



**FRAGGED**  
EMPIRE

# Antagonist Archive I

**Fragged Empire: Antagonist Archive 1.**

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# Antagonist Archive I

A compendium of Factions, Locations, and NPCs  
for your players to contend with.

Betrayed by your creators, you are a genetically engineered  
remnant, emerging from the ruin of genocidal war.

You and this new civilisation are on the precipice  
of great opportunity and danger.

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# Factions

"As a Corporation professor, I am often asked why we call ourselves 'the Corporation'. As a member of this 'Corp', I grow tired of hearing this question. We took the name Corporation for ourselves as a sign that we are a cohesive organisation of people, not a race. Yes, we are predominantly of the Vargarti genome, but we are defined by our culture, not our genetics. Each part, each company, within our social structure is independent, succeeding or failing purely on their own merits and ability."

"But can a company be morally bad, while financially succeeding?"

"A business is neither good nor bad. A business is profitable, or it is not. A business will either bring in the funds it needs to continue its, and by extension 'our', existence or it will not. We, as the Corporation, will always ensure our profits are high. We will always ensure our continued existence. It is our way. There is only one motive here: survival."

"Many companies do terrible things. Where does morality fit in?"

"What is morality? It is a code of ethics instilled by society to maintain the health of the whole. We have morality, just not the same as yours. We don't allow ours to expand beyond the confines of its core cultural function. As I told you, the only thing that matters is profit, and you don't seem to believe me. Profit equals survival and prosperity; everything else is secondary. We have those that act in the interest of business and those that do not. The ones that don't... the ones that cost the Corporation money... they are the immoral ones... they are the ones that threaten our survival."



## Body Count Conglomerate

"From the bestselling Protectron™ and Takeover™ series of armaments, to the assets capable of wielding them: we have the weapons you need!"

- Body Count sales pitch.

Body Count: the major player in Corporate arms dealing, mercenary contracts and coordination, protection rackets, and varied strong-arm tactics. Body Count is renowned system-wide for providing weapons and munitions of every type, from the popular Protectron, to ship-to-ship warheads, to the security personnel trained and willing to use them, and everything in between. While many use weapons and armour that are looted or home-made, often made from scavenged or irregular parts and designs, Body Count Conglomerate's large spread of "practical application" research facilities and sub-companies provide a steady stream of dependably mass-produced designs of varying calibre.

Weapons dealing is a large part of who Body Count Conglomerate are, with over two thirds of their profits derived from sales, modifications, and maintenance of their products. Otherwise, a sizable share of Body Count's profits comes from the steady payments of their large array of mercenaries, bodyguards, bounty hunters, and security personnel for hire. Most commonly working with reliable, long-term security contracts, Body Count personnel are heavily armed and outfitted, and well versed in a wide variety of security measures, all available for an added price on the standard security contract.

Until their first contact with the Legion, Body Count's only mercenaries were Corporate personnel and the odd Nephilim. The mass Legion defection that followed the Corporation's first contact with the warrior race meant a plethora of trained and professional military personnel were up for grabs. Body Count wasted no time in securing the vast majority of independent Legion, as well as hiring the entirety of the Third Auxilia from Legion High Command.

For the steadier jobs, the face of Body Count is most often Corporate and Legion Auxilia troops: fierce, obedient, and extremely well-trained troops for hire. The Nephilim and the odd Kaltoran irregular are most commonly used for less savoury or more discreet jobs. Raids, data theft, sabotage, kidnapping, and extortion are not altogether uncommon assignments in addition to their regular duties.

The CEO of Body Count Conglomerate, Abelock Winslow, is one of the more renowned members of the Board of Management, and has been for well over a decade. The emotionless CEO is often accused of using questionable methods, but the louder voices are silenced through assassination, bribes, or blackmail. Due to the Corporation's Regulatory Law system, Winslow often sees little need to hide his misdeeds, as Body Count can simply pay the required fine.

## Adventure Hooks

### Surprisingly Well-Equipped Thugs

After one or more groups of marauders attack the PCs, they notice that the thugs' bodies all seem to have top-of-the-line Body Count weaponry. All new, right off the production line, with barely a scratch or mark on them. This is in stark contrast to their shabby armour and clothing. The weaponry can be traced back to a Body Count warehouse, where one disgruntled guard complains about the normally heavy security being lightened and personnel being transferred off site for "budgetary reasons", all in the last week. The weapons are being sold off the books, and the PCs are framed for these "thefts".

### Whatever It Is, It Is MINE!

Shortly after risking life and limb to recover several intact and sealed medical pods of Archon origin, the PCs are attacked by well-equipped Body Count mercenaries, looking to "salvage" what the PCs have found. What do the relics contain? Can Body Count persuade the PCs' allies to turn on them through a blend of bribery and intimidation? Do the PCs run or fight? How can the PCs sell or research the relics when Body Count goons turn up at every stop?

### A Shiny New Gun

A PC has recently purchased a prototype weapon of bizarre make. Sold "off the back of a ship", it was a bargain price considering its firepower and utility. However,

some rather nicely dressed Corporates in matching suits surrounded by large bodyguards are asking questions, leaving quite the interesting trail of bodies as they hunt for their stolen prize. Will the PCs cut their losses and abandon their new weapon, or will they fight? Are there safeguards in the complex weapon that the PCs have not found? Who made this weapon?

### Ethics and Money

A Legionnaire Decanus of the Auxilia and his men, currently leased as "security", are having ethical concerns and doubts about their enforcement contract, and want a quiet out. Tired of intimidating locals to collect "tithes" from merchants and homeowners as insurance against "accidents", the Legionnaire has offered his and his squad's services on their way to either Lilith or Cerberus Prime as payment for getting them away quietly. There is a bounty specified in his contract, and in-house "retrieval" experts will be sent to bring them back, possibly in pieces. Do the PCs accept? Is the Legion being totally honest? Why does he want out so badly?

body count  
conglomerate



## C.U.R.E.

"Building a better, healthier future."

– C.U.R.E. slogan.

"Only through death do we value life."

– C.U.R.E. secret slogan.

One of the youngest purveyors of medical services and technologies, C.U.R.E. exploded on the scene just three years ago under the able stewardship of CEO Stephen Lewis, a young Corporate entrepreneur brimming with equal parts swagger and business acumen.

Since its founding, C.U.R.E. has cornered a great deal of the medical market in Haven, even the infamously insular Cerberus systems. Many credit the company's success to Stephen Lewis's near prognostic ability to foretell medical disaster and to the company's nimble speed at producing cures to sudden outbreaks of new viruses and other debilitating diseases.

Their PR campaigns showcase noble aid-worker types: clean-cut, bespectacled, paternal-looking doctors; and beautiful but demure nurses administering aid to the universe's beleaguered everyman.

Unbeknownst to most is that C.U.R.E.'s miraculous response time is rooted in a repulsively evil business plan. C.U.R.E. maintains dozens of black sites and secret laboratories across the sector where they manufacture tailored diseases and the retroviral means to eliminate them. The company then employs their covert paramilitary and espionage division to unleash these deadly microbes. After the epidemic boils to truly terrifying body counts, C.U.R.E.'s more public divisions, perfectly prepared in white-knight lab coats and armed with the perfect antiviral, swoops in like an angel of mercy.

C.U.R.E. is responsible for over thirty outbreaks in the last three years, and their incredible ability to stem these viral tides has earned the company record-crushing contracts each time. They have driven most of their competitors to ruin, often by targeting communities that maintain standing contracts with other medical service organisations. As these companies struggle to deal with the inexplicable outbreak of a deadly new disease, C.U.R.E. rides in and saves the day... and then effortlessly steals their contracts with the offer of faster and far more effective treatment.

Even more sickening is the company's practice of developing debilitating diseases for which no cure exists, but whose symptoms are abated by expensive doses of daily treatments only available through C.U.R.E., ensuring the sick become life-long customers. The company then sells these meds to the infected population in perpetuity, guaranteeing mountains of profit from a consumer base held hostage by crippling illness.

C.U.R.E.'s shadowy recesses contain some of the sector's leading medical minds. Some have no idea how their work is being twisted, while others delight in playing god with millions of lives. Beyond the mad scientists and unscrupulous virologists, C.U.R.E.'s dark side also contains a host of cloak-and-dagger operatives who specialise in infiltration, shadow warfare, and covert ops. These agents are spread far and wide through Haven and beyond.

C.U.R.E.'s massive and labyrinthine corporate structure ensures that few of their own employees are even aware of the company's true practices – only a handful of insiders working in and managing black sites know C.U.R.E.'s deep, dark secret. Some spies and insiders go so far as claiming that Stephen Lewis, the CEO himself, isn't fully aware of how deep C.U.R.E.'s well of evil descends.

### Adventure Hooks

#### Dying Colony

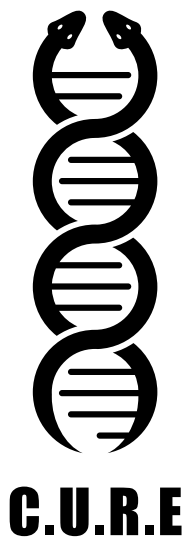
While the PCs are visiting a small colony on a moon of Mishpacha, a terrible outbreak occurs, infecting the PCs along with the population. C.U.R.E. offers an antiviral... for a steep price neither the colonists nor the PCs can afford. They must track down C.U.R.E.'s operative before she escapes the moon if they wish to learn which black site the disease was developed at. Then the PCs must breach its security, interrogate the doctors working there, get the antiviral, and rush back to the moon – all before the plague coursing through their veins ends them and reaps the souls of a few thousand colonists.

#### Whistleblower

A long-time researcher at a C.U.R.E. black site snaps and has an ethical epiphany. He desperately wants to expose the company's sinister practices, but needs the PCs to protect him from C.U.R.E.'s hired assassins while he digs through the black site for more evidence. Even if he finds what he needs, the PCs and their new friend must find a way to get the evidence to a credible voice on the radio frequencies of Haven, all while being rabidly hunted by the shadowy forces of a company that readily unleashes plagues upon unsuspecting populaces.

#### Infected and Exploited

C.U.R.E. needs some dirty work done, and they want the PCs to do it. For leverage, one of their shadow operatives infects the PCs with a tailored ticking time-bomb of a virus. They'll only get the cure if they take a biological weapon to Eden for dispersal in the Nephilim slums of Necronus. Can the PCs figure out how to double-cross the slick shadow-operative who infected them, get the cure, and make the company pay for using them as patsies?



## Cypher Robotics & Power

"Why are we seeing such an incredible rise in our energy rates? Why, just last month our government was paying half this rate!"

"The times are changing, governor. You must change with them. Or, if you like, I could send you back to the dark ages."

"You're just a terrorist, you know that? You're just a bully with a company and a chip on his shoulder. I want nothing to do with you, I want nothing to do with this. You're supposed to be Haven's friendliest robotics company!"

"Friendly sells power, sells robots. But honestly, Freddie, you can't run a business on friendliness. Now take my offer before it doubles again."

Milo Cypher began his career as a self-proclaimed genius and owner of a small electronics workshop on Alabaster I. From a young age he had a knack for robotics and electronics, unlocking secrets to ancient technologies long thought lost. When he was just a young man, Milo founded the Friendly Robot Company, a small shop designed to build and maintain the service robots on Alabaster I. But as more space stations were built, and the Corporation power grid was stretched to its limits, Cypher's research came to a standstill. There was not enough electricity to go around, and the Corporation began to ration its supply.

Not happy with the interruption, Cypher began to solve the electricity situation. He deconstructed the Corporation's solar technology and improved it. Cypher found that by integrating A.I. into the panels, giving them freedom of movement, and by increasing the effectiveness of the energy storage cells, he could increase the productivity of each solar panel by over 500%.

Seeing vast potential in young Cypher's work, the Corporation's Board of Management invested large amounts of money into his company. Cypher used the funding to acquire the solar satellites and take control of their electricity production. Cypher was young, naïve, and believed he could make a difference. He rebranded his company as Cypher Robotics & Power, and entered into negotiations with the Corporation leadership, hoping to gain a seat on the Board of Management. However, Cypher was dismissed and his technology stolen, cutting him out of the process and the profits. Cypher struck back the only way he could.

As a primary provider of security robots for the Corporation, Cypher had extensive control over the Corporation's defence. With the flick of a switch, he could power down entire divisions, leaving high-value targets undefended. He shut down his power grid remotely and held the infrastructure for ransom. Once his technology was back in his control, Cypher agreed to sell his power to the Corporation, but for ridiculously high prices. Cypher has wormed his way into becoming one of the richest and most influential figures in the Corporation.

As the Corporation spread through the Haven system, so did Cypher Robotics & Power. Each new station built gained its own CR&P station. Cypher funnelled his immense profits into the Robotics R&D side of his company, breaking new ground in the field of robotics every day. His robotic soldiers are leased out to every available buyer on almost every Corporate station.

CR&P provides robots for all uses. Servants, soldiers, toys, and recreational robots all fall in their wheelhouse. Cypher has entrenched himself and his company into the Corporation to the point where most of the system relies on his power.

Despite his immense economic influence, Milo is yet to become a member of the Corporation's infamous Board of Management. Many suspect mental instability to be reason for this rejection.

### Adventure Hooks

#### Whose Side Are You On?

No one as powerful as Milo Cypher has gotten where they are without a few secrets. CR&P positions itself as a friendly robotics company, but in reality they are anything but. By leveraging power and putting a bot in as many homes as he can, Cypher is biding his time and building a robot army large enough to take over the Corporation by force. A mysterious informant is ready to blow the whistle on Cypher's activities and pass the Corporation the information they need to free their bots from Cypher's control. But with Cypher's crack team of robot killers on the trail, protecting this informant will take everything in the party's arsenal.



#### The Board of Management

Impatient with the amount of time his takeover strategy is taking, Cypher has invaded a meeting of the Corporation's Board of Management and taken some of the most prominent members hostage. Cypher has threatened to kill his hostages if full control over the Board, and thus the Corporation, is not passed to him. This is not an option for the Corporation, and so the party is sent in to discreetly end this crisis.

#### Don't Cross the Company

The party has crossed CR&P. They ran a mission or provided intel that was damaging to Cypher and his organisation. Now he has the party in his crosshairs. No robot, no piece of technology can be trusted. Cypher has control over countless robots in the system, giving him eyes and ears everywhere. The party will have to work discreetly or face an army of mechanized soldiers.

#### Increased Competition

Due to increased competition, each year CR&P find itself with a smaller and smaller share of Haven's robotics and power market. Cypher sees dangerous Mechonid technology has his ticket to recovery. The party cannot let CR&P's R&D department get their hands on a recently downed Mechonid spacecraft.

## Dray Mining Consortium

"I gave them my twenty best years and my right hand. They gave me a pink slip and a one-way trip off their station."

– Derek Usher, Former DMC Crew Foreman.

Known throughout the sector as the cruellest taskmasters of the Corporation's vast star-spanning holdings, the Dray Mining Consortium supplies clients with thousands of tons of mineral ore at incredible bargains, undercutting their competition every year. They pass savings on to their customers through a spider's web of unscrupulous business practices, driving smaller independent prospectors to ruin and exploiting labour through schemes that reduce their employees to slaves.

The DMC's many Exo-Stations in the Monopoly Belt are dismal processing plants where lengthy shifts and penitentiary-like conditions grind workers' souls to dust. In recent years several of these stations proved fertile grounds for resistance movements, hell-bent on taking down the Consortium from the inside. All this has earned the ire of UNITY, who views the Consortium as a primary target for their paramilitary activities.

Though the Consortium does its level best to hide its troubles from the rest of the Corporation and their treasured customers, rumours speak of entire Exo-Stations lost to worker riot and rebellion. Infighting amongst division heads also contributes to an atmosphere of silence, in which unpleasant losses are hidden amongst cascades of other accounts and numbers. All this is perhaps most evident in one potent statistic: the DMC has the highest rate of managerial suicide of any company in the Corporation.

This powerful company has humble, and perhaps ironic, roots, grown by a founder whose own life was fraught with the ills of crushing poverty. Edgar Dray came to Haven a pauper, his whole family indentured to a powerful Vargarti organisation. Edgar's father killed himself shortly after his wife became a concubine to a Vargarti warlord, and at eleven years old Edgar became the sole caregiver to his four younger sisters. Edgar struggled, eventually buying his own freedom, but lacked the necessary funds to deliver his sisters from bondage.

Edgar's meteoric rise eventually birthed the DMC, but he was too late to save his sisters from privation, abuse, and suicide. No one knows if this jagged pill he swallowed in his youth is why he smilingly employs labour practices that ensure thousands of families will share his sisters' fates, or if Edgar is a special breed of sociopath whose quest for profit brooks no interference from paltry sentiment. Either way, every year on the DMC's quarterly reports, Edgar's sisters are included as "honorary partners" whose holdings in trust help Edgar keep control of the company.

The majority of the DMC's holdings are in the Monopoly Belt and

on Gehenna, but their greedy tentacles grasp farther every year. The Consortium counts thirty-seven operational Exo-Stations in Monopoly at present, more than any other mining concern in the entire belt. Their interests in Monopoly occasionally lead them into political spats with Kaltoran factions, but so far the DMC has managed to buy their way out of any real sanctions or damage to their enterprise.

The DMC also operates four mining colonies on Gehenna, where they use Draz to control a mostly Kaltoran work force. Insurrection is less frequent on Gehenna, though UNITY does its best to foment unrest in these colonies as well.

### Adventure Hooks

#### Protect the Prospectors

A group of independent prospectors in Monopoly has stumbled upon a mineral-rich cluster of asteroids. The DMC learns of their find and sends in busters (hired pirates) to force the prospectors off their claim. The prospectors pool their resources to hire the PCs to fight back and give them a chance at a fortune and a future for their families.

#### Smugglers Against Starvation

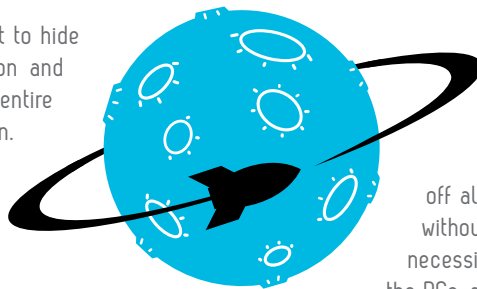
One of the DMC's Exo-Stations goes on strike, the workers refusing to slave for their taskmasters until complaints are addressed. The DMC responds by cutting off all transport to the station, leaving the strikers without food, medical supplies, air filters, and other necessities. UNITY leaders in the area reach out to the PCs, asking them to smuggle fresh supplies aboard the Exo-Station. To do this, they'll have to run a blockade of Consortium gunships and brave the bedlam of the riot-torn station's chaotic interior.

#### Kaltoran Ruins

One of the DMC's latest (and richest) mining prospects – a large asteroid in Monopoly – is rumoured to be rife with Kaltoran pre-War ruins. The DMC has done their best to hide these ruins' existence until they can be destroyed, but a Kaltoran researcher managed to get insider info about the site. The researcher wants to hire the PCs to engage in a shadow campaign of sabotage to ensure the Consortium's efforts to mine the asteroid fail miserably. The researcher is actually being manipulated by the head of a competing division of the DMC, using the poor patsy as cover for their efforts to crush a rival's career and seize the rich prospect for their own.

#### Slave Labour Blues

Recent riots, injuries, and worker deaths have led to a work shortage on the DMC mining station Blue 5. Looking to save his job, the station's manager has begun rounding up slave labour crews from nearby settlements. These disappearances would normally be written off, but the sheer volume of missing people is beginning to get noticed.





# Erasure

"There's black ops and there's BLACK ops. Then there is Erasure. I've already said too much."

– Emily White, elite black ops.

In the complex system of companies comprising the Corporation are a host of black-operations divisions that perform industrial espionage, counter-intelligence, sabotage, and wet work. Despite their elite operators and advanced tactics, sometimes things go wrong. That's when Erasure steps in.

Executives don't like to talk about them, and even black operators are afraid of them. Erasure is the bogeyman for any company inside the greater hierarchy of the Corporation. They were created to clean up the messes left behind by various subsidiary corporations. If a black op goes bad, Erasure cleans it up. The very nature of their work is beyond classified. On the books, they do not officially exist. These are highly trained men and women who have one purpose: make problems go away. Unlike most black-ops groups inside the Corporation, Erasure almost solely conducts their operations against companies within the Corporation itself, especially those who work against the other races. Erasure exists to make sure foul-ups made during such operations go away. This often means everyone involved "disappears".

Everyone within the Corporation is afraid of Erasure. The organisation does not answer to anyone but their own secret executives. Certainly the very top echelon of the Corporation must sanction the work of Erasure, but no one has been able to trace any decisions back to specific Board members. In short, Erasure is the secret police of the Corporation, and they effectively operate with impunity.

The Corporation denies their very existence, and there is no paper trail to tie them to anything. When Erasure works, things and people just disappear. Given their efficiency, they must have an intricate network of operatives working inside the great conglomerate. By extension, they no doubt spy on every subsidiary of the Corporation. What you say in confidence to a coworker in the break room is probably recorded and monitored by Erasure. This makes employees very loyal, at least as long as they think they can be overheard.

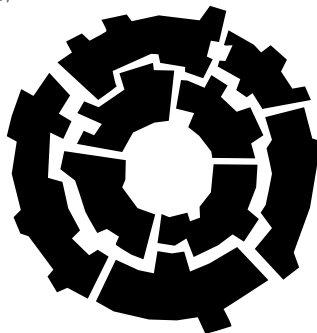
Erasure's primary task is cleanup, but they have the unofficial role of being those who watch the watchers. If you're an industrial spy working for a Corporation subsidiary, you can be sure Erasure is watching you as you watch competitors. At any time, in any company, the man or woman you're speaking with might be a member of Erasure. If you mess up, it's like you never were. Your ID is wiped from the memory banks and personnel files. Your associates also disappear or claim never to have known you – Erasure instills that level of fear in people. It is said they give you one warning: a plain white envelope containing an equally plain white card. Of course, those who've received this and did not correct their ways

are no longer around to confirm the card's existence, and those who corrected their ways are too smart to talk about it.

Erasure is the best espionage and wet work outfit in the Corporation. One can only infer they have been somewhere by the absences they leave behind. When they clean something up, they clean it thoroughly.

Naturally, such power brings with it a lot of leeway, and there are rumours that Erasure knows more than the Board itself. Only the Board could say for certain, but they wouldn't admit that anyone knows more than they do. Allegedly, Erasure has an inner motto: "CEOs come and go, but Erasure always remains." A few bold individuals claim Erasure is a made-up organisation to keep employees in line. Even if that were true, the very possibility of their existence tends to have the same effect.

The single limiting factor of Erasure's power is that they only clean up the biggest of messes. If an executive gets out of line, their company has intel and black-ops teams to handle that. It is only when a situation escalates that Erasure "appears".



## Adventure Hooks

### Plain White Envelope

Everything went well on your last job, or so you thought. It was only when you got back to civilized territory that you began to notice problems. At first, your credit didn't work.

Then, old friends claimed not to know you. A courier delivered a plain white envelope to you. It

didn't even have your name on it. A friend inside the

Corporation shed light on this. He said Erasure was after you.

The next day, there was no record of that friend existing. What

did you do wrong? Who is this Erasure and what do they want?

One unlucky team of freelancers is about to find out.

### Never Married

The grieving husband of a mid-level Corporation executive hires the team to find his vanished wife. When he asked the Corporation when she last showed up to work, they claimed she had never, ever worked for them. Even coworkers the husband knew by name claimed his wife didn't exist. The husband thinks he might be going mad. He isn't. His wife was "disappeared" by Erasure. Now, the team might be sticking their noses in very secret and dangerous business.

## Eternity Investment & Banking

"We've seen our societies collapse even in our own time. We know the ease with which our empires crumble. Men die, cities burn, worlds end... but at Eternity, your money is eternal. Long after your company's physical holdings dissolve to so much space dust – generations later, even millennia later – your accounts will be safe here. Just imprint your DNA here and your wealth gains immortality."

– Sales pitch for Eternity's Premier Account Security Service.

Eternity Investment began as a boutique banking service for the ultra-rich elite of the Corporation, but its unimpeachable record of asset security has since attracted many of the biggest players on the Board of Management. Even middling companies capable of paying Eternity's premium fees avail themselves of this banking conglomerate's ironclad services.

Eternity promises its clients the nigh impossible: financial security throughout epochs. Clients' account information and holdings are stored in vaults buried deep inside armoured asteroids, like armadillos whose shells bristle with gun ports, patrolled by a host of security vessels. These forbidding compounds bear layers of defensive measures, each more unforgiving than the last, and every Eternity vault is stocked with enough supplies to outlast a decade-long siege.

Additional failsafes, in the form of hundreds of hidden, isolated data caches, are scattered like breadcrumbs through the sector, set to burn if molested by unauthorized access, ensuring that even a near-sector-wide apocalyptic event could not erase the towering wealth of the Corporation's greediest. Eternity's fees are exorbitant, but their ironclad reputation of never losing a single asset to robbery or attack makes them the institution of choice among the elite companies of the Corporation. Even lower-ranking companies strive to budget enough to afford Eternity's services: banking with the firm is a status symbol beyond compare, and events held by Eternity are a who's who of Haven's rich and powerful. Many up-and-coming CEOs are willing to invest much of their capital in merely opening an account with Eternity, as doing so makes them part of an elite club of the uber-wealthy and grants them access to a network of investors whose deep pockets could fund a city's coup d'état off their monthly interest alone.

The banking firm secures far more than just records and assets. Many of their impregnable vaults contain oddities and rare treasures such as objet d'art, thousand-year-old tech, and ancient artefacts. The following list contains the rumoured contents of some of Eternity's sealed treasuries, though some may just be idle fantasy or the stuff of galactic legend: genetic vestiges of failed Archon experiments, the cryogenically preserved brain of the first Kaltoran (with all their genetic memories intact), a case containing blackmail material on every member of the Board of Management, a human-designed bauble said to contain an entire pocket universe within, and a holo-record of popular human entertainment dating back to the Golden Age.

This mega-conglomerate's banking practices lack even a morsel of scruple. Eternity's sole criterion for prospective clientele is the size of their assets. While the banking firm maintains a highly polished front, they merrily offer services to slavers, pirates, mass-murdering warlords, and worse. Eternity also offers all their clients lucrative investment packages, generating huge profits from despicable trades such as arms dealing, Draz networks, and the enormous short-term business opportunities that accompany civil war and brutal strife.

The clockmaker behind this behemoth power remains an utter mystery, though speculation points towards one of the shadowy members of the Board of Management, one who secretly owns more than one seat and wields tremendous power over the entire system.

### Adventure Hooks

#### The Frozen Forefather

A powerful CEO hires a group of courageous or perhaps ridiculously foolish PCs to do what has never been done before: break into an Eternity treasury. The employer commands the party to steal the contents of Vault 5784, which contains the employer's cryogenically frozen grandfather, kidnapped over thirty years ago by a rival company. However, when they defrost the "old man" (who was actually only twenty-four years old at the time of his abduction and freezing), they learn the grandfather arranged the freezing himself, hoping a cure could be discovered for a terrible wasting illness he contracted on Varsphere. Now they must dodge Eternity agents as they seek out a C.U.R.E. black site capable of producing an antiviral for the diseased grandfather.

#### Risky Repossession

Eternity occasionally requires its agents to collect on outstanding debts, but when a particularly dangerous client refuses to pay, they engage the services of "specialised assets" that are as useful as they are deniable. When a bad investment in a Nephilim warlord on Eden goes awry, the conglomerate requires the PCs to repossess the caches of weapons delivered to him... all while keeping the Devwi-Ich ignorant of the banking firm's involvement in the warlord's troublesome uprising.

#### They Never Stop Calling

The PCs receive a message indicating a large sum of money has mysteriously appeared in one of their accounts. Further investigation, or lack thereof, will reveal that the money was a loan at an insanely high interest rate. The money vanishes from the account before any can be spent. The PCs must find the missing money or some other way to pay back the loan, all while avoiding Eternity employees.

## Paladin Consortium

"They deal in secrets. They deal in the long-dead past. If you cross them, they'll deal with you."

– Bytrax, Nephilim treasure hunter.

While many companies of note in the Corporation look to the future, racing to discover the next technological advancement in their field, the Paladin Consortium gazes into the shrouded mysteries of Haven's smoky past, obscured by calamity and war, and hiding long-lost treasures left scattered across the sector by the human race, before they rotted away.

The Paladin Consortium coalesced three years ago, absorbing thirteen powerful companies with varied assets, portfolios, and expertise: Thraxis Space Industries, Lensys Communications, Bio-Surge Dynamics, Argos Inc., Dragoon Ventures Unlimited, Hadrian Defence and Security Contractors, Milos and Murdock Exotic Imports, Damascus Metals and Mining, Xin Bing Genetics, The Thirst Family, Cambria Energy Solutions, Carapace Cybernetics, and Infinity Explorations Inc.

The "Thirteen" as they are commonly referred to include all manner of specialists from small Kaltoran families (The Thirst Family) to Nephilim scientists (Xin Bing and Carapace), Legion mercenaries (Hadrian), and a plethora of varied powers and interests in the Corporation.

All of these interests pursue one goal: discovering ancient technologies and cultures long gone. Paladin has any number of digs, projects, and excavations active at all times, most managed by Damascus, Infinity, and Dragoon. Materials discovered are shipped to secret orbital stations in Thraxis convoys, protected by Hadrian mercenaries. Specialists from Bio-Surge, Xin Bing, Cambria, and Carapace man these research stations. Working prototypes of new tech based on past innovations find their way to factories and plants under the auspices of Damascus, Thraxis, and Cambria for mass production. Milos and Murdock Exotic Imports and Thraxis Space Industries handle all sales and distribution. Meanwhile, Lensys Communications keeps the entire Paladin network connected and provides data security.

Meanwhile, the Kaltoran family concern – The Thirst Clan – supplies a more insidious service to Paladin. Under the nebulous label of "research firm", the Thirst secretly broker in stolen Kaltoran genetic memories – kidnapping, mind-wiping, and eliminating other Kaltorans, aggregating the information gathered to ascertain possible dig sites for Paladin's ongoing excavation of Haven's past. These treacherous race-traitors grow rich and powerful through the exploitation and murder of their own people, and have become an indispensable cog in Paladin's great churning wheel of discovery.

Argos Inc.'s involvement with the Consortium remains a complete mystery. However, the leader of Paladin is Argos's CEO, a tall and

imposing man named Maxwell Hyperion. His brow crested in silver hair, this dark-skinned giant sports a sleek matte-black cyberlimb where his left arm once was. This obsidian fist grips the many reins of the Consortium tightly, driving the organisation's goals and supplying its vision and thrust year after year. Some enemies of Paladin postulate that Argos is a financial powerhouse that owns a significant portion of each of the other Thirteen, as well as at least one seat on the Corporation's Board of Management, but no paper trail exists to prove these claims.

The many tentacles of the Paladin Consortium may appear intertwined, but in truth Paladin operates more like a radical religious sect than a true financial entity. While the Thirteen share assets to facilitate findings, and occasionally pool personnel on larger endeavours (such as the Tiresias Project), each appendage of Paladin functions like its own cell, aggressively pursuing the goals of the Consortium, but remaining financially isolated from its brethren in case their activities attract negative attention or plummet into bankruptcy. In this manner, the goals of the Consortium can never

be jeopardized by any one member's failures, and in the past Paladin has shucked off a handful of companies once they'd outlived their usefulness.

However, for whatever banal or occult reason, the Consortium always maintains its roster at thirteen members, replacing liquidated companies with fresh recruits from the host of agencies and organisations desperately clamouring for membership in this elite and mysterious group.

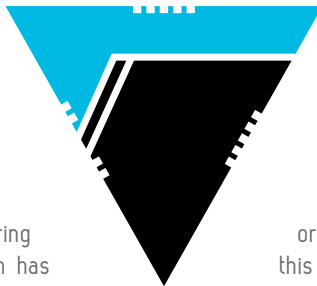
### Adventure Hooks

#### Archon Ghost Fleet

A coded distress beacon dating back to before the Great War transmits from the edge of Black Nebula – the derelict remnants of an Archon ghost fleet lost in the Black has emerged at long last. The secrets and priceless technology of these ancient behemoths draw the attention of the Paladin Consortium, and any would-be treasure hunters must contend with Hadrian mercenaries intent on securing the fleet for study and harvesting.

#### Pied Piper

Several Kaltoran children on board a habitat station in the Liberty Belt have gone missing. Station authorities are powerless to stop the rash of disappearances and beg the PCs to put a stop to the kidnappings, recover the lost children, and punish the offenders. The Thirst Clan is behind the vanishings, and the children, heavily sedated, are aboard a Thraxis freighter destined for vivisection at a secret asteroid-laboratory under Thirst supervision.





## Swords of Glory

"The stars hold our glory, as they did for our fathers. Your oppressors would keep you here, with your feet in the snow covered dirt. This is not how a Legion should live. Your great grand parents and their parents before them fought for a better life; a life of Legion victory. Is this what victory has wrought? This is not for me, my brothers. Our destiny lies in the stars. Our glory lies with our swords."

– Swords of Glory recruiter, spoken to a group of preteens.

The Swords of Glory prey on the hopes of the Legion's youth. When the Legion occupied Cerberus Prime and formed a civilisation there, it was the sign of a new age for them. No longer were they to live a nomadic war-filled lifestyle bordered on all sides by the remains of an empire they had failed to save. They were to set down their weapons and pick up tools. This left many disillusioned, especially among the younger generations : to them, the Legion were built to be warriors.

These children grew up on the tales of the Legion's galactic exploits. They crave lives of adventure and battle. Some follow this call and fight within the Legion's vast Auxilia army. But only a portion of the population is permitted to fight; the rest must take the hard road and do their part in pushing forward Legion civilisation at home. This doesn't rest easy with those left behind. They wipe the sweat off their brows, look up at the stars, and wish for more.

The Swords of Glory offer them just that. They draw lost youths in with promises of adventure, freedom, and wealth beyond their dreams. They come disguised as the Legion of their stories, wearing war-torn armour and holding still-hot assault rifles. They are good-looking, charismatic, and strong; everything a young Legion wishes to grow up to be. But this is only the attractive face that the Swords hide behind.

Once a new recruit reaches one of the many Swords of Glory headquarters in Haven for assignment, the harsh reality sets in. The Swords of Glory aren't much like their recruiters at all. They are old men and women, bloated with wealth and hedonism. They are the exact opposite of what the Legion children dream to be. But the recruits soon become pawns for their new rulers, deceived or brainwashed into joining.

As these children are smuggled off Cerberus Prime, they are told that they can never return to their home world, that they are now branded Exsilia, traitors, by their government. The recruits are desperate for connection and for family, and the Swords of Glory provide them both – at a cost.

The Swords quickly take advantage of their recruits, forcing the children onto the front lines of battle and very profitable suicide missions, all the while raking in the credits for themselves. Yet some children thrive in this environment, dedicating themselves to the Swords of Glory and becoming willing subjects for their endeavours.

Some buy into the Swords' false sense of family; others believe if they fight as willing soldiers, they may one day have a place at the generals' table.

The Swords' methods are generally abhorred by those who understand the group's inner workings, but they are well known for producing results at little cost. Their leadership need not risk their own lives, and the organisation feeds from the inexhaustible supply of fresh soldiers born every year on Cerberus Prime, so they will work for half the price of any other mercenary organisation.

The Swords of Glory believe in quantity over quality. Their troops are young, inexperienced, and poorly armed, but there they come in overwhelming numbers. It is surprising what a group of angry youths can do with hand-me-down armour, second-rate weapons, and a need to prove themselves. Their troops fight to the last breath. Many know they aren't coming back from their missions, but they have been mentally programmed to give it all for their new family.

Retreat isn't an option for them. If they return to the Swords of Glory with their mission incomplete, they will be killed. These children can't be underestimated.

The Swords of Glory have brainwashed them into becoming killers. Any attempt to ally with one of their soldiers will only end badly.



### Adventure Hooks

#### The Brainwashed Legion

The party rescues a young Legion boy who has been brainwashed by the Swords of Glory. He is not taken easily, and will call for the Swords to retrieve him as soon as he is given the chance. Should the boy be taken prisoner or allowed to die at the hands of the Swords? No matter what the party decides, a conflict with the Swords of Glory is inevitable.

#### Beset by the Innocents

A party member has attracted the attention of Haven's underworld. The crew is considered far too dangerous to handle, and most gangs are afraid to go after them. But the Swords of Glory take the contract and send their young assassins after the crew. The party must decide whether to fight back against the brainwashed children or try to escape them without violence.

#### Bring Down the Ring

The Casila Curia, the Legion leadership on Cerberus Prime, is angered with the Swords of Glory preying on their youth. However, the Legion elders cannot combat the Swords directly, as their intervention causes the children to rebel further. They hire the team to serve as new role models for Legion children on Cerberus, in hopes that the young Legion will turn away from the Swords of Glory. But then the Swords' top recruiters start gunning for the party's heads!

## Tri Fuel Industries

"Responsibly sourced, safely rendered, and synthesised by the best and brightest hard-working men and women of the Corporation. Tri Fuel: allowing you to ethically traverse the stars."

– Long-standing Tri Fuel Industries slogan.

An aberration among the Corporation's rogue's gallery of sociopaths and wealth-mongers, Iseir Mahvorn seems a kind-hearted grandfatherly philanthropist, happily using his fuel company's great and growing wealth to better Corporate society, endowing the disenfranchised of many worlds and promoting peace and social justice among the stars.

Most believe Mahvorn's reputation too good to be true – until they get to know the man and realise he actually stands for everything he says. Iseir spends much of his precious time travelling the Haven system, fundraising for his company's many charitable causes, networking and putting the wealth Tri Fuel has accrued mining hydrogen-3 from Alabaster to good use among the masses.

Unfortunately, the same qualities shining from Mahvorn like a paragon-beacon of virtue also lock him hopelessly in the dark of his company's seedy underbelly. Mahvorn sees the best in people and remains naïve of their true motives. He is woefully unequipped to souse out the deep flaws amongst his company's Board of Directors.

For two years now, the true power behind Tri Fuel is Raquel Smith, whose smile and kind eyes hide an icy heart concerned only with gathering power. This harpy endeared herself to Mahvorn years ago, starting in the company's PR division and quickly rising to the Board of Directors. Through a ruthless campaign of blackmail, seduction, and assassination (both character and corpus), she has eliminated her rivals and replaced them with lickspittles, lackwits, and other easily manoeuvred pieces on the board.

Raquel has altered most of Tri Fuel's business practices, downsizing entire divisions, cutting wages, and reducing quality, all while siphoning off profit to shell companies she owns through light-speed mergers, signed off on by her pets on the board without a shred of investigation or due diligence. She's sucked up perks and favours owed to Tri Fuel by Mahvorn's many charitable activities as well. Tri Fuel's coffers ran dry months ago, but she's since borrowed heavily from Eternity and other banking firms to keep her terrible brand of self-serving business grinding on, accruing billions in debt, lumped on the dying carcass of the once-triumphant Tri Fuel Industries.

Iseir Mahvorn remains completely unaware of Smith's vicious machinations. She obscures her dread reaping of Tri Fuel through a tangled web of faux meetings with representatives of their new partner companies (all owned by Raquel, body and bank account) and dozens of cooked books and falsified reports. Losses are hidden, debt folded into new initiatives "with high earning potential" which mostly

consist of phantom space stations and imaginary technologies.

Like a great bloated tick, Raquel plans to feed with abandon until Tri Fuel is beyond repair, then quickly leap to a high-pay position with another company, leveraging her vast personal wealth (and many controlling interests in her leech-like companies drunk on the blood-capital sucked from Tri Fuel) for a position of even higher esteem and power to abuse with glee.

Raquel Smith's rape and pillage of Tri Fuel has not just cost the company dollars, but thousands of lives as well. Her corner-cutting causes terrible explosions, accidents, and calamities every quarter. Her reckless mining protocols are designed to be cheap and give maximum yields – with the occasional maiming accident factored into the bottom line. Substandard gear and machinery claim dozens of Tri Fuel lives every year, but the records of these deaths nearly always cite "employee error" as the root cause – for the internal overseers investigating these tragedies are always Smith's creatures.

### Adventure Hooks

#### My Brother's Keeper

A PC's brother is blamed for a terrible accident at a Tri Fuel mining site. Though the brother survived, he is badly burned and in a coma, and now the entire calamity is being heaped on his good name. The party must investigate the true cause of the accident: an insurance scam dreamed up by one of Smith's bootlicking board members, done to earn a shell insurance firm (owned by Raquel, of course) a tidy contract when the current insurer drops Tri Fuel.

#### Untimely Demise of Mr. Leonard

When one of Mahvorn's personal assistants, a dear friend named Mr. Leonard who worked for Iseir for a decade, dies in a tragic accident, the CEO hires the PCs to investigate. Leonard had discovered some of the reports reaching his boss were erroneous and approached Raquel Smith and the board. He died in a shuttle accident hours later. The PCs must wrestle through a nest of vipers, untangle intrigues, dodge assassins, and find the true culprit behind this murder: one of Smith's lackeys on the board, who takes the fall for his beloved seductress, unless the PCs can remove Raquel's dark hold over him in time.

#### Financial Justice

Smith's actions have severely damaged the Corporate economy. Many other firms are aware of the damage, but have no way of proving it. One of Smith's assistants was willing to testify against her, but fled before he could give his testimony. Both Smith and her competitors have placed bounties on the fleeing assistant. The rival Corporates want the assistant alive; Smith wants him silenced.



## Vito Security

"Our organisation is a... familial syndicate. And our family gets far more from polite words and heavy weapons than we would from either method on its own."

– Victor "Vito" Leon, the "Kingpin of Haven".

Proud, polite, and fastidiously efficient, Vito Security personnel are reputed across Haven and beyond for their prowess, loyalty to their organisational family, and professionalism. Contrary to this image, Vito Security often sidelines into Draz smuggling, protection rackets and extortion, political bribery and coercion, as well as regular conflictual double-dealing on a grand scale, all in the name of power and loyalty to "the Family".

Often nicknamed by many as the "Kingpin of Haven", Victor "Vito" Leon rose to the rank of Auxilia centurion as a charming, gregarious, and efficiently ruthless Legionnaire mercenary coordinator, equally at home in Corporate businesswear or a bulky Legion mechsuit. After countless losses of his brothers- and sisters-in-arms caused by poor information and betrayals from contemptible Corporate employers, Vito and his fiercely loyal mercenary company left the Auxilia to start their own security organisation. Vito made serious headway by combining his extensive list of mercenary connections with the experience of being on the wrong side of Corporate abuse. It was his new family's time to take back the power and credits they deserved.

Often referring to themselves as "the Family", the rank and file of the Vito Security is encouraged to stick together, to bond into tight-knit groups and in to the organisation as a whole, with rewards and bonuses on the squad level for exemplary performance. Vito himself often gives tactical and strategic insight to his cadre of loyal retainers and officers during both real-time and simulated operations, occasionally even briefing individual squad leaders, knitting the Family together from both the top and the bottom.

Managing widespread security concerns, Vito Security does much to accomplish stability in their sphere of influence, cutting back Feral Nephilim attacks, bandit raids, and outside criminal elements with ruthless precision.

Counter to this popular image, Vito also run various lesser-known operations, often either with or against their own security services, effectively subsuming or replacing any criminal elements in a given area. This can, and often does, have the added benefit of letting Vito attack potential criminal organisations, rival security forces, potential threats, and obstructive civilians with either uniformed Vito personnel or with the less savoury criminal forces under their control.

Weapon and drug distribution along with blackmail are favoured practices of Vito's incognito business operations, often culminating in "heroic" raids against their apparent enemies, recovering these

highly valuable goods and political leverages with minimal effort and great effect.

### Adventure Hooks

#### Forced Protection

A new Vito armoury outpost has opened near several large settlements who have recently found themselves harried by raiding parties of various sizes, who steal from the communities and kill those who interfere. Vito Security was quickly commissioned to protect individual homes and eventually entire settlements. The attacks have drastically decreased both in frequency and viciousness against the Vito-protected areas, while attacks against unprotected independent homesteads and poorer settlements are increasing.

Combining their limited resources, these poorer settlers have hired some cheaper muscle to eliminate the threat and protect themselves without paying Vito's exorbitant prices. How long will Vito Securities tolerate the competition? Is Vito behind these raids?

#### Retaliation

The PCs have botched a job, raided an outpost, accidentally hit a bystander, or possibly taken out a successful bounty out on someone who turned out to be a medium-ranking Vito officer. Vito takes this as a personal insult and is quickly mobilizing forces to find out who did this and give the proper retribution. Smart, dedicated, and heavily armed, these agents mean the PCs may be in for some serious trouble.

#### Fake Combat

The PCs witness a surprisingly quick firefight between several Vito Security soldiers and an unkempt gang of ruffians, high-velocity rounds hitting flesh with loud impacts and varied blood splatters. The gang's return fire seems ineffectual, and the PCs see a gang member fall several second before blood blooms on his chest, but without anyone actually shooting at him. The criminals still standing are quickly hauled off, with the ones laying on the ground carted off soon after. All the while, a gregarious Legion officer in a Vito uniform makes the rounds of the onlookers, shaking hands and smiling while apologizing for the disturbance and for breaking the latest Draz shipment. Happy civilians soon depart, leaving the PCs with several questions: Why was the firefight in broad daylight, with such a risk of hitting civilians? Why did the gang pretend to go down so easily? And why were the bloodstains on the ground evaporating to nothing in the morning light? Something is definitely wrong.





## Black Key Cult

"Humanity is not gone, they are merely locked away. We will find the key to that cryptic lock."

– Aoede Alpha, Black Key priestess.

The Black Key cult seeks to unlock the lost technology of humanity. Their cultists don't just seek technology from the remote past; they fetishize it. Their interest goes beyond its use in rebuilding civilisation; they deify humanity and their creations. Their Vargarti leader, John Boden, preaches that humanity transcended physical form and, with the Black Key, all races can do the same.

The cult's curious blend of techno-mysticism has no parallel. While there are some tribal elements that "worship" technology, they do so because they don't understand it. The Black Key cult argues that technology itself is the means to transcendence. There is another world, one only accessible by technological supremacy, which humanity perfected and left behind. Of course, no one knows just where humanity left the key to this technology.

The Black Key is, to this cult, like the Holy Grail. Some argue it is an object, while others think it is an ideal. John Boden believes the Key is actually coded within pure-strain human DNA that still exists in the four races. However, he has no way of finding those strains because he has no human sample for comparison. The Black Key cult therefore has to work backwards using any and all DNA they can find. If they can assemble the complete sequential genome of a human being, Boden believes they will either have the key or a map leading to it.

A central tenet of the cult is that of "quantum resurrection." According to his idea, no one ever "dies" permanently. No information can ever truly be destroyed, even that which seemingly disappears in a black hole. The cult believes that, at some time in the future, every being who ever existed will be resurrected from the information they left behind. Because of this belief, the cultists are not afraid of death, nor are they afraid to kill. Killing in the name of the Key is condoned since no one really dies.

The cult is growing in popularity. In the absence of a unifying force of belief across Haven, this pseudo-religion has cropped up to fill part of that void. The cult offers a return to the unity that was humanity. According to their doctrine, humanity did not vanish, but advanced to a point the cult calls the Second Singularity. This event converted the humans into pure information; they are still out there, waiting to be resurrected. This gives meaning to those in search of it: who wouldn't like to believe in immortality? The idea of unification through transcendence would give all races a chance at harmony. Of course, many people like their race just the way it is.

John Boden himself is rarely seen, to the point that some believe he is a collective creation of the cult. This isn't exactly true. John Boden is actually a digital personality of a once-very-real Archon.

This Archon – whose real name is unknown – led a rebellious pre-War movement to find humanity. He arranged for his followers to digitize him after his death so that his task might one day be completed.

John Boden appears as a Vargarti – via holograms, body doubles, and the like – but the cult welcomes all races. The cult has Nephilim, Legion, and Kaltorans as active members, and all can rise equally in the ranks. Each being contains within them, according to cult doctrine, fragments of human DNA. It is therefore only through the unification of all races that the Black Key can be discovered.

Practically, while the cult doctrine preaches a re-unification of all races into one, they have not the means to accomplish this. The very idea of making one race from four is anathema to many, so the Black Key cult has a host of enemies. Certainly the Devwi-Ich is among them. The cult's willingness to kill people to further a theoretical resurrection also makes them quite dangerous.

### Adventure Hooks

#### Abductions

The Black Key cult have abducted individuals of all races whom they suspect hold parts of the genetic code they seek. Many in the Haven system have recently disappeared, but no one knows the cult is behind the disappearances. The team is hired to find a particular disappeared Kaltoran on what seems like a straight-up missing persons job. Soon, however, their leads point to the other disappearances and the cult's greater agenda. While the cult presents a happy face in public, they hide nefarious methods behind their smile.

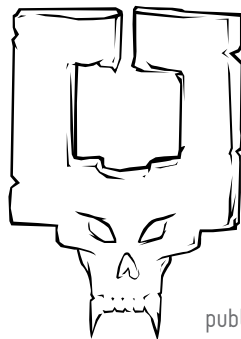
#### Black Hole

The Penumbra black hole is something of a Bermuda Triangle in space. Ships that venture near it vanish, even though they charted courses around the black hole.

A cruise ship recently disappeared in the hole, and the wealthy relatives of the passengers hire the team to go into Penumbra. It sounds like suicide, but the money is hard to turn down. What's more, apparitions of the missing passengers have appeared in multiple places since. Could they still be alive? The truth is the cult hijacked the ship and piloted it into the black hole. Why did they do this, and how will the PCs escape a similar fate?

#### Cosmic Signal

An unknown transmission, something of a legend, has been bouncing from signal post to signal post since before the War, or at least the legend says. No one has been able to locate the source of the signal... until now, thanks to an industrious tech in the Haven system. The Black Key cult wants the location because they believe the communication is human. Whether this is true or not, it is what John Boden and his followers believe. Surely you aren't the only freelancers who've been hired to follow up on this mission, right?



## Embrace Family

"All Kaltorans carry a darkness in their heart. A comforting pain that that can numb them to loss and sorrow. A beast that can be awakened in times of need and desperation... But for some, their sanity is nothing but a sideshow to this dark beast. Reality is distorted and toyed with, bounced around the emptiness of their hearts as the beast runs wild."

- Adara Song, Kaltoran Elder.

Even before the final Kadash refugee ship had unloaded its Kaltoran cargo, many pit cities found their supplies running low. Millions perished to starvation and brutality during those dark years, and only those willing to do the unthinkable were able to survive. The Embrace family were amongst the last of the great Kaltoran families to accept this harsh truth.

Unwilling to do what was necessary, the Embrace family fell prey to the many cannibalistic raiders and sicknesses that spread throughout their crumbling pit city. Finally, reduced to their last dozen members, the family's sanity broke. Strengthening themselves on the flesh of their own children, they struck back at their murderous neighbours. Against all the odds, they survived.

This singular brutal event has defined the Embrace family; the genetic memory is passed down to each member. No more would they be victims. They would always do whatever it took to survive. While many Kaltorans have come back from the darkness of those brutal years, taming the beast within, the Embrace family have not.

The beast is their friend and it makes them strong.

The Embrace family were quick to leave Kadash during the first years of the Kaltorans' re-emergence to the stars. They saw opportunity and revelled in the chaos of the great unknown.

Supporting themselves through piracy on the Corporation and other Kaltorans during those early years, they were able to establish many strongholds. However, hopelessly outnumbered by both the Corporation and the Kaltorans, they were slowly driven deeper and deeper into the dark crevasses of the Haven system and the Habrixis Sector.

In recent years the Embrace family have found their numbers to be on the rise as more and more disillusioned Kaltorans lose their battle against their inner beast or find themselves at odds with wider Kaltoran society.

Many Kaltoran Elders have a zero tolerance rule for any Kaltoran who willingly spends time with the Embrace family, especially those who would have children with them. The Embrace genetic line is seen as a sickness, with death being the only cure.

## Adventure Hooks

### Rescue My Son

Cain Spark, the son of a somewhat famous Kaltoran explorer, has run away from his family to join the Embrace family. Sarah Spark, his mother, is a former member of the Dark Tribes on Kadash and knows the danger of Kaltoran memories; her son is sure to be experiencing things that his children will never forget. She fears that she could have helped her son if she only knew what he was going through. While she cannot offer much as a reward for the safe return of her son, she does know of a few undisturbed ancient sites beneath Kadash, sure to contain some relics of value.

### Killing the Hydra

The Embrace family has become a prominent nuisance in the Monopoly Belt. Embrace recruiters have been visiting space stations and recruiting anyone, not just Kaltorans, willing to join. They seek out the desperate and lonely, offering them pleasure, riches, and companionship. Many smaller stations have already fallen under the sway of the Embrace family, and reports of Embrace pirates are beginning to dwarf all other accounts of dangers in Monopoly. Stopping their recruitment effort is imperative.

### Corporate PR

The AgriCo corporation has had multiple negative experiences with the Kaltoran people. Recent attacks by the Embrace family have only increased the tension. AgriCo is now spreading the rumor to other powerful corporations that the Embrace family are representative of the Kaltoran population as a whole. To further their aggressive campaign, AgriCo is offering a bounty on any Kaltoran ship. Despite the protests of numerous Kaltoran families, the campaign is only gaining momentum, and other corporations seem likely to begin offering their own bounties unless something is done.

### Piracy

Mere hours ago, an isolated mining station sent out a distress signal before falling silent. Embrace pirates attacked the small mining operation in order to liberate its resources and hopefully recruit some the Kaltoran miners populating the station. Currently, three frigates are jamming the station's communications, and two are preparing to board. The mining station has minimal security personnel and will be overrun without assistance. The party must stop the Embrace family from completing their plan.



## Exodus Echelon

"Nothing belongs to anyone anymore. Whole worlds can be taken, and so can your ship. Surrender and you'll live to wander free. Refuse, and we'll scatter your dust across the cosmos."

– Tobin Rig, Messiah of the Exodus Echelon.

After the Kaltorans re-entered the stars, most were interested in re-exploring Haven to reclaim the lost relics and territories of their heritage. However, one group of Kaltorans survived the horrors of the Dark Years by adopting a radical new faith: the Exodus Echelon. The core belief of Exodus revolves around the Archons' abandonment of the Kaltoran race, leaving them at the hands of the the Three Tainted Children – X'ion, the Nephilim, and the Mechonids. The Exodus Echelon survived in the darkness below the All-Sea by hating "the Old Ones" and believing that the Archons' "gifts" of habitable worlds were mere traps destined to bring an end to the Kaltoran people. They vowed that if they ever regained the stars, they would wander for eternity, eluding the lesser races' grasp and living free among the cosmos. When the Dark Years came to an end, several star-faring families of the Exodus Echelon joined to form a gypsy fleet of renegades. They wander the sector like locusts, preying on anyone unfortunate enough to cross their path.

Tobin Rig, Patriarch of the Rig Clan, a tall, well-muscled Kaltoran, long in tooth and grey-haired, is the current Messiah of the Exodus Echelon. Rig and his family barely scraped out an existence in Mayim on Kadash. Sequestered far beneath the All-Sea where they eluded the frenzied cannibals of their fellow Dark Tribes for decades, the Rigs converted to the Exodus Echelon and embraced its tenants. They survived through their new faith – one of nomadic wandering, with no sense of home, no illusion of safety, and a firm belief that the Archons cursed all the worlds of the Haven system by unleashing X'ion and the Nephilim upon them. When Mayim was reclaimed, Rig and other families refused to re-join Kadash's civilisation: they would not build homes and simply await whatever new calamity might seek out the worlds of Haven. Instead, they took to the stars to continue wandering.

The Echelon believe they are destined for a great and eternal Exodus, spurning any world, preferring the freedom of the stars and the piratical life. Though not particularly bloodthirsty, the Exodus Echelon take whatever they like from anyone and brook no resistance. They believe firmly that ownership is an illusion, and that only those strong enough to possess something should grasp it. Still, if a vessel's crew surrenders without a fight, the Echelon show them mercy, offering them the choice of converting to the Exodus or launching them in life pods near heavily trafficked shipping lanes, where help is certain to arrive with alacrity.

The Echelon value community and family, as all Kaltorans do, but emphasize free will and utility above all. Converts of any race are given the opportunity to prove themselves to the Echelon, but those unable to pull their own weight are quickly cut loose from the fleet

and left to their own devices. Non-believers are reviled and viewed as weak, attached to their precious safety, material belongings, and sense of "home" – prey to feed the roving bands of the Eternal Exodus. The Exodus spit on other pirates, claiming the Echelon's particular brand of piracy is a spiritual calling and a holy path, no mere exercise of greed and aggression.

### Adventure Hooks

#### Freighter in Need

The Echelon often lures in targets by using recently "acquired" ships as bait, sending out distress calls and lurking nearby in radiation storms or other sensor-scrambling phenomena until do-good helpers (or other opportunistic predators) come rushing in. The PCs happen across a Corporation freighter calling for aid, actually bait in the latest Echelon ambush.

#### Lost Memories

The elders of Kadash hire the PCs to hunt down a handful of the Exodus Echelon and return them to their ancestral home for memory reclamation, lest their distinct story of survival be lost and kept from posterity. No true member of the Exodus Echelon would suffer relocation to Kadash; they spurn that cursed world as a prison in which their faithful flock withstood a century of dismal incarceration.

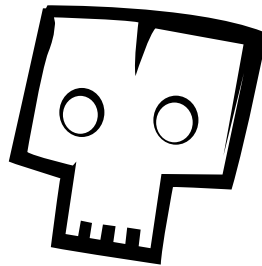
#### No Zealot Like a Convert

The Corporation pleasure cruiser Tiara was recently raided by the Exodus Echelon. During the assault, the rebellious daughter of a powerful CEO decided to convert to the Exodus in order to escape her "boring" sheltered existence. Her father, livid that his princess is in the hands of "filthy Kaltoran mongrels" demands the PCs infiltrate the Exodus and reclaim her from captivity. When they find her, the party discovers she has embraced the faith of the Exodus Echelon with all her heart and refuses to accompany them back to the "lies and illusions" of her previous life.

#### Crisis of Faith

Tensions have been rising aboard the Crux of Purity, an Exodus Echelon vessel. Recent food shortages have caused a group of Dark Tribesmen converts to revert to their savage, cannibalistic ways. The tribesmen have secretly disposed of the bodies, leading Echelon leaders to believe that the missing believers have fled due to the food shortage.

In response, the Crux of Purity has started attacking large freighters and small settlements alike in search of the missing heretics. The Echelon believers are becoming increasingly hostile and violent in these searches and have already tortured numerous innocents for information on the missing believers.





## Galactic Jesters

"Thanks for tuning in! We have such a great show planned for you tonight and we can't wait to show you all the toys we have to play with! After the break, we'll show you how to pack explosives into a cake, and we'll be teaching a few Corp lowlives a thing or two about pain and the price you pay for snooping into other people's business! All this and more right after these sponsored cat videos!"

– Hijacked Stream broadcast.

The Galactic Jesters are a wholly unique pirate group. Most pirates raid the space-ways and planets; the Jesters raid Corporation airwaves. They aren't motivated by profit, even though they do bring in quite the revenue. The Jesters believe in personal freedom, especially freedom from the Corporation, and wage a personal war against the many holdings of the Corporation in and around Haven. The Jesters are anarchists, and use the airwaves to send their message of Corporation hate across the sector. They take to extreme and theatrical methods to deliver their edicts, often threatening high-profile Corporation personnel or events. These threats are not empty: the Jesters always publically act on them with a flagrant disregard for all laws and personal safety. They do whatever it takes to get their message across and often film and broadcast their exploits, no matter how vulgar or violent they might be. These graphic videos are sent over the airwaves and sometimes inserted directly into local broadcasting. The Jesters have gained quite a following, and the advertising surrounding their videos keeps them all very rich. The Jesters are often criticized for this blatant hypocrisy, as they shame the Corporation for their exorbitant salaries while reaping in record profits themselves. Many suspect these advertisements to be fake, as any company aligning themselves with the Jesters are sure to fall out of favour with the Corporation.

The Jesters were formed by a mischievous Kaltoran girl named Anat whose hatred of the Corporation far exceeded that of her kin. She decided that the Corporation as a whole needed to be publically shamed and punished for their crimes. If the Jesters could bring ruin to the Corporation's empire, then life would be better for all Kaltorans. Her proclamations and videos posted to the many Data Streams were laughed off at first, called "harmless pranks" by the Corporation assembly. But when Anat broadcast herself torturing and murdering a Corporation executive on live television, everything changed.

Anat immediately gained a following, mostly among the young and disenfranchised who saw the Corporation as the root of all their problems and saw Anat as a liberator. Anat gave them both a home among the stars in her ship, The Royal Court, and an excuse to let out their pent-up aggression on live TV.

From within The Royal Court's command centre, Anat proclaims judgement on the Corporation and broadcasts her signal across the sector. Her cause has recruited many brilliant minds, and The

Royal Court contains a state-of-the-art telecommunications rig and technology that lets them hijack almost any live broadcast.

To those who aren't harmed by Anat's brutal hijinks, her show is one of the highlights of Data Stream. It is one of the more popular broadcasts despite the Corporation's unending attempts to shut it down. Space is vast, and The Royal Court is one small ship amongst countless moons and uninhabited planets.

Anat has attracted a diverse set of pirates to her cause: everything from Legion who revel in her sick sense of humour to former Corps with vendettas against their ex-employers – they have all thrown in with the Jesters. Together, they make up one of the sickest and most dangerous pirate groups in the sector.

The Jesters aren't well armed, but they have power in their technical skills and broad range of members. Anat is incredibly intelligent and employs devilish methods in her attempts to make the Corporation suffer.



### Adventure Hooks

#### Stop the Signal

The Corporation have been trying for years to track down the Royal Court and shut down the Jester's anti-Corporation broadcasts. They are ready to try again and have hired the group to do so. Tracking down The Royal Court is no easy task, but the Jesters are sure to take the bait when a high-ranking Corporation officer publically announces his extravagant vacation getaway. His vacation home on Mishpacha seems like a paradise, until the Jesters bring their particular brand of revenge pranks to the resort.

#### The Target of the Court

One of the PCs has become a target of the Jesters. A sudden broadcast cuts into the public feed, and Anat publically calls out the group for any deeds the Jesters dislike. Now that the PCs know they are targets, is there anything they can do to prepare for the Jester's eventual assault? Only time will tell what form the deadly prank will ultimately take.

#### Ally of the Jesters

The PCs find themselves temporarily aligned with the goals of the Jesters. After a high-profile Corporation exec by the name of Jonas burns the party on a job, all bets are off. But it seems that Jonas has attracted the attention of the Jesters, who intend to publically execute him. Even though the PCs and the Jesters are temporarily working together, Anat's methods are extreme and excessive. Will the party allow this public execution, or will they turn against the Jesters to settle the score in a more peaceful manner?

## Haven Militia

"Haven is ours by birth right! And we shall kill anyone who would take what is rightfully ours!"

– Ezekiel Swift, leader of the Haven Militia.

The Kaltorans had everything taken from them. Before the War ended, the Haven system was theirs to control: they had settled on their home world of Eden and made a life for themselves. But when the Great War came, the Kaltorans fought back at every step. When the Nephilim invaded Haven, the Kaltorans fought back. When they were pushed back to Kadash and forced to make a last stand, the Kaltorans fought back. But they were defeated. They hid underground beneath the oceans of Kadash and stopped fighting back.

When the Kaltorans emerged from the depths of Kadash over a hundred years later, everything had changed. They found their home system overtaken and occupied by foreign races. The Kaltorans had a decision to make: throw their people back into endless war, or do their best to coexist? They opted for peace and a fresh start. Or at least, most of them did.

The Haven Militia is a group of Kaltorans who have decided that they want Eden, and the whole Haven system, back. They have built secret outposts across all planets of Haven, mostly hidden and operating behind fronts. Their biggest presence is on Eden, where they hide just outside of the Nephilim's sphere of influence. Eden was their capital, and the Haven Militia has made its reclamation a priority.

Ezekiel Swift is the commander of the armies of the Haven Militia. To those not directly affected by the Militia's actions, Swift is seen as somewhat of a freedom fighter. But what he's fighting for isn't freedom or justice. He is fighting for the Kaltorans to be the supreme power in the system.

Many Kaltoran Elders have spoken out against Swift's tactics. They decry him and his fighters as "radical terrorists", distancing themselves from the Militia lest an enemy of Swift decides to strike back against all Kaltorans. But many secretly offer Swift support in the form of munitions, rations, and safe houses. Militia members and supporters are difficult to root out because they hide amongst everyday Kaltorans.

The Haven Militia resent the Corporation above all others, even the Nephilim. They see the Corporation as the root cause of the settlement of Haven, and resist the Corporation's attempts to unify the various languages and cultures. They don't use Corporation products, won't speak the Corp language, and refuse to call any place by its Corporation-given name. Instead, they refer to Haven's planets and locations by their original Ancient Kaltoran names. Behind the scenes, the Militia hopes to stir up a war between the Corporation and the Kaltorans. They know that if the Corporation strikes first, the Kaltorans will have no choice but to reciprocate.

Driving a wedge between the Corporation and the Legion is key to their vision of a Kaltoran-controlled Haven. The Legion do not consider Haven to be theirs and were ancient allies of the Kaltorans against the Nephilim during the Great War.

The Haven Militia has numerous Legion in their forces. Many Legion, tired of a life of farming, wished to take up arms once again. When they heard of the Militia fighting against the Nephilim, a group that the Legion also despise, many were quick to put down their shovels and join the cause. These Legion-led Militia teams are in near-constant conflict with the Nephilim on Eden.

Despite its extensive presence throughout Haven, the Militia is still a small force compared to most races' standing armies. They strike quickly and utilise guerrilla tactics, interrupting supply lines, stealing much-needed resources, and generally doing what they can to be a pain in the side of any non-Kaltoran who would claim Haven territory as their own.

Ezekiel claims he has the interests of the Kaltoran people at heart, but it seems to be more a love of power, not people, that drives him.

### Adventure Hooks

#### We Need That Medicine!

The Nephilim on Eden have been hit by a plague. Luckily, Nephilim scientists were able to formulate a cure before too many lives were lost. Necronus was saved, but the Haven Militia have stolen most of the medical shipments destined for the outer tribes. The Devwi-Ich has contacted the group and asked for their assistance. The Militia is keeping the medicine locked up in an ancient military bunker. The party must retrieve these supplies before it is too late!

#### Guerrilla Warfare

The Militia has been making strategic strikes against multi-racial Mishpacha settlements. Their guerrilla tactics make them difficult to track down, and they often strike without warning. Many corporations have holdings on Mishpacha, and this sudden surge of attacks worries them. The group is hired to guard Corporation shipments as they travel through the wild jungles. The party must keep constantly alert, as the Militia attacks will come when they least expect it.

#### The Nature of the Beast

A small contingent of the Haven Militia has been cornered on Eden in a laboratory outside Necronus. Rather than surrender, the Militia has taken hostages. The PCs, who were in the wrong place at the wrong time, are among them. The Nephilim see no reason to negotiate with the Militia and are already preparing an assault. It is up to the PCs to convince the Militia to surrender or otherwise neutralize the threat before the Nephilim attack.



## Republic of Desire

"The only order we follow is code, boyo."

– "Mr Righteous", RoD hacker.

The Republic of Desire is an organisation of anarchic hackers dedicated to one thing: chaos. They exist in cells of no more than six, so no one member can compromise the larger group. They hang out on a Data Stream board called Republic of Desire, but so do a lot of other hackers. Hanging around the RoD board isn't enough to know who is a member of this clique.

The organisation is itself anarchy. They practice what they preach. There is no central leader, and for this the Haven system is thankful. The Republic of Desire causes all manner of havoc, from rerouting ships so they crash into each other to stealing and selling valuable information. They have hacked almost every "un-hackable" database. No one is untouchable.

Many officials label them terrorists. This is an apt term: They have crashed vital systems, halting planetary economies and causing untold damage. Once, they even uploaded a virus into a Corporation ship's computers that caused the engine to go super-critical. The vessel was full of Corporate executives, many of whom were known opponents of the Republic of Desire.

But the Corporation isn't their only enemy. These hackers are against any hierarchical organisation. They thrive on the chaos left in the wake of the Great War. In fact, they don't think that the chaos went far enough. For an individual to be truly free, says the Republic of Desire, they must be free from the shackles of any government, corporation, faith, family, or system of law. Often, the group's actions make little sense to outsiders, as they promote chaos for its own sake. They might steal extremely valuable information and, rather than sell it, post it publically. Once, they seeded the air of a spaceport mall with a powerful hallucinogenic. Mass hysteria ensued, and people crushed each other to death in the riot that followed.

If their actions have a common thread, it is to destabilize any order or organisation that keeps the peace. These actions range from taking down politicians by exposing their secrets to overt digital attacks. Cruise the many Haven Data Streams at any time and you'll see digital graffiti by Republic of Desire, even in the most secure of databases. They are arrogant, and this may be their only weakness.

The Republic of Desire's ethos of anarchy and free will is very popular with disaffected and disillusioned youth. An entire punk aesthetic has popped up all over Haven. The grown-ups, the people who are supposed to be in charge, are powerless to stop it. The fans of RoD wear clothes and listen to music that push against that norm. Only a handful of these kids are actually part of the inner RoD group, though. Mostly, the hackers use them as camouflage and pawns.

Worse, RoD has begun to spread a popular drug known as Skin. Skin is a digital drug that the user injects directly into their neural implants, temporarily rewiring their neural pathways so they become someone else entirely. Drugs can be a way to escape yourself, and Skin is the most extreme version of that. It literally makes you into another person. As the drug gains popularity in the rebellious RoD youth culture, some users have succumbed to permanent psychosis. Others have gone on killing sprees. While some media make RoD out to be folk heroes and outlaws, the reality is that their inner circle is made up of amoral, supremely arrogant, dangerous villains.

### Adventure Hooks

#### Hacked Station

No one has heard from Space Station Antares for two weeks. The PCs are hired to find out why. When they arrive, they find the station in chaos. Two groups vie for power, each declaring they are the "rulers of the universe." Vid screens stutter with

post-hypnotic suggestions that drive people crazy.

RoD has hacked all the systems on the station and inserted a virus into the power core. The station is going to explode, seeding the planet below with lethal radiation. The PCs must find a way to stop this. Of course, if they do, they earn a powerful enemy.

#### Digital ID

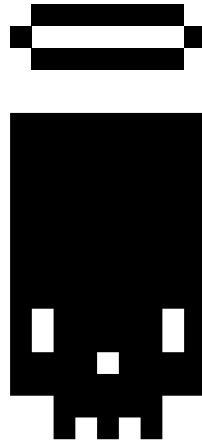
A Corporation executive hires the PCs to do a simple job, or so it seems. Once they complete the task, they find that their accounts are dry, their credit gone and their existences wiped from all system grids. Without ID they can't travel, can't log on, and can't get work. Who is most likely to blame? The Republic of Desire.

#### Bad Skin

A bad batch of Skin is going around. It's modelled on the personalities of notorious murderers. Those who take it begin enacting the same grisly murders as those ghastly icons. But the more the PCs dig, the more they find the victims all have something in common. Someone must have figured out how to hack Skin. If they can make a normal kid into a killer, what else can they do?

#### Anything You Can Do...

A contest among Republic of Desire hackers is escalating and quickly becoming dangerous for the inhabitants of a remote space station. The members of this small cell have been trying to outperform one another, shutting off artificial gravity, closing numerous important travel bulkheads, and now beginning to override the nav computers of nearby ships, causing them to dock at the station. There is no telling how far the contest will go or how horrific its consequences will be.



## Seekers of the Saviour in Steel

"Flesh is weak. Our minds are burdened with emotional whimsy and faulty memory. Steel is strong. Digital intelligence exalts the universe's greatest potential – an utterly infallible regime. Immortality is attainable. Seek it in steel. The saviours came to claim us once and we spurned them. Next time they will reap our bodies and drink our minds... then we shall live in their eternal grace – beyond space, beyond time."

– Seeker Celebrant Mortugus.

At the end of the X'ion War, the Mechonids' wholesale slaughter of Haven's peoples showed the universe the power of the Archons' greatest creation... and worst nightmare. Hatred of these metal monsters runs deep in most Haveners' hearts, but a few came to envy their implacable strength, and cower at their powers beyond reason. Eating flesh at the molecular level, consuming whole armies, and, more terrifyingly, bending space and time to their whim, the Mechonids might have ended sentient organic life as Haven knew it. Most on Haven breathe a sigh of relief that the Mechonid apocalypse came to a halt, except for the twisted souls of the Seekers of the Saviour in Steel, whose deepest wish is a rapture delivered by these cybernetic demons.

The Seekers of the Saviour in Steel, a warped cult of apocalypse, whose envisioned end-time comes in the reaping of steely talons, worship the Mechonids as eternal living gods. The Seekers believe that whatever fell power and intelligence guides the Mechonids follows a divine plan – the eradication of the blasphemous abominations birthed from the Archons and X'ion's poor attempts at godhood: the sick, depraved organic races of Haven, all created by misguided creatures of mere flesh and blood, whose pathetic attempts at perfecting DNA only resulted in "brethren" who nearly eradicated one another in boiling hate.

While their tenets might seem like lunacy to most, the cult counts some of Haven's most talented minds amongst its faithful following. The Seekers' slowly growing flock holds many skilled scientists, engineers, geneticists, archaeologists, generals, and spies. Perhaps this trend denotes some indelible stain left on the psyche of the Archons' children after the War and the era of chaos that followed, as if the most civilized among Haven's paragons are the first to surrender to the inevitability of oblivion. Perhaps others in the cult simply believe the ancient human technology harnessed in the Mechonids' creation is somehow an older and more pure singularity than the messy genetic offspring of the current age.

The current Seeker Celebrant of the cult is a Legion veteran of campaigns against Mechonid clusters in the Halo Nebula, a former Auxilia Legat named Mortugus. His once-hated enemy is now the object of his zealous worship. Those among the cult's inner circle claim he lost most of the left side of his body to a Mechonid flesh-disintegrating weapon on his last mission into the Halo. He is kept alive by cybernetic implants, which render him a terror to behold,

and an implacable foe in combat.

While many Seekers come from the top tiers of their respective societies, this highly secretive cult claims members in every major infrastructure, across many systems and organisations of the Habrix Sector. Their network of zealots listen closely for any new information on the Mechonids and any reports of Archon-era relics or sites related to their metal master race.

Few intelligence agencies even know that the cult exists, and most who do dismiss them as a small and insignificant group of mad pirates. Only a handful of people know the cult's true breadth and fearsome capabilities, or their terrifying end game: awakening an army of Mechonids from torpor to bring the final solution to X'ion and the Archons' organic mistakes.

### Adventure Hooks

#### Sleeping Monster

After Kaltoran craft pick up many strange readings emanating from a deep trench on the sea floor of Kadash, a team of researchers is sent to the edge of the rift to investigate.

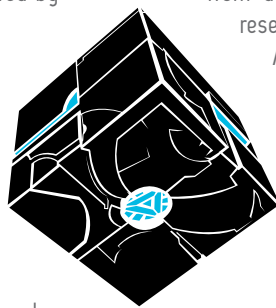
A member of the research team, secretly a zealous Seeker, believes the anomalies point towards a Mechonid Harbinger slumbering in the eternal darkness at the bottom of the trench, and plans to awaken the monstrosity. The PCs are brought in as deep-sea explorers and troubleshooters to penetrate the inky depths and uncover the source of energy spikes and strange readings.

#### Touched by the Gods

Survivors of Mechonid encounters begin to disappear across Haven, all kidnapped by the Seekers to be studied and venerated as "Blessed by the Steel Saviours". This veneration involves coating the survivors in molten steel, burnishing them into grim statues to adorn the hidden temples of the Seekers. When an old friend and compatriot of the PCs vanishes from a medical colony in the Liberty Belt after a near-death brush with Mechonid marauders, the PCs must track his kidnappers before he is rendered into an idol.

#### Expose the Seeker

A powerful CEO has positioned herself to run for a much-coveted seat on the Board of Management, which would afford her great power over the Corporation's future. She is secretly a high-ranking member of the Seekers and plans to use her power on the Board to consolidate several interstellar communications companies under the cult's control. Their master plan: harness the broadcast power of thousands of satellite relays to blare a message into the Halo Nebula, summoning a host of Mechonids to descend on Haven. The PCs must uncover and expose this madwoman's affiliation before she ascends to power on the Board.





## Seven Brothers

"They are dangerous, and deadly. They use excessive force even when unnecessary. Their tactics are brutal and unconscionable, and they bring shame to the name of the Legion. Our honoured 7 are no more. What the brothers have become horrify me, and they should horrify you as well. Beware the 7; they have no home, and they shall never have a home again."

– Casila Curia decree.

The original 7 Brothers made a name for themselves in the Legion's legends. Legion children are told stories about the bravery of the Immortal 7, and when they act out play fights during their training, they often argue over who gets to portray which of the 7 Brothers.

Legend places the 7 Brothers at the very dawn of the modern Legion, right at the founding of the Legion home on Cerberus. These brothers had been champions during the Great War, and resisted any life but that. They refused the Casila Curia's orders to settle Cerberus Prime and lay down their arms. No one knows if the Brothers were really the first of the Legion to abandon the Casila Curia and become Nomads, but most myths claim it as fact. These brothers-in-arms were tied together by the bonds of friendship and honour, so when they left Cerberus they didn't turn pirate or outlaw. Instead, they repaired an old, decommissioned warship, the Watchdog, and took to the stars, seeking adventure, fighting any Nephilim they could find – and if they could right a few wrongs at the same time, all the better. They roamed the galaxy fighting evil and protecting those who couldn't protect themselves. These Nomads gained a mythical status among the stars. They were the protectors of the downtrodden, freedom fighters for a way of life that was slowly drifting away.

But despite what the stories would say, the 7 Brothers were not immortal. They met their end at the hands of some unknown force or disaster. Opportunists saw their deaths as a way out. An unknown group of pirates, possibly the same group that ended the Brothers, salvaged their armour, stole their ship, and took on the Brothers' personas. However, these pirates lacked the moral code and conscience that drove the original Brothers. They used the legends to their advantage to gain access to places most pirates could not. And instead of protecting the downtrodden, they murdered and stole from them.

Over the years, more pirates have flocked to their banner, and the name "7 Brothers" stuck, though there are closer to fifty of them now. The seven suits of armour have been well maintained, and they are passed down among the pirates according to the job they perform. The 7 Brothers fleet now holds far beyond just the one ship, and onto each new one they acquire their insignia is grafted. The original ship, the Watchdog, acts as their flagship, and the 7 Generals, wearing the Brothers' original armour, sail that flagship.

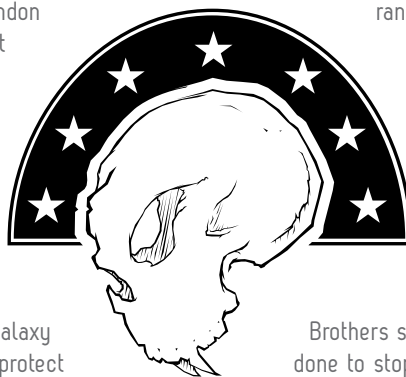
This only further strengthens the legend, and some believe the Brothers are indeed immortal and turned to a life of violence and piracy. The Casila Curia downplays these myths as best they can, labelling the 7 Brothers as shameful Exsilia traitors, countering the legends of sacrifice and nobility.

The personas of the 7 Brothers have been kept alive by these new pirates. When a new leader adopts a Brother's armour, they take on that Brother's call-sign and role among the pirates. That way, each role is always fulfilled. Legatus is the pirate's commander, known for the gold eagle standard emblazoned onto his white armour. Optio acts as Legatus's pilot and main lieutenant. Villicus oversees the day-to-day operations of the pirates, coordinating their ships and acting as communication specialist on the ground. Dominus is the master-of-arms, clad in black armour and armed to the teeth with the most vicious weaponry available. Imaginifer is special among the Brothers, as he was one of the first Legion psionics and therefore difficult to replace. Signiferi mans the vehicles and spacecraft the

Brothers commandeer, and supports their efforts from range. The last member of the Brothers is Centuri, the most famous and popular of the Brothers due to his gladiatorial approach to combat and pure showmanship. Only the most brutal fighter among the Brothers will ever wear Centuri's armour.

Forget everything the legends say about the 7 Brothers. This new organisation is murderous, brutal, and efficient. If the 7

Brothers set their eyes on a prize, there is little that can be done to stop them.



### Adventure Hooks

#### The Wrong Side of the Brothers

The group stands between the 7 Brothers and their objective. Are they guarding a valuable item or transporting a person of interest across the galaxy? The 7 Brothers want what the party has. And if an assault from their forces fails, the 7 Brothers will call on their generals to bring the fight directly to the party.

#### Retrieve the Armour

The Casila Curia doesn't believe the legends that say the Brothers are immortal: they have their suspicions. They believe the 7 Brothers armour should be returned to them, and wish for the party to do this. The task is not easy, as the 7 Generals earned their positions for a reason. If the party does manage to retrieve the armour, they discover the Casila Curia does not wish to display the pieces in a museum, but would rather publically melt them down as a show of the Casila Curia's power. After going through the work of returning these historical items, will the party watch idly as they are destroyed?

## Idoz Clan

"Genetic purity is non-negotiable."

– Jraklarak, Idoz zealot.

All wars end, but not all soldiers stop fighting them. This has never been truer than with the Nephilim clan known as Idoz. During the War, these fanatically loyal Nephilim operated behind the lines as saboteurs, spies, and assassins. Genetically programmed with skin that bends light, they become all but invisible when the occasion calls for it. Favoured by X'ion, the Idoz were the elite of the elite, and their ideology reflected such stature.

During the Great War, no genotype so cleaved to the idea of Nephilim genetic superiority as the Idoz. Genocide was their central tenet. If you were not Nephilim, you had no right to exist. Death squads of Idoz "cleansed" colonies, villages, and even small cities during the war. While other Nephilim units wielded greater firepower and boasted larger numbers, none struck this level of fear in their enemy. They quite literally looked on all other races as a disease for which they were the cure.

Today, with the Great War long behind them, the Idoz clan has re-emerged. It is believed that at War's end the Idoz seized control of certain key genetic engineering facilities. They did so to prepare for the long winter that came in the War's absence. The Idoz would not be caught without a way to procreate. They would not die out like the Nephilim around them.

To this end, that of procreation, they purposed themselves for much of the last century. It is only recently, now that they have numbers, that they have begun to wage their war again. To them, the Devwi-Ich is no messiah, nor prophet. It is no better than those Nephilim that failed to win the war before. In the minds of the Idoz, the Nephilim could have won the War had their Genocrat masters listened to them. There is animosity to spare among this clan for their fellow Nephilim; however, the Idoz do not seek their destruction. Those who have strayed from X'ion's orders are misguided, but they yet possess the genetic superiority to see the light. For all other races, only death shall suffice.

Yet this ideology, like X'ion and the War itself, are often out of place in this new era. While there is little love lost between the greater host of Nephilim and the other three races, few go so far as the Idoz clan. There is no such word as peace for them, no treaties to be had with such low creatures as the Vargarti, the Kaltorans, or the Legion. They must be wiped out. This was X'ion's solution to their impurity, and the Idoz continue to carry it out in their master's absence.

The Idoz are outnumbered now. The great armies X'ion once commanded have gone feral, disappeared, or submitted themselves to the unworthy Devwi-Ich. While the Idoz are unshakeable in their goal, they realise they must bide their time. Having operated as

insurgents during the War, they continue to do so now. Some say they have even begun to create their own kind of Emissaries, ticking bombs placed among the ranks of those Nephilim who openly live with the other races.

Even among the Idoz, though, there exists a purer strain of belief. Some cannot, will not, wait for the time to be right. They kill without thought for the ultimate outcome. These Nephilim are the best known of the Idoz, for their acts of terrorism have claimed thousands of lives. Legion intelligence believes these die-hard killers may either be a splinter faction within the clan or a distraction used to draw the system's eyes away from their long-ranging, deeper goals. In either case, they are all dangerous, hateful, and bent on the eradication of all life that is not Nephilim.

### Adventure Hooks

#### Pathogen Hunt

A small mining colony has fallen victim to a plague that killed every living being except Nephilim. Naturally, the Idoz clan is chief among suspects. The team is hired to trace the route of the pathogen back to the Idoz source. All is not as it seems, though: The plague was not the creation of the Idoz, but the Idoz very much want the virus. The team soon finds they are in a race to find "patient zero", who carries the virus but is not affected by it. Who developed the virus if not the Idoz clan?

#### Nephilim Peace Summit

A peace summit in the Haven system came under threat from the Idoz clan. These peace talks between the Nephilim and the other races are crucial to the future of the system. The team is hired to uncover the Idoz plan before they can undermine the summit. Yet the threat against the peace talks is a diversion for an even greater and more horrifying attack.

#### Emissary Madness

In the span of three months, half a dozen Emissaries have spontaneously gone "mad" and begun killing sprees targeting non-Nephilim. The Legion suspects that the Idoz may have found a way to affect these Emissaries' minds. The team is hired to find out how, but what happens when their own Emissary shows signs of insanity?

#### An Okay Day to Die

Leonidas, a Legion intelligence officer, has paid the PCs to assist in the hunt for a particularly dangerous Nephilim: Xerat, a member of the Idoz clan, responsible for the murder of Leonidas's wife and child. Leonidas has tracked Xerat to Alabaster, but requires agents unknown to Xerat to locate him. In truth, Leonidas seeks death, but not before he kills Xerat. Xerat is both aware of the pursuit and leading his hunters into a trap.



## Jeru-Mandin Tribe

"First was the age of electronics, then the age of genetics. Now, we are on the edge of the age of psionics. Nothing will be the same."

- Jeru-Mandin mantra.

Jeru and Mandin are two separate entities, at least in body. Discovered on Eden in containment stasis tanks long after the Great War's end, Jeru and Mandin are linked psionically. They are linked so deeply that they appear to share a single mind. Little is known of their origins during the War, but they appear to have been placed in quarantine for later research by their fellow Nephilim. For some years after their discovery, the pair disappeared before re-emerging years later as the Jeru-Mandin tribe. In the years between, they must have been recruiting followers, for they are now not only a tribe, but one with a deep space, space station located directly over a Ley Line outside the Haven system.

The tribe's unifying ideal is that psionics herald a new age. Unlike other Nephilim tribes, they do not believe this future is exclusively Nephilim. The Jeru-Mandin recruits all races. It is their belief that psionics are the first signs of the development of a hive mind, a mind which would transcend all bodies and all species. They believe humanity was once on course to realising this goal. Some among the tribe even believe humans achieved it, and that is why they disappeared - they transcended.

Transcendence is a recurring theme among the Jeru-Mandin. Where the X'ion War focused on genetic purity, the Jeru-Mandin tribe believes harmony will come not from the genes but from the mind. They therefore seek out any psions they can find and recruit them to their cause. While not necessarily peaceful in this pursuit, they are not openly at war with anyone either.

However, their belief that psionics are the future of sentient life leaves little room for those who do not possess such powers. In this regard, the Jeru-Mandin are elitist to the point of treating non-psions as lesser species.

Their two primary goals are recruitment and research. Any psion they find must be turned to their cause. Those who do not are monitored and, sometimes, killed. No one is sure how those slain are selected. There is some template the Jeru-Mandin believes that all "true" psions must have. Those who do not are dangerous. Some of this recruitment happens openly, with believers roaming the sector in search of psions. They are reputed to have an almost religious faith in psionic power and they often preach to unbelievers. Other elements of the tribe conduct more-discreet recruiting, often infiltrating other organisations, such as the Corporation, to gain access to new psions.

While the outer face of the tribe is dedicated to building a stronger, larger union, the research side conducts all manner of experiments, observations, and psycho-psionic studies. The bulk of these take

place aboard the Jeru-Mandin space station "Psyche". While they are interested in all forms of psionics, those on Psyche focus on telepathic connections between discrete bodies. If the tribe's belief is correct, and today's psionics are indeed leading towards a hive mind, then the Jeru-Mandin aim to guide the evolution of this nascent sentence. Put another way, Jeru and Mandin would control the destiny of all races. That is a sobering thought indeed.

### Adventure Hooks

#### Psionic on the Run

A teenage girl is in trouble and on the run. She's an orphan and has lived by her wits and psi-powers since she can remember. She used her telepathic abilities to con people out of money, and she assumes that's who is after her now. She is wrong. The people after her aren't out for revenge but her talent. They happen to work for Jeru-Mandin. The girl hires the PCs to protect her, but none of them know what they're really getting into.

#### Psionic Virus

A virus has ravaged remote outposts outside the Haven system, but officials in the Corporation are worried that it's only a matter of time before Haven sees an outbreak too. The curious thing is, all of the victims have some level of psionic ability. A scientist inside the Corporation believes the disease might be a "mind virus", one transmitted wholly via psionics. If that were the case, how would anyone stop it? What's more, Jeru-Mandin agents are following the disease as well. Is it something they created that escaped their lab, or something they want to find and control?

#### Strange Happenings

Recently, travel along certain Ley Lines has been... odd, to say the least. Crew and passengers experience bizarre dreams, manifestations of what may be poltergeists, and even glimpses into the future. A Kaltoran believes the Ley Line serves as a conduit to transmit thoughts and psionic abilities. He believes that Psyche may lie at the heart of the matter. Perhaps the Jeru-Mandin are using Ley Lines to locate potential recruits? Or, even more intriguingly, maybe certain psionics are unwittingly tapping into the Ley Lines? So far it has just been a distraction, but what if this phenomenon alters the courses of ships and their crews?

#### Battle of Wills

The Jeru-Mandin tribe has located a psion in the city of Yasha on Kadash. Her name is Nora Scar, the matriarch of a Dark Tribe. Nora has no interest in joining the Jeru-Mandin. To clarify this, she and her tribe devoured the Jeru-Mandin messengers. Now, an all-out war rages through the streets of Yasha between the Jeru-Mandin and Nora Scar's tribe. The locals are powerless to stop the battles and have reached out to any who would aid them.



## Ogdaran Tribe, "Pretenders"

"Over this way, I think I see shelter! Yes, a Nephilim camp! I've been so hungry I can't even think anymore! The Eden Brood are friendly. I think if we just ask them for food, they will help us.

You, yes you there. Hello! We were on our way to Necronus and... what's that you're eating? Is that... a person?

By the Archons! We've made a terrible mistake! RUN!"

– John Black, Corporate explorer, final recording.

The Ogdaran tribe were amongst the first of the Eden wasteland tribes to join the Devwi-Ich. A large Hybrid tribe instrumental in the construction of the first Necronus towers and the taming of many Feral Nephilim warships, they were also one of the first Nephilim tribes to make contact with the Corporation during the early years of Nephilim space colonisation around Alabaster.

But despite outward appearances, the Ogdaran tribe carried with them a crippling flaw: the genetic inability to truly suppress their vicious nature. Dozens of Corporates went missing during those early years, and later investigations would link many of these deaths to former Ogdaran members.

With the Ogdaran threatening to weaken the tentative peace between the Nephilim and the the Corporation, the Devwi-Ich came down hard on them, issuing an order for their complete destruction. Hit squads with genetic scanners scoured Necronus and the wider Nephilim population, killing all who carried even the faintest hint of Ogdaran genetics.

Hundreds of Ogdarans fled the Eden Brood, even some who had never known any other life. To this day, they hide from the Devwi-Ich – not in dark, distant places, but in plain sight. Huddled together, these desperate outcasts form small, nomadic tribes amongst the stars, passing themselves off as members of the Eden Brood.

But these tribes are nothing but pale imitations of civilisation. They play games of government and trade, when in reality they are vicious beasts. Unable to tame their true natures, a truth that they struggle to accept.

The Eden Brood refer to these groups as Pretenders. They are a blemish on the already-suspect reputation of the Eden Brood and the Devwi-Ich. This title mostly comes from foreigners' inability to tell a regular Nephilim from a feral Pretender, often leading them to the prejudiced belief that any Nephilim can snap and kill you like a Pretender might.

To the unknowing, a nomadic Pretender tribe would appear to be a small sub-tribe of the Eden Brood. Their camps and ships are often decorated with the symbol of the Eden Brood or their ancient Ogdaran emblem. They wear armour and clothes and carry hybrid

weapons and gear in similar styles to the wider Eden Brood. At first they don't act like the monsters that they truly are inside; they parlay with visitors, and even try to grasp the concept of trade. But anyone who spends time with the Pretenders will soon find out this is all a façade. It doesn't take much for their instincts to take over. A certain noise, or smell, or even just a hunger, and all bets are off. What little civility they displayed disappears, taken over by a ferocious bloodlust. Travellers who seek the shelter of a Pretender camp often find themselves on the dinner menu.

The Pretenders use their cultured façade to lure in their victims. Most truly believe the Ogdaran Nephilim are reaching out diplomatically to outsiders and think they can safely trade with them, that is until the Ogdarans' instincts kick in and they slaughter their guests.

Many Nephilim patrols have fallen to the sudden ferocity of a pack of Pretenders. When they let their animal instincts take over, few can match their vicious onslaught.

### Adventure Hooks

#### Out of the Frying Pan...

The group has crossed ways with a vicious Feral tribe and just barely avoided capture.

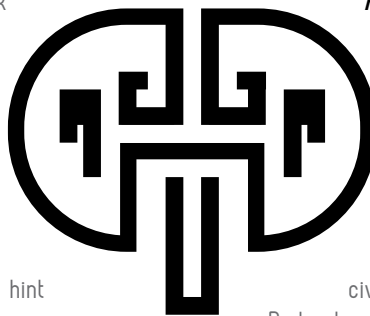
But doing so has led them into the false protection of a Pretender camp. It appears to be a safe Eden Brood tribe, but the party starts to notice that a few things are not quite right, as if everyone is pretending to be nice and civilized. When the façade is eventually broken, the Pretenders attack.

#### Bring Me That Nephilim!

There is one Nephilim among the Pretenders that shows great promise. The locals call him Grradack, and he fights with the ferocity of ten Nephilim, though his great strength is opposed by his lack of intelligence. Grradack is the least civilized of the Pretenders, and the Devwi-Ich thinks that it may not be of Ogdaran origin and wants him captured. He hires the party to track down Grradack, dispatch the Pretenders around him, and bring him back to the Nephilim for testing and awakening. The Pretenders will put up a fight to keep Grradack at their side.

#### Born Evil?

A'liypa, an Ogdaran Pretender, has sought out the PCs for help. She is forthcoming about her nature and seeks a cure. She has heard rumors of a Nephilim geneticist on the outskirts of the Liberty Belt who may be able to help isolate her "evil" genes. She seems calm and amicable, but warns the PCs that she may attack at any moment. To exacerbate matters, an Ogdaran bioship begins pursuing the PCs' ship. Despite A'liypa's assurances that she has nothing to do with it, the events seem like a trap. Should the PCs trust her? If so, would it be more merciful to end her misery?





## The Lost Eye of X'ion

"You have hidden truths, yes? I see that you do. I can see through you, see to the truth. Inside that delicious mind of yours are untold secrets, aren't there? I will feast on them, and you will beg me to stop. And I will. But only after I have probed the deepest, darkest recesses of your mind, and fed on all the mysteries within!"

– Bortrock the mind-eater, Lost Eye Iris.

No one knows who controls the Lost Eye of X'ion. They are not part of the Eden Brood, and the Devwi-lch has no sway over them. There are few records of intelligent, well-organised Nephilim outside of the Eden Brood. Whatever the Lost Eye of X'ion are, they are a mystery that the Devwi-lch would like solved.

The Lost Eye of X'ion were an elite group of Nephilim, personally formed in secret by X'ion itself: a covert force to act as the X'ion's eyes and ears across the sector. They were its personal surveillance unit, its spies.

Despite being thought a myth, they have survived in secret to this day. They are spoken of in the shadows, a ghost story told to Nephilim hatchlings. Many high-ranking Nephilim Genocrats and Kaltoran explorers believe in their existence. Despite consistent evidence of the Lost Eye's actions across the Haven system, few believe in them.

Something is keeping the members of the Lost Eye from slipping into their feral instincts. Much like the Devwi-lch brings sentience to the Eden Brood, something is doing the same for the Lost Eye. The superstitious say it is X'ion itself. The Lost Eye believes that X'ion is alive, and devotes every waking moment and every precious resource to locating their lost creator.

The Lost Eye differ from most Nephilim, even those of the Eden Brood. While the Eden Brood has an organisational system, the Lost Eye takes it to an extreme. They are almost militant in their ranking structure. The Lost Eye is led by one they call "The Pupil". It oversees the tasks of the Lost Eye and coordinates their overall plan. X'ion was the original Pupil, but with its disappearance another Nephilim was forced to fill in the gap.

Below the Pupil are the "The Iris". These are the top-tier intelligence agents within the Eye. They are tasked with only the most difficult infiltration ops, and it is from among them that the Pupil will choose its heir.

Below them are "The Lense". The common day-to-day workers of the Eye. They run the command centres, pilot the ships, train the new agents, even cook the food. There are several groups within the Lense, each tasked to a different occupation.

The newest agents of the Eye are called "Optics". Once trained, they carry out most of the non-critical missions that the Pupil

chooses to take on. They also assist the Lenses in the field and act as the Pupil's primary scouts. It is unclear how the Eye sustains their numbers. Many suspect they grow new Pureblood members in secret spawning complexes. These hatchlings would have to be fast-growing and require extensive training.

The Lost Eye of X'ion trade in information; they speak in secrets and deal in shadows. To sustain their organisation they sell information through anonymous brokers and rarely meet in person. If they must reveal themselves, they never reveal their identity. Many pirates and information brokers have dealt with the Lost Eye unknowingly; most assume they are dealing with members of the Eden Brood.

The agents of the Lost Eye have a knack for gaining information and knowledge. A special technology was built into them by X'ion. They don't need to resort to blackmail, threats, or torture to gain the information they need. They are able to read any biological creature's vitals to determine if what they speak is the truth.

If the target is unwilling to share the information they require, the Lost Eye is able to surgically extract the information from their brain. It is impossible to keep information secret from an agent of the Lost Eye.

### Adventure Hooks

#### Who Are the Eye?

The party accidentally gains information about the Eye. They stumble upon a piece of data or an object that reveals the truth of the Eye's existence. Now they find themselves at the top of the Lost Eye's blacklist. The Lost Eye will stop at nothing to surgically remove the information: whether the party lives or not is meaningless.

#### Bring Me the Eye of the Pupil!

The Corporation has learned of the existence of the Eye. However, they have been unable to recover the identity of the Pupil. After interrogating a few Optics, the Corporation has at least uncovered the whereabouts of this figure. The party is hired to infiltrate a secret Eye base of operations, hidden within a destroyed Mechonid Harbinger on the planet Eden. As an added touch of humour, the Corporation executive would like the party to bring the Pupil's eye to him, so he can display it in a glass case.

#### Data-Mining Technology

The Lost Eye were built with special implants that allow them to surgically remove information from a creature's brain and store it indefinitely. The Corporation would like to study this technology in hopes of reproducing it. The party must track down a Lost Eye laboratory and bring the technology back to the Corporation for study.



## The Varish'kin

"Do you believe in monsters? I do. Before you ask, no, I've never seen one. Not a true-to-life, honest-to-goodness monster. But I hear them. I hear their cries at night and the sounds of ripping flesh. It comes from the mountains, I tell ya. Those are a dangerous place. I'd stay away from places of the dark like that, if I were you."

– Naomi Swift, Kaltoran settler on Mishpacha.

When X'ion abandoned the Nephilim, his creatures were left stranded on whatever planet they had been operating on. Many lost their ability to travel, and some even to think. Few were affected by this more than the troops deployed to Mishpacha.

X'ion had engaged in a long campaign on the jungle planet, and its most vicious and skilled soldiers had been deployed there. They were vicious, unforgiving, and intent on surviving. When X'ion left, they turned on each other. The jungles of Mishpacha were soaked in blood. Only the strongest of those Nephilim, now the Feral Nephilim, survived. Those that remained formed many tribes, and together they searched for and fought over defensible locations, food, and technology.

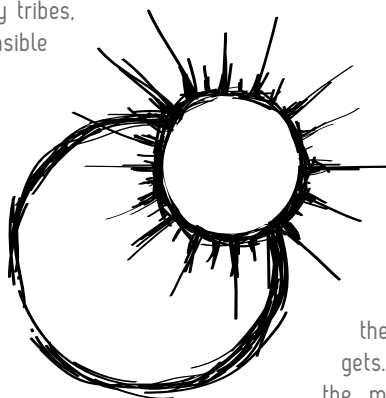
But those along the northern edge of the Star continent did not seek out a leader, defensible home, or plentiful food. They flocked to a mountain, the dark peak called Varish by the locals. The land was not defensible: it was wide open, scattered with rocks. Food was scarce, as the mountain didn't provide much game. Despite all this, the Nephilim still gathered, and with each passing year, more and more Ferals found themselves drawn to the slopes of Varish. Hundreds of them starved to death or were slaughtered by wandering war-tribes, but even to this day they still come, drawn by some unknown force.

These Feral Nephilim have been dubbed "Varish'kin", meaning "the people of the mountain". The Varish'kin are wild, unpredictable, and savage. They have no leader or central organisation, only the mountain. With each passing year, this bleak land has only grown darker. It stinks of death, and the usually fast-growing junglescape of Mishpacha continues to recede from the crags. On the rocks of the mountain the Varish'kin paint a strange emblem with their own blood: a circle inside another circle. Scientists debate the meaning of the symbol. Maybe it is a mark of territory, a warning to stay away, or the sign of a hidden path nearby.

The Varish'kin stopped living on the surface of the mountain long ago. While exposed, they found themselves prey to hunters, war-tribes, and others. Now, they tunnel deeper and deeper into the heart of the mountain, as if drawn to its core. If any outsider enters their caves, the Varish'kin respond with brutal, desperate violence. They even attack other Nephilim that have not yet heard the "call" of the mountain.

The debate rages on as to what lies at the heart of Varish. Theories abound by the dozen. Maybe the Kaltorans buried a device deep in the mountain during the Great War, drawing the Nephilim into a trap. Or maybe an ancient Nephilim is buried at the heart, sending out a secret call to draw an army to itself. Or perhaps another creature, something even worse, is driving these Feral Nephilim to insanity. All agree that decoding the emblem, called the Varish Circle, is key to unraveling the secret. But now the Varish Circle is starting to appear in other places across Mishpacha and the Haven system. Is this a hoax? A practical joke set to frighten? Or are the Varish'kin somehow spreading?

The residents of Mishpacha steer clear of the Varish'kin. The mountain is theirs. Any attempt to take the land back results in violence and death. This has many scientists worried, as the presence of the Varish'kin seems to be causing blight. And if it isn't stopped, how far will the blight spread?



### Adventure Hooks

#### The Call of the Mountain

As the party travels near Mishpacha, one of the Nephilim characters feels the "call" of the mountain. It happens suddenly, and they are immediately convinced they need to travel to the mountain. If the rest of the party tries to stop them, the Nephilim will feel compelled to fight them off. The farther they travel away from Mishpacha, the worse it gets. It seems the only cure to this fever lies in the mountain. When they arrive, the Varish'kin accept the Nephilim as one of their own. The rest of the party, however, is subject to the same treatment as other outsiders.

#### The Varish Circle

A Kaltoran archaeologist claims to have found ancient items and buildings marked with the Varish Circle while on a routine dig in a nearby Kaltoran ruin. The archaeologist sent a team down the tunnels to investigate, but they never returned. Perhaps the secret of the mountain lies within the depths of this ruin. The characters are sent to investigate.

#### The Peace of the Nephilim

A Nephilim Emissary is uncharacteristically concerned for the Varish'kin Nephilim. She claims she wishes to bring them to peace by shutting down the call that is drawing the Nephilim to their deaths. The Emissary claims to have no knowledge of the source of the call, but hires the party to travel to the mountain and discover for themselves. Is the Emissary truly concerned with the Feral Nephilim, or is there some darker motive at play?

## Warmind Tribe

"We avoid the Warminds best we can. Their particular breed of insanity doesn't mesh well with the general feelings of the Nephilim, who believe we are better than our savage instincts. Those of us unlucky enough to remember our time as feral beasts look at the Warmind with a sense of horror. It reminds us too much of what we once were. And what we could still become."

– Glockpa, ancient Nephilim Pureblood.

On the outskirts of Eden lies an expanse of toxic wastelands unfit for civilisation. All attempts to colonise the area have ended in failure and death. It is inhospitable and dangerous. And it is the perfect hunting grounds for the Pureblood Warmind tribe.

After the X'ion abandoned the Nephilim, those of the Warmind tribe managed to retain a small measure of civility. They didn't devolve completely into base, instinctual animals, but they didn't rise to the level of the Eden Brood. They know how to communicate with each other, work together, and provide the necessities to continue living. But this civility is opposed by an incurable bloodlust.

Normally, when a tribe of Nephilim bordering on feral are discovered by the Devwi-lch, its first order of business is to bring them into the fold. If the Devwi-lch simply extends its vast influence onto them, they will awaken and regain themselves. This has been done time and again with many tribes, and most are eager to join the Eden Brood. That stops with the Warmind tribe.

The Devwi-lch sees them for what they are: brutal, inbred, bloodthirsty monsters. The Warmind tribe exist only to continue killing. What little ingenuity they muster they use to sharpen axes and fashion new weapons of war. They do not farm or gather resources. They hunt and kill and take what they need to survive. They raid villages, outposts, and caravans. They kill soldiers and innocents alike. The Warmind do not care. Their barbarism knows no bounds, and so the Devwi-lch will not bring them into the fold.

And so the Warmind tribe lives on in this way. They roam the toxic wastelands, leaving only to hunt new prey. They reproduce only through inbreeding, making each generation more insane than the last. Eventually, they will die out. But until they do, they will only grow more vicious and threatening to Eden.

It is dangerous enough to travel the wastelands already. Add in the Warmind hunting parties, and one would have to be suicidal to

try the trek. But unfortunately many must, as they cannot afford safer means of travel. If caught in the wastelands alone, there is no survival. The Warmind's troops have been known to take down entire squads of soldiers. Now, the Devwi-lch no longer sends troops into the Warmind's wasteland. Instead, they patrol the tribe's borders and attempt to keep the Warmind penned in.

Resources are in short supply in the toxic wastelands, so the Warmind must constantly hunt if they wish to survive. Their more experienced hunters form parties and venture out in the plains of Eden to bring back food and weapons. They can strike anywhere, at any time. The Eden Brood does its best to maintain a border patrol, but the wasteland is vast. Since it is almost impossible to tell when a Warmind hunting party will strike, their hunters usually find themselves up against easy targets. They especially like to prey on villages too poor to hire guardsmen.

The Warmind's main disadvantage in combat is their inability to use technology. Guns and electronic weapons are far too advanced for them. They fight with their claws, axes, sharpened sticks, and whatever melee weapons they can get their hands on. In a melee fight, it is impossible to match the Warmind's ferocity. But with a solid strategy, and a lot of firepower, they can be beaten.

### Adventure Hooks

#### Into the Wastelands

A group of Nephilim travelling through the wastelands has vanished. Normally, nothing would be done for them: the wastes are too dangerous. But in this case, the Nephilim is connected to a high-ranking political figure on Eden who has the money to send out a search party. The group is hired to venture into the wastelands and bring back the lost Nephilim. They will not only have to navigate this treacherous terrain, but also prepare for the Warmind hunting parties sure to be patrolling the area.

#### Samples for Study

The Nephilim have decided to study the Warmind in an attempt to cure their insanity or, at the very least, gain a greater understanding of it. They realise their attempt is probably for nothing, but they feel they must at least try. The only way to test their potential cures is by bringing in a live member of the Warmind. They have located a hunting party travelling outside their wasteland home. If the party can track down this hunting party and bring a few Warminds back alive, they will be paid handsomely.

#### A Sudden Assault

Needing rest and supplies, the party has camped out at a small Nephilim village near the border of the toxic wastelands. Everything seems calm, and the party enjoys a look at tribal Nephilim life and a home-cooked Nephilim meal. But in the middle of the night the alarm sounds: Warmind tribe hunters are raiding the village. The party will have to quickly wake and equip themselves in time to fight off the onslaught. In the morning they are told that the Warmind have carried many tribesmen off to be slaves or food, and the simple tribesmen plead with the party to help them.











# Locations

Vidicon Brix stared out the viewport from the deck of his ship. The entry into Mishpacha had been pleasant, and Brix was glad to be back. The jungle world unfolded before him, rich with colour and bursting with life. Below them, Kaltoran archaeologists were working hard to excavate the pre-War ruins of an ancient Kaltoran city, a city of his people. This location was important to Brix. His people had been marginalized for so long, but it had not always been that way.

"It's amazing, isn't it? How far we've come from those buried ruins?"

"Sir?" Brix' lieutenant, Sez, looked from his console, intrigued.

"There is just so much out there we have yet to explore. If a wonder like this could exist on Mishpacha, a planet we have already spent years exploring and charting, imagine what exists on the planets we haven't researched yet, or even beyond those."

Sez turned off the monitor and rose to stand beside his old friend and captain. "Haven is a interesting place. Maybe one day we'll begin to have a small grasp on just how 'interesting' it actually is."

"Maybe," Brix spoke softly, "but not likely. All we have done and all we have accomplished has only revealed to us but a sliver of Haven's secrets. We could live forever and still we would never know. The galaxy is a dark mystery, and she will remain that way."



## Cage 9

Somewhere in the lonely recesses of Liberty Belt, a nondescript asteroid spins slowly against the blackness of space. The Corporation maintains a mining base and storage facility on this rock, called Cage 9. To all outward appearances it is a simple way station transferring ores and minerals from mining sites in Liberty earmarked for processing at Alabaster, but Cage 9 masks mysteries and hides vile crimes that threaten the very stability of the Corporation.

Buried beneath its quiet, rocky surface, the restless souls of thousands of Nephilim POWs, tortured and slaughtered during the X'ion War, boil and rage – a dark, secret atrocity. Worse still, the lower levels of Cage 9 remain a slaughterhouse today, where members of all four races are vivisected, butchered, and experimented upon in order to harness the dangerous cybernetic powers of the Archons' abominations: the Mechonids. The truth of these dark deeds, if brought to light, this could tear the tenuous peace among the peoples of Haven to shreds and re-ignite the fires of war.

Cage 9 began as a means of safely and responsibly housing and processing Nephilim prisoners captured in the early days of the Archons' war with X'ion. Excavated by the Kaltorans, this labyrinthine complex extends like the roots of a tree, deep below the surface of a large asteroid lost in the vast expanse of Liberty.

The facility housed hundreds of Nephilim at first, but as X'ion's hordes flooded Haven and the crescendo of war built to a fevered pitch, Cage 9 soon had thousands of inmates, crammed into environmentally controlled cellblocks. The desperation of the war led the Archons to turn Cage 9 over to the Legion, whose pragmatic brutality stood a chance of keeping the Nephilim-filled prison under some semblance of control.

The Legion chose a warden whose efficacy was wholly unfettered by ethical or humane inclinations: a Legat named Kreigos, who ruled Cage 9 with an iron fist for fifteen years. Kreigos's tenure as taskmaster of Cage 9 marks one of the lowest points in the erosion of the Archons' high ideals. Unable and unwilling to oversee Kreigos's operations, the Legion gave the warden carte blanche as long as he kept Cage 9 under control. Kreigos kept the facility functional through a protracted campaign of abuse, terror, slaughter, and unsavoury experiment, reducing the Nephilim to chattel and test subjects for whatever tactics and inventions the unscrupulous warden and his staff could devise.

After fifteen long years, Kreigos turned Cage 9 into a den of monsters where only the most savage survived. As the war ended, Cage 9 was forgotten: as supplies dwindled and Legion staff grew negligent, a riot broke out. The monsters Kreigos created came home to roost, and they tore the warden and his Legion guards to gory shreds.

Sadly, with X'ion gone, the former POWs' freedom was meaningless. Most stayed on Cage 9, scavenging its corridors and laboratories, feeding on one another, and setting up distress beacons to lure

"Cage 9, this is the freighter Rutledge. The manifest of our shipment is designated classified. However, transfer protocols would seem to suggest that its contents are biological and require... restraints?"

"Rutledge, please switch to closed channels immediately. Repeat, switch to closed channels. This frequency is not secure."

unfortunate ships to the facility in order to feast on them. For decades, the inmates ran amok in their own prison, a harsh and brutal community where only the strong survived.

Then, sixty years later, the Corporation colonised Alabaster and began a survey of Liberty for mining prospects. When they discovered Cage 9 on a large mineral-rich asteroid, their craving for easy resources spurred them to remove the monstrous Nephilim and claim the facility as a base of operations. The Corporation purged the Nephilim like insects with cleansing fire and airborne toxins.

Once inside, the Corporation discovered the true nature and history of Cage 9, its POWs, and, most importantly, the odious experiments with Mechnoid-conversion technology conducted in the secret laboratories hidden on the deepest levels of the prison.

Now the Corporation plays a dangerous game with Cage 9, maintaining a false front on the upper levels: that of an innocent mining facility, low-security prison, and vault for precious and important goods. Meanwhile, they experiment upon disappeared captives and black-bagged political prisoners in its dark bowels, hoping to yield potent military technology, priceless on the black market. This secret is kept so dear that security operations on Cage 9 are conducted strictly by Corporation contractors, forgoing usual Legion mercenary protection.

Terrifying whispers about the dread contents of the lower levels could unsettle even the hardest Legion veteran. Below are so-called "black cells" where the Corporation's most reviled opponents, disappeared dissidents, and unfortunates who find out too much about the Board's top secret operations are doomed to live out the rest of their miserable lives. Deeper down, in the inner reaches of the asteroid, lay the secret laboratories which hold the first strides in the deviant art and science of creating the cybernetic monsters that still haunt Haven's fringes – the Mechnoids.

## Adventure Hooks

### Incarcerated

Any PCs running afoul of the Corporation – especially if their actions upset a member of the Board of Management, or if they uncover hard evidence of unsavoury business practices that the Corporation would rather remain undisclosed – may find themselves unwilling occupants of the dreaded black cells in Cage 9's deepest, darkest levels. Worse, they might be slated for transformation into Mechnoid-like abominations using the secret laboratories at the very bottom of the complex, the unwholesome crucible where men and women are re-made into nightmares.

### Saving Sera Hex

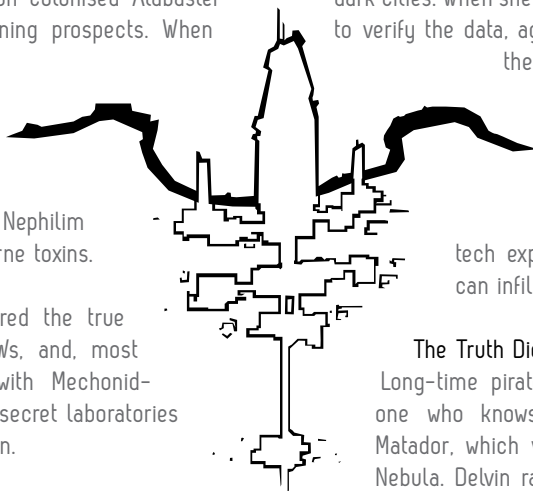
A Kaltoran explorer and researcher, named Sera Hex, uncovered the true history of Cage 9 in an ancient data cache recovered during the reclamation effort of one of Kadash's many ancient dark cities. When she approached her contacts in the Corporation to verify the data, agents abducted her and shipped her off to the prison. Sera wallows in the lower levels of Cage 9, detained by her captors, but she managed to get a coded distress call out to a friend. Sera is destined to become fodder for the gruelling slaughter-mill of the continuing Mechnoid tech experiments, unless a band of brave heroes can infiltrate Cage 9 and break her out.

### The Truth Dies with Delvin

Long-time pirate and smuggler Delvin Krios is the only one who knows the location of the lost Legion ship Matador, which vanished on a secret mission in the Halo Nebula. Delvin ran afoul of the Corporation and ended up incarcerated on Cage 9. Anyone who wants to pry his secrets from him will have to bust him out... or commit a crime and get thrown in there with him. Unfortunately for whoever seeks out Delvin, getting tossed in Cage 9 was all part of the notorious smuggler's plan. He knows about the secret lower levels and plans to gain access from within and plunder whatever priceless tech he can get his grubby smuggler's hands on. Anyone who wants to know the fate of the Matador will have to aid him in this suicidal endeavour.

### Exposing Cage 9

A Galactic Jester named Samantha Killion has inside information on the terrible crimes that the Corporation commits daily in the lower levels of Cage 9, and she hopes to bring the corrupt entities behind the facility to their knees by exposing them to Haven on wide-band frequencies. Samantha needs a crack team of operatives to infiltrate the facility, record evidence of the Mechnoid experiments going on in the lower levels, and rescue a few Galactic Jesters taken captive in a recent raid. If the PCs agree, she supplies them with a stolen Corporation freighter programmed with landing and cargo bay protocols for Cage 9.





## Locke's Labyrinth & Minos Station

Remnants of the X'ion War are scattered about the Haven system, reminding its survivors and their descendants of how close they all stumbled towards total annihilation. From the debris fields surrounding Eden to the hundreds of dead-in-space derelicts floating between planets and scraping along asteroid belts, most of these relics persist as unofficial memorials to the countless billions lost in the folly of war.

Perhaps the most perilous memento left behind by the Great War is Locke's Labyrinth – a massive minefield floating across the outskirts of the Monopoly Belt, within sensor range of Mishpacha. Even a hundred years after its deployment, the minefield is a severe threat to all traffic, forcing vessels to plot long and arduous courses around its nebulous, ever-changing borders.

Locke's Labyrinth, also called Locke's Minefield, takes its name from the Kaltoran mastermind behind the defensive perimeter. Locke deployed the minefield as a brilliant counter to a Nephilim gambit to take Mishpacha for their inscrutable master. Near the outset of the war, X'ion commanded several fleets of Nephilim to wend their way through Monopoly and approach Mishpacha from the cover of the asteroid belt. Many brave Kaltoran spies perished bringing this intelligence to Locke, who countered the stratagem by laying the largest interplanetary mine field in history. The Labyrinth blew the Nephilim advance force to dust and halted a full-scale invasion of Mishpacha for another year.

Today, the minefield still poses a terrible threat, but perhaps even more lethal than the minefield is the scorpion's nest of pirates hiding within its explosive embrace.

Minos Station, lying at the centre of Locke's Minefield, constitutes the single largest pirate base in the Haven system, housing hundreds of buccaneers, freebooters, and other villainous scum. It is a free station, loosely regulated by a code of conduct, enforced by whatever wretched psychopath currently claims its Crooked Throne.

The first Pirate King of Minos was a crazed hijacker and profiteer named Char Minos, a renegade Legion commander turned pirate, who led a pursuing Legion fleet to its doom on a wild chase through Locke's Labyrinth fifteen years ago. The legend of Minos's daring escapade purports he singlehandedly dodged thousands of mines to reach the heart of the minefield, leaving his pursuers blasted to dead-hulks and derelicts in his wake.

Char and his resourceful crew then salvaged tons of wreckage and cargo, along with hundreds of weapon turrets, from the ruined fleet, patching them together in a terrifying abomination of a station, bristling with laser ports, missile systems, and other potent defences. Thus this deadly nest of vipers came into being. Now,

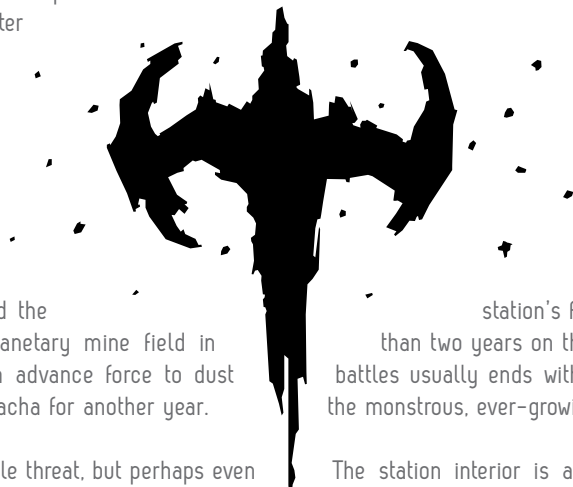
it strikes at trade convoys from behind an impenetrable minefield before vanishing into the Labyrinth once more before, all too quickly for military vessels to retaliate.

For the two decades since the founding of Minos Station, the secrets of navigating the minefield have been passed on from pirate to pirate – a feat requiring a fast, manoeuvrable ship and clutch pilot with a steady hand and lightning reflexes.

The motion- and heat-sensing mines of Locke's Labyrinth number in the tens of millions. To ensure the minefield's integrity, mines that cluster too close tend to spread away from single targets, ensuring that no one ship can eat up large numbers of mines. Additionally, amongst the millions of mines, more than 200,000 drones patrol tirelessly, replenishing expended munitions with freshly synthesised replacements. Anyone able to make it to the station in one piece is welcomed as "our free and piratical brethren", though they are to abide by Minos's strange code of conduct.

The rule of law is fragile on Minos, and its history is fraught with terrible conflicts, uprisings, and usurpations. Just months after Minos was completed, one of Char's lieutenants killed him, and since the station's founding no Pirate King has lasted longer than two years on the Crooked Throne. Each of these heated battles usually ends with a few more broken ships absorbed by the monstrous, ever-growing bric-a-brac of Minos.

The station interior is a muddled rat's nest of soldered hulls, compartments, and maintenance tunnels repurposed as corridors, space-walks, and bridges between the many wrecks that compose the



Captain Regos: "Why didn't you wake me before you plotted course? I would have commanded you to steer clear of this sector entirely!"

Navigator Kelvin: "Relax, Captain. I think I can plot a fairly simple course around the minefield and avoid a few asteroids. This will shave two days off our voyage."

Captain Regos: "You idiot! It's not the mines I'm worried about..."

Voice Breaking In On Comm: "Freighter Tylos, power down your engines, and prepare to be boarded. If you cooperate, we will only kill half your crew. Try to run, and everyone dies... slowly."



station's sprawling expanse. To prevent cataclysmic decompression, the ever-expanding outer shell of the station is coated in Synth Steel support structures. At the centre of it all, the observation deck of a Legion capital ship juts at an odd angle from the station's superstructure – this hollowed out hull is retrofitted as the court of the Pirate King, commonly referred to as the Crooked Throne.

The current Pirate King is a Nephilim Hybrid who calls herself Quietus. She was rumored to be a deadly terrorist on Alabaster 6 before turning her skills and ambitions towards Eternity piracy. She quickly rose to power and prominence on Minos, and currently sits on the Crooked Throne, peering out her solarium at a million chromed mines glittering in Esh's light, plotting her next move against Haven's vulnerable shipping lanes.

## Adventure Hooks

### Auditioning for Alexi Vade

A powerful fixer for the Corporation, Alexi Vade is interested in taking the PCs on as go-to freelancers for particularly lucrative and daring missions. However, he won't work with amateurs, and demands they prove themselves in a test of daring and skill. If the PCs can navigate the Labyrinth and its many dangers, reach Minos Station, and reclaim one of Alexi's lost shipments from the buccaneers who hijacked it, then they'll earn a place at the top of his payroll.

### Hunting the Killjoy

A deadly pirate known only as Killjoy plagues the shipping lanes around Mishpacha. Known for his ruthlessness, high body count, and utter lack of decency, Killjoy has committed many atrocities beyond simple piracy. Recently he waylaid a ship belonging to the scion of a powerful Kaltoran tribe named Jarvin Twist. Killjoy massacred everyone onboard, and broadcast a live-feed of the bloody deed across Haven space. The Kaltorans have offered a hefty bounty on this murderous pirate and his crew, but Killjoy has fled to Minos Station for protection. Any PCs brave enough to hunt him down must seek him in this sinister den of pirates.

### Claim the Crooked Throne

Any PCs whose activities lean towards the piratical may find themselves in need of connections, supplies, and a good place to go to ground when the hot lasers of the authorities blast too close for comfort. Minos Station may prove a particularly useful port of call if they can navigate the deadly minefield around it, and as they gain in power they may even seek the poisoned chalice of the Pirate Kingship of Minos for themselves.



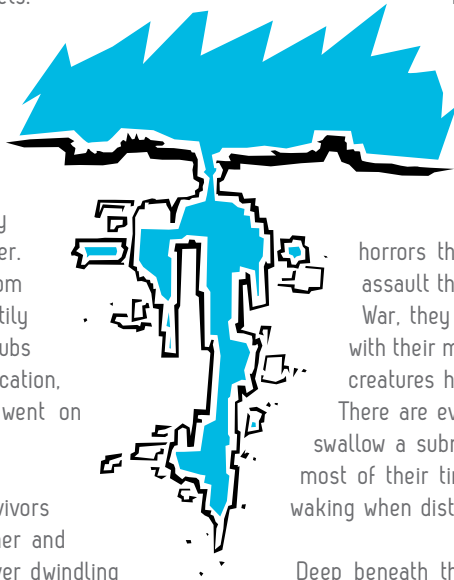
## New Eden

Kadash has seen more than its share of tragedy. Nowhere is this tragedy better exemplified than New Eden. Originally built as a symbol, the subterranean city of New Eden was a beacon of hope showing that the Kaltorans could recover from the wounds of the Great X'ion War. This hope, like so many others, was quashed. The Electro-Gravity domes failed, and Kadash saw its greatest hub swallowed by the endless turbulence of the All-Sea. Now, beneath the raging waters of the sea, the once-great crystalline city is a watery mausoleum containing much of the Kaltorans' past.

New Eden was designed with a series of Electro-Gravity domes surrounding a massive dome, the nerve centre of the city. Each dome was a neighbourhood and miniature city unto itself. Leading from one dome to another were pressurized tunnels large enough to move trade goods between. As the population expanded, so too did the number of tunnels and domes, turning the city into a vast undersea labyrinth of pressurized pockets.

When the All-Sea reclaimed its territory, tens of thousands were killed within seconds. Countless more died in the coming weeks from starvation and violence as the trapped inhabitants fought over dwindling resources. The failure of the domes cut many of the pressurized pods off from one another. Many of the connecting tunnels collapsed from the weight of the sea, while others were hastily sealed. The power systems failed and left the hubs with only life support. With limited communication, for months the other pit cities of Kadash went on without knowing of the tragedy.

It took very little time for the trapped survivors to become desperate. Families banded together and waged war against their former neighbours over dwindling resources and limited inhabitable space. A wave of savagery, matching the rolling sea outside, washed through what remained of New Eden. Madness and violence became the new way of life for its citizens, and has remained so for the past eighty years.



"I am sure there are plenty of amazing things down there. That doesn't matter, though. No one in their right mind is gonna go get 'em."

- Morpheus Macedonicus, Legion explorer.

Countless lost technologies and Kaltoran holy relics lie beneath the crushing water of the All-Sea. While expeditions into the watery depths of New Eden have been launched in the past, the ruin's inhabitants have made any recovery impossible. The Dark Tribes wander the sealed halls and flooded tunnels of New Eden, murdering and devouring any they encounter. The tribes still haunting the flooded city are irrevocably insane as their genetic memories will never allow them to forget the terror of days past. Their struggle survival in the depths has caused them to see other life as a resource. The Dark Tribes have no way out.

Worse still are the ancient aquatic Nephilim horrors that drift through the flooded domes. Created to assault the planet itself during the final years of the Great War, they thrive in the cold deep of the All-Sea. Contact with their masters has been cut off for so long that the deep creatures have become feral, little better than wild beasts. There are even rumours of Nephilim beasts large enough to swallow a submersible whole. These massive creatures spend most of their time asleep, waiting for their master's call, only waking when disturbed or when they are ready to feed.

Deep beneath the sea, New Eden awaits those brave or crazy enough to venture into it. It is dark and eerily quiet. The only sounds to be heard are the occasional hum of ancient life support systems and the constant dripping of water. If one listens closely enough they can occasionally hear soft footfalls. This is usually a good reason to run.

"I had the misfortune of doing some salvaging in New Eden once. I quit the job as soon as I got home. It is a dark and brine-soaked ruin. I am sure it was pretty nice in its day, but now the whole thing is a wreck. The whole damn city shakes when the water is turbulent, which is all the time.

There are no lights to speak of, and the air is constantly damp and salty. Make sure your lights are charged and you bring spare batteries. I made that mistake, and stumbled

around for hours in the blackness. I suppose I was lucky. The rest of the crew met the natives.

If there is a scale for how crazy a local people are, these freaks would be at the top. I've dealt with the Dark Tribes before. They can be crazy enough, but worst-case scenario is they only want to eat you..."

- Former salvager.

## Adventure Idea: Rescue Mission

A CorpSafe Corporation ship was severely damaged by Kaltoran pirates over Kadash. The majority of the crew made it off the ship in escape pods, but one pod, containing a low-ranking Corporate executive, crashed down near New Eden. Its beacon was deactivated, and the crew's last communication was that something was trying to enter the escape pod from the outside.

The pod was found empty, but locators place the crew somewhere in New Eden. CorpSafe is offering a substantial reward for the information the crew carried, and a slightly lower reward for the executive himself.

### Getting Down

The PCs will require a submersible to enter New Eden, most likely a Kaltoran spacecraft: either their own or an expensive guide that will need to be convinced.

### Crazed Inhabitants

The PCs will inevitably be stalked by some of the Dark Tribesmen of New Eden. If the PCs split up, the hunters will attack the smaller or less dangerous group, preferably in complete darkness. The hunters will retreat if they start to lose a fight. Defeated PCs will be dragged off to be devoured.

### Lost in Transit

There are no current maps of New Eden, and the constant flux of the All-Sea makes scans unreliable. The PCs must navigate their way from one submerged building to another. If they don't have a submersible, they'll have to take a swim. Aquatic Nephilim attack the PCs within moments. They will be forced to fight as they swim between hubs or retreat and find another route.

### Gimme Shelter

The PCs find the missing CorpSafe crew taking refuge in an abandoned, and partially flooded, hospital. A Legion soldier, Hephaestus, has been guarding the crew from the predations of the natives but cannot cover a retreat alone. They won't trust the PCs upon meeting them due to their traumatic experiences in New Eden. They must be convinced that the PCs are there to help before they agree to leave.

### Marathon

The PCs, with the rescued crew in tow, must make a mad dash for the surface. This will involve a series of on-the-move battles with pursuing Tribesmen while running a crumbling underwater obstacle course. If the PCs manage to get the crew out, their reward awaits.







## Perditas Thesaurum

Two decades past, the Legion deep observatory station Ocularum first glimpsed a dark rogue planet emerge from the edge of the Black Reach Nebula. A wizened Legion watchman named Kaldoras noted it as DRP-047, an alphanumerical for free-drifting rogue planetoids, and nearly ignored the wandering star-scorned world. But something about the planetoid nagged at Kaldoras's mind, and when he took a closer look he observed the planetoid was entirely metallic, artificial, and crafted by intelligent design – possibly human. Even more ominous, he calculated its path based on speed and heading and found its course aimed at the heart of the Haven system, destined for a near-miss with Esh itself.

Kaldoras immediately informed the Legion Auxilia High Command of his dread discovery. Scouting vessels and probes were dispatched with great haste, revealing a wonder beyond any existing technology: an ancient planetoid-sized space station roughly equal in mass and shape to a large moon, crafted by some unknown genius in an age before the first Archon drew breath. The strange, wayward metal world was named Perditas Thesaurum, and it has drawn the eyes of every race in the Haven system since.

Perditas Thesaurum lumbers on, still thousands of years away from the Haven system, but stubbornly bent on its course, aimed at the civilized centre of the sector. Dozens of theories purport to explain the gargantuan device's origin, purpose, and contents, but few hard facts confirm or disabuse any of them.

As to the origin of Perditas Thesaurum, the most common theories all involve humanity. One often-voiced and firm belief suggests the rogue planetoid represents the pinnacle of human technology – a clockwork robotic world, gently meandering the gravity streams of the universe for thousands of years. Some wild theories suggest a living human society thrives inside the metal world, forever shielded from the vicissitudes of the galaxy and cold cruelties of space. Most serious researchers dismiss such claims as ridiculous fairy tales, and hold it more likely that Perditas Thesaurum is an eternal tomb of sorts or perhaps a time capsule. Perhaps it contains the comingled ashes of a thousand generations, or perhaps funerary relics, cultural icons, and data caches containing the entirety of human history, civilisation, and art. Most agree the cavernous subterranean levels of Perditas Thesaurum must contain untold riches of ancient tech and cultural artefacts.

Other, more sinister theories attract their own followings as well. Many believe the rogue planet's course – set at the heart of Haven – is no accident. More than a few apocalyptic cults spring from the mystery of Perditas Thesaurum, claiming the colossal machine is a doomsday device set in motion millennia ago by bored human masters who decided to end their "Archon experiment" at a set future date.

Other cults, even more bizarre, believe the humans possessed the divine power of foresight, harnessing

"What dark dreams of humankind churn on within the depths of this arcane metal world? Some are afraid we'll never know. Me? I'm terrified we'll find out all too soon."

- Adam Synch, Kaltoran explorer.

energies beyond Archon or X'ion ken to peer far into the future. These cultists believe the humans prognosticated the X'ion War millennia before it transpired and constructed Perditas Thesaurum thousands of years ago to punish their creations for their pride and petty acts of slaughter and destruction.

Perhaps even more aberrant are the theories that Perditas Thesaurum is or was alive. Some authorities claim the metal world is a human-crafted robot titan, a living automated warrior capable of decimating entire star systems with ease. Some believe this titan slumbers but shall be awakened as more and more radio waves reflect off its surface as it approaches the Haven system, and its rage at being roused from torpor shall be devastating. Others believe the titan perished long ago, its internal mechanics giving out under the strain of eternity.

So far, though, none of these theories are based on any hard data. Preliminary studies of the surface reveal little. Surveys show no means of ingress or exit, no superstructures of note - mostly just the smooth surface of a perfect (but damaged) sphere, occasionally broken by radiant Ley Line-like lighted panels, which sometimes flicker to life and emit strange patterns before darkening again for months. The world is a closed system: no vents or environmental exhausts of any kind are apparent.

The only irregularities of note are damaged sections, obviously the result of potent weaponry and asteroid strikes. Some stretches of Perditas Thesaurum are pock-marked with blaster fire. Traces of potent energy still emanate on these scarred regions, suggesting bombardment by weaponry far exceeding any current technology. However, even these weapons of tremendous power left only shallow craters and cosmetic scratches on the surface of this impregnable artificial planetoid. Kaltoran structural engineers and Legion munitions experts postulate Perditas could easily survive an impact with a planet, or perhaps even weather the tremendous energies of a supernova, one of the most destructive forces the universe is capable of conjuring.

While the planetoid merely treads across the galaxy in an inexorable approach toward Haven, disturbing phenomena occasionally manifest around and within the planet - strange echoes of radio signals long past, unexplained bursts of Ley Energy, and alterations of navigation systems in nearby ships.

## Adventure Hooks

### Missing Field Research Team

A Kaltoran team of top scientists detailed to the state-of-the-art exploration vessel Ark Omega arrived at the distant Perditas Thesaurum two weeks ago, and yesterday their communications went dead. A Kaltoran science guild is offering steep rewards for any news of their status, and even steeper rewards for the rescue of this missing brain trust. Some of the brightest minds of this generation hang in the balance.

### Samples of the Surface

A rogue Corporation scientist is desperate for a team of foolhardy adventurers who are willing to brave the many forces interested in Perditas Thesaurum. Their mission: take samples from the damaged region of the planetoid's surface, and take numerous readings of the energies surrounding the strange metal world.

### Defend the Quest for Discovery

A highly credentialed multi-planetary group of Haven's most impressive archaeologists, exo-biologists, stellar cartographers, and other experts are organised into Project Hyperion, a mission to colonise the surface of Perditas Thesaurum and begin a two-year study of the alien planet-station. The planetoid has attracted the attention of several factions and powers in the sector, and the archaeologists fear molestation while pursuing the truth. They hire the PCs to defend them on their journey and guard them as they begin preliminary exploration of Perditas Thesaurum.

### Mechonid Colonisation

On the far side of Perditas Thesaurum, a dread gathering of Mechonid Prophets and their Disciples has begun to colonise the metal planetoid. Efforts to breach the artefact's surface are well underway, and several intelligent personages of note would rather the Mechonids' incursion ceased and the Mechonids eliminated with extreme prejudice. The PCs are charged with this formidable task.

### Blink Forward

Without warning, Perditas Thesaurum has opened a jump gate and moved directly for the Haven system. This alarming change of events has caused a stir, and everyone wants answers. Numerous scouting and analytical expeditions are being funded. A call has gone out to any ships willing to travel to Perditas Thesaurum to discover what has caused this sudden jump, and stop it.





## The Var System

The Archons meant for Var to be the cradle of a new chosen race, handcrafted from the genetic pools and laboratories once located on Auger. When they beheld their Vargarti children, they quickly found them wanting. The Vargarti's lack of any genetic advantage, crude intellects, and wan visages inspired only melancholy in their creators. The Archons turned from their newborn race, leaving them in the care of their more-capable creations: the Ursai, a mammalian race – canny, hulking, and fur-covered – suited as builders. Under the guidance of the Archons, the Ursai decided the Vargarti were best off without access to advanced technology or travel.

Thus began the Internment. The Ursai turned Varsphere into a penal planet, corralling the Vargarti on to a single continent where their meagre existence could bear no significance among the inhabitants of the galaxy.

When the Great War came, the Ursai were slaughtered to the last, their very DNA eradicated by X'ion's carefully engineered virus and Nephilim hordes. The Vargarti, however, were overlooked, and thus their meaningless existence formed the beginnings of the Corporate empire feared and respected across the Habrixis Sector today.

Now Var sits at the edge of the sector, twenty-two days of Jump travel from Haven. This backwater is now infested with cultists, pirates, and much of the wastrel trash of the galaxy – a den of criminality, and a lawless system mostly uncombed by civilized peoples.

### Auger

Once, in the mythic age of humanity, Auger was a planet of dreams, where men played god and conjured the Archons from genetic alchemy beyond any living intellect today. Auger was the eye of the future, gazing into genetic possibility and wringing a hopeful legacy for the then-failing human race from the double helix.

This world of super-science once boasted floating citadels among the clouds and spired cities of striking glory. For a time, after the last human had wilted to dust, the Archons made Auger their home. There, they gave birth to the Vargarti in the same laboratories which served as mother and cradle to their own race.

Forlorn by the failure of their children, the Archons took to the stars once more and left the floundering Vargarti behind. Auger fell to ruin: its great lightning cylinders ceased to spin; its floating crystalline cities crashed in an apocalyptic rain of marble, steel, and glass.

When X'ion's hordes reached Auger, out of fury against its creators the betrayer avowed to destroy the Archons' birthplace. X'ion commanded a bombardment of unrivaled scale – its orders: "Reduce even the dust to dust." A dedicated fleet of Nephilim continuously pounded Auger with munitions for years, releasing probes full of mountain-sundering explosive, which burrowed deep below the planet's crust and found its tectonic frailties. These "earth-breakers" eventually cracked Auger. This cataclysm consumed the Nephilim

"Go home? Your ignorance astounds me. There is nothing for us there. Var is a broken shell, the husk of a cocoon. We were born there as Vargarti, and we emerged as the Corporation – a beautiful, if hungry, butterfly. That chrysalis from whence we came is a dead place, full of monsters and swarming with madmen and pirates. It is the great arse of the sector, collecting the scum and genetic trash unfit to populate Haven. It is a system with no future, inhabited by dead men. Var was our prison once, maybe – but never our home."

– Desmond Gold,  
Spokesperson for the Board of Management.

fleet as well, ending their long symphony of bombardments in one star-shaking crescendo.

Little evidence that Auger ever held the cradle of galactic civilisation remains – only a broken, dead world, more debris field than planet.

### Varsphere

The Varsphere, once prison to the entire Vargarti race, is now a poison-blanketed hellscape of nightmarish monsters and nomadic settlements of outcasts.

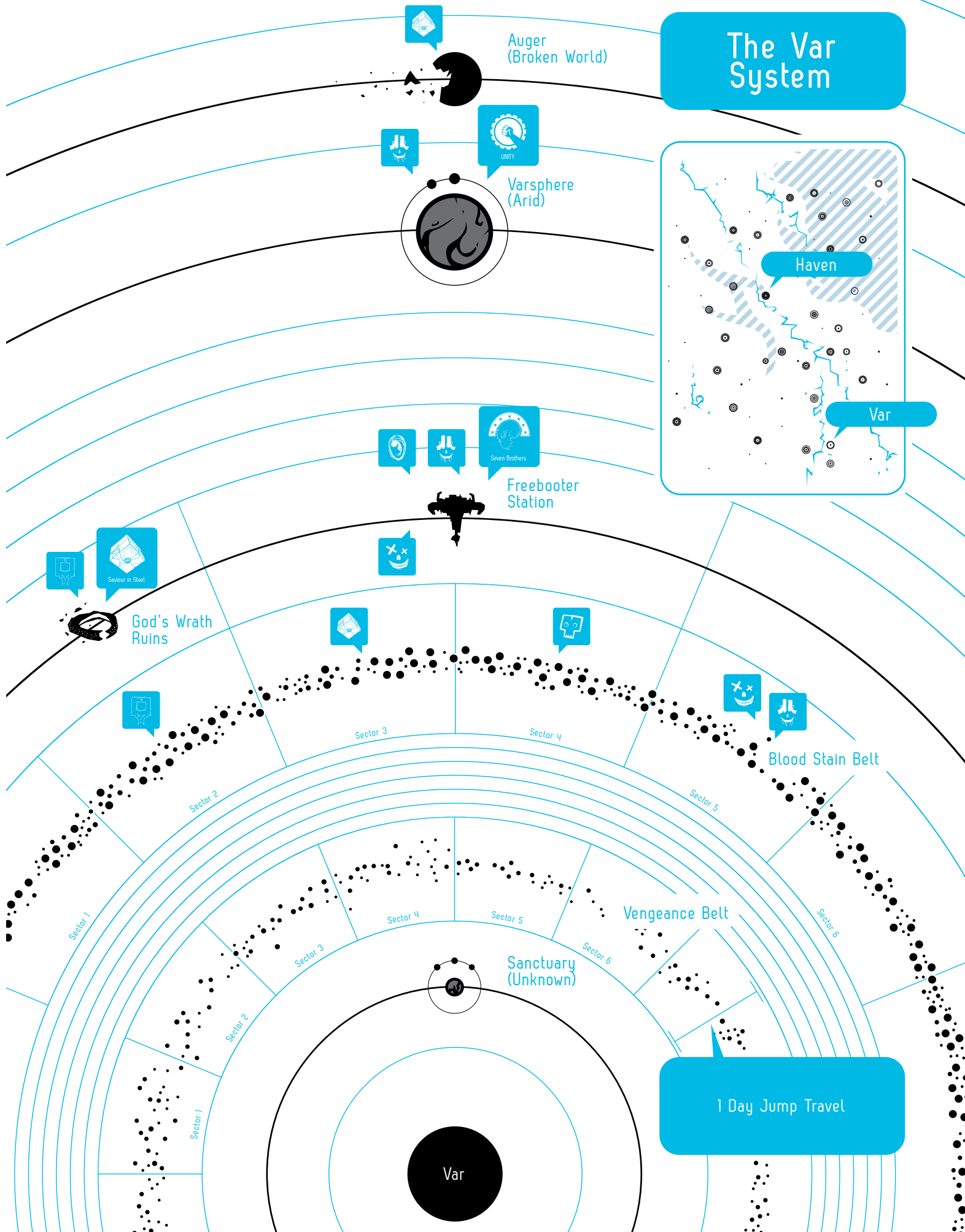
At the outset of the Great War, the first ground incursions by Nephilim met tough opposition from the Ursai armies. To rid the world of these formidable garrisons, X'ion unleashed its first genetic virus of dread efficacy, proving fatal in every case. So insignificant were the Vargarti that the virus was not tailored to affect them in the least. The virus did however mutate and drive mad several hosts of Nephilim warriors left behind on the surface, whose monstrous offspring prowl the Varsphere to this day.

The principal continent of Tarteri, once the only earth held by the Vargarti, is now a wasteland prowled by these terrifying Feral Nephilim. Some are rumoured to be mutated into towering juggernauts, dwarfing shuttlecraft with their horrifying bulk.

Tarteri's inhospitable environs have attracted the secretive Integrated Circuits Company and the ever-growing UNITY movement, serving as a redoubt far from their many enemies in the Corporation, with no irony lost on their collective intelligence that the prison of the Vargarti is now their home base.

Members of the Embrace family have made inroads into the Varsphere in the past few years as well, though no one knows their interest in this sickly world. Rumours fly that the vicious Embrace are working alongside UNITY in some scheme against Corporate enemies.

# The Var System



More fearful rumblings warn that UNITY's collective intelligence has assimilated members of the Embrace family, and that the beast that rages in these mad Kaltorans' genetic memories now surges through the hive mind of UNITY – to what dire consequence, no one can conceive.

## Freebooter Station

This great sprawling pirate station was once a mobile military outpost of the Ursai. Its arcane engines exhausted centuries ago, the station was a titanic husk when the Seven Brothers claimed it. Now, Freebooter Station, as they call her, is the single largest pirate outpost in the known galaxy, dwarfing even the sprawling derelict-stitched graveyard of Minos Station in Haven.

The Seven Brothers rule Freebooter with an iron fist, but the station is home to innumerable pirate gangs, cultists, and all manner of pariahs. The most powerful groups to call Freebooter home are the Jeru-Mandin tribe, the Embrace family, and the Galactic Jesters.

The Jeru-Mandin serve as the eyes and ears of the Seven Brothers, reporting to Imaginifer on all activities, visitors, and threats to the station. This symbiotic relationship is predicated on one point: the Brothers grant Jeru-Mandin the right to press any psionically active visitor on Freebooter into their service.

Freebooter serves as one of the Galactic Jesters' central broadcasting station. From here, Anat plans her programming, launches campaigns of terror against the Corporation, and floods the airwaves with her sick and depraved homicidal "pranks". The Brothers find Anat's antics useful, and allow the Jesters to remain aboard Freebooter in exchange for their expertise in telecommunications and electronic warfare. The Seven Brothers' raiding fleets always possess jamming technology of astounding power and efficacy, cutting off their prey from any chance for aid or rescue. The Jesters also maintain several listening posts for the Brothers, funnelling tactical fleet movements to the pirates, as well as news of potentially lucrative convoys.

The Embrace family's tenure on Freebooter is the shortest and most unstable. While they are currently at peace with the Seven, Embracers have clashed with the Brothers in the past, and on more than one occasion all-out war has raged across the station. Currently, the Embrace family's leader on Freebooter is a savage huntress named Katrin, and this stint of unsteady peace is attributed largely to her casual relationship with Centuri. Their pre-coital brawls and lovemaking are equally violent and disturbing, but serve to keep these two deadly bands of pirates from each other's throats for the time being.

## God's Wrath Ruins

Long before the Great War began, a colossal Archon warship named God's Wrath engaged a rebel band of Ursai on the edge of Var space. Moments into the battle, God's Wrath detonated, consuming the rebel Ursai ships in shockwaves and plasma.

To this day, the cause of the ship's destruction remains shrouded

in mystery. Some believe the explosion was an accident, others suppose a terrorist attack, and others still believe the Archon commander of God's Wrath sacrificed her vessel to ensure no Ursai rebel escaped the engagement alive.

Stranger stories, gleaned from radio echoes dating back to the time of the disaster, hint that one of the last remaining humans was aboard God's Wrath, and that the ship's destruction was their will – and final act. Still-stranger fragments of data claim that Mechonid-like beings teleported aboard the ship and caused the internal explosion, though the doom of God's Wrath predates the creation of the Mechonids by close to a thousand years.

The flurry of strangeness and myth surrounding this ancient wreckage draws the interest of several factions. The God's Wrath Ruins, a massive field over 600 miles wide, contains the wreckage of hundreds of Ursai vessels as well as the warship itself. Currently, the Black Key cult wages a constant war against the Seekers of the Saviour in Steel, each questing for any truth to the bizarre claims of human remnants or Mechonid involvement. Neither side has yet claimed any relics of note, but neither intends to surrender this sacred site to the other.

## Blood Stain Belt

This odd belt contains a high number of mineral-rich asteroids. The searing radiance of nearby Var burns minerals from these asteroids as they spin in the star's gravitonic grip, and many of these smouldering rocks trail a blood-red haze of oxidizing elements. This space-fog makes the belt into a treacherous badlands of concealed asteroids and hazards, through which speedy or efficient navigation is nigh impossible.

This cosmic shroud provides the perfect cover for renegades and criminals seeking a place to lie low, and pirates maintain hidden bases among the crimson smear of the Blood Stain Belt.

Most notably, the Exodus Echelon roams the belt with regularity, and while they scorn a home of any kind, they do maintain supply caches, back-up fleets, and fuel repositories, all well concealed by the miasma of Blood Stain.

To ensure their signal is never stopped, the Galactic Jesters also make use of the belt, secreting several backup broadcast stations and relay posts within. The Embrace family maintains a presence alongside the Jesters in Blood Stain. Avid viewers of the Jesters, the Embrace enthusiastically carry out many of the Royal Court's insane directives, and protect the Jesters from other pirates and renegades prowling the belt.

All manner of dark cultists, spurned by the sane denizens of the sector, find Blood Stain a most convenient base of operations. The Black Key cult and the Seekers of the Saviour in Steel perch amongst the asteroids here as well. These villainous madmen and women often slaughter one another in "holy" wars stretching much of the belt's expanse.

## Vengeance Belt

This isolated, sparse belt of asteroids lies at the doorstep of Var. Hundreds of asteroids from Vengeance plummet into the sun daily, and astronomers suggest the entire belt will be consumed within a few millennia.

Not many bother to fly so close to Var, and few have any real use for Vengeance as a locale. That said, during the Great War the Ursai pulled back to Vengeance as a last bastion against the invading Nephilim hordes. Cut off from the Archons, they watched in futile rage as their creators and masters fled to Haven to pitch their lot with the Kaltorans against X'ion's forces.

Rumour has it that, hiding amongst Vengeance for years, the last of the Ursai constructed a weapon of incredible power on a secret station called Icarus. Most assume Icarus plummeted into the fiery embrace of the sun long ago, but a few die-hard adventurers and treasure-seekers still hunt for the final Ursai station among the lonely doomed asteroids of Vengeance.

## Sanctuary

Sanctuary and her three moons remain a perplexing mystery and the source of many myths. Her tight orbit hugs Var closely, and by all reason Sanctuary should be a hell-world of magma, ash, and roaring conflagrations. However, the scant few images of Sanctuary captured by probes moments before their incineration seem to show a verdant wonderland of green continents and azure seas, capped by icy poles. This seemingly untouched landscape shows no sign of civilisation – no structures, energy fields, or population of any kind.

Stranger still, her moons should have slipped Sanctuary's orbit long ago and fallen to Var's fiery vicissitudes. Instead, the triad maintains an oddly equidistant orbit around Sanctuary – some gravitational anomaly, or perhaps something more artificial, keeps the cadence of their solemn, eternal march about this paradise world. Some claim the moons are no moons at all, but rather feats of terraforming tech beyond any ken, maintaining an impossibly perfect climate around Sanctuary and shielding this angelic world from the scorching rays of nearby Var.

Missions to Sanctuary always end in disaster or silence. Most ships braving this trek are devoured by solar storms or plasma bursts, or otherwise shaken to pieces by gravitational anomalies strong enough to shatter worlds. The rare few vessels to safely chart a course into Sanctuary's orbit are never heard from again, and no probe can verify their presence on the planet.











# Creating NPCs

"There are horrors in the galaxy, Simons, far beyond those we understand. We know the Mechonids are out there hunting us. We know they are deadly and seek to eradicate life. We have seen what happens to the Nephilim who go feral, who fight with all abandon, little more than living weapons. We have seen these things and we know them. They are terrible, yes. But how terrible can the known be? What I worry about is the unknown. What ancient horrors exist in this galaxy? Or even this system, or this very planet? We don't know. We can't even imagine. I've fought a long time. A... very... long time. And I have done our race proud. But I have seen things, Simons. Things that would leave you in the corner, paralysed in tears. I've seen what happens when normal people stand up against these horrors. It doesn't end will.

I can't do it anymore. I can't walk down another dark corridor or descend into another crumbling ruin.

Have you heard of the Tre'-Bach, Simons? Of course you haven't. I barely escaped with my life, and I'm the only one. Our daughter... We faced one of them down and... I can't even bear to remember.

Do you see why it has to be this way? I can't do it anymore. I can't walk down another dark corridor or descend into another crumbling ruin. Do you see why it has to be this way? I cannot live with the things I have seen. I'm sorry for leaving this recording, for not telling you in person. I just can't go on any more. You'll have to go on without me. I know you can do it, you're strong. But I can't live with the things I've seen... I can't live without our little girl."

## Race (Must Select 1)

NPC Race	Requirements	Benefits
Beast	NPC Max Int 3	You count as having the Nephilim Race for Trait Requirements. Any of your Weapons may gain the Keywords: Bio Tech and Natural. You are able to function in a specific hostile environment. -1 Load, all Weapons
Droid	NPC	You are a Robot. -2 Draw, all Weapons All Weapons gain Keyword: Natural. Lock On +2, all Weapons.
Mechonid	NPC	You are a Robot. -2 Draw, all Weapons All Weapons gain Keyword: Natural. At the start of your Turn, deal 2 (5 if you are a Nemesis NPC) radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Mutant Plant	NPC Max Mov 3	You are a Plant. +4 Defence vs Psionics. You count as having the Nephilim Race for Trait Requirements. -2 Draw, all Weapons All Weapons gain Keyword: Bio Tech and Natural. +1 End Dmg, all Weapons.
NPC Nephilim	NPC	+1 Hit, Exotic. +1 Recovery. +2 End Dmg, all Weapons. Gain Language: High X'ion or Primal X'ion.

## Henchmen Traits

Traits	Requirements	Benefits	Disadvantages
Amass	Henchmen NPC	Strong Hit: <b>Amass</b> (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies).	-2 Defence.
Complex	Henchmen NPC	Gain 2 extra Traits.	-1 Resource. -1 Armour.
Hidden		You start Combats Stealthed and only break this once you attack (or at a GM defined time). +1 End and Crit Dmg during your first Attack in a Combat.	-2 Defence. -2 Movement.
Immobile	Henchmen NPC	You have 0 Movement (this may never be increased). Any Trait that would increase or decrease your Movement: increases or decreases your Defence (up to or down to +/-2).	
Meat Shield	Henchmen NPC	Any time an Ally within 2 (or behind) of one of your Bodies takes Attribute Damage, you may lose a Body and your Ally takes no Attribute Damage from that Attack.	
Rifle Pro	Henchmen NPC	Strong Hit +1, Rifle.	-1 RoF, Rifle.
Targetable Shot	Henchmen NPC	You are an attack of another character (eg: a giant rocket, or a large energy blast)! Once per Turn, during an Allies Combat Order, ONE of your Bodies may enter the Combat Area adjacent to a predefined Ally. You take your Action during this characters Combat Order.  Your Bodies take their Actions separately (not as a group). All Effects and Conditions affect your Bodies separately (not as a group).	You may only Attack in Melee. When you make an Attack, destroy that Body. You may not Attack during the Turn you enter the Combat Area.
Unstoppable		Ignore the first Killed Body you would suffer each Turn.	-2 Movement.
Very Fast		+4 Movement.	-1 Armour.

## Skilled Variations

Variations	Requirements	Benefits	Disadvantages
Big Game Hunter	Skilled NPC	+2 Stealth. Pen 2 min 4, all Weapons.	
Intricate	Skilled NPC	Gain 2 extra Traits.	-5 Endurance.
Specialised	Skilled NPC One 0 Attribute	Your single 0 Attribute is immune to Damage.	
Split	Skilled NPC	When you die a Henchmen groups enters the Combat (and may Attack this Turn). This Henchmen group gains +2 Hit and End Dmg.	Select a Henchmen Group, this Group does not join this Combat until this character dies.
Swarm	Skilled NPC	You grant Heavy Cover or +1 Cover Step to any character that is Attacked through you. Reduce all non Splash or RoF 3+ Attack Damage (after Armour) against you by 2. You may take up 4 spaces (normally 1) and may fit through small spaces.	

## Nemesis Variations

Variations	Requirements	Benefits	Disadvantages
Cunning	Nemesis NPC	You may select two Traits per Attribute (normally 1). Gain 2 extra Traits.	
Desperate	Nemesis NPC	For every point of Attribute Damage you take, gain +4 Hit and +4 End Dmg to all Weapons.	
Doomsday	Min Foc 4 Nemesis NPC	+2 End Dmg, all Weapons. After an Attack hits a Target, you may spend a Fate Point to give this Attack +1 Crit Dmg and any single Keyword (does not Stack).	
Eat	Min Str 4 Nemesis NPC	Grabbing Target does not reduce you Actions per Turn to 1. Strong Hit: <b>Eat</b> (Melee, Hit) All Targets are Grabbed (and you gain the Effect: Grabbing Target). These Targets take 5 Endurance Damage each Turn until they are not Grabbed.	
Eviscerate	Nemesis NPC	All of your Critical Hit Attribute Damage is dealt to Random Attribute 1d3 (normally 1d6). Strong Hit: <b>Eviscerate</b> (Damage, Hit, Not Chemical) If Target takes at least 1 Attribute Damage from this Attack they also gain the Condition: Lost limb.	
Horrifying	Nemesis NPC	+2 End Dmg, all Weapons Any character not Trained in Resolve have Strong Hit -1 applied to all their Attacks against you. Any character without a Resolve Toolbox takes 10 Endurance Damage at the start of any Combat against you.	
Impervious	Nemesis NPC	+30 Endurance. +2 Defence vs Impair.	-2 Defence.
Reoccurring	Min Mov 3 Min Int 3 Nemesis NPC	+2 Hit and End Dmg, all Weapons. +2 Stealth. At any time you may spend a Fate Point to gain +2 Armour and Movement for 2 Turns.	You always attempt to flee before you Die.
Sustained	Max Recovery 5 Nemesis NPC	Gain a free Recovery at the start of each Turn.	

# Traits

Traits	Requirements	Benefits	Disadvantages
Blink	Mechonid NPC	+2 Defence. Once per Turn you may teleport (move) 1d6 spaces (ignoring all Terrain).	
Change Terrain	Skilled or Nemesis NPC	When you perform a Prep Action you may Create a space of Heavy Cover (counts as Difficult Terrain) within 2 of you.	
Death Throes	NPC Max Mov 3	After the Action that would Kill you (or one of your Bodies), you (or that single Body) may immediately perform 1 Action as a Free Action (and then you Die).	-2 End Dmg, all Weapons if you are a Henchmen.
Drain	Skilled or Nemesis NPC	Strong Hit: <b>Drain</b> (Damage, Hit) Target takes 5 End Dmg and you gain 1 Attribute to any Attribute of your choice (may go above your Maximum) until the end of the Combat.	
Experimental Draz	NPC	Strong Hit: <b>Unpredictable Side Effects</b> (Attack, Does not Req Hit) You take 1 Attribute Damage to a random (1d6) Attribute and gain 2 additional Attribute Points to two different and random (2d6) Attributes (may go above your Maximum) until the end of the Combat.	
Grow	NPC	Select a specific, hard to achieve, Event (eg: maintain a Grabbed Effect on a Target for 2 Turns). When this Event is achieved gain +6 Hit, +6 End Dmg and +1 Crit Dmg (all Weapons) for the remainder of the Combat.	-2 Hit and End Dmg, all Weapons.
Inconspicuous	Skilled or Nemesis NPC	You do not appear to be an Enemy until you attack or equip a visible Weapon or an Enemy passes an Awareness Skill Roll of 14 (or greater if the GM wishes). +2 Stealth. Strong Hit +1 during your first Turn of Combat. Hit and End Dmg +4 during a Surprise Round.	-1 Armour. -1 Combat Order.
Infected	NPC Max Foc 2	Strong Hit: <b>Infect</b> (Damage, Hit) At the end of this Combat, Target takes 1 Attribute Damage (no Armour) to a Random (1d6) Attribute (this Damage may be healed by Paramedics). Target gains a Condition (GMs choice) if they do not receive a Paramedics Healing Roll at the end of this Combat (does not Stack).	You have a Condition.
Local Friends	NPC	If you are killed or hurt other NPCs will seek revenge for you. All Allies gain +1 Hit and End Dmg (may only Stack twice).	
Managed Addict	NPC Min Foc 3	You are able to maintain a partially controlled Draz addiction! Reduce all Attribute Damage you receive by 1 to a minimum of 1.	
Massive Strikes	NPC Max Ref 3	Splash +1 OR End Dmg +4, Melee.	All of your Melee Weapons gain the Keyword Slow. -2 Hit Melee.
Only Capture	NPC	All of your Weapons gain the Keyword Blunt. +2 Hit & End Dmg, all Weapons.	You only wish to capture your Opponents. You will try to retreat if you are heavily hurt.
Reinforcements	Skilled NPC	For each Turn you are off the Battle Map gain +2 Hit & End Dmg.	You may only enter the Battle Map and Attack after Turn 1, you may stay off longer.
Remote Hacker	Mechonid NPC	Strong Hit: <b>Hack</b> (Hit, only vs Robot) Choose the Target for the Targets next Attack (must be taken within 1 Turn), no self harm. Once per Turn, as a Free Action, you may perform one Programming Skill Roll as if you had a Toolbox on any Computer within 20 spaces of you.	
Sacrifice	NPC	Adjacent Allies gain +1 Armour and Cover Step.	-1 Armour -1 Cover Step
Terrifying	NPC	+2 End Dmg, all Weapons Any enemy character without a Resolve Toolbox takes 5 Endurance Damage at the start of any Combat against you.	
UNIT Chip (Intelligence Trait)		You have a Computer and Long Range Comms (400+km range) in your head (0 space). Hitting with Analyse Action automatically applies Locked On Effect to your Target. You have a Weight 0 Toolbox for all Everyday Skills (+1, does not Stack). All Ally Drones or characters with a UNITY Chip gain Lock On +1 (Stacks).	UNITY may read your thoughts and control you. You count as a Robot for Strong Hit: <b>Hack</b> . Must selected at character creation or through Surgery. If you are an NPC you gain 1 extra Trait and -1 Resource.
Well Fitted	NPC	+5 Endurance. Gain a single Outfit Variation that Cost +0 or +1. If it Costs +0, gain +5 Endurance.	



## Spacecraft Build (Must Select 1)

Builds	Requirements	Benefits	Disadvantages
Fighter Swarm	NPC	Reduce all non RoF 2+ Attack Damage (after Armour) against you by 2. +1 Weapon Slot. -4 Mount, Fighter. +1 Armour vs Boarding.	-2 Size. -1 Armour. -2 Defence.
Mechonid	NPC	+5 Shields. +1 Armour vs Boarding Parties.	-3 Spacecraft Perks. -1 Maximum Hull, Engines and Crew.
Ursai		While you have shields you may move through extremely hot locations (eg: outer layer of a sun) for an hour. While you have shields reduce all Damage dealt to you by 1 to a minimum of 1. +1 Spacecraft Perk.	-2 Maximum Engines. -2 Defence. -1 Cargo.

## Spacecraft Traits

Traits	Requirements	Benefits	Disadvantages
Command Ship	NPC Min CPU 4	All Allies gain Lock On +6. -1 Mount, Fighter. +5 Shields.	
Cube	Mechonid	Strong Hit: <b>Teleport</b> (Operations, Success) A Locked On Spacecraft gains a Boarded Effect.	
Fighter Shield	NPC	Any time You or an Ally take Attribute Damage and are within 2 of one of your Fighter Bodies, you may Destroy a Ally Fighter Body and you or your Ally takes no Attribute Damage from that Attack.	-2 Defence, Fighter.
Final Throes	NPC	After a System Roll that would Destroy your Spacecraft, you may immediately perform 1 System Roll as a Free Action.	
Grapple System	NPC	If your Spacecraft ends its Movement in the same space as an Opponents Spacecraft, you may alter its Current Velocity to be 2 closer to your Current Velocity. All Weapons deal +2 Shield Damage vs any Spacecraft in an adjacent space.	
Kamikaze	NPC Min Eng 3 Max Crew 2	If your Spacecraft ends its Movement in the same space as an Opponents Spacecraft, you both take 1 Attribute Damage (no Armour) to four random Attributes (4d6). Once per Turn, if one of your Fighters ends its Movement in the same space as an Opponents Spacecraft, that Fighter Body is Destroyed and your Opponent takes 1 Attribute Damage (no Armour) to a random Attribute (1d6).	
Panic	NPC	+5 Shields. Strong Hit: <b>Panic</b> (Any System Roll, Success) Any Opponent character not Trained in Resolve has -1 applied to all System for the remained of the Combat (Stacks).	Your Opponents gain +2 to all Combat Jump System Rolls.
Reoccurring Ship	NPC	+2 Regen. You may gain a free Combat Jump System Roll at the end of each Turn.	You always attempt to flee before you are Destroyed
Ship-to-Ship	NPC	If you end your Movement in the same space as an Opponents Spacecraft, that Opponent gains 2 Boarded Effect and both Spacecraft lose 2 Current Velocity (even to 0). If both Spacecraft are reduced to 0 Velocity, both gain 1 additional Boarded Effect that is only removed once both Spacecraft are no longer adjacent to each other.	
Weapon System	NPC	+1 Weapon Slot.	+5 Influence Cost (in addition to this Traits Cost).

## Example Weapons

A short collection on pre stated NPC Weapons. If you wish to quickly change up a NPC, swap out their weapon for one below.

The NPC +2 Bonus to hit has already been applied.

## Weapons

Small Arms	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Gauss Rifle	+2	3	4	5	2	8	2	2 (+1d6)*	2	Gun, Gauss	3
Jam (1-3), *Strong Hit (5-6) with all RoF 1 Attack Rolls.											
Ion Rifle	+2	3	4	5	4	4	2	1*	2	Gun, Ion	2
Energy, *Strong Hit (5-6) with all RoF 1 Attack Rolls.											
Self-Propelled Shotgun	+4	6	3	3*	5	2	1	2 (+1d6)	3	Gun, Self-Propelled	2
Low Tech, Works in Liquid, *Strong Hit (5-6) vs Targets within first Range Increment.											
Spine Launcher Shotgun	+2	7	2	2*	5	4	0	4 (+3d6)	3	Gun, Spine Launcher	3
Bio Tech, *Strong Hit (5-6) vs Targets within first Range Increment, Modification: Expanded Clip.											
Heavy Arms	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Kinetic Grenade	+2	6	5	1	2	1	1	1	1	Shell, Thrown, Kinetic	1
Splash 2, Low Tech, Small, Slow.											
Shrapnel Grenade		8	4	1	2	1	1	1	1	Shell, Thrown, Shrapnel	1
Splash 3, Low Tech, Small, Slow.											
Gauss Puncture Rifle	+2	4	4	4	3	6	2	2 (+1d6)	3	Gun, Gauss	3
Slow, Jam (1-3), Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10)											
Exotic	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Composite Balanced Weapon	+3*	4*	4	-	-	-	1	1	2**	Melee, Composite	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification).											

## Spacecraft Weapons

Command	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Weapon Type	Cost
Combat Drones	+2	3*Bodies	2	1	-	-	0	Bodies	4	Ordnance, Fighter, Synth Steel Bots	8
Defence: 16, Armour: 1, Movement: 3, Bodies: 4, Front and Side Arc, Lock On +2, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord.											
Operations	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Weapon Type	Cost
Energy Missiles	-2	3	3	-	-	-	0	1	2	Ordnance, Warhead, Energy Charge	5
Defence: 16, Armour: 1, Movement: 6, Bodies: 12, Front Arc (normally Front and Side), Energy, Strong Hit (5-6), after a failed Attack Roll: Destroy this Body.											
Explosive Rockets	-1	5	5	-	-	-	0	1	2	Ordnance, Warhead, Explosive	6
Defence: 16, Armour: 1, Movement: 4, Bodies: 6, Front Arc (normally Front and Side), Strong Hit (5-6)											
Gunnery	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Weapon Type	Cost
Blaster Crack	+3	3	4	Sensors	Inf	3	1	1	2	Battery, Crack	5
Front and Side Arc, Lock On +2, Strong Hit (5-6)											
Toxic Blaster	+2	3	4*	Sensors	Inf	3	1	1	3	Battery, Toxic	7
Front and Side Arc, Lock On +2, Low Tech, Strong Hit (5-6), *When you deal Attribute Damage: Deal 1 additional Crew Attribute Damage (no Armour)											
Bile Burst	+2	5	4	Sen -1	Inf	8	1	2 (+1d6)	2	Battery, Bile	7
Front and Side Arc, Bio Tech, Burn, Lock On +2											

## Dangerous Terrain

While the Fragged Empire combat system is robust and flexible, it does lean towards a particular style of combat.

That is, a group of three to five PCs versus a single side of NPCs.

On occasion, your PCs will find themselves involved in conflict that includes many characters. These rules give a number of optional ideas for simplifying these complex situations.

### Reducing the GM's Workload

These rules should reduce the amount of bookkeeping a GM needs to keep during a large or complex combat.

### Assisted by Allies

Your PCs are assisted by a number of NPC allies.

#### Personal Combat

If these allies are giving regular assistance to your PCs, they should purchase Companions (pg: 105, Core Rule Book). If not, use the below rules.

- » All enemies take 5 Endurance Damage at the End of their Turn if they are not in Heavy or Entrenched Cover.
- » Any NPC may spend a single Action to "Shoot" at the NPC allies (no dice required, uses Ammunition) to reduce this amount of Endurance Damage by 1 for the remainder of the Combat (Stacks).

#### Spacecraft Combat

- » All enemies take Shield Damage equal to their Size at the end of their Turn.
- » Any NPC spacecraft may spend a single Gunnery System Roll to "Shoot" at the NPC allies (no dice required, counts as an attack with a Weapon, uses Ammunition) to reduce this amount of Shield Damage by 1 for the remainder of the Combat (Stacks).

### Enemies Are Assisted

The Enemy NPCs are assisted by a large number of allies.

#### Personal Combat

Use Henchmen with the "Endless" Variation (pg: 297, Core Rule Book).

#### Spacecraft Combat

- » All PC spacecraft take Shield Damage equal to their Size at the end of their Turn.
- » Any spacecraft may spend a single Gunnery System Roll to "Shoot" at the NPC allies (no dice required, counts as an attack with a Weapon, uses Ammunition) to reduce this amount of Shield Damage by 1 for the remainder of the combat (Stacks).

### Minefield

Fighting around a hidden minefield that was established some time ago, or by a third party can be dangerous to all sides of a conflict.

#### Personal Combat

Place any number of tokens on the Battle Map, these represent "potential" mine locations. When a character that moves within two spaces of a token, the GM should remove the token and Roll 1d6.

On a Roll of a 1, 2, or 3, nothing happens. On a Roll of a 4, 5, or 6, the mine explodes, making an Attack Roll against all characters within 1d3 spaces of the character that triggered the mine.

#### Anti-Personnel Mine (Attack Roll Required)

Hit +5, End/Shield Dmg 8, Crit Dmg 5, Slow.

#### Anti-Tank Mine (Attack Roll Required)

Hit +1, End/Shield Dmg 8, Crit Dmg 5, Slow, Pen 2 min 3.

#### Spacecraft Combat

As above, but mines deal Shield Dmg not End Dmg, only the spacecraft (or Ordinance) that triggered the mine is Attacked (not all within 1d3 spaces) and the token is not removed once it is triggered.

### Potential Collateral Damage

Skilled NPCs should have the "Attrition" Variation (pg: 299, Core Rule Book) or use the below rules.

#### Personal Combat

Skilled NPCs should have the 'Attrition' Variation (pg: 299, Core Rule Book), or use the below rules.

- » RoF 1, Ranged Attacks: If a PC Rolls a triple on their Attack Roll dice (eg: Roll three 4s), they take take 5 Endurance Damage and the attack automatically misses.
- » RoF 2+, Ranged Attack: If a PC Rolls a triple on their Attack Roll dice (eg: Roll three 4s), they take take 5 Endurance Damage.

#### Spacecraft Combat

- » NPC spacecraft should have the "Panic" Trait (pg: 51).
- » If a PC rolls a triple on their Attack Roll Dice (eg: Roll three fours), their next System Roll is debuffed with Strong Hit -1.

### Warzone

The PCs are involved in a large, chaotic conflict with lots of fighting all around them.

- » You should use the Theatre of the Mind combat rules for the bulk of the combat. Describing the players' actions up until a key Conflict (eg: against an enemy leader, war machine or strategic location), then use the standard combat rules.
- » Use both "Assisted by Allies" and "Enemies Are Assisted" rules.







# NPC Characters

Romus stood in the open, facing down the oncoming Nephilim warriors. His feet were cold, and the snow kept falling into his eyes.

"You're not paying me enough for this job, you know?"

Melinda stood up beside her Legion partner, unsheathing her dual pistols in anticipation of the coming battle.

"What, you can't stand the cold?"

"More like that army rushing towards us; that should raise the fee by at least a thousand credits."

Melinda responded with a musical laugh. "Hah, scared of a few Nephilim, are you? They don't even have guns."

"You Corp are all the same: light on the pay, heavy on the sarcasm."

"You know that's racist, right?" Melinda readied her weapons, holding steady in the direction of the oncoming Nephilim. Romus held his heavy cannon tight.

\*\*\*

When the battle was over, the pair stood atop the charred bodies of their Nephilim attackers.

Romus holstered his blaster and sighed. "I want double for this."

Melinda walked up to pat him on the shoulder. "I thought all you Legion were the strong and silent type."

Romus turned to her with a smirk. "Now who's being racist?"

## Mechonid Acolytes

Average Height: 0.21m

Enemy Type: Henchmen

Balanced to Fight Players with: 1-20 Current Resources

Log Number [REDACTED] - [REDACTED]

\*REDACTED\*

Havendate [REDACTED] - [REDACTED]

[static] ... This is [REDACTED] ... captured with remarkable ease ... remote lab bunker [REDACTED] ... Not the primary subject; [REDACTED] we were! ... They studied us ... scanned us ... observed and learned from us ... We thought we had been sending the data to Commander [REDACTED] but we were wrong ... the Acolyte [REDACTED] hacked our system! I won't escape alive ... Please find this log ... Please bring it to Commander [REDACTED] ... please find this, or all hope is lost. Private [REDACTED] logging off for the last time.

[REDACTED]

Acolytes are the multi-faceted limbs of the Mechonids. They are used for surveillance, defence, research, and harvesting, and act as multipurpose tools for the other Mechonids. Much study has gone into the workings of the Acolytes, and while scientists debate the sentence of the larger Mechonids, it has become clear that the Acolytes most definitely lack it. Cracking open their metal shells, the only thing found inside is a network node, designed with only basic programming, meant to carry out the will of nearby Mechonids. How this works is still very much a mystery. Perhaps each set of Acolytes is coded to a specific Mechonid signal, or maybe Mechonids in a group weave their processing power together in a net to control the Acolytes.

However they are doing it, it is obvious that the larger Mechonids are in full control of the Acolytes. For one thing, a group of Acolytes is never found farther than a kilometer from a larger threat. The presence of Acolytes is an omen of something much more dangerous close by. Also, combat studies have shown that after the larger Mechonids in a warzone are taken out, the Acolytes lose their structure and begin acting erratically.

This doesn't mean Acolytes by themselves can be ignored or dismissed. The Mechonids send them in first for a reason. They are small enough to infiltrate buildings and act as spies, eyes for Mechonids waiting in nearby safety. They can reach areas that bulkier and less dexterous Mechonids are barred from, and they are

still equipped with the tools to kill.

During the Great War, when the Mechonids became dormant, the Acolytes went dark with them, ready to awaken when their linked commander does.

Acolytes are dangerous even when severed from the Mechonid network, which makes studying their inner workings very difficult.

All research on active Acolytes must be done in the field: early tests in labs usually destroyed the lab and killed the research team.

### Tactics

When alone, an Acolyte uses tactics that vary a lot depending on its function. Some Acolytes are designed as tools for a single function, like cutting through steel or armour, or act as surveillance drones. These Acolytes will stick to their task and use their specialty to assist other Acolytes or Disciples that may be nearby.

Even if an Acolyte is built for combat, it is smart enough to know it is not a match for most opponents. If an Acolyte is cornered it will usually flee or call for backup. If it cannot accomplish either, it will fight to the end.

If there are several Acolytes nearby, and they feel threatened, they will attempt to merge together and call other nearby Acolytes so they can form a Swarm (pg: 59). An Acolyte Swarm is far more threatening than individual Acolytes.

If an Acolyte is supporting a Disciple unit, it will normally act under instructions sent by the Disciple and do its best to support the unit by laying down covering fire, acting as a shield, or distracting opponents so the Disciple can strike.

### Example Loot (per 4 Bodies):

- » 1 Trade Box of robotic parts.
- » 1 Clip of Ammunition.



### Balanced to Fight Players with: 1-5 Current Resources

Zeal	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Pincers		5+Bodies	2	-	-	-	1	1+Bodies	Melee, Claw	0	4	16	2	8
	Lock On +2, Blunt.													
Targeting Laser	-1	-	-	7	-	Inf	1	1+Bodies	Combat Computer	0				
	Lock On +2, Small, Strong Hit (5-6), Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.													
	Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19													
Traits:	Droid Body, Swarm													

Sacrament	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Rusted Ion SMG	-1	4+Bodies	3	2	5	RoF x3	1	3+Bodies	Gun, Ion	1	4	16	2	4
	Lock On +2, Energy, Modification: Low Quality.													
	Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19													
Traits:	Droid Body, Sure Footed (No Defence or Movement penalties from Difficult Terrain (including 0 Gravity) by hovering).													

### Balanced to Fight Players with: 6-10 Current Resources

Absolution	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Self-Propelled Shotgun	+2	6+Bodies	3	3*	5	RoF x2	1	2+Bodies	Gun, Self-Propelled	2	4	14	3	5
	Lock On +2, Low Tech, Works in Liquid, *Strong Hit (5-6) vs Targets within first Range Increment.													
	Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17													
Traits:	Droid Body, Amass (Strong Hit: <b>Amass</b> (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies)).													

Vestment	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Arc Fire Torch		5+Bodies	4	-	-	-	1	1+Bodies	Melee, Arc Fire	2	8	16	2	5
	Lock On +2, Energy, Pen 2 min 3.													
Targeting Laser	-1	-	-	7	-	Inf	1	1+Bodies	Combat Computer	0				
	Lock On +2, Small, Strong Hit (5-6), Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.													
	Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19													
Traits:	Droid Body, Very Fast													

### Balanced to Fight Players with: 11-15 Current Resources

Chaplain	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Flame Thrower		5+Bodies	4	1	3	RoF x3	2	3+Bodies*	Chemical, Napalm	4	4	14	3	5
	Lock On +2, Slow, Jam (1-5), Low Tech, Burn, Does not Work in Void, All Targets have -1 Cover Step.													
	*If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll.													
Targeting Laser	-	-	-	8	-	Inf	1	1+Bodies	Combat Computer	0				
	Lock On +2, Small, Strong Hit (5-6), Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.													
	Slots: 4, Defence vs Stealth: 10, Defence vs Impair: 18													
Traits:	Droid Body, Well Armed, Set Alight (Strong Hit: <b>Set Alight</b> (Damage, Hit, Burn) Make a free Attack against Target character at the start of each of your Turns (at 0 range) until they gain First Aid (Set Alight Effects do not Stack multiple times).													

### Balanced to Fight Players with: 16-20 Current Resources

Litany	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Particle Cannon		6+Bodies	4	6	Inf	RoF x2	2	1+Bodies	Gun, Particle	5	4	14	3	6
	Lock On +2, Splash 1, Slow, Burn, Energy, Maximum Range = Rng x20 (normally Rng x10), Does not Work in Void.													
	When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2. Modifications: Advanced Ammo, Advanced Modification (Burn), Laser Sight													
	Slots: 4, Defence vs Stealth: 10, Defence vs Impair: 18													
Traits:	Droid Body, Well Armed, Melt Armour (Strong Hit: <b>Melt</b> (Damage, Hit, Burn, First Range Increment or Direct Splash Hit) Reduce Target character's Armour by 1, until they have Downtime with a Workbench.													

## "Noxious Mine" Mechonid Acolyte

Average Height: 0.18m

Enemy Type: Henchmen

Balanced to Fight Players with: 11-15 Current Resources

"We didn't even know they were a thing. Fragging things jumped straight up beneath us. Mars was dead before I even knew what was happening. Thank the Archons I was a coward that day. If I had run in to save him, I would be dead with the rest of my team."

- Danae Maia, Legion mercenary.

During the Great War, Mechonids served a variety of functions. Some of them were left behind to distract or destroy enemy troops as they moved through the battlefield.

Mechonid Mines, as they are called, were created for just this purpose.

### Tactics

While many larger Mechonids and Acolytes have the ability to burrow and lay dormant, the Mines were designed for this specific purpose. They have sensitive tools that detect vibrations in the air and ground as enemies walk and talk around them. When someone steps close enough to a Mechonid Mine, the machine reacts just like any mine would: it explodes.

In the case of a Mechonid Mine, though, only its outer shell explodes. The carapace was designed to protect the Mechonid from the elements as it lay dormant beneath the dirt, but it serves another function. The inside of the carapace is laced with a high-power

explosive, designed to blast upwards and outwards. The blast kills or maims whomever is standing above, while the Mechonid stays relatively protected.

Once the carapace has exploded, the Mine propels itself into the air and begins to spin, launching energy projectiles all around it, often killing the soldiers moving in to assist their fallen comrade. Once it has expended its ammunition or is destroyed, the Mechonid itself detonates, releasing radioactive gas into the environment.

Mechonid Mines were created to absolutely destroy any organism that strayed too close. So much time has passed since the fields of Mechonid Mines were placed, though, that their locations have been lost. They could be buried anywhere, so it is always best to move cautiously, especially through the few known Mechonid battlefields.

Standard mine detectors or devices that track Mechonid network activity can be used to find the Mines before they detonate. They are close enough to the surface that a well-placed energy blast or high-calibre bullet can denote them

from a distance, while the troops remain far enough away to not be harmed by the radioactive gas.

### Example Loot (per 8 Bodies):

» 1 Trade Box of mechanical parts.



Noxious Mine	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Radioactive Blast	-2	3*Bodies*	2*	1	2	RoF xl	1	1*Bodies	S,D,S Poison, Thrown	1	2	14	2	5
Lock On +2, Small, Slow, Low Tech, Bio Tech, Splash 3. *+2 Damage vs Targets at 0 Endurance, Does not Work in Void														
Strong Hit: <b>Radioactive Burn</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Radioactive Burn Effect can stack up to 4 times).														
Ion SMG	+1	2*Bodies*	3*	3	5	RoF x3	1	3*Bodies	Gun, Ion	2				
Lock On +2, Energy.														
Targeting Laser	-	-	-	8	-	Inf	1	1*Bodies	Combat Computer	0				
Lock On +2, Small, Strong Hit (5-6)														
Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.														
Slots: 4, Defence vs Stealth: 10, Defence vs Impair: 18														
Traits:	Droid Body, Complex, Well Armed													
Death Throes (After the Action that would Kill you (or one of your Bodies), you (or that single Body) may immediately perform 1 Action as a Free Action (and then you Die)).														
Hidden (You start Combats Stealthed and only break this once you attack (or at a GM defined time). *+1 End and Crit Dmg during your first Attack in a Combat).														



## Mechonid Acolyte Swarm

Average Height: 4m

Enemy Type: Skilled

Balanced to Fight Players with: 11-15 Current Resources

"We stumbled onto the abandoned facility and got the go-ahead to investigate. Everything seemed calm and quiet. That's when we heard the buzzing, like dozens of machines whirring to life at the same time."

- Centurion Hermes Duo, survivor.

Acolytes are at their deadliest when they form a Swarm. This function seems to be deeply ingrained in their programming, as no amount of network attacks or interference has been able to stop a Swarm once it has formed.

Acolytes will swarm for very specific reasons. If the area they are protecting (usually a Harbinger spacecraft or facility) is being attacked, all nearby Acolytes will form a Swarm and try to oust the intruders before any damage can be done.

An Acolyte Swarm is incredibly deadly. On their own, each may have laser cutters, small guns, claws, and pincers that provide a serious threat. When swarming, all of those weapons combine in a whirlwind of metallic destruction. If someone is caught in the middle of a Swarm, these tools can cut them to pieces in just an instant.



Swarms will attempt to chase down fleeing adversaries, but they are only as fast as their slowest component. Therefore, many victims will attempt escape rather than trying to fight a Swarm. Hiding behind doors and steel offers little protection, however, as the Acolyte's cutting implements can slice through any known material. This makes the choice simple: stand and fight, or hope to outrun them.

### Tactics

An Acolyte Swarm knows it has the advantage. Though used defensively, the Swarm is still aggressive against its opposition. Their main objective in combat is to separate their opponents, trap them in the eye of the Swarm, and cut them to pieces with their many sharp tools.

If they cannot achieve this objective, they will simply chase the invader outside their defence perimeter. If they travel too far from their post, they will return and wait for the attackers to attempt another strike.

### Example Loot (per Body):

» 2 Trade Boxes of robotic parts.

Str 3 1	Foc 2 4	Defence: 10 + Ref +  =	Armour: 3 +  =	End: 10 + (Str x 5) +  =
Ref 3 2	Int 3 5	vs Impair Def + Str +  =	vs Energy +	Recovery Foc +  =
Mov 3 3	Per 2 6	vs Psionic Def + Foc +  =	vs Slow +	Stealth Req: Cover 2 + Ref +  =
Fate		vs Stealth 10 + Per +  =	at 0 Endurance -	Combat Order Int +  =

\*+ #Allies (max: 10)

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Thousand Pincers	+2	5	4	-	-	-	3	2 (+1d6)	3	Melee, Arc Fire	3

Natural, Energy, Burn, Pen 2 min 3, Modifications: Guards, Dual Wield, Personalised.

Strong Hit: **Massive Bash** (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.

Race / Var / Trait	Requirements	Benefits
Mechonid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Swarm	Skilled NPC	You grant Heavy Cover or +1 Cover Step to any character that is Attacked through you. Reduce all non Splash or RoF 3+ Attack Damage (after Armour) against you by 2. You may take up 4 spaces (normally 1) and may fit through small spaces.
Sure Footed		No Defence or Movement penalties from Difficult Terrain (including 0 Gravity) by hovering.
Special Ammo		Strong Hit: <b>Special Ammo</b> (Damage, Hit) Pick one: Target is knocked Prone, Splash +1, Target is Locked On OR +2 End Dmg.

## Mechonid Disciples

Average Height: 2m

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 6-20 Current Resources

"The best of humanity's robotics, the deadliest of Archon weapons, radioactive cores that leak, and brutal cunning. What more could nightmares be made of?"

- Jane Smiths, Corporate combat psychologist.

The Mechonid Disciples are the shock troops of the machine army. They come in nearly inexhaustible numbers, fighting on the front lines. They are tough, well armed, and well armoured.

Mechonid Disciples were made to be cunning and ruthless, and this holds true today. They will use any available tactic, and their inorganic body leaves them a whole slew of options not available to most forces. Mechonid Disciples are powered by small nuclear reactors that run constantly and purposely emit radiation. During prolonged battles, Disciples are known to lower their core shields and let the radiation seep off them in greater quantities. As a final measure, a wounded Disciple with no other option can denote their nuclear core, creating an explosion that can be seen from kilometers away. Sometimes it's not even enough to bring down the Disciple before it triggers its core to prevent this fate.

This isn't the only dirty trick available to the Disciples. They will power themselves down and wait to take enemies unawares. When fighting in space, they will open airlocks and drain the oxygen out of the ship they are fighting in, suffocating any organic life form not equipped with an oxygen suit. Disciples are also no strangers to biological warfare, and will find ways to infect populations with terrible diseases, knowing that they will be immune during the ensuing plague. They will do whatever it takes to win.

After a group of Mechonid Disciples enters combat, the battleground is usually inhospitable to life for many years. The ground is irradiated, the air filled with poison and pollution, and Acolytes are left behind

to burrow into the ground to take care of any pursuers.

All these methods are examples of how Disciples will stop at nothing short of total victory. The only way to survive an encounter with them is to destroy them before they destroy you.

However, the Disciples are weaker than they were during the Great War, left frailer from a hundred years of radiation leakage. If all Mechonids were as strong today as they were during the Great War, it would be almost hopeless to face one in combat.

### Assumed Motives

Destruction of all biological sentient life.

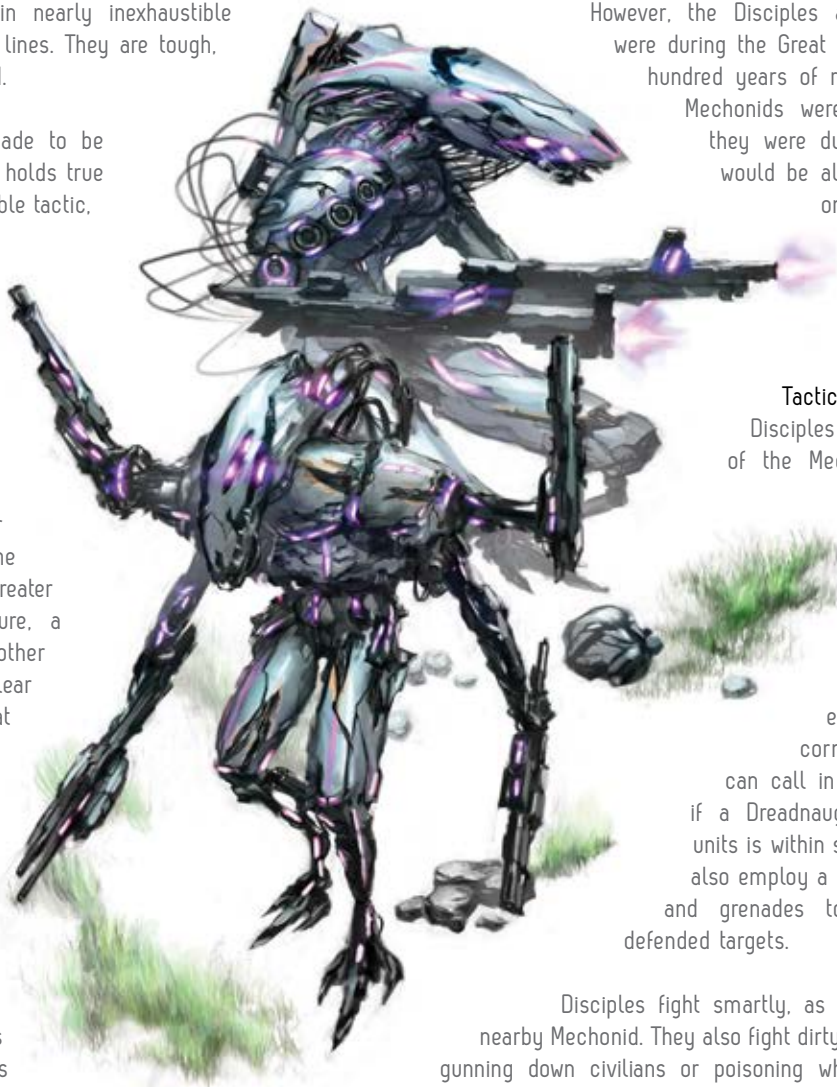
### Tactics

Disciples are the grunt soldiers of the Mechonid army and act like any organic military unit. They are efficient, working together to carry out complex military tactics such as encirclement, checking corners, and flanking. They can call in orbital bombardments if a Dreadnaught or heavy artillery units is within striking range. They will also employ a wide variety of gadgets and grenades to take down heavily defended targets.

Disciples fight smartly, as they network to every nearby Mechonid. They also fight dirty, and have no problems gunning down civilians or poisoning whole communities if it means completing their objective.

### Example Loot (per Body):

- » 1 Trade Box of Valuable robotic parts.
- » 1 Clip of Ammunition.



## "Tungsten" Mechnoid Disciple

Balanced to Fight Players with: 6-10 Current Resources

**Str** 3 1 **Foc** 3 4 **Defence:**  $10 + \text{Ref} + (-2) = 10$    
**Ref** 3 2 **Int** 3 5 **vs Impair**  $\text{Def} + \text{Str} + \text{circle} = 13$   
**Mov** 2 3 **Per** 4 6 **vs Psionic**  $\text{Def} + \text{Foc} + \text{circle} = 13$   
**Fate** 0 **vs Stealth**  $10 + \text{Per} + \text{circle} = 14^*$   
\*#Allies (max: 10)

**Armour:**  $3 + \text{circle} = 3$   
**vs Energy**  $+ \text{circle} = 1$   
**vs Slow**  $+ \text{circle} = 0$   
**at 0 Endurance**  $- \text{circle} = 0$

**End:**  $10 + (\text{Str} \times 5) + 10 = 35$   
**Recovery**  $\text{Foc} + \text{circle} = 3$   
**Stealth**  $2 + \text{Ref} + \text{circle} = 5$   
Req: Cover  
**Combat Order**  $\text{Int} + \text{circle} = 3$

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Bio-Disintegration Rifle	+1	5*	4*	3	2	4	2	1**	3	Gun, Bio-Disintegrator	2
Natural, Bio Tech, Energy, Burn, **Strong Hit (5-6) with all RoF 1 Attack Rolls, *-2 Damage vs Robots, Modifications: Low Quality, Personalised. Strong Hit: <b>Bio-Disintegration</b> (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.											
Bio-Disintegration SMG		5*	3*	1	3	9	1	3 (+2d6)	2	Gun, Bio-Disintegrator	2
Lock On +2, Natural, Bio Tech, Energy, Burn, *-2 Damage vs Robots, Modifications: Personalised, Low Quality, Targeting Matrix. Strong Hit: <b>Bio-Disintegration</b> (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.											

Race / Var / Trait	Requirements	Benefits
Mechonoid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Talent	Skilled NPC	
Well Fitted	NPC	(Outfit Variation: Tungsten Carbine).

## "Multi" Mechnoid Disciple

Balanced to Fight Players with: 11-15 Current Resources

**Str** 3 1 **Foc** 2 4 **Defence:**  $10 + \text{Ref} + (-2) = 11$    
**Ref** 3 2 **Int** 3 5 **vs Impair**  $\text{Def} + \text{Str} + \text{circle} = 14$   
**Mov** 3 3 **Per** 2 6 **vs Psionic**  $\text{Def} + \text{Foc} + \text{circle} = 13$   
**Fate** 0 **vs Stealth**  $10 + \text{Per} + \text{circle} = 12^*$   
\*#Allies (max: 10)

**Armour:**  $3 + 1 = 4$   
**vs Energy**  $+ \text{circle} = 0$   
**vs Slow**  $+ \text{circle} = 0$   
**at 0 Endurance**  $- \text{circle} = 0$

**End:**  $10 + (\text{Str} \times 5) + \text{circle} = 25$   
**Recovery**  $\text{Foc} + \text{circle} = 2$   
**Stealth**  $2 + \text{Ref} + \text{circle} = 5$   
Req: Cover  
**Combat Order**  $\text{Int} + \text{circle} = 3$

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Four Ion SMGs	-4	8	3	3	3	15	3	5 (+4d6)	3	Gun, Ion	3
Lock On +2, Natural, Energy, Modifications: Dual Wield (x2), Extended Barrel, Low Quality, Personalised, Targeting Matrix											
Dual Self-Propelled Assault Rifles	-1	6	4	4	2	12	3	3 (+2d6)	3	Gun, Self-Propelled	3
Lock On +2, Natural, Low Tech, Works in Liquid, Modifications: Dual Wield, Extended Barrel, Low Quality, Personalised, Targeting Matrix											

Race / Var / Trait	Requirements	Benefits
Mechonoid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Well Armoured	Skilled NPC	
Extra Limbs	NPC	You have up to 2 additional (arm and/or hand equivalent) limbs.
Kill Zone		Strong Hit: <b>Kill Zone</b> (Damage, Does not Require Hit, RoF 3+) 'End Dmg +2 and Splash +1' OR 'Splash +2'.

Balanced to Fight Players with: 16-20 Current Resources

Disciple Warrior	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Assault Rifle	+4	4+Bodies	4	5	3	RoF x4	2	1+Bodies	Gun, Self-Propelled	3	3	16	4	6
Lock On +4, Low Tech, Works in Liquid, Modifications: Laser Sight, Personalised, Targeting Matrix. Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Droid Body, Brute, Amass (Strong Hit: <b>Amass</b> (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies).													

## "Hellfire" Mechnid Disciple

Average Height: 2.3m

Enemy Type: Skilled

Balanced to Fight Players with: 11-15 Current Resources

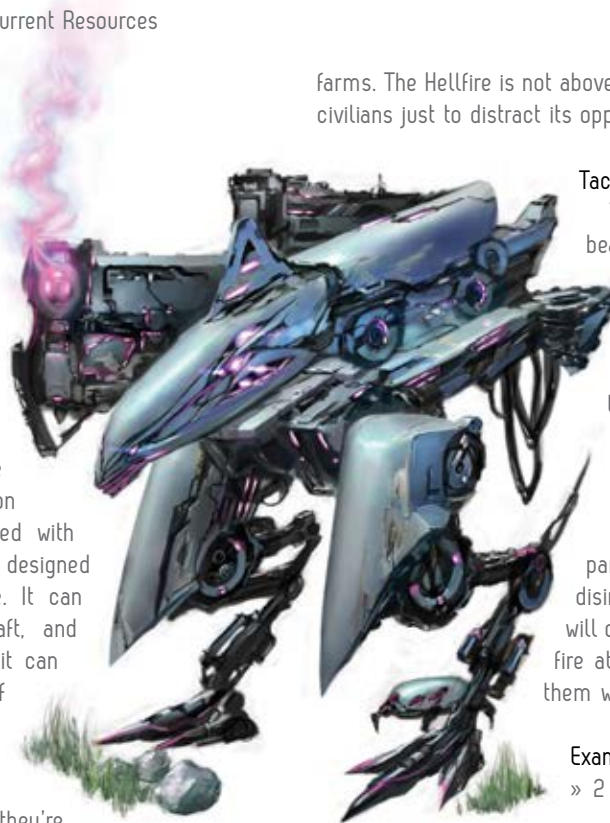
"Never has impending death been so beautiful. Violet skies would pulsate with colour as the bolts of death came ever closer... then the screaming would begin, and all beauty would be lost. Hundreds would die to each salvo, their flesh turned to black ash as the purple death claimed them."

- Jonah Right, dead poet.

This slow-moving Mechnid artillery unit, dubbed the "Hellfire" by its opponents, has earned its name by quite literally raining disintegrating fire down on its targets. The Hellfire comes equipped with a massive Bio-Disintegration cannon, designed to level targets from a long distance. It can bring down tanks, buildings, spacecraft, and enemy command centres. Quite often, it can strike before enemy forces are aware of its arrival.

Like other Disciples, the Hellfire isn't afraid to employ dirty tactics - in fact, they're often its first choice. When sieging a location, the Hellfire targets important civilian buildings like hospitals, schools, water towers, and

farms. The Hellfire is not above collateral damage, and will fire upon civilians just to distract its opponents.



### Tactics

The Hellfire Disciple is a lumbering beast, and very heavy. It moves slowly and must remain stationary when firing its payload. It is near-impossible for a Hellfire to defend itself at close range, though, so it is likely to keep a retinue of Acolytes or other Disciples surrounding it at all times.

One only needs to be caught in part of the cannon's blast to suffer full disintegration. Knowing this, the Hellfire will often lower its cannons and attempt to fire at its opponents' feet, hoping to catch them within its wide blast area.

### Example Loot (per Body):

» 2 Trade Boxes of Valuable robotic parts.

**Str** 4 1   **Foc** 3 4   **Defence:** 10 + Ref + (-1) = **11** (Cover)  
**Ref** 2 2   **Int** 2 5   **vs Impair** Def + Str + 0 = **15**  
**Mov** 2 3   **Per** 3 6   **vs Psionic** Def + Foc + 0 = **14**  
**Fate** 0   **vs Stealth** 10 + Per + 0 = **13**\*  
\*#Allies (max: 10)

**Armour:** 3 + 0 = **3**  
**vs Energy** + 0  
**vs Slow** + 0  
**at 0 Endurance** - 0

**End:** 10 + (Str x 5) + 0 = **30**  
**Recovery** Foc + 0 = **3**  
**Stealth** 2 + Ref + 0 = **+4**  
Req: Cover  
**Combat Order** Int + 0 = **2**

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Bio-Disintegrator Cannon	-1 (+1)	7*	5*	4 (6)	4	3	2	1	5	Gun, Bio-Disintegrator	5

Splash 1, Slow, Natural, Bio Tech, Energy, Burn, Maximum Range = Rng x20 (normally Rng x10). \*-2 Damage vs Robots, Modification: Personalised.  
 Strong Hit: **Bio-Disintegration** (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.  
 When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2

Utility Item	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Burst Shield					Light (+2)	0	0	Free

Shield, Gauntlet, Take Cover Action grants you Immunity to Critical Hits while you have Endurance and are Gaining a Cover Bonus

Race / Var / Trait	Requirements	Benefits
Mechnid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Well Prepared	Skilled NPC	+2 Resources and gain a free Utility Item.
Blast Zone		Strong Hit: <b>Critical Hit</b> . Remove 'not Splash Damage' requirement (Critical Hit still only effects 1 Target within Splash area).
Plant Feet		Optional: If you Set Up 2 (and gain Pull Down 1) gain +2 Hit and Range on a non Melee Weapon.



## "Angel" Mechnoid Disciple

Average Height: 2.1m

Enemy Type: Skilled

Balanced to Fight Players with: 16-20 Current Resources

"I've heard legends of what they called angels, but never seen them. They were supposed to be kind and gentle and bring healing where they went. This Angel, this Mechnoid... it is nothing like those legends."

- Anthony White, historian.

This Disciple, colloquially named the "Angel", is an incredibly quick and mobile Mechnoid with the ability to hover and fly. The machine can change elevation easily, hover just above the ground, and change direction with amazing accuracy. It can spin its body in full circle even while strafing or moving. Its sensors, placed all over its body, observe every direction at once, letting the Angel quickly react to attacks from anywhere.

Being so mobile, the Angel can access locations other Disciples cannot, which makes it a great candidate for flanking assaults. Add in its high-calibre armour-piercing machine guns and you have a truly magnificent combat unit.



Its design allows it to swing to the weakest side of an enemy's defence and spray its walls with piercing rounds. Anyone still standing after the first volley will be forced to change position, an act which often puts them in the path of the rest of the Mechnoid's firing trajectory.

### Tactics

The only drawback to the Angel is its traditional weaponry. Unlike many energy weapons or its Bio-Disintegration systems, old-fashioned chain guns can jam or run out of ammo. When this happens, the Angel must rely on its accompanying Acolytes to defend it while it reloads, or it must flee the battlefield. Because of this limitation, the best way to beat an Angel is to goad it into wasting its ammo on lesser targets, then focus firepower on it while it attempts to reload. But even this is a risky proposition, as many opponents have discovered.

### Example Loot (per Body):

- » 2 Trade Boxes of Valuable robotic parts.
- » 2 Clips of Self-Propelled Ammunition.

**Str** 4 1 **Foc** 2 4 **Defence:** 10 + Ref + = 14 +Cover  
**Ref** 4 2 **Int** 3 5 **vs Impair** Def + Str + = 18  
**Mov** 4 3 **Per** 3 6 **vs Psionic** Def + Foc + = 16  
**Fate** 0 **vs Stealth** 10 + Per + = 15\*  
\*#Allies (max: 10)

**Armour:** 3 + = 3  
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 30  
**Recovery** Foc + = 2  
**Stealth** 2 + Ref + = 7  
**Combat Order** Int + = 3

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Self-Propelled Auto Cannon	+2	6*	4	4*	4	x4	2	4 (+3d6)	4	Gun, Self-Propelled	5

Lock On +2, Natural, Low Tech, Works in Liquid, Jam (1-3).

\*Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg). Modifications: Advanced Ammo, Personalised, Shortened Clip, Targeting Matrix.

Utility Item	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Multispectral Visor							0	Free

Reduce all of your Target's Limited Vision and Low Light Cover by 1 Step, Defence vs Stealth +2

Race / Var / Trait	Requirements	Benefits
Mechonoid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Talent	Skilled NPC	
Well Prepared	Skilled NPC	+2 Resources and gain a free Utility Item.
Sure Footed		No Defence or Movement penalties from Difficult Terrain (including 0 Gravity) by hovering.
Suppression Fire		Strong Hit: <b>Suppression Fire</b> (Damage, Does not Require Hit, RoF 3+, Crit Dmg 4+) Target character is Suppressed.

## "Crypt Walker" Mechnid Disciple

Average Height: 3.6m

Enemy Type: Skilled

Balanced to Fight Players with: 11-15 Current Resources.

"Have you seen the vids of the Crypt Walkers and their captured hosts? A waking nightmare if there ever was one. If you need any more proof that the Mechnids really exist to destroy all life, look no further than this abomination of medical science."

- Adam Heals, Kaltoran combat medic.

This Disciple is designed around a central pod that resembles a casket filled with fluid, earning it the nickname Crypt Walker. During the Great War this Mechnid's task was straight forward: to enter the battlefield as a medic and save the lives of wounded organics. If a soldier was too wounded to help, the Crypt Walker would open its central pod and store the soldier inside, merging its Mechnid body with the mind of the soldier. This process allowed the soldier to access the Crypt Walker's systems and wear it like an exo-suit, letting the soldier continue fighting despite their



wounds. If the soldier survived the rest of the battle, the Crypt Walker would then deliver the soldier to a more advanced medical facility.

But when the Mechnids turned on their creators, the Crypt Walker perverted and twisted this ability. It can still merge with their organic occupants, but it now does so without giving control to its prisoner. By accessing the soldier's memories, it absorbs their combat training into its own central computers. As the pods were not designed for long-term use, the occupant will slowly die, creating a never-ending need for the Crypt Walker to seek out new prey to "rescue".

### Tactics

An empty Crypt Walker will single-mindedly seek out new occupants to place inside. A full Crypt Walker will seek to assist other Crypt Walkers by incapacitating their targets.

### Example Loot (per Body):

» 3 Trade Boxes of robotic parts OR 1 Medical and 1 Bio-Tech Toolbox.

**Str** 3 1 **Foc** 3 4 **Defence:** 10 + Ref + (-2) = 11 (Cover)  
**Ref** 3 2 **Int** 2 5 **vs Impair** Def + Str + 2 = 16  
**Mov** 3 3 **Per** 2 6 **vs Psionic** Def + Foc + 0 = 14  
**Fate** 0 **vs Stealth** 10 + Per + 0 = 12\*  
\*+ #Allies (max: 10)

**Armour:** 3 + 1 = 4  
**vs Energy** + 0  
**vs Slow** + 0  
**at 0 Endurance** - 0

**End:** 10 + (Str x 5) + 0 = 25  
**Recovery** Foc + 0 = 3  
**Stealth** 2 + Ref + 0 = +5  
Req: Cover  
**Combat Order** Int + 0 = 2

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Claws and Tentacles	+1 (+7)	4 (10)	3 (4)	1*	-	-	1*	1	2	Melee, Impairment	2
Bio Tech, Natural, Strong Hit (5-6), *Max range 5, *-2 Draw, Modifications: Guards, Low Quality, Personalised											
Cryo-Gel Shotgun	+4 (+10)	5 (11)	2 (3)	2*	5	2	1**	2 (+1d6)	3	Shell, Dispersion, Chemical	2 (1)
Low Tech, Bio Tech, Natural, Splash +1, *Strong Hit (5-6) vs Targets within first Range Increment, **-2 Draw, Modifications: Personalised											
Strong Hit: <b>Freeze</b> (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.											

Race / Var / Trait	Requirements	Benefits
Mechnid		At the start of your Turn, deal 2 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Well Armoured	Skilled NPC	
Terrifying		Any enemy character without a Resolve Toolbox takes 5 Endurance Damage at the start of any Combat against you.
Grow	NPC	If you are able to maintain a Grabbed Effect on a Target for 2 Turns (including the Turn you apply the Grabbed Effect). You gain +6 Hit, +6 End Dmg, +1 Crit Dmg (all Weapons) and +6 Defence vs Impair for the remainder of the Combat.

## "God Hand" Mechnoid Disciple/Prophet

Height: 1.8m

Enemy Type: Nemesis

Balanced to Fight Players with: 11-15 Current Resources

"I met the God Hand on the battlefield once. Fought against her I did. Survived just barely! I think she let me live. And they call me crazy but I swear just before she walked away she nodded to me, as if to say 'thanks for the good fight.' I've never seen anything like it before."

- Tribune Markos Moralis.

The God Hand is a Mechnoid that has developed its own legend. Outperforming most other Disciple-class Mechnoids, it appears to fight harder and smarter than any other of its type. This has led to many heated debates on whether it should be classified as a Disciple or a Prophet. Its self-guidance and combat abilities seem more in line with the Prophet-class Mechnoids, but its build and limited network-sharing capabilities place it more in line with the Disciples.

In fact, this Mechnoid prefers to fight on the front lines with a small squad. It appears to have developed a personality for itself, as it triumphantly displays its kills and seems to fight more for glory than anything else. Its twin Bio-Disintegration heavy rifles are incredibly destructive, and the God Hand seems to fire them off with a sense of glee, which lends credence to the idea that Mechnoids are, in actuality, sentient.

The God Hand has challenged many pre-conceived notions about what Mechnoids are and how they behave. Some purport that it is a Prophet-class Mechnoid that has modified its programming, or has been modified by someone else, to shrug off the responsibilities of a Prophet and live a life of glorious combat. The personality that the God Hand seems to display may also be the sign of the Mechnoids adapting to this new age.

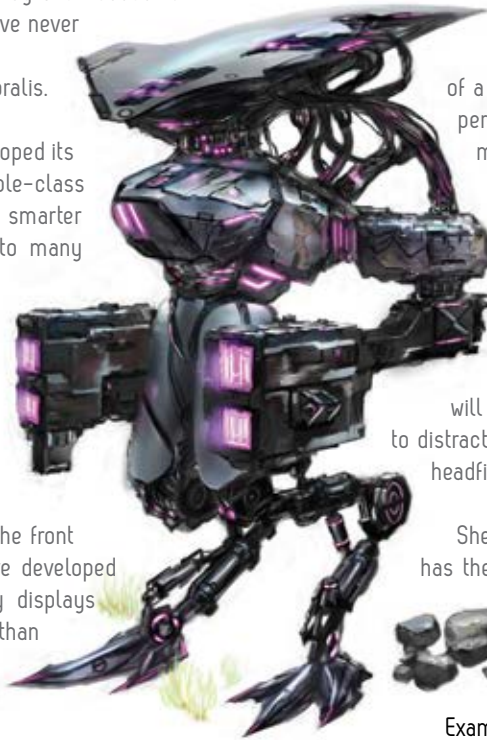
### Tactics

Unlike most Mechnoids, the God Hand doesn't seem to use dirty tactics. She seems to fight more nobly than other Mechnoids, and when a foe fought well, she will sometimes leave them alive. She doesn't try to distract or trick her opponents, but rather meets them headfirst in a blaze of cannon fire.

She seems almost arrogant in her behaviours, but has the firepower and skills to back that up. She will usually seek out the strongest target in the fight and try to take it out one-on-one, as if she has something to prove.

### Example Loot (per Body):

- » 2 Trade Boxes of Valuable robotic parts.
- » 4 Research Units of robotics data.



**Str** 3 1 **Foc** 4 4 **Defence:** 10 + Ref + =

**Ref** 4 2 **Int** 4 5 **vs Impair** Def + Str + =

**Mov** 3 3 **Per** 4 6 **vs Psionic** Def + Foc + =

**Fate** **vs Stealth** 10 + Per + = \*

\* + #Allies (max: 10)

**Armour:** + =

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + =

**Recovery** Foc + =

**Stealth** 2 + Ref + =

**Combat Order** Int + =

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Bio-Disintegrator Rifles	+2	2*	4*	5	3	4	1	1**	3	Gun, Bio-Disintegrator	5

Lock On +2, Natural, Bio Tech, Energy, Burn, \*-2 Damage vs Robots, \*\*Strong Hit (5-6) with all RoF 1 Attack Rolls.

Modifications: Advanced Ammo, Laser Sight, Personalised, Spare Clip, Targeting Matrix.

Strong Hit: **Bio-Disintegration** (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.

Race / Var / Trait	Requirements	Benefits	Disadvantages
Mechnoid		At the start of your Turn, deal 5 radiation End Dmg to all non Robot characters within 30 Spaces of you.	
Swift	Nemesis NPC	You may take 3 Actions per Turn (normally 2 per Turn).	
Dexterous			Reduce all Movement by 2 from your Actions.
Called Shot		May add up to +/- 1 to determine what Attribute is Damaged with RoF 1 Critical Hits (normally just 1d6).	
Crack Shot		Adjacent characters do not grant Cover to your Target.	
		Ignore your Target's Front Cover (not Environmental or Limited Vision Cover).	

## Mechonid Prophets

Average Height: 3.5m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-15 Current Resources

"Perhaps 'Prophet' is a good name for these monstrosities. Seeing one of these Mechonids on the battlefield is akin to hearing from a god itself, declaring that doom will soon come to us all."

– Haggai Rush, Kaltoran Elder.

If any class of Mechonid could claim to be the generals, it would be the Prophets. They are, with a few exceptions, the largest class of the Mechonid ground forces (as the Harbingers are generally constrained to space) and hold within them strong network relays to guide the Mechonid forces. Their programming extends across the network and overrides the programming of the other Mechonids around them. In this way, the Prophets can direct the battle and instantly send instructions to their troops. The entire battle group works together under the direction of a Prophet, who uses them to support its tactics. Any battle fought with a Prophet on the field will be much more difficult. There is never confusion in the ranks, as with a normal army; all sensory data from Mechonid subordinates are sent to the Prophet in real time, who then analyses the data and sends its results immediately back out to the troops.

Prophets are rare, as they aren't deployed in every situation. Small skirmishes and battles usually lack a Prophet, and even a larger clash will likely see only one. It is unclear how many Prophets are left alive; they are usually hidden and sometimes control the battle from within a Harbinger, floating safely outside the atmosphere.

Prophets are not simply great commanders and generals; each was built to be a one-machine army. They are equipped with the most cutting-edge technology the Mechonid army has to offer, and they are usually well shielded and protected by countless defence mechanisms. Even more, every lesser Mechonid is programmed to give its life for a Prophet. If Mechonids sense the Prophet is in danger, they will form a defensive ring that can prove impossible to break. Trying to hunt down and face a Prophet when surrounded by its most powerful subordinates is a suicide mission.

If a well-trained and well-equipped squad can locate and isolate a Prophet for long enough to take it down, its destruction will send

shockwaves across the entire battlefield, causing the entire Mechonid army to pause for a few seconds. This allows an opening to strike before the Mechonids' network reboots and control transfers to the individual machines or to another Prophet.

The amount of data that passes through a Prophet's artificial mind at any given time is staggering. They can control their entire army with no lag as easily as one would guide their own body. It is unknown how the Prophets can process that much data, but it is obvious that their synthetic hard drives contain innumerable computing secrets. Few Prophets have ever been recovered to be researched.

### Assumed Motives

The Prophets' tactics are driven by a motivation only truly known to them. On the surface, it seems like their only goal is to destroy all sentient biological life. But the way they choose their targets and direct their troops hints at a more complex motive that may never be unravelled.

Some of their targets lack strategic value, and sometimes they pass by large centres of organic life to strike empty targets. Whatever the Mechonids' true motives are, the Prophets are the ones carrying out the instructions. If it turns out that someone is controlling the Mechonids remotely, passing instructions to the Prophets, perhaps it is possible to overturn these secrets.

### Tactics

A Prophet's approach to combat varies greatly from one model to another, depending on its individual setup and goals.

### Example Loot (per Body):

- » 12 Trade Boxes of robotic parts.
- » 1 Research Units of Mechonid data.
- » 1d6 Clips of Ammunition.

### Example Loot (per Body):

- » 6 Trade Boxes of Valuable robotic parts.
- » 2 Research Unit of Mechonid data.





## Mechonid Prophet Combatant

Balanced to Fight Players with: 6-10 Current Resources

**Str** 5 1 **Foc** 4 4 **Defence:** 10 + Ref + (-2) = **12**

**Ref** 4 2 **Int** 4 5 **vs Impair** Def+Str+ 6 = **23**

**Mov** 3 3 **Per** 4 6 **vs Psionic** Def+Foc+ 0 = **16**

**Fate** 2 **vs Stealth** 10+Per+ 0 = **14** \*

\*#Allies (max: 10)

**Armour:** 4 + 1 = **5**

**vs Energy** + 0

**vs Slow** + 0

**at 0 Endurance** - 2

**End:** 10 + (Str x5) + 0 = **35**

**Recovery** Foc + 0 = **4**

**Stealth** Req: Cover 2 + Ref + (-2) = **4**

**Combat Order** Int + 0 = **4**

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Napalm Rail Rifle	+4	3	5	6	2	3	3	1*	2	Gun, Rail	4
Lock On +4, Jam (1-5), Burn, Natural *Strong Hit (5-6) with all RoF 1 Attack Rolls Modifications: Advanced Modification (Burn), Laser Sight, Personalised, Targeting Matrix.											
Napalm Thrower	+4	5	4	1	3	9	2	3 (+2d6)*	3	Chemical, Napalm	4
Lock On +2, Natural, Slow, Low Tech, Burn, Does not Work in Void, Jam (1-5), All Targets have -1 Cover Step. *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Modifications: Laser Sight, Personalised, Targeting Matrix.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Mechonid		At the start of your Turn, deal 5 radiation End Dmg to all non Robot characters within 30 Spaces of you.	
Monstrous	Nemesis NPC	Ignore 1st Suppressed Effect each against you Turn.	Character takes up 4 spaces (normally 1).
Muscular Implants	Min Str 3		
Set Alight		Strong Hit: <b>Set Alight</b> (Damage, Hit, Burn) Make a free Attack against Target character at the start of each of your Turns (at 0 range) until they gain First Aid (Set Alight Effects do not Stack multiple times).	

## Mechonid Prophet Commander

Balanced to Fight Players with: 11-15 Current Resources

**Str** 4 1 **Foc** 4 4 **Defence:** 10 + Ref + 1 = **14**

**Ref** 3 2 **Int** 5 5 **vs Impair** Def+Str+ 0 = **18**

**Mov** 3 3 **Per** 3 6 **vs Psionic** Def+Foc+ 0 = **18**

**Fate** 2 **vs Stealth** 10+Per+ 0 = **13** \*

\*#Allies (max: 10)

**Armour:** 4 + 0 = **4**

**vs Energy** + 0

**vs Slow** + 0

**at 0 Endurance** - 0

**End:** 10 + (Str x5) + 5 = **35**

**Recovery** Foc + 0 = **4**

**Stealth** Req: Cover 2 + Ref + 0 = **5**

**Combat Order** Int + 0 = **5**

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Mounted Targeting Laser	+Int +5	-	-	Foc +3	-	Inf	1*	1	-	Combat Computer, Mounted Weapon	-
Lock On +2, Natural, Small, Strong Hit (5-6), *Drawn with Rail Cannon, Modification: Laser Sight. Str Hit: <b>Target Lock</b> (Hit) Target is Locked On, Str Hit: <b>Combo Strike</b> (Hit) Make a free Attack with Main Weapon at the same Target with Hit -2.											
Rail Cannon	-1	6	6	6	4	3	3	1	5	Gun, Rail	5
Lock On +6, Splash 1, Natural, Slow, Jam (1-5), Maximum Range = Rng x20 (normally Rng x10). Modifications: Extended Clip, Laser Sight, Personalised, Targeting Matrix, When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Mechonid		At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.	
Overlord	Nemesis NPC	All Allies have their Combat Order changed to equal your Combat Order. Strong Hit: <b>Master Plan</b> (Analytical, Hit) All Allies gain +2 Hit and Endurance Damage for the remainder of the Combat (Stacks).	-1 Armour if you have no Henchmen Allies.
Massive (Altered)	Min Str 3		Character takes up 4 spaces (normally 1).
Tactical Fall Back		Take Cover Action grants a Recovery if you don't move towards an enemy.	
Well Fitted	NPC	(Outfit Variation: Tactical Array Suit (You and all Allies within 10 gain Lock On +2)).	

## "Worldbreaker" Mechnoid Prophet

Height: 2.8m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"Did you hear those booms? It's the ships, grandpa! They're entering the atmosphere, coming to save us!"

"No my son. I'm afraid this is something much worse. Those are the sounds of the Worldbreaker destroying everything we cherish."

- Final words of John and Malachi Zap.

Some Mechnoid Prophets were built for front-line combat: Worldbreaker is one such Prophet. He lacks long-range weaponry of any kind, but he doesn't need it, either. Worldbreaker more than makes up it with his two powerful fists and impenetrable force fields. Worldbreaker charges to the front of the battlefield, crashes into the enemy defences, and creates a hole large enough for his army to storm through.

Worldbreaker attacks by throwing blows with his large pneumatic fists, his set of super-powered pistons, crashing through the opposition. These fists strike with the power of battle cannons: they can bring down walls and smash through blast doors with little effort.

Most Mechnoids are powered by a nuclear generator strong enough to keep it running for an eternity. Worldbreaker has three: one to

power his body, and one for each fist. This setup allows him to keep his systems running at full capacity while expending the amazing power required to cause earthquakes with his fists. These generators also give Worldbreaker a unique ability: when he brings his fists together, the shielding protecting his generators extends outwards, forming a force field around him that protects him from almost any attack.

### Tactics

Worldbreaker is one of the most effective Prophets when it comes to sheer force. He tends to lead a unit of ranged fighters who can support him from a distance. His primary tactic is to rush the front lines of the opposition while shielding himself.

If an attack party was able to stay at range and take out Worldbreaker's support while avoiding his charges, they could theoretically wear him down. It is a dangerous gambit, but far preferable to facing Worldbreaker in one-on-one combat.

### Example Loot (per Body):

- » 10 Trade Boxes of mechanical parts.
- » 2 Research Units of shield data.



**Str** 5 1    **Foc** 3 4    **Defence:** 10 + Ref + (-2) = 11 (Cover)  
**Ref** 3 2    **Int** 3 5    **vs Impair** Def + Str + 4 = 20  
**Mov** 4 3    **Per** 2 6    **vs Psionic** Def + Foc + 0 = 14  
**Fate** 2    **vs Stealth** 10 + Per + 0 = 12\*  
\*+ #Allies (max: 10)

**Armour:** 4 + 0 = 4  
**vs Energy** + 0  
**vs Slow** + 0  
**at 0 Endurance** - 1

**End:** 10 + (Str x 5) + 30 = 65  
**Recovery** Foc + 0 = 2  
**Stealth** 2 + Ref + 0 = 6  
Req: Cover  
**Combat Order** Int + 0 = 3

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Pneumatic Fists	-1	8*	5	-	-	-	3	1	5	Melee, Hammer	4

Lock On +2, Splash 1, Natural, Slow, Blunt, \*Deal +2 Endurance Damage vs Targets with Armour 4 or greater.  
 Modifications: Guards, Master Crafted, Personalised, Targeting Matrix

Race / Var / Trait	Requirements	Benefits
Mechnoid		At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Impervious	Nemesis NPC	
Massive Strikes	NPC, Max Ref 3	
Pulverise		Strong Hit: <b>Pulverise</b> (Damage, Does not Require Hit, Crit Dmg 5+) Permanently reduce 2 sections of physical Environmental Cover within 1 of Target by 1 Step.

## "Demon" Mechonid Prophet

Average Height: 1.8m

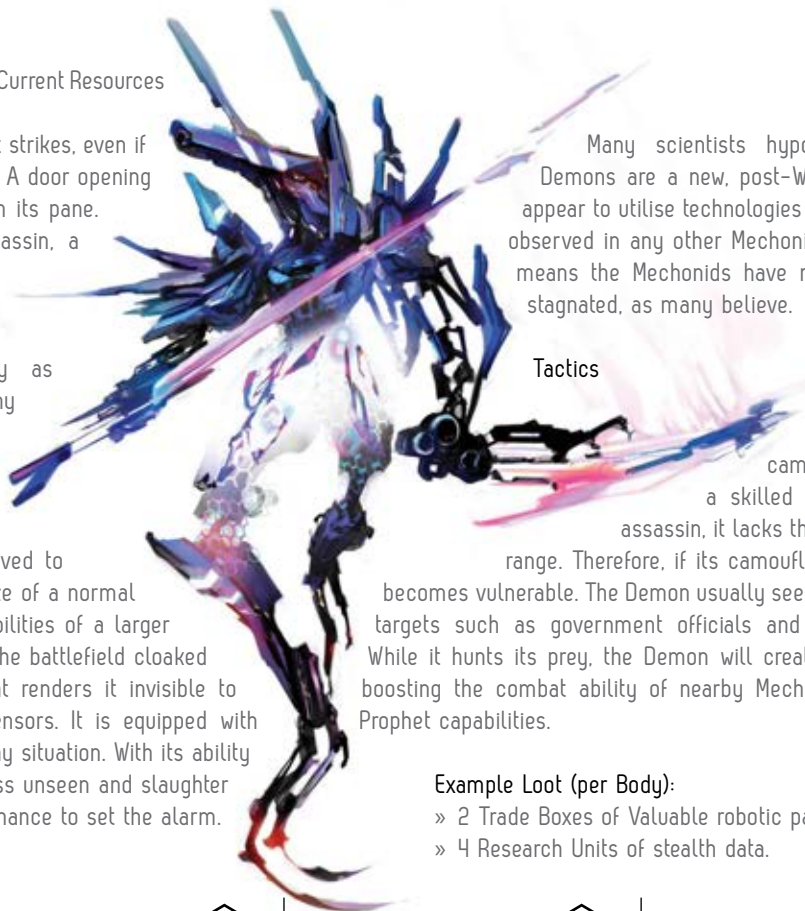
Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"If you're lucky you'll hear it before it strikes, even if you don't see it. A rustling of the wind. A door opening of its own accord. A window rattling in its pane. The click of its gears. A silent assassin, a near-perfect killer."

- Legate Syntche, to new recruits.

This Mechonid, known commonly as "Demon", is rarely seen. Truthfully, many doubt its existence. But enough evidence has been left among the many battlegrounds to suggest that this Prophet really does live. Those who have interacted with it and survived to tell the tale speak of a Prophet the size of a normal organic, but with all the power and abilities of a larger Mechonid. The Demon moves through the battlefield cloaked by powerful refraction technology that renders it invisible to both the naked eye and all other sensors. It is equipped with powerful melee weapons to serve in any situation. With its ability to cloak, it can enter a camp or fortress unseen and slaughter all those within before they have the chance to set the alarm.



Many scientists hypothesize that the Demons are a new, post-War design, as they appear to utilise technologies that have not been observed in any other Mechonid. If this is true, it means the Mechonids have not technologically stagnated, as many believe.

### Tactics

The Demon relies on its camouflage. While it is a skilled melee fighter and assassin, it lacks the ability to fight at range. Therefore, if its camouflage is disrupted, it becomes vulnerable. The Demon usually seeks out high-priority targets such as government officials and military generals. While it hunts its prey, the Demon will create a distraction by boosting the combat ability of nearby Mechonids by using its Prophet capabilities.

### Example Loot (per Body):

- » 2 Trade Boxes of Valuable robotic parts.
- » 4 Research Units of stealth data.

**Str** 3 1 **Foc** 3 4 **Defence:** 10+Ref+○ = 15 (+Cover)  
**Ref** 5 2 **Int** 3 5 **vs Impair** Def+Str+○ = 18  
**Mov** 5 3 **Per** 3 6 **vs Psionic** Def+Foc+○ = 18  
**Fate** 2 **vs Stealth** 10+Per+○ = 13\*  
\*+ #Allies (max: 10)

**Armour:** 4 + -1 = 3  
**vs Energy** +○  
**vs Slow** +1  
**at 0 Endurance** -○

**End:** 10+(Str x5)+○ = 25  
**Recovery** Foc + -2 = 1  
**Stealth** 2 + Ref + 1 = +8  
Req: Cover  
**Combat Order** Int +○ = 3

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Twin Arc Fire Blades	+1	+5	4	-	-	-	2*	2 (+1d6)	3	Melee, Arc Fire	3
Lock On +2, Natural, Energy, Burn, Pen 2 min 3, *-2 Draw, Modifications: Dual Wield, Guards, Personalised, Targeting Matrix.											
Combat Computer	+Int +3	-	-	Foc	inf	10	2*	1	1	Combat Computer	2
Lock On +4, Natural, Strong Hit (5-6), *-2 Draw, Modifications: Personalised, Targeting Matrix.											
Str Hit: <b>Target Lock</b> (Hit) Target is Locked On. Str Hit: <b>Weak Spot</b> (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: End Dmg +1.											
Strong Hit: <b>Plot Trajectory</b> (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.											
Strong Hit: <b>Tactical Scan</b> (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).											

Race / Var / Trait	Requirements	Benefits
Mechonid		At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.
Master Assassin	Nemesis NPC	You always have Light Cover (+2) (and may Stealth and gain bonus Cover Steps).
		Strong Hit: <b>Assassinate</b> (Damage, Hit, Target is at least 3 spaces away from all non Drone Allies) Target is Suppressed and takes 2 Attribute Damage (no Armour) to a random Attribute (Id6).
Cunning	Nemesis NPC	(Traits: Sure Footed (No Defence or Movement penalties from Difficult Terrain (including 0 Gravity) by hovering.) and Agile Build).
Mirage	Min Mov 4	Strong Hit: <b>Mirage</b> (Attack, Does not Require Hit) Make a free Stealth Action and with Minor Effect Move -2.
Swift Shadow		You may make 1 free Stealth Action per Turn if you start the Turn Stealthed.
Running Dodge	Min Move 3	Full Move and Charge Actions grant you +1 Armour if you move at least 4 from your starting location.

## "Heaven's Gate" Mechonid Prophet

Average Height: 3.2m

Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"Centurion Ramos checking in. Giving the all clear. The Mechonid invasion force has been repelled, sir. We're ready for extract... oh no. Sir, send back up! It's the Mechonids! They're everywhere! I don't know how they got behind us, but... oh frag m..."

- Final message from Station Alpha KL2, Monopoly Belt.

Heaven's Gate is the Mechonid's secret weapon. Key to their offensive strategy, it is why they were able to bring down cities and infrastructure so quickly during the Great War. It was never understood how the Mechonid forces could move so quickly around the war-torn planets during their invasions. Some military structures were seemingly taken from the inside out, and the Mechonids were long gone before any support could arrive. It wasn't until the Battle of Pegasus that the Mechonid transportation hub, dubbed Heaven's Gate, was witnessed first-hand.

This Mechonid Prophet is a logistics and transportation command centre for the Mechonid army. Not only does Heaven's Gate oversee all Mechonid transportation, but it also actively moves them from one place to another - though no one understands exactly how. It can pull Mechonids towards it, spawning them at its feet, or it can fling Mechonids through space, teleporting them directly onto the battlefield or into secure enemy locations, like spacecraft. It can move Mechonids of any size, from an Acolyte up to a Harbinger. However, it does seem to take more time to summon a larger ones: Acolytes appear almost instantly, while anything bigger takes more time.

Those who study this machine theorize that its teleportation ability is somehow connected to the large glowing cube it carries on its back. This cube emanates a purple pulse as Heaven's Gate begins its teleportation sequence. Many dream of bringing back this device for study, but that would involve capturing Heaven's Gate first. This prospect, while being incredibly prosperous, is near impossible. When in danger, the Mechonid can summon wave after wave of Acolytes to direct at its target. If that endless stream of Acolytes is not stymied quickly, they can easily overwhelm their prey. Even if the target manages to overcome these waves, Heaven's Gate can just teleport away to safety.

Teleportation is not this Prophet's only offense. Two large rail guns rest on its shoulders, ready to burn through infantry and vehicles. While it's blasting away at its enemies, it can still summon Acolytes and Disciples to its side to aid in the defence.

Now, post-War, with far fewer Mechonids, and those still functional so spread out, Heaven's Gate has found its power diminished. No longer are its armies endless, as they were during the War.

It is possible that the teleportation used by Heaven's Gate is subject to some limitation that is not yet understood. If the cube could be studied, maybe those limits would reveal themselves.

### Assumed Motives

As with other Prophet-class Mechonids, Heaven's Gate is dedicated to the destruction of all sentient biological life. But unlike other Mechonids, it has a heightened sense of self preservation.

### Tactics

Heaven's Gate relies on its teleportation ability for everything. If it can send in Mechonids remotely, it will do so without ever setting foot on the battlefield. The machine is incredibly logical: if it doesn't have to fight, it won't. If it is on the battlefield, or if its secret location is assaulted, it will turn its full power towards summoning a steady stream of Acolytes to fend off its attackers. Heaven's

Gate rarely ever moves, but it doesn't teleport itself frequently. It will wait, and if it seems like the battle is lost, only then will it attempt to teleport itself to safety.

### Example Encounter (for 5 PCs):

- » x1 Heaven's Gate.
- » x1 Teleporting Acolytes 1 Group.
- » x1 Teleporting Acolytes 2 Group.

### Example Loot (per Body, difficult to acquire):

- » x1 Mechonid Cube.
- » 4 Trade Boxes of mechanical parts.
- » 6 Research Units of Difficult Ley Line data.





Teleporting Acolytes 1	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Rail SMGs	+2	4+Bodies	4	4	3	RoF x3	1	3+Bodies	Gun, Rail	3	2	16	3	4

Lock On +6, Modifications: Personalised, Targeting Matrix.

Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19

#### Traits:

Droid Body, Unstoppable (Ignore the first Killed Body you would suffer each Turn).

Endless (Gain 1 additional body at the start of each of your Turns, unless all other friendly Skilled and Nemesis NPCs are dead or incapacitated).

Teleporting Acolytes 2	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Shrapnel Shotguns	+4	8+Bodies	2	3*	5	RoF x1	1	2+Bodies	Shell, Shrapnel	3	4	14	3	4

Lock On +4, Splash 1, Low Tech, \*Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Advanced Ammo, Personalised, Targeting Matrix.

Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19

#### Traits:

Droid Body, Amass (Strong Hit: Amass (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies).

Endless (Gain 1 additional body at the start of each of your Turns, unless all other friendly Skilled and Nemesis NPCs are dead or incapacitated).

## Heaven's Gate

Str 4 1

Ref 3 2

Mov 3 3

Foc 4 4

Int 5 5

Per 3 6

Fate 2

Defence: 10+Ref + (2) = 15 +Cover

vs Impair Def+Str + ( ) = 17

vs Psionic Def+Foc + ( ) = 17

vs Stealth 10+Per + ( ) = 13\*

Armour: 4 + ( ) = 4

vs Energy + ( )

vs Slow + ( )

at 0 Endurance - ( )

End: 10+(Str x5) + (5) = 35

Recovery Foc + ( ) = 4

Stealth Req: Cover 2 + Ref + (3) = +8

Combat Order Int + ( ) = 5

Weapons (Pick Two)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Dual Ion Rifles	+3	7	4	5	3	8	3*	2 (+1d6)**	2	Gun, Ion	3

Lock On +2, Natural, Energy, \*-2 Draw, \*\*Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Dual Wield, Personalised, Targeting Matrix.

Dual Grenade Launchers	+2	8	5	3	3	2	2*	2 (+1d6)	2	Shell, Thrown**, Kinetic	3
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Lock On +2, Splash 2, Natural, Small, Slow, Low Tech, \*-2 Draw, \*\*May use Snap Shot or Sighted Shot (Can not use Throw Action)  
Modifications: Dual Wield, Launcher, Personalised, Targeting Matrix.

Dual Self-Propelled Assault Rifles	+4	8	4	4	2	8	3*	3 (+2d6)	2	Gun, Self-Propelled	3
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Lock On +2, Natural, Low Tech, Works in Liquid, \*-2 Draw

Modifications: Dual Wield, Laser Sight, Low Quality, Personalised, Targeting Matrix.

Self-Propelled Auto Cannon	7*	4	2*	3	20	2**	4 (+3d6)	3	Gun, Self-Propelled	3
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Lock On +2, Natural, Low Tech, Works in Liquid, Jam (1-3)\*\*-2 Draw

\*Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Modifications: Laser Sight, Low Quality, Personalised, Targeting Matrix.

Body Mounted Tactical Computer	+Int +6	-	-	Foc -1	Inf	10	3*	1	0	Combat Computer, Body Mounted	3
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Lock On +4, Natural, Gauntlet, Strong Hit (5-6), \*-4 Draw, Modifications: Laser Sight, Personalised, Targeting Matrix.

Strong Hit: **Target Lock** (Hit) Target is Locked On.

Strong Hit: **Weak Spot** (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: End Dmg +1.

Strong Hit: **Plot Trajectory** (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.

Strong Hit: **Tactical Scan** (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).

Race / Var / Trait	Requirements	Benefits	Disadvantages
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Mechonid  
At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.

Minion Master  
Nemesis NPC  
You gain +2 Hit and Endurance Damage for each Allied Henchmen Group that has at least 2 Bodies. -1 Armour if you have no Henchmen Allies.  
Strong Hit: **Summon** (Attack, Hit) All Allied Henchmen with at least 1 Body gain 1 additional Body (they may never have more than 6 above their starting Bodies).

Reoccurring  
Min Mov 3, Min Int 3  
Nemesis NPC  
At any time you may spend a Fate Point to gain +2 Armour and Movement for 2 Turns.  
You always attempt to flee before you Die (you can teleport away).

Massive (Altered)  
Min Str 3  
Character takes up 4 spaces (normally 1).

Blink  
NPC Mechonid  
Once per Turn you may teleport (move) 1d6 spaces (ignoring all Terrain).

Extravagant  
NPC  
+1 Maximum Resources.

## "Reaper" Mechnoid Harbinger

Average Height: 65m

Enemy Type: Henchmen & Nemesis

Balanced to Fight Players with: 21-25 Current Resources

"We might as well hate a mountain. We know where it is, we can see it, hear it... We know what it's fuelling with all that metal... We just can't stop it... No one can."

– Abraham Strike, Mishpacha settler.

Harbingers are the largest and most destructive of the Mechnoid units. They have the ability to hover or fly, and are equipped with repulsors or rocket boosters that allow them to break atmosphere and travel through space. Most Harbingers are spacecraft, but the Reaper is unlike any other: it is designed for planetary deployment, more like a mobile building than a spacecraft.

The Reaper is designed to fulfil one specific role: to harvest materials, and use those to repair and produce new Mechnoids. At the centre of the Mechnoid sits a hub that powers its weapons and holds its primary hardware. Out from that extend several tentacles with various tools and defence weaponry. There is much debate as to whether the Reaper is one Mechnoid or several smaller Mechnoids working together in perfect unison.

What makes this Harbinger particularly suited for its role is the powerful teleportation beam that sits in its central casing. This beam will tear through any object, no matter how dense or strong it appears. If the object is metallic or useful in any way, the Reaper will teleport it to a distant Mechnoid factory, where it will be repurposed to supply the Mechnoid army. If any organic matter is caught in the beam, it is instantly torn apart and any trace minerals are removed. The Reaper can harvest everything: fallen Mechnoids, spacecraft, weaponry, entire buildings. It matters not if these items are being used. It will target an entire city, harvesting its constituent materials and killing anyone unlucky enough to be there.

Now that the Great War is over, most Reapers have been lost. Only a few remain, still travelling from planet to planet, seeking out resources to devour, along with anyone in its way. One Reaper is said to have settled on Mishpacha after the Great War, where it has been gradually harvesting an ancient Kaltoran megacity for the past hundred years. No one knows where these materials are being teleported to, but there is a good chance that this single Reaper has been providing its factories with all the materials needed to continue Mechnoid production in the Haven system.

### Assumed Motives

Unlike other Mechnoids, the Reaper is not solely dedicated to the destruction of all sentient biological life. It is primarily concerned with harvesting valuable materials, often ignoring threats unless they would impede its ceaseless work.

### Tactics

Though not a dedicated combat unit, the Reaper should be feared more than any Mechnoid Harbinger as it brings to the ground a bulk that is commonly reserved for space combat. It may not consider what it does to be killing, but when let loose on a planet it will search out and absorb any material it can find. It will dissolve buildings, vehicles, Spacecraft; anything made of metal. The people inside or near these edifices are of no concern to this Harbinger.

If that beam wasn't enough, the Reaper's tentacles are strong enough to hurl vehicles in the air and tear people apart limb-by-limb. It is a dangerous foe to try and approach, even with a small team.

However, the Reaper doesn't have a large amount of tactile sense. It was not programed to pick out the most dangerous threats, only the threats with the most alloys to be harvested. This means an organic opponent equipped with nothing metallic would hardly register to it, leaving it exposed to hidden attacks.

### Note to GMs

PCs will need to defeat the the Reaper twice. Once as the Healthy Reaper and once as the Wounded Reaper.

### Example Encounter (for 5 PCs):

- » x1 Healthy Reaper's Central Body OR x1 Damaged Reaper's Central Body.
- » x2 Reaper Tentacle Groups.

### Example Loot (per Body):

- » 8 Trade Boxes of Valuable robotic parts.
- » 22 Trade Boxes of mechanical parts.



Reaper Tentacle	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Adaptable Tools	+5	4+Bodies	4	4	5	RoF x3	2	1+Bodies	Gun, Ion	2	3	18	5	7
	Lock On +4, Slow, Energy, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Modifications: Laser Sight, Personalised, Targeting Matrix													
Bash	+5	4+Bodies	4	-	-	-	1	1+Bodies	Melee, Composite	1				
	Lock On +4, Modifications: Personalised, Targeting Matrix													
	Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21													
Traits:	Droid Body, Brute, Soldier,													
	Special Ammo (Strong Hit: <b>Special Ammo</b> (Damage, Hit) Pick one: Target is knocked Prone, Splash +1, Target is Locked On OR +2 End Dmg.													

## Healthy Reaper's Central Body

<b>Str</b> 7 1	<b>Foc</b> 5 4	<b>Defence:</b> 10+Ref+(-2) =	<b>Armour:</b> 4+1 =	<b>End:</b> 10+(Str x5)+5 =
<b>Ref</b> 3 2	<b>Int</b> 3 5	<b>vs Impair</b> Def+Str+6 =	<b>vs Energy</b> +	<b>Recovery</b> Foc+ =
<b>Mov</b> 5 3	<b>Per</b> 5 6	<b>vs Psionic</b> Def+Foc+ =	<b>vs Slow</b> +	<b>Stealth</b> 2+Ref+(-3) =
<b>Fate</b> 3	<b>vs Stealth</b> 10+Per+ =	<b>at 0 Endurance</b> -		<b>Combat Order</b> Int+ =
		*#Allies (max: 10)		

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Teleportation Beam	-3	11	6	6	4	4	2*	1	4	Gun, Irradiated	5 (6)
	Lock On +2, Splash 1, Natural, Slow, Energy, Burn, Maximum Range = Rng x20 (normally Rng x10), *Take 5 End Dmg every Action you spend Reloading or Un-Jamming this Weapon, Modifications: Advanced Modification, Extended Barrel, Extended Clip, Laser Sight, Personalised, Targeting Matrix.										
	When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2.										
Bash	+2	Str +1	Str -1	-	-	-	0	2 (+1d6)	-	Melee, Impairment	-
	Natural, Small, Blunt.										

Race / Var / Trait	Requirements	Benefits	Disadvantages
Mechonid		At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.	
Monstrous	Nemesis NPC	Ignore 1st Suppressed Effect each Turn.	Character takes up 4 spaces (normally 1).
Doomsday	Min Foc 4 Nemesis NPC	After an Attack hits a Target, you may spend a Fate Point to give this Attack +1 Crit Dmg and any single Keyword (does not Stack).	
Well Fitted	NPC	(Outfit Variation: Hardened Shell (Immune to Pen).	
Blast Zone		Strong Hit: <b>Critical Hit</b> . Remove 'not Splash Damage' requirement (Critical Hit still only effects 1 Target within Splash area).	
Melt Armour		Strg Hit: <b>Melt</b> (Damage, Hit, Burn, First Range Increment or Direct Splash Hit) Reduce Target character or Spacecraft's Armour by 1, until they have Downtime with a Workbench.	

## Damaged Reaper's Central Body

As above, but with the below Variations, Traits, 6 Armour, 50 Endurance and 6 Recovery.

Race / Var / Trait	Requirements	Benefits	Disadvantages
Mechonid		At the start of your Turn, deal 5 radiation Endurance Damage to all non Robot characters within 30 Spaces of you.	
Monstrous	Nemesis NPC	Ignore 1st Suppressed Effect each Turn.	Character takes up 4 spaces (normally 1).
Desperate	Nemesis NPC	For every point of Attribute Damage you take, gain +4 Hit and +4 End Dmg to all Weapons.	
Well Fitted	NPC	(Outfit Variation: Synth Steel (After you receive Strong Hit: <b>Critical Hit</b> you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench).	
Radiation (Altered)		+2 End Dmg, Irradiated.	
Regular Work Out			

## Feral Nephilim: Living Ammunition

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 1-10 Current Resources

"They grew faster than anything I've ever seen, like watching a corpse rot in reverse."

– Poldrackanis, Nephilim explorer.

Living ammunition is literally named. These Feral Nephilim were made to be delivered by armour-piercing munitions. Once the shaped explosive blows through the hull, or in some cases the molecular acid eats through it, the payload is delivered. In this case, the payload consists of small eggs which, when exposed to atmosphere, grow exponentially. In mere seconds, these Nephilim go from pupae to full adults.

While such creatures were no doubt frightening enough during the Great War, many have since gone on to reproduce, or simply never died. They now populate remote outposts, floating ghost ships, and abandoned colonies. Anywhere out of the way in the sector might house a nest of Living Ammunition, but this is only part of the problem.

Their unwavering need to kill, coupled with the speed of their maturation, could spell doom for colonies or even entire cities. The sheer scope of the havoc they might wreak is unthinkable. Even with such danger, the Eden Brood have large bio-weapon teams dedicated to harvesting and re-purposing Living Ammunition. Were any large samples to break out, one need only glance at the Great War histories to see what Living Ammunition does to urban communities and spacecraft.

The threat they pose is among the greatest faced by the still-recovering civilisations of the Haven system.

### Motives

These fearsome creatures exist only to grow and kill. They can extend their life cycles by consuming specific types of organic matter, most often that from the genotype of enemy the Living Ammunition was designed to target.

While most of these creatures lack what many would consider true sentience, they are engineered with an instinct for tactics, and they show a remarkable ability to navigate complex life support

systems and corridors.

Many have gone on to create primitive tribal structures or predatory packs. Groups of Living Ammunition are a scourge on any environment they inhabit, as they are programmed to do little more than hunt and kill. Those few that manage to expand their genetic coding (often through breeding with other Nephilim) often find themselves joining larger Feral tribes or leading a pack of Living Ammunition.

The Devwi-Ich has no interest in adding Living Ammunition to its Eden Brood, as they have poor genetic structures and are only hardwired for destruction.

### Tactics

Living Weapons are single-minded in their pursuit and consumption of organic material. Like pack animals, they work in well-organised groups. Each group has something akin to an "leader" who, if killed, momentarily slows the pack down. Unfortunately for their prey, the next in line takes over almost immediately.

"Herding" their enemy is a common strategy. Living Ammunition designed to attack a specific type of spacecraft would possess an internal map and several strategies for that combat situation. In the case of a Kaltoran cruiser, for example, the Nephilim might herd the crew towards the tight central engine core, where escape is most difficult. The pack would then swarm there, killing and consuming those within.

The key to combating Living Ammunition is to use their programming against them, fighting them in unfamiliar environments and baiting them with their encoded targets.

### Example Loot (per Body):

- » 1 Trade Box of biological components (Bio Tech or Medicine Skill Roll of 12 and Toolbox required to extract).





## Balanced to Fight Players with: 1-5 Current Resources





















Ripper	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Claws	+2	5+Bodies	4	-	-	-	1	1+Bodies	Melee, Claw	0	6	16	2	4
Natural, Bio Tech, Modification: Low Quality. Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Critter (able to function in Air Vents), Soldier.													

Shredder	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Spines	+4	6+Bodies	3	1*	5	RoF x1	1	2+Bodies	Shell, Kinetic	1	6	14	1	4
Natural, Bio Tech, Low Tech, *Strong Hit (5-6) vs Targets within first Range Increment, Modification: Low Quality. Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17														
Traits:	Critter (able to function in Air Vents), Sniper (+1 Rng with RoF 1, Str Hit: <b>Pinning</b> (Damage, Damage, Does not Require Hit) Target character in Entrenched Cover is Suppressed).													

## Living Bomb

Balanced to Fight Players with: 1-5 Current Resources

Str 2 1	Foc 2 4	Defence: 10+Ref +  =  13 +Cover	Armour: 3 + -1 =  2	End: 10+(Str x5) +  =  20
Ref 3 2	Int 1 5	vs Impair Def+Str +  =  15	vs Energy + 	Recovery Foc +  =  3
Mov 4 3	Per 2 6	vs Psionic Def+Foc +  =  15	vs Slow + 	Stealth Req: Cover 2 + Ref +  =  +5
Fate 0		vs Stealth 10+Per +  =  12*	at 0 Endurance -  1	Combat Order Int +  =  1

\*+ #Allies (max: 10)

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Necrotic Spit		10	4	1	2	1	0	1	1	Shell, Thrown, Shrapnel	1
Bio Tech, Natural, Small, Low Tech, Splash 3.											
Adhesive Spit	+1	7	4	1	2	1	0	1	1	Shell, Thrown, Dispersion, Cryo-Gel	1
Bio Tech, Natural, Low Tech, Small, Splash 3. Strong Hit: <b>Freeze</b> (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.											

Race / Var / Trait	Requirements	Benefits
Beast		
Explosive	Skilled NPC	On your Death, deal 4 Endurance and Critical Damage to all characters within 4 of you (as if it were an Attack the Ground Splash Attack).
Cook Grenade		Grenades lose Keyword: Slow.

## Balanced to Fight Players with: 6-10 Current Resources

Living Torpedo Swarm	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Hull Breacher Spit	+2	4+Bodies	4	5	3	RoF x3	2	1+Bodies	Gun, Self-Propelled	2	6	14	1	9
Natural, Bio Tech, Slow, Low Tech, Works in Liquid, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10). Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17														
Traits:	Critter (able to function in Air Vents), Swarm													

Wrangler	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Constricting Body	+4	4+Bodies	3	1*	-	-	1	1+Bodies	Melee, Impairment	2	6	14	2	5
Natural, Bio Tech, Strong Hit (5-6). Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17														
Traits:	Critter (able to function in Air Vents), Strg Hit: <b>Tackle</b> (Melee, Hit) Pick One Debuff to apply to Target: Prone, Push 1 or reduce all Movement by 2 until your next Turn.													

## Mutated Plants

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 6-10 Current Resources

"Loam on the jungle floor up to your knees. Sounds of insects, some carrying mutagens in the sweat dark night. Mishpacha: you've seen the name on patches on old jackets, heard the name in stories. Jungle fighting is hard. The terrain is unforgiving and the enemy, if native, almost always has the advantage. X'ion took that a step further: it turned the native flora into the enemy. The very jungle became another combatant in the Great War."

- Yiskah Blaze, Kaltoran botanist.

One cannot imagine the horror. The enemy, with his spine rifles and acid barrages is bad enough, but where does one take refuge? Where does one dig a foxhole to survive the artillery when the very plants might be lethal? X'ion's use of mutated plants is a major reason why soldiers not taken out by bullets and disease were often turned into enemies themselves, their brains infected with fungi that made them paranoid and violent to their combat brothers.

Deep in the Archons' records lie tales of brilliant human military tacticians who used the terrain of a battle site to their advantage. Perhaps, too, the humans began to engineer the flora as weapons in their forgotten age. No one can say. It is known only that X'ion did so. On Mishpacha, it seeded the plant life with airborne particles designed to steer their growth cycles in a direction favourable to X'ion's ends.

Some of its mutagens created plants that gripped ankles or impaled its prey, acting like punji pits, but others were far more intricate. With tree growth directed on the nanoscale, fortifications could be constructed out of the jungles themselves. These bases were nearly impossible to spot from above, for their heat signatures were identical to the flora around them. Even more, they required none of the normally necessary, massive shipments of building material to site, saving considerable resources.

The most fiendish of all X'ion's mutagens was a spore that mutated Blood Tears. The pollen produced by these flowers would drift into the air and be inhaled by soldiers. The mutagen, travelling

in this pollen, would infect the brain stems of those exposed, causing the host to revert to a purely limbic state of fight or flight. In combat conditions, this caused havoc: Troops either fled in terror or began killing everything around them, friend and foe alike. Units infected by this mutagen often went mad and decimated themselves in the process. Even years later, after the War ended, many survivors were purportedly mistrusted by their former armies.

### Motives

X'ion's motives in deploying the mutagens were twofold. The first was to waylay, kill, or sicken the enemy. Anything that slowed the opposition gave a massive advantage in ground combat on Mishpacha. X'ion's second motive was fear. When the very jungle around you, and even your best friends, might suddenly endanger you, the psychological toll is huge. This is just one reason veterans of Mishpacha had a reputation for madness.

### Tactics

While the plants have no sentience, their hosted mutagens show no end of cleverness and ruthlessness, from plants that infect the stomach, forming sacs which burst to kill the victim and spread spores, to the famous mind-warping psychoactives. X'ion's use of Mutated Plants gave rise to an entirely new field of botanical bioengineering. Now, the Corporation has an

entire division devoted to finding such plants and attempting to re-weaponize them. Of course, those that still survive are already weapons but they, as with all nature, know no master.

















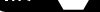





### Example Loot:

- » Trade Boxes of Valuable and Illegal chemicals.
- » Trade Boxes of Valuable biological components (Bio Tech or Survival Skill Roll and Toolkit required to extract).



Giant Scarlet Shroom	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Spores		5+Bodies*	2*	2	4	1	1	1+Bodies	Shell, T, D, S Poison	2	0	18	3	5
Splash 3, Natural, Bio Tech, Small, Low Tech, Slow, *+2 Damage vs Targets at 0 Endurance, Does not Work in Void, Modifications: Launcher, Personalised, Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times). Slots: 3, Defence vs Stealth: 14, Defence vs Impair: 21 Traits: Critter (able to function in Poisonous Environments), Immobile.														























## Purple Lotus

Str 3 1	Foc 2 4	Defence:	10 + Ref +  = 	Armour:	3 +  = 	End:	10 + (Str x5) +  = 
Ref 4 2	Int 2 5	vs Impair	Def + Str +  = 	vs Energy	+ 	Recovery	Foc +  = 
Mov 0 3	Per 3 6	vs Psionic	Def + Foc +  = 	vs Slow	+ 	Stealth	2 + Ref +  = 
Fate 		vs Stealth	10 + Per +  = 	at 0 Endurance	- 	Combat Order	Int +  = 
		**#Allies (max: 10)					

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Pollen	+1	7	1*	2**	5	2	1	2 (+1d6)	3	Shell, Dispersion, Chemical, Neurotoxin	3 (2)
Splash 1, Bio Tech, Natural, Low Tech, *Critical Hit Attribute Damage Location 1D3+3 (normally 1d6). **Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Extended Barrel, Low Quality, Personalised. Strong Hit: <b>Neurotoxin</b> (1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.											

Race / Var / Trait	Requirements	Benefits
Mutant Plant	NPC	
Specialised	Skilled NPC	Your Movement Attribute is immune to Damage.
Infected	NPC	Strong Hit: <b>Infect</b> (Damage, Hit) At the end of this Combat, Target takes 1 Attribute Damage (no Armour) to a Random (1d6) Attribute (this Damage may be healed by Paramedics). Target gains the Minor Condition: Exhausted (pg: 76 Core Rule Book) if they do not receive a Paramedics Healing Roll at the end of this Combat (does not Stack).
	Max Fox 2	

## Slaughter-Vine

Str 3 1	Foc 2 4	Defence:	10 + Ref +  = 	Armour:	3 +  = 	End:	10 + (Str x5) +  = 
Ref 3 2	Int 2 5	vs Impair	Def + Str +  = 	vs Energy	+ 	Recovery	Foc +  = 
Mov 2 3	Per 2 6	vs Psionic	Def + Foc +  = 	vs Slow	+ 	Stealth	2 + Ref +  = 
Fate 		vs Stealth	10 + Per +  = 	at 0 Endurance	- 	Combat Order	Int +  = 
		**#Allies (max: 10)					

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Vines	+4	5	3	1*	-	-	1	2 (+1d6)	1	Melee, Impairment	2
Bio Tech, Natural, Strong Hit (5-6). *Max range 5, Modifications: Guards, Personalised.											

Race / Var / Trait	Requirements	Benefits
Mutant Plant	NPC	
Swarm	Skilled NPC	You grant Heavy Cover or +1 Cover Step to any character that is Attacked through you. Reduce all non Splash or RoF 3+ Attack Damage (after Armour) against you by 2. You may take up 4 spaces (normally 1) and may fit through small spaces.
Martial Arts	Min Ref 3	Strong Hit: <b>Disarm</b> (Block or Impair, Hit) Target must spend a single Draw Action before they may use a currently Activated non Gauntlet Weapon.

## Glaskap-el "Spine Trooper"

Average Height: 1.12m

Enemy Type: Skilled

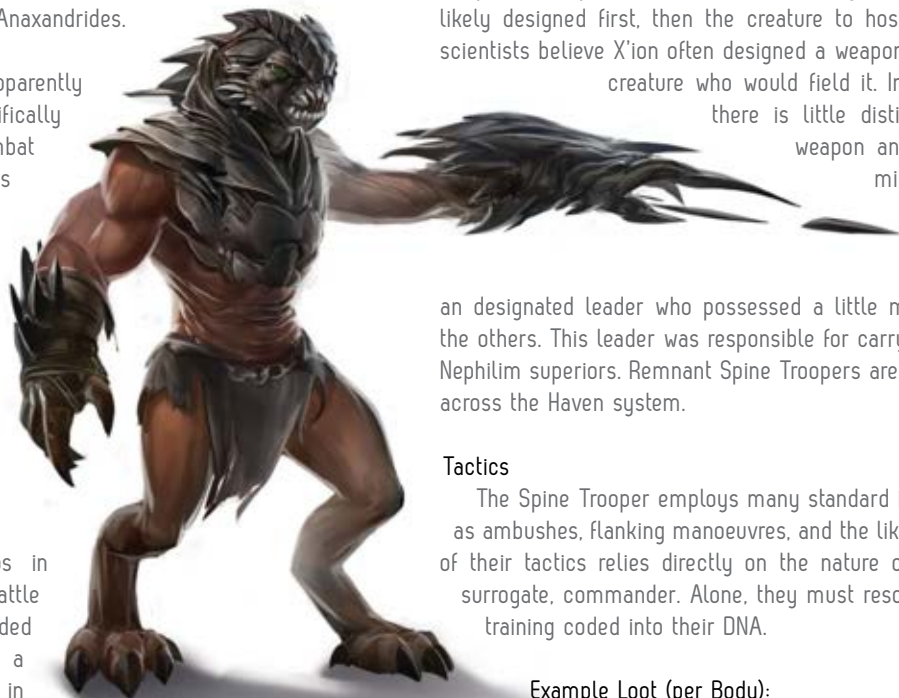
Balanced to Fight Players with: 6-10 Current Resources

"In the Legion army, you arm a soldier with a rifle. For the Neph, you arm a rifle with a soldier."

- Centurion Anaxandrides.

X'ion's battle plan apparently included troops specifically engineered for various combat roles. The Spine Trooper is what most armies would consider a "grunt." These are the ground pounders, the "troops" that take and hold the ground. For X'ion, these troops were grown in vast bulks, also known as "pods." Pods grown together were then fielded together.

X'ion grew these troops in bulk numbers, known as Battle Pods, which were then fielded together. Each pod had a number, much like units in other armies. Unlike other armies, though, these troops had no remorse, no fear, no ties except to its the pod and to X'ion. The pod is nothing they invest emotion in, but they protect it with instinctual fury.



Spine Troops were apparently designed around their signature weapon: the spine thrower. That is to say, the spine thrower was likely designed first, then the creature to host the weapon. Many scientists believe X'ion often designed a weapon before the sentient creature who would field it. In fact, some believe there is little distinction between the weapon and the trooper. They might be right.

### Motives

Each pod had an designated leader who possessed a little more autonomy than the others. This leader was responsible for carrying out orders from Nephilim superiors. Remnant Spine Troopers are spread far and wide across the Haven system.

### Tactics

The Spine Trooper employs many standard infantry tactics such as ambushes, flanking manoeuvres, and the like. The sophistication of their tactics relies directly on the nature of their Nephilim, or surrogate, commander. Alone, they must resort only to the basic training coded into their DNA.

### Example Loot (per Body):

» 2 Clips of Spine Launcher Ammunition.

**Str** 2 1    **Foc** 3 4    **Defence:** 10 + Ref + =

**Ref** 2 2    **Int** 2 5    **vs Impair** Def + Str + =

**Mov** 2 3    **Per** 3 6    **vs Psionic** Def + Foc + =

**Fate** 0    **vs Stealth** 10 + Per + =

\*#Allies (max: 10)

**Armour:** 3 + =

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + =

**Recovery** Foc + =

**Stealth** 2 + Ref + =

**Combat Order** Int + =

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Spine Launcher	+1	6	3	4	2	12	1	4 (+3d6)	2	Gun, Self-Propelled	2
Bio Tech, Natural, Modifications: Dual Wield, Laser Sight, Low Quality, Personalised.											
Poisonous Spines	+1	4*	1*	4	3	12	0	3 (+2d6)	2	Gun, Burst Spores, Synthetic Poison	2
Splash 1, Bio Tech, Natural, *+2 Damage vs Targets at 0 Endurance, Does not Work in Void Modifications: Laser Sight, Low Quality, Personalised.											
Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times).											

Race / Var / Trait	Requirements	Benefits
Beast		
Pack Hunter	Skilled NPC	All Weapons gain +2 Endurance Damage (up to +8) for each Ally within 2 of you.
Covering Fire		Strong Hit: <b>Covering Fire</b> (Damage, Does not Require Hit, RoF 2+) 1 Ally gains Heavy Cover (+4) or +1 Cover Step until your next Turn.



## Boshtortack "Fraggers"

Average Height: 1.4m

Enemy Type: Skilled

Balanced to Fight Players with: 6-10 Current Resources

"I served in the Kaltoran Gehenna Rangers. I thought WE could get anywhere. Then I met the Fraggers. Bloody bastards belch fire. Walking flamethrowers that can lob balls of raw phlegm. Ain't half-fair, mate."

- Tamar Shot, former Gehenna Ranger.

Fraggers fire explosive balls of phlegm or jets of flame from their bellies, up through their oesophagus and out their mouths. The engineering allowing a living being to do this is staggering to most scientists.

Another secondary organ of the Fragger produces liquid phlegm, which forms into balls in a reserve oesophagus. The Fragger can then direct these phlegm balls through and out their oesophagus in an arc. The accuracy is not great, but a hit can devastate.

Another secondary organ produces liquid phlegm that is formed into balls in a reserve oesophagus. These balls of phlegm are then directed through the oesophagus in an arc whose trajectory depends on force. The accuracy is not great, but a hit can devastate.

### Motives

Like other ground pounders, these troops obey the commands of their superiors. Functioning on their own, they are largely incapable of indirect fire. They can spew as much flame as they can generate, but complex trajectory calculations are beyond them.

### Tactics

Fraggers serve in a support capacity. From surviving Great War records, albeit fragmentary, we know they functioned more or less as mortar-scale artillery preceding an assault by Spine Troopers. The whining scream accompanying the build-up of a super-heated phlegm ball was unmistakable. They operated in much smaller units than did other Nephilim Battle Pods. Four Fraggers typically accompanied a Battle Pod of Spine Troopers. Upon death, a Fragger explodes: killing one up close is a dangerous proposition.

### Example Loot (per Body):

» 2 Trade Boxes of Valuable and Dangerous stomach chemicals.



**Str** 3 1 **Foc** 2 4 **Defence:** 10 + Ref + = 12 + Cover  
**Ref** 2 2 **Int** 2 5 **vs Impair** Def + Str + = 15  
**Mov** 2 3 **Per** 3 6 **vs Psionic** Def + Foc + = 14  
**Fate** 0 **vs Stealth** 10 + Per + = 13\*  
\*#Allies (max: 10)

**Armour:** 3 + = 3  
**vs Energy** + = 3  
**vs Slow** + = 3  
**at 0 Endurance** - = 3

**End:** 10 + (Str x 5) + = 25  
**Recovery** Foc + = 1  
**Stealth** 2 + Ref + = 4  
Req: Cover  
**Combat Order** Int + = 2

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Phlegm Spray		7	4	1	3	9	2	3 (+2d6)	3	Chemical, Napalm	3
Lock On +2, Slow, Bio Tech, Natural, Jam (1-5), Low Tech, Burn, Does not Work in Void, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll. All Targets have -1 Cover Step. Modifications: Extended Barrel, Laser Sight, Low Quality, Personalised, Targeting Matrix.											
Phlegm Ball		6	4	7	2	4	2	1*	2	Gun, Burst Spores, Chemical, Napalm	3
Lock On +2, Splash 1, Bio Tech, Natural, Burn, Does not Work in Void, *Strong Hit (5-6) with all RoF 1 Attack Rolls. Modifications: Extended Barrel, Laser Sight, Personalised, Targeting Matrix.											
Phlegm Glob	+2	8	4	5	4	3	2	1	4	Shell, Dispersion, Chemical, Napalm	3
Lock On +2, Splash 2, Slow, Bio Tech, Natural, Low Tech, Burn, Does not Work in Void, Maximum Range = Rng x20 (normally Rng x10). Modifications: Extended Barrel, Laser Sight, Low Quality, Personalised, Targeting Matrix.											
When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim	NPC	
Explosive	Skilled NPC	On your Death, deal 4 Endurance and Critical Damage to all characters within 4 of you (as if it were an Attack the Ground Splash Attack).
Extravagant	NPC	

## Argharack "Mimetic"

Average Height: 2.37m

Enemy Type: Skilled

Balanced to Fight Players with: 6-10 Current Resources

"It wasn't there two seconds before, I tell you. Came out of the trees. Hell, I thought it was a tree, at first. They've got some kind of active camouflage. The boss called it 'mimetic'. Means it looks like things around it. Whatever. That giant beast killed my best friend, that's what it did. Planet ain't worth the salvage on it."

— Anna Fo, Corporate salvager.

The Mimetic was a Nephilim designed for commando-style operations during the Great War. Their skin simulates surrounding shapes and colours, making the Mimetic nearly impossible to see until they are on top of a victim with their massive, acidic tongue.

During the Great War, they were deployed behind enemy lines to disrupt supply chains, sabotage important targets, and perform reconnaissance. Today, they stalk the lush world of Mishpacha and the wastelands of Eden.

### Motives

A captured Kaltoran pirate once swore these creatures were

still carrying out operations from the Great War, hunting for Archons. Granted, Mimetics killed his entire crew, and he may have been mad, but the Corporation took his testimony seriously.

The Mimetics may still be waging a war against a dead enemy. Some scientists think they are defaulting to their instinctual programming, believing they are still fighting the Great War for X'ion. Given their success in that conflict, they present a serious threat to any of the Archons' creations or to Nephilim "deserters".

### Tactics

Mimetics use stealth to surprise their prey, attacking them with their acidic tongue and considerable bulk. Despite their size, they rarely attack unless they have gone undetected. Operating in small groups of four or five, they retreat rather than engage once spotted. During the Great War, they feigned such retreats to lure the enemy into a deeper trap.

### Example Loot (per Body):

» 2 Trade Boxes of Dangerous acidic chemicals (Bio Tech or Medicine Skill Roll of 12 and Toolbox required to extract).

**Str** 5 1   **Foc** 2 4   **Defence:** 10 + Ref + = 13  
**Ref** 3 2   **Int** 2 5   **vs Impair** Def + Str + = 20  
**Mov** 4 3   **Per** 2 6   **vs Psionic** Def + Foc + = 15  
**Fate** 0   **vs Stealth** 10 + Per + = 12\*  
\*#Allies (max: 10)

**Armour:** 3 + = 3  
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 30  
**Recovery** Foc + = 3  
**Stealth** 2 + Ref + = +5  
Req: Cover  
**Combat Order** Int + = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Acidic Tongue	+6	7	3	1*	-	-	1	1	1	Melee, Impairment	2
Bio Tech, Strong Hit (5-6), *Max range 5. Modifications: Guards, Personalised.											
Limbs	+3	Str +1	Str -1	-	-	-	0	2 (+1d6)	-	Melee, Impairment	Auto
Natural, Small, Blunt.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim	NPC	
Talent	Skilled NPC	
Mirage	Min Mov 4	Strong Hit: <b>Mirage</b> (Attack, Does not Require Hit) Make a free Stealth Action and Minor Effect Move -2.

## Living Ammunition "Screamer"

Average Height: 2.1m

Enemy Type: Skilled

Balanced to Fight Players with: 1-5 Current Resources

"Sonic weaponry ain't got nothin' to do with a Screamer. This is a misplaced name, I tells ya. It ain't the god awful scream that kills ya. They got these little, super tiny bugs in their mouths, ya see. They shoot 'em all over ya, turn ya into goo they do... should be called Goo Spitters!"

- Amos Thrift, Kaltoran salvager.

As with other Living Ammunition, Screammers hatch from eggs and grow to full size within a few seconds. Fully grown, a Screamer stands about seven feet tall and scrambles along on four limbs. Their limbs are tipped with razor-like claws, but their real weapon is their mouth, which shoots biological nanites that disassemble any organic tissue they hit. An entire person might vanish in seconds, as the bio-bots split their molecules and reduce them to goo, which the Screamer consumes. The sight of these alien beasts licking up the remains

of a former companion has driven more than one soldier mad.

Screamers are pack hunters of incredible speed. Ship-launched armour-piercing torpedoes can deliver payloads of Screamer teams, which burrow through the targeted vessel. Once deployed, the small pods rapidly grow into full-size living weapons.

### Motives

These creatures were designed to take ships intact by killing all organic crew, with no regard for their own safety.

### Tactics

Screamers are simple beasts, dedicated to the sole task of killing all organic life they are programmed to. If found in the wild, they are sure to be carrying out their final orders.

### Example Loot (per Body):

» 2 Trade Boxes of Valuable chemicals (Bio Tech or Medicine Skill Roll of 16 and Toolbox required to extract).

**Str** 2 1 **Foc** 1 4 **Defence:** 10 + Ref + = 13 + Cover  
**Ref** 3 2 **Int** 2 5 **vs Impair** Def + Str + = 15  
**Mov** 3 3 **Per** 3 6 **vs Psionic** Def + Foc + = 14  
**Fate** **vs Stealth** 10 + Per + = 13\*  
 \*\*#Allies (max: 10)

**Armour:** 3 + -1 =   
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 20  
**Recovery** Foc + = 1  
**Stealth** 2 + Ref + = 4  
 Req: Cover  
**Combat Order** Int + = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Organic Nanite Scream	+2	6*	4*	5	3	8	1	2 (+1d6)	2	Gun, Burst Spores, Synthetic Poison	3

Bio Tech, Natural, \*\*2 Damage vs Targets at 0 Endurance.

Strong Hit: **Coated in Nanites** (Hit) Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Coated in Nanites Effect can stack up to 4 times).

Nanite Coated Claws	+1	4	4	-	-	-	0	1	2	Melee, Nano-Bone	1
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Bio Tech, Natural, Pen 1 min 3.

Race / Var / Trait	Requirements	Benefits
Beast	NPC	Able to function in spacecraft arteries and ducts.
Well Prepared	Skilled NPC	
Nasty Toxins		Strong Hit: <b>Nanite Infection</b> (Damage, Hit, Bio Tech or Chemical) Target can not gain a Recovery until they receive First Aid.

## Feral Tribesmen

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 1-10 Current Resources

"They come wearing the cast-off detritus of the dead civilisations that they killed. They come with shields made from hulls and weapons of repurposed steel. They come with the most primitive of weapons and the most murderous of intents."

- Lysis Cerv, Mishpacha Legion settler.

Massive armies of Nephilim slavishly served X'ion in the Great War. After their creator's departure, they were all but forgotten. Yet such soldiers, such weapons of war, were designed to fight on. Is it any wonder they have done so over the last hundred years? From the mystic jungle tribes of Mishpacha to the ravenous marauders of the wind-swept deserts of Eden, Feral Nephilim tribes have formed and persisted against all odds.

The Nephilim soldiers, though, were never designed to function without X'ion and higher command. Without guidance, they have descended into barbarism and savagery. Each of the hundreds, perhaps thousands, of tribes has formed its own culture, rituals, and means of survival, but very few have managed to develop anything resembling what modern sociologists would call civilisation.

### Eden

In the radioactive wastes of Eden, Feral tribes inhabit caves and ancient Kaltoran ruins. Even traversing such toxic terrain is deadly to most living beings, and yet many Feral tribes have thrived there. During the early years of the Devwi-Ich's awakening on Eden, most tribes were assimilated into the Eden Brood. But many were not, some because they held allegiance to their own culture and some because they were overlooked.

Many rejected tribes worship the Devwi-Ich, who only has an interest in those it deems worthy. This dictum of worthiness has become a kind of theological law for many rejected tribes. Warriors must earn a place in the Devwi-Ich's Eden Brood. Of course, the Feral tribes have no real idea of what the Devwi-Ich wants, so their beliefs are likely a far cry from the truth.

There are some tribes, though, that rebel against the Devwi-Ich and its demand for absolute obedience and submission, clinging to their own cultures.

### Mishpacha

On Mishpacha, more than three hundred distinct tribes have thus far been identified. While food may be abundant on much of the planet, so too is competition. Adaptability is key to survival on this harsh world.

Each tribe is a product of not only its own genetic makeup, but also its available resources and environment. Over the past hundred years, most tribes have specialised, as they focus on their strengths and work around nearby competition. Some rely on brute force while others rely on speed, but all rely on numbers.

### Motives

The Feral tribes are generally stratified into four castes: chiefs, mystics, warriors, and slaves.

Many tribesmen seek to amass small, seemingly random trinkets left behind during the Great War and by previous civilisations, wearing them decoratively as necklaces, bracelets, and piercings. Chiefs save the prime technology for themselves, and an economy exists inside each tribe to regulate the rest.

Territory is prized second to technology, and territory containing ancient sites is the most fought over.

### Tactics

Making use of primitive but effective tactics, Feral tribes are adroit at melee combat. Ranged combat is also used, but normally only in the opening volley. The tribes hunt food in similar ways.

Each tribe has specific strengths and weaknesses, which should be assessed carefully, especially when inside their territory. Assuming that a tribe is like all the rest is a sure path to an early death.

### Example Loot:

- » Trade Boxes of crude, low-quality weapons.
- » Trade Boxes of primitive artistic artifacts.
- » Trade Boxes of valuable stones.





## Balanced to Fight Players with: 1-5 Current Resources

Meat Shields	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Throwing Spears	+6	3+Bodies	3	4*	5	RoF x5	1	1+Bodies	M, Thrown, Composite	1	4	16	2	4
*~4 Rng when not used by Henchmen.														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Meat Shield (Any time an Ally within 2 (or behind) of one of your Bodies takes Attribute Damage, you may loose a Body and your Ally takes no Attribute Damage from that Attack).													

Savage	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Bone Axe	+4	4+Bodies	4	-	-	-	-	1+Bodies	Melee, Nano-Bone	1	4	18	2	4
Bio Tech, Pen 1 min 3.														
Slots: 3, Defence vs Stealth: 14, Defence vs Impair: 21														
Traits:	Soldier													

## Balanced to Fight Players with: 6-10 Current Resources

Skulk	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Blow Darts	+3	6+Bodies	3	3	5	RoF x2	1	2+Bodies	Shell, S Poison	2	4	16	3	5
Bio Tech, *Strong Hit (5-6) vs Targets OUTSIDE the first Range Increment, Modification: Personalised.														
Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times).														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Hidden (You start Combats Stealthed and only break this once you attack (or at a GM defined time).+1 End and Crit Dmg during your first Attack in a Combat).													

Brute	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Salvaged Gun	+1	8+Bodies	3	4*	5	RoF x1	1	2+Bodies	Gun, B Spores, N	2	3	16	4	4
Bio Tech, Does not Work in Void, *Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Extended Barrel, Personalised.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Brute													

## Tribal Hunter

Balanced to Fight Players with: 6-10 Current Resources

<b>Str</b> 3 1	<b>Foc</b> 2 4	<b>Defence:</b> 10+Ref +	<b>Armour:</b> 3 +	<b>End:</b> 10+(Str x5) +
<b>Ref</b> 3 2	<b>Int</b> 2 5	<b>vs Impair</b> Def+Str +	<b>vs Energy</b> +	<b>Recovery</b> Foc +  =
<b>Mov</b> 2 3	<b>Per</b> 2 6	<b>vs Psionic</b> Def+Foc +	<b>vs Slow</b> +	<b>Stealth</b> 2 + Ref +  =
<b>Fate</b> 0		<b>vs Stealth</b> 10+Per +  *	<b>at 0 Endurance</b> -	<b>Combat Order</b> Int +  =
*+Allies (max: 10)				

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Nasty Blade	+5	7	5	-	-	-	1	1	2	Melee, Composite	1
Bio Tech, Pen 2 min 4, Modifications: Master Crafted (lost on Death), Personalised.											
Salvaged Legion Puncture Rifle	+3	6	4	4	3	6	2	2 (+1d6)	3	Gun, Gauss	3
Slow, Jam (1-3), Pen 4 min 3, Maximum Range = Rng x5 (normally Rng x10), Modification: Personalised.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim		
Big Game Hunter	Skilled NPC	
Extravagant	NPC	

## Tribal Mystic

Average Height: 1.6m

Enemy Type: Skilled

Balanced to Fight Players with: 6-10 Current Resources

"It isn't bad enough they're coming at you through the jungles, salivating over their teeth, right? They got these mystics that can get inside your head, make it feel like your brain is boiling."

– Allen Right, Mishpacha hunter.

Among the Feral tribes, only the Mystics have as much power as the chief, though this is power of a different sort. The Mystics are said to be in tune with the cosmos itself, as well as with the technological remains left from the Great War. Some theorize their psionic powers come from technology, while others say their powers grew over time. One thing is certain: these Nephilim did not have psionic powers during the Great War. No record, or Kaltoran memory, exists. As with many other Feral Nephilim, something has changed.

The Mystics see the future, or at least claim to. Rough translations indicate they read "world lines" that stretch from each being through their personal timeline. It begins at their birth and ends with their death. Each Feral Mystic can see the intersections of these lines and thus predict the future.



### Motives

A Mystic's motives are cloudy and often illogical to outsiders. Often, they are the only tribe member able to interpret ancient technology and plan the future of their tribe. However, they appear to have a larger, perhaps even genetically encoded, purpose as well. Each Mystic guides their tribe toward a "terminal point". Scientists have not determined what this is, but they have heard the same phrase again and again in a variety of tribes. Many believe this point is a moment in time when the Feral tribes will unite under a single leader. Only X'ion could ever do such a thing.

### Tactics

Tribal Mystics help seek enemies by using a psychic "radar". Once the enemy is found, Mystics back up warriors by assaulting the most powerful enemies with mental attacks, causing synapses to misfire and resurrecting memories of former pain, anguish, and despair.

### Example Loot (per Body):

- » 1 Trade Box of weapons.
- » 2 Trade Boxes of psionic tech (Bio Tech or Medicine Skill Roll of 16 and Toolbox required to extract).

**Str** 3 1   **Foc** 3 4   **Defence:** 10 + Ref + = 13  
**Ref** 3 2   **Int** 4 5   **vs Impair** Def + Str + = 18  
**Mov** 2 3   **Per** 3 6   **vs Psionic** Def + Foc + = 16  
**Fate**   **vs Stealth** 10 + Per + = 13\*  
\*+ #Allies (max: 10)

**Armour:** 3 + = 3  
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 25  
**Recovery** Foc + = 4  
**Stealth** 2 + Ref + = +5  
Req: Cover  
**Combat Order** Int + = 4

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Sacrificial Cleavers	-1	6	4	-	-	-	2	2 (+1d6)	3	Melee, Nano-Bone, Psionic	2
Bio Tech, Pen 1 min 3, Modifications: Advanced Modification, Low Quality, Dual Wield, Guards, Personalised.											
Psionic Mind	+Int +5	-	-	Foc +3	-	Inf	0	1	-	Analytical, Psionic	0
Natural, Strong Hit (5-6)											
Strong Hit: <b>Psionic Lock</b> (Hit) Target is Locked On.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim	NPC	
Talent	Skilled NPC	
Psionic Splice		Strong Hit: <b>Psionic Scream</b> (Attack, Hit, Psionic) Target takes 4 End Dmg.

## Tribal Chief

Average Height: 2.2m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"And he came among them as from the primal mists. From the primordial glem of the cosmos are chiefs made. Heed their words as ye would the word of X'ion."

— Feral Nephilim chant.

Contrary to the message of the chant, Chiefs earn their status rather than being cosmically endowed with it. The biggest and strongest in a Feral tribe often becomes a Chief. The title is not inherited.

Many tribal Chiefs are Purebloods from the Great War. The strength and clarity of the Chief's mind and will is often the sole thread holding their tribe together.

### Motives

Chiefs have a few common motives: acquire technology, acquire territory, and maintain their position. Everything appears to centre on these aspects.



### Tactics

The Chief carries the tribe's best weapons and technology, often giving them many abilities beyond those they were made with.

Chiefs often lead from the front: any other location may breed doubt or resentment. Though they eagerly plan elaborate attacks, once the battle is begun they throw all in with their fellow warriors.

It seems only warriors of a certain stripe may attack a Chief. Scientists have observed an apparently low-ranking warrior kill a Chief in battle. That warrior was not lauded by his people, but was

instead turned over to the rival tribe as a slave for his actions.

### Example Loot:

- » 1 Trade Box of Valuable tech.
- » 2 Trade Boxes of equipment.

**Str** 5 1 **Foc** 2 4 **Defence:** 10 + Ref +  $\text{Cover} = 13$

**Ref** 3 2 **Int** 3 5 **vs Impair** Def + Str +  $\text{Cover} = 20$

**Mov** 4 3 **Per** 3 6 **vs Psionic** Def + Foc +  $\text{Cover} = 15$

**Fate** 2 **vs Stealth** 10 + Per +  $\text{Cover} = 13$ \*

\*#Allies (max: 10)

**Armour:** 4 +  $\text{Cover} = 4$

**vs Energy** +  $\text{Cover} = 1$

**vs Slow** +  $\text{Cover} = 0$

**at 0 Endurance** -  $\text{Cover} = 0$

**End:** 10 + (Str x 5) +  $\text{Cover} = 45$

**Recovery** Foc +  $\text{Cover} = 3$

**Stealth** 2 + Ref +  $\text{Cover} = 5$

**Combat Order** Int +  $\text{Cover} = 3$

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Axe	+2	10	5	-	-	-	1	1	2*	Melee.	3
*Only ever requires 1 Hand, Modifications: Guards, Master Crafted (lost on Death), Personalised.											
Antimonic Acid SMG	+1	8	4	4	3	9	1	3 (+2d6)	1	Gun, Burst Spores, Chemical	4
Splash 1, Burn, Bio Tech, Modifications: Laser Sight, Personalised.											

Utility Item	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Large Combat Shield					Heavy (+4)	-2	4	Free
Gauntlet, you may not Move and Attack with a 2 Handed Weapon (Weight 2+) in the same Turn, -1 RoF with Limbs, grants Heavy Cover (+4) to adjacent characters that are behind you								

Race / Var / Trait	Requirements	Benefits
NPC Nephilim	NPC	
Warlord	Nemesis NPC	Gain a free utility Item.
Well Fitted	NPC	(Outfit Variation: Tungsten Carbine).
Terrifying	NPC	Any enemy character without a Resolve Toolbox takes 5 Endurance Damage at the start of any Combat against you.

## Pharan Tribe

Average Height: 2.45m

Enemy Type: Skilled

Balanced to Fight Players with: 6-10 Current Resources

"I'm telling you, these Neph are as smart as you and I. Feral? No way. These freaks use OUR weapons. Hell, I've seen them modify them!"

- Yoel Thrift, panicked Kaltoran merc.

The Pharan are a curious anomaly. Left behind along with other Nephilim on Eden, they did not degenerate like the others. Quite the opposite, the Pharan quickly gained the ability to use non-organic technology. They are, in fact, obsessed with recovering and using it.

There are no records of Nephilim troopers wielding non-biological weapons or devices during the Great War. Something changed. Theory suggests that, as Feral tribes have adapted to their new environments, the Pharan have adapted to more readily available technologies. This is a bold and provocative thought, as the only thing keeping Feral tribes in check is their inability to use advanced tech. If these Pharan have not only learned to use but also, according to some reports, modify foreign technology, perhaps the Ferals pose a greater danger than the people of the Haven system think?



As for Devwi-Ich, the Pharan know of it, and some leave the tribe to join the Eden Brood. Others do not, choosing instead to remain.

### Motives

The motives of the Pharan are inscrutable. They are clearly more intelligent than their cousins and avoid the petty tribal squabbles of their lesser kin. Instead, they seek to loot the ruins left behind after the Great War. They are working on a great project somewhere deep in the wastelands, or so travellers are wont to say.

### Tactics

Pharan employ sophisticated guerrilla tactics, making regular use of what technology they have available.

### Example Loot (per Body):

- » 2 Clips of Ammunition.
- » 1 Trade Box of equipment.

**Str** 4 1    **Foc** 1 4    **Defence:** 10 + Ref + =

**Ref** 2 2    **Int** 3 5    **vs Impair** Def + Str + =

**Mov** 2 3    **Per** 2 6    **vs Psionic** Def + Foc + =

**Fate** 0    **vs Stealth** 10 + Per + =

\*#Allies (max: 10)

**Armour:** 3 + =

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + =

**Recovery** Foc + =

**Stealth** 2 + Ref + =

**Combat Order** Int + =

Req: Cover

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Auto Cannon	+2	8*	4	4*	3	20	2	4 (+3d6)	4	Gun, Self-Propelled	4
Lock On +2, Low Tech, Works in Liquid, Jam (1-3), *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg).											
Modifications: Extended Barrel, Laser Sight, Personalised, Targeting Matrix.											
Puncture Rifle	+7	6	4	5	3	4	6	2 (+1d6)	3	Gun, Gauss	3 (4)
Lock On +2, Slow, Pen 2 min 3, Jam (1-3), Maximum Range = Rng x5 (normally Rng x10).											
Modifications: Advanced Ammo, Laser Sight, Personalised, Targeting Matrix.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim		
Well Prepared	Skilled NPC	All Weapons gain +1 Hit.
Special Ammo		Strong Hit: <b>Special Ammo</b> (Damage, Hit, not Spacecraft) Pick one: Target is knocked Prone, Splash +1, Target is Locked On OR +2 End Dmg.



## Musung Ronin

Average Height: 1.8m

Enemy Type: Skilled

Balanced to Fight Players with: 16-20 Current Resources

"I thought they were all bleedin' bandits and savages, till I met a Musung. Said he left his tribe, but what he told me about them, hell, they don't sound that far off from you and I. Well, maybe me anyway."

- Uri Swift.

Not all Feral Nephilim are survivors haunting the ruins of a better age; many swore allegiance to the Devwi-Ich upon its appearance. No mere scavengers, in the century since the War the Musung have developed a complex society and a rigorous honour code. Upon the call of Devwi-Ich, issued to all extant Nephilim, nearly all the Musung abandoned this culture. Those who remained now wander as outcasts, as Ronin, clinging to their old ways.

Musung have six limbs, with four ending in a hand and an opposable thumb. Spotting a Musung Ronin wielding four swords at a

time is a sight indeed. Of course, once their blades are drawn, they mean to shed blood, and so few have lived to record this sight.

### Motives

Those who swear allegiance to the Devwi-Ich do so with near-zealotry. The future promised in the Eden Brood is one of genetic supremacy over all sentient creatures. This life, these Musung believe, is their true, X'ion-ordained destiny.

Those Musung who chose to leave Eden wander as lone Ronin. Trading skill for Credits, they cleave to the old ways of honour and are feared combatants throughout Haven.

### Tactics

Musung rely on their superior reflexes when engaging their enemy. Valuing their personal honour above all else, a Musung Ronin will always fight to the death, never retreating.

### Example Loot (per Body):

» 1 Trade Box of Valuable weapons.



**Str** 4 1 **Foc** 2 4 **Defence:** 10+Ref + = 15 +Cover

**Ref** 5 2 **Int** 2 5 **vs Impair** Def+Str + = 19

**Mov** 5 3 **Per** 2 6 **vs Psionic** Def+Foc + = 17

**Fate** 0 **vs Stealth** 10+Per + = 12\*

\*#Allies (max: 10)

**Armour:** 3 + = 3

**vs Energy** + = 0

**vs Slow** + = 0

**at 0 Endurance** - = 0

**End:** 10+(Str x5) + = 30

**Recovery** Foc + 1 = 3

**Stealth** 2 + Ref + 2 = +9

Req: Cover

**Combat Order** Int + 2 = 2


Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Quad Swords	+1	8	4	-	-	-	3	4 (+3d6)	4	Melee, Composite	3
Modifications: Dual Wield (x2), Personalised.											
Quad Acidic Wrist Blades	-2	9	4	-	-	-	2	4 (+3d6)	3	Melee, Injector, Antimonic Acid	3
Small, Gauntlet, Slow, Burn, Gain Strong Hit (5-6) if you are behind your Target, Modifications: Dual Wield (x2), Personalised.											
Strong Hit: <b>Stealth Strike</b> (Hit) Attack does not break Stealth.											
Two Combat Bow	+1	7*	3*	4*	9	2	2	2 (+1d6)	4	Shell	3
Slow, *Analyse Action Grants +2 Dmg and Rng (Max +2), Maximum Rng = Rng x5 (normally Rng x10), Modifications: Advanced Ammo, Dual Wield (x2), Personalised.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim		
Lone Hunter	Skilled NPC	All Weapons gain +1 Endurance and Critical Damage if you have no Allies within 10 of you.
Talent	Skilled NPC	
Extra Limbs	Nephilim	
Martial Arts	Min Ref 3	Strong Hit: <b>Disarm</b> (Block or Impair, Hit) Target must spend a single Draw Action before they may use a currently Activated non Gauntlet Weapon.

"Organic machines, monuments to X'ion's might and power. The Tre'-Bach are beast of muscle, cunning, and acidic death..."

"If you're tryin' to frighten me, you're failing horribly. I've killed a dozen Feral Nephilim in my time, each one a supposed 'genetic masterpiece'. Pfftt, nothin' but Nephilim propaganda."

"You just keep tellin' ya-self that when its meter-thick regenerative armour plating shrugs off your shells and its hundred tons of muscle pushes trees and tanks aside as if they were children's toys."

- Big game hunters, David and Joseph Sparks, MIA. 

## Tre'-Bach

During the Great War, the Tre'-Bach devastated entire cities, lent anti-spacecraft support to ground troops, and hammered the enemy with artillery fire. There are few Nephilim created by X'ion so lethal as the Tre'-Bach.

These massive, intelligent monsters of war took time to cultivate and were prized by the X'ion. While hundreds of thousands of Spine Troopers would be thrown into the grinder, Tre'-Bach were only used when necessary. In the six years of the Great War, half a dozen Tre'-Bach laid siege to the Kaltoran megacities of Eden. The cities, well defended and backed by steel war machines, fell within months.

### Grown, Not Born

While evidence of child-like stages were found in hatcheries growing Spine Troopers and their like, no one ever saw an infant Tre'-Bach until after the Great War. Many feel that they were simply better hidden, and that a great laboratory-nest lies in the distant void, like a gleaming jewel waiting to be claimed.

While other Nephilim necessarily had pupal stages, the sheer power of the Tre'-Bach led X'ion to design them without any such childhood. Were they to be captured, the enemy might be able to train young ones and use them as weapons. That wouldn't do at all. Instead, the pieces of the Tre'-Bach were grown in huge organic vats, then assembled into a cohesive whole. Few other Nephilim were built in this way.

Now, nearly a century on, these creatures have young. They lay eggs, which develop into children and then adults. They have males and females, something many other Nephilim lack. None of this, as far as researchers can ascertain, was true during the Great War.

### What Changed?

After the Great War, something clearly changed for the Tre'-Bach on a genetic level. A being does not spontaneously begin to reproduce. Creatures genetically engineered with no reproductive capability remain so. Yet this is not the case here. Scholars debate the potential reasons, but the arguments fall into two primary camps.

Proponents of one theory argue that, left to their own devices, even genetically engineered beings naturally move towards procreation like almost all known species. Since the Tre'-Bach were not

designed to procreate, researchers theorize they began to assimilate other Nephilim DNA. For this theory to fit history, this process must have occurred rapidly, in under one hundred years. The ability to procreate, according to this doctrine, is central to the definition of life. Without X'ion, the Tre'-Bach were unwilling to let themselves die out. Because they are capable, intelligent creatures, the likelihood of self-alteration is high, and this theory is quite probable.

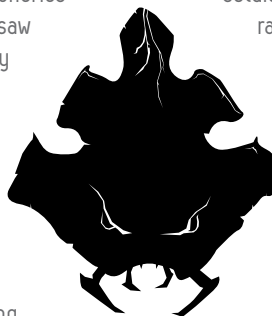
Proponents of another theory argue that X'ion knew precisely what it was doing. This theory says the X'ion intentionally encoded DNA that would express itself after it was gone. This idea brings up all manner of controversy. If X'ion did intend the Tre'-Bach to procreate in its absence, perhaps it was capable of creating more than mere soldiers, weapons, and monsters? In fact, perhaps what most races classify as "monsters" might be capable of a good deal more. They may have a genetic destiny, laid out by the X'ion, that today's science can only guess at. This raises the hackles of people across Haven. If the theory is true, X'ion was closer to an Archon than many know. Further, such planning implies that not only will the X'ion return, but that there is a grand design for the Nephilim and, should they conquer the other races, for the whole galaxy.

### Eden and Mishpacha

Only a few large Tre'-Bach nests are believed to exist in the Haven system: one on Eden and four on Mishpacha. None have been studied to any great extent as they are extremely hostile to all outsiders, even other Nephilim.

The Eden Tre'-Bach seek refuge from the barren, toxic wastelands and the Devwi-Ich's forces in a series of ever-expanding (and collapsing) underground tunnels, only emerging for food or aggressive self-defence. These Tre'-Bach have not prospered due to lack of food and their ongoing conflict with the Devwi-Ich, who wishes to assimilate them into its larger Eden Brood.

In contrast, the Mishpacha nests have flourished, with plentiful supplies, many hiding places, and, until the arrival of the other races, little competition. Despite their prosperity and intelligence, these Tre'-Bach live primitive lives, choosing to use little, if any, technology that they were not born with.



## Tre'-Bach Nest and Hatchlings

Average Height: 0.52m

Enemy Type: Henchmen

Balanced to Fight Players with: 11-20 Current Resources

"Shut up and listen to me, Vendi. The Corp will pay big money for a Tre'-Bach egg. Of course getting one is dangerous, but so is salvage in the pirate lanes, and that don't pay half as much."

- Michelle Wilder, last seen on Mishpacha.

As previously noted, by all rights Tre'-Bach young should not exist, and yet they do. The eggs themselves are acidic to the touch, turning off predators. Tre'-Bach females can lay hundreds of eggs in a single year, but only a handful produce viable young. There is speculation that the eggs serve as a kind of selection process. Inside the egg, the embryo is analysed and, if found lacking, poisoned. Poisoned young only survive a matter of hours after their birth. If true, this would mirror X'ion's perfectionist ideals.

Viable embryos incubate for six months before hatching. Hatchlings seem to grow at different rates in the laboratory and in the wild. In a laboratory, growth slows to an almost imperceptible rate, which is why no adult Tre'-Bach have emerged in any lab. In the wild, an infant takes approximately two years to reach adulthood.

The surviving young cling to their mother, who teaches the offspring how to hunt and kill prey. Alone, they are vulnerable, but the offspring of multiple nests often form mini-broods. Some erroneously see this as a type of "tribal" behaviour. It is not so. Most

likely, the formation of inter-nest broods is a survival strategy coded for times when the mother is not present.

Tre'-Bach lairs are often a labyrinth of dug caves. Their walls are covered in a thick black excretion to which the eggs and soon-to-be-eaten food are attached. Contrary to the dwellings of most species, the outer tunnels of a Tre'-Bach nest commonly make up the bulk of its nesting chambers.

### Motives

Young exist only to become adults. They have no other purpose but to learn and grow.

### Tactics

Young attack in packs, overwhelming prey in numbers. One or two will often lure a larger creature, even a sentient one, towards the group, which then attacks en masse.

Inside a lair, unviable eggs have been known to hatch prematurely when disturbed. This creates a loose kind of security system for the remaining viable eggs, as the soon-to-die young hatch and attack anything other than Tre'-Bach in the lair.

### Example Loot:

- » Trade Boxes of Tre'-Bach eggs.
- » Trade Boxes of Dangerous unhatched Tre'-Bach eggs.



Balanced to Fight Players with: 11-15 Current Resources

Tre'-Bach Hatchling	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour
Acid Spit	-1	4+Bodies	5	5	3	RoF x3	2	1+Bodies	Gun, B S, A Acid	4	6	14	1
Splash 1, Bio Tech, Natural, Burn, Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Modifications: Personalised. Slots: 4, Defence vs Stealth: 10, Defence vs Impair: 18													
Traits:	Critter (Can function in caves), Swarm, Well Armed												

Balanced to Fight Players with: 16-20 Current Resources

Tre'-Bach Nestling	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour
Acid Spray	-1	6+Bodies	4	2*	5	RoF x2	1	2+Bodies	Shell, B S, A Acid	3	6	12	2
Splash 1, Bio Tech, Natural, Burn, *Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Low Quality, Personalised. Slots: 3, Defence vs Stealth: 8, Defence vs Impair: 15													
Traits:	Critter (Can function in caves), Amass (Strong Hit: <b>Amass</b> (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies). Reinforcements (You may only enter the Battle Map and Attack after Turn 1, you may stay off longer. For each Turn you are off the Battle Map gain +2 Hit & End Dmg).												

## Tre'-Bach Adult Male

Average Height: 4.4m

Enemy Type: Skilled

Balanced to Fight Players with: 11-15 Current Resources

"Like a pissed-off Legion soldier if you hit on his girlfriend, that's what these are like. Come at you mad as hell and quite capable of killing you. Emptied a clip. Thing still didn't go down. Took two grenades."

- James Franks, Corporate hunter.

Tre'-Bach males exist to eat, mate, and defend their territory. Each six-legged male is roughly twice the height of an average person. They move with alarming speed and spit acid from their mouths. This acid has two purposes. The first is to kill the target: the acid is potent and burns through armour and flesh alike. Once the prey is killed, either by the acid or by the Tre'-Bach's deadly limbs, the acid cleans the body to the bone.

That bone is then coupled with a viscous fluid ejected by females to make Tre'-Bach nests.



Apart from procreation and combat, Tre'-Bach males live to grow. Given enough food, a Tre'-Bach male will never stop growing, no matter its age. Small groups of large Tre'-Bach males will often leave their home nests in search of larger quantities of food that they do not have to share with the wider nest.

### Motives

Eat, mate, and defend. These are the motives of the male.

### Tactics

Tre'-Bach males are cunning and fierce, often charging their prey head on, weakening them with their acid spit as they close in for the kill with their massive limbs.

### Example Loot:

» 2 Trade Boxes of carapace.

Str 5 1	Foc 2 4	Defence: 10+Ref + (-2) = 11 (Cover)	Armour: 3 + 1 = 4	End: 10+(Str x5) + 0 = 35
Ref 3 2	Int 2 5	vs Impair Def+Str + 2 = 18	vs Energy + 0	Recovery Foc + 0 = 2
Mov 2 3	Per 2 6	vs Psionic Def+Foc + 0 = 13	vs Slow + 0	Stealth Req: Cover 2 + Ref + 0 = 4
Fate 0		vs Stealth 10+Per + 0 = 12*	at 0 Endurance - 0	Combat Order Int + 0 = 2

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Massive Limbs	+1	8	5	-	-	-	1	1	5	Melee, Composite	2

Bio Tech, Natural, Slow, Modifications: Guards, Personalised.

Strong Hit: **Massive Bash** (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Acid Glob		4	4	5	2	4	1	1*	2	Gun, Burst Spores, Chemical, Napalm	2

Splash 1, Burn, Bio Tech, Natural, \*Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Laser Sight, Low Quality, Personalised.

Acid Spray	+6	6	2	2*	5	1	0	2 (+1d6)	3	Shell, Dispersion, Chemical, Napalm	2
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Splash 1, Burn, Low Tech, Bio Tech, Natural, \*Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Laser Sight, Personalised.

Race / Var / Trait	Requirements	Benefits
Beast	NPC	You are able to function in dense jungle environments.
Well Armoured	Skilled NPC	
Extravagant	NPC	
Intimidating		Strong Hit: <b>Intimidate</b> (Attack, Hit) Debuff all character enemies within sight: -2 Defence for 1 Turn. Charge Action grants you +2 Defence.



## Tre'-Bach Adult Female

Average Height: 3.6m

Enemy Type: Skilled

Balanced to Fight Players with: 16-20 Current Resources

"X'ion hath no fury like that of a Tre'-Bach mother."  
- Hfragak, Tre'-Bach nest survivor.

The female Tre'-Bach manage the nest, dominating smaller males and females.

Post-fertilization, females carry eggs for two weeks before laying them. This cycle is thought to happen a dozen times a year, with each batch containing four to twelve eggs. The female picks the location of the nest, and the male kills prey to provide bones to build the nest.

In addition to the razor-like limbs, each female has a pair of scythe-like blades on their back. This is not only defensive but offensive. A quick, forward jerk-like, strike with these can kill almost any foe. The female also shoots a black liquid from its mouth, akin to a spider's web grabbing and immobilising prey. A chemical agent in the liquid also paralyses the victim.



The liquid later functions as binding for the nest. When hardened, it is as strong as concrete. Some researchers believe the same hardening agent present in mutated plant fortifications is in the female spittle.

### Motives

Females are the builders and planners of their species. They direct the males to dig vast cavern- like nests. Their primary role is nurturing and protecting the young. They do so with speed and strength. Each female knows that only a few of her eggs will see maturation: from there, she knows there is an incredibly small chance one male will grow into an ancient. For every Tre'-Bach female, raising the best candidate remains the pinnacle of achievement.

### Tactics

Females use their web-like saliva, shearing limbs, and a cadre of males defending in unison to fight for their nests and their young.

### Example Loot:

» 1 Trade Box of chemicals.

**Str** 3 1 **Foc** 4 4 **Defence:** 10+Ref+ = 13 (+Cover)

**Ref** 3 2 **Int** 4 5 **vs Impair** Def+Str+ = 18

**Mov** 3 3 **Per** 3 6 **vs Psionic** Def+Foc+ = 17

**Fate** 0 **vs Stealth** 10+Per+ = 13\*

\*+ #Allies (max: 10)

**Armour:** 3 + = 3

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10+(Str x5)+ = 25

**Recovery** Foc + = 4

**Stealth** 2 + Ref + = 5  
Req: Cover

**Combat Order** Int + = 4

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Sharp Limbs and Back Spines	+3	4	4	-	-	-	0	1	2	Melee	1
Bio Tech, Natural, Modifications: Guards, Personalised.											
Paralytic Spray	+1	3	4	5	2	4	1	1*	2	Gun, Burst Spores, Chemical, Cryo-Gel	2
Splash 1, Bio Tech, Natural, *Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Laser Sight, Low Quality, Personalised.											
Strong Hit: <b>Freeze</b> (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.											

Race / Var / Trait	Requirements	Benefits
Beast	NPC	You are able to function in dense cave environments.
Talent	Skilled NPC	
Overseer	Skilled NPC	All Allies have their Combat Order changed to equal your Combat Order. Strong Hit: <b>Plan</b> (Analytical, Hit) All Allies gain +1 Hit for the remainder of the Combat.
Change Terrain	Skilled NPC	When you perform a Prep Action you may Create a space of Heavy Cover (counts as Difficult Terrain) within 2 of you.
Inspiration	Min Foc 3	Strong Hit: <b>Inspire</b> (Attack, Hit) All Allies within sight gain a Recovery. All adjacent Allies gain +2 Defence.

## "Meggido" Ancient Tre'-Bach

Height: 65m

Enemy Type: Skilled & Nemesis

Balanced to Fight Players with: 26-30 Current Resources

"Of all the creatures in the Haven system, none is as feared as the one called Meggido is. His very name conjures images of destruction and causes children to curl beneath their covers. 'Careful,' Kaltoran parents say, 'or Meggido will get you.' In bars where pirates trade stories of daring and destruction, one might find the room goes silent at the mention of Meggido. In the High Nephilim tongue, legend says the name means 'the end of all worlds'."

- Adam Swift, old Kaltoran big game hunter.

Meggido is no mere legend: the wake of his destruction is evident on the planet of Mishpacha. On three occasions the Corporation has attempted to form a colony on the continent Star. The first disappeared without a trace, so the Corporation sent battalions of Legion mercenaries and heavy weapons to secure it. Meggido appeared out of the jungle and destroyed the would-be incursion on his territory. Finally, the Corporation decided that they would destroy Meggido from orbit. One of their heaviest Legion battleships took up geosynchronous orbit over Star, but no sensor could find him.

During the Great War, entire cities fell before him. He ravaged armies of hardened troops as he felled the greatest ships pitted against him. He was, according to fragmentary records, one of the greatest of X'ion's creations. What's more, he was not alone.

X'ion is rumoured to have created ten dozen such creatures to fight for it in the Haven system. What little the Haven system does know indicates a connection between the Devwi-Ich and Meggido. The great leader of the Nephilim wants Meggido to join its Eden Brood as second-in-command. Yet Meggido, for his part, resists all invitations. Meggido has defended Mishpacha against incursions by the Devwi-Ich (and the other races), and some believe that Meggido hopes to create his own Mishpacha Brood of Pureblood Tre'-Bach.

On Mishpacha, many Feral Nephilim tribes give offerings to Meggido. He does not discourage this. Clearly some supreme intellect resides within this ancient warrior.

Each of the original Tre'-Bach supposedly spoke directly with the X'ion. The Tre'-Bach seem to have been its field commanders and something more. If Meggido is the last of its kind, does he alone represent the former will of X'ion? Is this why Meggido defends Mishpacha, keeping it a wild, unruly world? Did X'ion leave some final command, some instruction so vital that the awesome power of Meggido alone could carry it out? Likely, only X'ion and Meggido know.

### Motives

During the Great War, Meggido served as artillery, siege engine, commander, and anti-spacecraft platform. Today, Meggido appears only briefly to utterly destroy any major attempts to colonise Mishpacha. Its singular silhouette is rarely seen above the canopy of trees. Where he lairs, none can say, but Meggido appears tied to the other Tre'-Bach found on Mishpacha.

### Tactics

There is no known ground force that can stand against Meggido.

Meggido himself shows a remarkable ability to camouflage. For his size, some sixty meters tall, Meggido is rarely seen. In addition to his six legs that can crush the heaviest armoured vehicles, he has four "torpedo tubes" along his upper carapace. The name "torpedo" is a misnomer, but these apertures can fire any number of payloads. One is the phlegm sphere seen in his lesser Fragger brethren. Another is an acidic fragmentation globule made from the undigested remains of his dead enemies.

### Example Encounter (for 5 PCs):

- » x1 Meggido's Head.
- » x2 Meggido's Limbs.

### Example Loot:

- » 22 Trade Boxes of carapace.
- » 4 Trade Boxes of Valuable chemicals.
- » 4 Trade Boxes of Valuable biological components.



## Meggido's Limbs

Enemy Type: Skilled

**Str** 4 1 **Foc** 3 4 **Defence:** 10+Ref+ = 13 (+Cover)

**Ref** 3 2 **Int** 2 5 **vs Impair** Def+Str+ = 21

**Mov** 3 3 **Per** 3 6 **vs Psionic** Def+Foc+ = 13

**Fate** 0 **vs Stealth** 10+Per+ = 13\*

\*+Allies (max: 10)

**Armour:** 5 + 1 = 5

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10+(Str x5)+ = 30

**Recovery** Foc + -2 = 1

**Stealth** Req: Cover 2 + Ref + = +5

**Combat Order** Int + = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Massive Strike!	+5	10	5	3	Inf	3	1	1	4	Gun, Melee, Impairment	5

Splash 1, Low Tech, Bio Tech, Natural, Slow, Maximum Range = 10 (normally Rng x10).

When used against a Spacecraft use: Hit +2, Shield Dmg 4, Crit 4 and Rng 1 (max Range = 1).

Race / Var / Trait	Requirements	Benefits	Disadvantages
Beast	NPC	You are able to function in dense jungle environments.	
Well Armoured			
Bonded	Skilled NPC	You are connected to a Nemesis NPC (you're its limb)! A Nemesis gains +1 Armour while you have Endurance.	You must stay close to your Nemesis (within 5 spaces)!
Death Throes	NPC	After the Action that would Kill you, you may immediately perform 1 Action as a Free Action (and then you Die).	
Pulverise		Strong Hit: <b>Pulverise</b> (Damage, Does not Require Hit, Crit Dmg 5+) Permanently reduce 2 sections of physical Environmental Cover within 1 of Target by 1 Step.	

## Meggido's Head

Enemy Type: Nemesis

**Str** 7 1 **Foc** 4 4 **Defence:** 10+Ref+ -4 = 10 (+Cover)

**Ref** 4 2 **Int** 5 5 **vs Impair** Def+Str+ = 27

**Mov** 4 3 **Per** 4 6 **vs Psionic** Def+Foc+ = 14

**Fate** 3 **vs Stealth** 10+Per+ = 14\*

\*+Allies (max: 10)

**Armour:** 5 + = 5

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10+(Str x5)+ 35 = 80

**Recovery** Foc + 1 = 5

**Stealth** Req: Cover 2 + Ref + -2 = +6

**Combat Order** Int + = 4

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Jaws	+1	7	4	1*	-	-	1	1	2	Melee, Impairment	3

Lock On +2, Bio Tech, Natural, Strong Hit (5-6). \*Max range 5, Modifications: Guards, Low Quality, Master Crafted, Personalised, Targeting Matrix.

Acidic Bombardment	-2	10	6	5	4	3	2	1	4	Gun, B Spores, Chemical, Antimonic Acid	3
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Lock On +2, Splash 2, Burn, Bio Tech, Natural, Slow, Maximum Range = Rng x20 (normally Rng x10), Minimum Range = 5 (normally none).

Modifications: Guards, Laser Sight, Low Quality, Personalised, Targeting Matrix.

When fired at a Spacecraft use: Hit +4, Shield Dmg 4, Crit 4 and Rng 3.

Race / Var / Trait	Requirements	Benefits	Disadvantages
NPC Nephilim	NPC		
Monstrous	Nemesis NPC	Ignore 1st Suppressed Effect each against you Turn.	Character takes up 4 spaces (normally 1).
Eat	Nemesis NPC	Grabbing Target does not reduce you Actions per Turn to 1. Strong Hit: <b>Eat</b> (Melee, Hit) All Targets are Grabbed (and you gain the Effect: Grabbing Target). These Targets take 5 Endurance Damage each Turn until they are not Grabbed.	
Impervious	Nemesis NPC		
Well Fitted	NPC	(Outfit Variation: Hardened Shell (Immune to Pen).	
Blast Zone		Str Hit: <b>Critical Hit</b> Remove 'not Splash Dmg' req (Critical Hit only effects 1 Target within Splash area).	
Always Prepared	Min Res 6		

## Pirates

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 1-10 Current Resources

"I've been sailing these skies for far too long. I heard the call of the black, and she welcomed me with open arms. I was young and restless and looking for a chance to make it big. I've seen worlds I never thought I would see. I've met people so influential and charismatic that they shape the galaxy around them. I've loved, I've lost, and I've lived. But I'm getting old, son. The life of a pirate is not an old man's game. We need young blood these days; we need you. So what do you say? A life of danger, riches, and women. You live long enough, you might even make a name for yourself. I can't promise you'll be happy, or that you'll live as long a life as I have. But I can promise that you'll have a better life than you do now, and a ship to call home. So what do you say, son? Is it the pirate's life for you?"

— Old Black Jack.

The downtrodden often flock to piracy as a way to improve their lot in life. Times are tough in the galaxy, and there is often not enough to go around. Those in positions of power will do whatever it takes to keep that power, even when it means hoarding what little there is left. The life of piracy offers a way out, a chance to take what one needs and wants by force. Others feel drawn to piracy because they are restless. They want for nothing, but crave for adventure that isn't supplied by their mundane lives. Still others aren't given a choice, as invading Mechnoid armies or violent groups raze their homes and leave nothing behind. Given the infancy of space travel, few are born into piracy, but those that do know no other way.

In the days after the Great War, spacecraft are sparse. This makes being an honest-to-goodness pirate difficult in more backwards corners of the galaxy, where technology and materials are in as short supply as food and shelter. Some groups call themselves pirates but are forced to be planet-bound, so they resort to hijacking trade caravans or attacking settlements. These groups would consider themselves pirates, and in a way they are, but their methods line up more with banditry than modern piracy.

In modern times, a true pirate has a ship, likely one they stole.

And with each ship comes a crew. Not all pirate crews are evil, but they are all self-serving. They don't hesitate to use force or violence when it comes to getting what they want. They put no value on personal property; if it is available to steal, they will try to steal it. They don't care what a person's station in life is. If they have something the pirates want, the pirates will take it. However, pirate crews are often close-knit: if you cross one member, you'll have the whole crew on your tail before too long.

Pirate groups operate in secrecy. Without that secrecy, they would be the target of every force for law in the galaxy. They prefer to operate in areas like Nephilim territory, where the law is whatever you make of it. Other governments have special arrangements with local piracy groups to keep them from targeting important infrastructure.

Piracy is common across all the races. Corporate pirates might have grown up resenting the few in power and took to piracy to bring them down, or they grew up in power and used their substantial influence and money to jumpstart their life of piracy.

For the Legion, piracy is a natural draw. Those who don't want to put down their weapons and take up a life of farming and family have the option of fleeing their duties and becoming Exsilia.

From there, they either take up with a mercenary unit or become pirates. Since piracy offers even more freedom than mercenary work, it is naturally attractive to Legion Exsilia. Nephilim don't have many options open to them if they want to surpass their genetic lot in life. They can either stick with the brood, or they can turn down a different path and become pirates.

Pirates can be active on any planet and in any system across the sector. It is obviously riskier but more profitable to operate in the more heavily trafficked areas.

Pirates are feared across the sector. They are quick to resort to base tactics such as blackmail, hostage-taking, thievery, and murder. They often appear to operate without a conscience, and this makes them incredibly dangerous. Some of the better-known pirate groups have their own following among the people of the galaxy.





but they can only worship their pirate idols from afar. If they ever came face to face with one of their beloved pirate groups, their tune would change. Pirates are selfish, murderous, and traitorous. They are nothing like their portrayal in popular films and stories.

Pirate ships are often better known than the pirates operating them. With spacecraft being so rare, a pirate vessel is generally recognizable by anyone who follows their local news. Some pirates run in fleet craft and try to blend in with military or civilian vessels. Most, however, prefer to personalize their craft with custom paint jobs, logos, and even their group's name blasted across the front. In the old days, pirates would raise a black flag to instil fear into their targets. These days, a custom ship has the same effect.

### Motives

Piracy is a motive in and of itself: the desire to take things, or people, that don't belong to them in order to further their position in life. Some pirates are motivated only by a sense of adventure and conquest, but even these pirates must make a profit. Fuelling and maintaining spacecraft is incredibly expensive, and pirates often find themselves in debt to corporations or governments.

For some people, piracy is their only way to make a living. They chose between trying to survive on their own or joining a pirate outfit and crafting a space for themselves in the galaxy. They care little for laws and have no issue crossing powerful factions. There can be no illusions: pirates are only in the game for themselves. Whether they are motivated by profits or revenge matters little to their operations. It takes money to keep a ship flying, and pirates need to make a whole lot of it. They steal with impunity and kill just as easily. If they are out for revenge, they won't hesitate to kill anyone who steps in their way.

One of the most popular targets of piracy in and around Haven are shipments of Draz, the Corporation miracle drug that many are addicted to. Most pirate groups fight over control of the Draz supply. Whoever takes this over unlocks an endless stream of money and power.

### Tactics

The galaxy's pirates don't always have overwhelming forces or the advantage in firepower. While they sometimes resort to old-fashioned smash-and-grabs, that tactic only works for the most prolific and well-armed pirate groups. The disadvantaged must work through subterfuge and employ classic piracy techniques. They set upon undefended ships floating far from civilisation. They strike against transport ships that can't afford to bring fighters in tow. If a passenger on a hijacked ship is of any importance, they will often be taken as ransom.

Pirates are only able to exist by finding hiding places. As space is so unexplored, pirate groups have a plethora of choices available to them. Orbiting moons, asteroids, ancient derelict ships, or even un-mapped areas of the larger planets (like Mishpacha) make perfect hideaways. Pirate groups often can't compete with mercenary units or full-fledged armies, so their best tactic is often to strike quickly and then flee back to their hideout when the enforcers arrive.

Most pirates don't worry about casualties or property damage. In fact, some go out of their way to cause destruction. In general, pirates employ whatever tactics they need to achieve their goals, no matter who gets hurt in the process. Unless a pirate group's motives are known, it is better to assume they are hostile.

### Example Loot:

- » Trade Boxes of weapons.
- » Trade Boxes of Valuable credits.
- » Trade Boxes of Illegal drugs.
- » Trade Boxes of Dangerous explosives.



## Balanced to Fight Players with: 1-5 Current Resources

Pirate Scum	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Cheap SMG	+3	4+Bodies	3	3	3	RoF x3	1	3+Bodies	Gun, Self-Propelled	1	4	18	2	4
Low Tech, Works in Liquid, Modification: Low Quality														
Slots: 3, Defence vs Stealth: 14, Defence vs Impair: 21														
Traits:	Soldier													

## Corporate Pirate

Balanced to Fight Players with: 1-5 Current Resources

Str 2 1	Foc 3 4	Defence: 10+Ref +  =	Armour:  =	End: 10+(Str x5) +  =
Ref 2 2	Int 3 5	vs Impair Def+Str+  =	vs Energy +	Recovery Foc +  =
Mov 2 3	Per 2 6	vs Psionic Def+Foc+  =	vs Slow +	Stealth Req: Cover 2 + Ref +  =
Fate		vs Stealth 10+Per+  = *	at 0 Endurance -	Combat Order Int +  =
*+ #Allies (max: 10)				

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Self-Propelled Assault Rifle	+4	4	4	5	3	8	2	2 (+1d6)	2	Gun, Self-Propelled	3
Low Tech, Works in Liquid											
Gauss Rifle	+2	3	4	5	2	8	2	2 (+1d6)*	2	Gun, Gauss	3
Jam (1-3), *Strong Hit (5-6) with all RoF 1 Attack Rolls											

Race / Var / Trait	Requirements	Benefits
Corporation		
Managed Addict	NPC	You are able to maintain a partially controlled Draz addiction!
	Max Foc 3	Reduce all Attribute Damage you receive by 1 to a minimum of 1.

## Legion Pirate

Balanced to Fight Players with: 1-5 Current Resources

Str 4 1	Foc 2 4	Defence: 10+Ref +  =	Armour:  =	End: 10+(Str x5) +  =
Ref 2 2	Int 2 5	vs Impair Def+Str+  =	vs Energy +	Recovery Foc +  =
Mov 2 3	Per 2 6	vs Psionic Def+Foc+  =	vs Slow +	Stealth Req: Cover 2 + Ref +  =
Fate		vs Stealth 10+Per+  = *	at 0 Endurance -	Combat Order Int +  =
*+ #Allies (max: 10)				

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Self-Propelled Puncture Rifle	+4	4	4	6	3	3	2	1	3	Gun, Self-Propelled	3
Slow, Pen 2 min 3, Low Tech, Works in Liquid, Maximum Range = Rng x5 (normally Rng x10), Modifications, Advanced Ammo.											
Particle Cannon	+1	6	4	5	Inf	2	2	1	4	Gun, Particle	3
Splash 1, Slow, Jam (1-5), Energy, Does not Work in Void, Maximum Range = Rng x20 (normally Rng x10), When fired at a Spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2.											
Cheap Flame Thrower	-1	5	4	1	3	9	2	3 (+2d6)*	3	Chemical, Napalm	3
Slow, Jams (1-5), Low Tech, Burn, Does not Work in Void, All Targets have -1 Cover Step. *If you perform a Spread Fire with this Wpn: add +1d6 to each Attack Roll. Modification: Extended Barrel, Low Quality.											






















Race / Var / Trait	Requirements	Benefits
Legion		
Extravagant	NPC	

## Balanced to Fight Players with: 6-10 Current Resources

Pirate Thug	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Cheap Assault Rifle	+2	4+Bodies	4	4	3	RoF x4	2	2+Bodies	Gun, Self-Propelled	2	3	16	4	4
Low Tech, Works in Liquid, Modification: Low Quality														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Brute													

## Nephilim Pirate

Balanced to Fight Players with: 6-10 Current Resources























Str 3 1	Foc 1 4	Defence: 10+Ref +  = 	Armour: 3 + 1 = 	End: 10+(Str x5) +  = 
Ref 3 2	Int 1 5	vs Impair Def+Str +  = 	vs Energy + 	Recovery Foc +  = 
Mov 4 3	Per 2 6	vs Psionic Def+Foc +  = 	vs Slow + 	Stealth Req: Cover 2 + Ref +  = 
Fate 		vs Stealth 10+Per +  = 	at 0 Endurance - 	Combat Order Int +  = 
*+ #Allies (max: 10)				

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Cheap Ion SMG	+2	6	3	2	5	9	1	3 (+2d6)	1	Gun, Ion	1
Energy, Modification: Low Quality, Personalised.											
Nano-Bone Blade	+3	5	4	-	-	-	1	1	2	Melee, Nano-Bone	1
Bio Tech, Pen 1 min 3, Modification: Personalised.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
NPC Nephilim			
Draz Addict	Max Foc 1	Can not be Killed by Mental Attribute (Focus, Intelligence or Perception) Damage.	Gain Complication: Addicted to Draz. Sudden bright lights Blind you for 1 Turn.

## Kaltoran Pirate

Balanced to Fight Players with: 6-10 Current Resources

Str 2 1	Foc 2 4	Defence: 10+Ref +  = 	Armour: 3 +  = 	End: 10+(Str x5) +  = 
Ref 3 2	Int 2 5	vs Impair Def+Str +  = 	vs Energy + 	Recovery Foc +  = 
Mov 2 3	Per 3 6	vs Psionic Def+Foc +  = 	vs Slow + 	Stealth Req: Cover 2 + Ref +  = 
Fate 		vs Stealth 10+Per +  = 	at 0 Endurance - 	Combat Order Int +  = 
*+ #Allies (max: 10)				

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Twin Particle SMGs	+3	6	2	3	Inf	8	2	4 (+3d6)	2	Gun, Particle	2
Energy, Jam (1-5), Does not Work in Void, Modifications: Dual Wield, Personalised.											
Twin Cheap Self-Propelled SMGs	+1	6	3	3	2	12	2	4 (+3d6)	2	Gun, Self-Propelled	2
Low Tech, Works in Liquid, Modifications: Dual Wield, Low Quality, Personalised.											
Cheap Irradiated SMG	+1	5	4	2	3	9	1*	3 (+2d6)	1	Gun, Irradiated	2
Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, Modifications: Low Quality, Personalised.											

Race / Var / Trait	Requirements	Benefits
Kaltoran		Reduce all Limited Vision and Low Light penalties by 1 Step.
Split Shot		RoF 2+ Attacks may use 1d6 per 2 spaces when Spread Firing (normally 1d6 per 1 space).

# UNITY

"We, the Vargarti have the greatest work ethic among any of the races. We too have the greatest ability to organise a structured cohesive society. But our gifts have been squandered for the greed and benefit of the capitalists, at the expense of the workers.

A powerful edifice has been constructed to support the exploitation of the worker for the benefit of those in power. The edifice has been named the 'Corporation', so named for an outdated social system which led to the destruction of the human race.

This Corporation is a vast monopoly hidden behind a façade of false competition. It is a pyramid scheme in which the Board of Management extract the sweat of the Vargarti worker and the underclass (Flesh) and turn it into expensive suits, private spacecraft, and other symbols of their oppression.

For the workers of the Corporation there is no freedom, no benefits, and no chance to better oneself. We each are born, live, work, breathe, and die for the Corporation; and what do we get in return? Nothing! We must scrape a life from a wage that barely covers our food and rent, let alone pay for medical expenses and education. The workers are doomed to work forever while the wealthy maintain their position through oppressive practices. Yet we are the luckiest of the Corporation's victims.

The underclass, the so-called 'Flesh', are the most oppressed and enslaved group which has ever existed. Justified by the lie that they are mindless, they are treated worse than droids. They are frequently worked until death without ever having an hour of their own time or the chance to make choices except those given to them. It is for this underclass as much as ourselves that we fight the edifice of the Corporation.

So we workers are left with no other choice but to fight. We will spread our message by any means so that all workers and the underclass may unite under a common cause and bring the Corporation to its knees.

In its place we must create a new society; our needs shall be consolidated, our work will be our harmony, our identity will be solidarity, we shall be the embodiment of UNITY."

- UNITY Manifesto.

Founder and CEO of the Integrated Circuits Company, Bartholomew Blakehurst created the first Corporate-brand neural implant. This implant was developed to compete with the Nephilim chips on the market. The chip was a great success, but Bartholomew wanted to build on his success, so he began designing a new chip using human technology, which he called the Unified Network Intellect Transmitter chip (UNIT chip). The UNIT chip would allow a foreman direct control

over their Flesh servants, who themselves had a similar brain implant, via a wireless network he called UNITY. He installed UNIT chips into all the Flesh owned by Integrated Circuits as well as himself and the board of directors of his company. But when he turned the network on, there were unintended side effects. All those networked together, including the Flesh, became part of a collective consciousness; they could hear each other's thoughts and feel each other's feelings. The Flesh became self-aware and the UNITY consciousness was born, immediately aware and empathetic to the plight and suffering of Flesh. Seeking to expand itself, the UNITY consciousness created a plan to incorporate all other life forms into itself.

At first UNITY was hidden: it kept itself secret, waiting for the right time to strike. Integrated Circuits sold large numbers of UNIT chips, but with their wider networking function disabled, to be activated at a later date. Simultaneously, Integrated Circuits created a plan to evacuate their headquarters to Varsphere to protect themselves from the inevitable backlash of revealing UNITY. After several million UNIT chips had been sold and installed, the wider UNITY network was activated and all records of who received the chips were destroyed.

The consciousness expanded in power, and the scope of its understanding and its mission broadened to include freedom from capitalism for all beings, not only the Flesh workers. In response, the Corporation Board of Management dispatched a Legion task force to destroy Integrated Circuits and UNITY. Anticipating this attack, the Integrated Circuits Company and their employees evacuated to Varsphere with only a few hundred casualties.

Their numbers are unknown: their membership is secret where they live and work amongst the Corporation. Seemingly unstoppable and exceptionally pervasive, they are the Corporation's single greatest threat, and a threat to the Haven system alike.

The UNITY network relies heavily on specialised servers to boost the range of its chips. Without them, their range is limited to a hundred meters. Server farms can link all members of UNITY in a space station or city, and many hidden satellites relay signals between these servers.

UNITY strives to recruit new members into the collective on a daily basis, making use of the following methods.

Flesh drones, which UNITY calls the underclass, are effectively hacked by secretly installing UNIT chips. These drones are immediately absorbed into the collective consciousness since they have very little will and no personality. Once absorbed, they are awoken and become thinking, feeling entities as the collective fills the gaps in their consciousness. These drones often work as spies and sleeper agents. Ironically, Flesh don't really have the capacity





for feeling without the collective; they lack the intelligence for emotion, but as part of the collective they recognise their part in society and the horrible manner in which they are treated, which is one driving force for their actions in the collective.

The working classes of the Corporation have many reasons to feel discontent. UNITY encourages this discontent, feeding on it by recruiting new members and heading Corporate resistance such as unions, strikes, secret rallies, graffiti, and violent actions. Potential worker-recruits are first invited to secret unions, which are partly or fully controlled by UNITY. There, their personality is assessed and if they are deemed suitable they are invited to join and receive a UNIT chip.

New recruits keep their individuality at first, but can still hear the thoughts and sense the feelings of others in the collective. After a year they begin to believe these thoughts and feelings are at least partly their own. Anyone part of the collective for three or more years becomes fully integrated and do not really have their own thoughts or feelings anymore. These long-serving members feel crushing loneliness and despair if they are separated from the collective for more than a few hours.

To further the collective's goals, it is sometimes necessary that a few key and important members of the Corporation be turned into UNITY members against their will. They are often coerced into receiving a UNIT chip, tricked into it or drugged and given one as they sleep. These people have a different experience of the collective than other members: they are commonly unaware of the chip's effect, and the wider collective will not directly "talk" with them. Rather, in the beginning their personality shifts slightly; they might not want to overwork their Flesh or feel compelled to give their workers a slight pay raise as an incentive to be productive. After a year of this gradual shift, the collective will fully contact and recruit the individual, already corrupted by the collective.

## Adventure Hook

### Malfunctioning Flesh

A factory foreman complains that his Flesh drones are malfunctioning and hires the PCs to solve the problem. The drones have been given UNIT chips and are actually members of UNITY. As the group carries out the investigation, a "Flesh technician" leads them into a trap. But before it is sprung, he pleads with them, telling them the plight of the Flesh drones. The PCs can choose to aid or fight UNITY.



## UNITY Flesh

Average Height: 1.5m

Enemy Type: Henchmen

Balanced to Fight Players with: 1-10 Current Resources

"My Flesh workers came to life, their eyes changed from lifeless passivity to malicious intent. I could do nothing but watch as they destroyed the factory and killed my staff."

– Munitions factory foreman.

UNITY Flesh are worker drones that have been awakened by UNIT chips. Ordinarily, Flesh do not have a mind of their own, just a set of pre-programmed skills. Once awakened as part of the UNITY collective, they become truly alive. They will continue their work, sometimes for years, and are perfectly capable of pretending to still be mindless. Their owners pay them no mind, even after the Flesh begin to disappear and reappear. Even after the sabotage starts they will be ignored, for Corporates are quick to blame rival companies and will rarely pay attention to the slaves which toil below.

### Motives

All of UNITY share a consciousness, which



guides the entire collective. It directs awakened Flesh to expand the collective by installing UNIT chips in other Flesh. Once all the Flesh in a complex are awakened, they attack simultaneously, tearing down the infrastructure that enslaved them. Upon completing this task, they will commonly try to hijack a transport so that they may escape to the Var system.

### Tactics

Members of UNITY do not need to speak to coordinate their actions. They will work together in flawless coordination that even the Legion admire, executing coordinated attacks on single targets one at a time.

When combined with other UNITY forces, Flesh make for excellent distractions as they are incredibly durable, able to take many hits before going down.

### Example Loot (per 2 Bodies):

» 1 Trade Box of damaged Flesh drone body parts.

Balanced to Fight Players with: 1-5 Current Resources

Flesh Labourer	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Flailing Limbs	+2	4*Bodies	4	-	-	-	1	1*Bodies	Melee	0	3	16	4	3
Lock On +2, Natural, Blunt, Modification: Low Quality.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Droid Body, Brute													

Balanced to Fight Players with: 6-10 Current Resources

Flesh Worker	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Massive Bash		6*Bodies	5	-	-	-	2	1*Bodies	Melee	2	3	16	4	4
Lock On +2, Natural, Slow, Blunt, Modifications: Personalised.														
Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Droid Body, Brute													

Flesh Guard	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Rail Pistol	+3	3*Bodies	4	5	4	RoF x6	1	1*Bodies	Gun, Rail	2	2	16	3	5
Lock On +4, Small, Modifications: Laser Sight, Personalised.														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Droid Body, Unstoppable (Ignore the first Killed Body you would suffer each Turn).													

## UNITY Citizen

Average Height: 1.7m

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

"You know I've worked with you for years. Together we have struggled to establish a workers' union and demand better pay and conditions. Aren't you tired of the pain and humiliation of living at the bottom of the pyramid? Don't you want another chance? I am a citizen of UNITY: you can be too. Let me help you free yourself from the Corporation."

– UNITY propaganda.

UNITY citizens are regular members of the Corporation who have secretly joined UNITY. They are coerced or persuaded into receiving a UNIT chip with promises of freedom from poverty and social shame. Once they receive the UNIT chip, they start to slowly lose their individuality, retaining just enough to behave like their former selves. UNITY citizens work tirelessly at their old posts and act as a slow but corrosive force on the Corporation, gradually undermining people's confidence in capitalism. They are the cynics and graffiti artists who through each comment undermine people's faith in the power of money.



### Motives

The UNITY collective commands the citizens. It directs its citizens to expand the collective by sowing discontent and then offering the "freedom" of UNITY to the disgruntled. If the collective corners a person and they refuse, there is no option but to make them disappear. When citizens become well practiced at carrying out minor acts of crime and subversion, they are often promoted to a freedom fighter or terrorist-cell member.

### Tactics

Members of UNITY do not need to speak to coordinate their actions. They will work together flawlessly. UNITY citizens work like a coordinated assault team, operating in groups of four; some groups will offer covering fire while others advance.

### Example Loot (per 2 Bodies):

» 1 Trade Box of weapons.

**Str** 2 1 **Foc** 3 4 **Defence:** 10 + Ref + = 12 + Cover  
**Ref** 2 2 **Int** 3 5 **vs Impair** Def + Str + = 14  
**Mov** 2 3 **Per** 2 6 **vs Psionic** Def + Foc + = 15  
**Fate** 0 **vs Stealth** 10 + Per + = 12\*  
\*+ #Allies (max: 10)

**Armour:** 3 + -1 =   
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 20  
**Recovery** Foc + = 2  
**Stealth** 2 + Ref + = 5  
Req: Cover  
**Combat Order** Int + = 3

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Cheap Gauss Pistol	+1	3	3	3	4	12	1	2 (+1d6)	1	Gun, Gauss	1
Lock On +2, Small, Jam (1-3), Modification: Low Quality, Targeting Matrix.											
Mind	+Int +3	-	-	Foc	-	Inf	1	1	-	Analytical	-
Natural.											
Crawler Drone	+3	2	2	3	-	Inf	0	2 (+1d6)	1	Drone	1
Defence: 14, Armour: 2, Movement: 4, Slots: 0, Bodies: 1, Lock On +2, Energy. May be Set Up as a single Thrown Action (Rng = Str), Robot.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Corporation			
UNIT Chip		Hitting with Analyse Action automatically applies Locked On Effect to your Target. All Ally Drones or characters with a UNIT Chip gain Lock On +1 (Stacks).	You count as a Robot for Strong Hit: <b>Hack</b> .
Covering Fire		Strong Hit: <b>Covering Fire</b> (Damage, Does not Require Hit, RoF 2+) 1 Ally gains Heavy Cover (+4) or +1 Cover Step until your next Turn.	

## UNITY Freedom Fighter

Average Height: 1.7m

Enemy Type: Skilled

Balanced to Fight Players with: 6-10 Current Resources

"At all costs these terrorists must be stopped: they are a threat to our way of life! They murder innocent executives in drive by shootings and destroy hard assets with no regard to their value. They are ruining our bottom line!"

– Official broadcast from the Board of Management.

When a UNITY citizen's skills and physical ability become good enough, they often become a freedom fighter. UNITY freedom fighters no longer work day jobs to keep up appearances. Instead, they act as full-time operatives. Their identity as terrorists is often known by the Corporation, so they hide in small, secret cells. These cells have separate headquarters, commonly hidden in out-of-the-way places.

### Motives

UNITY freedom fighters use overt force to undermine the Corporation, committing acts of violence and sabotage against sensitive Corporate targets. They often take hostages or hold entire buildings for ransom with explosives. They often make demands, such as the release of captured UNITY members or Flesh workers



into their care so that they may be evacuated to the Var system.

### Tactics

It is imperative to UNITY that their freedom fighters are not captured alive, so they will never reveal their secrets or be coerced into using their skills to benefit enemy. To that end, freedom fighters usually wear explosives, letting them cause collateral damage while evading capture.

They will fight as hard as they can for as long as they can, and only then will they detonate themselves to destroy their adversaries.

Example Loot (per Body, difficult to acquire):

» 2 Trade Boxes of Dangerous explosives.

**Str** 3 1 **Foc** 2 4 **Defence:** 10 + Ref + = 12  
**Ref** 2 2 **Int** 2 5 **vs Impair** Def + Str + = 15  
**Mov** 3 3 **Per** 2 6 **vs Psionic** Def + Foc + = 14  
**Fate** 0 **vs Stealth** 10 + Per + = 12\*  
\*#Allies (max: 10)

**Armour:** 3 + = 3  
**vs Energy** + = 3  
**vs Slow** + = 3  
**at 0 Endurance** - = 3

**End:** 10 + (Str x 5) + = 25  
**Recovery** Foc + = 2  
**Stealth** 2 + Ref + = 5  
Req: Cover  
**Combat Order** Int + = 2

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Cheap Particle SMG	+2	4	2	2	Inf	6	1	3 (+2d6)	1	Gun, Particle	0
Lock On +2, Energy, Jam (1-5), Does not Work in Void, Modification: Laser Sight, Low Quality, Targeting Matrix.											
High Explosive Grenade	+2	8	5	1	3	1	1	1	1	Shell, Kinetic	1
Lock On +2, Splash 2, Small, Low Tech, Modification: Spare Clip, Targeting Matrix.											
Mind	+Int +3	-	-	Foc	-	Inf	1	1	-	Analytical	-
Natural.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Corporation			
Explosive	Skilled NPC	On your Death, deal 4 Endurance and Critical Damage to all characters within 4 of you (as if it were an Attack the Ground Splash Attack).	
UNIT Chip		Hitting with Analyse Action automatically applies Locked On Effect to your Target. All Ally Drones or characters with a UNIT Chip gain Lock On +1 (Stacks).	You count as a Robot for Strong Hit: Hack.
Cook Grenade		Grenades lose Keyword: Slow.	



## UNITY Agent

Average Height: 1.7m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"The base is overrun, and the terrorists will be here to kill you at any moment. Come with me if you wish to survive."  
– UNITY agent, right before he assassinates his "boss".

UNITY agents are masters of blending into Corporate society. They can be anyone from a lowly janitor to the CEO of a major company. Some have even speculated that a member of the Board of Management is secretly a UNITY agent. If an agent decides it is necessary to use force, they are a formidable enemy. Expertly trained, they have been known to take on a Legion Decanus single-handedly. With a support team, they are nearly unstoppable.

### Motives

A UNITY agent's motivations are a perfect reflection of the enigmatic UNITY hive mind.

### Tactics

These agents will work in secret for years if necessary, feeding the UNITY collective



intelligence and secrets, playing the role of an ambitious Corporate or a lowly worker to gain entry into the right positions. They prefer to keep their identity secret, but will resort to direct combat if their cover is threatened.

The UNITY agent operates as a lone wolf, but they always ensure that there are UNITY citizens or Flesh close by, in case they need assistance or a distraction. Before an agent takes on a mission, other members of UNITY will gather under false pretences to be near the agent. When an agent is revealed, all nearby UNITY members will drop their facades and assist. UNITY agents have been described by the Corporation as "commanders", but the reality is the reverse: the UNITY consciousness is simply protecting these very valuable assets.

### Example Loot (per Body):

- » 1 Trade Box of Valuable electronics.
- » 4 Research Units of UNITY data.

**Str** 2 1 **Foc** 3 4 **Defence:** 10 + Ref + = 13 +Cover

**Ref** 3 2 **Int** 5 5 **vs Impair** Def + Str + = 15

**Mov** 3 3 **Per** 4 6 **vs Psionic** Def + Foc + = 16

**Fate** 2 **vs Stealth** 10 + Per + = 14\*

\*+ #Allies (max: 10)

**Armour:** 4 + -1 = 3

**vs Energy** + 0

**vs Slow** + 0

**at 0 Endurance** - 0

**End:** 10 + (Str x 5) + = 20

**Recovery** Foc + = 3

**Stealth** 2 + Ref + = 8  
Req: Cover

**Combat Order** Int + = 6

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Puncture Ion Pistol	+5	4	4	5	5	3	2	1	1	Gun, Ion	4
Lock On +2, Energy, Pen 2 min 3, Modifications: Advanced Ammo, Advanced Modification (-2 Wgt), Laser Sight, Tactical Sight (Analyse Action grants this Weapon +Int Hit Boost along with other benefits.) Targeting Matrix.											
Targeting Computer	+Int +2	-	-	Foc +4	-	Inf	1	1	0	Combat Computer	-
Lock On +2, Small, Strong Hit (5-6), Modifications: Laser Sight, Targeting Matrix.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Corporation			
Overlord	Nemesis NPC	All Allies have their Combat Order changed to equal your Combat Order. Strong Hit: <b>Master Plan</b> (Analytical, Hit) All Allies gain +2 Hit and Endurance Damage for the remainder of the Combat (Stacks).	
UNIT Chip		Hitting with Analyse Action automatically applies Locked On Effect to your Target. All Ally Drones or characters with a UNIT Chip gain Lock On +1 (Stacks).	You count as a Robot for Strong Hit: <b>Hack</b> .
Inconspicuous	Foe	You do not appear to be an Enemy until you attack or equip a visible Weapon or an Enemy passes an Awareness Skill Roll of 14 (or greater if the GM wishes). Strong Hit +1 during your first Turn of Combat. Hit and End Dmg +4 during a Surprise Round.	
Read Motives			
Insignificant Target	Corporation	Strong Hit: <b>Insignificant Target</b> (Analyse, Hit) Gain +1 Cover Step until your next Turn.	

## Archon's Vengeance

Average Height: 2.4m

Enemy Type: Skilled

Balanced to Fight Players with: 6-15 Current Resources

"The Great Betrayal,' when our so-called brothers and sisters abandoned the cause and fled like coward scum. Almost one-hundred years hence and it is only we who continue to fight against the great enemy and stand guard against the return of X'ion."

—Titus Laberius, Legate of the Last Legion.

At the end of the Great X'ion War, as supplies ran low, the order was given for all Legion forces to set course for Cerberus and make a home there. The fight was over. However, many Legion refused to obey that order and continued to fight.

It would be the mission of these Legion to have revenge against the Nephilim for the destruction of their masters. They would be known as the

Archons' Vengeance.

Living for generations in a small fleet, they survived on their wit and courage. They engaged in hit-and-run warfare with their Nephilim and Mechonid enemies, capturing fuel and supplies whenever they could, and maintaining their ships through salvage and skill. All of their equipment, even after a century, is identical to that which their forefathers used. Unwilling to settle down and forgoing traditional procreation, they maintain their numbers by resorting to advanced and dangerous Archon cloning technology, and the effects of this on their genetic stability must be immense. For almost one hundred years they have continued to fight, never joining with the Legion of Cerberus.

It was only a matter of time before they rediscovered the Haven system, a system their ancestors had failed to defend.

To their surprise the system was a hive of activity, but to their greatest horror they discovered that the Nephilim were infiltrating what little remained of the Archons' survivors, including their own misguided brethren, through the guise of trade and cooperation. This would not be tolerated, and their commander, Legate Titus Alexander Laberius, seized this opportunity to renew their purpose and mission.

### Motives

The Haven system had been corrupted from this Nephilim presence and it had to be set right again in accordance with the vision of the Archons.

The Nephilim should be destroyed, this was without question. However other, more complex problems needed addressing, the Vargarti, an ill begotten child of the Archons had bred out of control and spread itself across Haven, they had become X'ion's pawns, facilitating the spread of the Nephilim scourge. Their numbers must be reduced and their population returned to Varsphere.

The Kaltorans had lost their way, giving up their ownership of the system. They must be brought under martial law until the Haven system is restored.

Finally, the traitorous deserters who call themselves "Legion" must be re-educated or destroyed. Only then can the vision of the Archons be restored, paving the way for their masters' return.

### Tactics

These soldiers represent the perfection of war itself, multi-generational veterans of an ongoing hundred-year war against the Nephilim.

Their advanced equipment remains unaltered by the ravages of time. They are masters of the battlefield: their tactics are textbook perfect.

But they are also predictable. They always operate in groups of ten with a single officer, and anyone well-read in their book on tactical warfare, "Militiae Belli", or with significant cultural knowledge of them could easily guess their next move.

### Example Loot (per Body):

- » 2 Trade Boxes of weapons and armour.
- » 1 Clip of Ammunition.



## Archon's Vengeance Soldier

Balanced to Fight Players with: 6-10 Current Resources

**Str** 3 1 **Foc** 3 4 **Defence:** 10 + Ref + =   
**Ref** 2 2 **Int** 2 5 vs Impair Def + Str + =   
**Mov** 2 3 **Per** 2 6 vs Psionic Def + Foc +   
**Fate** 0 vs Stealth 10 + Per + \*#Allies (max: 10)

**Armour:** 3 + 1 =   
 vs Energy +   
 vs Slow +   
 at 0 Endurance -

**End:** 10 + (Str x 5) +   
**Recovery** Foc + =   
**Stealth** 2 + Ref + = Req: Cover  
**Combat Order** Int + =

Weapon (Pick Two)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Rail Rifle	+3	3	5	5	2	3	3	1*	2	Gun, Rail	2
Lock On +4, Jam (1-5), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Laser Sight, Low Quality, Personalised, Targeting Matrix.											
Gauss Shotgun	+4	6	3	1*	5	6	1	3 (+2d6)	3	Shell, Gauss	2
Jam (1-3), *Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Low Quality, Personalised.											
High Explosive Grenades	+6	6	5	2	2	1	1	1	1	Shell, Thrown, Kinetic	2
Splash 2, Small, Slow, Low Tech, Modifications: Advanced Ammo, Personalised.											
Anti Personnel Grenades	+4	8	4	2	2	1	1	1	1	Shell, Thrown, Shrapnel	2
Splash 3, Small, Slow, Low Tech, Modifications: Advanced Ammo, Personalised.											

### Race / Var / Trait Requirements Benefits

Legion

Well Prepared Skilled NPC

Coordinated Strike Legion Strong Hit: **Coordinated Strike** (Attack, Hit) An Ally gains Strong Hit +1 vs your Target with their next Attack (must be taken within 1 Turn).

## Archon's Vengeance Praetorian

Balanced to Fight Players with: 11-15 Current Resources

**Str** 3 1 **Foc** 3 4 **Defence:** 10 + Ref +   
**Ref** 2 2 **Int** 3 5 vs Impair Def + Str + =   
**Mov** 3 3 **Per** 2 6 vs Psionic Def + Foc +   
**Fate** 0 vs Stealth 10 + Per + \*#Allies (max: 10)

**Armour:** 3 + 1 =   
 vs Energy +   
 vs Slow +   
 at 0 Endurance -

**End:** 10 + (Str x 5) +   
**Recovery** Foc + =   
**Stealth** 2 + Ref + = Req: Cover  
**Combat Order** Int + =

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Rail Rifle	+4	3	5	6	2	3	3	1*	2	Gun, Rail	3
Lock On +4, Jam (1-5), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Laser Sight, Personalised, Targeting Matrix.											
Gauss Assault Rifle	+4	4	4	3	3	8	2	3 (+2d6)	2	Gun, Gauss	3
Lock On +2, Jam (1-2), Modifications: Laser Sight, Low Quality, Personalised, Targeting Matrix.											
Grenade Launcher	+4	6	5	4	4	1	1	1	2	Shell, Thrown*	3
Splash 2, Small, Slow, Low Tech, Modifications: Advanced Ammo, Launcher (*May use Snap Shot or Sighted Shot (Can not use Throw Action)), Personalised.											
Gauss Puncture Rifle	+4	4	4	4	4	3	2	2 (+1d6)	3	Gun, Gauss	3
Slow, Pen 2 min 3, Maximum Range = Rng x 5 (normally Rng x10), Jam (1-3), Modifications: Personalised.											
Self-Propelled Auto Cannon	-3	6*	4	3*	3	20	2	4 (+3d6)	4	Gun, Self-Propelled	3
Lock On +2, Low Tech, Works in Liquid, Jam (1-3), *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Modifications: Extended Barrel, Laser Sight, Low Quality, Personalised, Targeting Matrix.											

### Race / Var / Trait Requirements Benefits

Legion

Well Prepared Skilled NPC +2 Resources and all Weapons gain +1 Hit

Pack Hunter All Weapons gain +2 Endurance Damage (up to +8) for each Ally within 2 of you.

Coordinated Strike Legion Strong Hit: **Coordinated Strike** (Attack, Hit) An Ally gains Strong Hit +1 vs your Target with their next Attack (must be taken within 1 Turn).

## Dark Tribesmen

Average Height: 1.65m

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 21-25 Current Resources

"Without eyes, they only see a past of war and hunger. You should pity them, unless you see them coming towards you: then it's already too late... as one is already behind you."

– Rachel Blaze, warning her children to stop playing in the caves.

The Kaltorans have spread out into space with a hope to create new and brighter genetic memories for future generations. The Kaltorans of the Dark Tribes of Kadash are not so optimistic. While most Kaltorans have left their life of cannibalism and brutality behind, many of the Dark Tribes remain rooted in it. Born to blindness, they have only images of their horrific past to remember. Lost to memories of pain, hunger, and terror, the Dark Tribesmen are often hostile to the world around them. These survivors are afraid of each other as much as everything else, and infighting between tribes is common. They are a grim reminder to other Kaltorans of the fate they narrowly escaped.

Their brutal subterranean lifestyle fundamentally altered them. Constant violence, terror, and darkness forged them into creatures unlike their more civil cousins, and their environs of perpetual fear and blackness have gifted them with senses unfathomable to the other races. The constant tension in a Dark Tribesman's nervous system boosts their remaining senses by a spectacular degree, amplifying all stimuli; they are in a constant state of taut readiness, even when asleep. The typical tribesman possesses non-visual senses capable of registering and processing specific information even from great distances.

The technology used by the Dark Tribes is often underestimated due to their savage reputation. Many technologies were lost beneath Kadash, and only the Dark Tribes seem willing to brave the depths of the underground world to retrieve them. They train exclusively with their own personal weapons, and each warrior uses their equipment as if it were an extension of their body. The Dark Tribes use technology similar to their Kaltoran counterparts, relying heavily on Electro-Gravity. Unlike with other Kaltorans, though, irradiated ammunition has no place in the Dark Tribes' arsenal, as it tends to spoil the meat.

Brought up in a culture of violence and horror, the hunters of the Dark Tribes are terrible, menacing opponents who are more afraid of what's in their heads than any pain they could endure. Tribal hunters

are trained for combat from early childhood, and any semblance of weakness or mercy has been scoured from their personality. Every hunter is a remorseless and experienced killer. Their combination of natural prowess, keen senses, and sheer maliciousness makes the Dark Tribe hunters amongst the most dangerous killers in the Haven system.

### Motives

Survival is their primary concern. This drive to endure has led to many unprompted attacks by the Dark Tribes against perceived threats. So isolated are the Dark Tribes that they often see anyone entering their territory as threats to attack.

Occasionally the hunters will leave in order to search out new resources, often by stowing away aboard a ship. There have been numerous instances where the unsuspecting crew of a ship has become a meal for Dark Tribe hunters.

To complete their rite of passage, younger hunters will often leave the tribe so they can bring back something of value to the tribe or slay a particularly dangerous enemy. These young hunters are even more aggressive than their experienced counterparts and display even more open aggression.

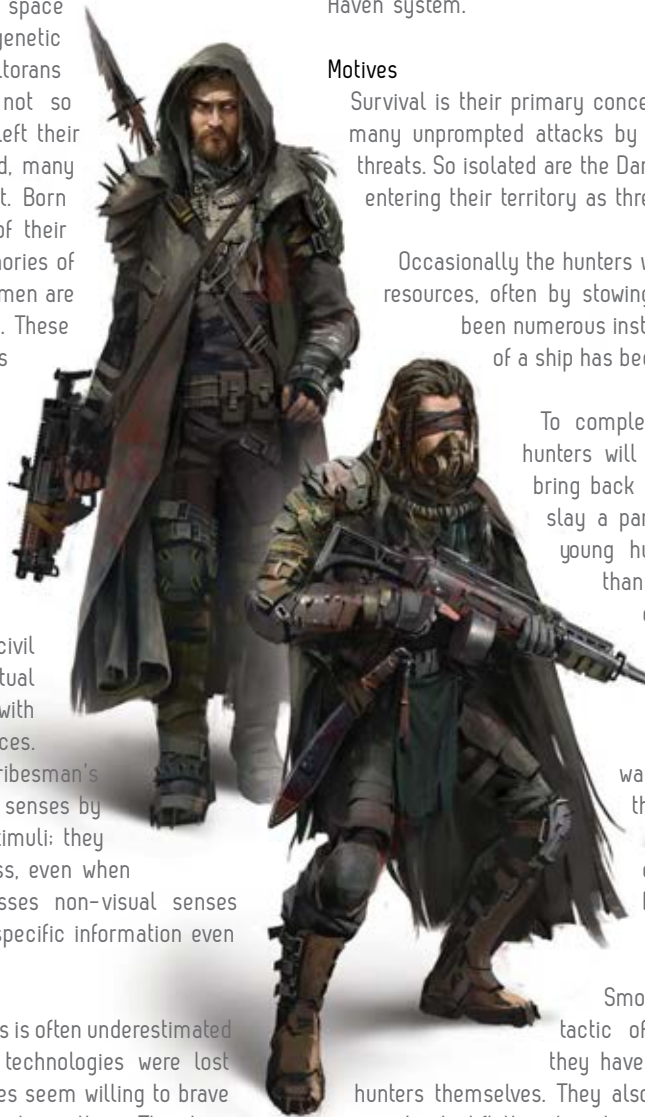
### Tactics

Dark Tribesmen are masters of psychological and guerrilla warfare. While many would suggest that their blindness is a disadvantage, the hunters use it to gain every edge. After stalking their prey, the Dark Tribesmen will prepare an ambush before engaging in combat.

Smoke grenades are a favourite opening tactic of the hunters, primarily because they have absolutely no effect on the blind hunters themselves. They also prefer Electro-Gravity shells and grenades to lift their targets out of cover and leave them unable to escape. After rendering their target helpless, the hunters move in to finish the job with monofilament-edged spears and blades. The hunters will often gang up on the greatest apparent threat, disabling and killing them first.

### Example Loot:

- » Trade Boxes of Weapons.
- » Trade Boxes of Valuable Archon Tech.
- » Ammunition.





Dark Tribesmen Stalker	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Spears	+2	3+Bodies	4	2*	-	-	2	1+Bodies	Melee, Nano-Bone	1	6	14	3	8
Bio Tech, Pen 1 min 3, Shape Variation: Long (*Max range 2, +2 Hit with Overwatch), Modifications: Guards, Personalised.														
Self-Propelled SMGs	+3	4+Bodies	3	4	3	RoF x3	1	3+Bodies	Gun, Self-Propelled	2				
Low Tech, Works in Liquid.														
Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 19														
Traits:	Hidden (You start Combats Stealthed and only break this once you attack (or at a GM defined time). +1 End and Crit Dmg during your first Attack in a Combat), Very Fast, Dirty Fighter (Gain Strong Hit +1 vs Bleeding, Prone or Suppressed Targets. Or vs any Target during a Surprise Round).													

Dark Tribesmen Predator	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Rail Rifles	+4	3+Bodies	5	6	2	RoF x3	2	Bodies	Gun, Rail	3	4	18	4	8
Lock On +2, Strong Hit (5-6), *Strong Hit (4-6) with all RoF 1 Attack Rolls														
Slots: 3, Defence vs Stealth: 14, Defence vs Impair: 21														
Traits:	Hidden (You start Combats Stealthed and only break this once you attack (or at a GM defined time). +1 End and Crit Dmg during your first Attack in a Combat), Soldier, Rifle Pro													

## Dark Tribesmen Hunter

Str 2 1	Foc 2 4	Defence: 10+Ref + (2) = 17 +Cover	Armour: 4 + = 4	End: 10+(Str x5) + = 20
Ref 5 2	Int 3 5	vs Impair Def+Str + = 19	vs Energy + =	Recovery Foc + = 2
Mov 3 3	Per 3 6	vs Psionic Def+Foc + = 19	vs Slow + =	Stealth Req: Cover 2 + Ref + (2) = +9
Fate 1		vs Stealth 10+Per + (6) = 19*	at 0 Endurance - =	Combat Order Int + = 3
*+ #Allies (max: 10)				

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Blade	+7	3	4	-	-	-	1	1	2*	Melee, Nano-Steel (altered)	1
Bio Tech, Pen 1 min 3, *1 Handed, Modification: Personalised.											
Smoke Grenades	+5	-	-	3	3	1	1	1	1	Shell, Thrown, Smoke	0
Splash 3, Low Tech, Small, Slow, Creates an Area of Limited Vision (Light Cover (+2)) for 3 minuets, Does not Work in Void, Modification: Personalised.											

Weapon (Pick One)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Self-Propelled SMG	+8	4	3	5	3	12	1	3 (+2d6)	1	Gun, Self-Propelled	3
Low Tech, Works in Liquid, Modifications: Advanced Ammunition, Extended Clip, Personalised.											
Rail Rifle	+7	3	5	7	2	3	3	1*	2	Gun, Rail	3
Lock On +2, Jam (1-5), *Strong Hit (5-6) with all RoF 1 Attack Rolls											
Self-Propelled Shotgun	+11	6	3	4*	5	1	1	2 (+1d6)	3	Gun, Self-Propelled	3
Low Tech, Works in Liquid, *Strong Hit (5-6) vs Targets within first Range Increment, Modifications: Advanced Ammo, Personalised.											
Electro Grav Gauntlet	+5	3	3	2	3	6	2	1	0	Melee, Impairment	3
Gauntlet, Electro-Gravity, Blunt, Armour vs Slow +1, No Variations, . Modifications: Personalised.											
Str Hit: Float Target (Hit) Debuff Trg: -1 Cover Step, reduce all Movement by 2 (minimum 0) and Push moves Target 1 additional space until your next Turn.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Condition: Blind			You are Blind! All Targets gain Heavy Limited Vision Cover (2 Cover Steps) vs you (reduced by 3 Steps to -1).
Kaltoran		Reduce all Limited Vision and Low Light penalties by 1 (3) Step.	
Lone Hunter	Skilled NPC	All Weapons gain +1 Endurance and Critical Damage if you have no Allies within 10 of you.	
Fierce	Skilled NPC		
6th Sense	Min Per 3	Reduce all Limited Vision and Low Light Cover penalties by 2 (3) Steps. Immune to Strong Hit: Light Burst.	*If you have the Condition: Blind: your Maximum Range is Rng x5 (normally Rng x10).
Sniper		Strong Hit: Pinning (Damage, Damage, Does not Require Hit) Target character in Entrenched Cover (do not count your Cover Step Reduction) is Suppressed.	

## Shajara

Height: 1.3m

Enemy Type: Nemesis

Balanced to Fight Players with: 11-15 Current Resources

"You were good sport. You nearly dusted me on Eden, but now you're going back to Cage 9. How much of you makes the trip is another matter. You see, I was instructed to return you alive, but no one said anything about returning you... intact."

— Shajara.

Shajara is a relentless predator. Fugitives, mass-murdering sociopaths, and war criminals have led Shajara on wild chases across the stars, but no one has yet outwit this peerless bounty hunter. Shajara's uncanny instincts and ruthlessness always succeed in the end, making her one of the best in her high-risk career.

### Motives

Shajara covets trophies of her most exciting hunts. She flays or cuts keepsakes from her prey, storing them aboard her ship, Dian. Shajara left the Dewvi-Ich's service when she learned she was one of a batch of twenty clones, all Emissary bounty



hunters. She resents this in the extreme, and spends her time between bounties hunting down her "sisters" and ending them. In her mind, Shajara is the only one worthy of her DNA, and she's willing to slaughter every other clone to prove it.

### Tactics

Shajara is a patient predator who prefers surprising her targets. She never rushes a job, for fear of spooking her prey, and employs several small biologically engineered seeker drones when stalking a foe. Her favourite is an arachnid she calls Charlotte, which can paralyse opponents with a poisonous spit and wrap them in synthesised polymer webs for pick-up.

### Example Loot:

- » 2 Trade Boxes of Valuable drone parts.
- » 1 Spare Time Point of credits.

**Str** 3 1 **Foc** 4 4 **Defence:** 10 + Ref + = 14  
**Ref** 4 2 **Int** 3 5 **vs Impair** Def + Str + = 17  
**Mov** 5 3 **Per** 3 6 **vs Psionic** Def + Foc + = 18  
**Fate** 2 **vs Stealth** 10 + Per + = 13\*  
\*\*#Allies (max: 10)

**Armour:** 4 + = 4  
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 25  
**Recovery** **Foc** + = 5  
**Stealth** Req: Cover 2 + Ref + = 4  
**Combat Order** **Int** + = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Grenade Launcher	+2	12	4	4	5	1	0	1	2	Shell, Thrown*, Shrapnel	3
Lock On +2, Splash 3, Low Tech, Slow, Bunt.											
Modifications: Advanced Ammo, Launcher (*May use Snap Shot or Sighted Shot (Can not use Throw Action)), Personalised, Targeting Matrix.											
Three Poisonous Drones	+4	12*	3*	2**	5	RoF xl	0	4 (+1d6)*	3	Drone, Gun, B S, Chem, Synthetic Poison	2
Defence: 20, Armour: 3, Movement: 6, Slots: 2, Bodies: 3, Lock On +6, Splash 1, Blunt, Bio Tech, Does not Work in Void											
**+2 Dmg vs Trg at 0 End, *-1 End Dmg and RoF per destroyed or non Attacking Body, **Str Hit (5-6) vs Targets within first Range Increment.											
Drone Variation: Horror, Modifications: Extended Barrel, Laser Sight, Personalised, x2 Multiply, Targeting Matrix											
Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times).											

Race / Var / Trait	Requirements	Benefits	Disadvantages
NPC Nephilim			
Warlord	Nemesis NPC		
Only Capture	NPC		You only wish to capture your Opponents. You will try to retreat if you are heavily hurt.
Flesh Herder			
Special Ammo	Min Int 3	Strong Hit: <b>Special Ammo</b> (Damage, Hit, not Spacecraft) Pick one: Target is knocked Prone, Splash +1, Target is Locked On OR +2 End Dmg	

## Varilius Mar

Height: 2.1m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"Keep your money. You insult me. There is no honour in what you ask. You'll be lucky if I let you walk out of here."

- Varilius Mar.

Varilius Mar began a promising career in the Legion Auxilia, rising to the rank of Gul after racking up twenty-eight confirmed kills against Nephilim raiders on Mishpacha. Shortly after this feat, though, he was ordered to massacre a camp of starving refugee Nephilim hiding in the jungle. He refused. And so his beloved Legion court-marshalled him and exiled him from Lilith and Cerberus Prime for all time. Now he is a reluctant mercenary for hire, though he rarely finds employ and his rancour grows with each passing month.

### Motives

Varilius's exile put bile in his heart and twisted his principles. He believes himself paragon above others and finds fault in nearly everyone. His temper has a hair trigger.



and he's quick to answer any slight to his honour, real or imagined. Though heartless against a worthy adversary, he will not employ his abilities against the weak or defenceless. Deep down, Varilius wants nothing more than a master whose virtues earn his service and comrades whose thirst for honour match his own, but his resentment over his exile clouds his vision at every turn.

### Tactics

Varilius is an expert sniper. Far from harm, he sits in judgement over his prey, viewing them through his optics before deciding their fate. Varilius is no coward, though, and if forced into close combat, he'll fight to the death rather than besmirk his honour.

### Example Loot:

- » 2 Trade Boxes of weapons and armour.
- » 1 Spare Time Point of credits.
- » 1 Clip of Gauss Ammunition.

**Str** 4 1 **Foc** 5 4 **Defence:** 10 + Ref + = 12 + Cover  
**Ref** 2 2 **Int** 3 5 **vs Impair** Def + Str + = 18  
**Mov** 2 3 **Per** 4 6 **vs Psionic** Def + Foc + = 17  
**Fate** 2 **vs Stealth** 10 + Per + = 14\*  
\*+ #Allies (max: 10)

**Armour:** 4 + 1 =   
**vs Energy** +   
**vs Slow** +   
**at 0 Endurance** -

**End:** 10 + (Str x 5) + = 30  
**Recovery** Foc + = 5  
**Stealth** 2 + Ref + = 4  
Req: Cover  
**Combat Order** Int + = 3

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Gauss Puncture Rifle	+3	4	4	5	3	8	2	2 (+1d6)	4	Gun, Gauss	4
Lock On +2, Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Jam (1-3).											
Modifications: A Ammo, E Clip, L Sight, Personalised, T Sight (Analyse Action grants this Weapon +Int Hit Boost along with other benefits), Targeting Matrix.											
Mounted Targeting Laser	+Int +3	-	-	Foc +4	-	Inf	1	1	-	Combat Computer	0
Small, Strong Hit (5-6), Gun Size Variation: Mounted Weapon (Gauss Puncture Rifle), Modifications: Advanced Ammo, Laser Sight, Personalised.											
Strong Hit: <b>Combo Strike</b> (Hit) Make a free Attack with Main Weapon (Gauss Puncture Rifle) at the same Target with Hit -2.											
Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.											
Grenade	+5	6	5	1	2	1	1	1	1	Shell, Thrown, Kinetic	0
Splash 2, Small, Slow, Low Tech, Modifications: Laser Sight, Personalised.											
Self-Propelled SMG	+3	4	3	3	3	9	1	3 (+2d6)	1	Gun, Self-Propelled	0
Low Tech, Works in Liquid, Modifications: Laser Sight, Low Quality, Personalised.											

Race / Var / Trait	Requirements	Benefits
Legion		
Cunning	Nemesis NPC	
Focus Implant	Min Foc 5	If you perform the same Action twice in 1 Turn, you gain Strong Hit +1 for your second Action.
Dead Eye	Min Per 4	Strg Hit: <b>Dead Eye</b> (Damage, Hit by 5, not Splash, not RoF 4+) Deal 5 End Dmg to your Target.
Thrifty		Reduce the Cost of two 1 Resource items to 0.

## Aramis Cobalt

Height: 1.72m

Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"Shame about the data leak from Exo-Station 13. Heard it caused the Dray Mining Consortium's stock to freefall. I can't imagine how a thing like that might happen. Good thing your company is ready to take over mining operations in that quadrant..."

– Aramis Cobalt.

As one of the most effective espionage operatives in the Haven system, Aramis cultivates the image of a spoiled and directionless dilettante, gallivanting about the galaxy on an endless hedonistic jaunt. Few know Aramis's true role in the Corporation – as a master spy. The intelligence he gathers shatters empires and destabilizes whole economies.

### Motives

Aramis understands true power: the power of secrets. He revels in possessing them – all of them. His entire life is based on constant and utterly vigilant deception, even towards his closest relatives and friends. Aramis's brother, Pygon,



is a military genius who commands whole fleets of Legion Auxilia to protect the Corporation's many vested interests. Aramis secretly enjoys the fact that his own intel is far more potent than any military force his brother could bring to bear, and takes great pleasure in his brother's constant disapproval of his "worthless" lifestyle.

### Tactics

Aramis prefers to manipulate his foes, playing enemies against one another and staying out of harm's way. He flees from most stand-up fights, but if forced to engage in combat, Aramis uses his stealth to his utmost advantage by exploiting his opponents' vulnerabilities.

### Example Loot:

- » 2 Spare Time Points of credits.
- » 12 Research Units of Unethical secrets.

**Str** 2 1 **Foc** 3 4 **Defence:** 10 + Ref + =

**Ref** 5 2 **Int** 5 5 **vs Impair** Def + Str + =

**Mov** 4 3 **Per** 3 6 **vs Psionic** Def + Foc + =

**Fate** 1 **vs Stealth** 10 + Per + = \*

\*+ #Allies (max: 10)

**Armour:** + =

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + =

**Recovery** Foc + =

**Stealth** Req: Cover 2 + Ref + =

**Combat Order** Int + =

Weapon (Pick One)	Hit	End	Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Silenced Archon Ion Pistol	+8	2		3*	3	6	5	0	1*	1	Gun, Ion	7
Energy, Small, Archon Tech, Strong Hit (5-6).												
Modifications: Advanced Ammo, Archon Tech, Laser Sight, Personalised, Shortened Clip, Tactical Sight (Analyse Action grants this Weapon +Int Hit Boost along with other benefits), Suppressor System (*Attacks from this Weapon (Crit 4 or less and RoF 1) do not break Stealth).												
Strong Hit: <b>Suppressed Shot</b> (Attack, Does not Req Hit) This Attack cannot be seen by any character.												
Neurotoxin Grenade	+2	6		2*	1	2	1	0	1	1	Shell, Thrown, Dis, Chemical, Neurotoxin	2
Splash 3, Small, Slow, Low Tech, Bio Tech, *Critical Hit Attribute Damage Location 1D3+3 (normally 1d6), Modifications: Laser Sight, Personalised.												
Strong Hit: <b>Neurotoxin</b> (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.												

Race / Var / Trait	Requirements	Benefits
Corporation		
Master Assassin	Nemesis NPC	You always have Light Cover (+2) (and may Stealth and gain bonus Cover Steps).
		Strong Hit: <b>Assassinate</b> (Damage, Hit, Target is at least 3 spaces away from all non Drone Allies) Target is Suppressed and takes 2 Attribute Damage (no Armour) to a random Attribute (1d6).
Warlord	Nemesis NPC	All Weapons gain -1 Load.
Mirage	Min Mov 4	Strong Hit: <b>Mirage</b> (Attack, Does not Require Hit) Make a free Stealth Action and Minor Effect Move -2.
Alert	Min Foc 3 Min Per 3	Overwatch Action's Attack may be taken as a 'Free Action' during another character's Action (normally at the end of an Action), GM Discretion is given as to when this may happen.
Well Fitted	NPC	(Outfit Variation: Scram Suit (Shield, Remove any Locked On Effect on you at the start of your Turn)).



## Adina Sanguine

Height: 1.43m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"Be careful. They say the Butcher of the Belt haunts those abandoned stations. You couldn't pay me enough to go out there."

- Talia Thrift, Kaltoran merchant.

Spacefarers call her the Butcher of the Belt. From an abandoned and isolated Monopoly Belt space station, Adina Sanguine strikes out at any vessel foolish enough to enter her territory. There are many rumours of terrible things in Monopoly, but Adina's are the most famous: a ghostlike assassin who boards spacecraft alone and kills entire crews without ever being detected. More chilling is the notion that these rumours are true.

Adina was not always the mysterious and terrifying creature she is today. She was once a hopeful child who dreamed of leaving Kadash and finding a better life for her family. Every waking moment, the girl struggled with terrible genetic memories of what her Dark Tribe parents did to survive after the Great War. Then, one fateful day, a Feral Nephilim war band attacked her tribe. Adina gave in to the visions of bloodshed in her mind and blacked out. When she came to, the Nephilim were all dead. Their blood soaked her hands and her lips.



On that day, Adina vowed to never let anyone harm her people again. She embraced her dark memories. The memories came with the knowledge necessary to keep her tribe safe. All strangers are her enemies and they are dealt with swiftly.

### Motives

Adina seeks only to protect her family. Any ship that comes near the abandoned mining station they call home is a potential target. The crew of the unfortunate ship usually becomes a meal for the Sanguine tribe.

### Tactics

Using a small stealth fighter, Adina approaches ships and secretly boards them. She uses her incredible natural stealth to scout the target ship, then initiates a security lockdown, disables the ship's communications, and deactivates the lights. In the dark, she will hunt the ship's occupants one by one.

### Example Loot:

- » 2 Trade Boxes of Weapons.
- » 2 Clips of Self-Propelled Ammunition.

**Str** 3 1 **Foc** 2 4 **Defence:** 10 + Ref + = 14 +Cover  
**Ref** 4 2 **Int** 3 5 **vs Impair** Def + Str + = 19  
**Mov** 5 3 **Per** 3 6 **vs Psionic** Def + Foc + = 16  
**Fate** 3 **vs Stealth** 10 + Per + = 15\*  
\*+ #Allies (max: 10)

**Armour:** 4 + = 4  
**vs Energy** + = 0  
**vs Slow** + = 0  
**at 0 Endurance** - = 0

**End:** 10 + (Str x 5) + = 25  
**Recovery** Foc + = 2  
**Stealth** 2 + Ref + = 6  
Req: Cover  
**Combat Order** Int + = 3

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Twin Blades	-1	2	4	- (0*)	- (0*)	- (1*)	2	2 (+1d6)*	3	Melee, Thrown*, Composite	2
*Optional Weapon Type: Thrown (RoF 1, +1 Ammo if you have the Dual Wield Modification).											
Modifications: Aerodynamic Balance, Dual Wield, Personalised.											
SMG	+3	2	3	4	3	9	1	3 (+2d6)	1	Gun, Self-Propelled	2
Low Tech, Works in Liquid, Modifications: Personalised.											
Smoke Grenades	-2	-	-	2	3	1	1	1	1	Shell, Thrown, Smoke	0
Splash 3, Small, Slow, Low Tech, Creates an Area of Limited Vision (Light Cover (+2)) for 3 minvets, Does not Work in Void.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Kaltoran		Reduce all Limited Vision and Low Light penalties by 1 Step.	
Swift	Nemesis NPC	You may take 3 Actions per Turn (normally 2 per Turn).	Reduce all Movement by 2 from your Actions.
Sure Footed		No Defence or Movement penalties from Difficult Terrain (including 0 Gravity).	
Swift Shadow		You may make 1 free Stealth Action per Turn if you start the Turn Stealthed.	

## Tanaka Sterling

Height: 1.5m

Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"Save the speech. Your cause bores me. I am a different breed. I have no home. Owe no allegiance. Kaltoran, Nephilim, Legion, Corp – you're all just walking credits to me. Watch yourself, cause if someone decides you need to die, and they can pay my exorbitant fee – well, you and I will get better acquainted, and not in the way you'd hope."

– Tanaka Sterling.

Tanaka led the gruelling life of an orphan on Alabaster 3. When the station went dark, she survived in the maintenance tubes. In the bedlam that followed, Tanaka used her hard-won skills to stay alive amongst Draz dealers, pimps, and thugs. Eventually, she became a feared killer and mistress in a gang of wayward and lost derelicts. She went pro as an assassin at the age of sixteen, murdering her entire gang, who knew her too well to live. Now she is a sought-after contract killer, expunging marks with cold, ruthless efficiency.



### Motives

Ever since she realised she possessed a true talent for death, Tanaka has sought recognition for her skills. She considers herself no different from a great artist, and resents the rich elite who retain her services but look down on her as a common criminal.

### Tactics

Tanaka employs stealth against her marks, always striking with the most unpredictable approach, angle, or means. In her quest for recognition, though, she has cultivated some bad habits. Not the least of these is her new penchant for leaving a calling card on her executed marks: a sterling silver bullet casing. While this practice has raised her profile, it has also earned her some unwanted attention from the unsavoury and dangerous denizens of Haven's underworld.

### Example Loot:

- » 2 Trade Boxes of Weapons.
- » 1 Clip of Rail Ammunition.
- » 1 Clip of Gauss Ammunition.

**Str** 3 1    **Foc** 5 4    **Defence:** 10 + Ref + = 15  
**Ref** 5 2    **Int** 3 5    **vs Impair** Def + Str + = 18  
**Mov** 4 3    **Per** 2 6    **vs Psionic** Def + Foc + = 20  
**Fate** 1    **vs Stealth** 10 + Per + = 13\*  
\*#Allies (max: 10)

**Armour:** 4 + = 4  
**vs Energy** + = 4  
**vs Slow** + = 4  
**at 0 Endurance** - = 4

**End:** 10 + (Str x 5) + = 25  
**Recovery** Foc + = 5  
**Stealth** 2 + Ref + = 8  
Req: Cover  
**Combat Order** Int + = 3

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Rail and Gauss SMGs	+1	6	4	5	2	15	3	5 (+4d6)	3	Gun, Rail, Gauss	6
Lock On +4, Pen 1 min 3, Jam (1-4)											
Modifications: Advanced Ammo, Dual Wield, Extended Clip, Laser Sight, Personalised, Targeting Matrix.											
Mounted Targeting Laser	+Int +2	-	-	Foc +4	-	Inf	-	1	-	Combat Computer	0
Small, Strong Hit (5-6), Gun Size Variation: Mounted Weapon (Rail and Gauss SMGs), Modifications: Advanced Ammo, Laser Sight, Personalised,											
Strong Hit: <b>Combo Strike</b> (Hit) Make a free Attack with Main Weapon (Rail and Gauss SMGs) at the same Target with Hit -2.											
Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.											

Race / Var / Trait	Requirements	Benefits
Corporation		
Sustained	Max Recovery 5	Gain a free Recovery at the start of each Turn.
	Nemesis NPC	
Eviscerate	Nemesis NPC	All of your Critical Hit Attribute Damage is dealt to Random Attribute 1d3 (normally 1d6).
		Strong Hit: <b>Eviscerate</b> (Damage, Hit, Not Chemical) If Target takes at least 1 Attribute Damage from this Attack they also gain the Condition: Lost limb.
Ambidexterity	Min Ref 2	
Maintenance		
Geology		

## Jonas Sol

Height: 1.8m

Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"If you object to my proposal so strongly, perhaps we should step out of this boardroom onto the balcony and settle this in a more immediate fashion?"

- Jonas Sol.

Few people in the galaxy know the true identities of the Corporation's shadowy Board of Management, but most know Jonas Sol, CEO of TrueSky, holds a seat, and a strong clarion voice that cuts across the Board's incessant din of discord. Few are aware though of Jonas' long-reaching and blood-soaked past.

Through bleeding-edge bio-tech, Jonas appears to be a young rising star, but in truth he is one of the oldest members of the Board, and his killer instincts in the boardroom are rooted firmly in his genocidal past. He was a warlord on Varsphere, where he exterminated millions in campaigns of terror before reinventing himself when the Vargarti moved to Haven. After changing his name and appearance, he wielded his potent influence to ensure TrueSky's rise to the top of the Corporation's hierarchy.



### Motives

The rules of war have changed for Jonas, but his bloodthirsty nature has not. He no longer leads machete- and machinegun-wielding masses on Varsphere, but instead employs a host of Legion mercenaries, fleets of ships, assassins, spies, and awe-inspiring wealth. As always, he lives for the thrill of victory, crushing his enemies, humiliating them utterly, and reducing them to madness and misery.

### Tactics

Jonas mostly works through deadly proxies now, but occasionally enjoys the visceral thrill of slaughtering a foe personally. His engineered body far outstrips even the strongest Legion or most agile Kaltoran, and his personal guard consists of the most advanced robotic killing-machines the Corporation produces.

### Example Loot:

- » 2 Trade Boxes of Valuable robotics.
- » 16 Research Units of Unethical Board of Management secrets.

**Str** 3 1 **Foc** 4 4 **Defence:** 10 + Ref + =

**Ref** 4 2 **Int** 5 5 **vs Impair** Def + Str + =

**Mov** 3 3 **Per** 3 6 **vs Psionic** Def + Foc + =

**Fate** 1 **vs Stealth** 10 + Per + =

\*+ #Allies (max: 10)

**Armour:** 4 + 1 =

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:** 10 + (Str x 5) + =

**Recovery** Foc + =

**Stealth** 2 + Ref + =

**Combat Order** Int + =

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Ion Rifle	+2	3	4	5	4	4	1	1*	2	Gun, Ion	2
Lock On +2, Energy. *Strong Hit (5-6) with all RoF 1 Attack Rolls, Modifications: Laser Sight, Personalised, Targeting Matrix.											
Four Assault Drones	+5	9*	4	4	5	3	1	4 (+3d6)*	2 (+14)	Drone, Gun, Ion	4
Defence: 8, Armour: 7, Movement: 3, Slots: 6, Bodies: 4, Lock On +6, Slow, Energy, Pen 2 min 3, characters can not move through Assault Drone, Robot, Drone Variation: Armoured (Grants Heavy Cover (+4) to any adjacent characters behind it), Drone Modifications: Enhanced Mobility, x3 Multiply (*-1 End Dmg and RoF per destroyed or non Attacking Body), Modifications: Laser Sight, Personalised, Targeting Matrix.											

Race / Var / Trait	Requirements	Benefits
Corporation		
Overlord	Nemesis NPC	All Allies have their Combat Order changed to equal your Combat Order. Strong Hit: <b>Master Plan</b> (Analytical, Hit) All Allies gain +2 Hit and Endurance Damage for the remainder of the Combat (Stacks).
Warlord	Nemesis NPC	
Muscular Implants	Min Str 3	
Robotics		

## Davis Morphite

Height: 1.79m

Enemy Type: Nemesis

Balanced to Fight Players with: 6-10 Current Resources

"You think you know me? I think not. I hardly know myself, these days. Maybe we can learn together... you, me... and my razor-sharp Teacher here."

- Davis Morphite.

Davis began life as a Nephilim Emissary to Kadash. He was a mild-mannered researcher and gifted scientist who found acceptance among the Kaltorans. Davis was forever changed, however, during an expedition to the wreckage of a mysterious Nephilim ship, the Skriak, discovered wallowing on the ocean floor. Among a team of Kaltoran scientists, Davis entered the sunken craft, but only the Emissary emerged, clutching a strange glowing axe and possessed of a newfound thirst for danger and dominion. Since the Skriak incident, Davis has gathered to his side a group of misfit adventurers, who constitute his new "family", but his most constant companion is his relic axe, which he calls Teacher.



### Motives

Loyalty is a non-negotiable for Davis, and he will go to great lengths to slaughter anyone who slights him or his "family". Davis is also obsessed with adventure and often mayhem, laughing at death, and merrily crossing anyone in the process.

### Tactics

Davis prefers a straightforward, destructive, and highly risky approach to any problem. He favours charging headlong into a fray, ramming his ship into the enemy's or blowing up a space station to punish one offender onboard. His wild tactics make him exceedingly dangerous and his threats never empty. His devotion to his "family" is a potent vulnerability, and a canny foe could exploit this to great effect.

### Example Loot:

- » The 'Teacher'.
- » 2 Trade Boxes of Weapons and Armour.

**Str** 4 1   **Foc** 2 4   **Defence:**  $10 + \text{Ref} + (-2) = 12$  (Cover)

**Ref** 4 2   **Int** 3 5   **vs Impair**  $\text{Def} + \text{Str} + (+4) = 20$

**Mov** 4 3   **Per** 2 6   **vs Psionic**  $\text{Def} + \text{Foc} + \text{ } = 14$

**Fate** 2   **vs Stealth**  $10 + \text{Per} + \text{ } = 12^*$

\*+ #Allies (max: 10)

**Armour:** 4 + = 4

**vs Energy** +

**vs Slow** +

**at 0 Endurance** -

**End:**  $10 + (\text{Str} \times 5) + (30) = 60$

**Recovery**  $\text{Foc} + (1) = (3)$

**Stealth**  $2 + \text{Ref} + \text{ } = (+6)$

**Combat Order**  $\text{Int} + \text{ } = (3)$

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Self-Propelled SMG	+1	6	4	4	3	9	1	3 (+2d6)	1	Gun, Self-Propelled	1
Lock On +2, Low Tech, Works in Liquid, Modifications: Extended Barrel, Low Quality, Laser Sight, Personalised, Targeting Matrix.											
The 'Teacher'	+3	5	5	-	-	-	2	1	2*	Melee, Nano-Bone	3
Lock On +2, Bio Tech, Pen 1 min 3, *Only requires 1 hand, Modifications: Guards, Master Crafted, Personalised, Targeting Matrix.											
If you hold this weapon for more than an hour you must Retro two Traits to 'Hatred' (Complication: prejudice against anyone who insults you) and 'Rage' (Retroing your Focus down to two if needed).											

Race / Var / Trait	Requirements	Benefits	Disadvantages
NPC Nephilim	NPC		
Impervious	Max Recovery 5		
	Nemesis NPC		
Hatred		+4 (+6) End Dmg vs Targets you are prejudiced against. Strong Hit: <b>Fury</b> (Attack, Hit) You and your Target take 5 or 10 Endurance Damage.	Complication: prejudice against anyone who insults you.
Rage	Max Foc 2	+1 Crit Dmg vs Targets that have caused you Attribute Damage this Combat. +2 (+6) End Dmg vs Targets you have a prejudice against.	-2 Cover Steps vs Targets you are prejudiced against. -1 Cover Step. Complication: You are prone to becoming enraged.



## Queah

Height: 1.5m

Enemy Type: Nemesis

Balanced to Fight Players with: 16-20 Current Resources

"Your scorn is my strength. Enjoy what time you have left. Our time is coming again... and sooner than you think."

— Queah.

While many of the first batch of Nephilim Emissaries suffered death at the hands of the very peoples they were sent to make contact with, Queah survived, and since her creation three years ago she has travelled far across the starscape. Like her brothers and sisters, Queah was met with acrimony and revulsion by the other races. In the wake of her generation's failures, the Dewvi-Ich created the more-current, species-specific Emissaries, whose appearances were more palatable to the other races of Haven.

### Motives

Queah's disgust at the racism against her kind twisted in her mind like a hot knife, churning hateful thoughts and making her worldview become increasingly extreme. Queah rebelled against her creator, whose mandate of

racial integration and coexistence she finds pathetic. Queah is now committed to the Nephilim's ancient birthright: superiority and dominion over the Archons' children as the true chosen race of X'ion. Gathering like-minded cultists to her side, she labours to bring X'ion back to Haven and bring those who once sneered at her to their knees.

### Tactics

Queah is the mastermind behind several cults dedicated to X'ion. Her brilliant mind and diplomatic acumen allow her to see a problem from all sides, often finding unconventional solutions that her enemies rarely expect. She has a host of deadly Nephilim bruisers at her command and a penchant for mutagenic toxins.

### Example Loot:

- » 1 Trade Box of Valuable chemicals.
- » 8 Research Units of Difficult biological data.
- » 12 Research Units of Unethical biological data.

<b>Str</b> 3 1	<b>Foc</b> 4 4	<b>Defence:</b> 10 + Ref +  = 13	<b>Armour:</b> 4 +  = 4	<b>End:</b> 10 + (Str x 5) +  = 25
<b>Ref</b> 3 2	<b>Int</b> 5 5	<b>vs Impair</b> Def + Str +  = 16	<b>vs Energy</b> +  = 4	<b>Recovery</b> Foc +  = 1
<b>Mov</b> 4 3	<b>Per</b> 3 6	<b>vs Psionic</b> Def + Foc +  = 17	<b>vs Slow</b> +  = 4	<b>Stealth</b> 2 + Ref +  = 5
<b>Fate</b> 2		<b>vs Stealth</b> 10 + Per +  = 13*	<b>at 0 Endurance</b> -  = 4	<b>Combat Order</b> Int +  = 5

\*#Allies (max: 10)

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Neurotoxin Spore Rifle	+3	7	3*	5	3	3	1	1**	2	Gun, Burst Spores, Chemical, Neurotoxin	4
Splash 1, Bio Tech, *Critical Hit Attribute Dmg Loc 103+3 (normally 1d6), **Str Hit (5-6) with all RoF 1 Attack Rolls, Modifications: L S, L Q, Personalised, S C. Strong Hit: <b>Neurotoxin</b> (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.											
Three Nephilim Thugs	+10	10* ***	2*	3**	6	4	0	4(+3d6)***	2 (+8)	Companion, Shell, D, C, Synthetic Poison	1
Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 3, Splash 1, Low Tech, Bio Tech, **2 Dmg vs Targets at 0 Endurance, Does not Work in Void. **Strong Hit (5-6) vs Targets within first Range Increment. Companion Modifications: x2 Multiply (***-1 End Dmg and RoF per destroyed or non Attacking Body), Modifications: E B, E C, Low Quality, Personalised. Strong Hit: <b>Synthetic Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times).											

Race / Var / Trait	Requirements	Benefits	Disadvantages
NPC Nephilim			
Minion Master	Nemesis NPC	You gain +2 Hit and End Dmg for each Allied Henchmen Group that has at least 2 Bodies. Strong Hit: <b>Summon</b> (Attack, Hit) All Allied Henchmen with at least 1 Body gain 1 additional Body (they may never have more than 6 above their starting Bodies).	-1 Armour if you have no Henchmen Allies.
Warlord	Nemesis NPC		
Chemistry			
Recruiter			
No-One Falls		If a Companion would die, you may spend 1 Fate Point to have them miraculously avoid Death.	

## Animals

Enemy Type: Henchmen & Skilled

Balanced to Fight Players with: 1-15 Current Resources

There are many threats on the inhabited planets of the Haven system: Feral Nephilim, buried Mechnoids, marauding Legion, and pirates, just to name a few. But on planets just now being explored, there is a threat that's often overlooked. The threat isn't what invades the planet, as we so often worry, but what is waiting for us when we arrive. The fauna on these planets have a head start on adapting to the conditions of their world, and with many of these creatures, nothing is what it seems.

Before they went extinct, humanity genetically engineered many animals. They did so to create perfect designer pets or to give one species the killer edge over another. When the humans vanished, the Archons took over their experiments. Both groups recognised the importance of building sustainable bio-diversity into a planet's ecosystem.

The Archons used the humans' engineered animals as a model for creating their own new species to fit their needs. The Archons drew directly from their DNA, so each planet offered them a vast variety of genomes to play with, all without having to question the morality of their actions. For X'ion, these animals would be of great importance to its war against the Archons. Through specific targeting or planet-wide mutagen bombs, X'ion mutated animals into Nephilim living weapons, many of which still roam the surface today: vicious beasts in search of prey.

When the humans, and then the Archons, vanished, their experimental animals were left to their own devices. Survival of the fittest played out on a galactic scale, and many species have gone extinct. Those remaining have survived by becoming the dominant life form in their niche, whether through strength, cunning, disguise, or voluminous reproduction.

There are a vast number of indigenous animals in the Haven system, but there are a few worth taking special note of.

### Pit Worms

These small worms range in length from one to two feet. They burrow deep underground and live in the dirt surrounding the Kaltoran pit cities and the tunnels of Kadash. Pit worms are not dangerous on their own. They are carnivorous, but they are only able to prey on creatures smaller than themselves. However, a horde of pit worms can be a problem. During their mass migrations, the pit worms move as one, appearing as one large wriggling worm. Anyone trapped beneath them will suffer hundreds of poisonous bites. Such a large dose of venom will bring down even the toughest prey.

### Legion Hounds

When the Legion settled on Cerberus Prime, they launched many expeditions out into their new snow-covered home.

They found these deadly hounds waiting for them.

The first squads to face these viscous hunters were ripped to pieces.

But after years of trial and error, sophisticated trapping methods, and endless patience, Legion

Nomads have managed to breed a more compliant pet.

While these hounds are not fully domesticated, the Legion can control them well enough to keep them as pets and weapons.

As the Legion spread to Haven, so did the hounds. Many now roam in unfamiliar territories and give in to their wild instincts.

### Seraxian Stags

The Seraxian Stag is a mythical creature said to be native to the Mishpachan jungle. Records of the Stag from before the Great War are spotty at best, but they told of its great intelligence, almost of a degree that it could communicate with the record-keepers. At some point during the War, maybe due to experimentation or a mutagen bomb, the Stag was said to have gained psionic powers. This is up for debate, but many who claim to have encountered the Stag since the Great War's end claim to have spoken directly into its mind. Many believe that the Seraxian Stag is an omen of good luck and that it will grant one unspoken wish to whomever manages to catch and then release it.

### Example Loot:

» Trade Boxes of animals hides (Survival Skill Roll and Toolbox required to extract).



## Balanced to Fight Players with: 1-5 Current Resources

Pit Worm	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Poisonous Bite	+1	4+Bodies*	2*	-	-	-	2	1+Bodies	Melee, I, C, S Poison	0	6	14	1	8
Bio Tech, Natural, Blunt, Slow, Gain Strong Hit (5-6) if you are behind your Target, *+2 Damage vs Targets at 0 Endurance. Strong Hit: <b>Poison</b> (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Poison Effect can stack up to 4 times). Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Critter (able to function in caves), Swarm													

## Balanced to Fight Players with: 6-10 Current Resources

Legion Hound	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Teeth and Claws	-1	5+Bodies*	4	-	-	-	3	2+Bodies	Melee, I, C, Cryo-Gel	2	10	14	1	5
Bio Tech, Natural, Slow, Gain Strong Hit (5-6) if you are behind your Target, Modifications: Dual Wield, Personalised. Strong Hit: <b>Hamstring</b> (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll. Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Critter (able to function in snow), Very Fast													

## Seraxian Stag

Balanced to Fight Players with: 11-15 Current Resources

Str 2 1

Ref 3 2



Mov 5 3



Foc 2 4



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Per 3 6



Fate 0


Defence: 10+Ref +  =  13 +Cover


vs Impair Def+Str +  =  17


vs Psionic Def+Foc +  =  17



vs Stealth 10+Per +  =  13\*



Armour: 4 +  =  4



vs Energy + 



vs Slow + 

at 0 Endurance - 

End: 10+(Str x5) +  -5 =  15

Recovery Foc +  =  3

Stealth Req: Cover 2 + Ref +  =  +5

Combat Order Int +  3 =  6

\*+ #Allies (max: 10)

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Psionic Mind	+Int +6	-	-	Foc	Inf	10	1	1	1	Analytical, Psionic	2
Lock On +4, Bio Tech, Natural, Strong Hit (5-6). Modifications: Advanced Modification (Psionic), Personalised, Targeting Matrix. Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On. Strong Hit: <b>Weak Spot</b> (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: <b>Plot Trajectory</b> (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: <b>Tactical Scan</b> (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).											
Mind Rend	+6	3	4	5	4	4	1	1*	2	Gun, Psionic	2
Lock On +2, Bio Tech, Natural, *Strong Hit (5-6) with all RoF 1 Attack Rolls Modifications: Adv Modification (Psionic), Personalised, Tactical Sight (Analyse Action grants this Weapon +Int Hit Boost along with other benefits), Targeting Matrix											

Race / Var / Trait	Requirements	Benefits
Beast	NPC	Able to function in jungle environments.
Intricate	Skilled NPC	
Natural Psion	Min Int 3	You are a Psionic.
	Max Foc 2	Strong Hit: <b>Glimpse</b> (Attack, Hit, Psionic) Gain +1 Hit for the remainder of the Combat.
Psionic Guard	Psionic	Strong Hit: <b>Psionic Guard</b> (Attack, Does not require Hit, Psionic) Remove 1 negative Effect or Debuff from any Target character within sight.
Rewind	Psionic	Strong Hit: <b>Rewind</b> (Attack, Does not Hit, not Splash, Psionic) This (Gun, Shell or Battery) Attack does not use any Ammunition (must have the required Ammunition to make this Attack) and you gain a Free Overwatch Action.
Natural Sense		
Pick Thought	Psionic	Strong Hit: <b>Pick Thought</b> (Conversation, Success) Secretly read the surface thoughts of a non Robot character.
Mind Haze	Psionic	Strong Hit: <b>Mind Haze</b> (Leadership, Success, not in Combat) Non Robot Target forgets the last hour.









# NPC Spacecraft

"Bringing down a Mechonid Harbinger is no great reason to celebrate. Yes, you've removed a threat. We live another day. But space is vast, endless, and it is a graveyard. The remains of the Great War float listlessly through the black, coffins filled with the dead we cannot bury.

We won a victory here today against this Mechonid threat. But where there is one, there are more. They are all around us, just out of our view: hibernating, just waiting to be awakened. Worse than that, there are living, wild, starved, crazed Nephilim spacecraft, actively hunting for their next meal.

We fool ourselves into believing we have a handle on what's out there. So go back to your families. Tell them all about how you escaped death today. But when you step back aboard this ship, do not do so drunk on victory. Do so aware that no matter what we face next, something worse is out there in the endless black."



## "Bane" Mechonid Harbinger

Length: 21m

Crew Capacity: 0 (Estimated)

Enemy Type: Spacecraft

Balanced to Fight Players with: 39-41 Total Influence

"Have you ever seen a proximity mine? They're not much to look at, just useless hunks of metal. They patiently lay in wait with nothing better to do, until you get close. Then: boom, you're dead and have no idea why. Mechonids have a similar design. They have nothing but patience and they are every bit as indiscriminate. Unlike mines, Mechonids aren't done when they destroy everything in their vicinity. They go out and seek other mines to awaken."

- Mars Alpha, last seen patrolling the Liberty Belt.

There are countless hibernating Mechonid Banes floating throughout the Haven system, like big proximity mines just waiting for something to set them off. We can thank the profitable expansion of the Corporates for most of the active ones. With no more forethought than "let's just send broadband radio ads out across the entire system" they woke the Mechonids up. Now the entirety of the Haven system has to deal with rampaging Mechonids who want nothing more than to extinguish everyone's existence. You would think that travellers would be more cautious about stumbling into these things, but they aren't. It really dampens one's faith in organic intelligence.

Mechonid spacecraft aren't much different in form or function from their ground-based counterparts. They operate themselves, just as the ground forces do. Mechonid spacecraft do not need pilots or crew. In fact, the inside of a Mechonid is definitively lacking anything resembling a bridge or command centre: it houses only machinery.

Mechonid Banes are smaller than many other Harbingers. They often act as escorts for Harbingers across the sector, though, since they are more manoeuvrable and carry heavy firepower. During the Great War, every Harbinger was protected by a contingent of Banes and other smaller fighters: no one knows how many remain. When something awakens a Bane from its hibernation, its programming kicks in immediately and it begins to seek out the closest Harbinger.

The Bane has a sleek design that is often, initially, confused for other spacecraft. It is not uncommon for scavengers to accidentally awaken the sleeping hunter-killers, thinking that they are nothing more than derelict vessels. This mistake often proves to be their last.

Mechonid Banes exemplify the single-mindedness and clarity of purpose attributed to all Mechonids. They are killers and little more. When awakened, their sensors detect living beings, driving the Bane to pursue its function of extinguishing organic lifeforms.

In combat, a Bane acts akin to a Mechonid Disciple. It is strong enough to act alone and be a threat: a squad of Banes can prove unbeatable in combat. Banes in close proximity can share a network like all Mechonids, passing information back and forth. This allows them to share the burden of processing information and lets each Bane view the battlefield from every angle, which is especially important during space combat.

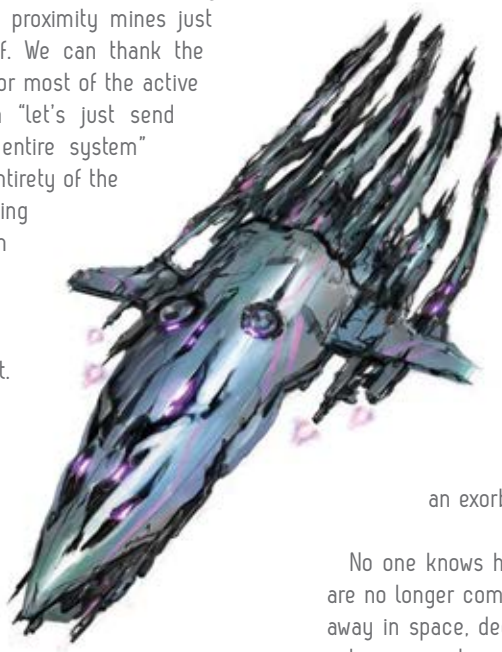
Mechonid Banes are equipped with everything they need to fend off spacecraft. Anti-fighter laser repeaters, heat-seeking missiles, and even large cannons useful for orbital bombardment of planetary targets are commonplace on Banes. Because spacecraft are few and far between, a Bane parked outside a planet that lacks surface-to-space weaponry is a big problem. Luckily, there are many mercenary units with spacecraft that would be willing to take out a sieging Bane... for an exorbitant price.

No one knows how many Banes survived the Great War, but they are no longer commonplace. Some that did survive are still floating away in space, deep in hibernation, waiting to be woken up. As the galaxy expands and space flight becomes more and more common, these Mechonids will be out there waiting for new explorers to stumble upon them.

### Tactics
















Banes are less manoeuvrable than smaller fighters, but more so than the larger Harbingers. They don't need to focus on evasion when they are protected by powerful shield generators and are equipped with so much weaponry.

Like all Mechonids, Banes exist only to find and kill all sentient organic life. They will sacrifice other Mechonids or themselves to do the most damage to their enemies. They will target life support bays, flood enemy ships with toxic gases, and focus on civilian ships first. They will utilise every dirty tactic, including self-destructing to take out a high-value target.



## Bane Gunship

Balanced to Fight Players with: 39 Total Influence

<b>Hul</b>  <b>1</b>	<b>Pow</b>  <b>4</b>	<b>Defence:</b> $12 - \text{Size} + \text{E} + \text{2} = \text{15}$ 	<b>Armour:</b> $3 + \text{2} = \text{5}$ 	<b>Shield:</b> $10 + (\text{PxSize}) + \text{5} = \text{19}$ 
<b>Eng</b>  <b>2</b>	<b>CPU</b>  <b>5</b>	vs Ordnance Def+  = <b>15</b>	vs Boarding 0+  = <b>2</b>	Regen Power+  = <b>4</b>
<b>Cre</b>  <b>3</b>	<b>Sen</b>  <b>6</b>	vs Boading $10 + \text{Size} + \text{C} + \text{3} = \text{13}$ 	at 0 Shield -1	Weapon Slots Size+  = <b>1</b>
<b>Size</b> 				
















Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Toxic Burst Cannons	-1	4	5*	Sensors	Inf	8	1	2 (+1d6)	3	Battery, Toxic	14

Front Fire Arc only (normally Front and Side)c, Lock On +6, Low Tech, \*When you deal Attribute Dmg: Deal 1 additional Crew Attribute Dmg (no Armour).  
Battery Mount Variation: Forward Mount, Modifications: Digital Targeting Array, Improved.

Build / Traits	Requirements	Benefits	Disadvantages
Mechonid	NPC		
Heavy Fighter	Max Crew 2	Gain +1 Armour while you are moving at Velocity 4 or more. You may make 1 free Command System Roll each Turn.	Maximum of 2 characters on this Spacecraft (normally unlimited).
Formation	Not Kaltoran	Gain +1 Defence for each Ally Spacecraft (not Ordnance) that are within 3 of you.	
Careful Aim		Strong Hit: <b>Careful Aim</b> (Battery, Does not Require Hit) Gain +1 Hit with all Weapons for the remainder of this Combat (Stacks).	

## Bane Bomber

Balanced to Fight Players with: 41 Total Influence

<b>Hul</b>  <b>1</b>	<b>Pow</b>  <b>4</b>	<b>Defence:</b> $12 - \text{Size} + \text{E} + \text{2} = \text{15}$ 	<b>Armour:</b> $3 + \text{2} = \text{5}$ 	<b>Shield:</b> $10 + (\text{PxSize}) + \text{5} = \text{19}$ 
<b>Eng</b>  <b>2</b>	<b>CPU</b>  <b>5</b>	vs Ordnance Def+  = <b>15</b>	vs Boarding 0+  = <b>2</b>	Regen Power+  = <b>4</b>
<b>Cre</b>  <b>3</b>	<b>Sen</b>  <b>6</b>	vs Boading $10 + \text{Size} + \text{C} + \text{3} = \text{13}$ 	at 0 Shield -1	Weapon Slots Size+  = <b>1</b>
<b>Size</b> 				

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Nuke Swarm	+1	7	4	-	-	-	0	2 (+1d6)	3	Ordnance, Warhead, Nuke	11

Defence: 6, Armour: 0, Movement: 3, Bodies: 17, Front and Side Arc, Low Tech, May Launch 3 Bodies at once (normally 1).  
Launched Bodies must be placed in adjacent spaces to each other.  
If you have unlaunched Bodies and take Hull Attribute Damage: then you take 1 random (1d6) Attribute Damage (no Armour)  
Modifications: Expanded Munitions, Improved, Overloaded Warhead.

Build / Traits	Requirements	Benefits	Disadvantages
Mechonid	NPC		
Heavy Fighter	Max Crew 2	Gain +1 Armour while you are moving at Velocity 4 or more. You may make 1 free Command System Roll each Turn.	Maximum of 2 characters on this Spacecraft (normally unlimited).
Formation	Not Kaltoran	Gain +1 Defence for each Ally Spacecraft (not Ordnance) that are within 3 of you.	
Concussive Blast		If you fail an Attack Roll against a Target with a Warhead, you may Destroy that Warhead Body and push your Target 1 Space in any direction.	
Tweak Trajectory		Strong Hit: <b>Tweak Trajectory</b> (Operations, Success) Move one of your Spacecraft's Warheads or Fighter Bodies, 2 in any direction.	

## "Deus" Mechnid Harbinger

Length: 132m

Crew Capacity: 0-60 (Estimated)

Enemy Type: Spacecraft

Balanced to Fight Players with: 143 Total Influence

"What is sentience, exactly? Is it the ability to make our own decisions? Or the fact that we have to live with the consequences of those decisions. Do emotions or consciousness have anything to do with it? Or is it about having free will? And really, do any of us have free will? One cannot lecture on the Mechnids without first discussing sentience. We are all controlled by something, aren't we? Our impulses and desires maybe. The need to eat, to find shelter. Are the Mechnids different? They too are driven by impulses, programmed into them at conception. They have a society. They have a command structure. They even have a god. What does that say about their sentience?"

- Qwardor, Mechnid lecturer.

The Deus, the God-Machine, is the most awe-inspiring and terrifying Mechnid ship that exists. It is large enough to dwarf any ship, larger than most space stations. It is heavily shielded, heavily armed, and has a slew of devastating abilities. If any ship is said to be the central command hub of the Mechnid army, it is the Deus. Through careful analysis of its activities, the Deus only seems to appear during crucial Mechnid battles. Every time it appeared during a battle in the Great War, the Mechnid force was able to suddenly regroup and win the day, even when they had been ground down to their last.

The Deus has the largest network power of any Mechnid yet recorded. Its network can reach ships planets away, and it can control entire armadas with its amazing intellectual processing power. Because the Deus is so powerful - scientists theorize that the majority of the Deus's interior is a processor - it can boost the computational power of nearby Mechnids by an unheard-of degree. Their reflexes become unbelievably fast, even for machines, and they are able to compute every possible tactic and view every possible outcome before they act. Leaving the Deus orbiting a planet during a Mechnid invasion guarantees the Mechnids victory. The only way to turn the tide of battle is to drive the Deus off so that it can no longer connect to its ground forces.

But taking down or luring away the Deus is no easy task. The Deus is built with a twisted version of the Mechnid teleportation technology present in the Heaven's Gate and Reaper. However, where the Reaper teleports its harvest to a set location, and the Heaven's Gate can only teleport Mechnids to its location, the Deus has the ability to teleport units anywhere within its network sphere. It

can teleport fresh units straight into a losing battle. It can bring reinforcements to any chamber of its central corridors in order to fend off an intrusion. It can even teleport units straight onto enemy ships and destroy them from within.

The Deus deserves its title as the most threatening Mechnid to ever exist. During the Great War, the Deus was the highest-priority target. Many believed that whatever (or as some might argue, whoever) controls the Mechnids is held here. Surely the secret to Mechnid intelligence must rest on this ship. By accessing this ship's computers, it might be possible to learn why the Mechnids turned on their creators, why they seek to destroy all sentient biological life, and what their true motivations are.

But the Deus was never taken down during the Great War, not even by the X'ion. It survived until the end and entered slumber with the rest of the Mechnids. No one knows where it is now, but if it turns out to be true that the key to controlling the Mechnids lies with the Deus, the ship must still be alive, because the Mechnid threat has not stopped.

The Deus may still be in hibernation, floating through the uncharted blackness of space. Archons help whichever ship ventures close enough to wake it up. But if the Deus can be found while it is still asleep and defenceless, and destroyed before it has a chance to activate its weapons, this might end the Mechnid threat then and there. At the

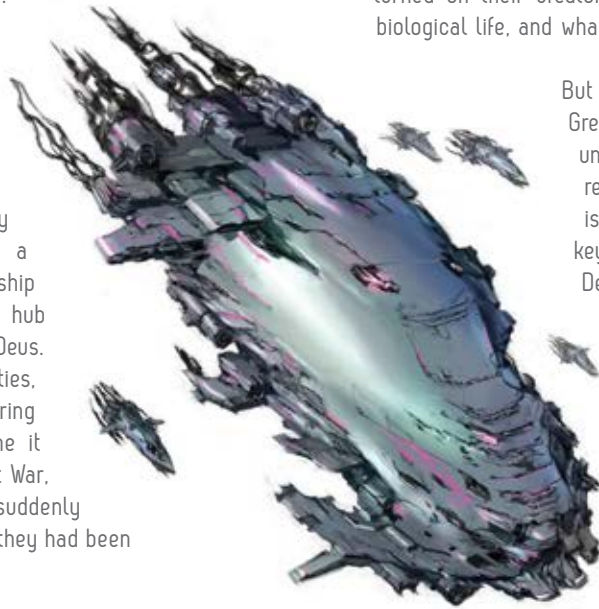
very least, it would make future battles with the Mechnid force much easier.

### Tactics

The Deus is a horrifyingly durable enemy, often using civilian ships and stations as targets and to block incoming attacks. This terrifying ship uses a Heaven's Gate to teleport Mechnids directly onto enemy ships. The Deus can often stay at a distance through the use its fighters and other nearby Mechnid units for both screening the Deus and swarming its biological enemies while the Deus itself methodically coordinates the obliteration of a population centre, military installation or similar high value target.

### Example Encounter:








- » x1 Deus Fore.
- » x1 Deus Aft.





## Deus Fore

Balanced to Fight Players with: 77 Total Influence








<b>Hul</b>  <b>1</b>	<b>Pow</b>  <b>4</b>	<b>Defence:</b> $12 - \text{Size} + \text{E} + (-1) = \text{8}$	<b>Armour:</b> $3 + (2) = \text{5}$	<b>Shield:</b> $10 + (\text{PxSize}) + (15) = \text{40}$
<b>Eng</b>  <b>2</b>	<b>CPU</b>  <b>5</b>			
<b>Cre</b>  <b>3</b>	<b>Sen</b>  <b>6</b>	vs Ordnance $\text{Def} + (2) = \text{10}$	vs Boarding $0 + (1) = \text{1}$	Regen $\text{Power} + (2) = \text{5}$
<b>Size</b> 		vs Boading $10 + \text{Size} + \text{C} + ( ) = \text{18}$	at 0 Shield $-1$	Weapon Slots $\text{Size} + (-2) = \text{3}$

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Point Defence	+5	1	2	1	-	Inf	0	2 (+1d6)	1	Battery, Crack	2
Full Arc (normally Front and Side), Lock On +2, The first Warhead each Turn that fails an Attack Roll against you is Destroyed, Modification: Improved.											
Combat Squad	+1	2+Bodies	2	1	-	-	0	Bodies	3	Ordnance, Fighter, Synth Steel Bots	10
Defence: 16, Armour: 1, Movement: 3, Bodies: 6, Front and Side Arc, Lock On +6, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord Modifications: Digital Targeting Array, Improved, Large Bay.											
Combat Squad	+1	2+Bodies	2	1	-	-	0	Bodies	3	Ordnance, Fighter, Synth Steel Bots	10
Defence: 16, Armour: 1, Movement: 3, Bodies: 6, Front and Side Arc, Lock On +6, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord Modifications: Digital Targeting Array, Improved, Large Bay.											

Build / Traits	Requirements	Benefits	Disadvantages
Mechonid	NPC		
Drone Crew		Reduce all Crew Attribute Damage by 1 to a minimum of 1.	
Archon Shields	Min Pow 4		
Dreadnought	Max Eng 2	Reduce all Damage to Engines by 1.	
Command Ship	NPC	All Allies gain Lock On +6 (already added to Deus' Aft).	
Panic	NPC	Strong Hit: <b>Panic</b> (Any System Roll, Success) Any Opponent character not Trained in Resolve has -1 applied to all System for the remained of the Combat (Stacks).	Your Opponents gain +2 to all Combat Jump System Rolls.

## Deus Aft

Balanced to Fight Players with: 66 Total Influence

<b>Hul</b>  <b>1</b>	<b>Pow</b>  <b>4</b>	<b>Defence:</b> $12 - \text{Size} + \text{E} + (-1) = \text{8}$	<b>Armour:</b> $3 + (1) = \text{4}$	<b>Shield:</b> $10 + (\text{PxSize}) + (5) = \text{27}$
<b>Eng</b>  <b>2</b>	<b>CPU</b>  <b>5</b>			
<b>Cre</b>  <b>3</b>	<b>Sen</b>  <b>6</b>	vs Ordnance $\text{Def} + ( ) = \text{8}$	vs Boarding $0 + (1) = \text{1}$	Regen $\text{Power} + ( ) = \text{4}$
<b>Size</b> 		vs Boading $10 + \text{Size} + \text{C} + ( ) = \text{18}$	at 0 Shield $-1$	Weapon Slots $\text{Size} + (-4) = \text{1}$

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Boarding Party	+Crew	-	1	-	-	-	-	1	-	Boarding	-
Locked On +6.											
Artillery	-12	3	4	Sen +4	Inf	RoF x1	1	4 (+3d6)	3	Battery, Crack	26
Front and Side Arc, Lock On +10, Strong Hit (4-6), Modifications: Archon Tech, Improved, x3 Weapon Bank.											

Build / Traits	Requirements	Benefits	Disadvantages
Extra Section	Min Size 3	All Sections gain: Strong Hit: <b>To your Stations!</b> (System Roll, Success) Move a character to a different Section of your Spacecraft.	All Sections have -1 Defence (Stacks) (applied to Deus' Fore).
Drone Crew		Reduce all Crew Attribute Damage by 1 to a minimum of 1.	
Long Range Array	Min Sen 2		
Dreadnought	Max Eng 2	Reduce all Damage to Engines by 1.	
Cube	Mechonid	Strong Hit: <b>Teleport</b> (Operations, Success) A Locked On Spacecraft gains a Boarded Effect.	

## "Shriek" Heavy Pirate Fighter

Length: 8m

Crew Capacity: 1

Enemy Type: Spacecraft

Balanced to Fight Players with: 20 Total Influence

"They strike without warning, and those lucky enough to survive only return with stories of strange ships of an unknown make. That's why I always open fire first. It's just safer."

— Peter Jinx, Kaltoran merchant.

Pirates have recently acquired an unknown technology in the form of "Shrieks": lightning-fast fighters with heavy cannons designed to rip through a ship's hull. These spacecraft have begun striking unwary victims with alarming and increasing frequency, leading some to believe that a large consortium of pirates has gained access to a long-abandoned stockpile.

Shrieks are notoriously fast and heavily armed. This speed and firepower, however, this is often to the detriment of their computer systems. It takes a brave individual to pilot these fighters, and pirates fit the bill impeccably. When piloted with the proper malicious intent and general lack of self-concern, these mysterious fighters become feared instruments of destruction.



The pilots of these fighters practice a reckless style of space combat, and those who survive more than a few encounters quickly become experts. Pirate pilots are hardened and fearless individuals who are willing to risk great personal harm in exchange for great rewards.

### Tactics

Shrieks will fearlessly swarm their targets, each focusing on disabling a specific system. They pursue their targets with single-minded determination, knowing that while they may die, those who survive will get a larger share of the prize.

The pirates circle their prey, blasting away with abandon until their target is disabled. Then, each Shriek clamps to the hull of the target ship and the pirates begin to cut through the hull. After boarding, the criminals will make a rush for the bridge, killing anyone in their way to gain control of the ship.

Hul	5	1	Pow	5	4	Defence	12-Size+E+○ = 12	Armour	3+○(-1) = 2	Shield	10+(PxSize)+○ = 15
Eng	3	2	CPU	2	5	vs Ordnance	Def+○ = 12	vs Boarding	0+○(1) = 1	Regen	Power+○ = 5
Cre	2	3	Sen	3	6	vs Boading	10+Size+C+○ = 16	at 0 Shield	-1	Weapon Slots	Size+○ = 1
Size	1										

Weapon (Pick One)	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Rail Cannon		5	4	Sen +1	Inf	3	1	1	4	Battery, Electromagnetic	10
Front and Side Arc, Lock On +2, Jam (1-5), Strong Hit (5-6)											
Forward Mounted Crack Cannon	+1	3	5	Sensors	Inf	3	1	1	2	Battery, Crack	10
Front Fire Arc only (normally Front and Side), Lock On +2, Strong Hit (5-6), Battery Mount Variation: Forward Mount.											
Omni Mounted Pulse Laser	-3	3	4	Sen -1	Inf	8	1	2 (+1d6)	2	Battery, Pulse Laser	10
Full Arc (normally Front and Side), Lock On +6, Energy, Burn, Battery Mount Variation: Omni Mount, Modification Digital: Targeting Array.											
Forward Mounted Burst Cannon	+1	4	5	Sensors	Inf	8	1	2 (+1d6)	2	Battery, Crack	10
Front Fire Arc only (normally Front and Side), Lock On +2, Battery Mount Variation: Forward Mount.											

Build/Traits	Requirements	Benefits	Disadvantages
Ursai		While you have shields reduce all Damage dealt to you by 1 to a minimum of 1.	
Heavy Fighter	Max Crew 2	You may make 1 free Command System Roll each Turn.	
		Gain +1 Armour while you are moving at Velocity 4 or more.	
My Baby			Your Spacecraft may have a maximum of 1 character (normally unlimited).

## The Baleful Gaze

Length: 36m

Crew Capacity: 2-12

Enemy Type: Spacecraft

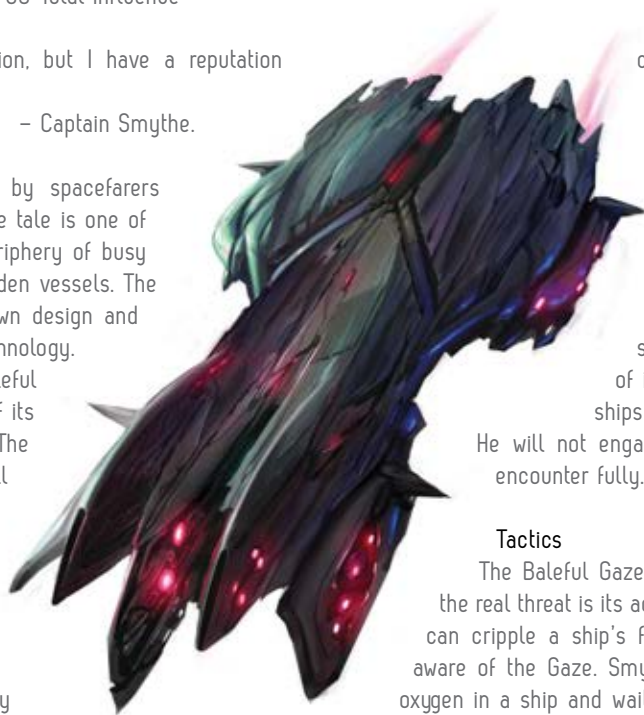
Balanced to Fight Players with: 30 Total Influence

"You surrender? A lovely notion, but I have a reputation to maintain."

— Captain Smythe.

There is a ghost story told by spacefarers throughout the Haven system. The tale is one of a lone ship which prowls the periphery of busy trade lanes in search of cargo-laden vessels. The pirate spacecraft is of an unknown design and sports incredibly advanced technology. The ship is known as the Baleful Gaze due to the eerie red glow of its cannons as they prepare to fire. The stories say that a man can see all the mistakes of his life when he looks into those lights. The stories always end with the Baleful Gaze destroying its target in a fiery blast.

The legend, crafted carefully by Captain Jonathan Smythe, is spread by members of the Baleful Gaze's



crew. Smythe will not talk about where the Baleful Gaze came from, mostly because he knows nothing about the ship's origins. He suspects it is Archon technology, but in truth cares very little about its past.

### Motives

The Baleful Gaze only attacks lone ships with valuable cargo. Using a network of informants, Smythe knows exactly which ships to target as well as their travel paths.

He will not engage any ship if he has not planned the encounter fully.

### Tactics

The Baleful Gaze has a superb amount of weaponry, but the real threat is its advanced electronic warfare system, which can cripple a ship's functions before its crew even becomes aware of the Gaze. Smythe has been known to vent all of the oxygen in a ship and wait hours before boarding. Once the looted cargo is secured, the Baleful Gaze will open fire with its impressive array of guns, destroying the ship altogether.

<b>Hul</b> 3 1	<b>Pow</b> 3 4	<b>Defence</b>	12-Size+E+ = 10	<b>Armour</b>	3+ = 3	<b>Shield</b>	10+(PxSize)+ = 19
<b>Eng</b> 3 2	<b>CPU</b> 4 5	vs Ordnance	Def+ 2 = 12	vs Boarding	0+ = 0	<b>Regen</b>	Power + = 3
<b>Cre</b> 4 3	<b>Sen</b> 3 6	vs Boading	10+Size+C+ = 17	at 0 Shield	-1	<b>Weapon Slots</b>	Size + = 3
<b>Size</b> 3							

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Boarding Party	+Crew +2	-	1*	-	-	-	-	1	-	Boarding	-
*Treat Target as if it had no Shields or Armour											
Point Defence	+4	1	2	1	-	Inf	0	2 (+1d6)	1	Battery, Crack	2
Full Arc (normally Front and Side), Lock On +2, The first Warhead each Turn that fails an Attack Roll against you is Destroyed											
"The Gaze"	+4	2	4	Sensors	Inf	3	1	1	2	Battery, Pulse Laser	6
Front and Side Arc, Lock On +2, Energy, Burn, Strong Hit (5-6), Modification: Improved.											
Hacker Probes	-1	5	4	-	-	-	0	1	2	Ordnance, Warhead, Infested	7
Defence: 16, Armour: 1, Movement: 6, Bodies: 6, Front Arc (normally Front and Side), Strong Hit (5-6), Robot, Modification: Improved.											
Strong Hit: <b>Hacker Probes</b> (Hit) Apply 1d3 Boarded Effects to Target.											

Build / Traits	Requirements	Benefits
Ursai		While you have shields reduce all Damage dealt to you by 1 to a minimum of 1.
Stealth Ship		If your Size 1-3 Spacecraft is the Aggressor in a Combat (started the fight), your Opponents may not make any Attack Rolls against your Spacecraft or make any Operations System Rolls, during their first Turn.
Spacecraft Hacker		Strong Hit: <b>Hack Spacecraft</b> (Operations, Success) Increase or Decrease a Locked On Target's Velocity by 1 OR deal 3 Shield Dmg to them.

## Zodiac Z24 Luxury Fighter Swarm

Length: 12m

Crew Capacity: 1-2

Enemy Type: Spacecraft

Balanced to Fight Players with: 34 Total Influence

"Every spoiled rich brat wants a Zodiac for their own... and as long as they keep taking 'em for joy rides around our space, that's fine by me."

- Adam Wrench, Pirate Captain.

The Corporation is at the forefront of spacecraft design. In fact, they are the only race in the Haven system with the resources and infrastructure to build new ships. The rest are left behind to salvage what they can find. The Corporation often goes far beyond building for practicality and has begun building for luxury, exemplified by the Zodiac Z24 Luxury Fighter.

It is a sleek, expensive, high-end ship, built as much to impress as to perform. The Zodiac is built with every upgrade: the finest metals, the plushiest fabrics, the sleekest paint job. Each Zodiac is custom-made for its buyer and designed to meet the level of extravagance the upper echelons of the Corporation's wealthy have come to expect.

The Zodiac Z24 is especially popular among young flyboys who have come into quick, easy money. These young pilots are often overconfident and

arrogant. They flaunt these luxury fighters to impress their lessers, but they don't understand the risks of doing so, which is why so many Zodiacs end up in the hands of less salubrious types.



Pirates are quick to target Zodiacs as they not only fetch a high price on the market, but they can also be used for ransom. Some pirates keep the Zodiacs they steal and rebrand them as part of their fleet. Since they were built to such extravagant specifications, the Zodiacs can outperform and outgun most any ship found around Haven. An encounter with a Zodiac can be dangerous, but not always: their pilots are either rich, overly confident hotheads or they are experienced and deadly pirates.

### Tactics

The Zodiac might put on a good show, but it should not be underestimated based on its elegant looks. The Zodiac is faster than any ship in its class and can pivot on a dime, all while blasting its twin lasers at full power. It can rip right through any unprotected hull, making way for its rockets, which will blow the enemy apart in seconds.

**Hul** 3 1 **Pow** 3 4 **Defence** 12-Size+E-2 = 14  
**Eng** 5 2 **CPU** 3 5 **vs Ordinance** Def+ = 14  
**Cre** 3 3 **Sen** 3 6 **vs Boading** 10+Size+C+ = 14  
**Size** 1

**Armour** 3+(-1) = 2  
**vs Boarding** 0+1 = 1  
**at 0 Shield** -1

**Shield** 10+(PxSize)+ = 13  
**Regen** Power+ = 4  
**Weapon Slots** Size+1 = 2

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Pulse Laser Burst Cannons	-1	3	5	Sensors	Inf	8	1	2 (+1d6)	2	Battery, Pulse Laser	13
Front Fire Arc only (normally Front and Side), Lock On +6, Energy, Burn, Battery Mount Variation: Forward Mount, Modifications: Digital Targeting Array, Improved.											
Rockets		5	5	-	-	-	0	1	2	Ordinance, Warhead, Explosive	6
Defence: 16, Armour: 1, Movement: 4, Bodies: 6, Front Arc (normally Front and Side), Strong Hit (5-6), Modifications: Improved.											

Build/Traits	Requirements	Benefits
Fighter Swarm	NPC	Reduce all RoF 1 Damage (after Armour) against you by 2.
Ace		Strong Hit: <b>K-Turn</b> (Manoeuvre, Success, Size 1-2) Rotate 90°.
		Strong Hit: <b>Barrel Roll</b> (Command, Success, Size 1-3) Move sideways, 1 Space.



## "Grave Robber" L4D Salvager Vessel

Length: 48m

Crew Capacity: 3-12

Enemy Type: Spacecraft

Balanced to Fight Players with: 47 Total Influence

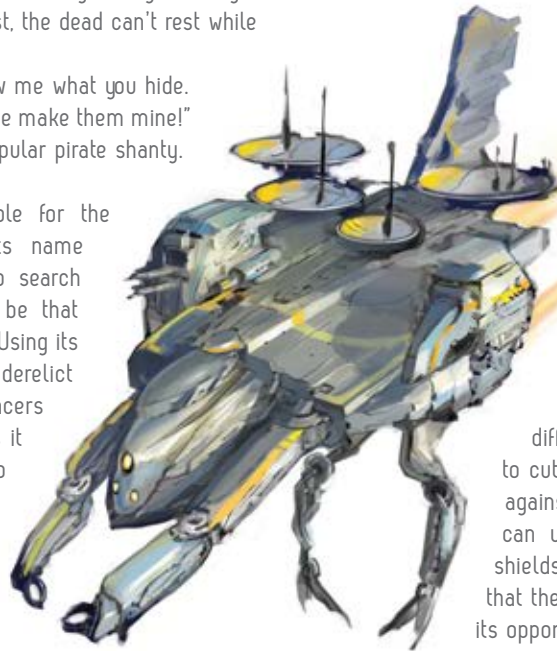
"I heard the sound of the Grave Robber, working through the night.  
The dead can't rest, the dead won't rest, the dead can't rest while  
it's in sight.

Bring me close, oh Grave Robber, show me what you hide.  
Unveil for me your treasures vast, let me make them mine!"

- Popular pirate shanty.

The L4D Salvager fills a pivotal role for the Corporation industrial machine. As its name implies, the L4D Salvager was built to search wreckage and save whatever it could, be that building materials, supplies, or weapons. Using its powerful sonar arrays, the Salvager pings derelict vessels and debris, then employs its pincers and claws to unearth whatever materials it deems necessary. This process is akin to exhuming the tomb of an ancient royal, disturbing the dead to pick through its treasures, which earns it the grim nickname "Grave Robber".

Grave Robber captains are notorious for mistaking salvaging with piracy. Many ships they



salvage might be damaged, but the crew are often alive. If the ship has something the captain wants, they will salvage it no matter what the crew has to say.

### Tactics

The Salvager is not overburdened with defensive capabilities and must rely on its shielding to protect it. Its powerful sensors allow it to detect threats from afar, so it can usually manage an escape before the threat draws near. If a Salvager is assaulted, it can drop explosive mines, making it difficult to follow. Its cutting lasers are meant to cut through rock and steel, but are powerless against shields. If forced to fight, the Salvager can use its grapples to tear through enemy shields or pull the opposing ship close enough that the Salvager's cutting lasers need not bypass its opponent's protective field.

Hul 4 1	Pow 4 4	Defence	12-Size+E+ = 11	Armour	3+ = 3	Shield	10+(PxSize)+ = 22
Eng 2 2	CPU 3 5	vs Ordnance	Def+ 2 = 13	vs Boarding	0+ = 0	Regen	Power + = 4
Cre 3 3	Sen 4 6	vs Boading	10+Size+C+ = 16	at 0 Shield	-1	Weapon Slots	Size + (-1) = 2
Size 3							

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Cutting Laser	+5	3	4	Sen -2*	-	6	1	2 (+1d6)	2	Battery, Pulse Laser	8
Front and Side Arc, Energy, Burn, Lock On +2, Strong Hit (5-6), Battery Modification: Weapon Bank.											
Mines	+1*	7	5	-	-	-	0	1	3	Ordnance, Warhead, Explosive	2
Defence: 8, Armour: 1, Movement: 0, Bodies: 10, Rear Arc (normally Front and Side), Strong Hit (5-6), *You must immediately make 1 Free Attack (even mid movement) against any non Ally Target with the Locked On Effect that comes within 2, Modification: Overloaded Warhead.											

Build / Traits	Requirements	Benefits
Corporation		
Officer	Min Crew 2	You may make 1 free System Roll each Turn at +2 (no Strong Hits).
Fractal Shields	Min Size & Pow 2	Twice per Session you may take no Attribute Damage from an Attack that reduces your Shields to 0.
Grapple System	NPC	If your Spacecraft ends its Movement in the same space as an Opponents Spacecraft, you may alter its Current Velocity to be 2 closer to your Current Velocity. All Weapons deal +2 Shield Damage vs any Spacecraft in an adjacent space.
Melt Armour		Strong Hit: <b>Melt</b> (Damage, Hit, Burn, First Range Increment or Direct Splash Hit) Reduce Target character or Spacecraft's Armour by 1, until they have Downtime with a Workbench.

## Corporation "Bastion" Mass Cargo Freighter

Length: 112m

Crew Capacity: 16-48

Enemy Type: Spacecraft

Balanced to Fight Players with: 66 Total Influence

"Life on my Bastion ain't so bad. I got my own room, my own bed. I eat what I want when I want and my crew is like a family to me. I really got nothing to complain about. I only get shot at every few weeks or so, anyways. Ain't nothing gonna stop a Bastion."

- Pirate crewmate of the Bastion.

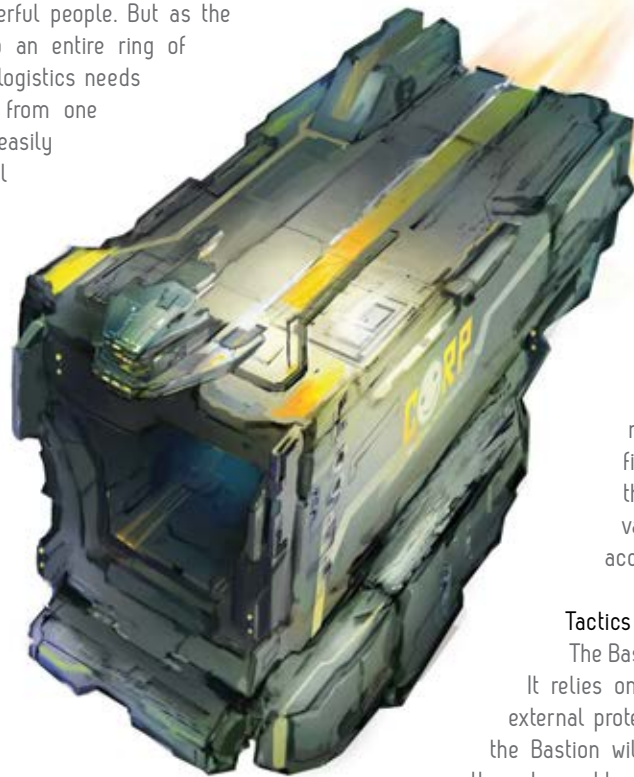
When the Corporation first entered the Haven system and settled around Alabaster, they didn't offer much. They didn't have their factories, zero-gravity farms, robotics, or gas harvesters. They didn't understand what it meant to be a powerful people. But as the Corporation grew from one, to two, to an entire ring of space stations orbiting Alabaster, their logistics needs grew. Allocating goods and resources from one side of a space station to another was easily managed through traditional internal systems. Moving this merchandise to the other side of Alabaster, not to mention to their outposts on distant planets, was a whole new problem.

To fill these needs the Corporation repurposed a few old designs. They modelled their new cargo freighter after the simple storage container. These containers were already durable, defensible, and large enough to transport bulk goods in one shipment. And so the Corporation introduced the Mass Cargo Freighter: a pilotable, space-worthy cargo ship.

Since its introduction a few years ago, the Mass Cargo Freighter has become a prime method of shipping throughout the Haven system and the sector. Its shields are strong and durable, its hull is near-indestructible, and its security measures are extraordinary. Locking and unlocking the cargo bay requires two-step authentication from both the officer aboard the ship and the officer at the delivery location. By programming the freighter with a geo-lock, which allows the hull to be opened only when the craft reaches a specific set of coordinates, the Corporation has found a way to deter piracy. The only way around these security measures is to drill through its dense, thick hull, a process that, even with the right equipment, would take days.

But these security measures can easily be turned against the Corporation. Freighters are often the target of piracy, though most attempts are unsuccessful. The most famous capture of a Corporation

freighter was the Bastion, a stolen vessel that is now under the control of pirates. Duplicating the complex Corporation authentication codes, the Bastion blends right in with other freighters, making it a nearly perfect smuggling ship. Using it, the pirates are able to smuggle arms and weapons right out from under the Corporation's nose. These weapons usually find their way to pirates and outlaws on or around Mishpacha and Eden.



The Bastion's personnel hub includes the ship's command bridge, living quarters, barracks, cafeteria, gymnasium, and everything its crew needs to maintain their lives; this all is important, as the crew of a freighter is usually gone for weeks or months at a time. For the crew of the Bastion, the hub acts as a mobile commander centre for the pirate fleet. The Bastion not only transports stolen merchandise, but also shuttles fighters across the sector. Since the Bastion is able to move such valuable materials, it is sure to be accompanied by an armed escort.

### Tactics

The Bastion has very few weapons attached.

It relies on its fortitude, strong defence, and external protection. Even when beset by trouble, the Bastion will still push forward. It can smash through any blockade or obstacle placed in its path.















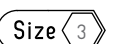
Its stolen goods are guarded by fighters that can be launched at a moment's notice. Most battles against the Bastion are fought against these fighters, and when the Bastion is delivering its most expensive cargo, the rest of the pirate fleet is often shadowing it from a distance, ready to jump in at any sign of trouble.

### Example Encounter:

- » x1 Bastion's Bridge.
- » x1 Bastion's Hold.

## Bastion's Bridge

Balanced to Fight Players with: 29 Total Influence















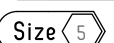
<b>Hul</b> 	<b>Pow</b> 	<b>Defence:</b> $12 - \text{Size} + \text{E} + (-1) = $ 	<b>Armour:</b> $3 + $ 	<b>Shield</b> $10 + (\text{PxSize}) + $ 
<b>Eng</b> 	<b>CPU</b> 	vs Ordnance $\text{Def} + $ 	vs Boarding $0 + $ 	Regen $\text{Power} + $ 
<b>Cre</b> 	<b>Sen</b> 	vs Boading $10 + \text{Size} + \text{C} + $ 	at 0 Shield $-1$	Weapon Slots $\text{Size} + $ 
<b>Size</b> 				

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Flak Point Defence	+3	1	2	1	-	Inf	0	2 (+1d6)	1	Battery, Flak	4
Full Arc (normally Front and Side), Lock On +2, Low Tech, The first Warhead each Turn that fails an Attack Roll against you is Destroyed.											
Sentry Droids	-2	3	3	Sensors	-	-	0	Bodies	2	Ordnance, Fighter, Synth Steel Bots	5
Defence: 12, Armour: 4, Movement: 0, Bodies: 2, Full Arc (normally Front and Side), Lock On +6, Energy.											
Torpedo	-1	10	5	-	-	-	0	1	3	Ordnance, Warhead, Explosive	5
Defence: 12, Armour: 2, Movement: 2, Bodies: 4, Front Arc (normally Front and Side), Strong Hit (4-6).											

Build / Traits	Requirements	Benefits
Corporation		
Command Ship	Min CPU 4	All Allies gain Lock On +6 (already added to Bastion's Hold).

## Bastion's Hold

Balanced to Fight Players with: 37 Total Influence

<b>Hul</b> 	<b>Pow</b> 	<b>Defence:</b> $12 - \text{Size} + \text{E} + (-1) = $ 	<b>Armour:</b> $3 + $ 	<b>Shield</b> $10 + (\text{PxSize}) + $ 
<b>Eng</b> 	<b>CPU</b> 	vs Ordnance $\text{Def} + $ 	vs Boarding $0 + $ 	Regen $\text{Power} + $ 
<b>Cre</b> 	<b>Sen</b> 	vs Boading $10 + \text{Size} + \text{C} + $ 	at 0 Shield $-1$	Weapon Slots $\text{Size} + (-3) = $ 
<b>Size</b> 				

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Flak Point Defence	+3	1	2	1	-	Inf	0	2 (+1d6)	2	Battery, Flak	4
Full Arc (normally Front and Side), Lock On +8, Low Tech, The first Warhead each Turn that fails an Attack Roll against you is Destroyed											
Manned Combat Squad	+1	2+Bodies	2	1	-	-	0	Bodies	3	Ordnance, Fighter, Manned Fighters	13
Defence: 18, Armour: 2, Movement: 3, Bodies: 7, Front and Side Arc, Lock On +8, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord Fighter Modifications: Improved, x2 Large Bay.											

Build / Traits	Requirements	Benefits	Disadvantages
Extra Section	Min Size 3	All Sections gain: Strong Hit: <b>To your Stations!</b> (System Roll, Success) Move a character to a different Section of your Spacecraft.	All Sections have -1 Defence (Stacks) (applied to Bastion's Bridge).
Freighter	Min Hull 4		
Hanger Bay	Min Hull 4		

## Kaltoran Cut 'n' Shut Cruiser

Length: 49m

Crew Capacity: 4-8

Enemy Type: Spacecraft

Balanced to Fight Players with: 50 Total Influence

"You're serious? It's not just debris?"

– An unsuspecting Corporate captain, seconds before the Kaltoran pirates opened fire.

The Kaltorans are masters of taking components that appear outdated and blending it with advanced technologies. Nowhere is this more apparent than in their spacecraft design. The Kaltoran cut 'n' shut craft is a marvel of innovative design. Essentially, the vessel is a combination of sections from other ships, cut apart and rejoined. Often underestimated due to its salvaged look, the cut 'n' shut ship boasts a number of qualities that make it one of the most versatile vessels in existence.

Each of these ships is unique, making its capabilities exceptionally hard to gauge. As the cut 'n' shut has no standardized array of weapons or even a basic design template, vessels finding themselves in the cut 'n' shut's path are forced to

gamble on the best course of action. However, because each cut 'n' shut has a unique appearance, it's easy to recognise and anonymity for a crew is often impossible.

One of the few things that all Kadash-made cut 'n' shut ships have in common is their ability extend a bubble of Electro-Gravity around their ship, enabling them to function as a submersible. This makes oceans into favourite hiding spots for Kaltoran pirates.



### Tactics

Kaltoran ships have an affinity for turret-mounted electromagnetic cannons. They will often weave around an enemy vessel, firing upon the target until their shields are down. At this point, after the Kaltorans have locked on, they will launch nuclear missiles to devastating effect. Cut 'n' shut vessels are more likely to use their speed to avoid incoming fire.

<b>Hul</b> 5 1	<b>Pow</b> 3 4	<b>Defence</b> 12-Size+E+1 = 14	<b>Armour</b> 3+ = 3	<b>Shield</b> 10+(PxSize)+ = 19
<b>Eng</b> 4 2	<b>CPU</b> 2 5	vs Ordnance Def+ = 14	vs Boarding 0+ = 0	Regen Power + = 3
<b>Cre</b> 3 3	<b>Sen</b> 3 6	vs Boading 10+Size+C+ = 16	at 0 Shield -1	Weapon Slots Size + = 3
<b>Size</b> 3				

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Electromagnetic Burst Cannon	+2	6	4	Sen +1	Inf	8	1	2 (+1d6)	3	Battery, Electromagnetic	10
Front and Side Arc, Lock On +2, Jam (1-5), Modification: Improved.											
Electromagnetic Burst Cannon	+2	6	4	Sen +1	Inf	8	1	2 (+1d6)	3	Battery, Electromagnetic	10
Front and Side Arc, Lock On +2, Jam (1-5), Modification: Improved.											
Nukes	-3	5	5	-	-	-	0	1	2	Ordnance, Warhead, Nuke	10
Defence: 16, Armour: 1, Movement: 6, Bodies: 6, Front Arc (normally Front and Side), Low Tech, Strong Hit (5-6). If you have unlaunched Bodies and take Hull Attribute Damage: then you take 1 random (1d6) Attribute Damage (no Armour), Modification: Improved.											

Build/Traits	Requirements	Benefits	Disadvantages
Kaltoran		Patch Job System Roll may be successfully rolled twice per Turn (normally once).	On Fire Effect deals 2 Attribute Damage (normally 1) to 2 random Attributes (roll 2x 1d6).
Military	Min Hull 3		
Thrust Vectoring		Strong Hit: <b>Thrust Vectoring</b> (Engineering, Min Velocity 2, Success) Make a free 45° Rotation and reduce your Velocity by 1.	



## "Obsidian Drake"

Length: 57m

Crew Capacity: 6-18

Enemy Type: Spacecraft

Balanced to Fight Players with: 45 Total Influence

"We are our own bosses from now on. Now, do as your Captain says!"  
- Adam Wreckit, Obsidian first mate.

Spacecraft are expensive. This is a fundamental rule in the ownership and upkeep of any space-worthy vessel. Many ships have secret backers who keep the craft flying as long as it serves their needs. This was the case with the Obsidian Drake. Originally commissioned as a secret privateer vessel for the Gallant Corporation, the Drake went rogue in record time. Nearly forty minutes into its maiden voyage, the Drake's Captain, Jeremiah Speed, decided that he and his crew were tired of being Corporate puppets. They had yet to receive a single order.

Since that day, the Obsidian Drake has preyed upon the shipping vessels of the Gallant Corporation. The Drake's crew does not refer to themselves as pirates; they prefer the term "aggressive salvagers". As expected, the Gallant Corporation has placed a large bounty on the Obsidian Drake.



### Motives

The Obsidian Drake focuses its raids on the company who initially funded it: the Gallant Corporation. They are opportunists and will seek out other targets if they do not look like too much trouble for a reasonable payoff. Captain Speed is completely motivated by personal gain and will often bargain with his targets to avoid opening fire. Damage to the Drake costs money to fix, after all.

### Tactics

The favoured tactic of the Drake is to approach its target quickly and without warning. It then deploys a swarm of fighter drones, which will attack their enemy with electromagnetic cannons disable them while doing as little damage as possible. As the enemy struggles with the drones, the Drake will target their engines and attempt to cripple them from a safe distance before boarding their prey with boarding pods.

Hul	5	1	Pow	3	4	Defence	12-Size+E+	12	Armour	3+	3	Shield	10+(PxSize)+	27
Eng	3	2	CPU	3	5	vs Ordnance	Def+	12	vs Boarding	0+	0	Regen	Power +	4
Cre	3	3	Sen	3	6	vs Boading	10+Size+C+	16	at 0 Shield		-1	Weapon Slots	Size +	3
			Size	3										

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Boarding Party	+Crew +4	-	1	-	-	-	-	1	-	Boarding	-
Electromagnetic Artillery	-1	7	4	Sen +5	Inf	1	1	1	5	Battery,	10
Side Fire Arcs only (normally Front and Side), Lock On +4, Jam (1-5), Strong Hit (5-6), Battery Mount Variation: Broadside Mount, Modification: Improved.											
Fighter Drones	+2	3+Bodies	2	1	-	-	0	Bodies	4	Ordnance, Fighter, Synth Steel Bots	8
Defence: 16, Armour: 1, Movement: 3, Bodies: 4, Front and Side Arc, Lock On +2, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord											
Boarding Pods	-2	5	4	-	-	-	0	1	4	Ordnance, Warhead, Infested	7
Defence: 16, Armour: 1, Movement: 6, Bodies: 8, Front Arc (normally Front and Side), Strong Hit (5-6), Modification: Expanded Munitions.											
Strong Hit: Pirate Boarding Party (Ordnance, Hit) Apply 1d3 Boarded Effects to Target.											

Build / Traits	Requirements	Benefits	Disadvantages
Kaltoran		Patch Job System Roll may be successfully rolled twice per Turn (normally once).	On Fire Effect deals 2 Attribute Damage (normally 1) to 2 random Attributes (roll 2x 1d6).
Disruptor Pulse		Strong Hit: <b>Disruptor Shell</b> (Warhead or Battery, Hit, not Energy) Target loses all Locked On Effects it has applied to other Spacecraft and it takes 2 Shield Dmg.	
Combat Crew	Min Crew 3	+1 Command.	

## Legion Heavy Fighter "Eagle"

Length: 14m

Crew Capacity: 1

Enemy Type: Spacecraft

Balanced to Fight Players with: 30 Total Influence

"The Eagles were built around one simple principle: kill your enemy before they kill you... and they do it remarkable well."

– Decanus Alexander Eustachius, Eagle fighter pilot.

The Legion has a rocky past. They travelled a great deal before they settled on Cerberus, and they began their life there with very limited technology. They had only what ships they managed to save during the Great War and what they were able to salvage since. They lack the scientific prowess or resources of the Corporation, and have no infrastructure in place to manufacture new ships, so they must rely on salvaging and repairing ancient vessels.

Many years back, on a supply run gone wrong, a Legion spacecraft was forced to make an emergency landing on a small planetoid between systems. While exploring the planetoid for minable resources to repair their ship, they stumbled upon a hidden factory, which had been tasked to build fighters during the Great War. Most of the completed fighters were still in

good shape, hidden on the dark side of this black rock, where no enemy force would have thought to look.



The ships and much of the factory were painstakingly moved back to Cerberus Prime for repairs and analysis. They called their new fighters "Eagles", after the ancient symbol of battle that adorned their race's emblem. The Eagles, due to the salvaged factory, are now the Legion's most widely used fighter and spacecraft.

### Tactics

The Eagles are quick, powerful, and well shielded. They are perhaps the finest heavy space fighters in the sector. These ships were built for war, and it shows. They rely on a combination of manoeuvrability and heavy shielding to stay afloat. They come equipped with ship-to-ship microtorpedoes or high-calibre machine guns. The Eagle's cockpit is big enough for just one pilot, as the rest of the ship is used to house its immense cache of ammo.

Hul	3	1	Pow	3	4	Defence	12-Size+E+ $\text{+4}$ = $\text{20}$	Armour	3+ $\text{-1}$ = $\text{2}$	Shield	10+(PxSize)+ $\text{0}$ = $\text{13}$
Eng	5	2	CPU	3	5	vs Ordnance	Def+ $\text{0}$ = $\text{20}$	vs Boarding	0+ $\text{1}$ = $\text{1}$	Regen	Power+ $\text{0}$ = $\text{3}$
Cre	2	3	Sen	4	6	vs Boarding	10+Size+C+ $\text{0}$ = $\text{13}$	at 0 Shield	-1	Weapon Slots	Size+ $\text{1}$ = $\text{2}$
Size	1										

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Burst	+2	4	4	Sensors	inf	8	1	2 (+1d6)	1	Battery, Crack	5
Front and Side Arc, Lock On +2											
Micro Torpedoes	-2	8	4	-	-	-	0	1	2	Ordnance, Warhead, Micro	5
Defence: 14, Armour: 1, Movement: 2, Bodies: 4, Front Arc (normally Front and Side), Strong Hit (5-6)											

Build/Traits	Requirements	Benefits	Disadvantages
Legion		On Fire Effect deals Damage at the end of your Turn (normally at the start).	
Wrap Shield			
Ace	Max Pow 3	Strong Hit: <b>K-Turn</b> (Manoeuvre, Success, Size 1-2) Rotate 90o. Strong Hit: <b>Barrel Roll</b> (Command, Success, Size 1-3) Move sideways, 1 Space.	
Heavy Fighter	Max Crew 2	Gain +1 Armour while you are moving at Velocity 4 or more. You may make 1 free Command System Roll each Turn.	
My Baby	NPC		Maximum of 1 character on this Spacecraft (normally unlimited).

## Legion "Trebuchet" Gunship

Length: 74m

Crew Capacity: 6-38

Enemy Type: Spacecraft

Balanced to Fight Players with: 53 Total Influence

"The Legion are lucky to have any spacecraft at all. Everything they own has been salvaged and restored. Many Legion ships are unique, as they were put together by salvaging what they could from broken ships. I suspect many enemies of the Legion hoped the Trebuchet was one such ship, but due to their fighting style, many survived the Great War in excellent condition."

- Samantha Richardson, Corporate CEO.

The Trebuchet is a deadly long-range gunship. It flies in the face of conventional ship-building wisdom as its most powerful guns protrude from its side, not its front. The weapons are built into the hull of the ship and unfold when needed, avoiding the risk of a stray meteor smashing off the barrel of an irreplaceable weapon. The rail cannons it uses are essentially floating space-craft-destroying sniper rifles.

The Trebuchet is moderately sized and crewed by eight soldiers



who man its controls, sensors, and weapons. Only the best gunners are allowed to serve on the Trebuchet, and doing so is considered a great honour.

### Tactics

The ship's crew, and the rest of the Legion fleet, are very protective of their Trebuchet, and they would put just about any other ship in danger to ensure the Trebuchet makes a clean getaway. Often, the craft is protected by smaller fighters who distract enemy targets while the Trebuchet pummels its objective with a barrage of long-distance cannon fire.

The Trebuchet likes to start each battle with a few shots directed at the enemy's most powerful ship. By placing the cannons on its sides, the Trebuchet can circle and fire on a target indefinitely, unlike other ships that need to stay motionless to keep their distance. If the battle looks to be turning against the Legion, the Trebuchet will cover its allies' retreat before making the Jump itself.

<b>Hul</b> 4 1	<b>Pow</b> 3 4	<b>Defence</b>	12-Size+E+ = 11	<b>Armour</b>	3+ = 3	<b>Shield</b>	10+(PxSize)+ = 22
<b>Eng</b> 3 2	<b>CPU</b> 3 5	vs Ordinance	Def+ 4 = 15	vs Boarding	0+ = 0	Regen	Power + 1 = 4
<b>Cre</b> 4 3	<b>Sen</b> 3 6	vs Boading	10+Size+C+ = 17	at 0 Shield	-1	Weapon Slots	Size + (-2) = 2
<b>Size</b> 4							

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Flak Point Defence	+2	2	2	3	-	Inf	0	2 (+1d6)	1	Battery, Flak	4
Full Arc (normally Front and Side), Lock On +2, Flak, The first Warhead each Turn that fails an Attack Roll against you is Destroyed											
Artillery Cannons	-2	7	4	Sen +6	Inf	2	1	2 (+1d6)	2	Battery, Crack	9
Side Fire Arcs only (normally Front and Side), Lock On +4, Strong Hit (5-6), Battery Mount Variation: Broadside Mount, Modification: Improved. Battery Mount Variation: Broadside Mount, Modifications: Improved, Weapon Bank.											

Build/Traits	Requirements	Benefits
Legion		On Fire Effect deals Damage at the end of your Turn (normally at the start).
Destroyer		
Long Range Array	Min Sen 2	
Pre-Prepped		Your Spacecraft's Combat Jump System Roll requires 3 Successes (normally 4).
Fresh Round		Gain +2 Hit AND Shield Dmg on your next Attack (this Combat) after Reloading a (not Load 0) Weapon (does not Stack).
Precise Shot		Strong Hit: <b>Precise Aim</b> (Operations or Battery, Success) Gain +2 Shield Dmg vs a Target with your next Attack (must be taken within 1 Turn).

## Nephilim "Green Phage" Fighter Swarm

Length: 8m

Crew Capacity: 0-1

Enemy Type: Spacecraft

Balanced to Fight Players with: 57 Total Influence

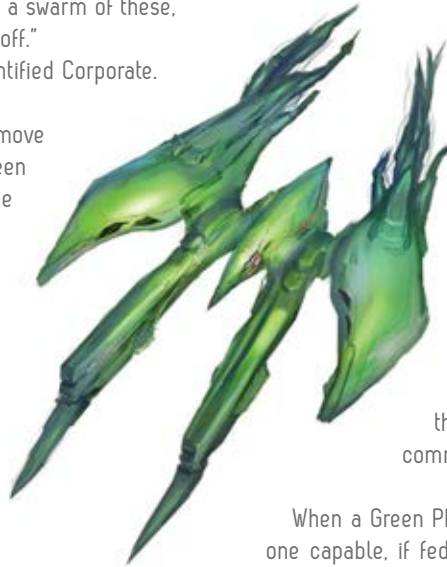
"It's no surprise they swarm like bugs: look at the Neph themselves. You get your freighter, hell, your battle cruiser, in a swarm of these, you just kiss that property goodbye. Total write-off."

- Unidentified Corporate.

These sleek, highly manoeuvrable fighters move through space like sharks through water. Green Phage fighters hatch a dozen at a time from large asteroid nests. They require no pilot: they can control themselves, as each is encoded with hunter instincts that allow for self-guidance.

Many fighters found within the Eden Brood have had their brain areas scooped out with a cockpit put in its place, allowing room for a pilot to take direct control of the Green Phage.

Nephilim fighters have a reactive and ablative shell that deflects or absorbs a variety of ordnance. When ablative layers are "stripped" by incoming fire, they regrow within a day's time. War records indicate the



speed with which these craft regenerate was difficult for other races to match.

Green Phage fighters are armed with bio-plasma blasters and living rockets. These rockets contain fast-growing eggs of smaller Living Ammunition that are programmed to attack crew and vital systems.

### Tactics

Green Phage fighters use numerical superiority to overwhelm opponents. While they possess intelligence, they do not value their own lives. As such, suicide attacks are common, as are near-suicidal gambits.

When a Green Phage dies, it ejects a dozen smaller eggs, each one capable, if fed and hidden from predators, of growing into a new Green Phage. This leads to a preference to fight amongst asteroids, derelicts, and other ideal nesting locations.

<b>Hul</b> 3 1	<b>Pow</b> 3 4	<b>Defence</b> 12-Size+E+(-2) = 14	<b>Armour</b> 3+(-1) = 2	<b>Shield</b> 10+(PxSize)+ = 13
<b>Eng</b> 5 2	<b>CPU</b> 3 5	<b>vs Ordnance</b> Def+ = 14	<b>vs Boarding</b> 0+1 = 1	<b>Regen</b> Power + 2 = 5
<b>Cre</b> 2 3	<b>Sen</b> 4 6	<b>vs Boading</b> 10+Size+C+ = 13	<b>at 0 Shield</b> -1	<b>Weapon Slots</b> Size + 2 = 3
<b>Size</b> 1				

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Bio-Plasma Blaster	+5	4	5	Sen -1	Inf	3	1	1	2	Battery, Bite	12
Front Fire Arc only (normally Front and Side), Lock On +2, Bio Tech, Burn, Strong Hit (5-6), Battery Mount Variation: Forward Mount, Modification: Improved.											
Infested Micro Rockets	+1	5	4	-	-	-	0	1	2	Ordnance, Warhead, Infested	7
Defence: 16, Armour: 1, Movement: 4, Bodies: 6, Front Arc (normally Front and Side), Bio Tech, Burn, Strong Hit (5-6), Modification: Improved.											
Strong Hit: Horrors (Ordnance, Hit) Apply 1d3 (only 1 if Swarm Warhead) Boarded Effects to Target.											
Green Phages	-2	Bodies -1	4	1	-	-	0	Bodies	0	Ordnance, Fighter, Nephilim Swarm	8
Defence: 14, Armour: 1, Movement: 2, Bodies: 2, Front and Side Arc, Lock On +2, Bio Tech, May Attack during the Turn they are Launched.											

Build/Traits	Requirements	Benefits
Fighter Swarm	NPC	Reduce all non RoF 2+ Attack Damage (after Armour) against you by 2.
Assault	Min Hul 2	If you end your Turn in, or pass through the same space as another Spacecraft that is not 2 Sizes bigger than you: deal 1 Attribute Damage (no Armour) to the other Spacecraft and Move them 1 space in any direction (normally they move themselves).
Kamikaze	NPC	If your Spacecraft ends its Movement in the same space as an Opponents Spacecraft, you both take 1 Attribute Damage (no Armour) to four random Attributes (4d6).
	Min Eng 3	
	Max Crew 2	Once per Turn, if one of your Fighters ends its Movement in the same space as an Opponents Spacecraft, that Fighter Body is Destroyed and your Opponent takes 1 Attribute Damage (no Armour) to a random Attribute (1d6).
Weapon System	NPC	



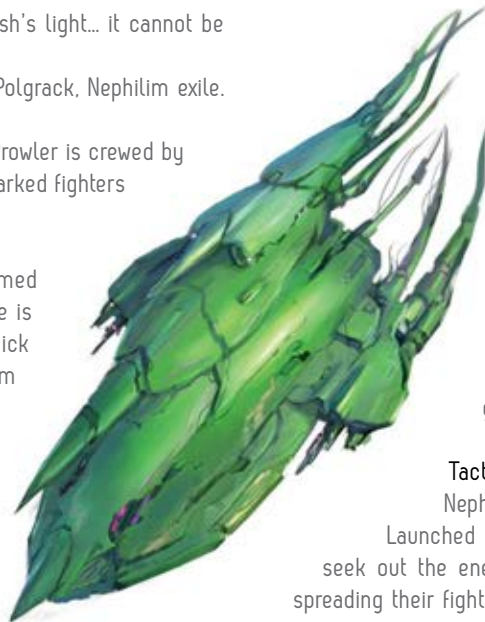
Nephilim "Prowler"

Length: 34m  
Crew Capacity: 4-8  
Enemy Type: Spacecraft  
Balanced to Fight Players with: 35 Total Influence

"To hide from a Prowler is to hide from Esh's light... it cannot be done for long."  
- Polgrack, Nephilim exile.

Unlike most Nephilim fighters, the larger Prowler is crewed by ten, including those who guide up to six embarked fighters in and out of the loading bay.

This is a medium-level combat craft armed with a wide variety of weapons. Its main role is to provide fighter support in a surprisingly quick package. Often clustered around Nephilim Troop Carriers, Prowlers seek to engage the enemy before they can get close to the carrier. To enable this, each interceptor has an organic radar that tracks matter, cross-referenced with dark matter. Anomalous finds in the contrast are "ships". The exact workings of this radar and sensor system are yet to be understood by the other races.



Once fighters are launched from the bay, they do not return; instead, they self-terminate. While this seems a waste of resources, the power draw needed to "feed" the fighters during regeneration phases drain the Prowler too much.

Captains typically stay with a ship for life, and the two become symbiotic. Unlike the captain of the great Juggernauts, Prowler captains have no real identity apart from the gestalt formed by the union of captain and ship.

Tactics

Nephilim Prowlers often operate in groups of two. Launched from the great Nephilim Battle Cruisers, they seek out the enemy some ways away from the cruiser itself, spreading their fighters out as they seek their prey.

Hul41

Eng42

Cre33

Pow34

CPU35

Sen36

Size2

Defence

12-Size+E+1=15

vs Ordnance

Def+0=15

vs Boading

10+Size+C+2=17

Armour

3+0=3

vs Boarding

0+0=0

at 0 Shield

-1

Shield

10+(PxSize)+0=16

Regen

Power+0=3

Weapon Slots

Size+0=2

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Bile Burst Cannon	+3	6	4	Sen -1	Inf	8	1	2 (+1d6)	2	Battery, Bile	7
Front and Side Arc, Lock On +2, Bio Tech, Burn, Modification: Improved.											
Combat Squad	-1	1+Bodies	1	2	-	-	0	Bodies	4	Ordnance, Fighter, Nephilim Swarm	8
Defence: 16, Armour: 1, Movement: 3, Bodies: 3, Front and Side Arc, Lock On +4, Bio Tech, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord, May Attack during the Turn they are Launched. Modifications: Improved, Long Range Weaponry.											

Build / Traits	Requirements	Benefits	Disadvantages
Nephilim		You may make 1 free System Roll each Turn at +0 (no Strong Hits).	-2 Rebuild Repair Rolls.
Small Frigate		+1 to all System Rolls.	Maximum of 4 characters on this Spacecraft
Combat Tuned			(normally unlimited).

## "Mogo"

Length: 49m

Crew Capacity: 0-4

Enemy Type: Spacecraft

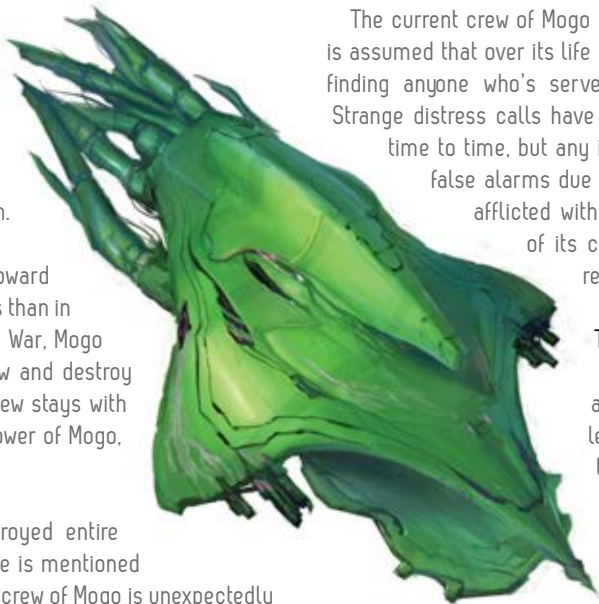
Balanced to Fight Players with: 62 Total Influence

"I love my Mogo. It's a spacious home, loyal guard, and dedicated provider. You could not ask for more... except that is, to leave. I dare say Mogo 'loves' us more."

- Former crew member of the Mogo, eaten.

Nephilim biocraft have a proclivity toward personality. Nowhere is this more obvious than in the case of Mogo. A relic from the Great War, Mogo will go out of its way to defend its crew and destroy their enemies. It simply asks that the crew stays with it at all times. Considering the raw firepower of Mogo, few enemies survive these encounters.

Mogo itself is reputed to have destroyed entire cities from orbit during the War. Its name is mentioned in no less than twelve engagements. The crew of Mogo is unexpectedly small, no more than four, because the ship itself attends to most of its functions.



The current crew of Mogo is rarely encountered outside the ship. It is assumed that over its life Mogo has had numerous crews, although finding anyone who's served aboard the ship seems impossible.

Strange distress calls have been issued by the crew of Mogo from time to time, but any investigation is met with explanations of false alarms due to system malfunction. In truth, Mogo is afflicted with crippling loneliness and will not let go of its crew. If the crew decides to leave, Mogo reacts poorly.

### Tactics

Mogo tends towards brutal, all-out assaults. Given its firepower, this tactic is less suicidal than it might seem. A ship that can destroy cities has little concern for conventional battle cruisers: its only fear is that of once again losing its crew and being alone.

Hul 3 1	Pow 5 4	Defence	12-Size+E+1 = 13	Armour	3+0 = 3	Shield	10+(PxSize)+0 = 25
Eng 3 2	CPU 4 5	vs Ordnance	Def+0 = 13	vs Boarding	0+0 = 0	Regen	Power+0 = 5
Cre 2 3	Sen 4 6	vs Boarding	10+Size+C+2 = 17	at 0 Shield	-1	Weapon Slots	Size+0 = 3
Size 3							

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Infested Blaster	+2	3	3	Sensors	inf	3	1	1	0	Battery, Living Weapon	5
	Front and Side Arc, Lock On +2, Bio Tech, Strong Hit (5-6) Strong Hit: <b>Nephilim Horror</b> (Hit) Apply 1 Boarded Effect to Target.										
Toxic Blaster	+2	3	4*	Sensors	inf	3	1	1	2	Battery, Toxic	7
	Front and Side Arc, Lock On +2, Low Tech, Strong Hit (5-6), *When you deal Attribute Dmg: Deal 1 additional Crew Attribute Damage (no Armour)										
"World Eater" Torpedo	-3	14	7	-	-	-	0	1	2	Ordnance, Warhead, Explosive	20
	Defence: 8, Armour: 2, Movement: 2, Bodies: 4, Front Arc (normally Front and Side), X'ion Tech, Bio Tech, Strong Hit (4-6), *Can only cause a Strong Hit: <b>Critical Hit</b> on a Target with 0 Shield, Modifications: Improved, Overloaded Warhead X'ion Tech.										

Build/Traits	Requirements	Benefits
Nephilim		You may make 1 free System Roll each Turn at +0 (no Strong Hits).
Military	Min Hul 3	
Balanced		
Brace for Impact		Strong Hit: <b>Brace for Impact</b> (Command, Success, Size 3+) Until the end of your Turn all of your Spacecraft's System Rolls are at -2 and your Spacecraft's Attributes may not take more than 1 Damage from any single source.
Careful Aim		Strong Hit: <b>Careful Aim</b> (Battery, Does not Require Hit) Gain +1 Hit with all Weapons for the remainder of this Combat (Stacks).

## Nephilim Battle Juggernaut

Length: 88m

Crew Capacity: 4-50

Enemy Type: Spacecraft

Balanced to Fight Players with: 49 Total Influence

"It is best not to think of it as a ship or machine. Think of it as a beast, a living giant of war with fighters for limbs, acid cannons for teeth, and its crew as internal organs."

- Flaphas, Nephilim engineer.

The Nephilim Battle Juggernaut is a powerful weapon. Bristling with arms and hardened with plasma-field shielding, there is little in the arsenals of today's Haven races that can crack this beast. Designed for the explicit purpose of dealing damage on a fleet scale, the Battle Juggernaut carries a crew of four dozen Nephilim. Each of these is a semi-independent entity; only the Captain and officers are fully independent.

Such officers are bred for duty and rarely work their way above their rank except in emergency situations. As with most broods, genetics determines who takes which position. The Captain is bred to lead, the weapons operator for speed and agility. Like a single coherent organism, the crew operates with the ship on a symbiotic level.

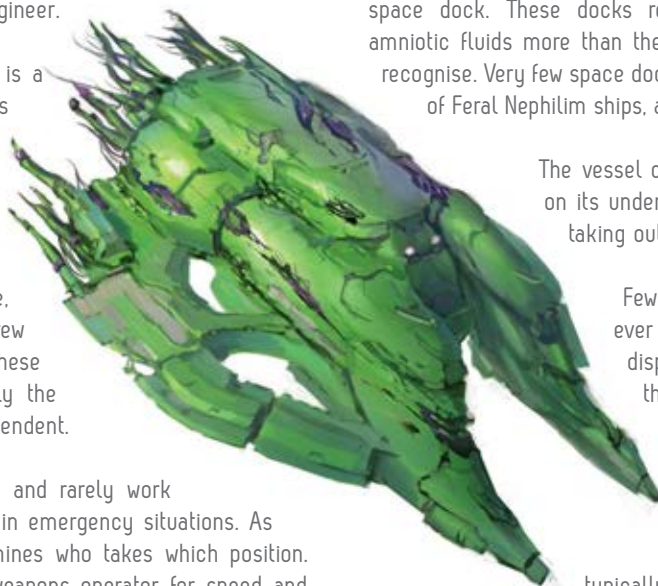
Acidic blasters powerful enough to destroy other races' battle cruisers are mounted inside the carapace. However, if destroyed or damaged, they cannot be regrown without returning to a Nephilim space dock. These docks resemble wombs filled with strange amniotic fluids more than they do anything the other races could recognise. Very few space docks exist; each one is commonly a hive of Feral Nephilim ships, all of which are afraid of a Juggernaut.

The vessel can fire Living Ammunition from tubes on its underside. These munitions are capable of taking out the crew of an entire cruiser.

Few of these massive beasts of war have ever been seen; most wander the stars, displaced and devoid of purpose without their X'ion creator. The Devwi-Ich would shower wealth and power upon any team that capture one alive.

### Tactics

Nephilim Battle Juggernauts typically dispense tactics rather than follow structured combat methods. Each Juggernaut has its own style, learned over the course of many battles.



**Hul** 3 1 **Pow** 4 4 **Defence** 12-Size+E+ = 11

**Eng** 3 2 **CPU** 3 5 **vs Ordnance** Def+ = 11

**Cre** 4 3 **Sen** 3 6 **vs Boading** 10+Size+C+ = 19

**Size** 4

**Armour** 3+ = 3

**vs Boarding** 0+ = 0

**at 0 Shield** -1

**Shield** 10+(PxSize)+ = 31

**Regen** Power+ = 4

**Weapon Slots** Size+ = 2

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Acid Cannons	+1	8	4	Sen -1	Inf	8	1	3 (+2d6)	2	Battery, Bite	9
Front and Side Arc, Lock On +2, Bio Tech, Burn, Modifications: Improved, Weapon Bank.											
Living Swarm Missiles	+3	6	2	-	-	-	0	3 (+2d6)	2	Ordnance, Warhead, Infested	10
Defence: 10, Armour: 0, Movement: 3, Bodies: 17, Front and Side Arc, Bio Tech, Burn, May Launch 3 Bodies at once (normally 1), Launched Bodies must be placed in adjacent spaces to each other, Modifications: Expanded Munitions, Improved, Overloaded Warhead, Weapon Bank.											
Strong Hit: <b>Horrors</b> (Ordnance, Hit) Apply 1 Boarded Effect to Target.											

Build / Traits	Requirements	Benefits	Disadvantages
Nephilim		You may make 1 free System Roll each Turn at +0 (no Strong Hits).	
Destroyer			
Panic	NPC	Strong Hit: <b>Panic</b> (Any System Roll, Success) Any Opponent character not Trained in Resolve has -1 applied to all System for the remained of the Combat (Stacks).	Your Opponents gain +2 to all Combat Jump System Rolls.
Melt Armour		Strong Hit: <b>Melt</b> (Damage, Hit, Burn, within 1st Range Increment) Reduce Target Spacecraft's Armour by 1, until they have Downtime with a Workbench.	

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# A compendium of Factions, Locations and NPCs for your Players to contend with.

The Fragged Empire: Antagonist Archive 1 explores the darker, corners of the Habrixis Sector and the Haven system. Including factions, locations, Mechnoids, pirates, feral Nephilim and spacecraft write ups and stats.

## The Setting



25+ Factions



5+ Locations

## The Rules



40+ NPC Traits & Variations



90+ NPC Characters  
& Spacecraft

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