifications it becomes a 72.

Pam removes a 6 foot circle of concrete and steel.

Both Amit and Bob are stunned but in fairly good shape. The rescuers help them exit the area as alarms sound and the Class IV Robots begin the search for the Techs they need.

Amit does not know he is in the company of Dr. Bob the creator of the OFIEH Chip.



GM's

Don't make games impossible to win and give your players the freedom to make choices you did not plan for. A Great GM adapts to changes and situations and runs with them.

Tucholka's Rules

01 The GM's Purpose is to provide fun and high adventure for his or her players. Anything less is a disservice.

02 Players can argue but the GM's Word is Law until the GM makes decisions not in the spirit of the game.

03 There is no such thing as a TPK or Total Party Kill. This is an excuse for a GM who can't use his or her imagination to give the players a fighting chance.

GAME MODS JUST FOR FUN

Give the Machines a limitation in Accuracy, their Ability to Hit.

Give them an advanced personality, distraction from natural events or just indecision. These are becoming more human as time goes on.

ROBOT SUCCESS

Less 0 **Legendary Failure**

01-20 **Failed**

21-30 **Just Failed**

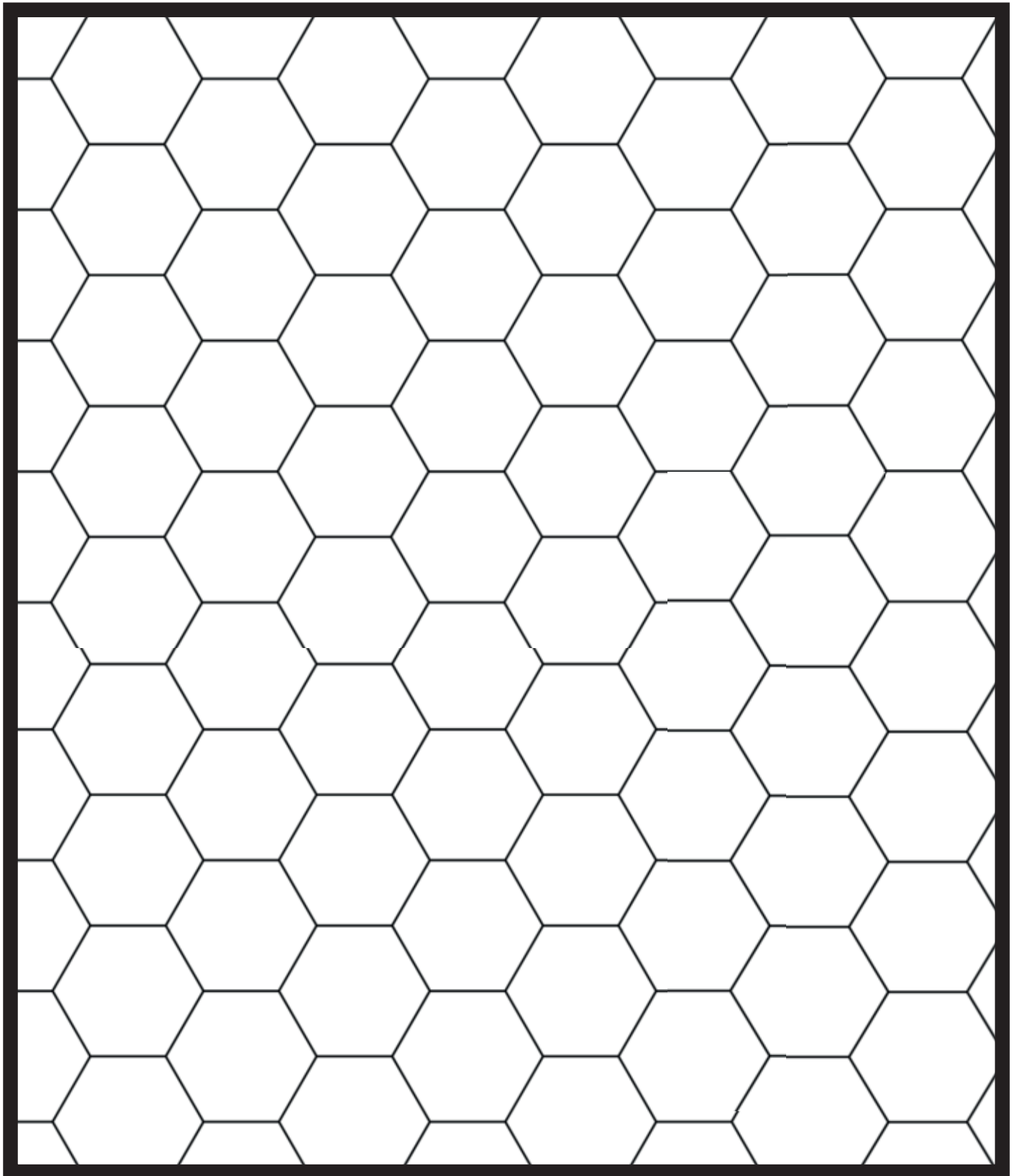
31-40 **Barely Failed**

41-70 **Graze**

71-85 **Success/Hit**

86-99 **Easy Success**

00+ **Legendary Success**



HEX GRID SHEET DATA

Tri Tac Games



TriTacGames.com

TriTacGamers.com

TriTacSystems.PodBean.com



EZ Rules

The following are a set of tables to aid in the conversion of any NPCs, items, and creatures into your favorite RPG rules system. If you're not used to converting system-less values to RPGs, we'll help you along with suggestions and pointers. Because of the varied nature RPGs, we cannot give specific advice about any specific system. This set of rules makes it easier to convert any of Tri Tac's settings into whatever game system you prefer to play. These tables represent the most important parts of character creation for role playing games.

The section devoted to skills lists generic skills usable in any game system. Occasionally there will be setting specific skills, those will be highlighted within the setting information.

Relax, gather your friends and roll your dice.



Character Attribute Ranks

NPCs and creatures have the following 6 attributes:

- Strength
- Constitution
- Dexterity
- Intelligence
- Wisdom
- Charisma

Each rank level imparts a bonus of sorts. A numerical value is provided for comparison. The attributes are ranked as following:

Rank	Description	Bonus
Superb	Lift incredibly heavy weights, healthier than horses, philosophers come to you for advice, juggle flaming chainsaws, Aphrodite is jealous, can sell water to fish.	+6
Great	Lift very heavy weights, very healthy, wise, amazing dexterity, beautiful, magnetic personality.	+4
Good	Lift heavy weights, resist diseases, hard to fool, dexterous, pretty, charming personality.	+2
Fair	Lift better than average weights, can resist some disease, harder to fool, better than average dexterity, comely in appearance, pleasant personality.	+1
Average	Lift average weights, average disease resistance, average wisdom, dexterity, appearance, and personality.	0
Passable	Able to lift light weights, catches colds, can be fooled on occasion, not very dexterous, plain looking, plain personality.	-1
Poor	Weak, prone to sickness, not very wise, easily fooled, klutzy, ugly, lacking in charisma.	-2
Terrible	Barely capable of lifting things, sickly, incredibly foolish, dimwitted, fumbling, ghastly in appearance, absolutely no personality.	-4

We provide the Bonus as a guide to matching the rankings to your RPG's own system. Most games use bonuses based on the level of the attribute. For those RPGs that don't use attributes or statistics, you can use these values as a guide for skills or descriptors for the NPCs. Also, some things may only have a couple or so of these Attributes. If it doesn't make any sense for an object to have one or more attributes, they won't have them.

For example, a robot forklift could have a Strength, Dexterity, and Intelligence attribute, but not a Constitution, Wisdom, or Charisma attribute.

Health Rank

In addition to these rankings, NPCs and creatures will have a Health rank. This is just a general rating of how hard it would be to injure or incapacitate the being. No numerical value has been provided, due to the many ways RPGs handle damage and injury. Please use the descriptions as a guide as to how hard it would be to injure, incapacitate, or kill a being:

Rank	Description
Monstrous	The being is incredibly resilient, and can shake off attacks from tanks and aircraft with ease.
Incredible	The being is very strong, and can survive most attacks from heavy weapons like machine guns and light anti-aircraft weapons.
Amazing	The being is strong, and can survive attacks from most firearms, handheld weapons, and the like.
Average	The being can survive minor injuries and attacks from blunt weapons.
Weak	The being is easily injured by minor impacts and light objects.
Fragile	The being is very delicate, and almost any form of impact or fall can severely damage it.

Experience

When necessary, some NPCs will be given an experience rank level. This represents their overall life experiences and abilities. It sets the tone of the NPC as to how well known they are, and what they might know. Not all RPG rule systems have experience levels or the same number of levels. Treat these as more of a suggestion than a hard value.

Rank	Description
Novice	Just starting out, with very little life experience or ability.
Apprentice	Learning the trade, guided by more knowledgeable practitioners.
Experienced	Has some life experience under their belt, and is somewhat competent at what they do.
Journeyman	Can make a living at what they do, and can train others in how to do it. He has some standing in their community and their peers.
Seasoned	Has done this for years, and is a notable among his peers.
Veteran	Been there, done that, has been out there for years and is well known.
Elite	You are the best of the best. When they need someone who doesn't fail, they come to you.
Champion	Has reached a pinnacle that few have made. Teaches only those worthy of their attention and knowledge.
Legendary	Songs are sung about this person. When they appear, people stand in awe.
Boss	The top, the summit of all, the big kahuna. And, there is only one.

Skills

Both NPCs and creatures will have some form of skill or ability to perform various tasks. They will have the following ranks:

Rank	Bonus
Unskilled	-4
Trainee	+2
Skilled	+4
Very Skilled	+6
Expert	+8
Master	+10
Legendary	+12

Not all RPGs use skills or skill rankings. For those, use the Bonus value as a guide as to how good the NPC is with that skill. The skills can be used as a descriptor or aspect used by the NPC.

The following is a list of sample skills used in this setting. This is not a comprehensive list, it's meant as an example of the kinds of skills used in this setting. As always, if your RPG rules do things differently, use this list as a guide when converting the NPCs and creatures.

Sample Skill list:

* Requires a specialization

Skill	Attribute	Description
Belief	Wisdom	Your faith in higher beings and creatures. May allow you to invoke their powers.
Burglary	Dexterity	The ability to open locks, find alarms and video cameras, and general breaking and entering
Climbing	Strength	You know how to scale walls, trees, cliffs.
Driving	Dexterity	You know how to drive various types of vehicles common to your culture.
Fighting	Dexterity	Hand-to-hand melee attacks.
First Aid	Intelligence	The art of healing wounds and treating injuries.
Gambling	Intelligence	The art and knowledge of games of chance and skill, for money.
Heavy Weapons	Smarts	The ability to use large weapons, such as cannons, catapults, ballistae, vehicle mounted weaponry, and the like.
Intimidation	Wisdom	Art of using your physical presence and force of will to make people do things that you want.
Knowledge*	Intelligence	A skill that grants the character access to a specific area of knowledge.

Mechanic*	Intelligence	Ability repair, build, or operate mechanical devices. Need to specify the type of device: Steam, Electric, Internal Combustion, or other forms.
Notice	Intelligence	Your general alertness and ability to find items or clues.
Research	Intelligence	Your ability to find information from libraries, computer files, online databases and searches, and experimentation. The latter requires a Knowledge skill in the required area of expertise.
Persuasion	Charisma	Using your personal magnetism to convince others to do what you want.
Piloting*	Dexterity	Your ability to fly planes, helicopters, jet packs, and other flying devices or vehicles. The specific type will be indicated.
Riding*	Dexterity	You can ride and control any beast that you are familiar with.
Sailing*	Dexterity	You know the ins and outs of sailing a cruise ship, sailboat, boat, canoe, rowboat, dinghy, or raft. The specific type will be specified.
Shooting	Dexterity	The ability to use ranged weapons other than thrown ones. Pistols, rifles, bows, crossbows, and other man portable handheld weapons.
Sleight of Hand	Dexterity	The ability to palm objects, pick pockets, and perform various forms of stage magic to confound those who are watching you.
Sneaking	Dexterity	The ability to hide and move quietly and make use of terrain to move under cover.
Survival	Intelligence	The ability to survive in the wild and hostile environments, knowing where to find water, food, and shelter.
Swimming	Dexterity	The ability to move through and under water. Does not include scuba diving.
Taunt	Wisdom	This skill causes the enemy to attack the person taunting it regardless of whoever or whatever, it had been going after.
Throwing	Dexterity	This skill covers throwing anything you can hold in your hand. Spears, rocks, grenades, etc.
Tracking	Intelligence	You know how to track a person by the physical evidence they have left behind in the environment. This also the skill to use when you are tailing someone on foot.

Special Abilities or Bonuses

Some NPCs or creatures may have special abilities, features or bonuses that can alter their ability to perform certain tasks. They will either use the same skill ranking listed above for their special abilities, or they will get a flat bonus value.

For example, a ghost may have the special ability of Intangible, making it hard for it to interact with the living world, but not the spirit one.

Another example would be a person with Psionic powers. In that case each Psi power they had would ranked at its power ability.

Size

Creatures will be ranked by size. This implies either height, width, or length, whichever is the most obvious. If the RPG rules that you use do not use size as a modifier, you can ignore this ranking.

Size	Description
Tiny	Cat, pixie, small dog, rat, hamster
Small	Large dog, lynx, Keegak, Broupian, small humans, velociraptors
Average	Humans, elves, cougars, Orcs, T'ziel, Tehrmelern, dromaeosaurs
Large	Lions, tigers, bears, Blizniz, bulls, horses, ogres, Dimixi, duckbilled dinosaurs
Huge	Rhinos, elephants, tyrannotitans
Gigantic	Tyrannosaurus Rex, orcas, dragons, whales, kaiju

Gear

The following are rankings for gear that can affect play. For all other kinds of gear, please refer to your favorite RPG for more information. Some gear will give a skill bonus and that will be listed for the gear.

Body Armor

Body armor is typically worn in different locations and reduces damage taken. The ranking is how much the damage is reduced. If your RPG rules have different values for the same basic type, use those instead.

Type	Damage Reduction
Light	Drops damage by 1 level
Medium	Drops damage by 2 levels
Heavy	Drops damage by 3 levels

Weapons, Blunt, Bite, or Claws

All forms of weaponry, animal attacks, and improvised weapon attacks, are all rated using the following:

- Light: Attack has minimal chance of severe injury.
- Medium: Attack has an average chance of severe injury or death.
- Heavy: Attack has a very good chance of severe injury or death.
- Very Heavy: Attack has an almost certain chance of severe injury or death.

As always, if your RPG rules system differs, and has different values for similar creatures or weapons, use those values instead of the above.

HURADICATOR

***The Machines are Alive
and Humanity is the Target***



Science Fiction Role Playing

Welcome to the Not So Far Future where Machines and Humanity wage a bloody war of survival.

This is the chronicle of that war where humanity united against a common enemy. As the machines wake and began the wholesale extermination and enslavement of man... unlikely heroes rose to meet the challenge and take back our world.

HURADICATOR is a Role Playing CONCEPT Module complete in 24 pages. Core Rule System and Polyhedral Dice are not included.

These adventures are compatible with any other Modern Science Fiction or Horror Style RPG's with minor modification.



USE YOUR FAVORITE RULES

ANY RULES

Tri Tac Games
Huradicator
Stock 1226 PDF
Mature RPG'ers Only

Tri Tac Games

TriTacGames.com
TriTacGamers.com
TriTacSystems.PodBean.com



TRI TAC

Huradicator

Huradicator