UNCLE ERNIE'S

MINIONS OF DOOM



THE BATTLELORDS GUIDE TO PAIN

UNCLE ERNIE'S MINIONS OF DOOM

A PRODUCT OF OPTIMUS DESIGN SYSTEMS

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THE CRACK OF DOOM

Markuss looked up slowly from where he sat at the far end of the conference table to see the great Eridani warrior approach. As was customary when entering a place of respect, the Swordsaint straightened his uniform, adjusted the line of his scabbard, then bowed deeply. He knelt on the threshold of the room, drew his blade, and offered it with both hands as a sign of deference to someone the warrior respected. The Eridani then spoke quietly, in a soft, chanting soliloquy.

"I bow before you, humbled by your presence, admiring of your strengths, and offer you my services, firm and aligned. I offer you my honor. I offer you my strength. I offer you the will of Eridine!"

The Buddon master closed his eyes and raised his sword to his lips.

The Swordsaint wore a short, black cape, embroidered in silver. Markuss could just make out the seven stars and three moons over the right breast pocket. Each star represented one hundred slain foes, the moons, groups of twenty. His form was perfect and pure, and it touched Markuss' heart, reminding him of a warrior he once met long ago.

"I offer you victory!" The great Eridani warrior stood, and entered the room.

"Hi Raskor-idan. Come on in. What can I do for you?"

"I bid you offer me counsel Lord. I come with a matter of great urgency. Would you hear me?"

"Yes. Of course." Markuss straightened in his contour grav-chair, more serious. "What is the problem? What is going on? Speak to me, Ruler of the 4th House of Eridine!"

"You are Lord to Timar, next in the line of ascension to the Council. Is that not so?"

"Yes, of course. You know that. Get to the point."

"The point is sharp. Yes, indeed. It is very sharp. Rumors fly like winged Dacklon across the night, as do the messengers of impending doom. While all the time, silent mouths squelch the truth under the pretext of protecting us from other dangers."

Eridani seldom beat around the bush, and rulers of Houses almost never talk out of the "sides of their mouths." Raskor-idan was fishing for something, looking for a hint of uncertainty through which he could seize the impetus of the moment and pounce on Markuss for confirmation of his suspicions. Markuss shuddered inside, revealing nothing. More memories of the past.

"Lord, do not minimize my company," the Swordsaint started. "Is it not true that the Ninth Sequence of the Council of Timar mandates that the state has the right to withhold any, and all, information from its citizens under article six of the edict concerning national security? Isn't it also true that if the Council of Timar has deemed that said information were to cause instability in the government, that this would constitute a threat to national security?"

"Yes. What are you driving at?"

"You are the Server for the Council of Timar. As Server, it is your responsibility to see to all of the decrees of the Central Legislature. You are the Alliance's military adjutant, the intermediary between those on the High Council, and the rest of us. You see to the safety of the Alliance, and are responsible for maintaining the integrity and defense of the nation. It is a job that you take great pride in, one you see personally to, with great brutality I might add."

The Thargoose was out the bag, as they say, even if nothing had been said openly. But Raskor-idan was maneuvering to gain the upper hand in the conversation, readying himself for the final implication, something that Markuss could not allow.

"As Lord of Timar, Prefect of the People, I hereby order you to tell me what it is you know and from whence you have obtained your information." Anger burned within himself, something that Markuss was neither used to nor comfortable with. All things must be kept in balance after all. He did, however, find himself standing, leaning across the table and staring angrily at the Eridani general who loomed nearly twice his height.

"I could have you executed for treason! Do not withhold information from me, Knysis."

Raskor-idan said nothing for a moment, but quietly measured the conversation. When he next spoke, his voice was but a whisper, quiet and vicious.

"Salamar has disappeared. That is common knowledge. A convenience to the state, is it not? He was to be arrested on charges of treason for his libelous and salacious remarks, and inciting others to riot. Furthermore, my soldiers have informed me that all communications with the Carina Galaxy have been cut off. No reason. No one anywhere has been able to get through to our colonies there."

The Eridani general stopped to let the implication strike home. It did so, like a thunderbolt.

He continued.

"As ranking general in this subsector, I responded by dispatching seven warships to the area. Their job was to ascertain the severity of the situation. However, my vessels never reached Carina. They were refused access to the stargate at Naxtar. Why? It is true what Salamar says? Is there perhaps another threat besides the Arachnids?"

The Eridani moved around the table and stood directly in front of Markuss, who had unconsciously folded his arms, the most efficient position for "generating" power. More reflections of the past.

"I do not fear my death, Markuss. You know that. What I fear is the loss of our friendship which I have fought so hard to maintain over the last 100 years. We have adventured far together." The Swordsaint paused, reflecting on the past and slowly his countenance softened somewhat. "As a warrior, I have fought with many a friend and foe, and have watched almost equal numbers of each perish in the throes of battle. I live the code of the Buddon, the code of the warrior, and in my life I have come mostly to terms with Mokaba Datu, Silent Peace. Part of that peace is the sanctity of friendship. You can order my death, but please do not lie to me now. I ask you, Lord, only for your honor."

Markuss swallowed hard, struggling with his honor to the Alliance and his honor to his friend. He did not reply for some time, measuring the conflict within himself. Finally, he decided that honor to the state was served best by maintaining honor to his friend. The two concepts were one and the same. Balance was thus maintained.

He sighed heavily, "What is it you wish to know Raskor-idan?"

"Was it you, my Lord, who folded space and destroyed the entire Carina Galaxy? Did you do this to protect the Alliance? If so, what are you protecting us from? Surely the threat is not as minimal as the Arachnid problem." The Buddon lifted an accusatory finger and aimed it at his lord. "I want to know if you are the one who is responsible for the deaths of nearly twenty five billion people!"

The accusation was like a punch to the face and Markuss' legs suddenly seemed rubbery. He visibly staggered back a step before gaining his balance, and the Mutzachan's normally clear skin now turned an ashen grey. He did not know what to say next, and stepped further back, away from the Eridani, leaning heavily on the windowsill behind him. Markuss, Lord to the Council of Timar, Prefect of the People, found himself fighting back the tears that now welled up in his large round eyes.

"I had no choice," he said simply, massive head bowed in shame. A blue tear streamed down the Mutzachan's cheek, falling poignantly on the table. "I did not want to hurt them. So many. So innocent!"

"I know. I have seen the danger."

The Lord of Timar's head jerked up, intense and focused. "What and where Raskor-idan?"

"On Passage in the Fornax Galaxy!"

"Passage. You mean the Shade world?"

"Yes."

"When?" Markuss demanded.

"Yesterday! I came in all haste!"

"What Raskor-idan... what is it, Swordsaint, that you have seen?"

"I have seen the Crack of Doom!"

"We must go quickly. I will call my ship. No. That would not be good. Can we take your ship? Mine will be too conspicuous."

"Yes my Lord. Markuss, how will we fight this thing, this creature from beyond?"

"Alone. We will fight it alone!"

THE ANARCHIST REBELLION MOVEMENT

There are millions and millions of things in the universe, malevolent and dangerous. The Biological Catalog Agency has recorded over 10,000,000 life-forms considered hazardous to Alliance personnel. Probably none is more evil and threatening to the existence of life as we know it, than Uncle Ernie Freiberg.

Uncle Ernie is the richest man in the universe, valued at over 30,000,000,000,000cr. He is also the greatest Bio-genetic cybernetic scientist that has ever lived. His breakthrough in the field of artificial intelligence mapping revolutionized science as we know it. He devised brilliant ways to interface artificial intelligence with the brain and thus wrought his fortunes. In 2256, in a major dispute with the government over licensing, Uncle Ernie went sour and quit his post as Chairman of Universal Field of Science Research at Berkeley California. In a verbal tirade, he accused the government of duplicity and fraud. He screamed of secret experiments going on to produce perfect Cyborgs, beings created to replace valued Alliance personnel. He was arrested for treason and thrown in jail for life.

In 2267, Uncle Ernie escaped from the maximum security prison on New Leavenworth. Six months later the Alliance felt his wrath as Uncle Ernie unleashed a bio-genetically engineered creature on New Washington. It came to be known as a Blood Warlock and slaughtered two and a half million people before the military could finally destroy it. Next, he killed another 350,000 with a biological attack on the planet Malnax 7. Uncle Ernie claims that he will bring the Alliance to its knees by destroying the universe in which it lives.

He formed the Anarchist Rebellion Movement (ARM), drawing thousands of disillusioned and disgruntled people to take up his bidding. The ARM swung and the Alliance cringed with fear. The ARM builds, discovers, hunts, trades, and researches dangerous life-forms. It methodically runs its finger through all the galaxies, randomly distributing "Death" to the corners of the universe, selling monsters wholesale to the highest bidder. It has raised a powerful navy, built secret bases, and has dug its fingers into various Alliance sub-governments. The ARM also works with the Rebels. Uncle Ernie proudly calls his legions of death and destruction, "Uncle Ernie's Minions of Doom."

MONSTER STATISTICS

Most of the statistics presented for the monsters will be familiar to the average Battlelords player. A few new stats are provided, and others transformed a bit... so read on! Any stat which is inapplicable will be marked "Nil."

ORIGIN

This information is concerned with the creature's original home. This will usually be a planet, or group of planets, but not always. Some creatures originate in the Fourth Dimension, or elsewhere. Some origins are unknown. Planet names are followed by a Subsector number or name and the galaxy containing that subsector. Some Frontier galaxies are not subdivided on Alliance maps, so no subsector designations are provided. "GMC" stands for the Greater Magellanic Clouds galaxy.

DANGER RATING

Danger rating describes the relative difficulty required to slay a monster. It also calls attention to the probability of a character being mangled or "guocked" during an encounter with an alien life-form. The danger rating is an absolute scale from 1 to 9, with one representing a creature that is relatively easy to subdue, and nine being your worst nightmare! Whenever possible, a description of the armor type and weapons required to slay or subdue the creature is given.

1. Minor difficulty associated with destroying the creature. Anyone wearing low level armor such as AKMB should be safe from death. There are not a lot of danger rating 1 creatures in this book. But we must have a frame of reference for obliterating your character!

2. Creature is capable of injuring and or killing a character in a protracted combat situation. Use caution when engaging in combat. Lasers and most archaic powder weapons should be sufficient to get the job done.

3. A prudent attack should be devised when engaging a danger rating 3 alien life-form. There is a distinct possibility that a character will bite the big one, unless Bear or the equivalent armor is employed, in conjunction with medium intensity weapon systems.

4. Requires substantial firepower to dispose of. I suggest Bear to Kodiak armor and short range, heavy impact weapons such as pulse cannons or Omega weapons when engaging a danger rating 4 alien life-form.

5. It should be interesting and the outcome could go either way.

6. You have got to get the job done fast, or there won't be enough of you left to scrape up with a spoon! Use a variety of high tech weapons, fired in a massive close range volley in order to butcher the thing! Missiles are the way to every alien's heart.

7. This is a you're *!%$#&@ monster. Expect to lose a character or three if your battle plan is unsuccessful. Medium intensity armor such as Kodiak probably will not get the job done. This is when you make the move to heavy armors.

8. Characters should make funeral arrangements before going after this creature. Kiss the wife and the kids good-bye, because you are never going to see them again!

You'll stand absolutely no chance unless you are packing hundreds of thousands, if not millions of credits worth of firepower, and are wearing Heavy Assault armor.

9. It is not even dying that is going to be so bad. It's the fact that you are going to die in some miserable and horrible way, and will most definitely soil your britches before it happens! Even under the best conditions, there is a good chance that you are going to get whacked. I suggest a clone as backup.

ARM DISTRIBUTION

The Anarchist Rebellion Movement takes its self-appointed task of spreading hostile alien life-forms very seriously. The frequency of such seeding is given here.

SALE PRICE

The base price per specimen for those monsters that ARM markets. This price may be adjusted for local market conditions, frequency of Alliance patrols, and other factors.

CLASSIFICATION

A general reference to what type of life-form the creature most closely represents. Of course, most creatures are not quickly classified, but this will give the Battle Master a start when designing monster encounters. "Unusual" indicates that the creature fits no simple classification. "Entity" refers to sentients native to the fourth dimension.

OCCURRENCE

The frequency that a beast is found in its native environment. This stat follows the same rules as "ARM Distribution" described above.

NO. HANGING OUT

Generally, a range of numbers signifying the number of creatures that may be found in close proximity during an encounter. This number reveals something about the existence or complexity of a beast's social structure.

SIZE

An average mature creature's size in meters and kilograms. (To convert to inches, divide centimeters by 2.54; to convert to pounds, multiply kilograms by 2.2.) This stat is included to give you a better idea of the nature of the beastie (maybe you want to figure out how many Nefarious Goklinobs you can fit in your Bohemian for delivery to Bender's Goklinoid Emporium). The creature's Size Class is in brackets following these numbers. The "to-hit" modifier due to size has already been figured into the beastie's Defensive Modifier. Some new Size Classes have been created for this book:

SIZE CLASS TABLE

Size Class	Mod. To Be Hit	Equiv. Size Class
A	+40	10 (car)
B	+80	25 (moving van)
C	+120	100 (building)
D	Can't miss!	Stupidly big
S	-40	1/2 (.5 to 1.0 meters)
T	-80	1/4 (Under .5 meters)
M	Can't hit!	Minuscule

Just remember that A, B, C, and D are the larger size classes. S stands for Small, T for Tiny, and M for Minuscule. The Battle Master may need to adjust these numbers when creating monsters. For instance, if you feel that a monster is somewhere between a car and a moving van in size, modify its hit modifier to +60.

BODY POINTS

A range of numbers indicating the monster's damage capacity. If the monster takes damage equal to or exceeding 25% of this number, a critical hit has been inflicted.

MOVEMENT

A set of three numbers. The first is speed in meters per second. A creature may move only half of this number during the first second of movement. The second number represents the number of Kilometers that the creature travels in one standard Galactic hour. The last represents the number of kilometers that the creature may normally travel in one standard 30-hour day.

INITIATIVE MOD

The modifier to the d10 initiative roll at the beginning of the combat round. It takes into account the creature's cunning, combat ability, and Agility.

DEFENSIVE MOD

The modifier applied to an opponent's melee combat attacks before a hit is rolled. This number reflects the creature's size (class), its Agility, and its general combat skills.

THRESHOLD

As with armor, this is the number subtracted from an opponent's damage total. This number represents the toughness of the creature's skin or other surface defenses.

VISION/SMELL/HEAR

The modifiers applied to a monster's perception rolls. A creature without certain senses may still have a modifier listed if another sense functions in a similar way. For example, sonar modifiers are listed as vision stats. The monster's description covers the details of how its senses work. "Nil" indicates that the beast has no such sense. "*" indicates that the sense works only under special circumstances.

NO. OF ATTACKS

The number of times a creature may attack in one second.

DAMAGE PER ATTACK

The points of damage a creature inflicts with each attack. This damage is lethal unless otherwise specified. The descriptive text

reveals more on the nature of the damage, and its impact on armor and other defenses, where applicable.

ATTACK NUMBER

The base percentage chance that each of the monster's attacks will strike the target. Ranged attack numbers are divided into range brackets.

SPECIAL ATTACK

Any special attack forms, such as poison, radiation, matrices, etc. A more thorough description is given in the text.

SPECIAL DEFENSES

Any special defensive capabilities. A more thorough description is given in the text.

I.Q.

The creature's intelligence. This number corresponds to the Intelligence table in the Battlelords rulebook. The Battle Master should use this number as a guide to how intelligently the monster should be played. The higher the number, the more crafty and dangerous the beast. A greater Intelligence also measures the speed at which the creature learns (if it is still alive to learn from its mistakes).

MATRIX USE

Whether the monster generates powers, or matrix-like effects. The specific power capabilities are listed in the descriptive text.

POWER POINTS

The creature's capacity to generate powers, or matrix-like effects.

SURVIVAL MATRIX ROLLS

The monster's percentage chance to avoid or decrease the effects of special attack forms. This is categorized by attack form. These numbers reveal the beast's hardiness or mental state when faced with certain dangers, such as fire, cold or acid. An "I" means the creature is immune to that type of attack.

BACKGROUND

This text gives the low-down on the critter. The information may not be generally known. Indeed, there may be no way the characters could learn these secrets. This data is provided to aid the Battle Master in running a monster encounter, and to suggest plot ideas based on a certain creature. The monster's origin, evolution, habits, ARM influence, and other information is provided.

NATURE OF THE ENCOUNTER

The character's probable encounter with this creature. Details on attacks, tactics, defenses and other game notes are given.

HABITAT

The creatures stomping grounds. This can include your homes and your heads.

MIND OF THE BEAST

A quote from the critter. This does not necessarily mean the creature can talk or even think in any coherent language. It is intended to give the Battle Master an indication of the monster's mind set.

THROUGH THE EYES OF THE VICTIM

Occasionally, a quote from the critter is inapplicable. In this case, through the eyes of the victim is used to provide a better understanding of the encounter.

CREATING CREATURES

For all intents and purposes, there are an unlimited number of different alien life-forms in the universe. You can create almost anything you want. Aliens are assigned an experience point value. The value depends on the abilities of the creature. Be careful though. Limit the monster's abilities, otherwise your monster will destroy the entire party. Below, I have provided a method for rolling up your own monsters.

TABLE 1
PHYSIOLOGY
1. Non-corporeal
2. Amorphous
3. Avian
4. Canine
5. Crustacean
6. Energy
7. Feline
8. Fish
9. Herd Animal
10. Humanoid
11. Insectoid
12. Invertebrate
13. Plant
14. Reptilian
15. Rodent
16. Serpentine
17. Transcorporeal
18. Xenomorph
19. Special

TABLE 2
SIZE
1. M-S
2. 1-2
3. 3-4
4. 5-6
5. 7
6. 8
7. A-B
8. C-D

TABLE 3
FACE
1. Beady
2. Empty
3. Flat
4. Large,Round
5. Membrane
6. Sucker-like
7. Toothed (large)
8. Toothed (small)

TABLE 4
ATTACKS
1. Acid
2. Biological
3. Chemical
4. Constriction
5. Electrical
6. Fire
7. Cold
8. Poison
9. Powers

TABLE 5
DEFENSES
1. Kinetic Shield
2. Plasma Shield
3. Optics Shield
4. Sonic Shield
5. Immune to Poisons
6. Immune to Fire
7. Immune to Acids
8. Immune to Chem.
9. Immune to Mental
10. Cold
11. Threshold
12. Immune to bullets

TABLE 6
MANEUVERS
1. Fly
2. Swim
3. Displace
4. Molecular Dispersion
5. Alter Form
6. Burrow
7. Dimension Travel

TABLE 7
SKIN
1. Blistered
2. Festering
3. Oozing
4. Ridged
5. Rotting
6. Scaly
7. Slimy
8. Smooth
9. Warts

TABLE 8
ODD TRAITS
1. Mane
2. Mult. Arms
3. Mult. Legs
4. Stinger
5. Suction Cups
6. Tail
7. Tentacles
8. Wings

TABLE 9
EATING HABITS
1. Carnivore
2. Omnivore
3. Herbivore
4. Energy

TABLE 10
DISPOSITION
1. Aggressive
2. Cautious
3. Fearful
4. Friendly

TABLE 11
MOUTH
1. Bristle teeth
2. Double Jaw
3. Extended Jaw
4. Fanged

THE ARACHNID PRESENCE

They have threatened life, as most of us know it, and it just wouldn't be right if my buddies the Arachnids didn't get first billing in my new book; Uncle Ernie's Minions of Doom.

Arachnids are the bane of the Alliance. If I don't destroy life as you know it first, then this alien race of spiders with its bad-ass cohorts surely will. I must confess that I am kind of jealous. The Arachnids have been directly and indirectly responsible for the deaths of billions. I personally have only managed to kill a hundred million or so. It ain't right! Plus, they get better press. However, I'm only one man and I do have my limitations. I think that it is only right that I shed some light on what has better than 1 to 1 odds of killing you before your pathetic life is due to be over! You won't be killed by some rare disease. The spaceliner that you are traveling on while vacationing won't crash on re-entry. You probably won't get run over by a car, and you surely won't die of old age. The odds on favorite is that some spider-like creature, with a major attitude problem, is going to rip you and your family a new !%@# while you sit, eating bon-bons, watching Tri-V!

Therefore, I have dedicated the front portion of my book, Uncle Ernie's Minions of Doom, to my pals, the Arachnids, and their friends.

The following section is designed to provide glimpses of the past which worked to shape the lives of the future. This historical retrospect is followed by vital statistics for Arachnids and their comrades in arms. Detailed explanations of Arachnids and their interaction with the Alliance will appear in other works. All creature descriptions following the Arachnids will appear in alphabetical order. Arachnid creatures appear in the ascending order of their power structure.

THE MARTYRS

To my son Markuss, I command you to remember your father. From here forward, all your children, and their children's children will carry my name. One day you and your descendants will take my place at the High Seat on the Council of Timar. I hereby pass all my knowledge onto you. I plant the seeds of power into your mind. May they one day grow into fruition. To the rest of you, I now speak:

We are the caretakers of the universe. It is our people, the Mutzachans, who cradle the universe in the bosom of our wisdom. It is we who have cultivated life, and given all things an equal chance to grow and prosper. Each Grusach, every Farrish deer has value. From the smallest Turgaron fly, to the Great Beast of Knile, all have merit. We have shaped the universe and all creatures that live there. And now some of us must be sacrificed to prevent its destruction. The lands must not be raped. As well, so must our sons survive to rebuild again. The elders will teach them. I hereby decree that the mothers and children of our race, be sent into hiding, scattered amongst the heavens. Those who have passed the Age of Resting will provide wisdom and solace to our descendents. Those who have not reached the Age of Awareness will become the future leaders of the Mutzachan nation. The rest of us, well, we will attack!!!

—Taken from the transcripts of the 431st Emergency Convening of the Galactic Security Assembly. Defense Subordinate to the Council of Timar

The murmur of fear had long been passed down from generation to generation about monsters and creatures that would come for Mutzachan children in the night. These creatures took on every twisted, misshapen form imaginable. They could stop you from generating your powers and suck the life from you in a breath. These monsters would come and snatch you from your bed if you harbored dreams of becoming some great warrior, capable of wreaking havoc with your powers. Monsters would also come for you if you did not clean your room. Thus Mutzachan children were kept in line by their parents.

The Mutzachans, themselves, had long since evolved past the violent, emotion controlled stage of development where the technical evolution of a culture surpasses the spiritual evolution of the self. Like all others, they had all but destroyed themselves in several monumental conflicts before coming to grasp the frailty of existence, even if one regularly lived to be 400 or so years old! They had forsaken violence for the more logical life of analysis. Wars were fought with minds, not with guns. The losers learned truth, so actually nothing was lost. Violence was scorned and generations were taught to seek out intellectual gratification over its emotional equivalent. Knowledge was the answer to life. Knowledge was indeed power. Eventually, violence in Mutzachan culture all but disappeared and millennium upon millennium of prosperity passed as energy controllers traveled the universe in search of knowledge.

However, in the guarded chambers of the Mutzachan High Council, the threat of monsters was as real as the radiation that made the universe go 'round. For millennia, the greatest minds in the universe had known of the impending threat. They first learned of, then encountered, an alien spider-like race whose sole apparent purpose was to destroy everything that it encountered. These creatures originated in a parallel dimension, but had emigrated to this universe, where they were somehow capable of maintaining corporeal form for indefinite periods of time.

And so knowledge had come full circle. With knowledge, a race can avoid its destruction by war. Yet, with knowledge, came the unerring certainty of war itself. In 11997 BC, the 431st Emergency meeting of the Galactic Security Assembly convened to discuss the appropriate response to the impending crisis. The Mutzachans sought out the assistance of the Atlantias, a mysterious race of nomadic people who seemed to possess the ability to travel through time. The Atlantias had been encountered on numerous occasions before, always preaching doom and destruction. Until now, Mutzachans had treated them as madmen.

The Atlantia sent an oracle to sit at the Council during its emergency meeting. This emissary was called a Dane. The Dane claimed that in most future time streams, the Mutzachan people would be destroyed. This time frame was a node, and the course of their response would dictate the future of the race. Surely, the energy controllers thought, even a threat as serious as the alien spiders could not wipe out the most powerful race in the universe. The Dane responded:

"I will teach your kind to travel into the future, so you might see what your destiny is. From there, you can make your judgements as to the gravity of the situation."

In time, the Mutzachan lords learned the matrix of time travel. They soon mastered the energy barrier known as an inter-dimensional shift, which must be overcome to move between different time reference points. There were only two possible futures. In one, the entire Mutzachan nation had been laid waste to by the Arachnid threat. The other future was almost as bad. Nearly all of their leaders would perish, defending against the Arachnid tyranny, so that the masses could escape out into the universe, merely buying time to protect the race from the real threat!

DEAD MAN'S BLUFF

We were ill prepared for the latest turn of events. Our intelligence was inaccurate in predicting that the Core Worlds would be the target of this latest Arachnid offensive. Now we are in jeopardy of losing the entire colony sphere of the Fornax galaxy, the third most populated area of the Milky Way Defense Group! The enemy has taken or destroyed some 39 planets in less than one week. Their strategy appears to be one of divide and conquer, split Fornax in half and concentrate on destroying one section at a time. They have attacked strategic points in a line, focusing efforts to control the center of the Roltherion Abyss. We are the next obvious target.

They have jammed long range communications by creating a distortional imbalance in the wormhole generation field, preventing us from contacting the Core Worlds. It stands to reason that the Strategic Defense Command will deploy the majority of its forces in defense of the homeworlds. Therefore gentlemen, we are alone, and we are completely cut off. We should not expect reinforcements. So, we can run and die. Or we can stand and fight! Now prepare your men to dish out a serious ass-whipping!

—General Adan Tetz
Commanding General, 1st Division,
3rd Army, Fornax Galaxy.

The Arachnid offensive in the Fornax Galaxy rolled on like a juggernaut. Naval operations employed the tactic of planet hopping to cut the Alliance forces in half. The next, and last step to complete that plan was taking Crossroads. With no place to go, and fewer places to run, the Alliance defense forces at Crossroads hunkered down and waited for the inevitable onslaught. Their orders were to hold the Bentarga Precipice at all costs. No reinforcements would be coming. Defeat the enemy, or die trying. No retreat was permissible.

DEPLOYMENT

The Big Red One, supported by elements of the 2/57 Shadow Elite special forces, took up positions on Dead Man's Bluff, a small, strategic hill overlooking the Bentarga Precipice. On their left, the Alliance's vaunted 2nd of the 5th Royal Marines, the Queen's Ryke regiment dug in. The 1st of the 2nd Regimental Pulsars with their heavy weapons held the point, in front of the Crack, a thin, steep path that wound its way up the 1000m cliff face from the plains of the Bulda Peninsula below. Further south, waited the 11th Light Infantry with its 40 Humpty Dumpties. In reserve, hidden behind massive holographic generators, stood two full divisions of armor, and a platoon of Viking class Assault Robots with their Spartan anti-tank missiles! Only a token force remained visible to the enemy.

The plan was simple, deadly, and suicidal. Draw in a numerically superior enemy, with superior weapons and disposition, then destroy it in a plan which called for the sacrifice of up to 10,000 Alliance soldiers.

0800 HOURS

Private Eridici-idan carefully finished sharpening his scimitar, placed it back in its scabbard, then stood and headed back to his position. He stopped in his tracks, having spotted the first Arachnid mothership as it descended from the skies above. He did not speak at first, but rather knelt and said a quick prayer for war. Next, the Eridani Budaish calmly spoke in a loud yet clear voice, "Death is upon us comrades. Let us draw its blood quick!"

The defenders scrambled into position.

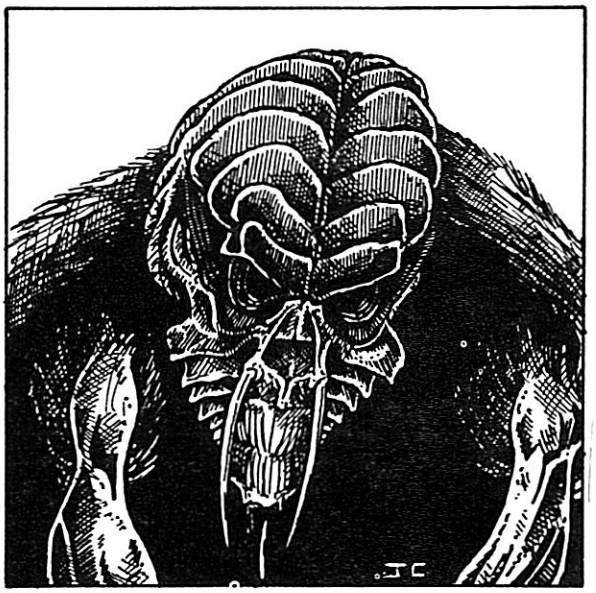
The first Arachnid lead units landed at Pelma and began making their way toward the salt mines at Kloma. The bulk of their forces formed lines just below the Crack. Thousands of enemy troops poured over the plain toward their first objective, the Bentarga Precipice. The majority of the defenders, on the other hand, hid behind infrared barriers, holographic generators, and motion negation filters. The Arachnids continued, undaunted by the light resistance, reaching the base of the cliff at 1005 hours, where they began scuttling up the steep slope. Those units out in the open engaged the enemy with short range ordinance. The spiders did not return volley. Instead, the Arachnid troops broke into a chilling chant of screeching bug noises, accented by the clicking of their mandibles. Grim and determined, the Alliance forces held their ground. It wasn't until the spiders had reached 50m that the sky erupted into violent red fiery death, as the Regimental Pulsars opened up with their weapons at point blank range, firing a lethal sheet of super-heated plasma into the flank of the Arachnid advance. The solitary massive infusion of firepower snapped the spearhead of the attack and the enemy faltered under the hail of death. 256 Knights of the Fallen Star, Eridani Koordine, seized the opportunity, and charged headlong into the Arachnid lines, hacking out a swath of destruction. The Cizerack mobile force unit Cashir, flanked the usurpers, bringing body mounted Impact lasers to bear. Next, an artillery barrage buckled the lead column altogether and the Arachnids broke into full retreat. Shadow Elite, a Phentari sniper unit, picked them off with long range, high-powered lasers as they ran. A cheer went up from the Alliance lines. The initial assault had been refused.

The Arachnids retreated just out of laser range to lick their wounds where they waited for reinforcements. It was only a matter of time until more motherships brought enemy units to the planet's surface. Alliance anti-aircraft batteries boomed in response. But to no avail. Soon, the cheers turned to hushed moans of desperation. Down on the plain below, two full Arachnid legions, each 10,000 strong, marshalled their forces for a full scale attack.

1600 HOURS

The Arachnid assault sounded with a high-energy air-burst over the heads of the Regimental Pulsars, killing over half their number in an instant. Next, a company of Arachnid commandoes displaced directly into the Crack, opening up with energy flamers while simultaneously firing globular webs into the defender's lines. Another Rife (1/4 strength Arachnid legion) now converged on the Crack while the stunned defenders scrambled to respond. Within minutes the entire line of Alliance and Arachnid forces were locked in bloody hand-to-hand fighting.

The victor of the engagement would be determined by whoever held the Crack in the end. That was clear, and the spider press was relentless. The defenders slowly gave ground against superior numbers and firepower. The Arachnid commander now forced the issue, committing his Sau-Bau Knights into battle. Sau-Bau, creatures that breathed deadly energy cones, now displaced into combat, sweeping the Alliance forces from their positions. Reserve infantry units rushed forward to plug gaping holes that now ripped open in the defender's lines as these fell beings went on a rampage of destruction. A bulge began to form in the Alliance lines. More troops on both sides were committed. But commander Adan Tetz had held a few trump cards of his own. He played one now. He unleashed Blind Fury, a cybernetically enhanced, high tech outfit of Ram Pythons in Mechanized Battle Armor. The next three hours would see some of the bloodiest hand to hand combat in Alliance history! Twenty-five thousand Alliance soldiers would die, along with some four thousand Arachnid sympathizers. And the hill would be named Dead Man's Bluff. Still, the Alliance tanks remained silently in reserve through it all.



1930 HOURS, THE FINAL ACT

The Arachnid commander now committed the remainder of his forces to press the attack which had faltered. Although Arachnid forces presently held the Crack and Dead Man's Bluff, they had not gained a clear or decisive advantage. A stiff pocket of resistance was still being put up by the Big Red One, along with the Queens Ryke and the surviving members of Blind Fury. The enemy turned to annihilate them. At that moment, the Alliance sounded the full retreat and the zealous Arachnids surged forth in their direction, exposing their flank. That's when the mighty Tiger III main battle tanks surged forward, catching the enemy units completely by surprise. The Viking class Robots advanced, firing their deadly hail of anti-tank missiles into the Arachnid ground transports, keeping them at bay while the Tigers cleaned up. The Arachnids were trapped between the advancing tanks and the cliff face. Their was no place to turn to. And so the fatal error had been committed.

And as quickly as it had started, The Battle For Crossroads was over. The Alliance had secured victory, and the Second Arachnid invasion had been turned back. At a terrible price!

THE LINGERING THREAT

It is spring, and the sun bathes the land with warmth. Flowers bloom, spreading their eager petals to greet the land. The children of the forest have tunneled out from their winter homes to frolic in the day. It is spring. The land is refurbished, the streams are alive, dancing down through the carved mountains of granite. Buralask is a planet whose beauty rends the soul. That is why I came to the frontier, to live in harmony with nature, to be one with the world that surrounds me. Gone, the concrete and glass, the stench of diseased cities who die, strangled by the hands of technology. Buralask is home. It once was the place of my dreams.

However, the illusion of peace fades with the setting of the sun, when stars stab forth to pierce the canopy of blackness. No one sleeps well at night for with dark, the specter of doom is released from his cage somewhere on the nether regions of eternity. It is to the stars I search, looking and loathing. The agony of waiting. The stars are the enemy. They are not my friends. From one of them, I know the end will come, laying waste to all I have built here. Somewhere out there, in that vast sea of darkness, lurks the murderer and his song. And one day he will come here to Buralask, to play me his melody of terror and destruction.

How can I leave? How can I flee from the land of my dreams? I have three sons who want to stay. They are too young to fear. My loving wife just gave birth to my only daughter. Both are exquisite. My family and job have all taken root here. My life, my future, is grown here. What am I to do? The Arachnids are out there, and they are surely coming.

—Taken from the diary of Francis Hellinger
Died 3/21/2275 at the Battle of the Western Marches
Fornax Galaxy.
He is survived by his two sons and wife Ellissa

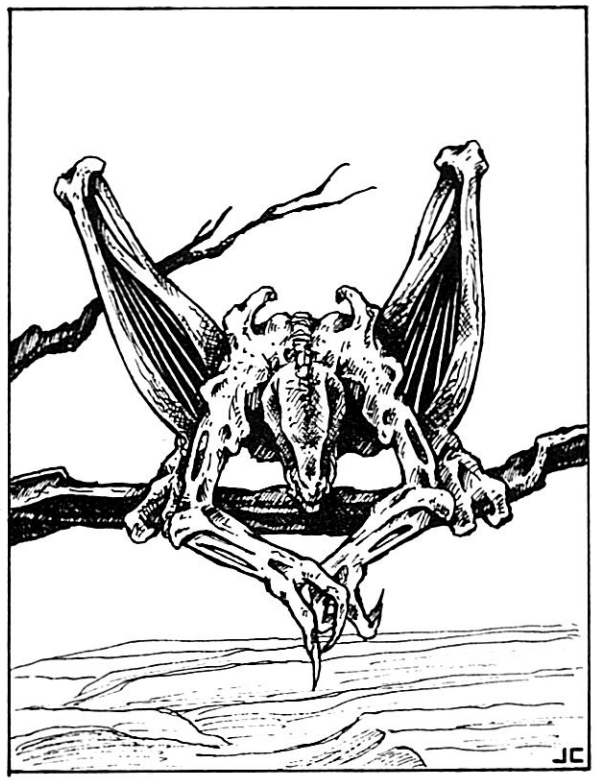
The threat of another Arachnid attack lingers like black storm clouds upon the distant horizon. People don't ask if, but when. And where? And most often; how many will die this time? Incursions by Arachnid forces into the Carina and Fornax galaxies are all too common. Efforts to colonize the And 2 Galaxy were recently abandoned due to the constant threat of a large scale Arachnid offensive. Each time the enemy strikes, it seems like another peaceful planet is destroyed, along with millions of dreamers who lived there. Colonists who once left the protection of the Core Worlds for the promise of the frontier live from day to day, from heartbeat to heartbeat, never knowing when or if they will wake to breathe the fresh morning air of another day!

JANKARI (FROG)

ORIGIN:	Unknown
ARM DISTRIBUTION:	Not Applicable
SALE PRICE:	Not Applicable
CLASSIFICATION:	Reptile
OCCURRENCE:	Common
NO. HANGING OUT:	4-24/100-600
SIZE:	2m/60kg (4-5)
BODY POINTS:	2+2d6
MOVEMENT:	15/12/80
INITIATIVE MOD:	-3
DEFENSIVE MOD:	+20
THRESHOLD:	2
VISION/SMELL/HEAR:	+30/+50/+20
NO. OF ATTACKS:	2 talons
DAMAGE PER ATTACK:	3-12
ATTACK NUMBER:	80
SPECIAL ATTACK:	Charge
SPECIAL DEFENSES:	Nil
I.Q.:	35-40
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	55	**RADIATION:**	75
BIOLOGICAL:	55	**MENTAL:**	20
POISON:	75	**SONIC:**	15
ELECTRICITY:	30	**FIRE:**	40
ACID:	35	**COLD:**	25



DANGER RATING

BACKGROUND

Jankari are the Arachnid lead elements and the most frequently encountered of all the Arachnid combat troops. Alliance ground troops simply call Jankari Frogs. The Frogs are used as scouts or low intensity combat troops. Evidence suggests that the primary function of the Jankari is reconnaissance. An Arachnid scout vessel deposits the creatures on a world to survey enemy troop strengths and positions, which are relayed back to the ship via com-links. Frogs are sometimes used as cannon fodder during massed Arachnid assaults.

Jankari work together in teams of 6-36 personnel. One sergeant (double body points and damage yield), will be found for every 6 individuals. He will be wearing the equivalent of AKMB armor, and be armed with a low intensity laser. A group of 20 or more Jankari will have a leader, (triple body points, and doubled damage). He will be wearing the equivalent of Bear armor, and be armed with a low line pulse cannon. They are cruel, deriving pleasure from causing pain. Jankari are irascible and difficult to control, and the leader must continually work to keep the group in line. There is a 5% chance per encounter that a bunch of Frogs will begin fighting amongst themselves. On important missions, the leader will carry a mind control device to keep the others in line. There is a 20% chance that low level Jankari will be armed with a short range laser/energy device (treat as Mirchaum with 3 shots).

NATURE OF THE ENCOUNTER

As unmanageable as they are, a well trained team of Frogs operates as a cohesive unit. All possess level 7 Infiltration and level 9 Stealth. Jankari usually move under the cover of darkness, and since they are reptiles, their presence can not be detected by infrared tracking devices. The unit moves up, records the position and disposition of enemy troops and weapon emplacements. If the leader deems that the enemy is weak, he will order the other frogs to attack.

Frogs attack in pairs. There is an initial penalty of -65 to hit a Frog as it springs forth from the shadows to attack its prey. Persons not actively guarding against such an attack are assumed to be surprised, and can not respond for 2-5 seconds. The first frog aims for the target's midsection, striking out with both feet simultaneously. Persons struck must make an Agility check at -60 or be knocked over. Those who remain standing must make an additional Manual Dexterity check at -25 or drop their weapon. Victims who are knocked down automatically drop their weapons.

The second frog attacks with its hooks, inflicting 3-12 points of damage per attack. Those on the ground must make an Agility check at -50 every three seconds, to regain their footing. The second Jankari stomps on the enemy's gun. A system shock at -40 is made to determine if the weapon is damaged and rendered useless. Once he has destroyed the weapon, the second frog will join with the other to slay the victim.

Frogs are innately cowards. They will attempt to flee any encounter that is going against them (25%). There is a 10% chance for them to run if the leader is employing the mind control device.

HABITAT

Jankari are found everywhere, as the creature can adapt to almost any surrounding. Frogs encountered in arctic climates will always be wearing an insulated skinsuit.

MIND OF THE BEAST

If I don't attack now, Sarg is going to zap me again. Oh look, a woman and her pretty little baby!!!

DEMONANT

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Alien Life-form		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	See Below		
SIZE:	3m/120kg (6)		
BODY POINTS:	10 d10		
MOVEMENT:	15/12/80		
INITIATIVE MOD:	0		
DEFENSIVE MOD:	+10		
THRESHOLD:	6		
VISION/SMELL/HEAR:	+20/+10/+10		
NO. OF ATTACKS:	By Weapon		
DAMAGE PER ATTACK:	By Weapon		
ATTACK NUMBER:	By Weapon		
SPECIAL ATTACK:	Electrical Discharge		
SPECIAL DEFENSES:	Nil		
I.Q.:	70-90		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	20	**RADIATION:**	75
BIOLOGICAL:	40	**MENTAL:**	80
POISON:	100	**SONIC:**	35
ELECTRICITY:	100	**FIRE:**	30
ACID:	10	**COLD:**	15



DANGER RATING

BACKGROUND

The second echelon of the Arachnid command is composed of an alien race of beings known as Demonants. The physiology of these creatures is strangely similar to that of Phentari. Many of the DNA codes are exactly the same, which leads scientists to believe that the Demonant is actually a hybrid between a Phentari and some unknown alien race. The theory of a Phentari hybrid is a topic of hot debate, and is categorically denied by the Phentari government. The fact that there is such a close physiological resemblance between the squids and Demonants has stirred up controversy as to whether or not Phentari are actually Arachnid sympathizers.

Demonant are combat specialists who operate in small groups as search and destroy teams. They have also been encountered controlling bands of Frogs and Scavernauk Juggernauts. Typically, 6 Demonants will be encountered. On rare occasions as many as 55 will be operating together. Each Demonant is a well trained combat tactician, possessing no less than 60 points of military skills. He also maintains a secondary specialty (40 points) in a field such as computers, espionage, or vehicles. A Demonant warrior has a minimum of 7 levels of skill in at least two different weapon types, in addition to all other skills. These creatures are well equipped, carrying a variety of short range energy weapons (treat as disruptors with double armor integrity reduction).

The Arachnids have reproduced and modified Alliance armor. Consequently, Demonants wear the equivalent of Kodiak armor (add 50 points of AI for reactive plating). Furthermore, reactive armor plates protect the Demonant from missile damage. Any missile that does less than 30 points of damage is completely nullified. If the damage yield is higher than 30 points, the reactive plating explodes away from the armor. Once this occurs, the plate in that section of the body armor is presumed to be destroyed. Subsequent missile attacks to that location cause normal damage. Reactive plating can absorb up to 100 points of damage from a missile attack. The armor absorption polymer configuration stops laser damage as well. Alliance scientists have so far not been able to replicate it.

NATURE OF THE ENCOUNTER

Although dangerous alone, Demonants are most powerful when operating in close quarter drill, using a Phalanx to conduct combat. The group forms an equilateral triangle, led by the Orkon. The Orkon stands at the center of the triangle, holding a black scepter. The Orkon is the focus of the phalanx, and directs the group into battle. All Demonants possess an ability to generate powerful electrical bolts. This energy is channeled and fired by the Orkon's scepter, inflicting damage equal to 1/2 the total number of body points of the entire Phalanx. Each 2 body points lost by the Phalanx reduces the damage yield of the energy bolt by a point. The energy bolt has an accuracy of 160/140/115/90/40/5 and can be fired once every 6 seconds. Armor and weapons must each make an SMR vs electrical attacks at a penalty equal to the damage done or be destroyed. If the phalanx suffers over half casualties, it will break up, and Demonants will fight alone.

Each Demonant can discharge his own energy bolt, once per six seconds, causing 3d8 damage. Acc:120/90/65/25. They may also fire their own weapons. The Orkon does not carry any weapons.

HABITAT

Unknown

MIND OF THE BEAST

Unknown

AIRBORNE GUILLOTINE

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Alien Life-form		
OCCURRENCE:	Rare to Uncommon		
NO. HANGING OUT:	See Below		
SIZE:	2m/30kg (6)		
BODY POINTS:	15+2d6		
MOVEMENT:	40/40/400		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-50/0		
THRESHOLD:	0		
VISION/SMELL/HEAR:	+60/-15/+25		
NO. OF ATTACKS:	2		
DAMAGE PER ATTACK:	4-24		
ATTACK NUMBER:	90		
SPECIAL ATTACK:	Strike, Chemical attacks		
SPECIAL DEFENSES:	See Below		
I.Q.:	30-40		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	90	**RADIATION:**	45
BIOLOGICAL:	90	**MENTAL:**	60
POISON:	100	**SONIC:**	35
ELECTRICITY:	30	**FIRE:**	05
ACID:	05	**COLD:**	10



DANGER RATING ☠☠☠☠

BACKGROUND

No one knows what the creature's name is, and the presence of the malevolent Airborne Guillotine among the Arachnid combat units is relatively new. This race of avian warriors was first encountered during the Second Arachnid Invasion, and since then has been completely integrated into the Arachnid combat doctrine. The Airborne Guillotine is a bio-cyber genetic mutation, assumed to be grown by the Arachnids in their genetic laboratories. Its body is a metal/tissue composite, with metallic components carrying out biological functions and vice versa. Alliance scientists have captured several live specimens, yet have so far not been able to recreate the creature, or its biological processes. The creature is extremely vulnerable to electrical and acidic attack forms.

The Airborne Guillotine has light weight, hollow, metal-tissue composite bones, allowing for flight. It's capable of traveling at sustained speeds of 40kph, and can dive at speeds in excess of 200kph. Its dermal plating has a threshold of 6, and is composed of a radar reflective material that reduces tracking and lock-ons by 80%. The Airborne Guillotine's skin also maintains chameleon characteristics, allowing the creature to change skin color to match that of the surrounding terrain. This reduces sighting checks by 50%. It is cold blooded, and can not be detected by infrared tracking devices.

NATURE OF THE ENCOUNTER

The Airborne Guillotine is employed in a variety of combat functions. The bird warrior has been used to drop contact explosives on densely populated urban areas or against combat troops. When operating in this capacity, the Airborne Guillotine functions like a bomber. The creature can drop objects from as high as 400m with 40% accuracy. The accuracy increases by 5%, for each 50m that it is closer to the ground (use grenade range rules for misses against the target). The Arachnids have modified the creature to carry a munitions bay inside its abdominal cavity with a 10 plasma grenade equivalent capacity. The creature can carry chemical weapons instead, which have often been used in urban environments to kill large numbers of the civilian populace. There is some controversy as to why the creature was developed in the first place, since a drone would be much more cost efficient. Some military analysts contend that Arachnids, who have used mass group tactics in the past, are experimenting with individual combat doctrines.

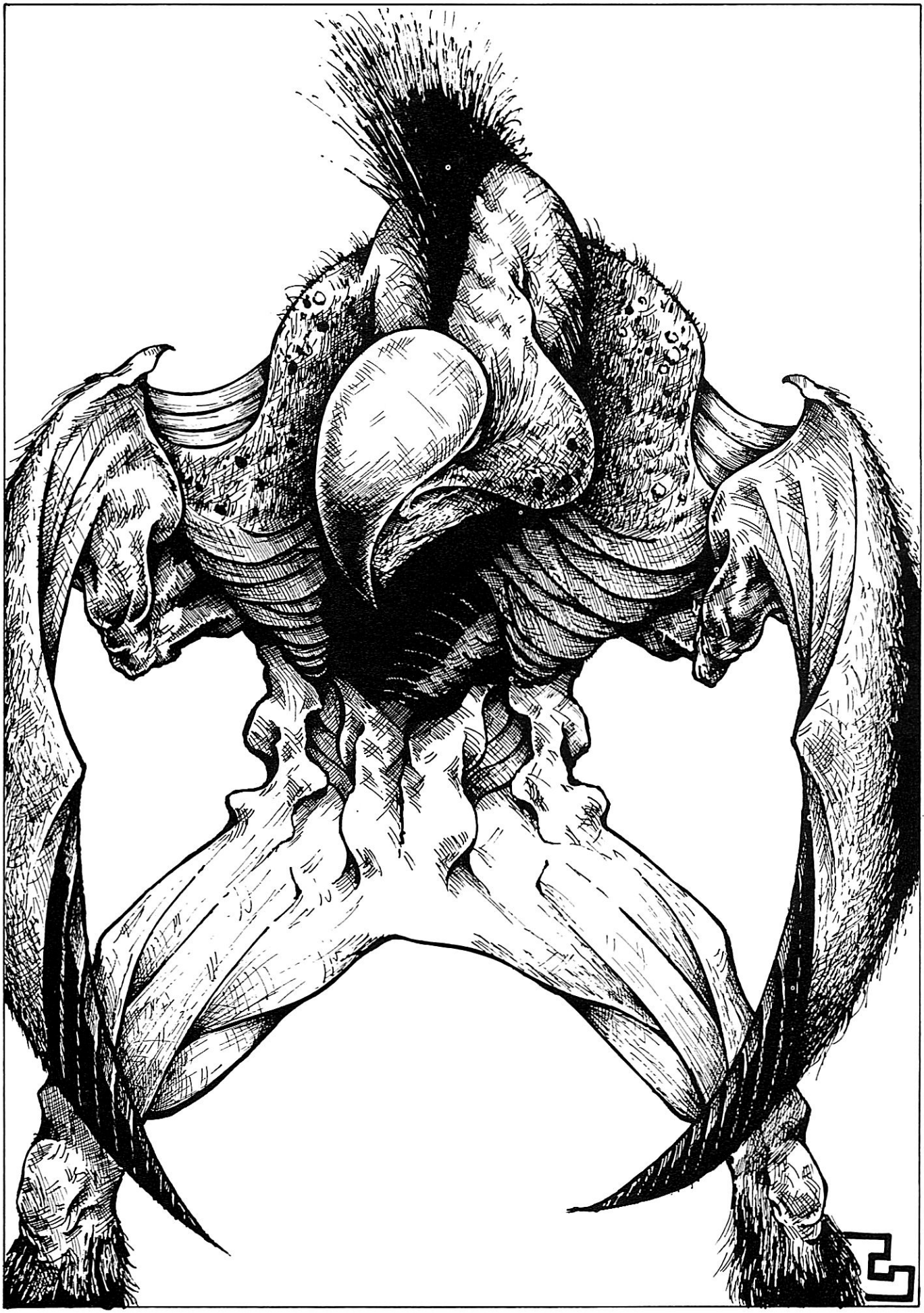
The preferred method of attack by the Airborne Guillotine is to dive upon its victim and cut them in half with its metal/bone wings. This attack causes 10-60 points of damage, while simultaneously reducing armor integrity by 10 points, and threshold by 4 points. There is a 10% chance, per point of threshold on the defender's armor, that the wing will be ripped off during the attack, inflicting 3-12 points of damage to the creature itself. Regardless, once it has dived upon its victim, there is a 50% chance that the creature will land and attack relentlessly until either it or the victim is killed. A grounded bird attacks twice per second, with each wing, causing 4-24 points of damage. (Threshold and armor integrity reduction are 2 and 5 points respectively).

HABITAT

The creature has not ever been encountered on worlds with violent weather patterns. Otherwise, the Airborne Guillotine appears adaptable to all other climes, including toxic and methane environments.

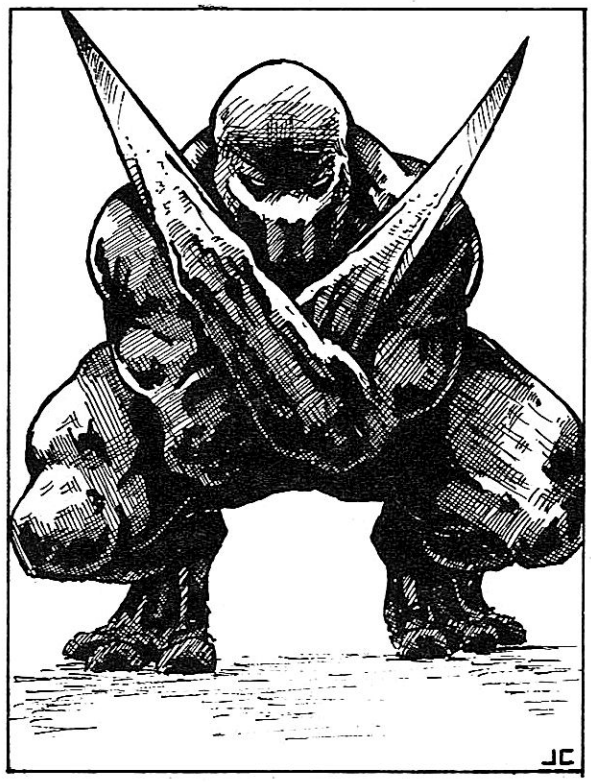
MIND OF THE BEAST

I think I saw a puddy tat. I did. I did see that SOB!



SCAVERNAUK JUGGERNAUT

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Alien Life-form		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	1 or 3-18		
SIZE:	2m/200kg (8)		
BODY POINTS:	50+4d10		
MOVEMENT:	10/10/50		
INITIATIVE MOD:	+1		
DEFENSIVE MOD:	+25		
THRESHOLD:	3		
VISION/SMELL/HEAR:	+10/-10/-05		
NO. OF ATTACKS:	2		
DAMAGE PER ATTACK:	6-36/4-16		
ATTACK NUMBER:	65		
SPECIAL ATTACK:	Gore		
SPECIAL DEFENSES:	See below		
I.Q.:	10-20/20-40		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	90	**RADIATION:**	45
BIOLOGICAL:	90	**MENTAL:**	40
POISON:	100	**SONIC:**	35
ELECTRICITY:	30	**FIRE:**	05
ACID:	05	**COLD:**	10



DANGER RATING ☠☠☠☠

BACKGROUND

Orion corporal Jeni Scavernauk was the first Alliance soldier to die at the hands of this creature. Hence, the name. The Scavernauk Juggernaut is another Arachnid creature designed with bio-cyber genetic technology, where metal and body tissue have somehow been fused together in a single body to function as one integral unit. It is believed that the parent species of the Juggernaut was indigenous to a heavy gravity world, due to the denseness of the cell structure, and internal makeup of the skeletal system. Furthermore, the creature's circulatory system is similar to those creatures that extract oxygen from the air through dermal osmosis.

Unlike the Airborne Guillotine, only a portion of the Juggernaut's body has been bio-cyber genetically altered. Its hands can change form at will, from a normal four finger with opposable thumb configuration, to razor sharp spikes. The transition requires fractions of a second to complete. The Scavernauk Juggernaut's arms have an 8 point threshold, while the rest of the body has a 3 point threshold.

The creature has no mouth, and scientists postulate that it extracts nutrients through its skin as well as oxygen. It can not speak.

NATURE OF THE ENCOUNTER

There are two different types of Scavernauk Juggernauts, those programmed for open terrain combat, and those whose function is to terrorize urban areas. The first creature is mindless, unable to make rational decisions, its sole function is to attack all living things, short of the Arachnids themselves. The Alpha series Juggernaut has virtually no intuitive capabilities. The Beta series is an urban warrior with great cunning. This Juggernaut uses a plastic dermal skin of the appropriate race type, so it may pass unnoticed in a city environment. The urban variant is capable of limited cognitive thought. It is programmed to follow a series of rudimentary instructions, such as kill all Eridani, or all police, or just kill everything in sight.

Its method of attack is simple. Alpha series Juggernauts will change their hands into spikes and charge their opponent, striking simultaneously with both hands for 6-36 points of damage apiece. Body armor is ignored on all rounds subsequent to initial penetration, when the creature causes 4-16 more points of gouging damage. The Beta series Juggernaut will usually follow its intended victim, appearing as a normal denizen of the culture. When it and the intended victim are alone, the Juggernaut will approach, simultaneously changing its hands into spikes, and stabbing the person in the back, inflicting 4-16 points of damage. The creature then retracts its spikes, turning them back into hands, and then blends into the anonymity of the surrounding city.

Reportedly, some Juggernauts have spared their victims, attacking only to subdue the target by using their elbows to club the person into unconsciousness (2-8 points of temporary damage). The victim is then taken to a place where an Arachnid queen can fertilize the body with eggs.

HABITAT

The Scavernauk Juggernaut can not function on planets with a gravity coefficient of less than 0.7, or on worlds where there is no pronounced atmosphere.

MIND OF THE BEAST

This one's body should be able to hold a dozen eggs.

ANARCHIST REBELLION MOVEMENT

DATE 10/25/79

SHIP TO	SOLD TO
Attn: Colonel Draco Klonis Rebel Base Beta Delphis The Plains of Desolation Fornax	General Darnel Tram Rebel Commander Other Information Classified

ITEM NUMBER	DESCRIPTION	COST	AMOUNT	TOTAL
60400-85	Bandar Ogre	7,000.00	30	210,000.00
20500-00	Dremnor	50,000.00	5	250,000.00
20360-00	Haberdines Warrior	25,000.00	15	375,000.00
20002-00	Stilleto Tree	100,000.00	36	3,600,000.00
2065-00	Synth	25,000.00	28	700,000.00

APPROVED

GRAND TOTAL 5,135,000.00

Approved By _____

Signature

UNCLE ERNIE LOVES YOU!

SAU-BAU

ORIGIN:	4th Dimension		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1 or 4-16		
SIZE:	4m/500kg (A)		
BODY POINTS:	200-700		
MOVEMENT:	20/20/300		
INITIATIVE MOD:	-7		
DEFENSIVE MOD:	Nil		
THRESHOLD:	None		
VISION/SMELL/HEAR:	+30/+30/15		
NO. OF ATTACKS:	See Below		
DAMAGE PER ATTACK:	See Below		
ATTACK NUMBER:	See Below		
SPECIAL ATTACK:	Gore		
SPECIAL DEFENSES:	See Below		
I.Q.:	100+		
MATRIX USE:	Empathic		
POWER POINTS:	20+d10/40+d10		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	100	**RADIATION:**	98
BIOLOGICAL:	100	**MENTAL:**	90
POISON:	100	**SONIC:**	200
ELECTRICITY:	100	**FIRE:**	100
ACID:	100	**COLD:**	20

BACKGROUND

Many a brave soldier will tell you that they would rather be killed outright, then be placed on a battlefield to face the Sau-Bau. "You can't imagine what it's like to see one in person. Nothing you have ever feared compares in any way to witnessing a Sau-Bau slaughter and lay waste to everything in its path! And then some lieutenant tells you to engage and destroy it. No! There is nothing like it. And if it's a Sau-Bau Knight... Well, you can pull each of my nerves out from my body while I'm conscious. But I'm not going up against one of those things!"

NATURE OF THE ENCOUNTER

The Sau-Bau is an entity from the fourth dimension that has taken league with the Arachnids to do their bidding. It is a creature of absolute perversion, bent solely on eradicating everything it encounters. The serpent is usually encountered alone, yet in the midst of an Arachnid invasion 4-16 may be confronted. The Sau-Bau opens a rift between the fourth dimension and this universe, crossing over into our reality. Its entrance into our world is signaled by a tremendous explosion and the rumbling of the ground (common with most beings crossing dimensional space). The sight of the creature is so frightening, all persons must immediately make an Aggression check at -25 or flee in terror. Those persons wearing Assault or better armor, make Aggression checks without penalty. Soldiers operating Humpty Dumpties are immune to the fear (they might last round 1 of the scheduled bout).

The Sau-Bau attacks by any of a number of ways. Often it releases an energy bomb preceding its entrance into this world, which does 1-4HP of disintegration damage to anything within a 100m radius (spread across body). (Note: When a disintegrator completely removes all the armor integrity in a section, any additional damage is first applied to the absorption in that section, for purposes of that attack only. This is due to the fact that the absorption does not fall off the person's body instantly).

The creature can displace without error once every three seconds, to any place within 100m. Its hand to hand attacks cause 6-36 points of damage and reduces armor integrity at 5 points per strike.

The Sau-Bau is an energy based life-form that appears to take on its menacing demeanor for the sake of its audience. It can absorb up to 200 points of non-kinetic energy damage per second, and use this energy to facilitate a variety of attacks and defenses. It can channel energy to all defensive/offensive options simultaneously. The energy storage capacity has a maximum of 200 points, and if the creature suffers more than 200 points in any one second, it then suffers body damage. Any energy not channeled by the Sau-Bau is assumed to be dissipated into the air around it. The Prince of Chaos and Destruction can use the energy to heal itself at a rate of 1 point of damage per three points of energy expended. It can regain power points at a rate of 1 power point per 10 points of energy expended.

The Sau-Bau breathes energy. The entity can breathe a disintegration cone once per second which inflicts 10-60 points of damage. Acc: 200/175/150/20. There is a dual effect. All systems affected by the attack must make SMRs vs EMP at a -25 penalty or be destroyed. The Sau-Bau can increase the damage yield of the cone on a point for point basis.

The Prince of Chaos can attack with its energy spear, causing 10-100 points of damage, and reducing 50 points of armor integrity. Absorbed energy can be used to increase the power output of the spear, at a rate of 1 damage point per three points of energy. Finally, the Sau-Bau can negate the effects of missile based attack forms at a rate of one point of damage reduction per point of energy expended.

To make matters worse, the Sau-Bau is an accomplished matrix controller, utilizing 4th energy bracket Chatilian powers. The mental SMR penalties applied to victims are doubled. The entity can harness 20 +d10 power points per day.

There exists a greater Sau-Bau, known as the Sau-Bau Knight, which always rides a Death Dragon into battle. The Knight has the following enhanced abilities over its less powerful cousin. The energy spear has a 50% chance to penetrate all non-Humpty Dumpty armor outright, ignoring threshold and absorption. The beast has 6th energy bracket powers with 40+d10 power points. The creature's energy cone inflicts 20-120 points of damage and produces a -50 penalty applied to SMRs vs EMP attack forms. The Knight can absorb up to 400 points of energy and use it as above.

It should be noted that Frost Guns cause triple damage to Sau-baus, which do not gain an energy benefit when attacked in this manner. It should be noted that anyone who uses a Frost Gun against a Sau-Bau will probably receive its undivided attention!

HABITAT

Unknown

MIND OF THE BEAST

I intend to destroy all you have built in this universe. Prepare for obliteration!

DANGER RATING



THIS IS NOT AN ERROR.
DIE!



MAELSTROM GENERAL

ORIGIN:	4th Dimension		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1 or 1-4		
SIZE:	5m/4000kg (C)		
BODY POINTS:	1,000+10d100		
MOVEMENT:	10/10/500		
INITIATIVE MOD:	-5		
DEFENSIVE MOD:	+80		
THRESHOLD:	None		
VISION/SMELL/HEAR:	+10/+40/+10		
NO. OF ATTACKS:	2		
DAMAGE PER ATTACK:	8-48		
ATTACK NUMBER:	95		
SPECIAL ATTACK:	Gore		
SPECIAL DEFENSES:	See below		
I.Q.:	100+		
MATRIX USE:	See Below		
POWER POINTS:	Special		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	100	**RADIATION:**	98
BIOLOGICAL:	100	**MENTAL:**	90
POISON:	100	**SONIC:**	200
ELECTRICITY:	100	**FIRE:**	100
ACID:	100	**COLD:**	20



DANGER RATING

BACKGROUND

The twin of destruction to the Sau-Bau Knight is the Maelstrom General. There is some contention as to whether or not the Sau-Bau is actually controlled by the Arachnids. However, there is no doubting the allegiance of this entity from the Fourth dimension. Like its twin of terror, all enemy personnel within 200m of this creature must make an Aggression check at -25 or flee in absolute fear (this is modified for armor. See Sau-Bau). The Maelstrom General is the field commander of Arachnid assaults, willing the lesser creatures forward with its very presence on the battlefield. Any friendly creature within 400m radius of the General gain all the benefits of suicidal rage, with no penalties.

NATURE OF THE ENCOUNTER

The Maelstrom General feeds off the din of battle, coveting the screams of death, and the frenzy of war. It is so effective, that the creature constantly radiates a sphere of conflagration about itself, bolts of energy randomly exploding outward like a maelstrom of destruction. Hence, the name. Any creature within 50m is 10% likely to be struck by a bolt of energy, once every three seconds (treat as electrical discharge rated at 50 points of damage). The entity thrives on death, and is healed by the demise of others. It instantly regenerates a body point for each creature or person that dies in battle within 400m of its position. It is able to regenerate 10 body points per second, regardless of the death of others.

In combat, it strikes with both hands, once per second, causing 8-48 points of damage. Once per day, for any 30 second period, the creature is able to produce 10 point gravitational sheers. It can fire them out to a range of 1,000m at a rate of one per second.

The General is capable of generating the equivalent of a Cataclysm matrix out to a range of 1,000m, once per day. The matrix has a 50m radius of effect. Furthermore, this entity can generate Sphere of Gravity once per day. All creatures within a 100m radius suffer 3G effect, and encumbrance of all weapons and equipment is tripled. The matrix has a duration of 5 minutes. It can summon other creatures to its assistance (treat as Summoning 3 matrix) once per day as well.

Worse yet, the Maelstrom General appears to be some sort of Arachnid gladiator. The creature often seeks out the most formidable opponent on the battlefield, then gates itself and the person back into the 4th dimension to commence in one on one personal battle. Survivors claim to have been transported into an arena, 50m in diameter surrounded by a shimmering energy barrier. They remember seeing what appears to be Arachnid Priests, and other fell creatures watching from the other side of the "glass." Persons gated into the Arena of Doom, can refuse to be transported (must make a Mental SMR at a -30 penalty).

Once the creature has brought its prey home, it will offer that person two options, die or be ravaged for eternity! It then attacks with berserker rage, doubling its hand strikes per second and doubling damage. The Maelstrom General appears not to possess special powers on its own plane, and may only use hand attacks to defeat its opponent. There is a time limit to how long it can hold someone in the alternate universe. It must return them thirty seconds after it initiates combat in the other dimension.

HABITAT

Unknown

MIND OF THE BEAST

I'm going to take you back to my world, where I can offer you a fate far worse than death!



ARACHNID WARRIOR

ORIGIN:	4th Dimension
ARM DISTRIBUTION:	Not Applicable
SALE PRICE:	Not Applicable
CLASSIFICATION:	Alien Life-form
OCCURRENCE:	Rare
NO. HANGING OUT:	2-16/1000-10,000
SIZE:	2m/300kg (8)
BODY POINTS:	40+d10*6/100+d10*10
MOVEMENT:	12/12/100
INITIATIVE MOD:	-2
DEFENSIVE MOD:	+10
THRESHOLD:	4-5
VISION/SMELL/HEAR:	Unknown
NO. OF ATTACKS:	See below
DAMAGE PER ATTACK:	See below
ATTACK NUMBER:	See below
SPECIAL ATTACK:	See below
SPECIAL DEFENSES:	See below
I.Q.:	Unknown
MATRIX USE:	Energy Controller
POWER POINTS:	15

SURVIVAL MATRIX ROLLS

CHEMICAL:	80	**RADIATION:**	65
BIOLOGICAL:	80	**MENTAL:**	80
POISON:	95	**SONIC:**	45
ELECTRICITY:	50	**FIRE:**	70
ACID:	40	**COLD:**	70



DANGER RATING

BACKGROUND

One warrior is said to be worth up to four Alliance storm troopers. 100,000 might be able to take over all the Core Worlds. The Arachnid Warrior has accounted for nearly one billion deaths, and laid waste to some two hundred worlds. It supplies the military with plenty of corpses to fill body bags. Arachnid combat troops come in two flavors: bad, and chocolate! Just kidding, but there are two different types; shock troops and elite commandoes units. They are delivered to planets via motherships, or in small attack craft. A small force is usually composed of 2-12 individuals. Planetary assaults employ 1,000-10,000 troops. Whatever the case, these creatures are the number one enemy of life as we know it.

Arachnids have a natural body threshold of 4-5 points, and take half damage from archaic hand weapons and HTH combat. There is a 10% chance that an Arachnid will have energy controller powers (3rd energy bracket, 15 power points). Arachnid commandoes have a 50% chance of Matrix capability.

NATURE OF THE ENCOUNTER

Arachnid warriors can be found performing a variety of military missions; reconnaissance, sabotage, or in assault units. Arachnid armor is constructed of a light-weight material that can not be reproduced in this universe. It has a threshold of between 7 and 15. Metal/plastic continuously flows to the point of impact on the exterior of the armor, producing one overall armor integrity value (armor integrity is not divided up into sections of the body; this armor has from 400-600 AI). The armor maintains a 2HP internal flux shield which also flows to the point of impact. Consequently, there are no absorption polymers. The flux shield also absorbs laser damage. Arachnid armor is powered by an external, low intensity flux shield outside the armor which absorbs energy from weapon attacks and thus recharges the entire system (1 HP strength; has a Threshold of 9).

All Arachnids spit globular webs, which have a range of 40m; Acc:90/70/35/10. Globular webs have a 30% chance to splatter (roll 1-3 random location areas), and require a Strength check at -40 to break free per splattering strand. Their helmets are designed to allow them to spit, without compromising the safety of the warrior. There is only a 10% chance that an enemy "head" shot fired at the same time will actually get past the muscle activated sliding faceshield.

10% of all Arachnid warriors encountered will be carrying a thought activated missile pod, which functions simultaneously as an anti-missile system (treat as Jackrabbit with 20 missiles. Anti-missile capability rated at 95%). 35% or Arachnids carry body mounted particle beam weapons (treat as Lion which inflicts 5-30 damage). Furthermore, 45% of all warrior types carry the equivalent of impact lasers (treat as Crusader Impact Laser). 40% of Arachnid warriors carry something known as a Plasma Gouger, which causes 10-60 points of damage and reduces armor integrity by 12 points; Acc:80, Q:20. Lately, reports claim that Arachnid commandoes carry some sort of biological hand weapon that negates armor all together (50%), and causes 3-18 points of damage (Acc: 75).

Arachnids can wield two weapons, spit webs, and fire body mounted weapon systems all at the same time. Unarmed Arachnids attack twice per second for 6+d4 of real damage.

HABITAT

Unknown

MIND OF THE BEAST

Unknown



ARACHNID LORD/QUEEN

ORIGIN:	4th Dimension
ARM DISTRIBUTION:	Not Applicable
SALE PRICE:	Not Applicable
CLASSIFICATION:	Entity
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	10m/?
BODY POINTS:	Unknown
MOVEMENT:	Unknown
INITIATIVE MOD:	Unknown
DEFENSIVE MOD:	Unknown
THRESHOLD:	Unknown
VISION/SMELL/HEAR:	Unknown
NO. OF ATTACKS:	See Below
DAMAGE PER ATTACK:	See Below
ATTACK NUMBER:	See Below
SPECIAL ATTACK:	Unknown
SPECIAL DEFENSES:	See Below
I.Q.:	Unknown
MATRIX USE:	See Below
POWER POINTS:	See Below

SURVIVAL MATRIX ROLLS

CHEMICAL:	??	**RADIATION:**	??
BIOLOGICAL:	??	**MENTAL:**	??
POISON:	??	**SONIC:**	??
ELECTRICITY:	??	**FIRE:**	??
ACID:	??	**COLD:**	??



DANGER RATING

BACKGROUND

Their name is synonymous with the alien threat that has plagued the Alliance for more than a century. The Arachnid Lords are the only creatures that look anything like real spiders, and the resemblance is vague at best. The Lords are the commanders of the alien forces, directing even Priests to combat. The strength of their numbers is unclear, but several may operate with a legion of Arachnid troops, which generally numbers around 10,000 warriors.

Arachnid Lords are pronounced matrix controllers, employing energy based attack forms as a primary method of offense. It is widely accepted that these entities are able to affect time, and thus change the course of events, should things go against their favor. This ability appears random, for there have been documented cases where an Arachnid Lord attempts to manipulate time sequences, then fails. During a time shift, objects in normal reality appear to bend and distort. The passing of time slows, then reverses itself.

Like Arachnid Priests, these creatures simultaneously exist in this universe, and that of the fourth dimension. The only time they can be harmed is when they are in the midst of changing the time sequence, or are themselves generating. They are most vulnerable when attempting to distort time. All energy based weapons inflict double damage and all damage is applied to the head. The attacks bend toward the brain, as if the Lord's ability to bend time is solely a mental power.

Arachnid Lords do not employ normal weapons of any sort.

NATURE OF THE ENCOUNTER

In battle, Arachnid Lords are only found at the rear of their forces, directing troops into combat. They perform the same function as Alliance commanders, surveying troops, giving orders, and deploying other units into combat. All Arachnid warriors, including Sau-Bau and Maelstrom Generals, fight as if they were suicidal in the presence of a Lord, with no penalties applied.

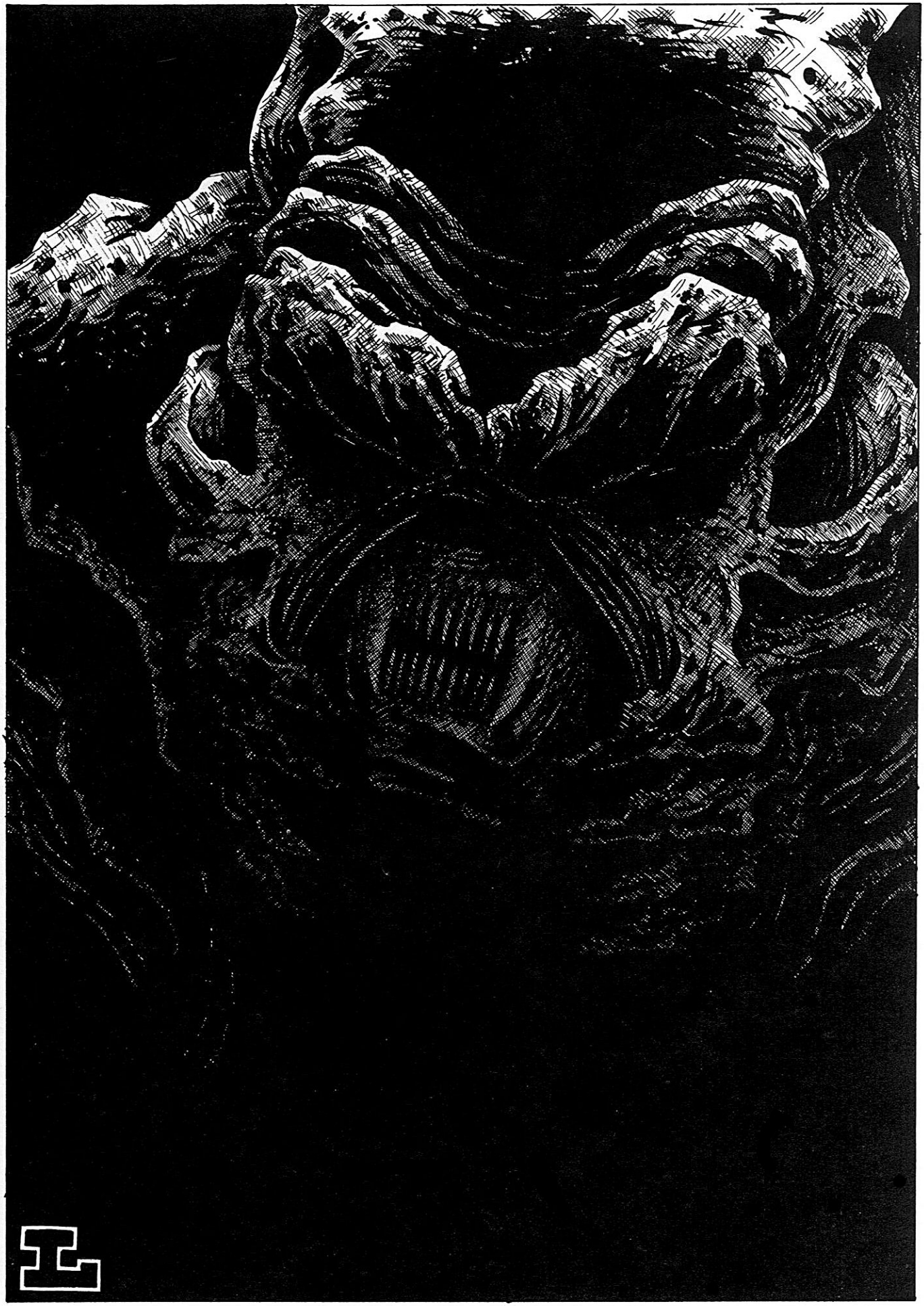
HABITAT

More ominous, is the fact that Arachnid Lords can apparently shape change at will, and have apparently been encountered masquerading as Humans in the general populace. Skeptics claim that it can be a variety of alien life-forms, or more plausible still, persons using holographic generators, disguising themselves as Arachnid Lords. Many claim that it is Uncle Ernie's doing, trying to create a panic throughout the galaxies. In fact, there have been documented cases where groups have gone on witch hunts to kill a supposed "Arachnid Lord."

There have been several substantiated reports of Human corpses being found, serving as hosts for Arachnid larvae, which require large amounts of salt to survive. It stands to reason that there are Arachnid Queens laying eggs in Humans all over the galaxies. Again, skeptics deny the possibility. More cryptic still, is the fact that there have been numerous claims that Arachnid Lords have sought out and contacted Alliance citizens, informing them that the invasion of the Local Group is one based out of a need to find new lands, that external forces are causing them to make tough decisions. They are willing to share the land. This is widely dismissed as a ploy to lure Alliance citizens into pacifism.

MIND OF THE BEAST

We are not necessarily your enemy just because we kill you—just like those that assist you are not necessarily your friends. We kill you because we have our own needs. You strike back with your own will.



ARACHNID PRIEST

ORIGIN:	4th Dimension		
ARM DISTRIBUTION:	Not Applicable		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	10m/?		
BODY POINTS:	Unknown		
MOVEMENT:	Unknown		
INITIATIVE MOD:	Unknown		
DEFENSIVE MOD:	Unknown		
THRESHOLD:	Unknown		
VISION/SMELL/HEAR:	Unknown		
NO. OF ATTACKS:	See Below		
DAMAGE PER ATTACK:	See Below		
ATTACK NUMBER:	See Below		
SPECIAL ATTACK:	Unknown		
SPECIAL DEFENSES:	See below		
I.Q.:	200+		
MATRIX USE:	See Below		
POWER POINTS:	See Below		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	??	**RADIATION:**	??
BIOLOGICAL:	??	**MENTAL:**	90
POISON:	??	**SONIC:**	??
ELECTRICITY:	??	**FIRE:**	??
ACID:	??	**COLD:**	??



DANGER RATING

BACKGROUND

The existence of these creatures was reluctantly confirmed by the Xacaseron-Ilimar, 1st Seat to the Council and Ruler of Timar, in 2178. Before then, reports by mercenary units who claimed to have engaged and survived an encounter with a Arachnid Priest were widely discounted. In the past, the military had refused to comment on the situation, and all military units involved in missions against the alien invaders were sworn to secrecy. The Council of Timar itself, hid behind the Ninth Sequence of Timar, which mandated that the government had the right to withhold any information from the public, under article six of the edict concerning national security. The only pretext was that the government do so in order to safeguard the security of the Alliance as a single nation.

The similarity between Arachnid Priests and Mutzachan energy controllers has caused great alarm amongst the populus. Many contend that the Mutzachans, which appear to be all powerful, are really Arachnid Priests. This has been categorically denied by the Mutzachans. In 2279, a Cizerack ship, being approached by a Mutzachan police cruiser, refused boarding, and subsequently fired on the security vessel under the pretense that it wasn't really a Mutzachan ship, but an Arachnid spy vessel. The ship broadcast emergency distress signals that it was being attacked by an Arachnid warship. The Cizerack ship was destroyed in the ensuing battle, which has caused some animosity between the two governments.

Jaquassarrious Phentari claims that the resemblance is due to the fact that many medium level Mutzachans were actually captured by the Arachnids during the Unspoken War thousands of years ago. The resulting creature is a hybrid of breeding these captured energy controllers with some unknown alien life-form. This theory has been refuted by most historians.

NATURE OF THE ENCOUNTER

Arachnid Priests have only been encountered a handful of times, in the more than 10,000 Arachnid battles that have been waged with the invading aliens over the last 5,000 years. It is widely accepted that an Arachnid Priest was present during the invasion of Crossroads, but did not interdict to change the flow of the battle. Why is unclear. They appear to have their own aims.

Arachnid Priests appear to be triple class matrix controllers with a specialization in any one field, and two subordinate others. In its primary field, the creature may possess powers from the 6 energy brackets. Secondary matrix specializations are limited to 2 energy brackets below the creature's primary matrix class.

Priests exist in both universes simultaneously and can not be affected in any way by weapons from our universe. Anything or anyone it touches is sucked back into its universe. So far, nothing has ever returned.

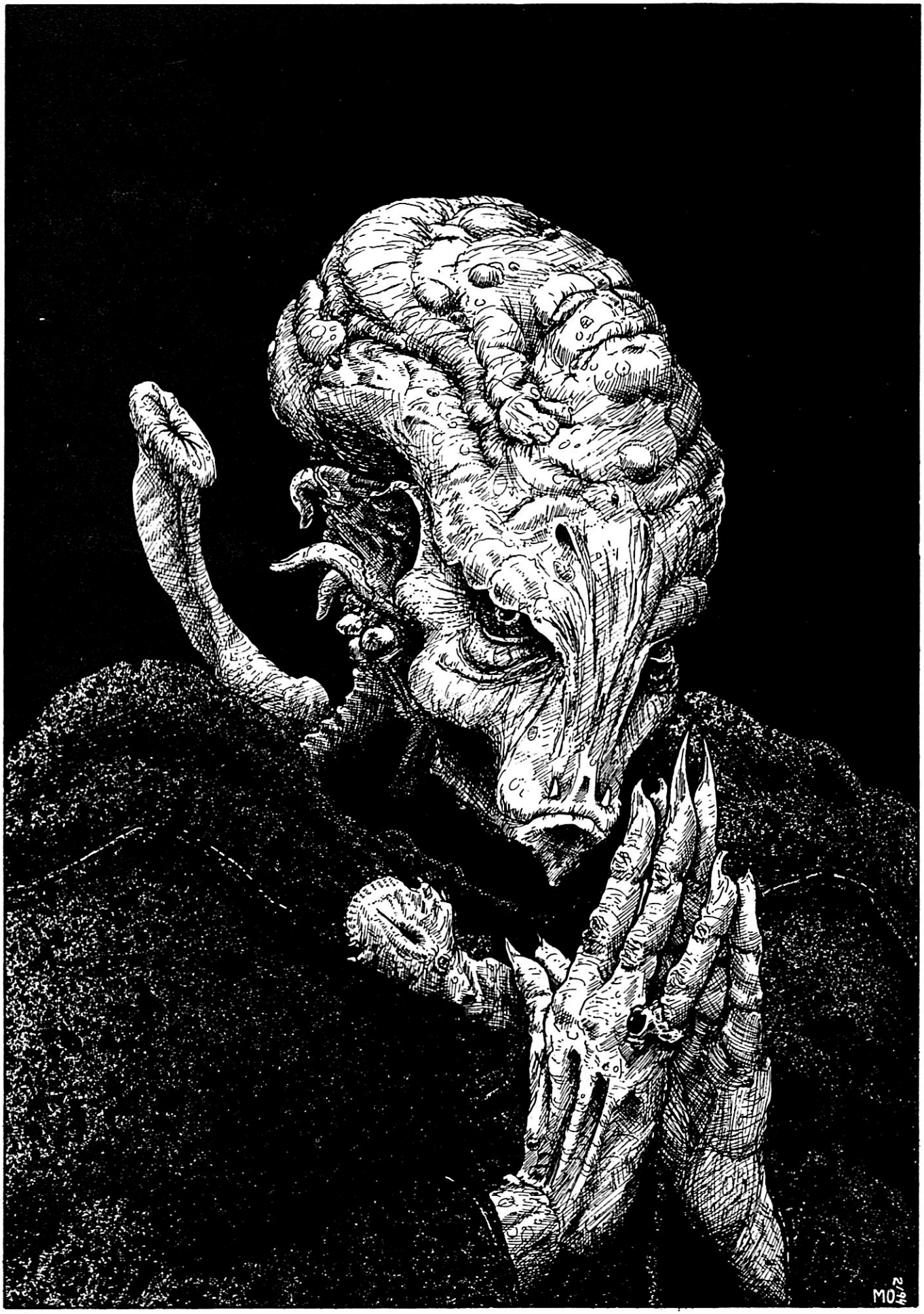
All Arachnid creatures in the presence of an Arachnid Priest automatically gain the benefits from berserking, but none of the penalties.

HABITAT

Unknown

THROUGH THE EYES OF THE VICTIM

I turned around just in time to see this 10 meter tall creature in black robes. The robes seemed to hold a kaleidoscope of moving pictures. It moved forward and touched a Tiger III tank which seemed to bend and warp, then disappear altogether.

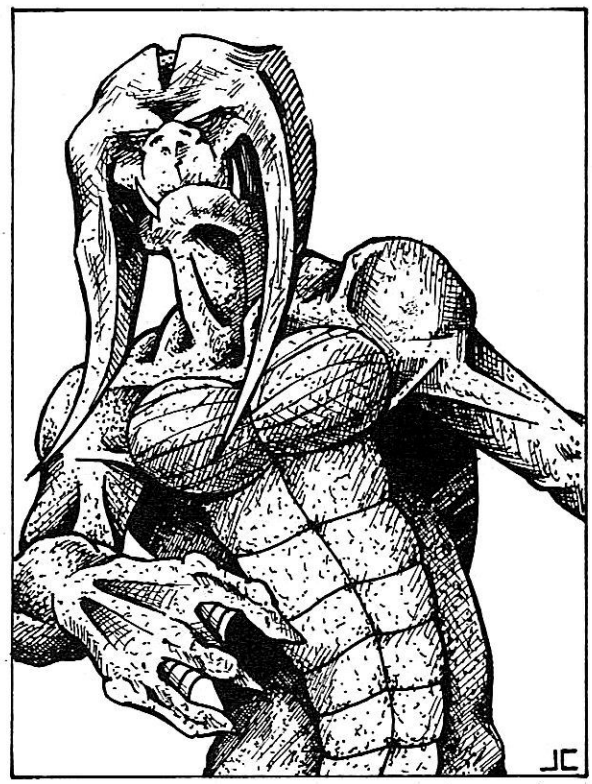


ACOROHIAN BANDIT

ORIGIN:	Acoroh III, Andromeda
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	10,000cr
CLASSIFICATION:	Humanoid
OCCURRENCE:	Common
NO. HANGING OUT:	1-6/2-12
SIZE:	2m/75kg (4-5)
BODY POINTS:	20+2d6
MOVEMENT:	7/9/56
INITIATIVE MOD:	+1
DEFENSIVE MOD:	+4
THRESHOLD:	1
VISION/SMELL/HEAR:	-30/+30/+40
NO. OF ATTACKS:	2 punches
DAMAGE PER ATTACK:	1-3
ATTACK NUMBER:	80
SPECIAL ATTACK:	Plasma Pulse
SPECIAL DEFENSES:	Nil
I.Q.:	20-25
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	35	**RADIATION:**	75
BIOLOGICAL:	25	**MENTAL:**	07
POISON:	55	**SONIC:**	15
ELECTRICITY:	30	**FIRE:**	40
ACID:	25	**COLD:**	25



DANGER RATING 

BACKGROUND

The Acorohian Bandit was discovered on Acoroh III in 2265. The creature resembles a tall, wiry humanoid. It possesses limited intelligence, excellent hearing/smell, and has a muscular physique. The most interesting feature of the Acorohian Bandit is its ability to exist in a high radiation environment. Acoroh III lacks an ozone layer, thus its thin atmosphere blocks negligible amounts of the harmful UV radiation generated by Acoroh III's blue giant, Cathilis. Consequently, the Bandit has evolved a tough, bone-laced outer skin which protects it from the adverse environment. A large fold of skin, used to cover and protect its face, hangs from the sides and top of the Bandit's head. This skin, resembling a thick hood, limits the creature's ability to see. The Balshrom Science Corporation planetary survey team, which initially encountered the creature, discovered the being's primary defense mechanism, much to the dismay of the twelve member party. The Acorohian Bandit maintains the innate ability to generate the fourth level energy controller power Plasma Pulse. The Bandits used this power to destroy the mercenaries. Eight personnel were killed and four were wounded in the pitched battle that ensued as the survey team unknowingly approached an Acorohian village.

Elements of ARM have reportedly captured and trained the Bandits to operate as mercenary forces. ARM utilizes either standard mind control techniques or behavioral implants to manipulate the creatures. Recently, these creatures have attacked various Alliance installations. As a result, the federal government is offering 15,000cr for the capture of any living Acorohian Bandit found off Acoroh III.

NATURE OF THE ENCOUNTER

Bandits are typically encountered near their villages. They are territorial, and do not suffer intrusions lightly. The Acorohians that attacked the ARSAP team fought to the last individual, despite the mercenaries efforts to break off combat. A typical force consists of up to six Acorohians. On rare occasions, 2-12 may be encountered.

Bandits encountered offworld are usually carrying out ARM business. They are typically heavily equipped. It is possible to encounter a wandering Bandit exploring the universe, but this is unusual. They follow a leader's commands, or previous instructions, to the letter. Bandits possess little capacity for self-direction. They are all but helpless when alone or in alien surroundings.

The Acorohian Bandit's thick skin has a threshold of 1, and its dangerous Plasma Pulse inflicts 4d6 points of damage with 80% accuracy at range bracket 1. Accuracy drops off by 15% per range bracket. The Bandit may generate this attack twice before it must eat and recharge, which takes one hour. The Acorohian Bandit's power is derived from ingesting iron ore, which is the mainstay of its diet. Acorohian Bandits are quick for their size, and gain a -1 to initiative. The creature inflicts 1-3 points of damage in hand-to-hand attacks.

HABITAT

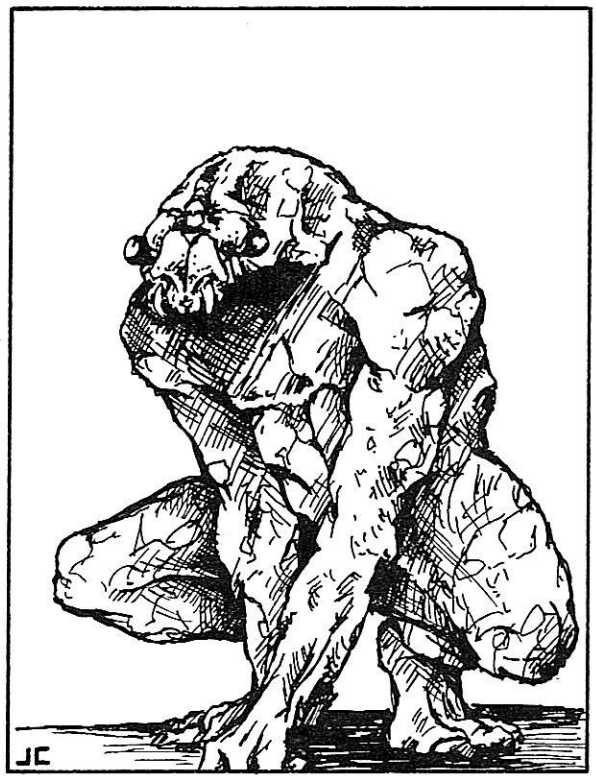
Acoroh III is an arid world with little indigenous flora or fauna, due to its thin and lethal atmosphere. However, the Bandit's dense skin and rudimentary diet allow it to survive in most oxygen environments. It prefers to operate in mountainous or volcanic regions where iron ore is prevalent. However, due to ARM training and equipment, Bandits can be found just about anywhere.

MIND OF THE BEAST

Must sleep, must eat, must go inside during middle of day. Must protect village and little banditos from evil invaders. Must gather friends, hide in hills, and boil invaders in plasma.

ANDRIUS (SCREAMER)

ORIGIN:	Mentio, Fornax		
ARM DISTRIBUTION:	Common		
SALE PRICE:	15,000cr/35,000cr		
CLASSIFICATION:	Simian Insectoid		
OCCURRENCE:	Rare		
NO. HANGING OUT:	2-8		
SIZE:	1.5m/60kg (3)		
BODY POINTS:	30+d10/60+d20		
MOVEMENT:	09/09/81		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+10		
THRESHOLD:	2		
VISION/SMELL/HEAR:	-30/+30/+30		
NO. OF ATTACKS:	2 claws, 1 mandible		
DAMAGE PER ATTACK:	1-4/1-4/1-2		
ATTACK NUMBER:	85		
SPECIAL ATTACK:	Grapple, Scream		
SPECIAL DEFENSES:	Nil		
I.Q.:	35		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	20	**RADIATION:**	15
BIOLOGICAL:	40	**MENTAL:**	20
POISON:	20	**SONIC:**	08
ELECTRICITY:	30	**FIRE:**	20
ACID:	40	**COLD:**	10



DANGER RATING

BACKGROUND

The Andrius is an alien nightmare, composed of a simian body with long arms and short legs, thick mottled skin, and an insectoid head. The creature's loping gait allows it to move quickly across even the most difficult terrain. Its jagged, curved claws are heavy and strong. The beast's mouth is circumscribed by mandibles. The Andrius' most fearsome ability is its debilitating hunting roar. This death-knell seems to come from all directions at once, disorienting the prey and leaving it vulnerable to attack.

The Andrius were engineered and bred on the ARM experiment world of Mentio. ARM imbued them with great cunning, making them more effective hunters. Screamers are in high demand among ARM customers.

NATURE OF THE ENCOUNTER

Andrius approach in packs, from multiple directions, using their scream to disorient and frighten prey before attacking. Victims must make an SMR vs Sonics or perform actions at a -40 penalty modifier. If they fail this SMR by 30 or more, they are paralyzed by fear for 2-8 minutes. Helmets add +40 to SMR rolls. Python Lizards and Ram Pythons are not affected by the howling.

The Screamers bound into melee range and attack with strong, slashing claws. Any beast which successfully strikes with both claws may then grapple with the victim, inflicting an extra 1-8 points of damage each round thereafter. Furthermore, the creature gains automatic initiative on the following rounds. Once the victim is weakened, immobilized, or incapacitated, the Andrius shovels it into its mouth where powerful mandibles quickly devour the meal. A Screamer in the process of grappling or feeding on a victim is vulnerable to attack and incurs a +20 defensive penalty. There is, however, a 50% chance that any attack which misses the creature will strike the captive instead.

The Anarchist Rebellion Movement has used bio-cybernetic engineering to create a deadlier version of the Screamer, known as the Andrius King. The vocal cords have been augmented to produce an ultrasonic howl that causes victims to become sick and nauseated. This roar can not be detected by ordinary ears. Consequently, targets are unaware of what is affecting them. Cizeracks, as well as Mazians, are entitled to an intuition check at -40 to realize what type of attack is being employed against the party. All victims must make a sonic SMR at -30 to avoid the effects of this attack. Persons affected by the ultrasonic howl develop persistent headaches and dizziness. There is a 10% chance per minute that they will pass out (4-24 minutes). They perform all tasks at -60. Furthermore, victims must make a Constitution check at -20 or throw up violently. Persons who "yack" can not perform any tasks whatsoever for 2-12 minutes.

Andrius Kings have been physically enhanced as well. Kings possess double the starting body points. They also inflict double damage (roll appropriate damage and double the result).

HABITAT

The Screamer is most comfortable in tropical jungles, such as those found on Mentio.

ARM prides itself on the development of Andrius with street smarts. These higher priced beasts are trained to hunt in cities, dispose of the evidence, and return to specially prepared safe havens in the slums or other less populated sectors.

MIND OF THE BEAST

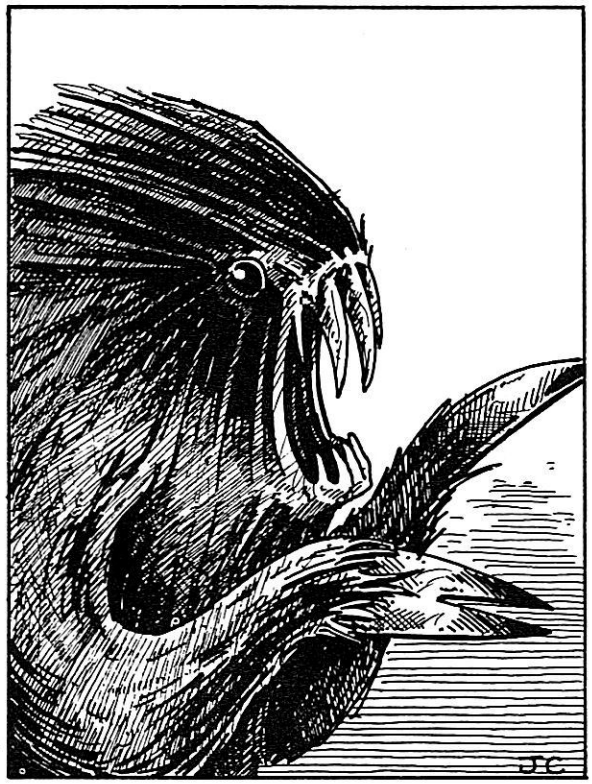
Food below, pack-brothers. Circle the meat, disorient it, do not let it escape. Frightened prey is easy prey. Now we attack! Now we feed!

ANECINTH

ORIGIN:	Makin, Ind Prov, Fornax
ARM DISTRIBUTION:	Rare
SALE PRICE:	25,000cr
CLASSIFICATION:	Small Quadruped
OCCURRENCE:	Uncommon
NO. HANGING OUT:	1-4 (non-mating); 2-12
SIZE:	1.5m/40kg (2-3)
BODY POINTS:	2+d4
MOVEMENT:	1/2/10
INITIATIVE MOD:	-3
DEFENSIVE MOD:	-30
THRESHOLD:	0
VISION/HEAR/SMELL:	-10/-15/+08
NO. OF ATTACKS:	Variable
DAMAGE PER ATTACK:	1-6(spine)/1-3(quill)
ATTACK NUMBER:	40
SPECIAL ATTACK:	Ultrasonics
SPECIAL DEFENSES:	Poison
I.Q.:	15
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLL

CHEMICAL:	21	**RADIATION:**	18
BIOLOGICAL:	30	**MENTAL:**	04
POISON:	45	**SONIC:**	20
ELECTRICITY:	32	**FIRE:**	12
ACID:	35	**COLD:**	05



DANGER RATING ☠☠

BACKGROUND

Anecinth are beaked quadrupeds, measuring a meter and a half in length. The beast's entire body, except the face, is covered by sharp, 7cm long quills. More deadly are the six 15cm long spines which surround the Anecinth's face. These spines possess one of the most powerful natural poisons ever discovered. The Anecinth is a fairly peaceful creature. Its hostility is directed at the insects upon which it feeds. The beast uses its sharp beak to pry open fallen trees, hives, dirt mounds, etc. The Anecinth then impales bugs upon its beak and sucks the internal fluids out through a small hole located in the tip.

The creature is highly prized for its toxin. Tza, Phentari, and others will pay top credit for even a small vial of Anecinth poison. The Anecinth's spines contain a poison which takes effect in 1-4 seconds. The toxin causes 4-24 points of damage if a successful SMR vs Poison (with a -45 penalty) is made, 6-36 if failed. Anyone who approaches an Anecinth is automatically charged by the creature. They must make an Agility check or be hit by the charging beast. There is a 25% chance of being struck outright by 1-3 spines. Furthermore, the Anecinth discharges another 1-8 quills, each having a 40% chance to strike the target. The physical damage wrought from being punctured by spines or quills is 1-6/1-3 points respectively. Anecinth poison is insinuative.

Anecinths emit a low, ultrasonic hum which has a hypnotic effect on most beings, somewhat like the effect of alpha waves. This makes obtaining the poison somewhat difficult. Only the strongest minds can resist this soothing call. Anyone within 10 meters of one of the creatures must make a Mental SMR every 30 seconds or become entranced. From that point forward, they perform all tasks at a -75 penalty. Even those persons who make their Mental SMRs function at -25 to all activity, unless the SMR is successful by 20 points or more.

Every several months males gather in large numbers, charging at one another in order to gain the attention of the females. The excited Anecinth careen off one another like pinballs, raking each other with their spines. The Anecinth's mating season is the most dangerous time to encounter the creatures. It is also the moment when the creature's physical arousal causes chemicals to be released into the bloodstream. This increases the potency of the toxin (one additional die of damage).

HABITAT

These critters dwell in the steamy jungles of their home world, and are not very adaptable to other climes. ARM will distribute the beasts to other jungle locations for those who want an increased deterrent in their area. Such distribution is costly, for the Anecinth are not easy to capture. ARM has conducted extensive experiments in developing a more aggressive, hardier specimen that can last in a variety of climates.

NATURE OF THE ENCOUNTER

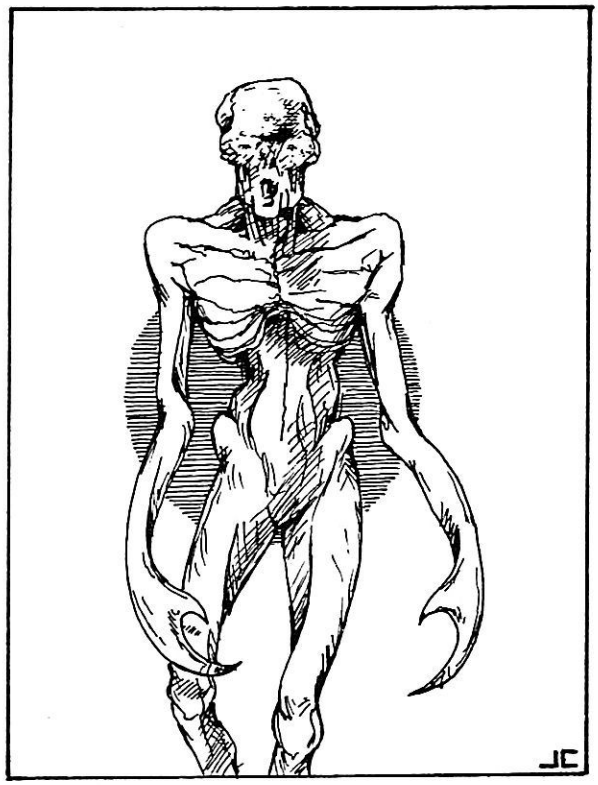
The creature is usually encountered while passively sucking on some bugs, and is no immediate threat to the party. Of course, if the Ram in the group starts staring into nowhere with a big, feces-eating grin on his face, someone should become concerned (Rams generally don't smile like that unless they are about to kill something). During mating season, small packs of these beasts dart about, bristling with fury! These creatures should be especially avoided at this time, not that it is ever safe to pick one up and play with it.

MIND OF THE BEAST

Boy, these bugs are the best! A crunchy outside with a creamy inside! Uh oh, here come some more of those annoying sentients! I hope they don't bother me. HEY! Put me down you big lizardy jerk! (poke) Will someone get that big chunk of dead lizard off my log?

ANSATH

ORIGIN:	Synthetic		
ARM DISTRIBUTION:	Very Rare		
SALE PRICE:	200,000cr		
CLASSIFICATION:	Humanoid		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	2.5m/150kg (7)		
BODY POINTS:	6+d10		
MOVEMENT:	8/9/80		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+00		
THRESHOLD:	4		
VISION/HEAR/SMELL:	+25/-30/+10		
NO. OF ATTACKS:	2 claws		
DAMAGE PER ATTACK:	9-19 (2d6+7)		
ATTACK NUMBER:	85		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	See Below		
I.Q.:	81		
MATRIX USE:	Anti-Healer (variable)		
POWER POINTS:	2d4+2		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	45	**RADIATION:**	45
BIOLOGICAL:	34	**MENTAL:**	34
POISON:	38	**SONIC:**	68
ELECTRICITY:	24	**FIRE:**	34
ACID:	24	**COLD:**	24



DANGER RATING 

BACKGROUND

The Ansath is Uncle Ernie's first attempt at a custom-bred matrix controller. This sentient race proved to be difficult to control, and many escaped when a group of Ansath overran a starship on which they were being secretly transported. While this was a marketing setback, the monster's actions subsequent to its escape fit the Anarchist credo perfectly. The Ansath went off on a veritable killing spree! Uncle Ernie claims that the chaos they have caused since their escape proves that he did good work. Rather than costly redesigning to render them more marketable, ARM simply produces them and sets them loose on the universe. The price listed above is charged if the client wants one introduced to a specific area with certain implanted suggestions (Kill all beings wearing an SSDC uniform, for example).

The Ansath stands 2.5 meters tall and has a 150 Strength. It is gaunt, white, and skeletal, possessing two long arms ending in tremendous hooks. Ansaths believe that they are a superior species and should rightfully rule the universe. They relentlessly seek knowledge, influence, materials, and matrix abilities to achieve their sinister ends. When encountered, they may possess any of a number of skills, matrix abilities, or equipment. Ansath favor anti-healer powers.

Recently, the Alliance revealed that an Ansath was caught trying to break into a Galactic Forces armory, aided by a group of Black Eridani. The synthoid used powers from all three major matrix schools in the battle. Officials have expressed great distress over the ability of the creature to generate all three different power types.

NATURE OF THE ENCOUNTER

Ansath strive to remain anonymous, usually wearing dark, lengthy cloaks or equivalent apparel to conceal their true nature. They are produced with 10th level stealth, concealment and infiltration skills, and 5th level survival skills. Ansath hide in the urban shadows, learning and stealing, feeding and developing. If an Ansath thinks it can gain something of value from the characters, it will attempt to attain it either by force or subterfuge. If a group or individual is seen as a threat, the matrix controller will go out of its way to destroy them. The race uses an innate matrix-like ability to awe dim-witted beings into serving as lackeys (Mental SMR at +10; only effective on those with I.Q. of 40 or less).

If an Ansath strikes a creature with both hook attacks, it grapples and holds the victim, who must make a Strength check at -80 to break free. On successive rounds, the creature squeezes, automatically inflicting 9-19 (2d6+7) points of damage. The Ansath appears to be immune to pain and ignores non-bone, non-fatal criticals.

HABITAT

These carbon-based beings are bio-engineered to breathe only oxygen. They are carnivorous and will eat just about any form of meat. Many Ansath enjoy the ancient Earth stories of Vampires, and make a pretense of ingesting only blood. These monsters prefer cool locales, which reduce their metabolism, making food intake less frequent and mental activity more puissant. Ansath slink around in cities of the Alliance, preferably on the Frontier, and bide their time accumulating wealth, power, and information.

MIND OF THE BEAST

I am the superior creation, hard and cruel of mind and body. Nietzsche and Rice were the ultimate thinkers. I will survive and prosper to ensure that my kind are elevated to the status of gods!

ARACHNOID FUSION

ORIGIN:	Synthetic		
ARM DISTRIBUTION:	Very Rare		
SALE PRICE:	Negotiable		
CLASSIFICATION:	Bipedal Insectoid		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1-2		
SIZE:	2m/140kg (6)		
BODY POINTS:	20+3d10		
MOVEMENT:	9/9/81		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-10		
THRESHOLD:	4		
VISION/SMELL/HEAR:	+10/+10/+10		
NO. OF ATTACKS:	2 claw		
DAMAGE PER ATTACK:	1-6		
ATTACK NUMBER:	90		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Nil		
I.Q.:	80-120		
MATRIX USE:	See Below		
POWER POINTS:	5-20		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	65	**RADIATION:**	45
BIOLOGICAL:	80	**MENTAL:**	60
POISON:	65	**SONIC:**	75
ELECTRICITY:	50	**FIRE:**	70
ACID:	20	**COLD:**	70



DANGER RATING

BACKGROUND

The Arachnoid Fusion is the horrible consequence of a misguided Alliance scientist's attempt to create an ultra-soldier capable of directly engaging the Arachnids. Applying the age-old adage of fight fire with fire, Professor Kijunod spliced together Arachnid and Human DNA. The result was all he had hoped for, and more. Unfortunately, it was a natural killer, and used its superior physical abilities to massacre the scientist and his guards in order to escape.

Once our old friend Uncle Ernie got wind of this new creation, he couldn't rest until he had several Fusions of his very own. A team of ARM commandoes infiltrated the site and stole the scientist's notes, leaving behind a little gift, a Green Glass tactical nuke! The resulting blast ensured that Uncle Ernie is now the only individual with the knowledge to create these creatures. Many of them are currently working with him and can be hired from ARM (but not bought, as the Arachnoid is too powerful and too intelligent to control). A typical two-week contract for an Arachnoid Fusion will run roughly 100,000cr. Some have gone independent, hiring themselves out to mercenary units. A few are reported to have tried to join up with the Arachnids. The fate of these individuals is unknown.

An Arachnoid Fusion resembles a large, deformed Human with multi-jointed limbs and hard, unnaturally colored skin. It has large, bulging eyes, a pug nose, and sharp teeth. The monster's hands are elongated, and grow thin, languid fingers. The Arachnoid Fusion covers its features in baggy clothing, gloves, and hoods when operating in populated areas.

80% of Fusions have matrix controller abilities. Of these, 35% are double-classed, and 5% are triple-classed. Most are Energy Controllers, but Empath and Healer powers have also been displayed. All Arachnoids are capable of learning powers.

NATURE OF THE ENCOUNTER

Arachnoid Fusions are invariably well-equipped, utilizing low line heavy armors, along with 50,000-100,000cr worth of weapons and miscellaneous supplies. The Fusion maintains all the craftiness of both its parent races. The creature studies its prey before striking, and never charges foolishly into combat. It will, whenever possible, use lesser beings as pawns, manipulating them to its advantage. The Arachnoid Fusion usually employs underlings to weaken opponents before attacking itself. It invariably exhausts its special powers against the enemy before engaging in battle. This minimizes the chance of being wounded. Often, the creature's slaves are killed by its powers, for the Arachnoid Fusion cares little for life, other than its own.

HABITAT

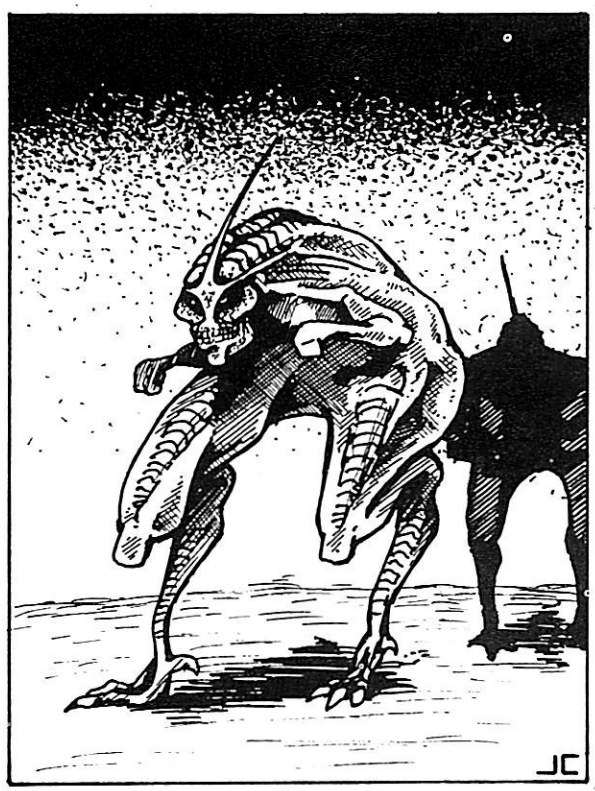
Arachnoids thrive in an oxygen-based environment, but are capable of functioning unprotected in other environs for periods of up to an hour. Reports released from the central government verify that these creatures are able to withstand extreme conditions of heat or cold, as well as toxic atmospheres.

MIND OF THE BEAST

Evolution serves to make creatures stronger. I am the product of accelerated evolution, a creature greater than the sum of its parts. I am stronger than any Human. I can go places and do things that no Arachnid could do. For now, I work with ARM, because it serves my purposes. When I have amassed enough power, I will carve out my own place in the universe and woe to any Human or Arachnid who tries to stop me!

ARIEL

ORIGIN:	Araani-li, Fornax		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Humanoid		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1-10		
SIZE:	1.2m/45kg (2-3)		
BODY POINTS:	3+d4		
MOVEMENT:	10/14/72		
INITIATIVE MOD:	-1		
DEFENSIVE MOD:	-20		
THRESHOLD:	0		
VISION/HEAR/SMELL:	+05/+10/+45		
NO. OF ATTACKS:	2 punches		
DAMAGE PER ATTACK:	1		
ATTACK NUMBER:	50		
SPECIAL ATTACK:	Illusions		
SPECIAL DEFENSES:	Illusions		
I.Q.:	71		
MATRIX USE:	Empath		
POWER POINTS:	5-30		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	16	**RADIATION:**	16
BIOLOGICAL:	10	**MENTAL:**	92
POISON:	12	**SONIC:**	34
ELECTRICITY:	14	**FIRE:**	14
ACID:	10	**COLD:**	28



DANGER RATING

BACKGROUND

The Ariel are a race of slender, delicate beings native to Araani-li. Standing roughly 1.75m tall, these long-legged creatures leap and bound as gracefully as Vugukain gazelles. They are docile and mild tempered.

Ariel are pacifistic herbivores, totally lacking in combat skills. However, the beings possess formidable powers of illusion with which they defend themselves. The typical Ariel can use a wide variety of Empathic powers, including Image Projection, Prisoner, Image Creation, and True Sight. The full extent and variations of the race's powers are not known. It is believed that 25% of Ariel generate illusionary powers at double strength, and that 15% are capable of generating matrices of triple duration, area of effect, SMR penalty, etc.

These beings love mystery. While happy to show off the visceral aspects of their world, Ariel reveal little about themselves or the things around them. Questions are turned aside with cryptic answers. They delight in telling outsiders in a hushed whisper that, "we are more and less than we seem . . . "

Tales abound of elders among the Ariel who can create illusions so detailed and powerful that they are virtually impossible to distinguish from reality. Also, this race appears to be able to combine powers to create truly astounding sights. The Ariel can accomplish unbelievable feats. The little history revealed to outsiders suggests that they once rendered their entire planet invisible to avoid detection by a Phentari invasion fleet.

NATURE OF THE ENCOUNTER

Ariel are generally encountered on Araani-Li. The matrix controllers are loathe to leave their home world. This is due to a strong belief that they are tied to their planet in some spiritual way. Most believe that they will die if they leave their biosphere. In the few cases where Ariel were forcibly abducted, the prisoners mysteriously died. Most Ariel believe the fear of leaving their world is so consuming that their people die of fright when forced to do so. In a sense, they are killed by their own mental illusion.

There are a few adventuresome Ariel who travel about the universe. These intrepid souls display only powerful illusionary abilities. Ariel may be encountered on some diplomatic mission, or acting in a secret capacity for a mega-corporation.

HABITAT

These illusionists are more than content to share their planet with Chatilians, who help preserve the serene beauty. Chatilian Empaths delight in the planets peaceful environment, and have set up thriving resorts there. (As the Ariel and Chatilians are strictly vegetarian, it is doubtful that a Space Burger joint will ever be opened here, much to the dismay of visiting Rams). The asparagus heads strictly regulate planetary arrivals so as not to spoil the halcyon atmosphere. Chatilians also limit the number of philistine (non-Chatilian) visitors. They get along surprisingly well with the Ariel, who sometimes take jobs creating entertainment in Chatilian establishments. Nature and the great outdoors are more to the Ariels liking. They often take jobs as guides. Many are territorial rangers, patrolling the vast reserves of their home world in an effort to keep outsiders from spoiling the Arelan paradise.

MIND OF THE BEAST

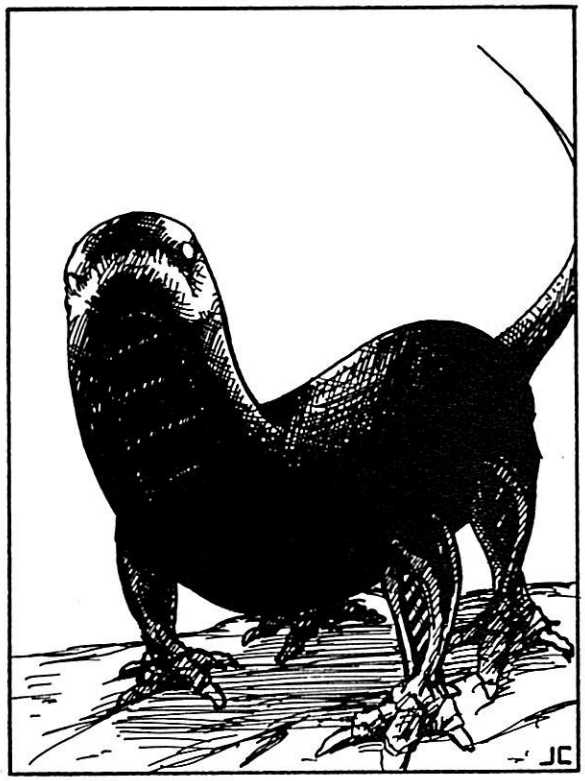
Peace, love, and granola just about sums it up. Would you like to see a rainbow? Perhaps in neon?

BAKABHAST

ORIGIN:	Ghorsipp, Carina
ARM DISTRIBUTION:	Common
SALE PRICE:	5,000cr
CLASSIFICATION:	Quadruped
OCCURRENCE:	Uncommon
NO. HANGING OUT:	4-16
SIZE:	1m/80kg (1)
BODY POINTS:	5+d6
MOVEMENT:	14/14/75
INITIATIVE MOD:	-2
DEFENSIVE MOD:	-20
THRESHOLD:	0
VISION/SMELL/HEAR:	00/+45/+30
NO. OF ATTACKS:	1 bite
DAMAGE PER ATTACK:	1-4
ATTACK NUMBER:	90
SPECIAL ATTACK:	Energy Drain
SPECIAL DEFENSES:	Shock
I.Q.:	35
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	15	**RADIATION:**	90
BIOLOGICAL:	60	**MENTAL:**	25
POISON:	35	**SONIC:**	15
ELECTRICITY:	85	**FIRE:**	55
ACID:	10	**COLD:**	75



DANGER RATING ☠☠

BACKGROUND

Bakabhasts evolved long ago on the doomed planet Ghorsipp in the Carina galaxy. The creatures are quadrupeds, resembling meter-long cigars with eyes and teeth at one end, and a long pointer at the other. They are swift, silent, and cunning, and hunt in packs, surviving primarily on a diet of small rodents. Bakabhast must periodically absorb radiation in order to exist.

The Mutzachans discovered the planet, before the sun went supernova, and were delighted by the Bakabhast's special ability to absorb radiation. The melonheads collected hundreds of these creatures and began breeding them as domestic pets. Mutzachans raised them, fed them continuous amounts of energy and periodically scared the bejeebers out of them. When scared, Bakabhasts discharge their stored energy. The melonheads then slurp it up greedily. In this way, the Bakabhasts also functioned as radioactive batteries.

After thousands of years in captivity, the beasts became slothful, corpulent, and high strung. ARM discovered the Bakabhasts more predatory past and launched a campaign determined to reverse-engineer the beasts. Eventually, the reconstruction was successful. The deadlier version is currently available and ARM has begun seeding the domesticated market with these wild cousins to increase the likelihood that a pet Bakabhast might attack its Mutzachan owner.

NATURE OF THE ENCOUNTER

A pride of Bakabhasts may trail a party for some time, studying them while deciding upon a method of attack. The first order of business is to drain energy from the prey. Each Bakabhast can absorb 50 power units from a distance of up to 50m. Normal battle armor can lose 100 power units before it must make an EMP SMR or shut down. Heavy armor can lose 250 power units before an SMR is required. (See power units in the Battlelords rulebook). The Battle Master should adjudicate other armor and vehicles. The absorbed energy is converted to its electrical equivalent.

A group of Bakabhasts circles a party or individual, waiting for a moment to attack. The leader (the creature with the most body points) then charges the target and discharges a powerful blast of electricity. All non-Bakabhasts in a 15m radius must make an SMR vs electrical attack forms. Success indicates that the victim has suffered 1-4 points of electrical damage (translational to armor). 2-8 points are inflicted if the person fails to make his SMR. In addition, armor and weapons must make electrical SMRs at penalties equal to the damage done or be rendered useless. If the leader's attack goes sour, he screeches, signalling all others to charge and discharge their lightning bolts. Each Bakabhast can attack until it has expended 50 units of electrical power at a rate of 5 points per attack. There is a 40% chance that if over 1/2 its numbers have been killed, that an individual Bakabhast will break off its attack and try to retreat.

HABITAT

Bakabhasts are most comfortable in rough, inhospitable terrain, such as forests, swamps, jungles, and hills. Here, they can strike from hiding places and disappear when endangered. The beasts also prefer colder climes and planets that are wracked with violent electrical storms, high radiation, or heavy energy-related economic development. The creatures breathe minuscule amounts of nitrogen in the atmosphere. Most other gaseous elements do not seem to affect them.

MIND OF THE BEAST

Ahh, feel that luscious energy, draw it deep inside. Soon we will eat. If the big ones prove troublesome, ZAP, fried humanoid!

BANDAR OGRE

ORIGIN:	Makin, Fornax
ARM DISTRIBUTION:	Common
SALE PRICE:	7,000cr
CLASSIFICATION:	Bipedal Amphibian
OCCURRENCE:	Uncommon
NO. HANGING OUT:	2-5
SIZE:	3m/275kg (A)
BODY POINTS:	20+d20
MOVEMENT:	6/8/70
INITIATIVE MOD:	+2
DEFENSIVE MOD:	+20
THRESHOLD:	3
VISION/SMELL/HEAR:	+10/-10/-10
NO. OF ATTACKS	2 punches
DAMAGE PER ATTACK:	See Below
ATTACK NUMBER:	70
SPECIAL ATTACK:	Nil
SPECIAL DEFENSES:	Nil
I.Q.:	40
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	40	**RADIATION:**	10
BIOLOGICAL:	30	**MENTAL:**	10
POISON:	20	**SONIC:**	25
ELECTRICITY:	10	**FIRE:**	10
ACID:	70	**COLD:**	20



DANGER RATING ☠☠/☠☠☠☠

BACKGROUND

The Bandar is another ARM creation, based on a large, relatively intelligent frog-like creature, native to the planet Makin in the Fornax Galaxy. Originally ARM sought a strong, aquatic life-form for slave labor and combat duties on swamp and water worlds. Python Lizards met all the criteria but one, aggressiveness. The Lizards were just too hard to control. Consequently, ARM applied the best traits of Python Lizards and Bandars to develop a superior hybrid called the Bandar Ogre. The Ogre is 3m tall, with green, leathery skin, vaguely resembling a giant bipedal Earth frog. The Bandar is powerful, yet docile. It is semi-intelligent, and capable of rudimentary speech.

NATURE OF THE ENCOUNTER

Bandar Ogres are normally non-aggressive, and flee from loud noises. They only attack if cornered. However, ARM fits them with subliminal control units, and trains them to obey simple commands. The Ogres are typically outfitted with cheap armor and huge two-handed weapons (a strength damage bonus of +15 is added to the weapons normal damage). These beasts can also be trained to use ranged weapons, but their large, clumsy hands are not well suited for such activities. Ogres using conventional distance weapons incur a -30% penalty to hit. The Ogre's punch does 10+d4 damage.

Bandars without combat training are used as slave labor. These Ogres are docile and easily trained in simple work tasks, but cower and possibly run in violent situations.

Rumor control has it that the Anarchist Rebellion Movement has built a race of bio-genetically altered Bandar Ogres that is stronger than any creature of its size. The DNA has been re-mapped, restructuring the creatures internal makeup. The creature is then grown in a bio-engineering lab under heavy gravity conditions until it reaches maturity. At full size, the modified Ogres have the equivalent of 300+ strength, and are immune to pain. A control implant is inserted at the base of the skull to ensure that the creature behaves until it is released for its reign of havoc. When released, the creature seeks direct combat. The modified brain releases an overload of adrenal-like enzymes into the blood stream which causes the creature to become enraged, at which time it mindlessly attacks anything within range (randomly roll each round to determine the target). The modified Bandar Ogre strikes four times per second with its fists, inflicting 20+2d6 (22-32) points of damage per hit. There is a 20% chance per strike that the Bandars arm will actually snap off! If so, it will merely continue to attack relentlessly with its remaining arm. If that arm rips off from the force of its attack, the creature will attempt to bite for 4-16 points.

The genetic mutation is unstable and regardless of damage done, the modified Bandar Ogre will expire 2 minutes after it is released for its reign of havoc. Its heart explodes and it dies.

HABITAT

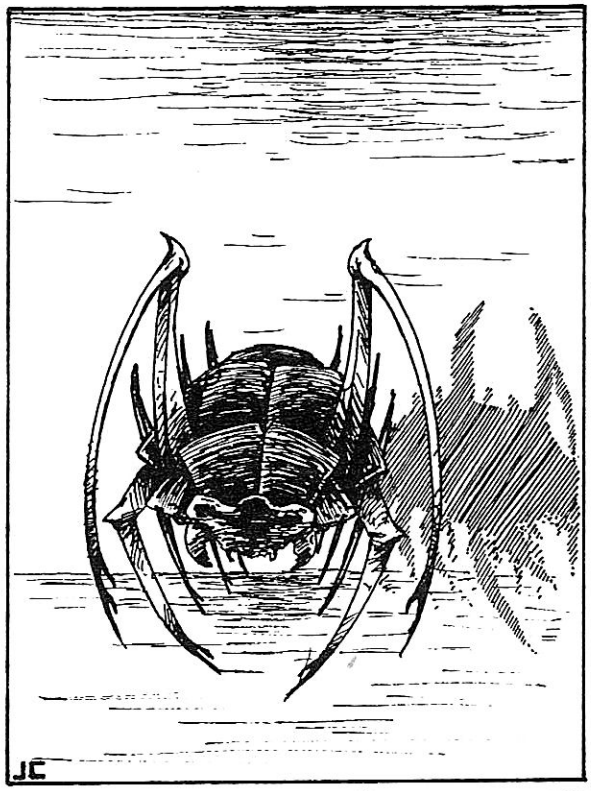
The beast is a swamp dweller, and requires regular contact with water in order to prevent its skin from drying out. A Bandar Ogre which has been out of water for more than three hours suffers an additional +1 initiative penalty, due to discomfort from cracking skin. Usually, it is fitted with a Nub (Battlelords rulebook Pg. 135).

MIND OF THE BEAST

Fight. They want me to fight. Don't like fighting. Just want to eat, sit, listen to bugs. Eat some more. Why fight?

BASHIK

ORIGIN:	Fourth Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Insectoid Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	4m/200kg (A)		
BODY POINTS:	20+d10		
MOVEMENT:	15/18/300		
INITIATIVE MOD:	-4		
DEFENSIVE MOD:	-10		
THRESHOLD:	6		
VISION/SMELL/HEAR:	-20/+50/+10		
NO. OF ATTACKS:	6 claws, 1 bite		
DAMAGE PER ATTACK:	2-8(x6)/2-12		
ATTACK NUMBER:	95/90		
SPECIAL ATTACK:	Paralysis		
SPECIAL DEFENSES:	Nil		
I.Q.:	70		
MATRIX USE:	See Below		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	56	**RADIATION:**	78
BIOLOGICAL:	77	**MENTAL:**	88
POISON:	45	**SONIC:**	55
ELECTRICITY:	80	**FIRE:**	45
ACID:	48	**COLD:**	50



DANGER RATING 

BACKGROUND

The Bashik is a ten-legged insect-like creature, originating somewhere in the Fourth Dimension. These creatures hunt in small packs in their own dimension. However, in our dimension they are never encountered unless summoned, and then only appear individually. Summoning such creatures involves matrix generation not widely known or encouraged. It is actually illegal to summon this creature into our universe, unless one has obtained special permission from the Council of Timar.

Bashik possess Detect Concealment, and Stealth skills at level 10 ability. The beast also climbs at level 12 and swims at level 6.

NATURE OF THE ENCOUNTER

The Bashik searches out suitable prey, preferring isolated groups such as the crew of a remote mining base or a deep space station. Once it has located its next meal/plaything, it begins to stalk, waiting for the most opportunistic time to strike. The beast takes great pleasure in drawing out the sport, and it is terminally patient. It loves to kill one person at a time, waiting until someone strays from the herd. It will not attack until the target individual has become separated from its group. It cleverly blocks off all means of escape whenever possible, building a playpen to contain its prey. Bashik are intelligent and cunning. Therefore, it is not uncommon for it to destroy an escape pod, then make it appear as a malfunction or an accident. Whenever possible, the creature tries to make one of the crew look like he is responsible for the deaths and problems that it causes.

The creature hunts the strongest in the group first. This simultaneously eliminates the greatest possible threat and weakens the group's power structure. As fear and apprehension grip the remaining members of its party, the Bashik plays more and more on their mounting terror, feigning attacks in order to create confusion and fear. Once its prey realizes that one of them is not behind their deaths, the demon will taunt them with its voice, torturing those who have committed sins and crimes against the others.

The Bashik's cunning manifests itself in another horrible way. If it has the chance to observe the operation of a weapon or other device, it quickly learns how to use it. The creature has been known to capture conventional weapons and use them against their owners! The flexibility of its body allows the Bashik to rise on its four rear limbs. The beast can fire up to three weapons simultaneously, due to its multiple limbs and dexterous claws. Unarmed, the monster attacks with razor sharp claws and mandibles. It also maintains the innate ability to generate a Paralysis matrix twice per 20 hour period.

The creature first appears as a shimmering ball of energy. It can be detected by thermal scanners. There is a 20% chance that a Mutzachan will realize that something has just entered this universe. The Bashik is fully corporeal in this dimension, and has no special protection from attacks. Once it enters this universe, it must remain here for no less than 10 hours before returning to the Netherworlds from which it comes.

HABITAT

Like many Entities from the Fourth Dimension, the Bashik has little difficulty adapting to the different environmental constraints of our universe. They are able to function equally in all climatic and atmospheric conditions. Even the depths of space have no effect on them.

MIND OF THE BEAST

One little two little three little PCs, four little five little six little PCs, seven little eight little nine little PCs, ten little PCs for lunch!

BATTLE PHANTOM

ORIGIN:	Fourth Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Non-corporeal Entity		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	As host		
BODY POINTS:	Base +d10		
MOVEMENT:	Base +5		
INITIATIVE MOD:	-5		
DEFENSIVE MOD:	Base -20		
THRESHOLD:	Base		
VISION/HEAR/SMELL:	Base +10		
NO. OF ATTACKS:	2 touches		
DAMAGE PER ATTACK:	3-18		
ATTACK NUMBER:	90		
SPECIAL ATTACK:	Mental Scream		
SPECIAL DEFENSES:	See Below		
I.Q.:	101		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS (* Base +10)			
CHEMICAL:	*	**RADIATION:**	*
BIOLOGICAL:	*	**MENTAL:**	75
POISON:	*	**SONIC:**	*
ELECTRICITY:	*	**FIRE:**	*
ACID:	*	**COLD:**	*



DANGER RATING

BACKGROUND

In the throes of combat, many a warrior dies a shocking, gruesome death. Such a demise generates a large amount of psychic anguish, which draws creatures from the Fourth Dimension into this universe. These vampiric monsters hunger for the life force of beings from our own universe. They are called Phantoms. If sufficiently desperate for sustenance they will linger after the death of the warrior, and become trapped in the normal universe, tied to the bodies from which they have just fed. The entities are forced to haunt the areas around battlefields, inflicting more agony and death, hoping somehow to escape through the release of anothers life force back to where they came from. The horrible merger of an animated corpse and Entity is called a Battle Phantom. Phantoms heal damage at incredible rates (1-8 points each second). Furthermore, the victim's physiology is strengthened by the presence of the creature. The vital information above relates to the increases in Phantom's stats by using the notation base +X. The bonus is applied to the victims pre-death stats.

NATURE OF THE ENCOUNTER

Battle Phantoms can tap the memories of their victims and use them to fool friends. There have been several documented cases in which a soldier thought to be lost in battle stumbled back to a base camp, recited the correct passwords, greeted his friends, and then started wasting those near him, screaming in a mad high-pitched voice.

These animated corpses remember any pre-death attack forms and may use them at will. The Phantoms can also touch a sentient creature and generate a negative energy surge which acts like a disintegrator, inflicting 3-18 points of damage. In addition, Phantoms can generate a mental scream once per 10 minutes. Only one target may be attacked at a time. This psychic attack must be countered by a mental SMR at a -10 penalty. Persons who fail become catatonic for 1-100 days! Persons who are left as temporary vegetables often expire from lack of food and water. If the victim fails his SMR by more than 25 points, he suffers a permanent loss of 15 points of I.Q. If he fails his SMR by more than 50 points, then he loses 25 points of I.Q., as well as 10 points of Intuition. Anyone who fails a Mental SMR by more than 75 points, instantly dies. Note: The horrifying scream is heard only in the head of one victim at a time. If an Empath were reading the victims mind at the time, he would be susceptible to its effects as well.

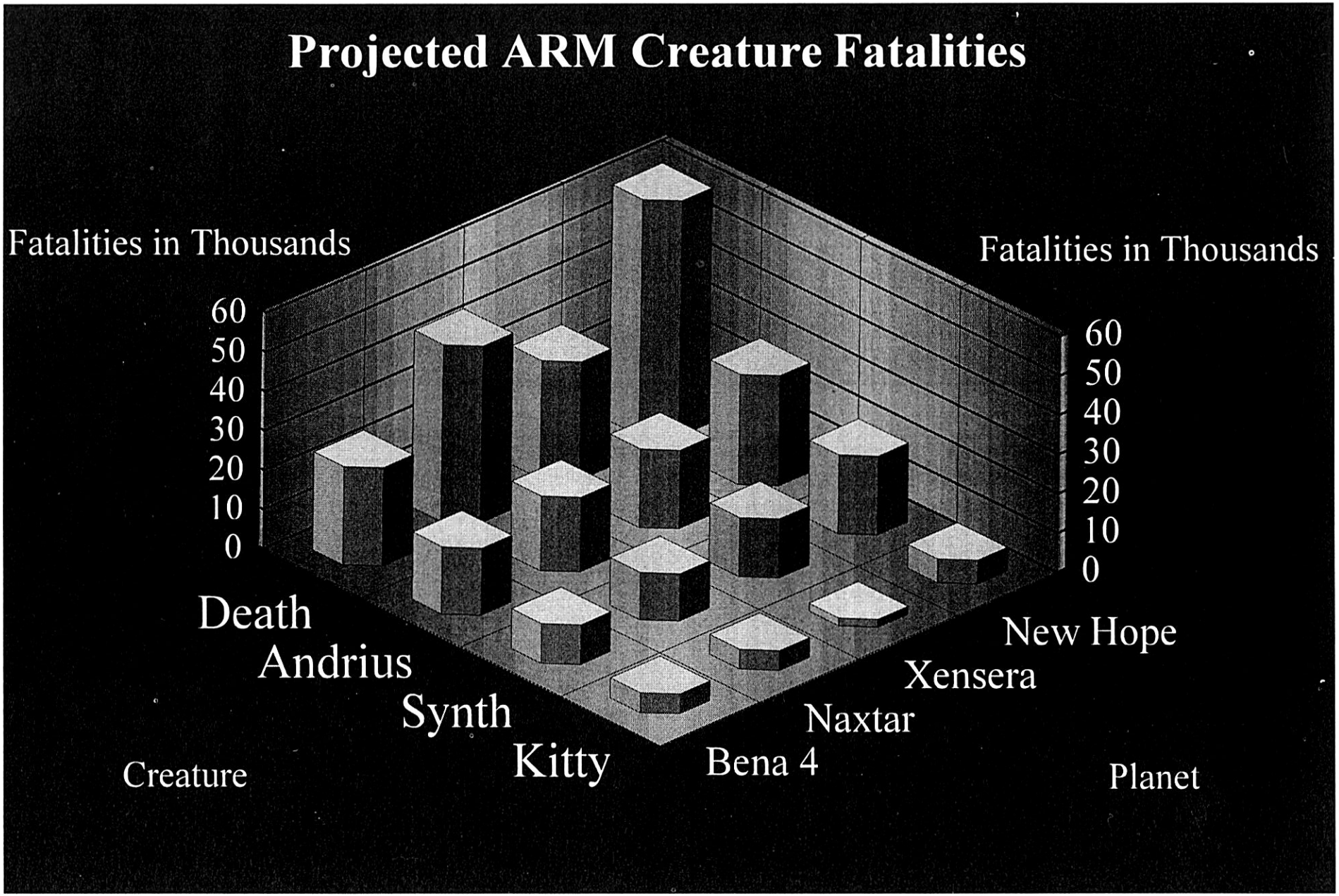
There is a 30% chance that a Battle Phantom will not attempt to conceal its identity. In this case, the creature may walk up disguised as a person with no head, and say something totally cool like, "It's only a flesh wound." Otherwise, it is not easy to realize that it is a corpse that has been taken over (Intuition check at a -70).

HABITAT

Few know the topology or nature of the Fourth Dimension, but it is a place which spawns creatures who hate the inhabitants of our own universe. Battle Phantoms do not retain the restrictions of the living host. Breathing, food, water, etc. is not needed.

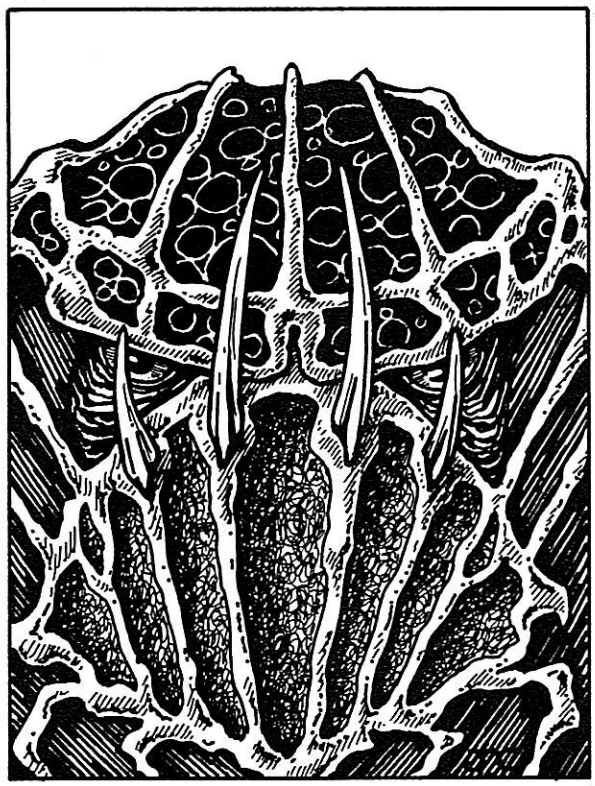
MIND OF THE BEAST

I must escape from the pitiful remnants of this wretched form! What weak and delicious creatures these are. My brethren and I will feed on them all . . . in time. Here comes one now, ahhh, an old friend of this body's meager former existence . . . Hi, Bob, no I didn't get run over by a tank! Who told you that? Do I look dead? No, well you do . . . (frizzle, frazzle)! Pathetic little things! This form maddens me.


Projected ARM Creature Fatalities
Fatalities in Thousands
60
50
40
30
20
10
0
Death
Andrius
Synth
Kitty
Creature
Fatalities in Thousands
60
50
40
30
20
10
0
New Hope
Xensera
Naxtar
Bena 4
Planet

BLADED CRAWLER

ORIGIN:	Ssithiss, Plains, Fornax		
ARM DISTRIBUTION:	Rare		
SALE PRICE:	25,000cr		
CLASSIFICATION:	Exoskeletal Quadruped		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1-6		
SIZE:	3m/300kg (8)		
BODY POINTS:	20-80		
MOVEMENT:	25/6/48		
INITIATIVE MOD:	+2		
DEFENSIVE MOD:	+20		
THRESHOLD:	9		
VISION/SMELL/HEAR:	-30/+10/+10		
NO. OF ATTACKS:	1 gore/1 tail slap		
DAMAGE PER ATTACK:	Special		
ATTACK NUMBER:	90		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Body Blades		
I.Q.:	10		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	60	**RADIATION:**	20
BIOLOGICAL:	50	**MENTAL:**	20
POISON:	80	**SONIC:**	35
ELECTRICITY:	55	**FIRE:**	85
ACID:	80	**COLD:**	80



DANGER RATING 

BACKGROUND

Take a huge, short-legged quadruped mammal with thick hide/bone plating, cover the armor with long, sharp, blade-like spikes, and give the beast a really bad attitude about company, and the result is the Bladed Crawler. The Crawler is a rather unintelligent but deadly herbivore which is native to Ssithiss, in the Plains of Desolation subsector of Fornax.

Bladed Crawlers are so very territorial, that any given patch of land may only support a few, as they will eventually kill each other. If more than two are encountered, one will be male, 1-2 will be adult females, and the rest will be young (half the normal stats).

NATURE OF THE ENCOUNTER

The Crawler is herbivorous. It is territorial, yet generally has no interest in others due to its size. This creature has limited eyesight and can only discern large objects and those things which move fast across its limited plane of vision. The Crawler automatically attacks any object/creature that is travelling at speeds greater than 6, or one that is size class 8 or larger. A charge is normally proceeded by a slow, nonchalant stroll though the grass. The creature acts as if it is grazing and unaware of its surroundings. It may occasionally look up to gaze at the object, then look away as if disregarding the threat. Suddenly, the creature rears its head, turns and charges! Persons being charged must make an Aggression check at a -25 or flee in terror. The Bladed Crawler can maintain speeds of 25m per second for up to 100m, at which time it becomes exhausted. The creature has been known to charge vehicles. The damage done from the beast colliding with ground vehicles is different from normal charge damage. The creature does a base damage of 40-160 points, increased by 25% per 20kph of vehicle closure. The Crawler suffers 1/2 damage from any such attack.

This creatures primary defense is its numerous, sharp spines which cover its bony carapace. Anyone attacking a Bladed Crawler in hand-to-hand combat must make an Agility check each round at -30 or come into contact with 1-6 of the blades, each inflicting 2-12 points of incidental damage. The Crawler can also use its blades to gore an opponent. A successful charge indicates that one has been impaled and suffers 6-36 points of damage. Half the damage is suffered if a person is struck during normal combat. The creature's tail is prehensile. It can use it to further impale a victim deeper onto its horns. A roll to hit is made, and if successful, the person suffers 2-20 points from the tail smash and a further 3-18 points of damage from being further pushed down onto the spines (armor threshold is ignored).

HABITAT

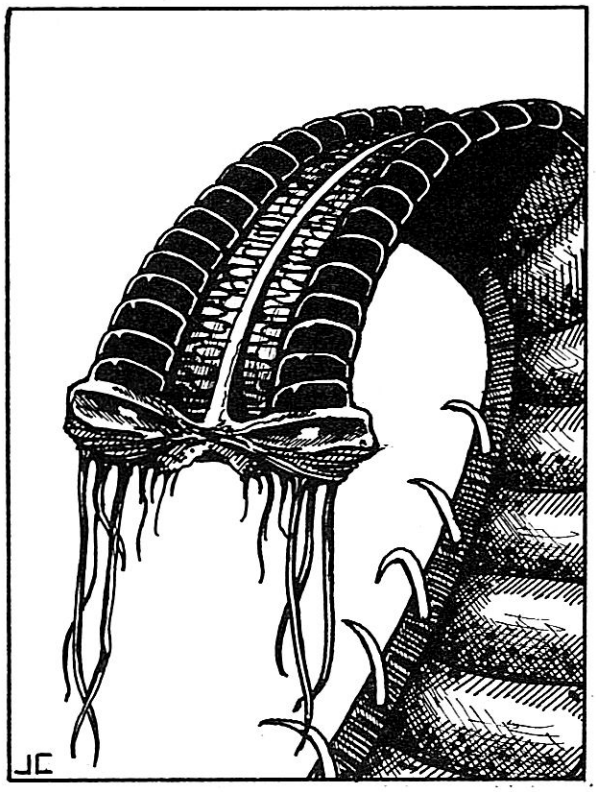
Crawlers are found in scattered groups all across their native planet. They roam wherever vegetation is plentiful. Crawlers prefer temperate savannahs, but specimens have also been spotted moving about the jungles, marshes, and even occasionally in deserts. ARM is happy to oblige customers who wish to import these ill-tempered beasts. The price is steep, as capturing and transporting them is no easy task. This restriction keeps ARM from conducting any serious campaign to seed the galaxies with these beasts. Lab work on mature specimens is similarly restricted.

MIND OF THE BEAST

Another crappy day. The weather's crappy, the grass is crappy, my herd smells, my hide itches, and I haven't had a good dump in days. Life just couldn't get any worse. Oh no, I was wrong, here comes some metallic intruder. Well, I'm going to make its day as crappy as mine!

BLOOD WORM

ORIGIN:	Fornax Galaxy		
ARM DISTRIBUTION:	Unknown		
SALE PRICE:	Unknown		
CLASSIFICATION:	Parasite		
OCCURRENCE:	Common		
NO. HANGING OUT:	1-3 (in meat)		
SIZE:	1cm/2g (M)		
BODY POINTS:	1		
MOVEMENT:	1		
INITIATIVE MOD:	Nil		
DEFENSIVE MOD:	Special		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	Nil/Nil/Nil		
NO. OF ATTACKS:	See Below		
DAMAGE PER ATTACK:	Special		
ATTACK NUMBER:	Special		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSE:	Immune to BRI		
I.Q.:	Nil		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	Nil	**RADIATION:**	Nil
BIOLOGICAL:	Nil	**MENTAL:**	Nil
POISON:	Nil	**SONIC:**	Nil
ELECTRICITY:	Nil	**FIRE:**	Nil
ACID:	Nil	**COLD:**	Nil



DANGER RATING ☠☠☠☠☠

BACKGROUND

Blood Worms are debilitating parasites, common throughout the galaxies. Although they originated in Fornax, these creatures have found their way into the body tissue of numerous forms of livestock. Millions of people across the galaxies have been infected and died from Numthoral Parasitic Collitis. Companies are currently working to find a method of detecting the Blood Worm in livestock before it is stamped available for sale. Scientists have yet to discover a procedure that is effective. Many suspect ARMs guiding influence, but ARM has made no public statement on the issue. ARM is not generally shy about claiming credit for its depredations.

NATURE OF THE ENCOUNTER

These parasites breed in the moist soil of hundreds of planets in the Fornax galaxy. After a 3 day incubation period, the microscopic worm hatches from a cocoon and attaches itself to nearby flora. Livestock and other animals grazing on plants ingest the parasite, and act as a host until slaughtered for meat. The Blood Worm migrates to the fatty tissue of the body, and remains there until the next stage of its development.

In the third-stage of development, the Worm lodges itself in the intestines of a host. The worm drains the victims blood of vital nutrients. Infected life-forms lose 1 point of Strength and Constitution per day until they die. These creatures are immune to the effects of a BRI's which cause them to grow. For every point that the BRI heals, the blood worm grows in a proportionate size. If a host gains 5 body points from the use of a BRI, the parasite grows 5 times in size. The larger worm drains 5 points of Strength and Constitution per day. The only simple means of destroying a Worm is by using a Poison Removal matrix or surgery. Lost Constitution and Strength are restored at a rate of 1 point per week. They can grow to be 5m long.

For some strange reason, Chatilian Empaths are not adversely affected by Blood Worms, at least not initially. On the contrary, the parasites increase the Chatilians ability to harness and control psycho-kinetic power. Blood Worms that lodge themselves in the body tissue of Chatilians increase the empath's power point capability by 1-4 points for as long as they live there. BRIs cause the Blood Worm to grow in size and each point healed further increases the Chatilian's PPC by 1 point. There is a 05% chance for each point of BRI healing above 3 that the Chatilian will perish.

HABITAT

It is unclear why Blood Worms are indigenous to the Fornax galaxy. They do not and cannot live outside this space. There appears to be as much speculation as there are worms. The Anarchist Rebellion Movement has openly admitted its frustration at being unable to transport and thereby seed the rest of the galaxies with this deadly parasite. All specimens that have survived being released anywhere outside Fornax have eventually died. Rumors claim that the Blood Worms do survive the first two stages of development in Andromeda Galaxy as well.

Blood Worm young are found only in moist, warm climates. They can not survive in deserts, swamps, or arctic climes. The parasites flourish best in deciduous environments with tropical inclinations.

MIND OF THE BEAST

Ah, the gentle digestive juices of a second host. Time to swim on into the intestines. Okay, now we are living, no more dirt, no more fat, just good ol blood and guts! Hope this host is big and strong, I'm up for some serious feeding!

BLOODY JACK

ORIGIN:	Fourth Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Semi-formless Entity		
OCCURRENCE:	Very rare		
NO. HANGING OUT:	1		
SIZE:	variable		
BODY POINTS:	1		
MOVEMENT:	Restricted		
INITIATIVE MOD:	-10		
DEFENSIVE MOD:	+20		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	+25/+35/+40		
NO. OF ATTACKS:	Nil		
DAMAGE PER ATTACK:	Nil		
ATTACK NUMBER:	Nil		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	See Below		
I.Q.:	120		
MATRIX USE:	See Below		
POWER POINTS:	Base 20 + drain		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	10	**RADIATION:**	50
BIOLOGICAL:	20	**MENTAL:**	99
POISON:	75	**SONIC:**	20
ELECTRICITY:	05	**FIRE:**	05
ACID:	45	**COLD:**	22



DANGER RATING

BACKGROUND

Almost every culture has legends of an evil, malevolent being who preys on fears and nightmares, a being utterly malicious and cruel. The Eridani call it Anoir-Ak-Ba, the terror which stalks warriors and robs them of their strength. To the Cizerack, it is Maashir, a tremendous, hideously scarred male Cizerack who comes in the night to kill cubs while their mothers sleep. On Earth, all children know well the terror that the Bogeyman brings. The name most often used was coined by the Orions: Bloody Jack. Jack was one of the most evil and violent Orion pirates in history, said to wear clothes stained red in the blood of his victims. Adults have long dismissed these legends as fairy tales, but they have a common and very real source, a fourth-dimensional predator that subsists on fear.

The Bloody Jack attacks by reaching into the mind of its victim and becoming its worst nightmare. The individual must make a Mental SMR, or be convinced that he or she is confronted by the most dangerous, horrific, creature imaginable. This odious entity feeds off of the terror of its victim, gaining power as it does. Every two seconds the victim must make another mental SMR. Each time the character fails, 10 points of Constitution are lost, and the Bloody Jack gains 5 power points. Constitution returns at the rate of 5 points per day.

Jack can use any of the following matrices on those who seek to disrupt its feeding: Fear, Psychokinesis, Telepathy, Mind Dive, Prisoner, Image Creation, Invisibility, Mind Strangle, Pain, Mass Fear, or Death Vision. These powers may be used in addition to its normal attack.

Actually the creature is vulnerable and easily disrupted on this plane. The creature has little real hold on this universe, appearing as a floating cloud of dense smoke with two glowing points of crimson. Its only tie is to the mind of its intended prey. If this concentration is broken in any way (just one point of damage from nearly any source), the Bloody Jack loses the connection to the host's mind and returns to the Fourth Dimension.

NATURE OF THE ENCOUNTER

The victim suddenly and inexplicably is confronted by their worst nightmare. It doesn't matter where, as long as the victim is currently isolated. The Bloody Jack recognizes its own weakness, waiting to strike when his intended victim is secluded, or when only a few are able to come to its aid. 85% of all Bloody Jack attacks are against isolated individuals.

HABITAT

Jack does not require any particular environmental conditions to survive. Like the nightmare legends it has created, it appears wherever it wants, as long as there is a mind to anchor it to this universe.

MIND OF THE BEAST

The screams of my victim will feed me with the very essence of the terror that they feel. Black and hellish shall be the world of their demise. The worst fear that their mind can conjure shall be the demon of their doom.

BRILADORN

ORIGIN:	Sdenscing, Fornax		
ARM DISTRIBUTION:	Rare		
SALE PRICE:	600,000cr		
CLASSIFICATION:	Omnivorous Vegetation		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	3m/100kg (8)		
BODY POINTS:	1-100		
MOVEMENT:	03/Nil/Nil (vines)		
INITIATIVE MOD:	+3		
DEFENSIVE MOD:	+10		
THRESHOLD:	2		
VISION/SMELL/HEAR:	Nil/Nil/+40		
NO. OF ATTACKS:	2-8 vines		
DAMAGE PER ATTACK:	See Below		
ATTACK NUMBER:	75		
SPECIAL ATTACK:	Sleep Drug		
SPECIAL DEFENSES:	Nil		
I.Q.:	5		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	15	**RADIATION:**	10
BIOLOGICAL:	50	**MENTAL:**	10
POISON:	75	**SONIC:**	25
ELECTRICITY:	30	**FIRE:**	35
ACID:	45	**COLD:**	55



DANGER RATING ☠☠☠

BACKGROUND

Briladorn, or Swampsleep, is an omnivorous plant engineered and bred in the swamps of Mentio in the Industrial Province of Fornax. The vine is designed to crowd out other plant life and control as much as possible. It lives off other vegetation, the soil, and mobile life-forms. Once Swampsleep takes over a certain area, the vines undertake two separate functions. The first set gathers together piles of vegetation which rise above the waters. These stacks then sprout brilliantly colored blossoms and fruits, attracting the intelligent and unintelligent alike. The blossoms spread a narcotic/soporific gas over a wide area. The second set of vines slither along the ground and water toward sleeping creatures. The plant wraps around its victims, scoring it with hundreds of thorns, inflicting 4-16 points of damage. They then pull the body in different directions, eventually tearing it apart. Nutrients are then absorbed into the plant/creature through roots which secrete a powerful digestive acid to dissolve the corpse.

Briladorn fruit has remarkable restorative powers. It looks like a large orange banana. A couple of pieces of fruit can provide nourishment for a full day. Each piece of fruit provides 6 units of water and 4 units of food. Both blossoms and fruits are used for a variety of medicines, drugs and aphrodisiacs. Samples can be sold for 2,000-3,000cr. Surviving ARMs patrols, the attacks of the Swampsleep, and the other dangerous swamp denizens is not an easy task.

NATURE OF THE ENCOUNTER

Creatures without environmental protection must make a biological SMR at +25 or slowly drift off into sleep. It is nearly impossible to wake drugged individuals without taking them out of the area. Most simply drown in the swamp and are slowly digested by the vines.

Even those who make their SMR are affected by the airborne drug. Unless the adjusted SMR roll is made by 30, the victim is slowed (all abilities halved). Slowed persons experience a euphoric dream-like state, and are tempted (65%) to sit and enjoy the narcotic sensation. These druggies rarely mind the clutching vines (60%).

Creatures in the Swampsleep's vicinity are entangled by the digestive vines. Each vine drags itself along the surface of the victim (roll for location or choose most likely). The thorns and acid inflict 1-4 points of damage to metal, 2-8 points to absorption polymers, 2-12 points to hide, and 3-18 points to skin (threshold is ignored). Once the Armor Integrity is breached in any given section, the victim is subject to the effects of the drug.

HABITAT

Swampsleep is most often found near the shore, although deep water species are known to exist. The Keldonar Vine bears great resemblance to the Swampsleep and it is virtually impossible to distinguish between the two until one is very close. Keldonar Vine has no medicinal value whatsoever.

Partially dissolved rocks, and clothing remains, are a sign that a Swampsleep may be close by. Another warning that one may be in close proximity to Swampsleep is the absence of foliage in the area. ARM is currently working on variations for drier climes.

MIND OF THE BEAST

Well, the neighborhoods looking up since I cleaned out that pesky swampgrass. Oh look, here come some hardskins. Breathe deep and feel my caresses, life will soon be very good, AND VERY SHORT!

CELEBRIM TRADER

ORIGIN:	Celebrim, Andromeda		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Alien Life-form		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	3-30		
SIZE:	1.2m/40kg (2)		
BODY POINTS:	1-4+2		
MOVEMENT:	08/10/70		
INITIATIVE MOD:	0		
DEFENSIVE MOD:	Nil		
THRESHOLD:	1		
VISION/SMELL/HEAR:	-10/+10/+30		
NO. OF ATTACKS:	2 punches/1 bite		
DAMAGE PER ATTACK:	1 point/1-2 points		
ATTACK NUMBER:	65		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Nil		
I.Q.:	50-120		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	30	**RADIATION:**	40
BIOLOGICAL:	15	**MENTAL:**	30
POISON:	20	**SONIC:**	15
ELECTRICITY	20	**FIRE:**	25
ACID:	20	**COLD:**	30



DANGER RATING

BACKGROUND

The Celebrim are a race of small, squid-like creatures, native to the planet Celebrim. While not formally part of the Alliance, they maintain cordial relations. The Celebrim are known throughout the galaxy as traders who have no equal. As one Orion put it, "Hell, the damn thing could sell Phent Morsels to a human!" Sociologists have suggested that this trading evolved due to the limited natural resources available on their home planet, which is a desert world. As a means of dealing with this, the Celebrim have become adept at securing the best arrangement possible for themselves when bargaining. The Celebrim are also skilled second-hand merchants, gathering junk and other items, polishing up the goods, and selling them at the next planetary bazaar. The favorite pastime of Celebrim Traders everywhere is to load up a ship with shiny trinkets and artifacts, then go spend a week on Pythos.

A typical Celebrim Trader has Bartering skill at level 8-12. Elder Celebrim have much higher levels of skill, ranging from level 10 up to level 25! This is in addition to the average base Bargaining score of 50 this race possesses. They also have from 1-10 levels in 2-5 skills related to patching up damaged goods (repair armor/weapons, electronics, mechanics, welding, repair computer, and so forth).

Celebrim society is clan-based. Each Celebrim Trader carries the responsibility of advancing his particular clan. However, unlike other societies in which nations warred on each other, Celebrim history consists of compromises and bargains between clans. There are 215 separate Celebrim clans, each of which comprises its own trading corporation. Celebrim accrue wealth not only for themselves, but for the honor and welfare of their entire clan. Note that a Celebrim will not deal in illegal items, or smuggled goods, as discovery would bring dishonor to their entire clan.

NATURE OF THE ENCOUNTER

Generally speaking, the Celebrim are encountered either in a city or in one of their trading caravans. They usually invite travelers to share the hospitality of their caravan, as they are quite friendly (and a few extra hands in case the caravan should be attacked can't hurt, either). Individuals accepting the hospitality of the Celebrim are well treated. Their code of conduct forbids any business deals until a guest has been properly received. However, after dinner is another story entirely! The character will be offered all manner of merchandise and services. It is quite common for a guest of the Celebrim to leave the next morning several thousand credits poorer and loaded down with devices he can never figure out how to use!

HABITAT

The planet Celebrim is a desert world. Consequently, the race has evolved physiologically to maximize available resources. Their digestive and excretory systems are extremely efficient, drawing every last bit of nutrition and moisture out of food. The Celebrim very seldom drink. Their food provides them with all the moisture they need. It is quite possible for one of these creatures to go his or her entire life without ever taking a drink! Their legs are wide-angled, with large feet, making for a very stable stance. The Celebrim move with a slow, deliberate grace, and are capable of covering ground at an impressive rate.

MIND OF THE BEAST

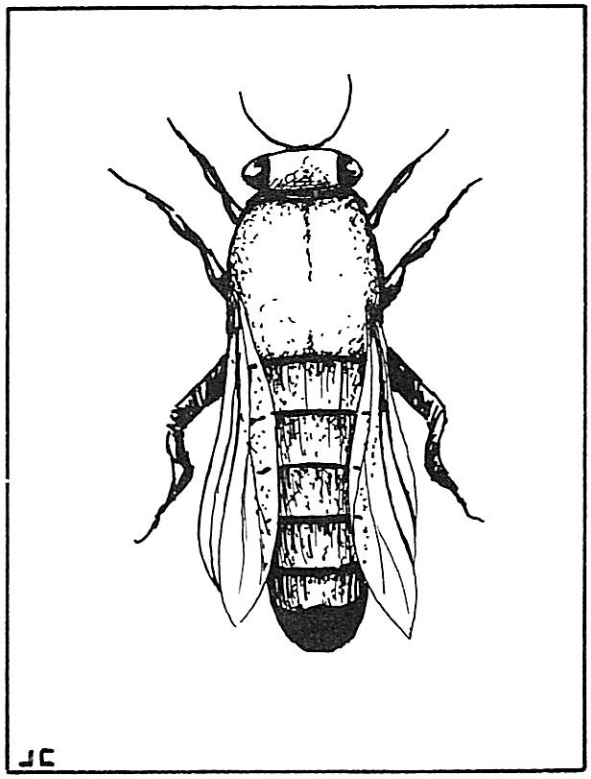
I'm in the business of doing business! Buying and selling are as important as breathing to me. Only by making good deals and accruing profit do I bring honor to myself and my clan.

CHROME BEE

ORIGIN:	Calvary III
ARM DISTRIBUTION:	Rare
SALE PRICE:	5,000cr
CLASSIFICATION:	Insectoid
OCCURRENCE:	Very Rare
NO. HANGING OUT:	2-8
SIZE:	1m/15kg (S)
BODY POINTS:	8+2d4
MOVEMENT:	15/12/75
INITIATIVE MOD:	-1
DEFENSIVE MOD:	-16
THRESHOLD:	4
VISION/HEAR/SMELL:	-30/-25/+75
NO. OF ATTACKS:	1 sting
DAMAGE PER ATTACK:	2-8
ATTACK NUMBER:	95
SPECIAL ATTACKS:	Mercuric Poison
SPECIAL DEFENSES:	Nil
I.Q.:	1-10
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	51	**RADIATION:**	24
BIOLOGICAL:	57	**MENTAL:**	12
POISON:	70	**SONIC:**	62
ELECTRICITY:	56	**FIRE:**	34
ACID:	46	**COLD:**	26



DANGER RATING 

BACKGROUND

The Chrome Bee is a large insect-like creature whose carapace is a reflective metallic chitin. Unlike most insects, Chrome Bees do not reproduce by parthenogenesis. They are asexual creatures, laying and fertilizing their own eggs. In recent times, the Bees have been spotted on twelve different worlds throughout the Local Group. Eight of the twelve planets lie in the Fornax galaxy. By far the greatest concentration of these giant insects has been found on Calvary III, in the Greater Magellanic Cloud. Scientists posit that this must be the Chrome Bee homeworld. ARM exports these creatures, particularly to areas where Eridani and Phentari are in abundance. Rumor control claims ARM members have captured several Chrome Bees and are working on a method of extracting the mercury-venom, which is deadly to Eridani and Phentari alike (-40 to biological SMRs). So far, the potency of the extract is short lived, much to the dismay of interested Anarchist Rebellion Movement clients. ARM has received funding from several Phentari patrons, "interested only in the progression of science." These customers seek to obtain a supply of particularly effective Eridani-killing toxins. Perfecting the extraction and preservation of such a substance would no doubt bring a high price on the Black Market.

NATURE OF THE ENCOUNTER

Chrome bees are most often encountered near their hives. They are very territorial, and anyone who approaches the hive will be attacked by all of the members. The bees attack in a frenzy, attempting to sting multiple times. A successful sting injects a lethal dose of a mercury compound. This is potent enough to kill most Humans, and is extremely deadly to Eridani and Phentari. Anyone stung by the Chrome Bee must make a SMR vs Poison or die in 1-4 hours. Phentari and Eridani, or other methane-breathing creatures, make SMRs at a -40 penalty or succumb in 1-4 minutes. A Chrome Bee is capable of injecting up to 20 doses of poison per day.

HABITAT

The insects live in small communities of 4-8, and build their hives on rocky cliff faces near supplies of liquid mercury. These homes are constructed using the carapaces of the dead and a chrome-like secretion from the living. The age of a hive can be judged from its size; the older, the larger. Generally, larger hives are home to several communities of Chrome Bees. The largest hive ever recorded housed over 4,200 bees. However, these still responded in groups of 4-8. Unlike many insect societies, Chrome Bees do not possess a Queen. Biologists believe this is due to their asexuality. But what is really puzzling is that they do not appear to ever have leaders. Each Bee lives in its part of the hive, as a Human would in a house in the suburb. They gather only to defend the hive from attackers.

The Bees are happy on any world with large concentrations of normally toxic chemicals in the atmosphere. Oxygen or methane-based atmospheres are both suitable, as long as there is a high toxic content. They also require small supplies of liquid mercury to survive. SSDC plans to export large numbers of these creatures to a world with a tainted atmosphere, in an attempt to terraform the planet.

MIND OF THE BEAST

I love buzzing about, soaking up the sulfur, cyanide and heavy metal dust. Mostly, I love to bathe and drink from a pool of mercury. Don't mess with my nest, buddy, I'm loaded and ready to inject.

DEATH

ORIGIN:	ARM
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	100,000+ cr
CLASSIFICATION:	Synthetic Life-form
OCCURRENCE:	Rare
NO. HANGING OUT:	1
SIZE:	1.7m/100kg (4)
BODY POINTS:	100
MOVEMENT:	4/4/100
INITIATIVE MOD:	Not Applicable
DEFENSIVE MOD:	+15
THRESHOLD:	8
VISION/SMELL/HEAR:	+20/+20/+20
NO. OF ATTACKS:	2
DAMAGE PER ATTACK:	as M18-L
ATTACK NUMBER:	as M18-L (+20%)
SPECIAL ATTACK:	Disease
SPECIAL DEFENSES:	Suicide Bomb
I.Q.:	50+
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	95	**RADIATION:**	80
BIOLOGICAL:	120	**MENTAL:**	I
POISON:	I	**SONIC:**	99
ELECTRICITY:	70	**FIRE:**	90
ACID:	65	**COLD:**	85



DANGER RATING

BACKGROUND

Death is nothing but a perverted joke by Uncle Ernie meant to kill innocent civilians. This insidious evil has been the cause of over 2,000,000 deaths throughout the Alliance, and another 250,000 on independent worlds. Death is actually a synthetic robot, appearing as a rotting corpse that drags itself through the city streets. The robot's skin oozes with disease, and chunks of flesh fall off onto the ground. Death's central processing unit is programmed to follow a pre-selected set of instructions. It is capable of making minor adjustments to facilitate carrying out its mission. Typically, four canisters of toxic substances are mounted to the upper torso; two in front, two in back. The machine determines where the greatest concentration of people are and heads in that direction, where it enters the urban area and releases the deadly viruses. In general, multiple contagions are released simultaneously. A central, multi-valved pressurized hose system spreads the mist of deadly plague across an area. Each bottle of contaminant contains two liters of liquid, and is capable of carrying any of the following:

Anthrax	35,000cr/ltr	Magellan Malaria	50,000cr/ltr
Bubonic Plague	50,000cr/ltr	Niridean Plague	60,000cr/ltr
Virean Plague	70,000cr/ltr	Tabum	15,000cr/ltr
Cyanide	6,000cr/ltr	VX	8,000cr/ltr
Emeresk	12,000cr/ltr	Encephalitis	12,000cr/ltr
Jumis Fever	50,000cr/ltr	HD	7,000cr/ltr

Toxic gas is released at 5ml per second for 400 seconds, spreading at a base rate of 2m per second. Heavy gases such as Imblast Dengue Fever, Emeresk, Magellan Malaria, and Bubonic Plague are dispersed at 1/2 the normal rate. A concentrated cloud of deadly disease could be spread across an 800m radius in less than seven minutes. (Consult Lock-n-Load for effects).

Death can be incapacitated or destroyed by weapons fire. It has an integrity of 100 and a threshold of 8. The armor integrity is divided up as with battle armor; RL: 20, LL: 20, RA: 10, LA: 10, CH: 20, AB: 20. The chance to knock the robot out of operation is determined as follows: **Divide the penetrating damage in that particular section by the amount of armor integrity there. This is the chance for rendering that portion of the robots body inoperable. If the amount of penetrating damage is equal to or greater than the armor integrity in that location then the section is destroyed.**

NATURE OF THE ENCOUNTER

Death may be encountered anywhere, but is usually (85%) sent into tech level 3 or lower urban environments, where the city's defenses are not able to stop the robot until it is too late. Evidence of Death's passing are corpses littered everywhere, with forensics checks revealing death from a number of different diseases/viruses. Death responds to attacks with its onboard defense system, which consists of an M18-L laser rifle with a +20% accuracy at all ranges.

If Death is about to be destroyed, it contains a self-destruct mechanism which causes additional damage. Any time Death is rendered inoperable without destroying at least 75% of its chest section, this device is activated. The detonation is equal to the suicide bomb armor option (see Lock-N-Load for effects). This will also disperse any remaining toxins over a 50m radius.

MIND OF THE BEAST

I am Death, destroyer of worlds. Give unto me your soul as Death comes for you. And always remember, Uncle Ernie loves ya baby!

DEATH DRAGON

ORIGIN:	Fourth Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Semi-Formless Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	Varies		
BODY POINTS:	10d6x10		
MOVEMENT:	12/18/360		
INITIATIVE MOD:	-3		
DEFENSIVE MOD:	-15		
THRESHOLD:	8		
VISION/HEAR/SMELL:	+75/+20/+80		
NO. OF ATTACKS:	2 claw, 1 bite		
DAMAGE PER ATTACK:	4d6/4d6/3d10		
ATTACK NUMBER:	90		
SPECIAL ATTACK:	See below		
SPECIAL DEFENSES:	See below		
I.Q.:	100+		
MATRIX USE:	See below		
POWER POINTS:	45		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	90	**RADIATION:**	35
BIOLOGICAL:	98	**MENTAL:**	42
POISON:	90	**SONIC:**	88
ELECTRICITY:	60	**FIRE:**	10
ACID:	75	**COLD:**	90



DANGER RATING

BACKGROUND

Of all the horrors of the Fourth Dimension, perhaps none is as feared by the residents of this plane as the Death Dragon. The Death Dragon initially appears as a black, misty shape. It takes on a vague reptilian form, seldom distinct and corporeal in the third dimension. Few have lived to tell of its appearance, but those survivors claim it appears in other horrible forms. The beast's semi-corporeal nature protects it from most weapons, and allows it to bypass most armor. There is a 50% chance that any shot that strikes a Death Dragon will merely pass through it and do no harm. Furthermore, there is a 50% chance that armor will not stop a claw or bite attack from the beast. The monster ignores half of the opponent's armor threshold (round fractions up) when attacking. Its physiology is so alien that it is immune to neuro-weapons. Light, however, is its bane. A powerful source of normal light is enough to keep one from approaching directly, though it certainly seeks ways to destroy it. Lasers and other light-based weapons inflict double damage on the Death Dragon. In addition to its formidable physical abilities, the Death Dragon possesses all the abilities of an Empath (level 13), and the following matrices: ESP, Fear, Psychokinesis, Stun, Telepathy, Darkness (as the Mutzachan power), Ego Whip, Mind Dive, Prisoner, Image Creation, Invisibility, Pain, Ego Smash, Mass Fear, Death Vision, and Summoning 3 (this power is used at double cost: 12 points).

The creature thrives on fear and its psionic abilities allow it to hear the collective anxiety of a city. It can not determine a single voice, but detects the raw apprehension of those who lose loved ones without explanation, reason, or body. The Dragon tries never to leave any remains of its victims, in order to enhance these feelings.

NATURE OF THE ENCOUNTER

The monster plans its attack to ensure that it slays all of its victims, and thus conceals its existence. It uses its extensive matrix powers to set up a trap for its intended lunch, and then strikes unexpectedly. The Dragon attacks first with matrices and then rushes forth, bellowing with great fury, to devour the hapless fools. In the unlikely event that the creature is mistaken and finds itself outmatched, or in risk of general discovery, the Death Dragon returns to the Fourth Dimension. It is completely corporeal and can be attacked normally for 3-12 seconds.

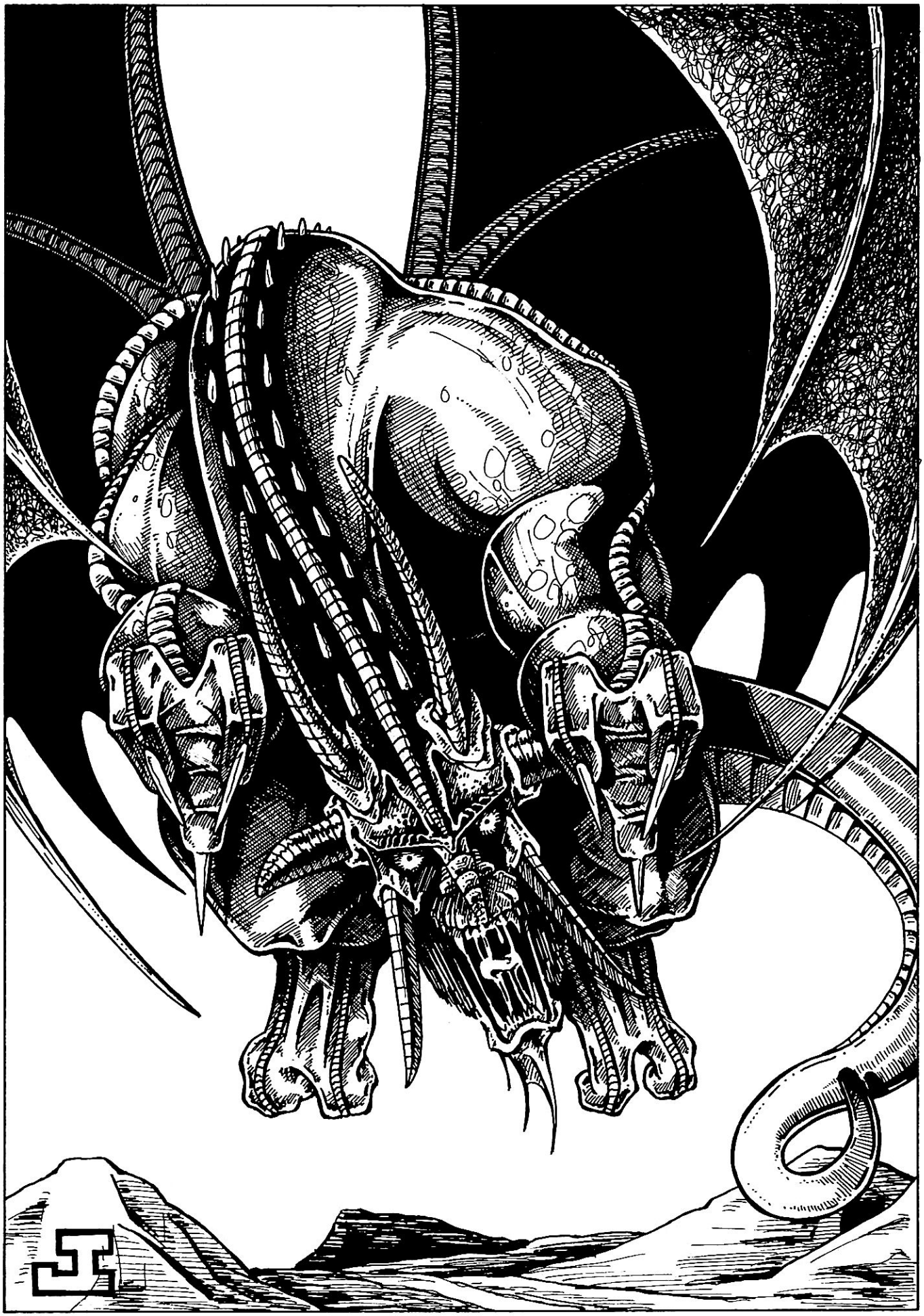
When the Death Dragon resides near a city, it will often begin using a Summoning 3 matrix each day to infest the area with more entities. The Dragon can use this matrix to specifically summon Masug, which is one of its favorite tactics.

HABITAT

The Death Dragon establishes a hunting area in our universe. It seems to take perverse pleasure in causing pain and fear in its prey, often toying with its victims minds for hours before actually killing them. Typically, it lives close to a source of food. The creature is intelligent, avoiding attention, choosing to remain anonymous, on the outskirts of civilization, feeding on those who stray from protection. The beast revels in the dark rumors of its presence.

MIND OF THE BEAST

This universe of worlds awaits the manifestation of my hunger, the impression of my powers, and the devastation of my claws. Nothing can oppose me!



DEATH LICE

ORIGIN:	ARM		
ARM DISTRIBUTION:	Common		
SALE PRICE:	10,000cr		
CLASSIFICATION:	Parasite		
OCCURRENCE:	Very rare		
NO. HANGING OUT:	1		
SIZE:	1.2cm (S)		
BODY POINTS:	1		
MOVEMENT:	0.3/0.1/1		
INITIATIVE MOD:	Nil		
DEFENSIVE MOD:	-150		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	Nil/-25/-10		
NO. OF ATTACKS:	See Below		
DAMAGE PER ATTACK:	See Below		
ATTACK NUMBER:	See Below		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	Concealment		
I.Q.:	01		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	25	**RADIATION:**	21
BIOLOGICAL:	30	**MENTAL:**	66
POISON:	32	**SONIC:**	45
ELECTRICITY:	12	**FIRE:**	08
ACID:	15	**COLD:**	10



DANGER RATING

BACKGROUND

Death Lice are creatures created by the Anarchist Rebellion Movement to help dispose of pesky Chatilians. ARM derived these monsters by genetically splicing lice with DNA from Chatilian brain tissue. The parasites are sold in small capsules which dissolve ten minutes after being removed from their storage bottle. A person who desires to knock off a Chatilian leaves a capsule in a place that the Empath will soon visit. Ten minutes later the bug is free to search for a host.

NATURE OF THE ENCOUNTER

These monsters are usually encountered only when someone tries to snuff out a Chatilian. They most likely won't be noticed until the asparagus head wears the batteries out on his brain scratcher and then keeps asking for aspirin.

Death Lice are attracted to a Chatilian's thought patterns. A non-Chatilian is mildly interesting, but an Empath is a veritable dinner bell. There is only a 20% chance that a Death Lice will try to attach to a non-matrix user. It has a 50% chance of attaching to a non-Empath matrix user, and a 100% chance of trying to reach a Chatilian's brain.

The parasites attach themselves to an asparagus head and travel to the neck, burrowing under the skin and lodging themselves in the brain tissue. This takes less than a minute. The creatures secrete a mild anesthetic, preventing the host from feeling any pain. Death Lice are difficult to detect. They are tiny and possess chameleon characteristics (Detect Concealment level 10). Once lodged in the brain, it feeds off the surrounding myelin sheath, draining 1 point of I.Q. and Intuition permanently per hour. The monster swells in size during feeding until the brain begins to hemorrhage. The host continually suffers from ever increasing migraine headaches until the onset of death (1-4 days).

Only two ways have been discovered to destroy the lice once they have penetrated the scalp. One is brain surgery. The other is a complete blood transfusion, used in conjunction with a Poison Removal matrix, and a massive BRI. Individuals often realize that this intruder, like other parasites, is vulnerable to damage sustained by the host itself. For instance, if the victim were shocked for 10 points of damage, then the Death Lice would probably be killed outright, whether the host died or not. The Battle Master should adjudicate such matters.

HABITAT

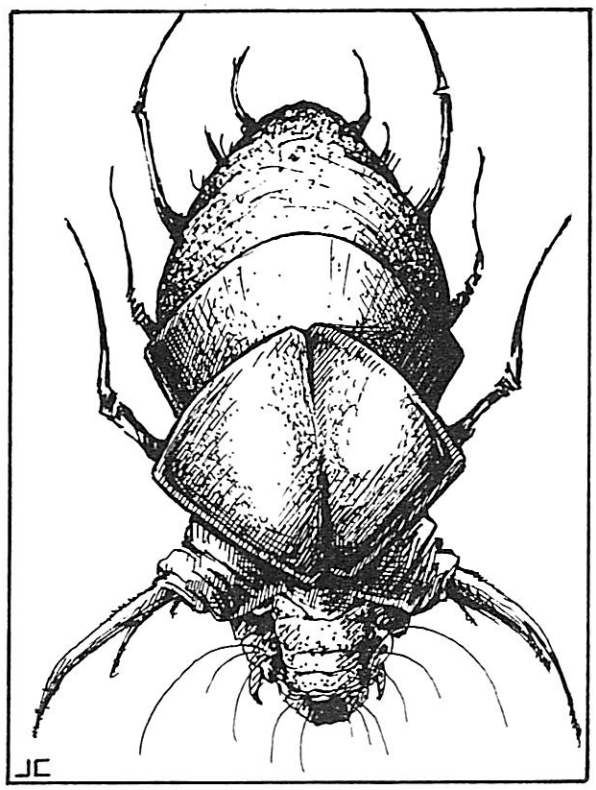
Death Lice can survive for 3 days outside a host in any oxygen-based environment, within temperature boundaries of 10 to 50 degrees Celsius. The nutrient enriched capsule keeps the bug alive for a month. The capsule also shields the lice from scanner detection, so it only requires a level 2 Smuggling check to bring one of these through Customs. However, most Tech Level 5 and higher Chatilian worlds have drastically increased security recently. It requires a level 15 Smuggling check to bring a Death Lice to these worlds.

MIND OF THE BEAST

Just because I came from an asparagus head doesn't mean I gotta like 'em. It's kinda like a retroactive "you are what you eat" thing. Brains, brains the magical snack. The more I eat, the more you'll crack. The more you crack, the greater I feel. So I eat Chatilian brains at every meal.

DOONBA (GREATER DOONBA)

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Uncommon		
SALE PRICE:	10,000cr		
CLASSIFICATION:	Arachnoid		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	10cm(2m)/.5kg(65) T(4)		
BODY POINTS:	1-3 (16+2d4)		
MOVEMENT:	7/8/34 (10/12/84)		
INITIATIVE MOD:	-4 (-2)		
DEFENSIVE MOD:	-18 (-6)		
THRESHOLD:	Nil (2)		
VISION/HEAR/SMELL:	-10/+40/-05		
NO. OF ATTACKS:	1 bite		
DAMAGE PER ATTACK:	1-2 (3-12)		
ATTACK NUMBER:	65 (90)		
SPECIAL ATTACKS:	Energy Blast		
SPECIAL DEFENSES:	Nil		
I.Q.:	05-10		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	34	**RADIATION:**	110
BIOLOGICAL:	24	**MENTAL:**	28
POISON:	45	**SONIC:**	12
ELECTRICITY:	78	**FIRE:**	45
ACID:	34	**COLD:**	56



DANGER RATING ☠/☠☠☠

BACKGROUND

The Doonba, or Ship Prowler, as most space-farers refer to this creature, is a small, six-legged life-form. It makes its way across the galaxies by sneaking aboard interstellar ships (Stealth level 9). Prowlers have dark chitinous skins. These creatures are double-jointed, allowing them to walk either on their back or stomach, and their legs end in pads which allow them to crawl on walls or ceilings.

The Prowler instinctively searches for the ship's ion drives. There it feeds on residual radiation. If allowed to feed for 30 hours, the beast undergoes a massive growth cycle which lasts an hour. During this time, the creature enlarges from a mere 10cm to a full 2m in length and becomes the Greater Doonba. The stats given above in parenthesis are for this much more dangerous version. Growth is a very painful process for the Prowler. Sometimes it causes the beast to howl in pain (25%). More often it simply drives the monster into a killing frenzy (75%). Several ships have been found drifting in deep space after the entire crew had been killed in this fashion. Also, many crew members have been liquefied after being hit by the creature's Pulse (see below).

NATURE OF THE ENCOUNTER

The Doonba are encountered onboard a ship in transit or in a starport, but the latter is unlikely given the non-aggressive nature of the beast, its small size, and its stealth abilities. In order to detect a Doonba using bio-scanners, a level 5 check must be made. (A Greater Doonba is automatically detected). If the Doonba is feeding from the reactor, it requires a level 10 Ionization Engineering check to notice the power drain. Once it has absorbed enough radiation and undergone its growth cycle, the Greater Doonba is very easy to find. The crazed Prowler scuttles along the ship's ceiling looking for anything to attack. It uses stealth and drops down from the ceiling onto its prey, gaining -6 to initiative. The creature will mutilate its victims, but does not eat them. Its killing frenzy usually lasts 2-12 hours, after which it returns to the fusion vessel to feed again. Of course, this often results in another killing frenzy, but there usually isn't any crew left by this time.

The Greater Doonba, as a result of the radiation it has absorbed, can release an Omega pulse when necessary. This pulse is only effective at range bracket 1, and is 80% accurate. It inflicts 4-40 points of translational damage, and is often used to blow through an interior wall of a spacecraft. The Doonba can only use this pulse twice before it needs to feed on radiation for 10 hours to recharge.

HABITAT

The origin of Ship Prowlers is unknown. They could be some geneticist's experiment, or a creature found in nature that was later abducted by the agents of ARM. Wherever they came from, they have been found on numerous ships. The freighter Antimony Star was found adrift in the Fornax galaxy in 2271 with no survivors, and 3 Greater Doonba aboard. All 272 crew had been lost.

There is a 30% chance, when encountering a Doonba, that it has recently been feeding from a fusion reactor. In this case, the creature is highly radioactive, and all unprotected persons approaching within 10m must make a SMR check vs Radiation or lose 2d4 body points a minute. Successful checks indicate that one suffers one point of body damage per minute. Mutzachans sustain only 1 point per minute if the SMR is failed and no damage if they are successful.

MIND OF THE BEAST

Ohh, gimme that yummy radiation, I want to feed, feed, feed. ARRGH!, the pain . . . can't take it . . . PAIN, KILL, PAIN, KILL, KILL!!!!

DREMNOR

ORIGIN:	Chatil
ARM DISTRIBUTION:	Common
SALE PRICE:	50,000cr
CLASSIFICATION:	Multi-Limbed Life-Form
OCCURRENCE:	Common
NO. HANGING OUT:	1
SIZE:	1.5m/50kgs (2)
BODY POINTS:	15+d10
MOVEMENT:	02/03/10
INITIATIVE MOD:	Nil
DEFENSIVE MOD:	-10
THRESHOLD:	Nil
VISION/SMELL/HEAR:	Nil/+30/+80
NO. OF ATTACKS:	1-4 tentacles
DAMAGE PER ATTACK:	See below
ATTACK NUMBER:	100
SPECIAL ATTACK:	Song, Acid
SPECIAL DEFENSES:	Song
I.Q.:	25-40
MATRIX USE:	Song/1 pt per min
POWER POINTS:	Body Points/2

SURVIVAL MATRIX ROLLS

CHEMICAL:	15	**RADIATION:**	10
BIOLOGICAL:	40	**MENTAL:**	60
POISON:	40	**SONIC:**	20
ELECTRICITY:	25	**FIRE:**	45
ACID:	65	**COLD:**	40



DANGER RATING

BACKGROUND

Dremnor evolved on the planet Chatil, thousands of years ago. These amorphous blobs are a slimy grey/green in color with red protrusions covering their moist skin. Dremnor dig into the dirt, and set down shallow roots near Shetel Berry bushes. The plant and creature share the soil's nutrients in a symbiotic relationship. This sustains the beast for extended periods of time. However, a Dremnor's favorite food is ambulatory. The omnivore awaits the passage of an animal, or better yet, a Chatilian. The monster uses empathic powers to delve into the victim's mind and retrieve its most impassioned desire. The beast mentally projects that object over itself. At the same time, the Dremnor emits a lilting song. This partly empathic noise compliments the vision and helps draw in prey. The blob extends pseudopod arms and grapples its hapless victim. Lost in its dreams and desires, the prey is slowly digested. Chatilians nicknamed them Demon Divas.

The Chatilians evolved to become the dominant life-form on Chatil and proceeded to eliminate most of these creatures. These dangerous Demon Divas were all but extinct by the rise of Lord Makov's regime when enterprising scientists captured several Divas and bred them for their empathic power.

NATURE OF THE ENCOUNTER

A Demon Diva is nearly undetectable (sighting check -80) until it connects with the mind of its prey. An SMR is required to avoid being caught in the dream. The Dremnor can mentally project its psionic illusion out to range bracket 3. Blobs gauge the mental strength of a potential victim. They focus their attack on the most puissant mind. The beast then begins singing by rubbing two pseudopods together. All persons within 50m must make a Mental SMR at -10 to avoid being transfixed by the noise. The blob then projects the desired images and draws the victim close enough to grapple (requires a Strength check at -50 to break free). The pod excretes a powerful corrosive acid which inflicts 2-8 points of damage to all inorganic substances. Organic structures suffer double damage. Once the victim perishes, the Dremnor neutralizes the acid and relishes its meal. It takes hours to digest even the frailest of prey.

HABITAT

Dremnor are happy in any oxygen atmosphere, and can survive in climes from tropical to near arctic. The original beasts were adapted only to the Shetel Berry bushes (the dreaded and feared Shetel Berry bush of Unlimited power whose ambient being can only be used for good or evil). ARM has genetically altered the blobs to co-exist with whatever plant life is most prevalent in an area. A favorite ARM trick is to bring many of these creatures into an area which has never had any before—preferably to a natural point of interest. So the local Kiddie Explorer Corps goes into the park, and they never come out! An "outbreak" of these creatures is usually quite unsettling to the locals. ARM has added an instinct to these creatures to relocate after a kill. Any witnesses will not be able to relocate the beast, because it's not under the third rose bush from the left anymore! Currently, ARM is working on versions for methane and urban settings. Their scientists envision the day when the link to plants is no longer necessary, and Demon Divas will await unsuspecting passersby in dark alleys.

MIND OF THE BEAST

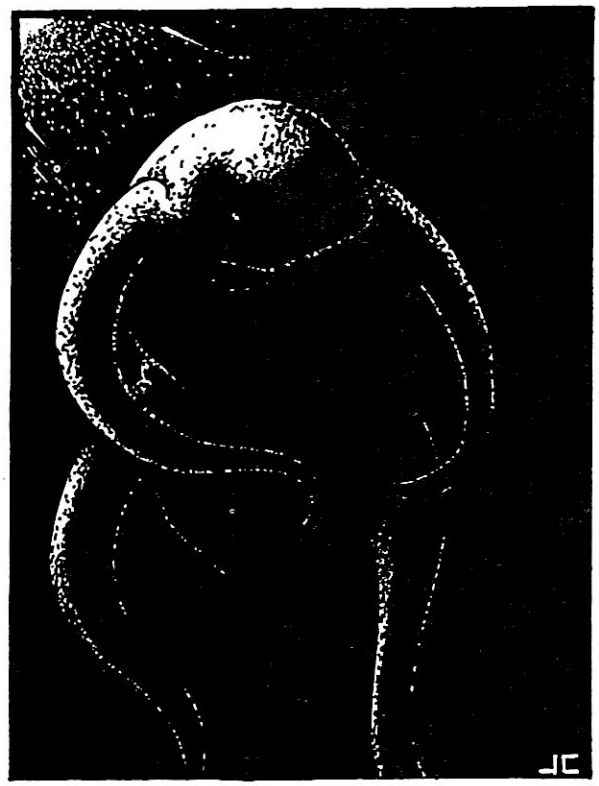
Come dream a while with me, your fondest desire is here for the taking. Let me softly caress the worries from your mind, and the skin from your bones.

DWALARK

ORIGIN:	Nrell, Plains, Fornax
ARM DISTRIBUTION:	Rare
SALE PRICE:	7,500cr (50,000cr)
CLASSIFICATION:	Winged Octopod
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	1.5m/50kg (4)
BODY POINTS:	32+4d6 (64+8d6)
MOVEMENT:	5/6/38 (15/18/120)
INITIATIVE MOD:	-3 (-5)
DEFENSIVE MOD:	+10 (+00)
THRESHOLD:	1 (5)
VISION/HEAR/SMELL:	+65/-20/+25
NO. OF ATTACKS:	8 tentacles
DAMAGE PER ATTACK:	1-3 each (1-8 each)
ATTACK NUMBER:	95
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Cloak of Darkness
I.Q.:	25-35
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	45	**RADIATION:**	23
BIOLOGICAL:	34	**MENTAL:**	56
POISON:	46	**SONIC:**	78
ELECTRICITY:	20	**FIRE:**	16
ACID:	24	**COLD:**	12



DANGER RATING ☠☠☠/☠☠☠☠

BACKGROUND

The frightful Dwalark exist in darkness, hating light. These beasts sleep during the day and hunt at night. They resemble squids whose mouths are filled with numerous, razor sharp teeth. These creatures are beginning to plague the slums in more and more Alliance cities. However, the Ministry of Health has devoted limited efforts to exterminate these monsters because "who cares about the slums?" Given the beast's cunning and the haphazard efforts to remove them, Dwalark feed almost without restriction. The Ministry does offer a 3,000 credit reward for any Dwalark brought in dead or alive (the Alliance strongly suggests not trying to bring one in alive).

NATURE OF THE ENCOUNTER

The squid normally hovers or clings to the ceiling above a door or some other opening, where it waits for its prey to pass underneath. The beast then drops on its victim, gaining surprise (a -5 to initiative rolls). The Dwalark attacks with its tentacles, inflicting 1-3 points of damage each. Once a tentacle has hit, it constricts around the victim automatically, crushing for 2-8 points of damage each round thereafter (Threshold is ignored). The victim has a 1% chance of breaking free for each point of strength above 100. The squid purees an incapacitated victim with its teeth, and feeds on the ooze. Called shots against the Dwalark's tentacles incur a -45 penalty to hit and each is assumed to have 4 body points, separate from the main body. Attacks against the Dwalark have an 80% chance to strike the victim as well.

The creature has a defense it employs while feeding on its victims. It is similar to the Mutzachan power Darkness, but covers a 2m radius. This power, Cloak of Darkness, protects the Dwalark from most ranged attacks while feeding by obscuring normal vision within the area of effect. The creature can use this power twice per night.

Unfortunately, ARM has recently improved on the Dwalark by creating a cybernetic version. This version has double body points and does more damage in all respects. Breaking free from the grasp of this version requires a strength of 120 or higher, and constriction damage is raised to 3-12 per round, due to the razor-edged tentacles. Finally, ARM has a self-destruct device implanted in this version to prevent duplication by outside sources. Upon death, a cybernetic Dwalark will explode as if it were a Plas grenade.

HABITAT

Dwalarks were first found in the natural caverns of Nrell by a Galactic Forces ARSAP team. Biologists conducted a thorough autopsy and discovered the creatures extremely sensitive eyes, which force them to live underground.

Unfortunately for the Alliance, ARM discovered the Dwalarks homeworld. A deadly plague was quickly released on Nrell, allowing ARM to work there without restriction. Since then the monsters have been turning up on numerous planets far from where they originated. They are generally seeded in abandoned urbanized areas. Although the squids did not originate in the cities, they are adapting well to their new surroundings. They hunt and feed on the many small vermin present there, unless larger game is available. Thanks to ARM, Dwalark flourish in many Alliance and non-Alliance cities. However, they can only exist in oxygen atmospheres and temperate to tropical climates.

MIND OF THE BEAST

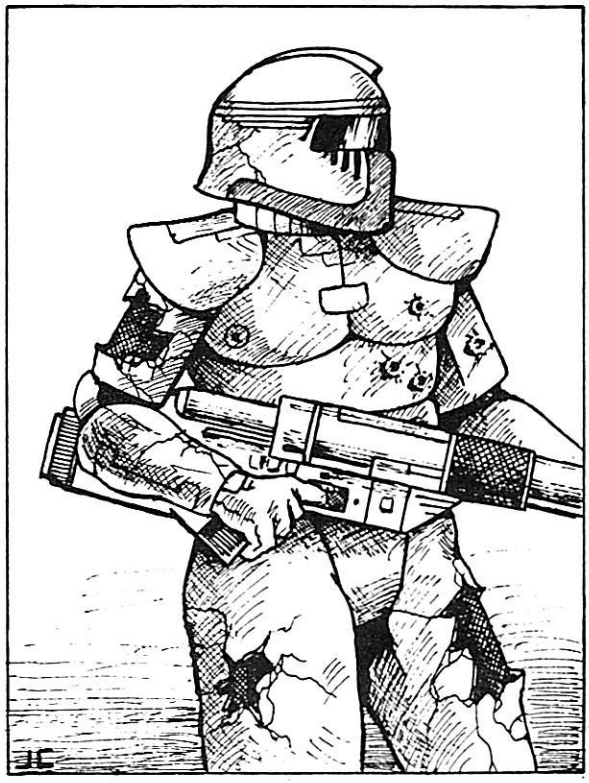
The hated light disc is gone. Time to feed. I will wait near the house where the large prey gathers. Come, succulent morsel, feel my deadly embrace.

ENCEPHALON

ORIGIN:	Experimental
ARM DISTRIBUTION:	Nil
SALE PRICE:	Nil
CLASSIFICATION:	Artificially Evolved
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	2m/180kg (7)
BODY POINTS:	4+d6
MOVEMENT:	09/08/64
INITIATIVE MOD:	-4
DEFENSIVE MOD:	0
THRESHOLD:	Nil
VISION/SMELL/HEAR:	+20/+20/+20
NO. OF ATTACKS:	2 punches
DAMAGE PER ATTACK:	2 (temporary)
ATTACK NUMBER:	50
SPECIAL ATTACK:	Matrix use
SPECIAL DEFENSES:	Matrix use
I.Q.:	150
MATRIX USE:	See below
POWER POINTS:	40-70

SURVIVAL MATRIX ROLLS

CHEMICAL:	17	**RADIATION:**	15
BIOLOGICAL:	15	**MENTAL:**	120
POISON:	20	**SONIC:**	25
ELECTRICITY:	25	**FIRE:**	20
ACID:	20	**COLD:**	42



DANGER RATING ☠☠☠☠☠☠

BACKGROUND

The result of a top-secret Alliance experiment gone wrong. Alliance scientists were hoping to give newly grown Gen-Humans the ability to use matrices. The creatures actually produced could indeed use matrices, but were no longer Human. When the scientists attempted to eliminate them, they destroyed the lab, the scientists and escaped. Reports claim that the Gen-Human government has launched a massive cover-up regarding this fiasco, fearing a public outcry over the ethics of using living beings for such an experiment. There would also be strong objections from the Chatilian, Mutzachan, and Zen governments over this attempt to artificially duplicate their own abilities.

It is estimated that 20 of these creatures escaped initially, but more than that have been sighted since. It must be assumed that the Encephalon (as they have taken to calling themselves) have found some way to reproduce, or to recreate the experiment that initially produced them. The beings are no more physically formidable than the average Gen-Human, but mentally they pose a terrible threat. The average Encephalon can generate matrices of Empathic nature at the third energy bracket. 30% are able to generate Healer matrices as well, and 20% of these are able to generate matrices of all three types. Furthermore, the Encephalon are incredibly resourceful, and always make the best use of equipment and powers. A typical Encephalon will be found wearing high-tech armor, modified with numerous armor options to improve its efficiency.

NATURE OF THE ENCOUNTER

Encephalon attempt to immobilize opponents, fearing that any one encountered is trying to kill it. (A case of do unto others before they do unto you). They have access to a wide variety of powers, and use them to the greatest effect (remember, these are super-geniuses, not orc-equivalents!) If convinced that the party means no harm, the Encephalon may talk, but shall remain wary. If attacked, the creature retaliates with maximum effort, using its most powerful matrices.

On several different occasions, Encephalon have captured, coerced, or convinced mercenaries to do their bidding. All accounts of this event confirm that at least some of the creatures are suffering from a debilitating mental disorder. The persons involved were sent on missions to either find and bring back a top level Zen Rigeln, or a neuro-surgeon. The Encephalons never admitted why they needed the counsel of these professionals, but it seems obvious that somehow the experiments which produced them were flawed, and the affliction was somehow a result of that. All who were successful bringing back assistance were rewarded by the Encephalon with mental powers (1-3 random 1st energy bracket powers from the applicable school of knowledge. No further advancement is possible, but experience points can be used to gain power points).

HABITAT

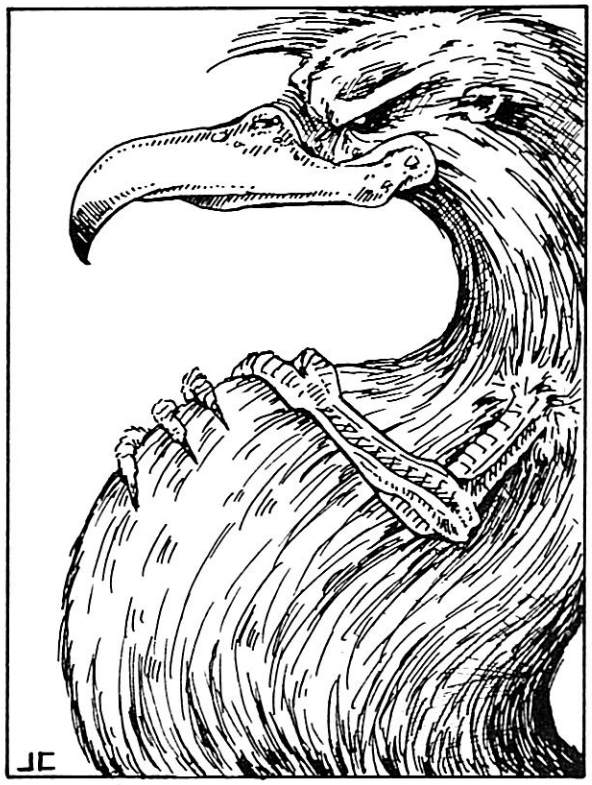
The Encephalon prefer the same sort of climates as Gen-Humans, but they tend to avoid cities. Consequently, they are usually found in secluded locations on isolated worlds. Social, they gather into small communities.

MIND OF THE BEAST

I am feared for what I am, though I did not ask to become this. I could do a tremendous amount of good for the Alliance and its people with my powers, but they fear me and hunt my people. Well, if they want a fight, they shall get one. I have a right to live, and I am not going to let anybody take that away from me.

FURBL MUNCHER

ORIGIN:	ARM		
ARM DISTRIBUTION:	Rare		
SALE PRICE:	8,000cr		
CLASSIFICATION:	Synthetic Organism		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	1.65m/90kg (4)		
BODY POINTS:	d6+6		
MOVEMENT:	12/12/64		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-10		
THRESHOLD:	Nil		
VISION/SMELL/HEAR:	+30/+10/+15		
NO. OF ATTACKS:	1 bite		
DAMAGE PER ATTACK:	1-6		
ATTACK NUMBER:	85		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Nil		
I.Q.:	30		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	35	**RADIATION:**	15
BIOLOGICAL:	30	**MENTAL:**	50
POISON:	45	**SONIC:**	30
ELECTRICITY:	30	**FIRE:**	20
ACID:	10	**COLD:**	20



DANGER RATING

BACKGROUND

The existence of this creature only proves that Uncle Ernie is a vicious killer whose mind has been completely warped by the desire to kill and gain power through fear. The Furbl Muncher is a monster designed and produced by the Anarchist Rebellion Movement with only one purpose in mind: To eat Furbls. Once while attending a conference on cybernetic research on Taos 4, Uncle Ernie was attacked by a Furbl. This occurred in 2255, before the emancipation of the Furbl race by the Orions. The attack wasn't entirely unprovoked. Professor Freiberg was giving one of his assistants a verbal tongue lashing for being incompetent. The noise sensitive Furbl hissed at Uncle Ernie. The professor turned his wrath on the creature, kicking it in the midsection. The wounded Furbl bit Uncle Ernie, who was subsequently arrested by the Orion police and charged with assault and cruelty to animals.

In court, Uncle Ernie explained that the life-form was defective. A pet should never, ever, attack a person, no matter what the circumstances. Ernie won his case and the Furbl was destroyed. However, this was not enough to succor Uncle Ernie. The rage at having been attacked by a lesser life-form could not be controlled. Eventually Uncle Ernie's resentment spilled out into the political mainstream, with the professor lobbying for the destruction of the entire race! The Orion government who owned the Furbls would not be bullied, even by the richest man in the universe! To them the matter was settled and all efforts by Freiberg to have the Furbls liquidated were stopped.

Uncle Ernie never forgot the incident with the Furbl. After he rebelled and formed the Anarchist Rebellion Movement, he sought their extinction. ARM carried out experiments to produce a creature that would not only be efficient in tracking down and killing Furbls, but one that would frighten and torture the pets. In 2269, Furbls began to disappear and the presence of the Furbl Muncher was uncovered.

NATURE OF THE ENCOUNTER

The Furbl scampers merrily along, gleefully purring and rubbing up against the legs of passer-bys. It might occasionally gobble up a crumb or two that someone dropped, and maybe even mark the corner of a building. Its life is full of happiness and contentment.

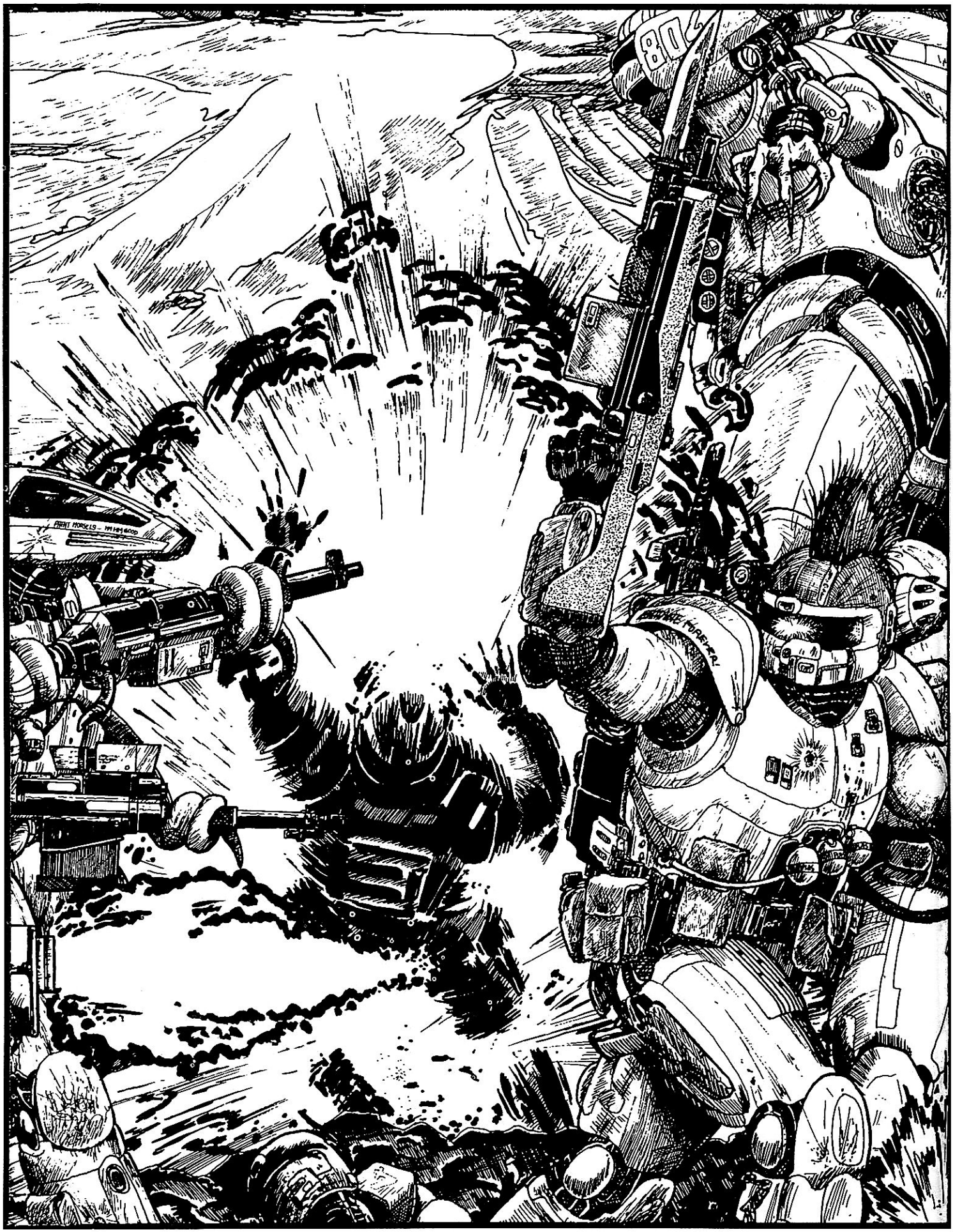
But then a big grey furry bird leaps upon it and sucks it into its wide snout. Then the big, mean Furbl Muncher wanders on, looking for other cute lil' snacks to snap up.

HABITAT

Furbl Munchers are predisposed to living in arctic climes which is where Furbls originated in the first place. But don't let that fool you, the ruthless Furbl Muncher will do just about anything and go just about anywhere to get himself a baker's dozen of nice warm, cuddly Furbls.

MIND OF THE BEAST

I'm a great big, fat, hairless monster and I love eating helpless little Furbls!


80
FRONT TOWARDS ENEMY


CUT
RIBBON
RAM POWER

GROGORIAN GIANT

ORIGIN:	Ese-6
ARM DISTRIBUTION:	Extensive
SALE PRICE:	25,000cr per point
CLASSIFICATION:	Giant
OCCURRENCE:	Uncommon
NO. HANGING OUT:	1-4
SIZE:	2.6m/180kg (8)
BODY POINTS:	40-90 (30+d6x10)
MOVEMENT:	15/30/100
INITIATIVE MOD:	-2
DEFENSIVE MOD:	+10
THRESHOLD:	2
VISION/HEAR/SMELL:	+10\+40\+10
NO. OF ATTACKS:	1/sec
DAMAGE PER ATTACK:	3-18
ATTACK NUMBER:	115
SPECIAL ATTACK:	Molecular Dispersion
SPECIAL DEFENSES:	Armor
I.Q.:	30-40
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	55	**RADIATION:**	40
BIOLOGICAL:	50	**MENTAL:**	12
POISON:	55	**SONIC:**	15
ELECTRICITY:	30	**FIRE:**	40
ACID:	40	**COLD:**	13



DANGER RATING

BACKGROUND

The Grogorian Giant is indigenous to the uncolonized, arctic world of Ese-6 of the Spirax Galaxy. The planet was first discovered by an Orion survey team in 2241. However, efforts to settle the planet have failed, and this world of jungles and mountains was left to those creatures who lived there. Ese-6 is full of dangerous and hostile life-forms, of which the Grogorian Giant is high on the food chain. The Anarchist Rebellion Movement took interest in Ese-6 in 2271. Nest teams settled on the planet and began to capture those life-forms that posed the greatest threat to life, and were capable of existing on foreign worlds. The Grogorian Giant was a perfect being, naturally predisposed towards violence, while at the same time being adaptable to its surroundings.

25% of all Grogorian Giants encountered possess the ability to generate the equivalent of a Molecular Dispersion matrix twice per day. They may not do this twice within a 4 hour span. How is unclear, but many scientists theorize that it is due to the fact that Ese-6 is a Shadow world, and the ability to displace molecules must somehow be attributed to the fact that the creature comes from another dimension. No Grogorian Giant ever exhibited the ability to disperse molecules while on Ese-6. It wasn't until they were returned to this universe that this characteristic was uncovered. Grogorians regularly escaped from captivity, and cameras filmed their escapes. Holes opened in walls and cages, then the giant passed through into freedom.

The Grogorian Giant can generate Molecular Dispersion and can use the matrix as a weapon. The creature touches the target individual and disperses his molecules into the air. Eventually, the victim will reform, so long as the wind doesn't scatter him all over the universe. The chance that the molecules will reform is 100%, minus 01% per kph of wind speed. Failure to coalesce indicates that the person has been killed and can not be resurrected, unless the spirit can be captured and placed into another body. Otherwise, it takes 1-4 minutes to reform.

Some captured, non-dispersing Grogorian Giants have undergone extensive modification by Anarchist genetic scientists. They now attack without mercy and fight to the death. Typically, the giant is armed with a huge, 3m spear, and a crude, wood crafted shield. It is extremely agile (-2 to initiative) and can attack once per second with its weapon, inflicting 3-18 points of damage while simultaneously deflecting attacks with the shield. The shield reduces the UAN of attackers by 50 points. It has a 7 point threshold, and an armor integrity of 40 points.

NATURE OF THE ENCOUNTER

Broken tree branches often mark the passing of a Giant. A level 3 tracking check reveals that it is indeed a Grogorian. The beast is agile, and yet a level 6 check reveals whether or not it is carrying a weapon. Opponents are beaten beyond recognition, for the old Giant recipe on combat is to beat your opponent until they stick to your weapon.

HABITAT

The Grogorian Giant once existed in the mountains of Ese-6. Its genetic structure and mental disposition has been modified to adapt to any climate, although it still prefers arctic climes. The beast is not intelligent enough to survive in methane environments but can, however, function on heavy worlds with a gravity index of up to 1.5.

MIND OF THE BEAST

I'm gonna smash you. Then, I'm gonna smash you again. And again . . . [*Editors Note:* Maybe this is really the Larry Giant].

HABERDINES WARRIOR

ORIGIN:	Synthetic (ARM)
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	25,000
CLASSIFICATION:	Humanoid/Reptilian
OCCURRENCE:	Rare
NO. HANGING OUT:	1-6
SIZE:	2.5m/225 Kg (8)
BODY POINTS:	8+d8
MOVEMENT:	12/09/96
INITIATIVE MOD:	-4
DEFENSIVE MOD:	0
THRESHOLD:	2
VISION/HEAR/SMELL:	-10/+50/+50
NO. OF ATTACKS:	2
DAMAGE PER ATTACK:	2-12
ATTACK NUMBER:	70
SPECIAL ATTACK:	Nil
SPECIAL DEFENSES:	Nil
I.Q.:	40-75
MATRIX USE:	Nil
POWER POINTS:	0

SURVIVAL MATRIX ROLLS

CHEMICAL:	46	**RADIATION:**	36
BIOLOGICAL:	50	**MENTAL:**	08
POISON:	22	**SONIC:**	94
ELECTRICITY:	24	**FIRE:**	24
ACID:	40	**COLD:**	08



DANGER RATING 

BACKGROUND

The genetically engineered monstrosity known as Haberdines Warrior was first encountered in 2250, on the planet of Mommoth. Amil Haberdine, one of the leading names in bio-genetic research, was seeking a way to create a super-soldier which would possess the power and resiliency of the warrior races along with the cunning and ingenuity of the Human mind. He chose the Python Lizard for his experiments, partly because it was more intelligent than its cousin the Ram. Haberdine explained his intentions in a scientific treatise called "The Best of Both Worlds" as follows:

Ladies and gentlemen, fellow researchers, it is my firm belief that the genetic helices of the Human and Python species can be made compatible. The problems which have presented themselves in the past incompatible neurochemistry and different chromosomal structure can be overcome by recent advances in technology. It will be possible to create a new being which is greater than the sum of its parts. The strength of the Python, coupled with the ingenuity and intelligence of the Human mind, will work together to craft a brighter tomorrow for us all.

Unfortunately for Dr. Haberdine, his dream was not to be realized. It is still not clear what went wrong with the experiment, whether there was some impurity in the genetic matrix Haberdine created or whether his research simply did not take all variables into account. It escaped, killing the professor, his assistants and totally destroying his lab. The government simply declared the experiment a failure.

One of Amil's closest friends and colleagues was the brilliant young geneticist, Dr. Ernie Freiberg. The news of Haberdine's death affected Freiberg deeply, and he was greatly offended by the callous way in which the government wrote off Haberdine's work. Freiberg wrote numerous letters to various scientific journals, charging that lack of government funding and inferior equipment had been responsible for the failure of the experiment and the death of Haberdine. However the letters went largely ignored, and many people believe that this incident was what caused Ernie Freiberg's break from society.

NATURE OF THE ENCOUNTER

The Haberdine does not kill purely out of instinct. It stalks opponents with level 5 stealth as it attempts to learn all that it can about their capabilities and weaknesses, before picking the most opportune moment to attack. During an ambush, the creature gains a -4 to initiative rolls. The Haberdine Warrior prefers to strike from behind. It ignores non-bone criticals, and remains conscious to -6 body points.

HABITAT

The creature is formidable in the wilderness, inhabiting swamps, where it can use its proficiency in climbing and swimming skills (9th and 12th level, respectively) to the utmost capacity.

Haberdine's Warrior is cold blooded, and shares some of the Python's vulnerability to cold. It will hibernate, returning to its lair for up to 6 months at a time, if the weather becomes too cold. During this period, the creature's metabolism slows tremendously. It appears dead if casually examined.

MIND OF THE BEAST

A monster? Did I ASK to be born? Did I ASK to be made what I am. I am a product of your twisted minds. I was created to kill; that is my function in life. It is a function which I perform well. Do not blame me for the dead which are my prey. Do not blame me when one of your loved ones does not come home tonight. Blame yourselves. You made me . . . now fear me.

JERICHO DEMON

ORIGIN:	Ansar 9		
ARM DISTRIBUTION:	Common		
SALE PRICE:	50,000cr		
CLASSIFICATION:	Lizard		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	1-2		
SIZE:	1.95m/160kg (6)		
BODY POINTS:	20+3d10		
MOVEMENT:	40/32/100		
INITIATIVE MOD:	-7/-4		
DEFENSIVE MOD:	-25		
THRESHOLD:	3		
VISION/SMELL/HEAR:	+20/+30/+40		
NO. OF ATTACKS:	2 claws		
DAMAGE PER ATTACK:	1-4 +8		
ATTACK NUMBER:	86		
SPECIAL ATTACK:	Charge		
SPECIAL DEFENSES:	Downhill sprint/leap		
I.Q.:	30-40		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	45	**RADIATION:**	75
BIOLOGICAL:	45	**MENTAL:**	10
POISON:	65	**SONIC:**	15
ELECTRICITY:	30	**FIRE:**	50
ACID:	25	**COLD:**	25



DANGER RATING ☠☠☠

BACKGROUND

This malevolent creature is indigenous to the mountains of Ansar 9, of the Spirax galaxy. The Jericho Demon, however, has been widely distributed by the Anarchist Rebellion Movement throughout the galaxies. The most common reason for purchasing a Jericho Demon is to protect an area that a party is operating in, or has deemed of value. Often, a mercenary unit may leave behind equipment and supplies on a planet, awaiting their return. The Jericho Demon is left to protect the cache.

Ansar 9 is a heavy world, with a gravity coefficient of 2.4. Consequently, the Jericho Demon's strength is phenomenal, equivalent to 180 by normal standards. It cannot exist on planets with a gravity coefficient of less than 0.7, and functions best in 1.0 to 2.4 gravity. The Jericho Demon has powerful musculature which enables it to move at speeds in excess of 40/32/100 on worlds with a gravity coefficient of 1. Its skin is so thick that it has a natural 3 point threshold. The beast possesses night vision and limited infra-vision (-20 to its detection rolls).

NATURE OF THE ENCOUNTER

The first signs that you are in Jericho Demon territory are scratches in area rock formations. The beast enjoys sharpening its steel-like talons on stone. It is always found within 5km of its lair, which is invariably a large cave. A female mate will be encountered 50% of the time. The Jericho Demon is nocturnal, feasting on rodents and other small creatures. It patrols its domain diligently and is aware of the slightest changes in its surroundings. There is only a 30% chance that the creature will aggressively seek combat if encountered anywhere from 1-5 kilometers from its lair. Any party that approaches within 1km of the cave is automatically attacked.

HABITAT

The Jericho Demon hides in its rocky domain, keeping a constant vigil over the land. Its mottled brown skin allows it to blend into the terrain, making detection difficult (level 8 Detect Concealment). This monster is cold blooded, does not show up on infrared, and is only 35% likely to be detected by a motion tracker while lying in wait for targets to approach. Whenever anyone violates its territory, the Demon rushes forth with blinding speed to attack (-7 initiative), bowling into the intruder. The charge inflicts 3-18 points of damage. Persons struck must make an Agility check at -60 or be knocked over. In addition, victims must roll a Manual Dexterity check at -65 or drop their weapon. Recovery Time: 4-16 seconds. Those who manage to remain on their feet must make a second Manual Dexterity check to see if they drop their weapon, but only at -20.

After its initial charge, the Jericho Demon fights by rising up on 4 of its 6 legs and striking out with both razor-sharp barbed claws once per second, inflicting 1-4 +d8 points of damage to the victim. It is so fast in rocky terrain that there is -25 penalty modifier to attack rolls, even with its large size.

If the Jericho Demon suffers more than 1/2 body damage, the creature will attempt to evade by leaping over its assailant and racing away. The beast is able to maneuver down vertical descents of up to 60 degrees without risking a fall. All persons giving pursuit must make an Agility check at a -20 penalty per 10 degrees of incline, per minute, or fall and suffer d6 damage per 10 meters of incline (round fractions up).

MIND OF THE BEAST

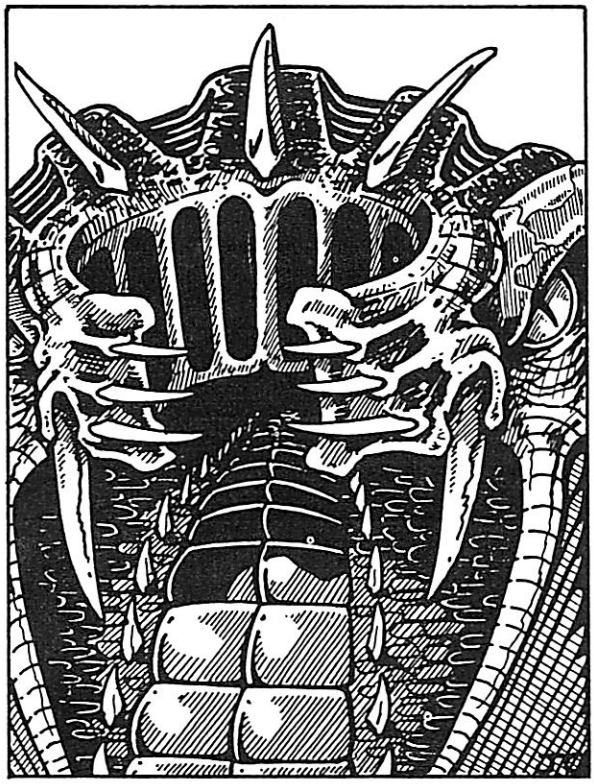
There are no problems until you cross into my territory. When you do that, you'll see my beady little eyes, just before I rip yours out!

JEZDARAEN SLAYER

ORIGIN:	Serag
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	1,000,000cr
CLASSIFICATION:	Silicon-Based Life-Form
OCCURRENCE:	Rare
NO. HANGING OUT:	1
SIZE:	1.5m/80kg (4)
BODY POINTS:	16+d8
MOVEMENT:	9/11/220
INITIATIVE MOD:	-6
DEFENSIVE MOD:	-45
THRESHOLD:	4
VISION/HEAR/SMELL:	+00/+25/+300
NO. OF ATTACKS:	1 horn
DAMAGE PER ATTACK:	2-16
ATTACK NUMBER:	90
SPECIAL ATTACK:	Poison (lvl 12); Phasing
SPECIAL DEFENSES:	Phasing
I.Q.:	25
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	60	**RADIATION:**	45
BIOLOGICAL:	78	**MENTAL:**	40
POISON:	82	**SONIC:**	30
ELECTRICITY:	50	**FIRE:**	56
ACID:	65	**COLD:**	45



DANGER RATING

BACKGROUND

Originally, these creatures evolved on the planet Serag in the Tundarr system of Andromeda. However, their prolific presence around the galaxy is a result of breeding, training, and transportation by the infamous ARM Tza Zen geneticist, Dr. Elon Jezdaraen. These silicon-based life-forms are capable of feeding and gaining nutrition from nearly all organic material. J-Slayers are deadly hunters. ARM trains them to be efficient and capable killers. The assassinations of at least a dozen Alliance officials, bureaucrats, or supporters have been attributed to Slayers.

Jezdaraen Slayers resemble shambling stalagmites with insect-like heads. Numerous sharp, twisted horns crown the skull. Slayers have two diminutive arms, ending in small, manipulative hands. They move about silently on centipede-like legs (level 10 Stealth/level 8 Infiltration). These creatures have no eyes. Instead, they employ an acute olfactory sense. They can be programmed to learn a scent and follow it until its source has been destroyed (level 20 Tracking). Slayers can also tell the relative freshness of a scent.

These critters are experienced chameleons. Their carapaces adopt the shades and apparent textures of their immediate surroundings (level 10 Camouflage). Slayers also diffract light about their bodies, making them harder to hit (defensive modifier of -45). The creatures also maintain very low ambient body heat (-30 to thermal detection).

NATURE OF THE ENCOUNTER

The J-slayer appears out of nowhere, generally gaining surprise (90%). The creature attacks with its dagger-like horns, gouging for 2-16 points of damage. The danger of being struck by a horn is compounded by a deadly poison (level 12) that is secreted from glands underneath the horns themselves. This toxin inflicts 6-36 points of damage normally, or 3-18 if a successful SMR is made. Damage is done at a rate of 1 point per minute (-35 to SMRs).

The J-Slayers most feared ability, however, is the power to disperse its molecules and travel through physical barriers. The distance travelled is limited to 10 meters. When in their phased state, these beasts cannot affect or be affected by the normal universe. Phased Slayers are nearly undetectable (-75 to vision checks) and are even capable of passing through flux shields. The creatures can only remain phased for 3 seconds at a time. Subsequently, J-Slayers must remain physically cohesive for another 30 seconds before phasing again. The creatures always retain the ability to phase their horns through intervening objects, such as armor, and any successful attack roll of 20 or less indicates that the horn attack phased completely through armor or other defensive measures, such as flux shields. Otherwise, the horn lowers an opponents threshold by 5.

HABITAT

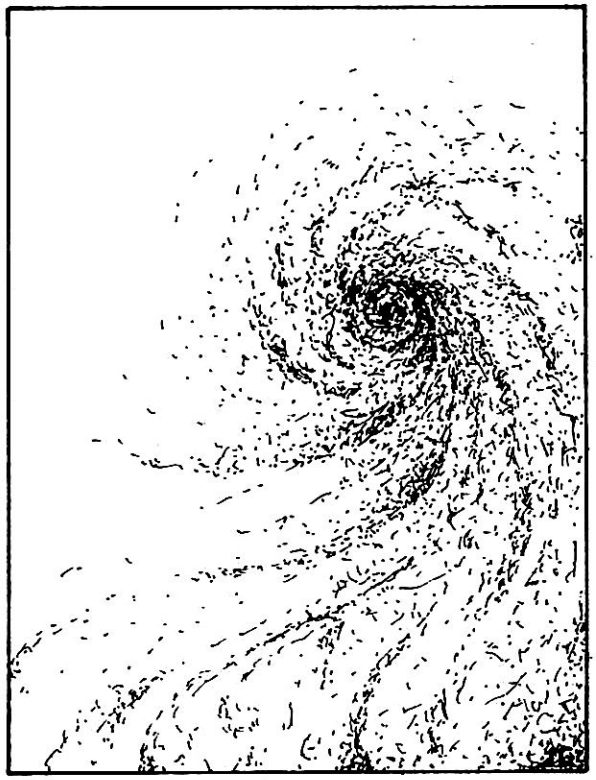
These creatures are native to all areas of the sulfur world of Serag. The number of J-slayers released across the galaxies is not known, but given the numerous different areas in which the creatures have been discovered, ARM appears to be training them to operate in a variety of environments. J-Slayers can survive in a vacuum for up to three hours.

MIND OF THE BEAST

Gotta find what makes this smell and shove my horns up its derriere! What! An obstruction? Smells like a titanium steel door with a plaid color scheme and a flux shield curtain-wall. Well, no matter . . . (phase) . . . Honey, I'm home, and its time to die!

JOVAN GASCLOUD

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Very Rare		
SALE PRICE:	25,000cr		
CLASSIFICATION:	Amorph		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	Varies		
BODY POINTS:	400		
MOVEMENT:	10/15/150		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+100		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	+10/Nil/Nil		
NO. OF ATTACKS:	See Below		
DAMAGE PER ATTACK:	See Below		
ATTACK NUMBER:	See Below		
SPECIAL ATTACKS:	Nil		
SPECIAL DEFENSES:	See Below		
I.Q.:	Unknown		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	200	**RADIATION:**	200
BIOLOGICAL:	200	**MENTAL:**	99
POISON:	200	**SONIC:**	200
ELECTRICITY:	200	**FIRE:**	06
ACID:	200	**COLD:**	200



DANGER RATING



BACKGROUND

These creatures resemble the swirling storms found on the gas giant Jupiter, and have been labeled Jovan Gasclouds by Humans and Gen-Humans. Gasclouds have been discovered in numerous systems throughout the galaxies. Gasclouds have no vital organs or brain. They display no comprehensive intelligence. If it were not for the fact that the gasclouds attack any living creature which comes close, scientists would never have guessed that they were alive.

The creatures appear as hovering clouds of gas in various sizes. Biologists have not isolated their means of mobility, but they suspect that it is derived from some means of internally producing concussion blasts that radiate outward from the center of the cloud. These beings display an acute thermal sense, but appear to lack any other senses. The entities are highly flammable and easily killed by this means. Otherwise, the Jovan Gascloud appears impervious to attack.

NATURE OF THE ENCOUNTER

Jovan Gasclouds are only encountered under stormy weather conditions. There must be significant thermal currents in the atmosphere for the creature to exist. Typically, the sky darkens just before a Jovan Gascloud attacks, for as the creature approaches, it often blocks out the sunlight. Sudden winds buffet the target area and a shrill scream rends the air for 4-16 seconds before the creature actually strikes. The noise generated by the approach of a cloud is deafening and communication between party members is impossible, unless personnel are wearing helmets or have telepathic ability. Persons wearing head gear are entitled to a hearing check at 10% plus appropriate modifiers.

The vortex descends on the target area and all those within a 5m radius suffer concussion based damage, which is treated as an Omega cannon for purposes of damage allocation. Persons are slammed around inside the vortex and suffer 2 points of concussive damage per second to each section of the body/armor. Individuals inside the vortex must make a Manual Dexterity check every three seconds to determine if they have dropped their weapons. Weapons themselves must make System Shock rolls at a -10 penalty every three seconds to determine whether or not they have been damaged by the constant buffeting produced by the cloud.

Jovan Gasclouds are attracted by energy and the best way to escape a Jovan attack is to leave behind the weapon with the most remaining energy units (See Battlelords rulebook for details). The creature will drain away up to 4,000 units of energy at a rate of 100 units/sec and not attack again for 4-16 hours. It sometimes attacks Mutzachans to drain their energy.

These beings are aggressive, attacking anything that they pick up on infra-red. The life-forms insubstantial nature renders them immune to all attack forms, except flames. The most effective weapons to employ against a gascloud are flamethrowers and juicers which do double damage to the creature. Pulse cannons are marginally effective, doing 1/2 damage. Since the gascloud envelops a group/target, attacks against it incur a +100 to hit.

HABITAT

Whether any specific environment is directly required in order for these strange creatures to survive is unknown. They have been spotted on worlds with highly varied gravities, temperatures, and atmospheres.

MIND OF THE BEAST

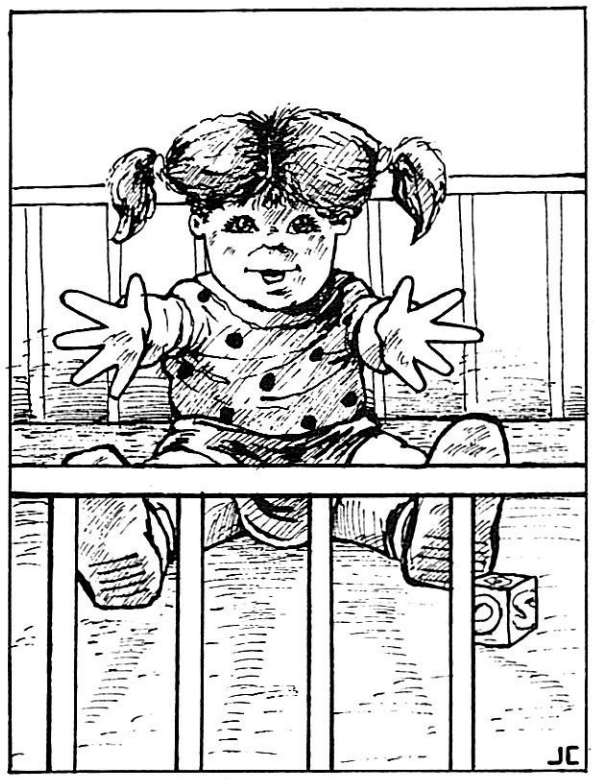
Do I want a smoke??? What are you, crazy!?!

JUNIOR

ORIGIN:	Synthetic/ARM
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	15/45/200,000cr
CLASSIFICATION:	Xenomorph/Humanoid
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	1m/30kg (S)
BODY POINTS:	5-10
MOVEMENT:	6/6/50
INITIATIVE MOD:	-2
DEFENSIVE MOD:	-10
THRESHOLD:	2
VISION/HEAR/SMELL:	0/0/0
NO. OF ATTACKS:	3
DAMAGE PER ATTACK:	1-8/1-8/4-16
ATTACK NUMBER:	85
SPECIAL ATTACK:	None
SPECIAL DEFENSES:	None
I.Q.:	45
MATRIX USE:	See below
POWER POINTS:	0

SURVIVAL MATRIX ROLLS

CHEMICAL:	25	**RADIATION:**	50
BIOLOGICAL:	45	**MENTAL:**	65
POISON:	30	**SONIC:**	40
ELECTRICITY:	60	**FIRE:**	30
ACID:	30	**COLD:**	28



DANGER RATING

BACKGROUND

The bio-weapon known as Junior is a killing machine, packed into an innocuous package of a child. ARM produces Junior in two models, the first being that of a creature referred to as the Stroller Of Doom. It resembles a small infant sitting in a stroller. Junior possesses a low-grade vibration sense, and when life-forms approach within 30m, the creature begins crying in an effort to attract attention. It appears as an innocent, distressed baby until someone touches it, at which point the baby and stroller will rapidly transform into a horrible killer. The baby's limbs lengthen and sprout razor sharp claws, while the stroller transforms into a gaping, fang-filled maw, which snaps shut on the compassionate fool who sought to help the poor child in the first place! Junior is spectacular for its shock value, and a single child can produce startling effects in a mall for example.

The second Junior model is called Little Girl Lost. It takes the form of a golden-haired moppet of a girl, about 7 years old, wandering about the streets looking for her mommy or daddy. Perfect for you sadistic types! The Little Girl is a more sophisticated model than the Stroller, programmed to seek out one particular victim. She seeks to persuade others to take her to this person. She benefits from a Trust matrix which functions continuously. Potential victims are entitled to a SMR vs mental attack forms. Those who are successful, are further entitled to an Intuition check at a -25 to realize that something is drastically wrong.

Little Girl Lost will run headlong into the arms of her protector crying Mommy! (Daddy), and then transform into a demonic-looking creature similar to the Stroller above. She then attacks with level 8 hand to hand which inflicts 1d8+3 real damage. The Little Girl Lost comes with a built in micro-explosive device capable of doing damage equivalent to a Plasma Seduction grenade. If she can't kill the target Little Girl will detonate herself, thus destroying the enemy and all the evidence. Upon completing its mission it will walk to a populated area and detonate.

NATURE OF THE ENCOUNTER

The most commonly encountered form of Junior will be the Stroller of Doom, as its the cheapest and easiest to produce. These are generally released simultaneously at several different points in a city, to create chaos so that ARM operatives can take advantage of the distraction to carry out a mission.

For all its nastiness, its possible to detect a Junior before it goes off. Ram Pythons, Python Lizards, and Cizerack have a base 20% chance to notice that the child doesn't smell. A Junior is a dead giveaway to a Chatilian, as its thought patterns are nothing like those of normal Humans. Because of this drawback, Junior is programmed to attack immediately if a Chatilian comes into range.

HABITAT

Junior is designed to live in the same sorts of environments as the race it resembles. Orion Rogue, Cizerack, and even Python Juniors have been reported.

MIND OF THE BEAST

Hi . . . my names Geoffrey, and I'm 4 years old. What's your name? Can you help me? I need you to . . . DIE!

KITTY

ORIGIN:	ARM		
ARM DISTRIBUTION:	Prolific		
SALE PRICE:	7,000cr		
CLASSIFICATION:	Synthetic Organism		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1-2		
SIZE:	1m/25kg (1)		
BODY POINTS:	2+d4		
MOVEMENT:	15/40/80		
INITIATIVE MOD:	-3		
DEFENSIVE MOD:	-15		
THRESHOLD:	3		
VISION/SMELL/HEAR:	+60/+60/+100		
NO. OF ATTACKS:	3		
DAMAGE PER ATTACK:	1-4/1-4/1-6		
ATTACK NUMBER:	110		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	Nil		
I.Q.:	20		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	35	**RADIATION:**	25
BIOLOGICAL:	40	**MENTAL:**	20
POISON:	35	**SONIC:**	30
ELECTRICITY:	20	**FIRE:**	50
ACID:	45	**COLD:**	65



DANGER RATING ☠/☠☠/☠☠

BACKGROUND

Kitty is a genetically modified version of a cat, designed to operate with the skill of an Earth feline. The creature earned its name during a field test where anarchist operatives were modifying the existing model's ability to kill. The team deployed themselves at the end of a dark street, observing the actions of the creature and waiting for a pedestrian to come along. Kitty hid behind a garbage can, and eventually an unsuspecting old lady approached, carrying a bag of groceries. She was obviously heading home to cook up dinner and watch the cyball game! The woman heard the monster's growl and stopped. Near-sighted and unable to clearly make out what lurked behind the garbage can, she said "Awwhh. Here kitty kitty kitty. Here kitty kitty. Grandma has a nice, sweet snack for you." She reached down to hand the monster a lemon pastry. Kitty reached up and chomped her arm off at the elbow!

Kitty has no mission parameters. It is merely released in an urban area to kill as many things as possible. It is relatively cheap, as ARM monsters go, and a few such creatures can paralyze a city. Kitty attacks until killed. It is, however, intelligent enough not to enter into battles that it has no chance of winning. The creature is large and quite strong, averaging 25kg in weight with a 50+ strength rating. This vaguely feline death-bringer attacks three times per second, once with each claw and one bite. The creature's claws are cybernetic, and its double hinged, locking jaws allow the monster to latch onto prey. Persons who have been bitten must make a Strength check at -90 or automatically suffer damage each second thereafter.

Kitty has been upgraded, and several models besides the base configuration now exist. A person could purchase a Kitty whose biological systems have been altered in such a way that the creature's fecal remnants are explosive. The cat's intestinal tract has been redesigned by ARM bio-engineers. Excrement dries up and becomes auto-combustible. Each dropping eventually explodes, for 4-16 points of concussion damage to anyone within 2m, and half that amount between 3-5m. Cost: 15,000cr.

You can purchase corrosive Kitty, which isn't really a Kitty at all. It is a cyber-organism whose digestive tract has been altered so that the creature produces acidic saliva. Bite attacks add 3-12 points of damage (AI reduced by 1-4 points per attack). Corrosive Kitty can spit acid up to 15m with 60% accuracy. It can do this once per hour. Cost: 20,000cr.

NATURE OF THE ENCOUNTER

Kitty often pounces upon its prey from the heights of the rooftops (up to 10m), gaining surprise 95% of the time. It gains double damage from its claws but loses its bite attack. The creatures unadjusted attack number is reduced by 15 points per 5 meters of jump. Kitty possesses 6-10 levels of Acrobatics and 10-14 levels of Stealth. If Kitty attacks from an alleyway, it gains surprise 30% of the time.

HABITAT

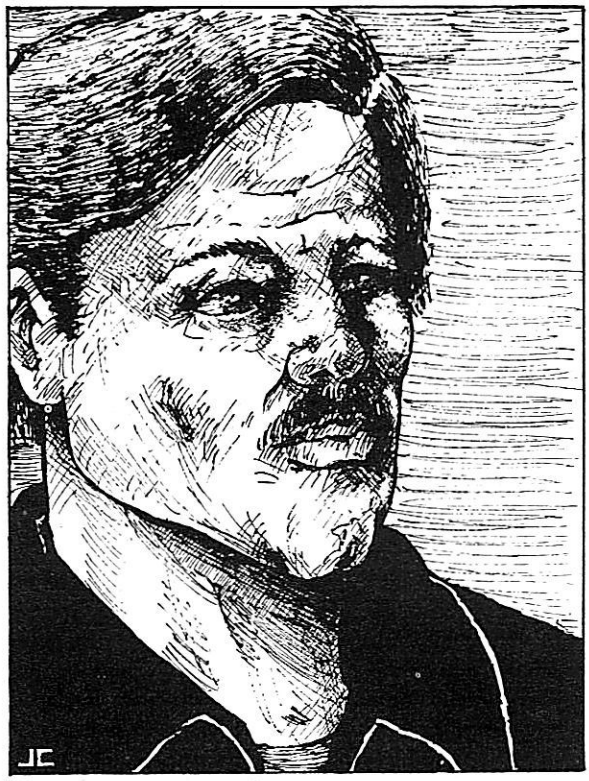
Kitty has been genetically programmed to operate mostly at night, when it comes out to feed. The cat travels by rooftop, or in the anonymity of shadowy alleyways. It tracks its prey, stalking silently, waiting for the most opportune moment to strike. The first sign that something is amiss is numerous citizens reporting their pets missing. Another sign of a Kitty is dead bodies.

MIND OF THE BEAST

I'm not into that Biddles and Kits stuff, I like killing people. Pounce, rip, shred, maim, disembowel. Meow! Meow!

MAYARCH'S ASSASSIN

ORIGIN:	ARM		
ARM DISTRIBUTION:	Uncommon		
SALE PRICE:	500,000cr		
CLASSIFICATION:	Humanoid		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	1.9m, 70kg (5)		
BODY POINTS:	6/9		
MOVEMENT:	08/08/64		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-15		
THRESHOLD:	0		
VISION/SMELL/HEAR:	00/00/00		
NO. OF ATTACKS:	2 Punches or by weapon		
DAMAGE PER ATTACK:	2x2 or by weapon		
ATTACK NUMBER:	75		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Unreadable Motivations		
I.Q.:	95		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	17	**RADIATION:**	15
BIOLOGICAL:	12	**MENTAL:**	80
POISON:	18	**SONIC:**	20
ELECTRICITY:	40	**FIRE:**	20
ACID:	20	**COLD:**	40



DANGER RATING ☠☠

BACKGROUND

ARM has devised Mayarch's Assassins to eliminate even the most guarded individuals. These creatures appear as normal Humans and are sent by ARM to infiltrate a corporation at lower echelons. The assassins are programmed to do their job efficiently, climbing the corporate ladder of success with the zeal of someone destined for great things! They are so well programmed that many corporate officials have become wary of employees that never make errors, never cause problems, or never screw up in any manner. The assassins carry on normal lives. They have mates, watch the Cyball game on Sunday, and drive the latest skimmers. They are the perfect yuppie! That is, until they meet the person they were programmed to assassinate. The assassin then becomes suicidal, turning into a crazed psychopath. He will grab the nearest object/weapon and attack the target until he or it is killed (level 4-10 weapons skill). The programmed Assassin may look like a normal Human, Gen-Human, or Orion. No models have yet been built for other races, although reports verify that the Anarchist Rebellion Movement is currently building a Zen Rigeln version.

Mayarch's Assassins possess special commands locked away in their DNA telling them who to kill. Until they meet this person, they do not know who they are going to murder, or that they are to eliminate anyone at all. A prefabricated childhood is implanted into their memories, making them unaware of their own role. Even mind probes and mood discriminators are generally ineffective, as they have no conscious knowledge of their primary purpose. There is only a 10% chance that the best mind scanning equipment will reveal the programming which is buried in the deepest layers of the creature's subconscious.

There is an apparent defect in a small percentage of creatures produced. Some Mayarch's Assassins have had re-occurring dreams about killing their pre-programmed targets. These nightmares continue for years, with most assassins keeping the dark secret to themselves. A few have committed suicide over the torment of waking up every night, having killed the same person time and time again.

NATURE OF THE ENCOUNTER

It is impossible to tell if someone is a Mayarch's Assassin or not. It could be absolutely anyone. They simply attack with the nearest and most lethal means available when the prey is sighted. They will not delay the assault, no matter how the odds are stacked against them. They do not retreat, or feel fear or pain while they fulfill their deadly destiny! After the unwitting Assassin has committed the heinous act, it is erased from their memories and they become mental vegetables. This protects ARM from having the Assassin used as a source of information against them.

HABITAT

A Mayarch's Assassin works diligently at his/her appointed job until they meet their intended victim. If they never see the person, they never have the opportunity to kill them. There are some documented cases of corporate managers attacking retired executives. The assassination came twenty years late, indicating they never forget who their target is. Some can be modified to seek out their victim, but this makes them susceptible to Mind Probes and mood discriminators.

MIND OF THE BEAST

You'd like me to meet Mr. Dally, Gloria? Okay, I'll be right in . . . Hello Mr. Dally, I- YOU!! (Hack! Squish! Maim!)

MASQUE OF RETRIBUTION

ORIGIN:	4th Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	1m/50kg (1)		
BODY POINTS:	Special		
MOVEMENT:	15/15/300		
INITIATIVE MOD:	-3		
DEFENSIVE MOD:	Nil		
THRESHOLD:	Nil		
VISION/SMELL/HEAR:	+100/NA/+100		
NO. OF ATTACKS:	1		
DAMAGE PER ATTACK:	Special		
ATTACK NUMBER:	95		
SPECIAL ATTACK:	Feedback		
SPECIAL DEFENSES:	See below		
I.Q.:	Unknown		
MATRIX USE:	Special		
POWER POINTS:	Special		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	I	**RADIATION:**	99
BIOLOGICAL:	I	**MENTAL:**	70
POISON:	I	**SONIC:**	99
ELECTRICITY:	I	**FIRE:**	I
ACID:	I	**COLD:**	I



DANGER RATING

BACKGROUND

Very little is known about the Masque of Retribution. Eyewitness accounts have described it as a luminous pattern of harsh white light, hovering in the air. That the Masque is a fourth-dimensional being is beyond doubt. This accepted fact has been documented by prominent scientists and matrix controllers alike. The Masque is a bane to combat-types. Weapons seem to have no effect on the creature. Only specific mental attack forms are effective in driving the creature off. Rumor has it that the Masque of Retribution was summoned to this dimension by a mad Zen, determined to bring about peace at any cost. Others maintain that the Masque is a tool of the enigmatic Yontacha. It is common knowledge that the cult reveres this strange being, calling it The Divine Masque of Justice. It is unknown how many Masques there are. There may be hundreds, dozens, or only one.

NATURE OF THE ENCOUNTER

The Masque of Retribution appears suddenly without warning. It hovers in front of the party for 1-4 rounds, motionless. Suddenly, the creature moves to blanket the head of the most aggressive person in the group . Hence its name, as it looks like some sort of bizarre mask when attached to the skull of its victim. The Masque attacks by turning the being's own aggressive tendencies against him, causing an agonizing feedback effect. For every 10 points of aggression over 50, the Masque of Retribution inflicts 1 point of damage to the creature per three seconds of combat (round fractions up). The victim is entitled to a Mental SMR each round to avoid the damage, but this SMR is at -01% per 5 points of aggression over 50. Subsequent attacks require no to hit roll. The attack number listed above is for the initial attachment.

The Masque is immune to conventional weaponry. Intense radiation and sonics have a slim chance of driving the creature away. Furthermore, scientists theorize that these forms of attack can occasionally disrupt the being's energy pattern. Unfortunately, radiation or sonics of that intensity would be almost certain to kill anything else trapped by the being, including its victim! The Masque itself is assumed to have 20 body points. Each time the Masque is hit by a successful mental attack, it suffers damage equal to double the matrix level of the attack. No other effects are generated by the matrix. The following matrices can damage a Masque of Retribution: Stun, Calm (causes double damage!), Brain Cramp, Ego Whip, Mind Strangle, Ego Smash, Mental Reflection (a Masque attacking an Empath generating this power will create a feedback loop which will drive it from this plane), Repulsion, Mind Control, Husk, Drain, Magnetic Disruption, Energy Manipulation, Electromagnetic Pulse, and Energy Negation. A Masque of Retribution caught in a Ritual of Peace is instantly returned to the fourth dimension.

HABITAT

The Masque of Retribution can appear in any habitat, at any time. Then again, as Rift Runner Kaleb Ashe was heard to comment, "All 4th dimensional entities can appear in any habitat. Just once, I'd like to see a Morg which didn't like the cold."

MIND OF THE BEAST

Unknown. If the Masque of Retribution has a mind, its thoughts are so alien as to be immeasurable.

MASUG

ORIGIN:	Fourth Dimension		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Rodent Entity		
OCCURRENCE:	Very rare		
NO. HANGING OUT:	3-12		
SIZE:	2m/70kg (5)		
BODY POINTS:	8+d12		
MOVEMENT:	10/12/96		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-10		
THRESHOLD:	3		
VISION/HEAR/SMELL:	-15/+10/+125		
NO. OF ATTACKS:	2 claw, 1 bite		
DAMAGE PER ATTACK:	2-8/2-12		
ATTACK NUMBER:	80/60		
SPECIAL ATTACK:	Spit		
SPECIAL DEFENSES:	Nil		
I.Q.:	33		
MATRIX USE:	See Below		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	88	**RADIATION:**	90
BIOLOGICAL:	80	**MENTAL:**	65
POISON:	90	**SONIC:**	25
ELECTRICITY:	65	**FIRE:**	55
ACID:	70	**COLD:**	90



DANGER RATING 

BACKGROUND

The Masug is the most common fourth dimensional creature encountered in our universe. It manifests itself as a large, filthy rat, and these extremely hardy creatures are tough to exterminate. The average Masug has a mass of around 70kg and is about 2m in length. They have bristly, dark hair which covers their rodent-shaped bodies. A long serpentine tongue flicks the air, smelling the surroundings, and searching for food. Masug possess retractable claws which emerge from their four-fingered paws in order to slice at their prey. Grey-green eyes stare unblinkingly as they feed on you! Flesh is a delicacy to the rats of the fourth dimension. To Masug we all look like big chunks of cheese-equivalent. Packs of these relatively unintelligent monsters are delivered to our universe by unknown forces from the Fourth Dimension. Possibly, they are part of a ploy to cause chaotic destruction in our dimension. Maybe our universe is just a convenient dumping ground for these vermin, the end result of which is not known to fourth dimension natives. What is clear is that these monsters wreak havoc on their surroundings.

They are prolific and a population of well-fed Masug will double in about 12 standard days. It is not known how they reproduce but it is believed to be an asexual process, as the recovered carcasses of Masug reveal no apparent sexual organs. Then again, their physiology is so alien to any previously known that no one can know for sure.

NATURE OF THE ENCOUNTER

The rat-things hunt in packs, surrounding a target before bringing it down. The bite of the Masug is very poisonous, and any person bit must make a poison SMR or suffer 3-18 points of damage, in addition to the base 2-12 points. The bite of the Masug is also acidic and reduces 3 points of armor integrity. The creature possesses another, more potent form of attack. Once per hour, it can spit with deadly accuracy inflicting 1-8 points of acidic damage. Persons struck in the face must make a poison SMR. Eye damage is permanent if the SMR is failed by more than 15 (-10 to -40% to sighting checks). Collectively, four or more Masug can set up a keening which acts as a Chaos matrix once per day (area of effect 50m x 50m). The effect starts immediately and lasts for 1-6 minutes after the creatures stop keening.

HABITAT

The Masug appear near civilized areas, feeding on the local populace. They take to subterranean lairs such as sewers, caves, and tunnels, where they can be found in abundance. The rats are formidable and few life-forms can coexist with them. Therefore, the only thing typically inhabiting a sewer system with Masug, are other Masug. The walls of the sewers are scoured with holes as the rat's acid spittle eats away at metals.

As the Masug populace grows, a need for breeding room will increase. Eventually it becomes necessary for the colony to expand. Masug are accomplished tunnelers, using their claws and spittle to cut through even the toughest bedrock. A concentrated effort by a Masug colony can tunnel 20m a day.

Masug are a dangerous threat to metropolitan areas. The first sign of trouble is power outings on a large scale as the rats cut through electrical wiring in the urban sub-basements. The rats then swarm into buildings to hunt for prey.

MIND OF THE BEAST

Such tasty morsels these things make, such yummy treats. I never get my fill of their juicy, warm tasty meat.

MENDIRION MAGE

ORIGIN:	Unknown		
ARM DISTRIBUTION:	None		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Unknown		
OCCURRENCE:	Extremely Rare		
NO. HANGING OUT:	4-16		
SIZE:	3		
BODY POINTS:	1-6+d2		
MOVEMENT:	7/7/32		
INITIATIVE MOD:	0		
DEFENSIVE MOD:	-10		
THRESHOLD:	None		
VISION/SMELL/HEAR:	-10/+10/+80		
NO. OF ATTACKS:	2 punches		
DAMAGE PER ATTACK:	1 point temp		
ATTACK NUMBER:	60		
SPECIAL ATTACK:	Matrix Control		
SPECIAL DEFENSES:	Matrix Control		
I.Q.:	100+		
MATRIX USE:	Empathic		
POWER POINTS:	Varies		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	15	**RADIATION:**	15
BIOLOGICAL:	15	**MENTAL:**	90
POISON:	20	**SONIC:**	05
ELECTRICITY:	20	**FIRE:**	20
ACID:	15	**COLD:**	15

BACKGROUND

Their purpose and origin is unclear. The only thing that is certain about the Mendirion Mages is that these aliens are extremely dangerous. It is the general consensus among the scientific community that the Mendirion Mages originate from Canes Venacti, a distant super cluster of galaxies hundreds of millions of light years from the Core Worlds, and home to the Arachnids. Theories contend that their presence in this part of the galaxies is somehow linked to the next Arachnid Invasion. The Mendirion Mages were first encountered by an ARM exploration team who had been searching for new life-forms in the swamps of Deneb Mor. Initial contact with the race, and ensuing attempts to capture a specimen, resulted in the deaths of 30 Anarchist soldiers

Since then, eleven other documented cases of Mendirion Mage encounters have been registered with the Planetary Registry of Alien Encounters (PRAE). Eight have resulted in the deaths of Alliance personnel, while three others were resolved without incident. In one encounter, two Mendirion corpses, one male, one female, were recovered. All survivors verify the use of extremely powerful illusions. Note: All peaceful resolutions between Alliance personnel and Mendirion Mages have been mediated by Chatilian empaths, who happened to be present at the time of the encounter.

The Mendirion Mage is a tall, cat like creature, with striated skin. The skin sags from the body and is loose to the touch. The race is herbivorous, dieting exclusively on fruits and tree bark. The mages horns allow the mages to generate matrices and to hear. Female Mendirion are more dangerous than their male counterparts, able to harness and release more psychic energy at any given instant. The two are easily distinguished. Males possess green eyes while female eyes are white. Males can generate up to 4th energy bracket empathic powers. Females are capable of harnessing power from the 6th energy bracket. (Roll a d4 or d6 to randomly determine the energy bracket mastery for Mages encountered).

The Mendirion Mages construct strange monoliths wherever they go. These structures are always exactly 5 cubic meters and are situated in the center of the Mendirion camp. They give off.powerful energy signatures that can be detected from space. However, it should be noted that since their first encounter with the Alliance, they have begun blanketing the monoliths with energy dampeners to reduce the chance of detection. The monoliths produce a strange humming noise that can only be heard out to 50m. Survivors of Mendirion encounters claim that the monoliths appear to contain swirling eddies. These internal currents of different colors and hues seem to flow around inside the structure. There is some speculation that the monoliths are a portal of some kind, but there has been no evidence to substantiate this theory. What is empirically clear is that the devices are capable of releasing tremendous amounts of energy, which can be directed at targets (treat as the Americas disintegration weapon with double the range). The device can fire up to 2 energy bolts per second indefinitely.

NATURE OF THE ENCOUNTER

A Mendirion encampment is only found in the deepest swamps, far away from populated areas. It is typically accessible either by boat or from the air. There is a 10% chance per hour of detecting a flying platform, which the mages use to patrol the area (max speed 20m per sec). The platform has a mounted energy weapon (treat as Vector 3 pulse cannon for accuracy, ROF, and damage, as well as the Coulomb thunderbolt generator for additional electrical damage). There is a 20% chance that 2 such platforms may be operating at the same time.

HABITAT

Approaching a Mendirion encampment by ground is treacherous indeed. Permanent illusions hide energy-spike filled pits (victims are struck by 3-12 spikes, which inflict 3-18 points of plasma damage apiece). Other pits are filled with nasties such as crocodile and snake-equivalents. Deep bogs appear as dry land, while land appears as sodden marsh. Attackers who manage to get past the initial illusionary defensive screen are guaranteed to be attacked by heavily armed mages with energy cannons (treat as RP-4 Masher for accuracy, ROF, damage, plus additional Thunderbolt damage). Mendirion armor is made out of some unknown alloy, and all energy based weapons do half damage (treat armor as Kodiak). The mages can generate and fire weapons simultaneously.

At least one known aggressor has tried to knock out a monolith by firing at the structure from space, only to be quickly greeted by a Mendirion space craft which appeared out of nowhere. The attacker was destroyed by a single salvo from an unknown weapon type. Transmissions from the destroyed ship reveal that the ships sensors never detected the enemy vessel, which may or may not have possessed cloaking technology.

MIND OF THE BEAST

(Reconstructed from a mind probe of a Chatilian Empath):

Why we have come here is our business and ours alone. Yours is to live out your destiny and confront the Arachnid threat that awaits you. Ours may or may not be to pick up the pieces. The answers swirl in the eddies of time. You might say that enemies make strange bedfellows and bedfellows often make real enemies.





MIND WIPER

ORIGIN:	ARM		
ARM DISTRIBUTION:	Uncommon		
SALE PRICE:	25,000cr		
CLASSIFICATION:	Synthetic Organism		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	1-2		
SIZE:	.85m/10kg (S)		
BODY POINTS:	2-8		
MOVEMENT:	05/05/10		
INITIATIVE MOD:	+0		
DEFENSIVE MOD:	+0		
THRESHOLD:	3		
VISION/SMELL/HEAR:	-15/+00/+75		
NO. OF ATTACKS:	See below		
DAMAGE PER ATTACK:	See below		
ATTACK NUMBER:	See below		
SPECIAL ATTACK:	See below		
SPECIAL DEFENSES:	Nil		
I.Q.:	45		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	45	**RADIATION:**	20
BIOLOGICAL:	35	**MENTAL:**	24
POISON:	37	**SONIC:**	05
ELECTRICITY:	05	**FIRE:**	12
ACID:	20	**COLD:**	05



DANGER RATING ☠☠☠

BACKGROUND

The Mind Wiper is a small, writhing mass of dark blue tentacles that snake out like cables from a spherical body. The brain and internal organs are housed in the center, which has a thick chitinous exterior (threshold: 3). The Mind Wiper's body makes up only 20% of its total mass. Therefore, any successful attack made against the creature has only a 35% chance of actually striking the body. All other attacks damage the tentacles, which require two points of damage to sever. The creature has 4-16 tentacles.

ARM usually places these creatures on long range freighters or luxury liners that are out to "sea" for extended periods of time. Mind Wipers have been designed to avoid detection. They are cold blooded and do not radiate any heat. A small Doppler blanking system has been implanted in their bodies to prevent the creature from being detected by motion trackers. A mind screen has been added to prevent mood discriminators and other encephalactic sensitive devices from registering the brain's alpha waves. The small energy pack required to power a Mind Wiper's cybernetic implants does produce a low frequency energy pulse which can be detected by a ship's internal scanners. However, this is rare since the slight discrepancies in a vessel's energy flux readings can be attributed to just about anything!

NATURE OF THE ENCOUNTER

The Mind Wiper possesses a highly developed vibration sense, which it uses to both sense prey and avoid detection. The being slithers silently along the ceiling, using its numerous suction cups to facilitate movement. It seeks out an isolated individual, sneaks over its prey, then drops from the ceiling onto the target. It then injects a paralyzing agent into the victim's body. Persons must make a biological SMR at a -30 penalty or become catatonic. They suffer from uncontrolled spasms and perform all tasks at a -80 penalty. All other affected personnel collapse within 10-60 seconds. They remain unconscious for 10-20 minutes.

The Mind Wiper then crawls over the victim's face, and uses a single tentacle to burrow through the skull into the host's brain, where it lays 1-4 eggs. This erases the victim's memory and leaves a small hole in the forehead. The person falls into a deep coma and cannot be revived. The Mind Wiper dies shortly after it lays its eggs, as it must literally split itself in half in order to perform the process. After a 2 day incubation period the little Wipes hatch, killing the host. The Mind Wiper kindred mature in about a week, when they crack open the host's skull and escape to seek out a new host.

HABITAT

If exposed to extreme cold for any length of time, the parasite enters a deep, coma-like hibernation. There is a 80% chance that the creature will die. They have a life-span of only two weeks, and cannot be cryogenically stored for the aforementioned reasons.

The presence of Mind Wipers onboard space faring vessels has cost travel companies millions upon millions of credits in revenue from liner ticket sales, and from lawsuits filed against them by surviving relatives of the deceased. There have been several documented cases where a Mind Wiper got onto a long range luxury liner and killed everyone. The most notable occurred in 2273 when the liner Illustrious Sky lost all 12 crewmen and 103 of its 128 passengers to a single Mind Wiper and its offspring.

MIND OF THE BEAST

My time is coming soon. Must find a warm home for my children. Although I will be gone, my legacy shall live on.

MOLACK

ORIGIN:	Makin
ARM DISTRIBUTION:	Very Rare
SALE PRICE:	30,000cr
CLASSIFICATION:	Reptile
OCCURRENCE:	Uncommon
NO. HANGING OUT:	1-4
SIZE:	2m/120kg (6)
BODY POINTS:	20+1d10
MOVEMENT:	25/15/105
INITIATIVE MOD:	-4
DEFENSIVE MOD:	+6
THRESHOLD:	2
VISION/HEAR/SMELL:	+20/+10/+10
NO. OF ATTACKS:	2 claws, bite, tail
DAMAGE PER ATTACK:	1-6/1-6/2-8/2-12
ATTACK NUMBER:	85
SPECIAL ATTACK:	Head Shake
SPECIAL DEFENSES:	Camouflage
I.Q.:	05-10
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	18	**RADIATION:**	24
BIOLOGICAL:	24	**MENTAL:**	07
POISON:	32	**SONIC:**	24
ELECTRICITY:	32	**FIRE:**	36
ACID:	36	**COLD:**	02



DANGER RATING ☠☠☠☠☠

BACKGROUND

The Molack resembles a large alien crocodile with a rounded head and a pronounced spinal ridge. Molack hands are exceptionally agile, and the beast has superb manual dexterity. The creature's prehensile tail allows it to attack to the front as well as behind. It has a thick hide which provides a natural threshold of 2 points. This alien crocodile is native to the vast swamps of Makin. Most of the planet's populace avoid the swamps out of fear and respect for these reptiles. A few, mostly Pythons, make a sport out of hunting the Molack. Big game hunters are easy to spot, proudly displaying their Molack skin boots at any opportunity.

A number of people and organizations have launched expeditions into the Makin swamps to capture Molack. The creatures are transported alive to breeding grounds, or hunting preserves, on other planets. Several companies are engineering their crocodiles for domestic consumption. Molack connoisseurs claim that the taste of these genetically tampered creatures is not worth the lesser prices charged. ARM likes the ornery creatures, and transports them everywhere.

NATURE OF THE ENCOUNTER

The Molack is a non-discriminatory predator, an equal opportunity killer if you will. Fearless and none too bright, the croc attacks just about anything. It lurks in the anonymity of the mud and grass, waiting for the moment to strike. If not detected by the time it attacks, the Molack gains a -4 to initiative checks. The beast is fast, capable of traveling at speeds of 25m per second for up to 100 meters. Persons fleeing the attacking Molack must make an Agility check at a -10 to -80 to avoid falling into a hidden bog, or tripping over a fallen tree, both of which are common in swamps. Fleeing persons must make a check every 50 meters. Those persons who fall into the water and are wearing armor are subject to drowning, due to the weight of armor. It takes 4-16 seconds to swim free of a bog. Persons who fall over trees must make an Agility check to regain their footing which requires 2-12 seconds. Note: Mud often gets lodged in the barrels of weapons when fleeing personnel fall in swamps. The malfunction number of the weapon is reduced by 4-24 points. In the event of a malfunction, roll on the Malfunction Table in the Battlelords rule book. Add the total number of points reduced from the malfunction number to the dice roll when determining the result.

The beast uses its tail and bite in the initial stages of combat. If it bites successfully, the creature clamps its jaws shut and violently shakes its head on the following combat round, inflicting 3-18 points of damage. The chance for a victim to break free is 1% per point of strength above 70. The beast claws its prey while it is still in its jaws, inflicting another 1-6 points of damage per attack.

HABITAT

The crocs dwell in the swamps of the oxygen atmosphere world of Makin. Molacks hide in deep mud and grass, gaining the equivalent of level 8 Camouflage and Concealment skills. The lizard is cold-blooded, and can not be detected by infrared equipment.

The Molack becomes sluggish in the cold and the reptile will fall into a state of hibernation if exposed to such a clime for extended periods of time. The best way to chase off a Molack is with a Frost gun, as they will instinctively flee from the cold.

MIND OF THE BEAST

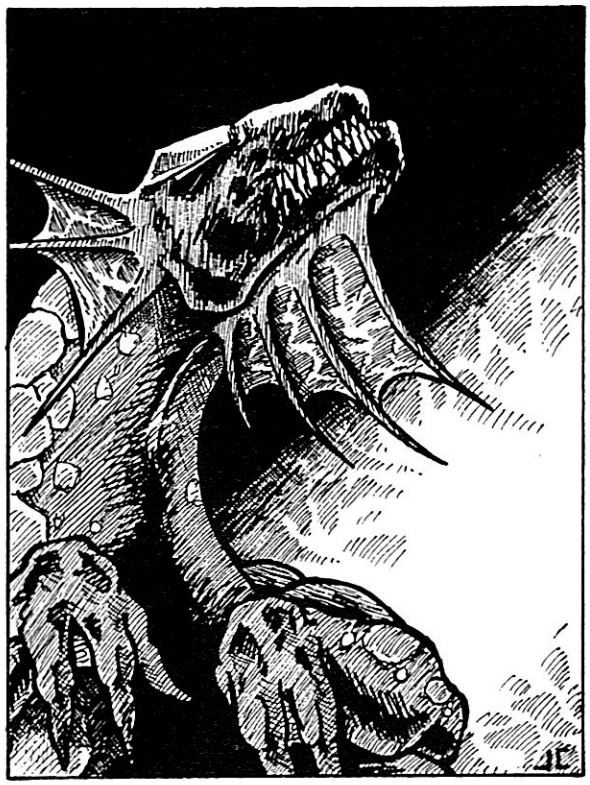
Mud, mud everywhere, all around my feet. Mud, mud everywhere and not a bite to eat! Muncha, muncha, muncha, muncha PCs go with lunch!

MORG

ORIGIN:	Unknown
ARM DISTRIBUTION:	Rare
SALE PRICE:	150,000cr
CLASSIFICATION:	Unknown
OCCURRENCE:	Very rare
NO. HANGING OUT:	1
SIZE:	3m/400kg (A)
BODY POINTS:	20+2d10
MOVEMENT:	8/10/100
INITIATIVE MOD:	-2
DEFENSIVE MOD:	-10
THRESHOLD:	4
VISION/HEAR/SMELL:	-10/+10/+15
NO. OF ATTACKS:	2 claws
DAMAGE PER ATTACK:	2-12
ATTACK NUMBER:	100
SPECIAL ATTACK:	See Below
SPECIAL DEFENSES:	See Below
I.Q.:	45
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	93	**RADIATION:**	64
BIOLOGICAL:	35	**MENTAL:**	10
POISON:	88	**SONIC:**	12
ELECTRICITY:	85	**FIRE:**	80
ACID:	75	**COLD:**	99



DANGER RATING 

BACKGROUND

This nightmare, called the Morg, or Life Snatcher, is a solitary hunter which attacks with its great talons. Although it masses at least as much as a big Ram, it is far quicker. Many contend that Rams are almost stupid enough to invite one out for a drink as one of the gang! Note: The 10cm talons and disproportionately large jaws bristling with hundreds of teeth should tip off even a Python-type (if not, then it may be time to get a new close assault specialist). The creature's thick, scaly hide is generally reddish gold in color. Leathery membranes stretch between the Morg's fingers and toes, and aid the monster in maneuvering on soft surfaces such as snow or even when swimming (Swim skill level 6).

The Morg is an excellent hunter, with skill level 10 in Tracking, Stealth, Concealment and Infiltration. The Snatcher can also, by concentrating, render itself intangible and immune to normal attacks. The beast cannot attack while in this state, and moves at only half speed. The only weapons that are effective against the Morg while it is in this phased state are sonics, mental attacks, and certain Eridani weapons of power (which the Buddon Priests aren't about to loan out to adventurers). The beast is also capable of controlling the tangibility of its claws in order to phase through armor.

NATURE OF THE ENCOUNTER

The Morg stalks its prey for hours before striking, using the time to study its victims. They are cunning, capable of understanding the general nature and purpose of objects, such as weapons and armor. The Snatcher lurks just out of sight, biding its time, waiting for an opportunity to strike when items and weapons that could harm it are not available to its target. On occasion, it will attack an armed person, but only when the potential victim is isolated from the rest of the group. The gentle sound of wind rushing past precedes a Morg attack, almost sounding like a breeze rustling through the trees.

The creature gains a -2 to initiative rolls. If the Morg makes a successful attack at -30 or more, it ignores armor and parry attempts altogether, passing through defenses to strike the target's body. Morg claw attacks rend opponents for 2-12 points of damage apiece. The claws are tipped with a poison that causes wounds to fester and become infected 90% of the time. The skin blackens, and dies. Gangrene sets in and only a Cure Disease matrix or amputation will prevent death. Otherwise the person loses one body point each day, as well as 2-12 points of constitution until they expire. BRIs will stop the advancement of the gangrene, but they will not cure it. Biological and Chemical redox agents have no effect on the poison. A person who receives 3 normal BRIs or 2 massive BRIs each day retards the deterioration of his body. 50% of all body points and constitution lost are permanent.

HABITAT

The Morg has been encountered only on oxygen based worlds and is cheerfully exported to them by ARM. Their origin is unknown but ARM appears to have a plentiful supply. Some claim that ARM manufacturers Morgs. Others believe ARM and the Life Snatchers are willing allies (a frightening thought). Others contend that the Morg are not even of this universe, hailing from the Fourth Dimension. If this is the case, they may just prefer the oxygen-based environments. Life Snatchers gravitate toward urban settings, such as sewers, or other isolated locales associated with decay and abandonment.

MIND OF THE BEAST

I am the hunter, you are the prey . . . deal with it!

MUMULTH

ORIGIN:	Taos IV, Milky Way		
ARM DISTRIBUTION:	Uncommon		
SALE PRICE:	7,500cr		
CLASSIFICATION:	Arboreal Quadruped		
OCCURRENCE:	Common		
NO. HANGING OUT:	1-2		
SIZE:	1.5m/100kg (5)		
BODY POINTS:	5+2d4		
MOVEMENT:	5/7/35		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+05		
THRESHOLD:	0		
VISION/HEAR/SMELL:	+15/+20/+10		
NO. OF ATTACKS:	2 claws		
DAMAGE PER ATTACK:	1-6		
ATTACK NUMBER:	70		
SPECIAL ATTACK:	Sneak Attack		
SPECIAL DEFENSES:	Nil		
I.Q.:	10		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	21	**RADIATION:**	15
BIOLOGICAL:	33	**MENTAL:**	08
POISON:	22	**SONIC:**	40
ELECTRICITY:	20	**FIRE:**	15
ACID:	10	**COLD:**	55



DANGER RATING 

BACKGROUND

Mumulth are a sloth-like creature native to the alpine mountains of Taos IV. These dangerous creatures exist in abundance, and are popular game animals for the daring hunter. Mumulth have been exported to many worlds with similar climes, either for the preservation of the species, or to provide a challenge for those hunters who are interested in something that hunts back! ARM also exports these creatures for those patrons who want to spice up their territory with more danger.

The pelt of the Mumulth is worth anywhere from 200-500cr, depending on its condition and preparation. Restrictive hunting seasons and expensive licenses protect these creatures. Even so, poachers and reckless Orions kill off Mumulths, keeping the populations down.

These large animals are quick. Their flexible two-clawed hands are well-suited for climbing (level 15 Climbing), and tearing apart uppity hunters and frat brothers! Mumulth have keen senses and are hard to surprise. They move silently through the woods (level 10 Stealth), and attack with total surprise at least 75% of the time. The beasts can fly short distances upon membranes which stretch between their fore and back limbs (Glide at 7m/sec). Mumulth are predatory, feeding on other mammals and birds. They are territorial, and are agitated by loud, annoying noises, such as groups of trashed Rogues singing old Earth disco songs. Unfortunately for these beasts, many Taos college fraternities initiate members by sending them butt-naked and toasted into the mountain forests armed with a chain saw. What the initiates don't know is that they have been sprayed with Sloth-on, Mumulth attractant.

NATURE OF THE ENCOUNTER

The arboreal Mumulth use the trees masterfully. They sometimes attack from above, aiming for the victim's throat. Other times, the beasts strike quietly by gliding down upon their membranes. The creatures are irascible, and any provocation, particularly in the form of loud noise, brings them swooping down out of the night. Mumulth are not blind to adverse odds, however. If outnumbered or injured, they flee swiftly into the sanctuary of the trees (-40 to hit due to cover and movement).

HABITAT

The alpine mountains of Taos IV are stark and beautiful. Dense forests blanket the flats below the granite peaks. These sloping woodlands are covered with a thick canopy of leaves which shroud the ground in perpetual shadow. The mountains are jagged cuts of stone that stick up like sword points from the greenery below. This scenic beauty, attracts outdoorsmen from all across the galaxies. It is also home to the ill tempered Mumulth!

Mumulth are sensitive to their environment. They must be transplanted to climates and areas similar to that of the Alpine Northlands. If there is great disparity between their natural habitat and their transplanted homes, the Mumulth fall into a catatonic torpor and die.

MIND OF THE BEAST

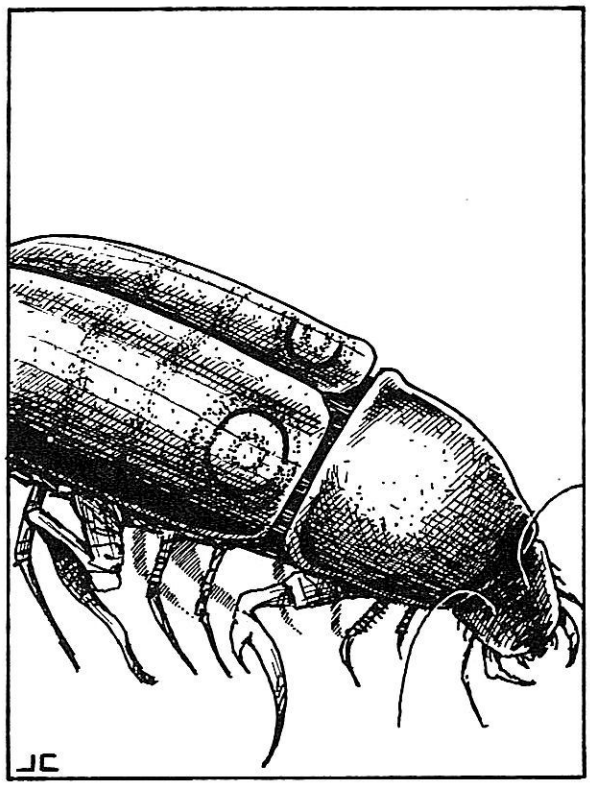
Egad! Not another bunch of drunken fools making that infernal racket! What the heck does Gimme The Night mean anyway? What the . . . one's whizzing on my tree! Eat claw you spiky-haired, kilt-wearing, bloodshot eye-looking, stupid song-singin', putrid-puking, seven-fingered, butt-scratching jerk!

PSYCHIC INHIBITOR

ORIGIN:	Binghamton, Fornax
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	8,000cr/30,000cr
CLASSIFICATION:	Arthropod
OCCURRENCE:	Uncommon
NO. HANGING OUT:	1-2
SIZE:	20cm/1kg (T)/ 50/5 (S)
BODY POINTS:	d4/3d4
MOVEMENT:	10/10/60
INITIATIVE MOD:	-4
DEFENSIVE MOD:	-50/-30
THRESHOLD:	2/5
VISION/SMELL/HEAR:	-40/+25/+20
NO. OF ATTACKS:	2 claws
DAMAGE PER ATTACK:	1 each/3 each
ATTACK NUMBER:	80
SPECIAL ATTACK:	Mental
SPECIAL DEFENSES:	Nil
I.Q.:	05
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	46	**RADIATION:**	44
BIOLOGICAL:	24	**MENTAL:**	98
POISON:	24	**SONIC:**	12
ELECTRICITY:	20	**FIRE:**	20
ACID:	20	**COLD:**	20



DANGER RATING ☠☠☠/☠☠☠☠

BACKGROUND

This creature is indigenous to Binghamton, but can be found on a variety of planets within the Fornax galaxy. The Psychic Inhibitor is an arthropod, and has a tough chitinous carapace with a natural threshold of two points. The Inhibitor is agile, and a -20 defensive modifier is applied to attack rolls against it. This large, carnivorous beetle typically strikes by mentally assaulting its victims. The attack, which has a range of 15 meters, disrupts the message flow across the neuro-synapses in the brain of its prey, causing them to collapse. The Inhibitor then scurries over to the incapacitated victim and kills them, using its powerful claws to dismember the body.

ARM traps these creatures for use as guard beasts. On rare occasions, it has employed Psychic Inhibitors to work in close proximity with elite Anarchist strike forces. The creature is considered expendable. The mercenaries in Uncles Ernie's privately owned army are not. Consequently, the Psychic Inhibitor is sent into a target area first. It employs its mental attack to immobilize as many enemy personnel as possible, before ARM troops are brought in.

Rumor control speculates that ARM has designed a new species of the killer beetle. This beetle is far larger than its predecessor and has been cybernetically modified to enhance its mental attack. The Iron Beetle, as speculators call the new threat, has a bio-plastic carapace, providing the equivalent of 5 threshold. Its body points are tripled and the damage inflicted by its pincer attacks is 2-4 pts. A cybernetic output coil has been surgically implanted in the creature to increase the power output of the mental attack. Persons must make a mental SMR at a -60 or be rendered unconscious for 2-12 minutes. Implanting empathic output coils and bio-plastic armor/skin is considered prohibitively expensive by most critics and therefore impractical. The bug does not warrant such armament. Uncle Ernie's response to the criticism has reportedly been, "Money isn't an issue when you are trying to kill people. It's the results that count. Plus I have always been a big fan of the Beetles!"

It is rumored that mercenary groups have been tracking down and killing Iron Beetles in order to retrieve their output coils, which can be modified to be used by empaths for about 1/2 the normal cost (as Output Coil, see Lock-N-Load).

NATURE OF THE ENCOUNTER

The beetle patiently waits under bushes or in leaf piles until prey approaches. It has a dark brown shell which conceals the Inhibitor from all but close scrutiny. This defense is only effective if the creature is not moving (-25 to Sighting or a level 5 Detect Concealment checks).

People who fail their mental SMR are knocked unconscious for 10-40 seconds. Even if the mental assault fails, the beetle will attack anyway, gaining a -4 to initiative rolls.

HABITAT

The Psychic Inhibitor is native to the temperate deciduous forests of Binghamton. ARM is currently working on bio-variants of this creature for use in other environments. The creature is susceptible to extreme heat and it can not survive whatsoever in desert climates. Note! The creature can survive without water or food for extended periods of time.

MIND OF THE BEAST

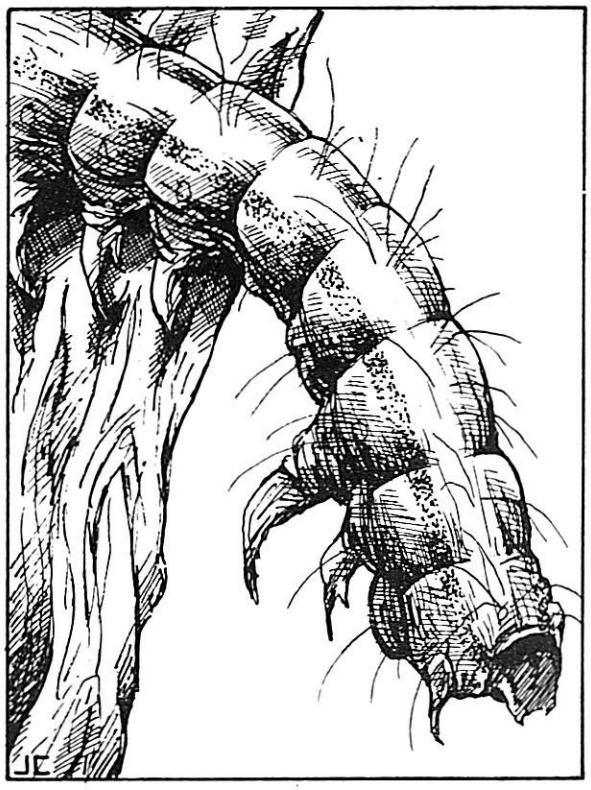
Every day the same old thing: squirrel, possum, deer . . . I could really go for some Melon Head about now! I won't eat Asparagus Heads, I'm a carnivore. Besides, they're icky!!!

PSYCHIC WORM

ORIGIN:	Chatil, Core, Milky Way
ARM DISTRIBUTION:	Common
SALE PRICE:	1,000cr
CLASSIFICATION:	Parasitic Worm
OCCURRENCE:	Uncommon
NO. HANGING OUT:	1-3
SIZE:	2cm/10g (T)
BODY POINTS:	1
MOVEMENT:	0.1/0.1/1
INITIATIVE MOD:	Nil
DEFENSIVE MOD:	-90
THRESHOLD:	0
VISION/SMELL/HEAR:	Nil/+00/+00
NO. OF ATTACKS:	Nil
DAMAGE PER ATTACK:	Nil
ATTACK NUMBER:	Nil
SPECIAL ATTACK:	Mental Drain
SPECIAL DEFENSES:	Nil
I.Q.:	05
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	10	**RADIATION:**	11
BIOLOGICAL:	15	**MENTAL:**	75
POISON:	11	**SONIC:**	25
ELECTRICITY:	23	**FIRE:**	16
ACID:	22	**COLD:**	55



DANGER RATING

BACKGROUND

These tiny grub-like creatures feed off the minds of all sentient beings. However, they prefer to suck the minds of matrix controllers who are generally more intelligent than their galactic counterparts. The Psychic Worm is able to detect the brain emanations of any intelligent creature (I.Q. 40+) at a range of 10m. It can detect the brain waves of a matrix controller out to 50m. The creature locks onto the thought patterns of the target, then utilizes a powerful mental drain to suck the person's mind dry.

NATURE OF THE ENCOUNTER

A typical encounter with a Psychic Worm does not take place in any physical sense. The worm is too small to threaten a person physically. Only a mental danger exists. The creature's psychic attack has a base 85% chance to be effective, minus the mental SMR value of the target. The worm targets the person with the highest I.Q. in the party, feeding until it has devoured 1-4 points of I.Q. All losses are permanent. Once it has sucked up its quota of nourishment, the Psychic Worm will not eat again for 14 hours.

The short term effects of a Psychic worm attack can be devastating. Affected personnel feel dizzy and nauseated. There is a 25% chance that they become disoriented and fall into a state of delirium which lasts for 1-4 days. There is a 05% chance that they will fall into a coma and die within 2-8 days. There is a further 05% chance that the attack causes the brain to hemorrhage, inducing a stroke and thereby killing the victim instantly. Affected persons are not able to sleep and may babble incoherently.

The long term effects of a Psychic Worm are less pronounced, but still crippling. The simple side effects include migraine headaches and uncontrolled vomiting which may last for up to a year. There is a 10% chance that any matrix generated during this time will fail. This condition lasts for 1-4 months. There is a 05% chance that the matrix failure condition is permanent and can only be reversed by a Heal Mind matrix. Victims lose 1/2 of their daily power points as well for this time.

It should be noted that PCs are not necessarily aware that they have lost intelligence. They are entitled to a Intuition check at a -30 to realize that they have somehow become a little dumber! Any person who makes a successful mental SMR against the attack form is aware that they are being mentally attacked. A Mind Blank power voids the worm's ability to drain I.Q. Psychic nullifiers, cybernetic mind screens, and other such equipment is also effective against Psychic Worm attacks.

The creature can only be spotted when within 5 meters. Persons are entitled to a Sighting check at a -02% plus modifiers to detect it. All weapon attacks against the worm incur a -90 to hit, due to size.

HABITAT

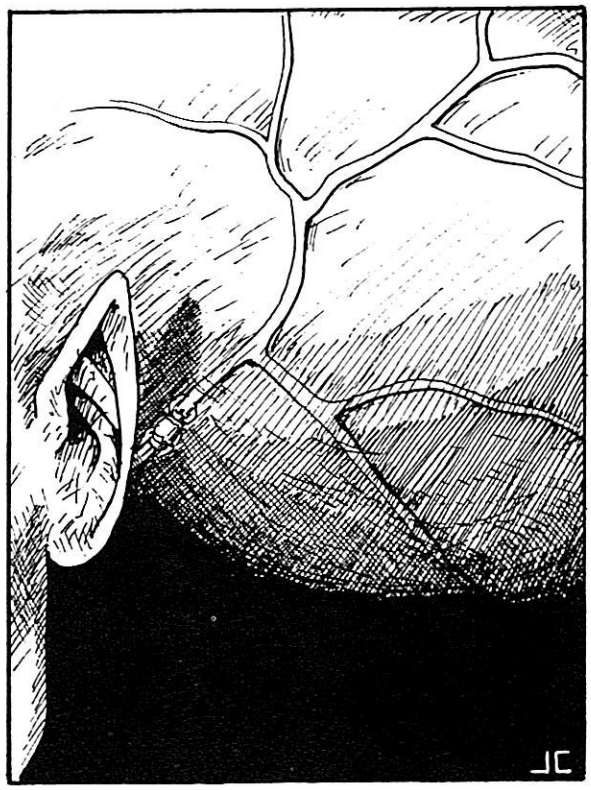
Psychic worms are generally found near cities on Chatil, despite the round the clock efforts of government exterminator crews. They flourish only in temperate environments. Anarchists enjoy scattering these worms in populations with high matrix controller racial demographics. The planets Relter and Kermadec of the Industrial Province Subsector in the Fornax Galaxy are currently experiencing major problems with Psychic Worms.

MIND OF THE BEAST

I like to worm my way into your mind and devour the thoughts that linger there. I may be small, but to a Ram with little I.Q. to spare, I'm a nightmare.

QUERL MITE (AUS)

ORIGIN:	Makin, Industrial, Fornax		
ARM DISTRIBUTION:	Uncommon		
SALE PRICE:	12,000cr		
CLASSIFICATION:	Arthropod		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1-4		
SIZE:	1mm/0.1g (M)		
BODY POINTS:	1		
MOVEMENT:	0.1/0.1/1		
INITIATIVE MOD:	+00		
DEFENSIVE MOD:	-250		
THRESHOLD:	Nil		
VISION/SMELL/HEAR:	-20/-20/+05		
NO. OF ATTACKS:	Nil		
DAMAGE PER ATTACK:	Nil		
ATTACK NUMBER:	Nil		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	Nil		
I.Q.:	01		
MATRIX USE:	See Below		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	15	**RADIATION:**	35
BIOLOGICAL:	12	**MENTAL:**	44
POISON:	10	**SONIC:**	30
ELECTRICITY:	21	**FIRE:**	03
ACID:	08	**COLD:**	07



DANGER RATING

BACKGROUND

This minuscule insect resembles a tiny crab. The mite enters the host through the audial canal of the ear and wraps itself around the cerebral cortex. There, it feeds on tiny amounts of fluid from the brain. These creatures are particularly fond of the neuro-chemicals produced when matrix controllers exercise their powers. An implanted mite doubles the power output of all empathic matrices (does not affect duration). Once attached, the mite can not be removed without the use of laser surgery or a Brain Surgery matrix.

The downside of using these creatures is permanent deafness in the ear which the mite entered (halve Hearing checks before racial modifiers are applied). Another effect is dehydration. Infected persons need to ingest twice the liquids they normally require. The most dangerous problem associated with the Querl Mite is that it isn't a Querl Mite at all. There is the 05% chance that the creature is actually a genetic aberration known as the Aus Querl. The Aus Querl Mite does not provide doubling of the output power for matrices. Furthermore, the host/victim has 2-16 days to live before the mite's excretions poison the brain. The Aus Querl remains to feed on the corpse's brain fluids. Close inspection of an unknown body can be dangerous. The creatures often will crawl out through the ear of the corpse and onto the person examining the body. Eventually, the Aus Querl Mite makes it way to the ear and burrow itself into the new host's brain. Affected persons feel a sharp pain in their ear for a second then it subsides. The only way to tell the Querl Mite from an Aus Querl Mite is by performing a detailed biological analysis of the two specimens (level 12 Biology check).

Querl Mites are sold by ARM to Empaths throughout the local group and matrix controllers are more than willing to pay the price to obtain the additional firepower. Of course there is a drawback. The Querl Mite only lives approximately two Galactic weeks before dying. Empaths accustomed to the mite often experience severe psychological loss when the bug dies. They become despondent and withdrawn. Often, they rush to purchase another.

If a mite-user is lucky, the Querl mated before insertion and leaves 2-5 young when it dies. Only one may survive (the larvae are carnivorous), and attaches itself to the hosts cerebral cortex. It stays there for a period of 1-4 weeks before leaving to find a mate.

NATURE OF THE ENCOUNTER

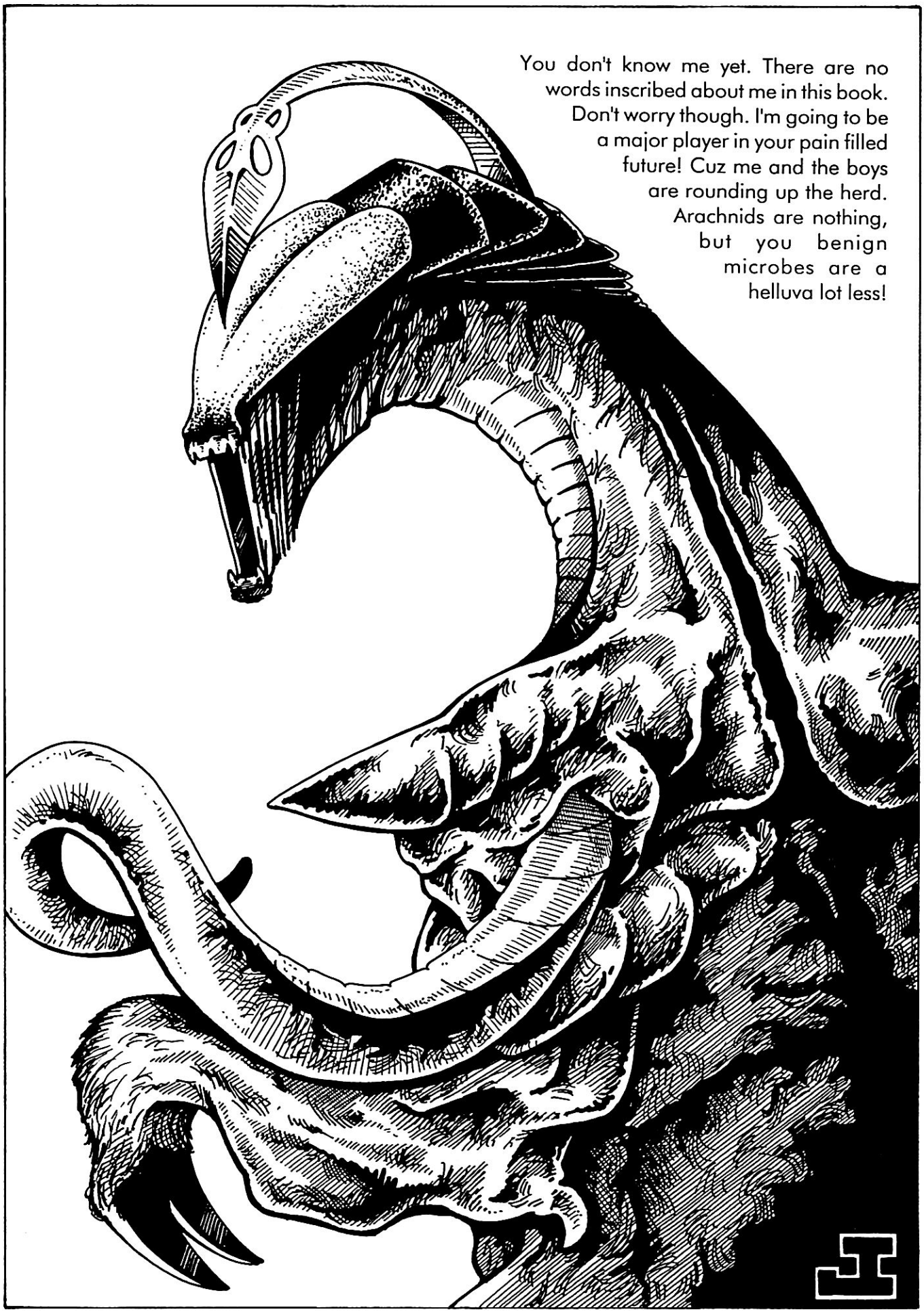
Mites in the wild enter an individual's ear while the person is resting or sleeping. There is only a 07% chance to detect this occurrence. Most hosts simply think that something was in their ear for a moment. Swarming insects, present in any world where the mite prospers, usually cover the Querl's entrance and presence. Empaths clearly feel the presence of a mite when it attaches itself to the cortex, 30 seconds later. You won't know if it is an Aus aberration or not until the headaches start and you die. ARM samples come in a special applicator.

HABITAT

The Querl Mite is native to Makin in the Fornax galaxy. Outside a host, it can tolerate only tropical oxygen based environments. The creature dies in two weeks if no host has been found.

MIND OF THE BEAST

Some monsters get under your skin, I get inside your head. Hey, its relatively safe... unless I just happen to be one of the bad guys. For the most part I only want something to eat. That something just happens to be your brain.


You don't know me yet. There are no words inscribed about me in this book. Don't worry though. I'm going to be a major player in your pain filled future! Cuz me and the boys are rounding up the herd. Arachnids are nothing, but you benign microbes are a helluva lot less!

QUICKSOIL

ORIGIN:	ARM
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	35,000cr
CLASSIFICATION:	Synthetic Amorphic
OCCURRENCE:	Very rare
NO. HANGING OUT:	1
SIZE:	50+ cubic feet (7-D)
BODY POINTS:	200xd4/50 cubic feet
MOVEMENT:	0/0/0.5
INITIATIVE MOD:	Nil
DEFENSIVE MOD:	+100
THRESHOLD:	0
VISION/SMELL/HEAR:	Nil/Nil/+100
NO. OF ATTACKS:	Special
DAMAGE PER ATTACK:	Special
ATTACK NUMBER:	Special
SPECIAL ATTACK:	Ingestion/Immersion
SPECIAL DEFENSES:	See Below
I.Q.:	21
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	88	**RADIATION:**	98
BIOLOGICAL:	98	**MENTAL:**	60
POISON:	98	**SONIC:**	88
ELECTRICITY:	98	**FIRE:**	08
ACID:	28	**COLD:**	98



DANGER RATING ☠☠

BACKGROUND

Quicksoil is living quicksand, a big seller at underground Anarchist conventions! The cost of a standard 50 cubic foot specimen of soil is given above. Larger sizes may be acquired at a proportional increase in price. (For example, a 100 cubic feet of Quicksoil would cost 70,000 credits).

The soil is a semi-intelligent biological organism that moves about slowly, and awaits unsuspecting passersby. ARM tailor-makes this horror to the environment desired (-75 to Sighting checks). Those persons who fail to spot the organism fall into and are digested by it over the next couple of months.

Anarchists leave these creatures in carefully chosen places, where they act as traps for the unwary. ARM also prefers to use these creatures as assassins, because they are virtually impossible to trace. Other times, ARM employs their Chaos Doctrine, simply scattering the Quicksoil liberally on a planet's surface just to see what happens. One twisted application developed by resident Anarchist psychopath Harrison Hogobumb, is to place the living sand on the beaches of Alliance resort worlds. The sand variant of Quicksoil blends in so well that it is virtually impossible to spot (-120 to sighting checks).

NATURE OF THE ENCOUNTER

An armored individual who falls into Quicksoil sinks like a rock and drowns as the armor's air intakes clog or the oxygen supply runs out. Non-armored personnel, or those who blow out of their armor in time, have a chance to survive. They must not be heavily burdened with equipment such as weapons and backpacks. These must be discarded. Persons trapped in Quicksoil must make an I.Q. check to realize that panicking will cause them only to drown faster. Those who are successful must now make an Aggression check at a -30 to control themselves. They must make an Aggression check every 2 minutes until they succumb, or are rescued. A 05% reduction is applied to further Aggression checks, as the person becomes calm and realizes the severity of the situation. Persons who panic sink in 20-120 seconds, and drown in 1-4 minutes.

Those who maintain their composure could technically remain afloat indefinitely. However, fatigue eventually sets in. Persons who haven't been rescued within 1/2 hour, must begin to make Strength checks at a cumulative -5 penalty every 5 minutes until they die.

Normal kinetic attacks do no damage to Quicksoil and lasers inflict only half. Plasma damage and fire based attacks do triple damage.

HABITAT

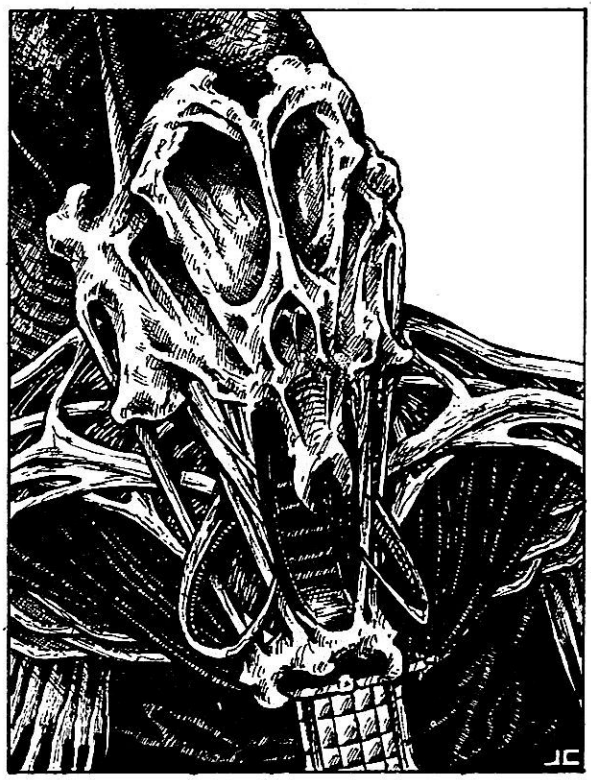
Quicksoil was bio-engineered and consequently is not indigenous to any environment. Studies reveal that it is sterile, but it may be that Alliance scientists have not yet discovered its alien reproductive means. Soils are hardy and can survive in a wide variety of temperatures and atmospheric densities. Oxygen is the only necessary element to ensure the creature's survival. Rumors have begun circulating that ARM has perfected a methane based variant to be available for the Christmas rush. The creature can go without food for long periods, possibly years, due to its very slow metabolism and restricted activity cycle.

MIND OF THE BEAST

AAAHHH. There's nothing like the beaches of New Nice. Sun, waves, and lots of really stupid people who don't watch where they walk. Hey, some kid is trying to build a sand-castle out of me, how cute! GULP!!! Delicious!

RELGORI THEOCRAT

ORIGIN:	Pirros, Magellanic Cloud		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Amphibious Biped		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1-20		
SIZE:	5		
BODY POINTS:	2+d4		
MOVEMENT:	06/07/52		
INITIATIVE MOD:	+2		
DEFENSIVE MOD:	0		
THRESHOLD:	0		
VISION/SMELL/HEAR:	+15/-10/-10		
NO. OF ATTACKS:	2 punches or by weapon		
DAMAGE PER ATTACK:	1 point or by weapon		
ATTACK NUMBER:	60		
SPECIAL ATTACK:	Limited matrix use		
SPECIAL DEFENSES:	Limited matrix use		
I.Q.:	70-90		
MATRIX USE:	See below		
POWER POINTS:	See below		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	40	**RADIATION:**	10
BIOLOGICAL:	40	**MENTAL:**	50
POISON:	25	**SONIC:**	50
ELECTRICITY:	25	**FIRE:**	10
ACID:	35	**COLD:**	25



DANGER RATING 

BACKGROUND

The Relgori are a peculiar race of highly religious amphibians originating on the planet of Pirros. They are typically friendly, and pacifistic by nature. The distinguishing feature of their culture is an incredibly complex and patchwork religion which encompasses the beliefs of every culture they encounter. The Relgori believe that all variations are valid, and that it is impossible that so many different species should conceptualize supreme beings without some form of real inspiration.

For all their peculiarity, the Relgori are a nice enough people to deal with. They are eager to exchange ideas and knowledge with members of other races. Many (those who aren't needed on the home front to keep track of their ever-changing faith) have ventured out into the Alliance as students and missionaries. They can often be found in centers of learning on many different planets, eagerly chattering away. If you ever hear a Mutzachan and a Relgori strike up a conversation about the theological implications of sub-molecular particle physics, clear out as fast as you can!

The Relgori have a curious ability, known as group matrix control. Certain elders of the Relgori are capable of focusing the latent mental energy of their kin into incredibly powerful matrices of various sorts. The exact capabilities of a Relgori Speaker (the term for these elders) is as follows: for every 10 Relgori the Speaker has to channel, he or she gains one power point. These power points may be used on the following matrices: Mind Dive, Collective Resistance, Mass Fear, Crom's Warrior, Death Vision, Repulsion, Mass Paralysis, Scry, Vision Quest, Future Shock, and Psychic Force. The minimum number of Relgori required to bring about any of these matrices is 20 times the energy bracket of the matrix. A Speaker would need 160 Relgori to channel a Psychic Force matrix. Still, there are over 7 million Relgori on their homeworld, and well over 10,000 Speakers—10,000 Psychic Force matrices coming towards you all at once is enough to give anyone second thoughts!

NATURE OF THE ENCOUNTER

Relgori encounters are usually peaceful, if annoying. They may approach a character in his or her favorite bar and start nattering away about religion, the nature of the universe, and esoteric things that only a Mutzachan would find interesting. The character may choose to endure this, or squish the little creep. However, this will certainly evoke the wrath of the Speaker and the other members of the pilgrimage! Relgori travel in groups of from 20-200 when traveling off-world. They will be accompanied by 1-3 Speakers.

HABITAT

The Relgori are amphibians, dwelling in warm, wet locations. Their wide-set eyes give them excellent vision, but they are primarily nocturnal, with infravision out to 100m. Relgori wear protective goggles when venturing out during the day. Most other beings find this necessity comical.

MIND OF THE BEAST

Consider the fact that of the thousands of races of sentient beings encountered in the universe, nearly all have some form of belief in a supreme being! Do you think this is a coincidence? It's much more likely that all of these beliefs have some common root. Come on now, admit it... you've thought about it, haven't you? About what happens when we die, about how all this came to be? These are the answers I look for, and while I doubt that I will find them during my lifetime, I still look . . . for the seeking is as important as the finding.

RENDER

ORIGIN:	Extradimensional		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1-4		
SIZE:	2.2m/unknown (6)		
BODY POINTS:	2-12		
MOVEMENT:	10/100/100		
INITIATIVE MOD:	-5		
DEFENSIVE MOD:	-15		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	+20/+40/+40		
NO. OF ATTACKS:	1		
DAMAGE PER ATTACK:	2-12		
ATTACK NUMBER:	80		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	See Below		
I.Q.:	Unknown		
MATRIX USE:	Special		
POWER POINTS:	0		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	95	**RADIATION:**	99
BIOLOGICAL:	90	**MENTAL:**	45
POISON:	75	**SONIC:**	34
ELECTRICITY:	25	**FIRE:**	14
ACID:	95	**COLD:**	99



DANGER RATING

BACKGROUND

Very little is known about these malevolent alien beings. It is believed that Renders originate in the Motaran Rift. They exhibit characteristics alien to the laws of our natural universe. The first documented contact with a Render was by the Eridani patrol vessel Aki-Bel (Glory Dawn) in 1928 AD. The vessel, manned by highly trained and capable Eridani, was on patrol near the border of the Motaran Rift. The crew were on alert status, yet nothing could have prepared them for the assault. The creatures materialized out of the ship's walls, striking with claws which phased through the finest Eridani battle armor, inflicting terrible wounds. Though there were only three Renders, it took the entire crew to drive them off. Eight of the twenty man crew were slain, The captain of the ship called these dangerous entities Ma-Nal-Adwarises, the Beasts of a Thousand Teeth.

NATURE OF THE ENCOUNTER

The first warning is a high-pitched wailing. Individuals must make an Aggression check at a -25 or be struck dumb with fear for 2-8 minutes. Eridani are not adversely affected. Any Eridani hearing this wail instantly becomes suicidally enraged.

The Render primarily exists in the fourth dimension, and is difficult to kill in our universe. Until it attacks, the creature is partially visible on UV scanners, appearing as an amorphous blob. In this form, it is only vulnerable to mental attacks. The creature uses this to its advantage, phasing in and out around its prey in an effort to disorient it. The Render then attacks by selectively materializing portions of its claws into the victim's body, inflicting 2-12 points of damage twice per second. Body armor is completely ignored, although it can not pass through flux shields. Once it materializes, the Render is unable to return to its home dimension for 3-18 seconds. It is vulnerable to conventional forms of attack during this time. For some reason, the Render is afraid of fire. There is a base 1% chance times the maximum damage potential of the attack that the creature will flee.

HABITAT

Almost nothing is known about the physiology or living habits of the Render (see the above comments about the terminal stupidity of trying to study one). The few bodies which have been recovered have faded into the fourth dimension within minutes of being slain. The creatures can obviously survive in vacuum for prolonged periods of time, indicating that they have no need for heat or any particular atmosphere. Empaths have theorized that they subsist on the death energy of their victims, as the souls of those slain by Renders are impossible to contact. This has earned the Render its other nickname of Soultaker.

MIND OF THE BEAST

The mind of the Render is so alien that the authors of this book won't even make an attempt to guess what sorts of things it might think . . . but you can bet it's not

Peace, Love, and Granola!

RIGNOK

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Avian Carnivore		
OCCURRENCE:	Rare		
NO. HANGING OUT:	5-40		
SIZE:	2.4m, 66kg (6)		
BODY POINTS:	3d6		
MOVEMENT:	8/15/130		
INITIATIVE MOD:	-1		
DEFENSIVE MOD:	-10		
THRESHOLD:	0		
VISION/SMELL/HEAR:	+120/-20/00		
NO. OF ATTACKS:	2 Blades/1 bite/1 claw		
DAMAGE PER ATTACK:	2-8x2/1-4/1-6		
ATTACK NUMBER:	85x2/50/65		
SPECIAL ATTACK:	Nil		
SPECIAL DEFENSES:	Nil		
I.Q.:	75		
MATRIX USE:	Energy Controller		
POWER POINTS:	2d4		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	25	**RADIATION:**	90
BIOLOGICAL:	55	**MENTAL:**	60
POISON:	35	**SONIC:**	30
ELECTRICITY:	05	**FIRE:**	20
ACID:	15	**COLD:**	25



DANGER RATING ☠☠☠

BACKGROUND

Very little is known of the Rignok, except for the physical appearance of the race, and a few of their powers. These creatures are vaguely ostrich-like in form. A pair of scythe-like blades extend from arms on the back where wings would exist on a conventional ostrich. Its long, curved bill easily conveys the creature's predatorial nature.

Only a handful of these beasts have been encountered in the last decade. They traverse the universe in strange, pyramid-shaped ships. Their weapons are somewhat primitive when compared to those available to the great military juggernaut of the Alliance. The creatures manipulate objects with their clawed feet, making Rignok technology difficult to utilize by other races.

Apparently Rignok never discovered electricity. None of the weapons or vehicles that have been observed by Alliance personnel employ electricity to facilitate action. The Rignok technology is based around mechanical constructs. Perhaps the Rignoks have discovered electricity, but avoid it. They seem to be vulnerable to electrical attack forms. Only the future will tell more of these strange and deadly beings.

NATURE OF THE ENCOUNTER

The Rignoks avoid combat for as long as possible. This is not because they are pacifists. Quite the contrary, they study their enemies for potential weaknesses. When they feel the time is right, they attack, bringing all of the mechanical devices at their disposal to bear. Rignoks engage in hand to hand combat. Normally, their odd scythe-like wings remain folded snugly against their sides. In combat, these blades swing out on short arms and imbed themselves deep into the victim's flesh. Once the target has been skewered with both scythes, the monster tears away with its beak and claws. It requires a Strength check at a -20 to break free from a Rignok's grasp. Of course, the reasoning behind their attacks is unfathomable. Rignoks only use their matrices in battle as a last resort.

It is the common belief of those who have encountered these creatures that the Rignok are studying the Alliance. The history of the race is shrouded in mystery, and the answers seem slow in coming. It is not uncommon for corporations to send a group of mercenaries to study these strange monsters to learn more about them. Rignok attacks against Alliance starships have left the crews dead and all onboard energy sources drained. It is reasonable to assume that the Rignok drained the energy to study and learn more of its nature.

Rignok posses Mutzachan powers. They may learn any matrix up to 3rd energy bracket Matrices. Space Systems Development Corporation claims that its mercenaries have encountered much more powerful Rignoks in the vicinity of the Halix Nebulon. Company officials assert that these Rignoks can generate matrices from up to the 5th energy bracket, the veracity of which has never been substantiated.

HABITAT

The Rignok show a preference for cold environs. It is known that they are nitrous oxide breathers, and allergic to water. This leads to much speculation as to the nature of their home planet.

THROUGH THE EYES OF THE VICTIM

Gee, what a funny looking birdie. Those are awfully funny looking wings... Ohh!! Aaagghh!!! Ouch.

RUTHARN

ORIGIN:	Roen, Voidlands, Fornax		
ARM DISTRIBUTION:	Rare		
SALE PRICE:	750,000cr		
CLASSIFICATION:	Humanoid		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	3m/300kg (8)		
BODY POINTS:	45+d20		
MOVEMENT:	10/9/270		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+00		
THRESHOLD:	5		
VISION/SMELL/HEAR:	+30/+25/+50		
NO. OF ATTACKS:	1 horn/2 claws		
DAMAGE PER ATTACK:	5-20/2-16/2-16		
ATTACK NUMBER:	70 (horn)/85 (claw)		
SPECIAL ATTACK:	Sonic scream		
SPECIAL DEFENSES:	Immunity		
I.Q.:	71		
MATRIX USE:	Unknown		
POWER POINTS:	Unknown		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	88	**RADIATION:**	I
BIOLOGICAL:	94	**MENTAL:**	55
POISON:	94	**SONIC:**	I
ELECTRICITY:	86	**FIRE:**	I
ACID:	45	**COLD:**	I



DANGER RATING

BACKGROUND

The Rutharn, or Screaming Death, is a humanoid monster which was first discovered on the methane world of Roen. Thanks to ARM, it occasionally appears on other worlds. The only desire, or goal, of the creature seems to be the death of sentient creatures, which it has an uncanny ability to detect. This ability may be attributed to a matrix-related power.

The Rutharn is a tall, shaggy humanoid with two thick legs ending in padded feet. These assist it in stealthy movement. Two muscled arms capped by three clawed fingers of immense power compliment the dangerous horns upon the creatures massive head. Small, pig-like eyes glare forth over a large, slimy, toothless maw. A terrifying visage indeed.

Rutharn are masters of stealth and concealment (Level 14 and 12, respectively) and can remain still for days. They gain sustenance from the life energy of the dying (this tends to make death at the horns of a Rutharn fairly permanent). Rutharn settle near heavily populated areas, where they hunt their prey. Their cunning and stealth allows them to feed undisturbed for long periods. If discovered and cornered, they frenzy and attempt to kill as many people as possible before they themselves are destroyed.

ARM often adds a special feature to exported Rutharn, a bionic implant which measures the monster's life force and, upon death, explodes. ARM discovered that the tough nature of the Rutharn's bones produces splendid shrapnel.

The most terrifying aspect of these monsters, however, is the powerful sonic scream which they are able to emit when in danger.

We interrupt this regularly scheduled monster description with a burst of automatic weapons fire—Budda! Budda! Budda! Aieeeeeee!

NATURE OF THE ENCOUNTER

Rutharn shall try to separate the party and pick them off, one or two at a time. If the screams of the dying alert others to the danger, all the better. Rutharn can use its sonic scream if overmatched. All within 25 meters must make a SMR vs Sonics or flee in fear. Those that fail their SMR by 50 or more are struck dead on the spot. An ARM enhanced Rutharn explosion inflicts damage equal to a Plasma grenade.

HABITAT

These monsters originate from the methane world of Roen in the Fornax galaxy. They may not actually be native to Roen, as it appears that the Rutharn can exist in nearly any habitat. Some theorize that the creature finds its origins in the Fourth Dimension. Whatever the case, it appears that this being is only capable of feeding on life energy.

MIND OF THE BEAST

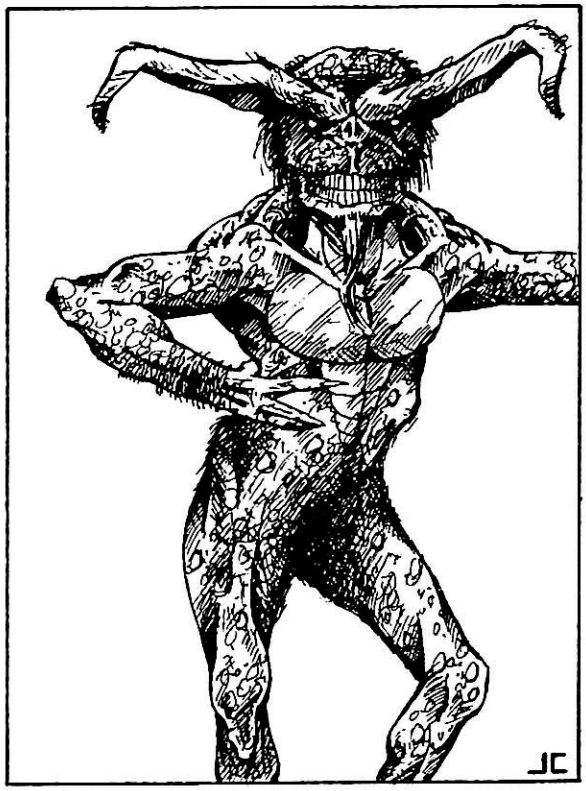
Die so that I may live. You are my cattle. Watch the shadows, it is there that I lurk in waiting.

SPACE GREMLIN

ORIGIN:	Andromeda Galaxy
ARM DISTRIBUTION:	None
SALE PRICE:	Not Applicable
CLASSIFICATION:	Trouble
OCCURRENCE:	Uncommon
NO. HANGING OUT:	3-18
SIZE:	70cm/20kg (S)
BODY POINTS:	2-5
MOVEMENT:	4/4/100
INITIATIVE MOD:	Not Applicable
DEFENSIVE MOD:	+15
THRESHOLD:	1
VISION/SMELL/HEAR:	+20/+20/+20
NO. OF ATTACKS:	3
DAMAGE PER ATTACK:	1/1/1-2
ATTACK NUMBER:	85
SPECIAL ATTACK:	Surprise
SPECIAL DEFENSES:	Nil
I.Q.:	30-40
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	05	**RADIATION:**	85
BIOLOGICAL:	120	**MENTAL:**	60
POISON:	60	**SONIC:**	99
ELECTRICITY:	70	**FIRE:**	90
ACID:	65	**COLD:**	85



DANGER RATING

BACKGROUND

No one is sure exactly where and when the creatures came from, except that they snuck aboard the space freighter Millenniums Beginning, hid in the cargo section, and were subsequently off-loaded all over the galaxies. Gremlins stand about 70cm tall, and possess large ears with malicious smiles. They are extremely strong, able to lift twice their body mass, and have a chitinous exoskeleton (1 threshold).

Space Gremlins hide in secluded areas of a ship, generating mayhem and destruction to food stores, onboard systems, cargo, etc. These pests get into anything, playing with and thereby destroying everything they touch. These fatally curious creatures pass along the total accumulated memories of the parent to the offspring. Their innate intelligence is limited, but their cunning often increases from generation to generation. A particularly clever Gremlin may know enough not to stick his finger into a power outlet, but thinks the effect is funny enough to convince his friend to.

Gremlins enjoy wreaking havoc and playing jokes, and are capable of displacing without error twice per day to evade capture. The little green monsters tear open crates and tamper with electrical conduits just to see what is inside, where they go, and what they are made of.

The scientific community is currently involved in a debate over whether the gremlins are able to detect the surface emotions of creatures within a 5m radius. The emotional status of the target individual determines the response of the creatures. Apparently, hostile emotional patterns aggravate the little green monsters, causing them to become hostile themselves. Attacks against Ram Pythons, Eridani, Phentari, and Cizerack are common, with the Gremlins operating under the strength in numbers principle to overcome their prey. The ability to sense emotional patterns acts conversely as well. Space Gremlins love happy people, and more than one Orion Rogue has been found in an access tube, petting a dozen happy, purring Space Gremlins! Depressed people are often visited by Gremlins who attempt to cheer them up by clowning around. Space Gremlins appear to be loyal to anyone who feeds them.

These creatures are prolific, reproducing about every 2 weeks. Space Gremlins require a tremendous food supply to live, eating as much as 5 times the average Human consumption per day. The availability of food controls Gremlin population, which would grow exponentially if left unchecked. Sugar makes them erratic and hyperactive, and they often gorge themselves on chocolate, gujja, or other sweets. Reports verify that Space Gremlins frequently eat so much food at one time that their stomachs explode and they die.

NATURE OF THE ENCOUNTER

Often, a ships crew does not detect the presence of the creatures until something drastic goes wrong. For example, a Space Gremlin breaking into the ship's power plant and chewing through a high voltage wire carrying 25,000 volts, thus frying himself and crippling the ship! Fecal traces and chewed open food stores are good initial indicators that a Space Gremlin invasion has begun.

HABITAT

So far Space Gremlins have only been found aboard starships and in space ports. If they have a home world, it is as of yet undiscovered.

THROUGH THE EYES OF THE VICTIM

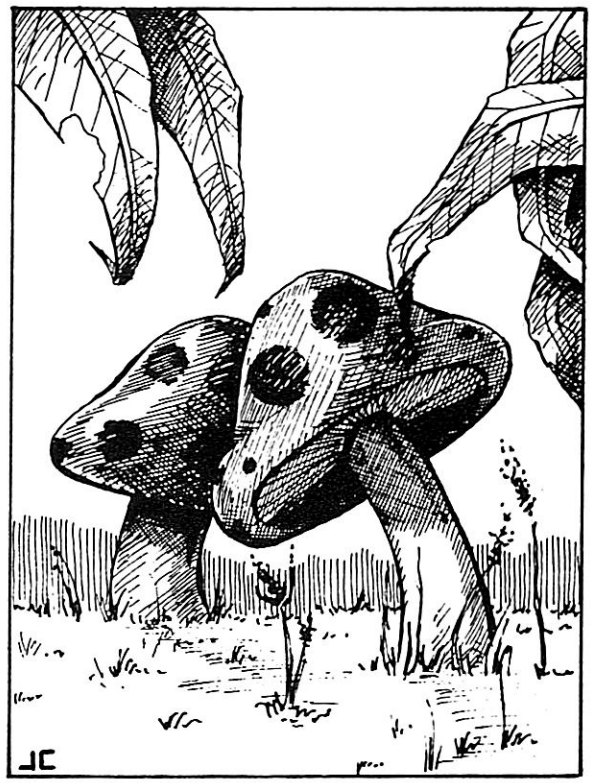
Holy !@$#@. There are about a million of the little green !@$%&*# running around in engineering, tearing everything up!!! Not the Reactor! Send a security team to level . . . Ahhhhrgh! Gurgle Gurgle.

SPRINKLE MUSHROOMS

ORIGIN:	Unknown
ARM DISTRIBUTION:	Rare
SALE PRICE:	21,000cr
CLASSIFICATION:	Carnivorous Vegetation
OCCURRENCE:	Rare
NO. HANGING OUT:	1-6
SIZE:	1m/20kg (1)
BODY POINTS:	d6
MOVEMENT:	4/4/28
INITIATIVE MOD:	+3
DEFENSIVE MOD:	+05
THRESHOLD:	Nil
VISION/SMELL/HEAR:	Nil/+25/Nil
NO. OF ATTACKS:	Nil
DAMAGE PER ATTACK:	Nil
ATTACK NUMBER:	Nil
SPECIAL ATTACK:	Spore Mist
SPECIAL DEFENSES:	Nil
I.Q.:	11-20
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	08	**RADIATION:**	15
BIOLOGICAL:	68	**MENTAL:**	85
POISON:	40	**SONIC:**	22
ELECTRICITY:	45	**FIRE:**	05
ACID:	35	**COLD:**	55



DANGER RATING ☠☠☠

BACKGROUND

These strange plants are a race of dangerous semi-sentient fungi. They are slightly mauve in color and conceal a puckered mouth within the stem. Meeting these 'shrooms is no walk in the park. People encountering this fungus must be wearing environmentally contained armor or suits, or they will be in for some serious problems. The Sprinklers release spores which infect and paralyze any vulnerable beings nearby. The spore release is quite noticeable, but whether anyone that has encountered it can predict the release is another matter (our advice: If you see some 1m tall, mauve-colored mushrooms, hold your breath!).

NATURE OF THE ENCOUNTER

The mushroom expels a fine mist of poisonous spores when prey passes near. Individuals within 10m must make a successful SMR vs Biological attack forms or become infected. The spores themselves are so small that they penetrate all non-environmentally contained helmets. Affected sentients fall comatose for a period of 1-10 hours.

The Sprinkle Mushroom moves slowly over to the victim and begins digesting it while it is immobile. The creature releases acid from sacks in its mouth. This powerful solvent is capable of dissolving just about anything. The acid burns through five points of armor integrity every minute. Flesh is quickly decomposed, and most victims are consumed in slightly over two minutes. The monster then sucks up the goo. The spores ejected are part of the creature's reproductive system 20% of the time. Those individuals who fail their Biological SMRs slowly succumb to a rotting disease. The person then becomes immobile within a few days. The unfortunate victim becomes a new Sprinkle Mushroom in 2-8 days. A Cure Disease matrix reverses the effects of mushroom contamination with a recovery time equal to the number of days the victim has already suffered. If the recovering person had been more than half way to becoming a Sprinkle Mushroom then he suffers 1-6 points of Constitution and Strength permanently. Individuals who make a successful SMR are not affected. Mushrooms are extremely susceptible to fire and patches can be eliminated easily by setting them ablaze. If fire is used to expunge these creatures, the spore clouds explode, causing 10-60 points of concussion damage out to 5m.

HABITAT

The Sprinkle Mushrooms live just about anywhere, in any environment short of a corrosive atmosphere. Their hardy composition makes up for their soft, vulnerable bodies. They gain nutritional elements from nearby organic substances. Also, their reproductive system can mesh with any known biological phenotype.

MIND OF THE BEAST

I'm not going to be a topping on some Ram's pizza. If you try to pick me, you'll be picking your own way to die! You're gonna get eaten or knocked-up. Either way, you're screwed!

STAR TROLL

ORIGIN:	LTV-309		
ARM DISTRIBUTION:	Common		
SAE PRICE:	13,000cr		
CLASSIFICATION:	Humanoid		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	1-8		
SIZE:	4m/500 kg (A)		
BODY POINTS:	20+2d10		
MOVEMENT:	8/10/70		
INITIATIVE MOD:	Nil		
DEFENSIVE MOD:	+20		
THRESHOLD:	2		
VISION/HEAR/SMELL:	0/0/0		
NO. OF ATTACKS:	By weapon		
DAMAGE PER ATTACK:	By weapon		
ATTACK NUMBER:	By weapon		
SPECIAL ATTACK:	Fear		
SPECIAL DEFENSES:	Regeneration		
I.Q.:	40-60		
MATRIX USE:	Nil		
POWER POINTS:	0		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	55	**RADIATION:**	22
BIOLOGICAL:	43	**MENTAL:**	14
POISON:	55	**SONIC:**	45
ELECTRICITY:	30	**FIRE:**	60
ACID:	82	**COLD:**	38



DANGER RATING ☠☠☠☠

BACKGROUND

The Star Troll is the bogeyman of childrens nightmares. The Star Troll is one of ARMs biggest sellers. It is powerful and intelligent enough to make a good soldier. Trolls come complete from the Camp Freiberg Military Training Center with weapons training at level 4-8 in the clients weapon of choice. Certain black market companies have begun manufacturing body armor sized to fit Trolls, in response to a growing demand among those that employ them. This armor, known among the informed as Carcass, has the same stats as Cub.

Star Trolls are also in demand for the Trolls regeneration ability. Many scientists believe that the Alliance scientific community can replicate this ability, granting resistance to injury and also incredible longevity. The few Star Trolls in captivity show no signs of aging, and some suspect that it's only their combative nature and hostile natural environment that keeps them from living indefinitely!

NATURE OF THE ENCOUNTER

The Star Troll usually attacks in melee, inflicting damage with its fists or melee weapons. It has a +10 bonus to damage in melee, and inflicts 1-6 base points of real damage with its fists. It can and will attack with ranged weapons if this is the more intelligent course of action. Most Star Trolls have a fair grasp of tactics and are difficult to trick into making foolish moves in combat. The Troll's fearful appearance inspires terror in many opponents; those fighting Star Trolls must make an Aggression check at a -15 or flee in terror. If the check is missed by more than 20 points, the victim is in a world of Dujack—he or she is frozen in terror.

The Star Trolls other advantage in combat is its ability to regenerate from all but the most drastic damage. It regenerates 1 body point every six seconds, and can even regrow limbs in this manner. Any critical causing instant death has only a 50% chance to actually kill the Star Troll. The effects of any other crit are halved. A Troll will recover from a critical hit in a period of one hour. A limb takes 2-12 days to regrow, half that if the original limb is available for re-attachment.

HABITAT

Star Trolls are indigenous to mountains, and function best in rocky terrain (level 8 mountaineering). They are oxygen breathers who prefer warm climates. They love to set up traps and deadfalls for their victims (Set Traps skill level 5). A favorite Star Troll game is Rolling Rocks, in which they roll huge boulders down a canyon at the hapless targets! Points are scored based on how many creatures are squished.

MIND OF THE BEAST

Power? Little creatures like you know nothing of power! Power is the ability to crush your enemies, to see them lie at your feet. This is the way of things. Strong creatures prosper, weak creatures become food. Everything gets stronger this way. You don't understand, stupid Humans. Now, Gromok will show you power!

SUCKS-2BU

ORIGIN:	ARM
ARM DISTRIBUTION:	Unique
SALE PRICE:	100Mcr
CLASSIFICATION:	Synthetic Organism
OCCURRENCE:	Unique
NO. HANGING OUT:	1
SIZE:	100m/5 buildings (D)
BODY POINTS:	15,000+1d4
MOVEMENT:	65/50/246
INITIATIVE MOD:	-6
DEFENSIVE MOD:	+75
THRESHOLD:	20
VISION/SMELL/HEAR:	+75/+60/+80
NO. OF ATTACKS:	2
DAMAGE PER ATTACK:	20-240 and see below
ATTACK NUMBER:	97
SPECIAL ATTACK:	Many, see below
SPECIAL DEFENSES:	Many, see below
I.Q.:	110
MATRIX USE:	See below
POWER POINTS:	55

SURVIVAL MATRIX ROLLS

CHEMICAL:	80	**RADIATION:**	65
BIOLOGICAL:	75	**MENTAL:**	80
POISON:	99	**SONIC:**	89
ELECTRICITY:	80	**FIRE:**	95
ACID:	99	**COLD:**	95



DANGER RATING

BACKGROUND

This is the kind of creature that you would bring in when you are done screwing around, and are really serious about getting something killed. Want someone snuffed out with no worries? Bring in this thing. A certain metropolitan area bothering you? Call ARM for this special delivery. The opposing company has a few too many Humpty-Dumpties? You know what to do. Sucks-2BU!

The Sucks-2BU is one of the finest creatures to come out of ARMs kitchen, and the price reflects its ample qualifications. To begin with, it is an amphibious, flying, nigh-invincible, acid-spewing, matrix-using beast, resembling the dragon of ancient Earth legends. The Sucks-2BU will carry out the will of the purchaser to the letter, or may just be let loose to terrorize the nearest world. This highly destructive creation possesses a pair of wings by which it may fly at speeds of up to 250 kph. Attacks are made with its two powerful front claws. Of course the Sucks-2BU rarely needs to exert itself, since it can just fly around and land on its target or what ever cover it has chosen. Few targets can withstand the weight of 5 buildings being dropped on them. The monster was even implanted with matrix power, and may use any matrices up to level 5 from the Empath or Energy-Controller categories, and up to the 4th level from the Healer school. These powers may be utilized twice per round. The Sucks-2BU may also spray acid from the glands on the sides of its neck (10-100 damage at a rate of 10 points/round, starting with Armor Integrity and burning down through Armor Absorption) once per day out to range bracket 6 with 75% accuracy. This attack necessitates a Biological SMR at -40 once it has touched the skin of the target, or the acid will penetrate the nervous system and cause the victim to lose control of all bodily functions. To top it all off, the synthetic skin which covers the Sucks-2BU has a natural Threshold of 20.

NATURE OF THE ENCOUNTER

The nature of an encounter with a Sucks-2BU is death. This may sound rather grim, but this game isn't called Peacelords of the Twenty-Third Century, now is it? Unless the characters have succeeded in committing the most atrocious crimes in history, or have the most sadistic Battle Master in existence, you'll never meet one of these monstrosities. When unleashed, this horrendous one-creature-Armageddon will stop at nothing, and pull no punches to complete the job that it has been assigned to. The last recorded use of this beast was by an extremely rich corporation (which shall remain nameless) when it failed to acquire the mining rights to a particular asteroid three times in a row. The asteroid, as well as the base the opposing corporation had constructed on the surface, now form a large cloud of debris. Charges, of course, were never filed.

HABITAT

The Sucks-2BU can persevere in practically any environment. Exceptions include black holes, suns, and space folds. Even methane and corrosive-atmosphere worlds provide no problems. In extreme cases, a cybernetic atmospheric processor may be fitted into the beast. However, ARM has learned that this addition compromises the use of the acid spray. Neither cold nor heat has been observed to hinder or even discomfort the creature.

MIND OF THE BEAST

I am god. All tremble before me. Nothing short of the end of Time could stop my reign. But I am a benefit to society. Only the most foolish would attack me, and I make short work of my attackers. And if there is one thing this universe has in over-abundance, it is fools.



STILETTO TREE

ORIGIN:	ARM
ARM DISTRIBUTION:	Rare
SALE PRICE:	100,000cr
CLASSIFICATION:	Vegetation
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1-3
SIZE:	15-25m/750kg (C)
BODY POINTS:	20d6
MOVEMENT:	Nil
INITIATIVE MOD:	+5
DEFENSIVE MOD:	+40 (branch), +120
THRESHOLD:	2
VISION/SMELL/HEAR:	Nil/Nil/+40
NO. OF ATTACKS:	8 branches
DAMAGE PER ATTACK:	4-16 each
ATTACK NUMBER:	70
SPECIAL ATTACK:	See Below
SPECIAL DEFENSES:	Nil
I.Q.:	10-15
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	25	**RADIATION:**	45
BIOLOGICAL:	33	**MENTAL:**	25
POISON:	78	**SONIC:**	66
ELECTRICITY:	12	**FIRE:**	10
ACID:	18	**COLD:**	30



DANGER RATING ☠☠☠☠

BACKGROUND

The Anarchist Rebellion Movement initially designed the Stiletto Trees to be a vigilant layer of protection for secure areas. They resemble your average garden-variety trees, which may be found on many worlds. In reality, they are deadly. The Stiletto Tree senses intruders through vibrations and spears them with razor sharp stakes. While strolling through some peaceful forest on the way to grandma's house (or some other ridiculous plot set-up), the party may find themselves assaulted by the branches of the surrounding trees.

This reproductive system results in dangerous population levels of the monsters in areas where they have been introduced. As is true with their non-lethal counterparts, Stiletto Trees take years to grow to a significant size. While they are maturing, it is impossible to identify whether or not the tree will become one of the dangerous variety. It may take 10-15 years for them to grow large enough to become a serious threat, at which time the gardener is in for a big surprise! Of course, the species spreads only so far before wildlife in the area gain instincts to avoid them and won't go close enough to allow the spread of more seedlings. In time, the dangers are forgotten and animals and people move into these areas once again. And everyone knows how long trees live . . .

One more property that ARM did not intentionally introduce into the Stiletto Tree is that its sap can pass some of the tree's longevity on to those who imbibe it. A dosage of 300ml/month of this highly sought after fluid will slow the aging process of an individual by 20%. At any given time the tree contains 3 doses of the fluid. Taking more than 1 dose from the tree in a month kills the tree. Such a dose can be purchased for the hefty sum of 20,000cr. It takes 2 months for the aging process to slow. After that, any interruption in the dosage results in returning to a normal rate of aging (with the same 2 month delay of effect when consumption of the sap is resumed). Many adventuresome people have been driven by the greed of a life-long fantasy of living forever to take one step too close to a Stiletto Tree. Acquisition of the valuable elixir is best left to the experts.

NATURE OF THE ENCOUNTER

When unsuspecting prey passes underneath the tree, it strikes out with its thorns/stakes, inflicting terrible damage. Once these attacks have penetrated, they root into the target with small barbs. Such an assault need not surpass threshold on subsequent rounds. The roots automatically inflict another 4-16 points of damage. Removal of one of these appendages requires a Strength check at -30, and results in an additional 1-6 points of damage. The tree is able to sense vibrations caused by the passing of prey through its roots, which spread out 30m from the trees base. Creatures which weigh less than 20kg will not be noticed by the tree and are therefore not subject to attack. They can often reach targets up to 5m from their trunk.

HABITAT

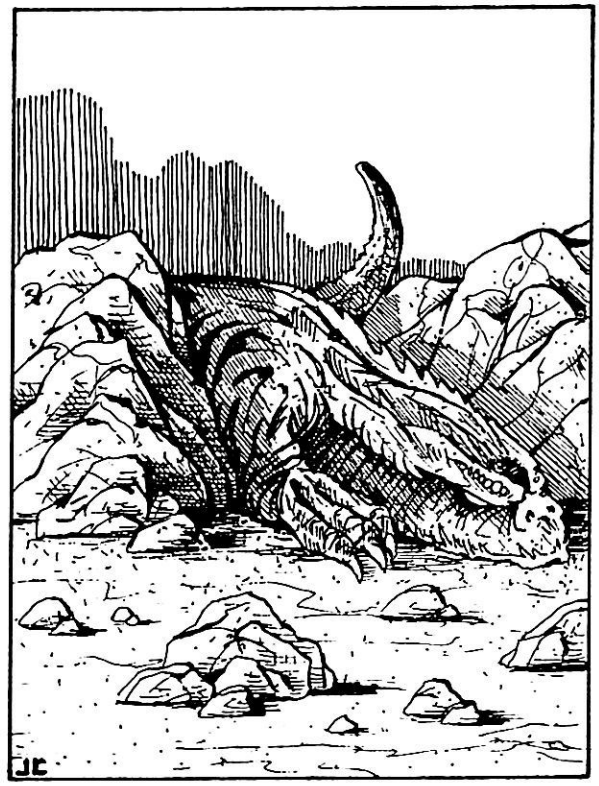
These plants were designed for all temperate climes where atmospheres contain relatively high levels of carbon dioxide. The creatures use photosynthesis when not butchering wildlife, so they also require sunlight. ARM temporarily halted production to study their evolution and to attempt to increase the rate of the tree's growth (few ARM scientists want to wait 15 years to exact pleasure from their twisted creations).

MIND OF THE BEAST

Youth eternal flows through my being . . . Of course it's going to be pretty hard to live forever with this stake stuck through your head!

SWAMP DWELLER

ORIGIN:	Tarawa, Fornax		
ARM DISTRIBUTION:	Rare		
SALE PRICE:	150,000cr		
CLASSIFICATION:	Amphibious Hybrid		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	5m/400kg (A)		
BODY POINTS:	75+d20		
MOVEMENT:	25/18/96		
INITIATIVE MOD:	-4		
DEFENSIVE MOD:	+15		
THRESHOLD:	2		
VISION/SMELL/HEAR:	+00/+25/+30		
NO. OF ATTACKS:	2		
DAMAGE PER ATTACK:	1-8		
ATTACK NUMBER:	87		
SPECIAL ATTACK:	Head butt		
SPECIAL DEFENSES:	Nil		
I.Q.:	50		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	35	**RADIATION:**	24
BIOLOGICAL:	38	**MENTAL:**	15
POISON:	47	**SONIC:**	24
ELECTRICITY:	14	**FIRE:**	26
ACID:	48	**COLD:**	27



DANGER RATING ☠☠☠☠

BACKGROUND

The rather unimaginative name for this creature has its roots buried deep in Orion history. Long ago, on a remote planet, an old eccentric Orion Rogue lived near the edge of a great swamp. Settlers, looking for new territory, would often ask this Orion if anyone had laid claim to that expanse of swamp. To this, he would invariably reply "Just an old harmless Swamp Dweller." He would then offer the travellers a place to stay while they went out to explore the land and meet the "Swamp Dweller." Of course, no one ever returned from this meeting, and, after selling off the late visitor's equipment, the Orion would settle back and wait for the next batch of settlers. Eventually, he retired, moved back to Taos 4, and opened a new business with his earnings, the highly successful "Scotsman's Leisure and Apparel" chain of clothing stores.

The Swamp Dweller is an enormous amphibious beast, resembling a cross between a snake, an octopus, and a lizard. It has a broad, stocky body with two well-muscled reptilian legs ending in webbed feet. A pair of thick, heavy tentacles sprout from its back behind each shoulder. Two horns protrude from either side of its powerful jaws, and it moves with staggering speed. Due to its opposable thumbs, it is able to grasp and utilize various objects. Given enough time, the Swamp Dweller can learn how to use fairly complex equipment. As long as it understands the result of the use, it may even be able to apply it in appropriate situations or in a useful manner.

NATURE OF THE ENCOUNTER

A favorite tactic of the Dweller is to hold a victim with its two arms and administer a head butt, which usually results in the hapless victim becoming impaled on the creatures horns (damage 3-12). The creature is able to grapple or strike out with its four tentacles, and will drag anyone wearing armor into the water with it, where the character will sink like a stone. Once grappled, a Strength check must be made at -75 to break free. It will also employ both of its arms to reach out and drag characters toward it. However, to break free from an arm hold only incurs a -20 penalty to the Strength check. After dispensing with its enemies, the Swamp Dweller will devour and digest any remains, tearing through armor to reach the soft meat inside and carefully saving interesting objects. Fire inflicts twice the normal damage to this amphibian creature. If the party manages to dispatch the Dweller, they may be rewarded by its stash of shiny toys! A perceptive character may notice the plethora of supplies and equipment that lie scattered around the Dwellers territory (Sighting check at a -30). Characters will probably find various equipment related to survival in a swamp, as well as weapons and pieces of shredded armor. Any equipment found needs to make a System Shock roll at a -40 or it has been damaged by either the creature or by exposure to the swamp.

HABITAT

The Swamp Dweller, obviously enough, prefers the swamp to other environments, although it is able to crawl across land for limited amounts of time. Its skin has a tendency to become dried and crack after more than two hours away from the swamp, at which time the creature has to find water or it will begin to die (losing 2-20 Body Points/day).

MIND OF THE BEAST

More, bring me more little creatures. Bring the entertaining kind, with all the little metal objects for me to play with. Those are my favorite.

SYNTH

ORIGIN:	ARM
ARM DISTRIBUTION:	Common
SALE PRICE:	25,000cr
CLASSIFICATION:	Synthetic Organism
OCCURRENCE:	N/A
NO. HANGING OUT:	1-10
SIZE:	2.5m/60kg (6)
BODY POINTS:	50
MOVEMENT:	06/08/64
INITIATIVE MOD:	+3
DEFENSIVE MOD:	+20
THRESHOLD:	8
VISION/SMELL/HEAR:	-20/-20/-20
NO. OF ATTACKS:	Varies
DAMAGE PER ATTACK:	See below
ATTACK NUMBER:	90
SPECIAL ATTACK:	Limited Shapeshift
SPECIAL DEFENSES:	Limited Shapeshift
I.Q.:	25
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	50	**RADIATION:**	100
BIOLOGICAL:	100	**MENTAL:**	20
POISON:	100	**SONIC:**	85
ELECTRICITY:	60	**FIRE:**	60
ACID:	20	**COLD:**	30



DANGER RATING 

BACKGROUND

Yet another fine product from the kitchens of Uncle Ernie Freiberg! The Synth is his attempt to duplicate the Mazian shapeshifting ability in an artificial being. He hoped to use these scum as the perfect assassins, duplicating people close to the victim and then killing them.

Unfortunately for Uncle Ernie (and fortunately for the rest of the galaxy), he didn't get the recipe quite right. The resulting being, which he called a Synth, is a two-and-a-half meter tall, lumbering, vaguely humanoid creature. Its skin is a pinkish-grey color, which ripples and bulges unnaturally as it moves.

The Synth does have some limited shapeshift abilities. It can sprout extra limbs, and form appendages for attacks. The Synth can never have more than six limbs, however, and its attacks can never do more than 1-8 points of damage apiece. For each limb beyond two that the Synth manifests to attack with, its attack number goes down by 15%. It takes a full round to grow each new limb. Additionally, the Synth is extremely resilient, and any kinetic attack against it only inflicts half damage, due to its rubbery nature. On the downside, the Synth is extremely slow and sluggish. It is incapable of independent thought, doing only what its controller tells it to do. It is sensitive to chemical attacks, especially acid, which has the tendency to make it lose cohesiveness and dissolve into a puddle of foul-smelling plastic gunk. The Synth cannot duplicate other creatures, but the unflappable Uncle Ernie has promised a new, improved version for early next year . . .

NATURE OF THE ENCOUNTER

Generally, Synths make good pawns for would-be terrorists. They can be programmed to use weapons, albeit not very well (effective skill level for any weapon is 1). Often, an aspiring Synth controller will have it sprout 4 or 6 arms, stick an automatic weapon or flamethrower in each, and then tell it to shoot that guy over there. Despite the inaccuracy, the thing is bound to hit at least once! (And with the type of technology available in the twenty-third century, one hit is enough). One of the most unique and effective tactics used by a Synth squad was witnessed by the crew of the Alliance research station Endeavor. The Endeavor was a space based platform used to survey Motaran Rift occurrences. Apparently deployed on the outside of the supply shuttle making a routine delivery to the research facility, the Synth warriors debarked and attacked the station. The damage inflicted was so severe that the scientists were forced to evacuate by escape pod. Reports of this incident leaked out and there have since been over a dozen such station-jackings. In light of the costly damages, penalties for station-jackings have been increased to a minimum of 2 life sentences to a maximum of 5 life sentences to be served consecutively and without parole (the wonders of modern cloning techniques have made consecutive life sentences much more meaningful!).

HABITAT

The Synth's physical makeup allows it to exist unassisted in a vacuum, where it appears to be most versatile. In such a climate it can let its shapeless form sprawl out and stretch. Without the constraints of an atmosphere and gravity, the Synth can form hundreds of tiny appendages allowing it to attach firmly to any surface that is not completely smooth.

MIND OF THE BEAST

Synths don't have much of a mind to speak of. The best guess as to what they might say if they could talk is:

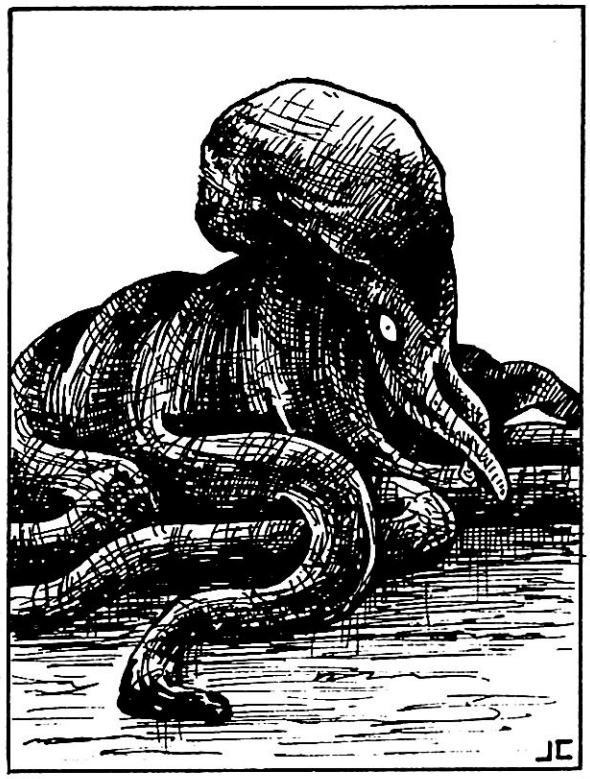
"Ugg. Crush human. Yes, master." Not exactly sparkling conversationalists . . .

TABAK

ORIGIN:	Unknown
ARM DISTRIBUTION:	Uncommon
SALE PRICE:	500,000cr
CLASSIFICATION:	Entity
OCCURRENCE:	Rare
NO. HANGING OUT:	1
SIZE:	4m/300 kg (A)
BODY POINTS:	20+3d10
MOVEMENT:	8/8/48
INITIATIVE MOD:	+2
DEFENSIVE MOD:	+10
THRESHOLD:	5
VISION/SMELL/HEAR:	+50/-25/-40
NO. OF ATTACKS:	8
DAMAGE PER ATTACK:	Special
ATTACK NUMBER:	80
SPECIAL ATTACK:	Acid
SPECIAL DEFENSES:	See below
I.Q.:	50
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	56	**RADIATION:**	60
BIOLOGICAL:	45	**MENTAL:**	44
POISON:	99	**SONIC:**	40
ELECTRICITY:	22	**FIRE:**	08
ACID:	1	**COLD:**	99



DANGER RATING 

BACKGROUND

The Tabak is a horrific creature of monstrous proportions (roughly 4m tall), appearing as a cross between an octopus and a spider. Its origins are unclear, but it is widely believed to be the product of the Anarchist Rebellion Movement. Characters viewing a Tabak must make an Aggression check at -25 or flee in terror. The beast attacks by wrapping its tentacles around an opponent and constricting him, while simultaneously secreting a powerful acid. The Tabak then divides its 8 tentacles among its adversaries as evenly as possible, compensating for stronger opponents. It requires a Strength check at a -75 penalty to break out of the creatures grasp. An additional -15 penalty is applied for each additional tentacle. Crushing does 1-8 points of translational damage per round, per tentacle. In addition, there is a cumulative reduction of armor integrity at a rate of 2 points per round (i.e. 2 points on the first round of constriction, 4 points on the second round, and so on).

This creature must have at least four of its appendages anchored to the ground to facilitate movement. In combat, however, it rests upon its body, so as to utilize all of its tentacles. Each tentacle has 10 body points. These are independent of the main body which has 20+3d10 points itself. Finally, attacking a tentacle incurs a -20 penalty.

These beings use acidic saliva to extract nutrients from dissolved rock, yet the creature's acid serves it in other ways. Tabak can spit acid up to 10m with an accuracy of 70%, inflicting 4-16 points of damage. It can only do this once every third round (9 seconds). If the creature is hit by a non-concussive attack which does body damage, acid blood sprays from the wound, doing 2-12 points of acid damage to anyone within 2m. The creature is itself immune to acid.

The Tabak's body dissolves within a few seconds of death, leaving only stains and scars on the ground where it was. One may only speculate, but this behavior certainly lends credence to the belief that the life-form was developed by ARM. The best way to beat a Tabak is to run like hell, then drop it with an anti-tank weapon!

NATURE OF THE ENCOUNTER

The Tabak lurks behind cover to ambush its prey, achieving complete surprise nearly 75% of the time. Its 5m long tentacles appear from nowhere and entangle the closest targets. Once immobilized (i.e. unconscious or dead), the Tabak directs its attacks at new targets, if any remain.

HABITAT

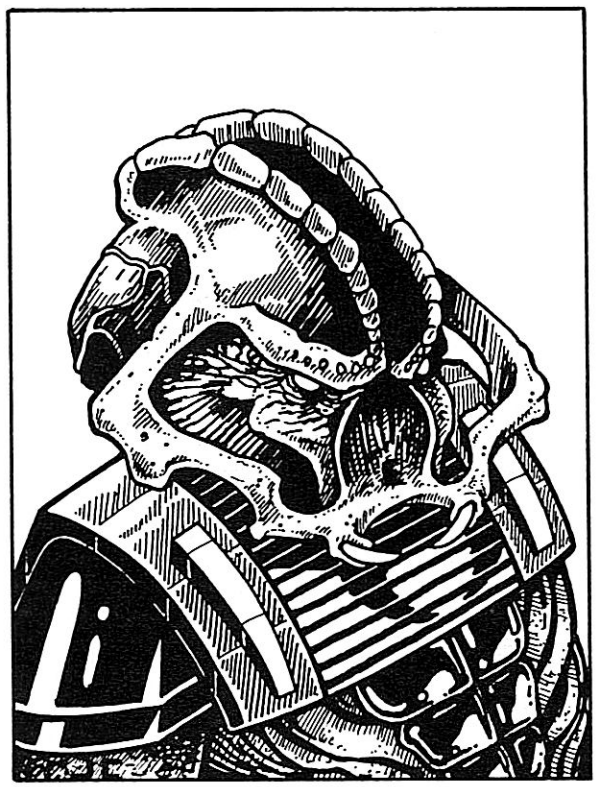
The creature is not specific to any atmosphere, and the Tabak can survive in cold climes, and as such are often found on methane worlds. The true nature of the creature is uncertain, due to the rapid decomposition of its body at death. However, it is believed to exist for very long spans without feeding. It remains dormant for extended periods of time, until becoming aware of nearby prey. Ruins, rocky areas, and forests are its favorite haunts.

MIND OF THE BEAST

Where I'm from, human, you would be considered a twinky-equivalent. Remember that!

TIUANT

ORIGIN:	Tia		
ARM DISTRIBUTION:	None		
SALE PRICE:	Not Applicable		
CLASSIFICATION:	Inter-Dimensional Being		
OCCURRENCE:	Rare		
NO. HANGING OUT:	1		
SIZE:	5m/? (A)		
BODY POINTS:	40-160		
MOVEMENT:	07/10/20		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	+10		
THRESHOLD:	Nil		
VISION/HEAR/SMELL:	+20\+20\+15		
NO. OF ATTACKS:	Special		
DAMAGE PER ATTACK:	4-24		
ATTACK NUMBER:	105		
SPECIAL ATTACK:	Wind Blast		
SPECIAL DEFENSES:	Special		
I.Q.:	70-110		
MATRIX USE:	Psychic Emulsion		
POWER POINTS:	Special		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	85	**RADIATION:**	60
BIOLOGICAL:	98	**MENTAL:**	80
POISON:	55	**SONIC:**	60
ELECTRICITY:	35	**FIRE:**	99
ACID:	45	**COLD:**	20



DANGER RATING

BACKGROUND

The Tiuant is an inter-dimensional being that appears only in combat zones. Eridani legend has it that the Tiuant is a demon who comes to steal the souls of the most valiant warriors. These beings are normally encountered amidst a pitched battle, but other circumstances can govern their appearance.

The Tiuant society is complicated, maintaining much of the same characteristics as other people's. There is a government, culture, laws, and a class structure. The exact reason for their actions is still unclear, but many believe that the Tiuant hunt the wounded for sport, deriving excitement from entering the 3rd dimension and making a kill before they themselves can be destroyed. The common Mutzachan view is that they are fiends bent on evil. Tiuants only seek twisted pleasure in order to gain status. They attack the wounded because they fear being killed themselves, while stealing equipment proves their cunning. Energy Controllers also claim that if captured on its own world, the Tiuant may bargain for its life by offering to give up its hoard. If it can buy time, it summons others to its rescue. If it overcomes the opposition, the Tiuant tortures the survivors who dared to pursue it!

NATURE OF THE ENCOUNTER

The first sign of the coming of a Tiuant is a sudden increase in temperature, followed by a crackling noise that rents the air. The heat blast that follows is so powerful that PCs must make an Agility check at -25 or be knocked over by the concussion wave (2-12pts) as it sweeps across the ground. Any person within a 50m radius automatically suffers 4-24 points of damage from the heat as well. Heat and concussion damage are both equally distributed across the body.

The Tiuant appears, activating a dimensional gate. Initially, it is seen as a shimmering presence. This is the most opportunistic time to attack the creature, but there is a 75% chance that any such attacks do it no harm. Most pass through the body which hasn't quite materialized into this universe. All energy based attacks do 1/4 damage while the Tiuant exists between dimensions. Once the monster has materialized completely, it attacks with an initial assault which is the equivalent to Psychic Emulsion. All affected persons must make SMRs at a -10 penalty. The beast then approaches the single wounded individual who showed the greatest courage in the battle and settles over his body. The Tiuant envelops the person, inflicting 4-24 points of heat damage per second until the body reaches catastrophic damage level. The Tiuant then disappears back to the 4th dimension, taking the victim's armor and possessions with it.

There is no way to resurrect or bring back the victims of this loathsome beast, and for that reason the Eridani have named this being, Nisba Nadij Aklan (The Invisible Stalking Coward). The being can be followed into the 4th dimension to its home planet where it can be fought on equal terms. All weapons do normal damage. The Tiuant will flee if it suffers over 1/2 its body points in damage.

HABITAT

Tiuants are more likely to be encountered on rugged terrain, similar to the volcanic regions that prevail on their home world. Finally, the beast will attack Eridani before other races.

THE MIND OF THE BEAST

I'm gonna wait until you're down, when you're sucking on your own blood... Then, that's when I'm gonna kill you. Dead as hell! And then I'm gonna take my triumphs back to Tia!

TRANSICOB

ORIGIN:	Shialan, GMC: Q3 S3		
ARM DISTRIBUTION:	Prolific		
SALE PRICE:	24,000cr		
CLASSIFICATION:	Bipedal Reptile		
OCCURRENCE:	Uncommon		
NO. HANGING OUT:	2-5		
SIZE:	2m/70kg (5)		
BODY POINTS:	10+d6		
MOVEMENT:	7/9/60		
INITIATIVE MOD:	-2		
DEFENSIVE MOD:	-16		
THRESHOLD:	2		
VISION/SMELL/HEAR:	+05/-05/+10		
NO. OF ATTACKS:	4; 2 Claws, Bite, Tail		
DAMAGE PER ATTACK:	3d4x2/2d4/2d6		
ATTACK NUMBER:	105		
SPECIAL ATTACK:	Electric Shock		
SPECIAL DEFENSES:	Nil		
I.Q.:	1-5		
MATRIX USE:	Nil		
POWER POINTS:	Nil		
SURVIVAL MATRIX ROLLS			
CHEMICAL:	28	**RADIATION:**	34
BIOLOGICAL:	34	**MENTAL:**	07
POISON:	28	**SONIC:**	34
ELECTRICITY:	120	**FIRE:**	34
ACID:	28	**COLD:**	34



DANGER RATING

BACKGROUND

Transicobs are large, bipedal lizards indigenous to jungle worlds. They wait in the trees until prey passes beneath them, then jump down and mangulate their victims (The definition of mangulate: Kill very dead!). Reports verify that the Transicob was first encountered by an SSDC Explorer Corps squad in 2254, on the planet Shialan of the Spirax galaxy. The natives of Shialan call the Transicobs Death From The Trees. These carnivores attack any living creature that passes beneath them.

Evolution has seen the development of two interesting biological features. First, the powerful arms are bi-segmented at the elbow, allowing for great agility when moving about in the trees. Second, the lizard possesses two opposable claws on each arm, with which it grabs hold of its prey. Once captured, it is extremely difficult to escape a Transicob's grasp, requiring a Strength check at -80.

This creature collects and stores static electricity, which it discharges into the victim when it initially contacts with prey. This electric shock is similar to that of a stored capacitor, and can only be released once per day. Affected persons and armor must make an Electrical SMR or suffer damage. Body tissue suffers 4-16 points of damage, and armor must make the appropriate SMR at a penalty equal to the damage taken or shut down. Electrically-based technology that comes in contact with a Transicob must make a system shock roll or be destroyed.

NATURE OF THE ENCOUNTER

Transicobs gain surprise in most situations and it requires a Level 11 Detect Concealment check to spot them. Surprised individuals incur a +6 to initiative during the first round of combat, and a +2 penalty on the second round. The Transicob employs an electrical discharge as its initial means of attack. There is a 50% chance that the creature drops onto the head of its intended victim. This causes great problems when trying to kill the beast. Errant attacks which miss by more than 10 points are assumed to strike the victim. Furthermore, heavy weapons such as Omega cannons, pulse cannons, etc. do full damage to the creature, as well as the victim (50% of the time). The Transicob employs its powerful claws to rend the victims body (3d4 per claw) subsequent to its initial attack.

HABITAT

Transicobs are aggressive carnivores, but do not usually attack creatures greater than themselves, unless in large numbers or very hungry. Like many predators, Transicobs hunt in packs, the largest individual controlling the throng. They attack in force, spreading out in the trees above to cover more ground, also effectively preventing escape. Once they have caught and killed their prey, they drag it into the forest, so that the pack may feed without danger of attack from other jungle predators.

MIND OF THE BEAST

You thought rubbing your feet on the carpet and touching the doorknob hurt. Well, guess what... When I zap you, it's gonna knock your butt to the floor!

TRANSMORPHIC KILLER

ORIGIN:	Fear
ARM DISTRIBUTION:	Unknown
SALE PRICE:	Unknown
CLASSIFICATION:	Silicon Based Life-form
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1/1-3 (20%)
SIZE:	Variable
BODY POINTS:	500+5d10
MOVEMENT:	6/6/40
INITIATIVE MOD:	+1
DEFENSIVE MOD:	+15
THRESHOLD:	Nil
VISION/SMELL/HEAR:	+00/-40/-20
NO. OF ATTACKS:	2 punches
DAMAGE PER ATTACK:	4-16
ATTACK NUMBER:	97
SPECIAL ATTACK:	Crush/Radiation Poisonin
SPECIAL DEFENSES:	See below
I.Q.:	70+
MATRIX USE:	Possible
POWER POINTS:	Unknown

SURVIVAL MATRIX ROLLS

CHEMICAL:	95	**RADIATION:**	99
BIOLOGICAL:	99	**MENTAL:**	1
POISON:	100	**SONIC:**	97
ELECTRICITY:	20	**FIRE:**	70
ACID:	60	**COLD:**	40

BACKGROUND

This is quite possibly the most deadly naturally occurring organism ever encountered. The fact that the Anarchist Rebellion Movement have captured and altered one makes this even more frightening. The Transmorphic Killer is indigenous to the Fear planetoid of the Industrial Province in the Fornax Galaxy. The creature was first discovered by an Eridani mining team in 2263 while drilling for oil in the subterranean caverns of the planet's surface. All nineteen teammembers perished. Subsequent rescue parties also met their fate at the hands of this insidious being. Since then, Eridi-Corp has begun hiring out mercenaries at 70,000 credits base per year to fight the monster.

The creature resembles a vaguely humanoid form in its natural state, and the Transmorphic Killer is able to change form, much like a Mazian. It is able to flow under doors and through cracks, requiring 2-8 seconds to change from its original shape. It feeds off of radiation, absorbing it through the skin to carry out metabolic functions. Radiation plays an integral part in the being's ability to change shape. How this is done is unknown, but scientists contend that the radiation provides energy necessary for the cells to undergo transformation.

The Transmorphic Killer gives off radiation, and any unprotected person that comes within 50m automatically suffers 2 points of body damage per minute of exposure. Those who make a successful SMR vs radiation suffer one point of damage per minute of exposure. Mutzachans are impervious to the effects of the radiation. In fact, any energy controller that generates Battery can suck 1-8 points of energy from the creature. Any surface that comes in direct contact with the Transmorphic Killer must be decontaminated. Failure to decontaminate can be deadly. Unprotected persons who touch a contaminated surface suffer 4-16 points of radiation sickness, at a rate of 2 points per minute.

The Transmorphic Killer's body is a mass of fluid cells, like that of a Mazian, able to change shape while maintaining function. Kinetic based attacks do little damage as the cells bend around the penetrating objects (1/10 damage). Concussive or sonic blasts such as those released from grenades and missiles do 1/4 damage. Energy based attacks charge the body with energy and increase the size of the creature. Frost guns are the only weapon systems that do double damage to this creature. Body points and damage per the Killer's hand attacks are increased on a point basis for damage yield as follows:

System	Body Points	Dam/Att.
Beam	1/4pts	1/3pts
Plasma	1/2pts	2/3pts
Omega	1/pt	3/pt
Masers	1/4pts	1/3pts
EMP	2/pt	2/3pts
Thunderbolt Generators	2/3pt	2/3pt
Attractor/Repressors	2/pt	3/pt
Juicers	1/4pt	1/3pts
Metal Guns	1/8pt	1/6pts
Gravitational Sheers	3/pt	4/pt
Gravitational Effect Weapons	3/pt	4/pt
Disruptors	2/3pts	1/pt
Disintegrators	5/3pts	2/pt
Meson Cannons	1/2pts	2/3pts

The normal method of attack is to swing its hand, letting the cells of the arm flow freely without any resistance, then at the point of impact transform the cell walls into completely rigid structures, producing a sledgehammer effect. A Transmorphic Killer's hand attack inflicts 4-16 points of damage. This is increased if the creature is struck by energy weapons (Example: A plasma weapon that did 12 points of damage to the Transmorphic Killer would increase the damage yield by (2/3 x 12) or 8 points. Body points would be increased by 6 points). The only effective way to combat the Transmorphic Killer is with Frost Guns which slow down its metabolic functions and do double damage.

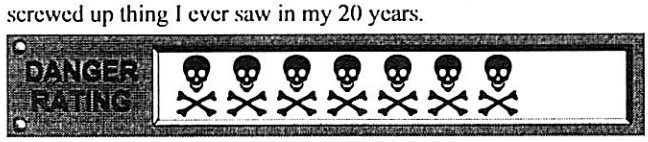
The Transmorphic Killer splits into two creatures when it reaches 1000 body points, each with half the body points of the original. The reproduction process is quite draining and all attacks return to normal damage yield.

NATURE OF THE ENCOUNTER

The Transmorphic Killer's preferred form of attack on individuals is to appear as nothing more then a clear liquid puddle on the floor (level 7 detect concealment) in the damp underground caverns. When the victim passes into the puddle, the Transmorphic Killer flows up over the victim's body (1-6 seconds), then transforms its cells into a rigid structure, causing 6-36 points of damage to each section of the armor contacted. This wastes tremendous amounts of energy and the creature reverts back to its liquid state for 10-40 minutes and can not attack again until it has recovered.

THROUGH THE EYES OF THE VICTIM

Damn! All of a sudden the puddle came alive. It flowed up over Bill and flattened into steel, squashing him like a pancake! The most screwed up thing I ever saw in my 20 years.



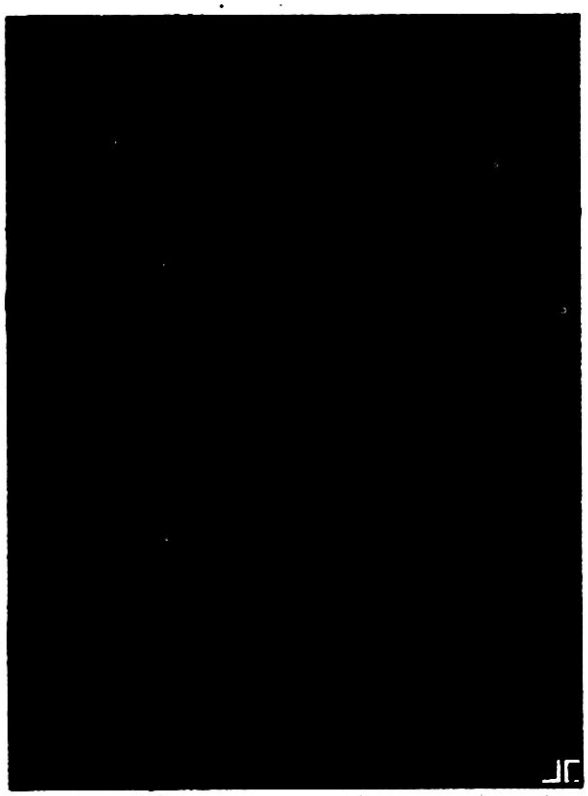


VOYD

ORIGIN:	Unknown
ARM DISTRIBUTION:	Nil
SALE PRICE:	Nil
CLASSIFICATION:	Unclassified
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	Variable
BODY POINTS:	25-100
MOVEMENT:	10/10/250
INITIATIVE MOD:	-3
DEFENSIVE MOD:	-20
THRESHOLD:	Nil
VISION/SMELL/HEAR:	NA/NA/+200
NO. OF ATTACKS:	Special
DAMAGE PER ATTACK:	Special
ATTACK NUMBER:	100
SPECIAL ATTACK:	Energy Drain
SPECIAL DEFENSES:	See below
I.Q.:	Unknown
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	1	**RADIATION:**	100
BIOLOGICAL:	1	**MENTAL:**	100
POISON:	1	**SONIC:**	100
ELECTRICITY:	100	**FIRE:**	100
ACID:	1	**COLD:**	100



DANGER RATING



BACKGROUND

The creature known as the Voyd is an amorphous blob of pure blackness. Accounts indicate that it is only semi-corporeal in nature, as most attacks seem to have no effect on it. While scientists think it may be extra-dimensional in origin, they cannot confirm this.

The Voyd feeds on energy, and is drawn to powerful energy sources. Even worse, it seems to prefer the energy of living beings. It is capable of draining from 10-100 units of power from a device with each hit. Any a successful strike against a living being inflicts from 1-10 points of damage, and is accompanied by an intense chilling sensation. Armor is completely ineffective in protecting the character, unless it includes a Rad-liner which somehow renders the creature's attack ineffective. Regardless, a Rad-liner won't prevent the creature from sucking the armor's energy sources!

The Voyd is incredibly resistant to most forms of damage. Kinetic attacks have a base 25% chance to damage the creature. If the attack is successful, the creature suffers only 1/4 damage. Energy based attacks actually heal the creature on a point for point basis. Microwaves and lasers drive it off, inflicting double damage.

NATURE OF THE ENCOUNTER

The Voyd waits for the strongest potential source of food; the character with the highest energy signature (if there's a Mutzachan in the party, it's a good bet that he or she is going to be the lucky winner). As the prey passes, the Voyd attacks, seeking to envelop it. There is a base 100% chance to hit, minus 05% per size class of the being in question. The Voyd then drains energy, from both devices and the character himself. All devices lose 10-100 power units per round, and characters suffer 1-10 points of damage.

HABITAT

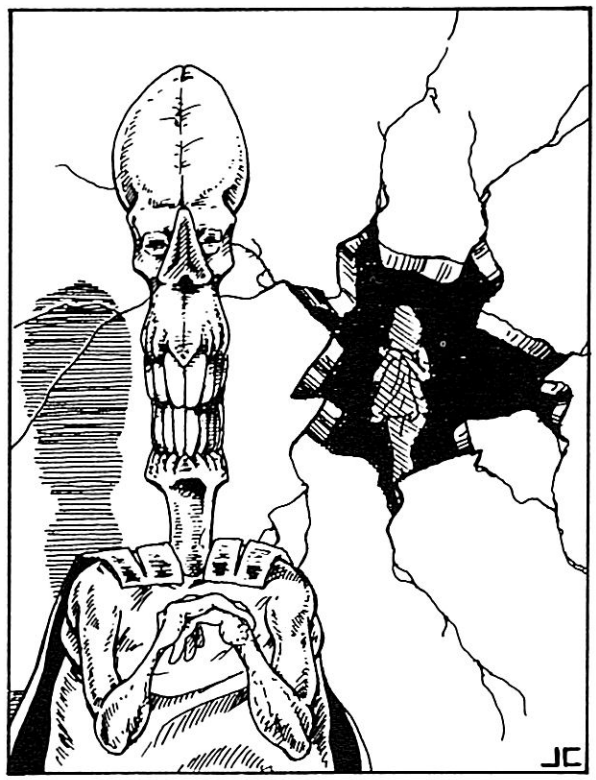
The Voyd prefers dark locales. Sunlight apparently causes it discomfort, as well as making it more difficult for the creature to locate food. At night, the Voyd's natural color and change shape ability make it difficult to distinguish from other shadows (treat as level 12 Camouflage skill).

MIND OF THE BEAST

Unknown

WALKER

ORIGIN:	Unknown		
ARM DISTRIBUTION:	Nil		
SALE PRICE:	Nil		
CLASSIFICATION:	Unknown entity		
OCCURRENCE:	Very Rare		
NO. HANGING OUT:	1		
SIZE:	Unknown		
BODY POINTS:	Unknown		
MOVEMENT:	Base form		
INITIATIVE MOD:	-10		
DEFENSIVE MOD:	Base form -25		
THRESHOLD:	Nil		
VISION/SMELL/HEAR:	+100/+100+100		
NO. OF ATTACKS:	2 punches		
DAMAGE PER ATTACK:	1 each		
ATTACK NUMBER:	98		
SPECIAL ATTACK:	See Below		
SPECIAL DEFENSES:	See Below		
I.Q.:	150+		
MATRIX USE:	All types (See Below)		
POWER POINTS:	Unknown (100+)		
SURVIVAL MATRIX ROLLS (1 - immune)			
CHEMICAL:	200	**RADIATION:**	200
BIOLOGICAL:	200	**MENTAL:**	1
POISON:	200	**SONIC:**	200
ELECTRICITY:	200	**FIRE:**	200
ACID:	200	**COLD:**	200



DANGER RATING

BACKGROUND

As of late, mysterious beings known only as the Walkers have been turning up all over the galaxies. Their visits are rather infrequent, since they invariably take on the form of common Alliance races when appearing. In actuality they are freaky looking humanoids that create a continuous illusion (-40 to mental SMRs). Typically, Walkers pop up just to observe an important situation. It could be a historic moment, or something completely trivial. They simply leave in a non-spectacular manner, after asking the participants a few questions.

Some researchers speculate that Walkers may be related to the Dane. Certainly, they seem to possess many of the same powers, however, the Walkers do not demonstrate the same arrogance as the Dane, or their spectacular entrances. A Walker invariably strolls on to the scene, maybe from around a corner. Or perhaps one might appear just over the horizon, only to walk away again once his business is completed.

Despite the undeniable proof that these beings exist, many still consider them to be mythical. People of such opinion have yet to state the reasoning behind such disbelief. Perhaps the Walkers hold some horrid significance in certain circles.

NATURE OF THE ENCOUNTER

The Walker is content simply to observe. Individuals seldom suspect anything out of the ordinary. Persons think that they are being questioned by a stranger, maybe the police, because the Walker will continue its line of questioning until its desire for knowledge has been succored. However, there is something unsettling about the presence of the Walker which makes others inherently nervous. Some speculate that it is the natural aura of power emitted by these entities. Persons are entitled to an Intuition check to detect the aura.

If attacked, the Walker calmly dodges the best that the opponent has to offer, and measures the situation again. If seriously opposed, the creature uses matrix powers to defend itself. A Walker can employ up to 5th energy bracket powers Mutzachan powers. It can manipulate up to 8th level empathic powers. The Walker uses his powers defensively, exerting the minimum amount of effort to terminate the threat. It will kill others only if there is absolutely no other alternative.

HABITAT

The environmental constraints restricting Walker activity is debatable. It is widely believed, by those who recognize their existence, that Walkers possess no natural physical form or habitat whatsoever. Many scientists believe that the creatures are not necessarily restricted by the form with which they are currently displaying. It is the consensus of many "monster hunters" that a Walker operating in the form of an Eridani would suffer no problem breathing oxygen, or dealing with warm climes. The form is illusionary, but as real to the senses of others as need be.

MIND OF THE BEAST

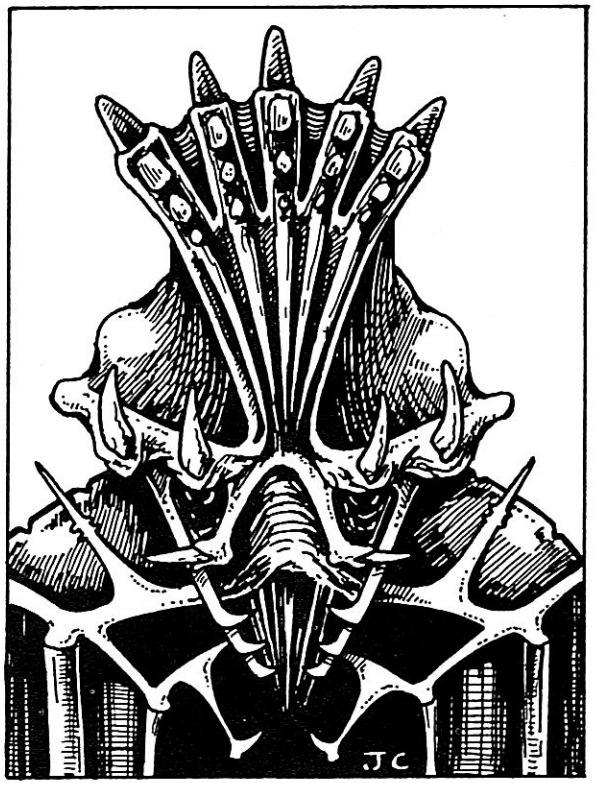
We must gather all the information necessary for us to understand the state of things in the multi-verse. We must be prepared to enact contingencies in response to the great upheaval which potentially lies ahead. These simpler forms do not comprehend the vastness of the dark order which awaits to swallow them whole. The question is; should they be allowed to?

WEEPERS

ORIGIN:	Ssithiss, Fornax: Plains
ARM DISTRIBUTION:	Common
SALE PRICE:	10,000cr
CLASSIFICATION:	Mammal
OCCURRENCE:	Common
NO. HANGING OUT:	3-12
SIZE:	2m/100kg (6)
BODY POINTS:	7+d4
MOVEMENT:	15/10/80
INITIATIVE MOD:	+0
DEFENSIVE MOD:	+0
THRESHOLD:	Nil
VISION/SMELL/HEAR:	+10/+40/+00
NO. OF ATTACKS:	1 (special)
DAMAGE PER ATTACK:	3-12
ATTACK NUMBER:	75
SPECIAL ATTACK:	See below
SPECIAL DEFENSES:	Nil
I.Q.:	35
MATRIX USE:	Nil
POWER POINTS:	Nil

SURVIVAL MATRIX ROLLS

CHEMICAL:	24	**RADIATION:**	15
BIOLOGICAL:	20	**MENTAL:**	12
POISON:	32	**SONIC:**	35
ELECTRICITY:	24	**FIRE:**	25
ACID:	26	**COLD:**	65



DANGER RATING ☠☠

BACKGROUND

So named for the pathetic expression that eternally adorns their faces, Weepers have V-shaped heads. Two sharp, blade-like horns protrude from each side of their heads, one on either side of their small faces.

Weepers are covered with soft brownish hair, except for the feet and lower legs. These wild beasts are passive herbivores, content to chew the grass of the prairie lands. Unfortunately for the Alliance, ARM has outfitted these beasts with a special implant which induces random, violent behavior. Their naturally occurring horns (normally used for hoeing grasses and plants) now become a serious threat to anyone in the vicinity when the creature goes berserk. The Weeper charges and impales the victim on its horns, goring for 3-18 points of damage. Its then shakes its head violently back and forth, disemboweling the victim (ignore threshold on all rounds subsequent to initial impaling and inflict 4-24 points of damage). Persons must make a Strength check at a -20, followed by an Agility check at a -40 to escape the fury of a raging Weeper.

NATURE OF THE ENCOUNTER

When in the wild, Weepers exist in clusters of individual families. Groups of over 100 are not uncommon, bounding across the plains in great leaps, committed to the all-encompassing search for food. An average Weeper grazes most of the day.

Further illustrating the Weeper's natural pacifism, they do not even have fights between the males for mates! They seem contented to share.

An encounter with an ARM Weeper, however, is a different matter entirely. Existing in groups of 3-12, they will remain peaceful until angered, which usually occurs when a being invades their territory (ARM includes specific territorial boundaries, tailor-made to the customer's specifications, in the implant). Then, the entire group charges the intruders, using their horns to gore and slice. After the battle is over, the animals slowly return to grazing and sleeping, until the next hapless victim wanders along.

With anything short of X-rays or a full surgical examination, the implant is fully undetectable.

HABITAT

Weepers prefer to inhabit great rolling plains and grasslands, but are still able to survive in nearly any oxygen environment. Very hot environs, however, appear to cause them much discomfort. (They suffer a -20 to all rolls in temperatures higher than 38 Celsius). These normally peaceful herbivores enjoy living in large groups, sharing the responsibilities of the tribe. Groups work so well together, in fact, that it is recommended to purchase at least one pair of males and one pair of females. This enhances their natural instincts to guard and protect, as the beasts feel they have a greater stake in the territory. They have been encountered in jungle regions, where their peculiar ability makes them extremely useful as a living machete, and also in arctic areas as well. As long as an adequate source of food is either available to the animal or is provided via the keeper, they will be able to survive.

MIND OF THE BEAST

What a fantastic day. The grass is green and fresh, my mates are here, nothing can go wrong! Why, how lovely, some people are walking through my field. MY FIELD! (Senseless Slaughter!) Ah, look, I've found a new flower patch, just to the left of those four dying Humans. I can't wait to show the kids! What a happy day!

YUM YUM TREETZ

ORIGIN:	Synthetic
ARM DISTRIBUTION:	Rare
SALE PRICE:	75,000cr
CLASSIFICATION:	Viral parasite
OCCURRENCE:	Very rare
NO. HANGING OUT:	1
SIZE:	10cm/0.1kg (T)
BODY POINTS:	1/Varies
MOVEMENT:	1/0/0
INITIATIVE MOD:	0 (-10)
DEFENSIVE MOD:	-100
THRESHOLD:	0
VISION/SMELL/HEAR:	0/+100/0
NO. OF ATTACKS:	Varies
DAMAGE PER ATTACK:	1-2
ATTACK NUMBER:	90
SPECIAL ATTACK:	Infestation
SPECIAL DEFENSES:	See below
I.Q.:	20
MATRIX USE:	Nil
POWER POINTS:	0

SURVIVAL MATRIX ROLLS

CHEMICAL:	95	**RADIATION:**	05
BIOLOGICAL:	90	**MENTAL:**	95
POISON:	80	**SONIC:**	10
ELECTRICITY:	20	**FIRE:**	99
ACID:	30	**COLD:**	99



DANGER RATING ☠☠☠☠☠

BACKGROUND

The Yum Yum Treetz is a genetically-tailored viral parasite, which remains inactive until certain enzymes are present which enables the activation sequence. These enzymes can be created by combining human digestive enzymes with a chemical known as DBL (di-beta lysine). The Yum-Yum Virus is designed to subsume the cells of the host's body, transforming them into a matrix of cells more to its own liking. This process occurs quickly, taking about 4-7 hours. Once the gestation is complete, the virus-formed creations resemble giant, teeth-filled worms. The worms remain dormant until they sense prey outside the host body, or until a pre-programmed amount of time has elapsed. They then burst out of the skin, inflicting 3-36 points of damage to the host which automatically suffers two chest/abdomen crits in addition to the normal damage. It strikes the other victim at a -10 bonus to initiative (hey, there's a lot of surprise value in having the stomach of your friend suddenly explode and try to eat your face!) From 3-18 worms attack, inflicting 1-2 points of damage apiece. They will target all living beings in a 3m radius around the host body. These worms contain DBL and the virus in their saliva. If a bite from a Yum Yum Treats breaks the skin, the victim must make a biological SMR or be infected in the same manner as the original host. Low-grade radiation is effective in destroying worms. So are ultrasonic attack forms.

NATURE OF THE ENCOUNTER

Yum Yum Treetz are introduced to a planet by ARM agents who pose as unskilled laborers, seeking employment in fast food establishments like Burger Corp, Pizza Station 1, and Stop & Slop. The chaotic, undisciplined atmosphere of these businesses, and the lack of careful surveillance or screening of employees, make them perfect for Uncle Ernies nefarious purposes. An ARM agent will begin to bring small vials of the virus/DBL solution with him to work. He will then lace the food with the "secret sauce." The concoction is odorless and tasteless, and difficult to detect (Ram Pythons and Cizeracks, with their acute sense of smell, may detect a funny taste (smell check at 10% plus modifiers).

HABITAT

In its dormant form, the virus is almost completely resistant to all forms of attack save radiation. It can endure heat of up to 350 degrees centigrade, and cold temperatures nearing absolute zero (individuals have been infected by samples of the virus unknowingly recovered from a ship which had had its insides exposed to vacuum for a week). The virus is most vulnerable to attack during its gestation period. Player character SMRs versus fire and cold are reduced by 10 points. Rumor has it that Uncle Ernie isn't satisfied with the shortcomings of this product, and is working on new "flavors" in the lab, including one designed to attack methane breathers, one which is radiation and sonic-resistant, and one with extra cheese and anchovies!

MIND OF THE BEAST

Oh, man. What a party! Great music, great booze, and great food. Still, I don't feel too good all of a sudden. I think I ate too much pizz . . . AAAARGH!

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YOUR DREAMS SHOULD SCREAM
YOUR DESIRES WILL BLEED
ON YOUR WRITHING AGONY
I SHALL SURELY FEED

I'M THE RAPER OF DREAMS
STEALER OF SOULS
DEPRIVE YOU OF LIFE
YOU'LL NEVER GROW OLD

WHILE ROTTING MAGGOTS CLAIM YOUR SKIN
BAKING SUN BLOATS BODY WITHIN,
AS YOUR EMPTY EYES STARE OUT IN PAIN
I SPIT UPON YOUR DECOMPOSED REMAINS

FOR I AM EVIL,
SERVANT TO ONE MASTER
PROPHET OF ANARCHY
BRINGER OF DISASTER

SO FORGET YOUR FUTURE
ALL THAT YOU MIGHT BE
MY MINIONS OF DOOM
ARE RIGHT HERE BESIDE ME

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