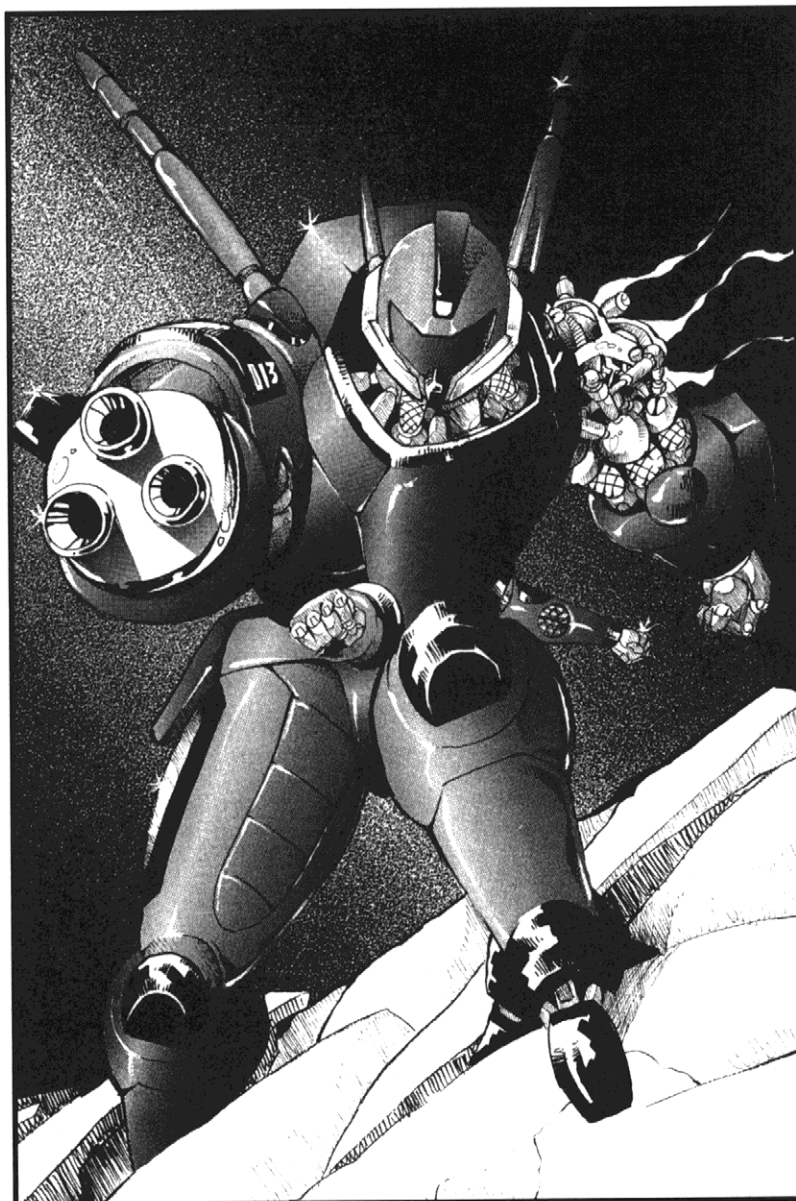


MARAUDER 2107



MAELSTROM
H O B B Y

MARAUDER 2107





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INTRODUCTION

Marauder: 2107™ is product of the desktop publishing phenomenon that has taken the world by storm—from the word processor generated text, to the eye-pleasing page layout.

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Welcome to the world of:

MARAUDER
2107™

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My Parents

(For letting me play *those* games)

My Loving Wife

(For giving me *tons* of support)

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"	Inch; equal to one hex (6 feet)	HTH	Hand-To-Hand
ACC	Acceleration	HUD	Heads-up Display
AFP	Air Filtration Processor	INT	Intelligence
AGL	Agility	KS	Knowledge Skill
AP	Armor Piercing	LP	Life Points
APP	Appearance	MAR	Mimetic Assisted Robotics
AV	Armor Value	mm	Millimeter
BAL	Base Addiction Level	MPH	Miles Per Hour
BRK	Braking	PPU	Primary Power Unit
BTN	Base Target Number	PS	Personal Skill
CIS	Core Internal Security	MTN	Modified Target Number
CSI	Core Special Investigations	PR	Penetration Rating
CTP	Communication Terminal Pillar	RMV	Range Modifier Value
CTP-D	Communication Terminal Pillar Data Card	ROF	Rate Of Fire
d6	Six-sided Die	RR	Recoil Rating
d20	Twenty-sided Die	SA	Strike Assessment
DEX	Dexterity	SD	Strength Damage
EC/TR	Environmental Control/ Temperature Regulator	SIR	Structural Integrity Rating
EDA	Emergency Defensive Action	SPU	Secondary Power Unit
EMP	Electrical Magnetic Pulse	STR	Strength
ESWAT	Extra-Special Weapons and Tactics	TAD	Tactical Assignments Division
EXPT	Experience Points	TSC	Total System Computer
HC	Handling Class	VM	Vehicle Maneuver
HP	Hollow Point	WCS	Weapon Category Skill
		WPR	Willpower
		WS	Weapon Skill

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*"Humanity is
fleeting...our
time is at hand."*

Tetsu Yamada
Breeder Overlord

HISTORICAL PERSPECTIVE

Throughout the early decades of the 2000's, nations sat impatiently watching their economic might collapse under the flood of overpopulation and skyrocketing rates of unemployment. Global warming too, was a direct cause of anarchy as third world countries lost crops to unexpected torrid weather conditions. When forced to request aid from beleaguered nations, countries simply replied, "The exportation of agriculture is impossible under current situations." The combination of these destructive forces resulted in enraged citizens attempting to install reforms as their present administration could no longer provide for them. Governments collapsed in the ensuing turmoil caused by the very people who were trying to save it. The emergence of these chaotic nations created a power vacuum and were readily absorbed by neighboring countries; resulting in a fundamental shift of global power.

In 2004, after countless years of civil uprising within the Unified Commonwealth of Russia and the economic disparities associated with failed coups for government control, Ukraine and Russia, under joint military effort, seized the reigns of power. Entitled New Russia, it would take nineteen years to achieve a market status comparable to other second world countries. During this crucial time of repair, New Russia would have to fight off two insurrections brought about by the militant rulership the new government displayed and would eventually emerge as a world power.

The summer of 2009 brought to the world an understanding that it was possible for science to be more dangerous than any war. As nations shifted power, a lone Australia fought with great fervor to unlock the secrets of DNA as

they concentrated all their efforts in the biotech field. Eventually they succeeded. However, the secret was not what they expected and took the role of death as it began altering life in Australia on a genetic level. To optimize the chance of global survival, Australia chose to quarantine the continent until such time as the "gene stealer" could be dealt with effectively.

In 2013, the combination of pollution from massive industrialization, deforestation, and the depleting ozone layer made the theory of global warming a fact of life in the 21st century. Worldwide ambient temperatures increased six degrees while the midsummer months peaked an average of eleven degrees above seasonal norm. Its effects became a predominant fixture over the following twelve years, historically referred to as The Great Wasting, when worldwide agricultural production fell 38% and the midwest farmlands of the United States perished as droughts parched the once fertile grounds.

Central and South American countries that had banded together to facilitate the requirements of the growing drug trade in the late 1990's, formed themselves into a coalition called the Southern Cross Nations in May of 2016. This union quickly paved the way for exotic trade agreements with major countries suffering from failing crops and increased worldwide dependence on the SCN for their illicit drugs and thriving agricultural produce.

Following the complete dissolution of the United Nations in 2020, the European Economic Community became known as the European Commonwealth as portions of North Africa were assimilated under the now infamous Treaty of Brussels. Held in control by the German seats of power, the EC would eventually rise from their past decadence to become one of the world economic superpowers by 2040 as a result of swift reforms and aggressive trade agreements with the newly established Southern Cross Nations.

By 2023, nineteen years after the reaffirmation of a central controlling government, New Russia had managed to again become an economic factor in the world economy. During this period of new age industrialization, the country shifted its resources from defense spending to the exportation of goods in which lumber and unrefined ores were the principle materials.

The islands of Japan, located above active tectonic plates, suffer immensely from a long series of earthquakes beginning in February 2027. The first of these measured 6.7 on the Richter scale

and had an epicenter located forty-three miles southeast of Honshu. By late August, the movement of the tectonic plates had accelerated considerably and caused an average of one 5.0 or greater earthquake per week. Along with the increased frequency, the massive plate shifts were responsible for generating tidal waves that plagued the southern islands and effectively closed seaports. By the end of the year, Japan resembled a war-torn country as a final series of earthquakes rivaling 8.3 toppled the foundations of her most industrialized cities.

In 2035, after months of careful negotiations, the SCN, EC and New Russia formulated a trade pact that would eventually cause long-term repercussions on the global economy. Amongst the 1,320 stipulations within the pact, only three underlying elements were of major concern: New Russia would extensively ship unrefined ores and advanced military hardware to the SCN; the EC would provide both countries with state-of-the-art biological agents; and the SCN would ship agriculture and narcotics to designated Russian states and portions of the EC.

After several months of significant price fluctuations in futures and commodities as a result of low worldwide agricultural production due to the depletion of the ozone layer, the US stock market collapsed. This 2037 event heralded the demise of the US economy, and within the year, martial law was declared to secure the peace within the US homefront.

By May of 2044, the US economy had reached such an epic low that nearly 41% of its citizens, although properly trained and skilled, were left unemployed. Governmental financing of individual states ceased to exist as the administration desperately attempted to maintain control of their failing economic and political system. In the end however, the US was forced to request the aid of Canada and a new order was formed; the Western Combine.

In order to maintain their technological superiority over other countries, Japan, China and Korea joined under the new banner; the Eastern Alliance. This 2046 alliance allowed each country to enter markets that would otherwise not be accessible to them and ensured that the remainder of the world would be forced to make trades on terms and conditions that the alliance would provide.

On November 11, 2050, the French research facility Pierce-Robbins Industrials suffered a generator explosion that accidentally released a potent hazardous biological agent into the air. Within

BLAM!

"Sorry pal, the bounty on your head said Dead or Alive. At least this way, I won't have to worry about you trying to escape."

***Miles Whittaker
Bounty Hunter***

"Do you truly expect me to believe your gracious intentions Ms. Administrator? The simple truth is that the Northern Alliance wants nothing to do with your government."

**Kunihiro Tabucchi
Northern Alliance Head**

minutes, scientists and civilians within PRI and local complexes were infected with the airborne contagion and were put to an agonizingly slow death as the victim's blood cells ruptured and caused internal hemorrhaging. By the end of the day, the contagion (Harding-122), had been carried by air currents to several densely populated cities and towns before dissipating into non-lethal levels. The final exposure count amounted to some 385,000 dead and nearly 520,000 injured to some degree by exposure to Harding-122. As a result of the disaster, PRI lost all funding and was forced to close its doors forever.

Without forewarning, New Russia invaded an unsuspecting European Commonwealth on the evening of December 23, 2055. Military forces moved swiftly through the defenseless eastern border clearing EC cities and securing airports as it made its way westward. Portions of the EC unwilling to yield before the might of the New Russian military were decimated under a barrage of heavy missile fire and chemical agents. Other nations of the world sat helplessly watching New Russia conquer the Commonwealth as none could afford to send military support. By years end, the EC, excluding North Africa and Britain, became the property of New Russia.

Since the European Commonwealth no longer existed as a recognizable entity, North and South Africa united forces to create the Coalition States in 2055. This union, while still suffering racial equality questions, bound the continent under a government council of appointed officials to form an effective administration. While not considered a major factor in the world economy, nor a strategic military order, the Coalition States maintained many trade agreements with other countries and was satisfied with its standings in the global setting.

During a political conference in Washington, DC attended by several senators and governors on July 22, 2059; a nuclear device hidden under the convention center explodes, leveling several square city blocks in its wake. The subsequent effects of the nuclear detonation resulted in approximately 281,000 killed and an estimated 629,000 injured from debris hurled through the air from the force of the kinetic blast along with radioactive exposure. This incident, whether caused by another nation or a specific terrorist organization, remained unclaimed and investigations into the matter were unable to determine the culprit.

Twenty-two years after joining the Eastern Alliance to secure an edge in the high-technology market, Japan dissolved its membership and be-

gan to trade on its own once again. Unsatisfied with the restrictions the EA imposed on all trades and the underlying agreement to share project information, Japan was compelled to break free of its confines. In late March of 2068, Japan begins to trade new devices that it kept hidden from its ex-alliance counterparts and immediately takes over 33% of the market. In retaliation, both Korea and China refuse to engage in commerce with Japan and attempt to sabotage several manufacturing facilities to no avail. This blatant terrorist activity prompts Japan to refuse anyone entry into its country. In effect, Japan seals its doors to outside visitors.

The United States, now part of the Western Combine, finds no other recourse except to 'sell' Texas and New Mexico to the SCN in exchange for an important stake in the SCN's agricultural production facilities located within Brazil and Guatemala. This 2074 event raises civilian concern over the present administration's methods of governmental policy and enrages those citizens occupying the "sold" states. To circumvent falling into control by SCN officials, a mass exodus occurs as the occupants of Texas and New Mexico relocate to the California San Francisco Bay Area and create a sprawl of clustered cities some 81 million people strong.

As if a giant whirlwind came and absorbed everything of value, the world economy collapsed as overpopulation, weak trade agreements and less-than-substantial food production took its toll in 2081. Major countries able to manufacture goods or trade agricultural produce maintained some semblance to the Pre-Collapse days, while third world countries dwindled into nothingness or were absorbed by more fortunate nations.

In 2085, after countless years of border skirmishes and religious disputes that left hundreds of thousands dead, the middle east conflicts reached a disastrous conclusion—complete nuclear breakdown. In the tense years prior to the escalation, middle east countries suddenly found their once-vast oil reserves nearly depleted and began the unlikely process of uniting with other similarly religious nations. However, even these joinings couldn't protect the middle east countries from the eventual social and religious breakdown to follow. Suddenly, skirmishes became battles, and battles eventually became war. By the afternoon of May 3, 2085, it became apparent to the member countries of the United Islamic Nation that their "Holy War," though just in the eyes of Allah, was near failure. In a final show of religious servitude, the United Islamic Nation launched its complete nuclear arsenal at their opponents and detonated hundreds of bio-

HISTORICAL PERSPECTIVE

logical and nuclear devices hidden within their own cities.

New Russia, unsatisfied with its current economic situation, gathers up its forces and begins attacking a weakening China during 2091. The expansion into China prompts the Chinese government to launch limited tactical nuclear warheads into several predominant New Russian sites: Moscow, Paris and Belgium. This response escalates the conflict into a full-fledged war as New Russia proceeds to engage its opponents on a nuclear level.

It was in 2093, the year to be known as The Great Upheaval, that the thirteenth President of the Western Combine, Reginald Montgomery, implemented the infamous Operation Scorched Earth—The complete and utter destruction of civilized mankind. Unable to respond in time against the sudden SCN military penetration into North America and lockout of its food production facilities in SCN territory, President Montgomery decided he wasn't going to allow a complete takeover of the land he swore to protect, and pressed the nuclear button.

"I'm TAD, do you know what that means? It means you and your men are now playing second fiddle in this investigation."

***Kumiko Swain
TAD Officer***



BACKGROUND

Without warning, an unprepared Japan found itself the unlikely target of 24 Long Range Missiles (LRM's) carrying nuclear payloads on the evening of June 16, 2093. Primary cities struck on Japan's main island of Honshu included: Aomori, Chiba, Hiroshima, Kyoto, Matsue, Mito, Morioka, Nagoya, Niigata, Okayama, Osaka, Sendai, Tokyo, Wakayama and Yokohama. Secondary targets of conventional missiles included active seaports, airports, bridges, major freeways, military bases and government complexes. Mortality rates in heavily populated regions reached an astounding 77% based on figures accumulated from direct impact, concussive blast and high radiation counts associated with the nuclear detonations.

At the Akira-II military complex hidden away in Southern Honshu, the subjects of Project: Domination—genetically-engineered humans—broke out of confinement and took control of the facility. Lead by retired General Tetsu Yamada, the 500 soldiers bio-sculpted to survive the effects of a nuclear war, assaulted the Akira-II complex striking floor by floor utilizing their augmented, genetically-superior power and intellect. On March 20, 2094, three days after the initial assault, all human life in the facility was eradicated. (Please read the section on Breeders within this chapter for more information regarding this project.)

In 2095, the Yakuza Lord (Japanese mafia crimelord) that once orchestrated the illegal activities within the Aomori prefecture, (the equivalence of a state,) began the arduous task of organizing the displaced local populace into the formation of what would eventually become known as the first

Newlord Community; Shining Light City (Hikarishi). The Newlord, Kunihiro Tabucchi, soon embarked on an ambitious process of re-industrialization and the cultivation of agriculture in the fertile grounds protected from the radioactivity due to the formation of natural terrain.

In early January of 2096, members of an expeditionary patrol composed of men and women from the Tanabe Newlord Community discovered the wreckage of a Western Combine C-730 military cargo plane. Amidst the debris littering the site, the investigators discovered the bodies of 159 heavily armed men wearing full-body combat armor ravaged by a documented SCN bio-plague.

Citystate Pacifica, an arcology concealed amidst the mountain ranges of the Nikko National Park, opened its great steel-alloy doors for the first time in seventy years and discovered a vast maze of interwoven cities encompassing 450 square miles surrounding it. This 2097 event began Citystate Pacifica's introduction of their advanced methods of medical treatment, agricultural production and industrial engineering. By years end, all of Japan would view the entire complex as Citystate Pacifica: Core and Fringe. (For further details regarding these two sites, please see the appropriate sections within this chapter.)

With twenty-one Newlord Communities located within the three northern-most prefectures (Aomori, Iwata and Niigata) by 2098, Kunihiro Tabuchi of Shining Light City proposed that they unite under a common banner of trust. Since Citystate Pacifica's implementation of regulation within the Fringe and its apparent disdain for several Newlord Communities in the Chiba prefecture, the unification of the Newlords enabled the Northern Alliance (Hokuto-gun) to maintain a combined military force and facilitated the re-introduction of a widespread economic system based on currency derived from the old yen.

The Breeder population in southern Honshu is estimated at a horrifying 10,000—a twenty-fold increase within a mere five years since their escape from the Akira-II complex. Prefectures within the Breeder domain include: Hiroshima, Okayama, Shima, Tottori and Yamaguchi. The capture and dissection of a Breeder found in the Daisen National Park by members of a heavy scouting unit from Citystate Pacifica Core resulted in the discovery that the creature was gender-nonspecific and had no recognized means of reproduction.

Takatashi Industries, a Core enterprise specializ-

ing in cybernetics, weapons development and high-tensile alloys, introduces the MAR heavy mimetic exoskeletal unit to the market in 2100. The device, worn by a proficiently trained adult, stands thirteen feet tall and is capable of lifting objects weighing approximately 1,300 pounds through the use of advanced hydraulics and motorized servos.

Conflicts between humans and Breeders dramatically increase as the Breeders quickly expand their territorial coverage northwards, destroying Newlord Communities in their wake. By 2101, pockets of Breeder domain stretch into portions of the Nara, Ishikawa, Wakayama and Yamagata prefectures. During this expansion, two new Breederesque terms are coined—Darklands (hunting territory) and Spawning Grounds (locations in which Breeders congregate during reproduction cycles).

Two major Newlord Communities fall prey to the Breeders territorial expansion in 2102; a sign that the creatures are unwilling to coexist with humans. Stonewall City, located within the Ishikawa prefecture and the home to approximately 35,000 inhabitants, is obliterated after heavy casualties during a six-month assault by a Breeder contingent of unknown strength. Later during the same year, Osaka's population flees the Newlord Community as wave after wave of Breeders slowly take over portions of the city, converting the sites into Spawning Grounds.

In the exceedingly rough winter of 2103, Bannin-Prime, the principle computer within Citystate Pacifica, is attacked by a ten-man assault team wearing modified versions of the MAR (dubbed Marauder), each possessing 15mm vehicle-type machineguns. During the ensuing firefight with Core police officers; twelve civilians, a helicopter pilot and nine of the terrorists are killed. While Bannin-Prime suffers only moderate damage insufficient to disable the system, the remaining terrorist informs his captors that this attempt would be but the first of many attacks to come and subsequently commits suicide by ingesting a concealed cyanide capsule. Investigation by authorities leads to the unconfirmed conclusion that the men were sent by the Northern Alliance. This incident prompts the creation of the Tactical Assignments Division (TAD).

Fringe establishments, Eclipse Enterprise and Cybernetic Designs, escalate their private corporate war of six years into a major skirmish on Sunrise Avenue in the Pinecliffe (Matsushogui) Fringe district. With over 200 men on each side and approximately 85,000 rounds of ammunition between the corporations, this 2104 event for-

"I trust Breeders more than humans—at least with Breeders, you always know their motives."

**Orion Matsui
Karyuda**

"When we popped the Marauder open, we found a lanky teenager sitting in the pilot compartment...A teenager responsible for the deaths of over sixty men, women and children at the Starlight Express game parlor.

You know what he said when we asked why he did it?—Because they didn't like him...Can you believe it?"

**Lawrence Miner
TAD Officer**

ever changed the social ramifications of life within the Fringe. By 10:00 on the cold evening of September 28th, 132 bodies littered the pavement in pools of blood and vomit—A telltale sign of an uncontrollable and fast-changing Citystate.

2105, a year earmarked by the citizens of the Fringe as "Truth-Time" (Shinjitsu-toki), delivers the introduction of new laws legalizing the possession and use of sixteen popular designer drugs. The remaining district, Dragon's Eye (Ryugun), imposes harsher penalties to already existing anti-drug laws and requests the support of Core Administrator Dianne Yamata. The response given by the Administrator is an unequivocal no; She will not provide Core officers to the district, nor will any monetary aid be forthcoming.

Several attacks on citizens of the Kenada Newlord Community result in the discovery of a Breeder population possessing cybernetics. Donned in light-armor Marauders, an eight-man team accidentally stumbles upon a Breeder stronghold occupied by approximately twenty creatures and barely manages to escape. After returning to Kenada for additional men and firepower, the group, now forty in number, arrive at the site only to find any trace of Breeder occupation removed.

THE WASTELAND

The main island of Honshu is a region in turmoil. The nuclear war of 2093 and the following eight years of intense fallout coupled with global climate changes, wreaked havoc with Japan's fragile ecology. In the fourteen years since that dreadful event, Honshu has slowly begun to adapt to the horrendous changes.

Impacts by conventional and nuclear missiles compounded geological stress to the region already in existence due to Japan's location above several active tectonic plates. The results were massive upheavals of earth forming new mountain ranges, chasms hundreds of feet wide and miles long, and the emergence of freshwater lakes once confined underground.

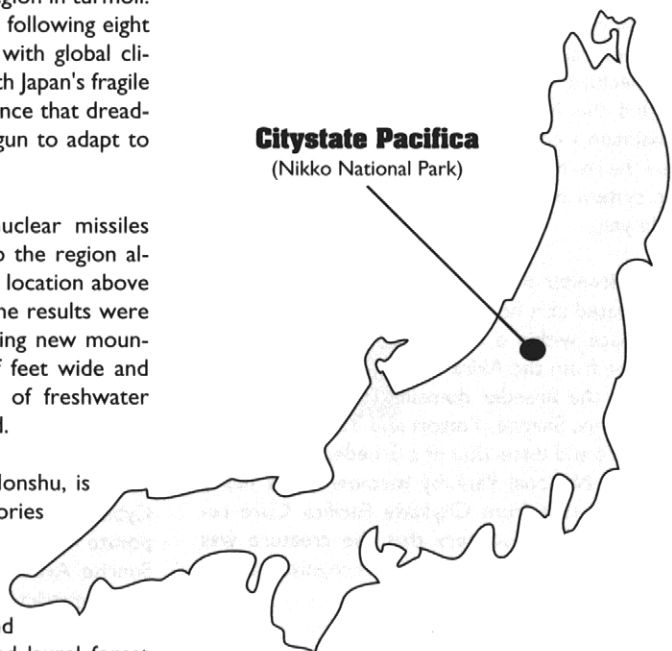
Vegetation, once abundant on Honshu, is now sporadically located. Territories hidden deep within valleys maintain much of their normal flora and fauna, while open areas contain vast scorched tracts of land with little plant life. The revered laurel forest

zone, once extending from the southern tip of Honshu to the northern low-lands, is in a severe state of decay due to the intense heat caused by a depleted ozone layer and radioactive poisoning. What was once an immense forest of evergreen, camphor, pasania and oak, is now sparsely located within regions possessing untainted water supplies and protection from the unforgiving sun.

The lack of a protective ozone layer due to over-industrialization during the 2000's coupled with regional volcanic activity and dust particles associated with nuclear fallout, has drastically altered Japan's climate. Ambient temperatures within Honshu vary from month to month. However, during the winter seasons, the three northernmost prefectures experience temperatures well below 0° Celsius (32° Fahrenheit). August, the hottest month of the year, brings with it temperatures reaching 48° C (118° F) in both central and southern prefectures.

Travel off-island is near impossible due to the almost year-round occurrence in which the high-pressure zone from Eastern Siberia and the low-pressure zone from the western-pacific result in constant cyclonic storms and frequent typhoons on western Honshu while bringing arid winds to the east. This natural barrier between Japan and major asian counties reduces both the risk of a potential attack and shifts the regional airflow enough to send radioactive particles from New Russia and China southwards and into Breeder-controlled territory rather than human populated regions.

Citystate Pacifica
(Nikko National Park)



CITYSTATE PACIFICA

During the latter part of the 1990's, the government of Japan initiated a formal plan for the construction of Citystate Pacifica; an arcology located deep within the Nikko National Park. Original blueprints for this self-sufficient enclosed facility called for a population count of 41,000 pre-selected individuals, but was later upgraded to support governmental concerns over failing technology and a degenerating world order.

In 2000, preliminary foundation work began as Japan dedicated 3% of its GNP (Gross National Product) to the endeavor, in addition to the support of several major corporations. The process proved extremely difficult due to the harsh soils amidst the rugged alps and shifts of tectonic plates below northern Honshu. By 2003, enough square miles had been cleared, leveled and prepared for foundation laying.

On June 17, 2021, approximately eighteen years later, the construction phase on the Citystate Pacifica project was completed. With internal power units, re-oxygen terminals, traffic systems and the Citystate computer system controlled by Bannin-Prime (artificial environment guidance system), the arcology entered stage three—population.

The Japanese government selected specific individuals to populate the Citystate based on several important criteria: education, professional skills, aptitude and mental stability. Due to the involvement of various corporations in the Citystate Pacifica project, the Japanese government was obligated to supplement the citizenry with corporate industries and employees. Of these businesses, Takatashi Industries and Pierce-Bendhi would stake claim to advanced technology and be prominent figureheads by 2107.

At 1800 hours (6:00 PM), on February 19, 2026, Citystate Pacifica entered complete lockdown. Service lines connecting the Citystate to supplemental power grids located beyond its walls were uncoupled and heavy alloy doors shut and sealed the citizens within the complex as if they were in a gigantic protective vault.

Over the course of the next seventy-one years, the citizens of Citystate Pacifica would maintain no contact with the ruling Japanese government or any other outside entity. This unique isolation allowed the Citystate to effectively run on its own merits under an independent administration and self-sufficient ecosystem.

The current political system within the Core is based on the guiding principles of an autocratic government in which a single individual is solely responsible for the welfare of its citizens. This office, occupied by a person voted into position by general election, is entitled the Administrator. It is the duty of the Administrator to maintain the safety of the Citystate, its populace, and to provide a means of conformity based on the introduction of laws. To these ends, the Administrator, as designated protector of the Citystate, possesses the absolute right to utilize the Core police force in any manner deemed necessary.

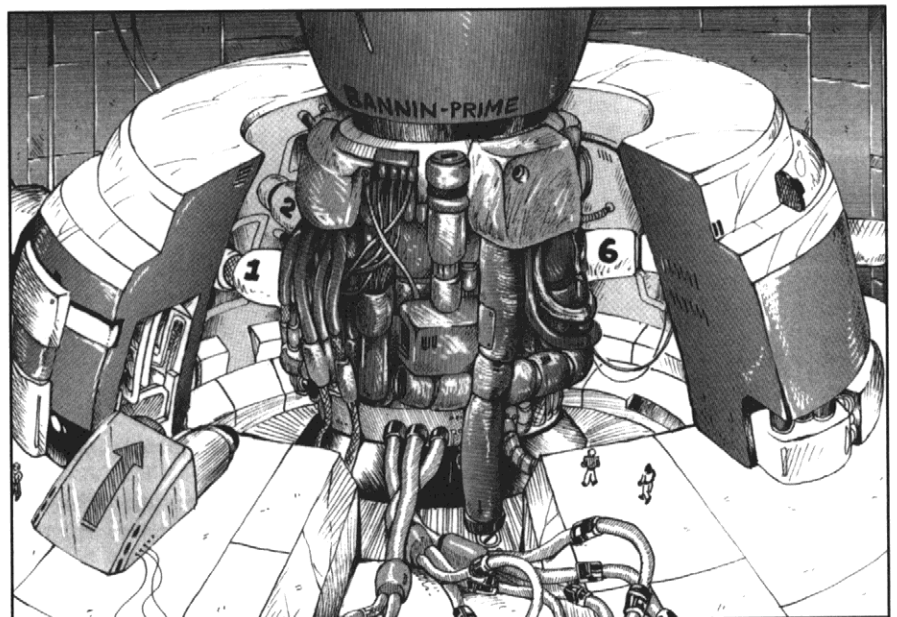
The principle assignment of an individual to this office is to serve the people in a manner conducive to the continuation of established order. To assist in these regards, the Administrator is concurrently voted into office with a Director who provides the link between lower government officials and the Administrator. It is also to the Administrator's advantage to request information and aid from Bannin-Prime, the supercomputer system that monitors the Citystate's information net and ecological system.

Bannin-Prime, a supercomputer of unprecedented power, is the vital link between man and his fabricated ecology. Initially, Bannin-Prime was strictly used to monitor various factors within the Citystate such as traffic signals, power terminals, day/night cycles and internal communication systems. As time within Citystate Pacifica passed, programmers eagerly introduced new subroutines into the smaller Bannin nodes that had control over non-essential functions.

"I remember the days before the Collapse when I could drive to the mountains and bask in the sunlight in all my nudity without the slightest fear."

I dare not do that now. The thought of ending up as some Breeder's lunch somehow diminishes my needs to 'head to the hills'."

**Yuki Nobunaga
Author/Publisher**



"Why do you insist on punishing yourself like that?"

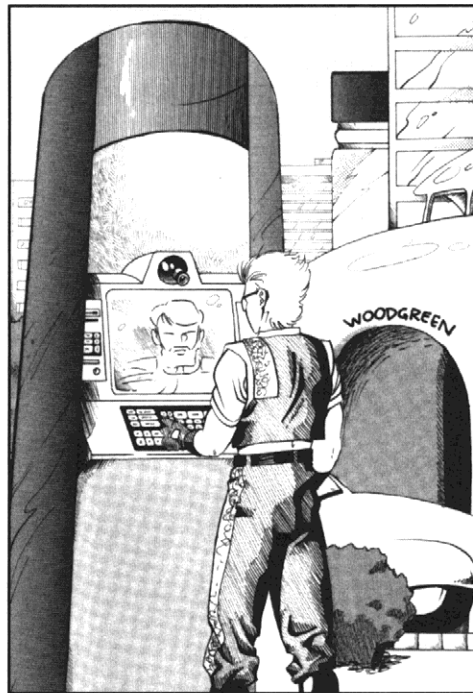
"I've told you before and I'll tell you again; for every lie that leaves your lips, I'll cut off a finger."

"At the rate you're going, they'll be calling you 'stumpy' in prison."

**Gentry Ng
Tengu Province
Police Officer**

After countless years of programmer additions and modifications, Bannin-Prime rose to its current status—near artificial intelligence.

At the direction of Bannin-Prime, the twelfth Administrator of Citystate Pacifica, introduced the arcology to communication terminal pillars (CTP) which gave citizens public communication links tied directly in with the supercomputer to take advantage of its vast file database and real-time video communications. This system, which is still in operation today, is the principle means of Bannin link-up. However, due to increased security within the Core, all CTP devices are limited to data retrieval from Bannin-Prime and automatically refuses any attempt to store information to anything other than a personal datacard (CTP-D) or to a specific user vid-mail address. (CTP-D's are issued by the Citystate Communications Network to all registered citizens.)



Bannin-Prime's current involvement in governmental affairs stems from the twelfth Administrator's discretionary use of the supercomputer's advice. Based on the information accumulated upon the introduction of the CTP, approximately 97% of those polled felt that the decision to install the devices were appropriate. Once this data was compared to Bannin-Prime's original "suggestion," it was discovered that the supercomputer had accurately determined the likeliness of human personal preferences—In effect, it *knew* what humans required to "better their lifestyles."

The Core police play a vital role in maintaining the stability of the Citystate. Under the direction of the Administrator, these officers regulate and enforce the law. Established during the term held by the second Administrator to combat growing criminal elements, the Core police became known as the government's strong-arm.

Currently, the Core police force is manned by approximately 4,500 peace officers trained in the latest enforcement techniques and armed with state-of-the-art firearms. Assignment breakdown of the Core police force include: Internal Security, Special Investigations, ESWAT and the Tactical Assignments Division. Residing within the Core are eight unit headquarters occupied by 500 officers and a TAD complex strategically located near both the Administrator's office and Bannin-Prime.

The make-up of the standard Core unit includes both men and women that have been selected and rigorously trained after having been carefully screened to meet or exceed both mental and physical law enforcement qualifications. Commanding the facility is a Captain who oversees three different departments with the aid of several lieutenants and sergeants. The first of these departments is called Core Internal Security (CIS).

Internal Security is responsible for everyday law enforcement within the Core itself. The principle duties for such officers include beat patrol, civil and criminal disturbances, and regulating civilian passage between Core and Fringe.

The second department within a Core unit is the Special Investigations (CSI) wing. As their name implies, the CSI are responsible for investigating crimes which have been deemed beyond the boundaries of Internal Security's jurisdiction and that of Fringe Police's capability. These officers handle cases involving Breeder activity within the Citystate, narcotics enforcement, sabotage, gruesome murders (such as dismemberment), and governmental bribery or extortion.

The third and final department is the ESWAT (Extra-Special Weapons and Tactics). ESWAT members are highly trained individuals that handle specific cases such as terrorist activity, hostage situations and difficulties with cybernetically enhanced criminals. Officers chosen for this department are all Core Police Academy graduates who were in the top 15% of their class.

The branch of the Core police force which has the ability to supersede the authority of standard unit officers is the Tactical Assignments Division

(TAD). Members of this branch are hand-picked based on graduating status, field performance and specialized training. These elite officers deal with the extreme cases within Citystate Pacifica that standard Core units are ill-equipped or untrained to handle.

Often times, these officers go Outbound, (a phrase meaning "To go into the Wasteland"), on secret government operations. While their main purpose is to protect Bannin-Prime and the governmental officeholders, the TAD handle any Citystate crisis involving Marauders or difficulty with Newlord Communities, Nomad Clans, and Breeders.

In order to handle the greater responsibilities TAD officers are involved with, they're provided with the most advanced equipment necessary to ensure their safety. To this end, the TAD utilize the MAR-12-P Marauder (with 20mm arm-cannon) and Tactical Plate armor.

The Core itself has a population of nearly 93,000 registered civilians and an estimated 15,000 non-registered. Of all eligible adults, approximately 84% possess gainful employment, with 90% of those employed maintaining jobs within the Core. These high numbers reflect the common unity that has been established amongst the majority of its people.

Like the major cities during the time before The Great Upheaval, the Core maintains a widely diverse list of job occupations ranging from retail sales to high-tech manufacturing positions to law enforcement. Those not satisfied with "mundane" employment, often assume jobs as goods-distributors or couriers to take advantage of the ability to travel in the Wastelands.

As stated earlier, Citystate Pacifica Core was originally established as an arcology (a self-contained living environment). Although the heavily-shielded dome has been removed, the Core still maintains much of its original internal complexes and high-tech layout of towering buildings and multilevel roadways.

Divided into several distinct regions, the Core functions as if an independent patchwork country with its own agriculture production facilities, livestock farmlands, suburbs and business districts. All of these features combined ensure the Citystate a strong economic system of currency and goods exchange.

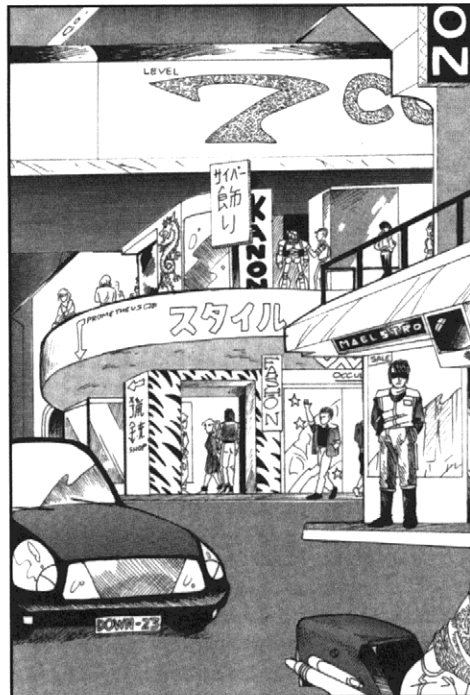
To those residing within both the Wasteland and Fringe, Citystate Pacifica Core symbolizes the hopes and dreams of humanity.

FRINGE

The Fringe, as it's now known, is a complex myriad of interwoven cities divided into eight unique Districts spanning a total of 450 square miles around Citystate Pacifica Core.

During August of 2097, the Pacifica arcology, for the first time in seventy-four years, opened its giant steel doors and began interacting with the local populace. By years end, both the Core and the Fringe would sign annexation treaties inducting each of the eight Districts into the Citystate Pacifica governmental system and tying all communication facilities through Bannin-Prime.

Unlike the relative peacefulness that can be found within the Core, Fringe Districts tend to be full of gritty streets lost in the shadows of towering complexes housing both businesses and citizens alike. Most buildings are relatively new (under 90 years old), but stand in various states of disrepair as a result of the gross need for human expansion, industrialization and general lack of adequate maintenance.



The three oldest Districts, Pacifica Metroplex, Tengu Province and Pinecliffe, are the most densely populated of all the Districts within the Fringe. As other Districts were created and populated, corporations moved their "cleaner" offices and headquarters to new ground in these

"I don't completely trust Bannin-Prime."

Eventually it'll become fully intelligent, capable of making decisions on its own...

What becomes of the human factor then?"

***Dianne Yamata
Core Administrator***

"Gunshot victims, please stay to the left of the corridor. Everyone else, please stay to the right of the corridor."

Can someone help the man with his bowels hanging out get up off the floor?—He's blocking the way for emergency personnel."

***Unidentified Nurse
Kodama Hospital
Pinecliffe***



prospering territories while leaving their warehouses and major industrial sites within pockets of inner-cities. Approximately 40% of the Pinecliffe District has been converted into industrial complexes ranging from waste disposal to production facilities. The rest of the area is made up of towering highrises; the homes of low to middle income working class citizens. Police are few in number due to a combination of items including the population's low income, the Pinecliffe District is mostly comprised of industrial complexes, and because corporations finance and operate their own security forces.

Like Pinecliffe, the Tengu Province and Pacifica Metroplex are disheartening to see, yet alone live within their confines. Homes of poverty-level citizens left to fend for themselves reside alongside derelict buildings gutted by looters and age. Those citizens lucky enough to be considered members of the lower-income class are worked to the bone by industrial corporations, who in turn, abuse their workers by paying the absolute minimum wage they can get away with. Communities are nearly broken up into ethnic regions; forced into these divisions by the never-ending racially-motivated gang warfare. The word on the street is, "There's only two ways out of TPP (Tengu Province, Pinecliffe, Pacifica Metroplex)—being worked to death or just being dead. Not much of a choice, huh?"

A side effect of these factors has proven to be a trouble spot for the Pacifica Metroplex. According to census reports, 1 out of every 3 persons have been personally affected by a crime while 1 in 5 have experienced assault, battery or robbery. What the corporate "cops" don't worry about, the real police don't bother to see. Most citizens question why the police are even there—a response often echoed by the officers themselves.

New Chiba and Kanesha, both heavily populated by the middle-class, are considered to be the two safest Districts in all of the Fringe. While the crime rate here is a somewhat tolerable "felony per forty-seven seconds," the Yakuza openly runs illegal drugs and contraband between the neighboring Districts; seemingly with the cooperation of the police force. (Although this statement has not been substantiated by any government official, several complaints are currently on file within the District Clerk's Office.) The extremely strong presence of the Yakuza has eliminated the District's gang problems and independent criminals find that being unsanctioned by the Yakuza often ends with a loss of life or limb. Although most District Managers would balk at the idea of allowing the Yakuza to operate openly, New Chiba and Kanesha seem to be the only Districts capable of generating yearly profitable revenues without imposing budget cuts.

River City, the only District possessing a natural river that runs through portions of its territory, also contains the largest complement of citizenry that are habitual drug users. Several predominant healthcare and chemical corporations chose the River City District for its production headquarters due to its unusual lack of drug laws and its unabashed District Manager's (Ken Mishawa) pro-drug stance. Although such common drug use is a prevalent feature in government reports and travel brochures, the average tourist is far more likely to find conventional stores rather than "head-shops" soliciting hordes of drugs and drug paraphernalia. Citizenry ranges from all social classes, with nearly 87% being made up of low-wage and middle-class workers—most employed by major pharmaceutical giants.

The Aquila Province, known for its part in the techno-cultural movement started by teens rediscovering extremely high BPM (Beats Per Minute) music that induced a sense of "well-being and belonging". Although many critics despised the so-called "21st Century rave culturalism," one respected television journalist was quoted as saying in the final dialogue of his illustrious career, "...Fear not the music of our siblings or the openness it brings to their once clouded minds. Some call it escapism, I call it our future..."

This District is perhaps the most "visual" of all the Fringe. Bright neon signs mark the way to houses of pleasure, casinos, bars and even "Mom & Pop" deli's. The streets are filled with people teched-out in whatever cybernetics they can afford as they glide through life like it's a perpetual party. The way you look, talk and act is nearly more important here than any amount of firepower you display. The street rule is, "I look tough and resolute, but my sidearm proves it."

Dragon's Eye, the youngest District within the Fringe, is barely 20 years old and already spreading in size. Governed by a District Manager resolved to keep her District drug-free, Dragon's Eye possesses the strictest penalties for those found guilty of committing drug-related felonies. While the majority of citizens that have chosen to live in this District agree with the Manager's drug laws, most dislike her "Citizen Protection" law passed several years ago. This law, which allows citizens to wear unconcealed weapons in public, has been the focal point of criticism from other District Managers that feel it's foolhardy. Irregardless, Dragon's Eye possesses the lowest reported crime rate in the Fringe, (partially due to a low population count and the fact that victims often outshoot their attackers).

NEWLORDS

In 2093, the nuclear war toppled the Japanese government and annihilated major population centers from both direct impact and secondary radioactive effects. In its wake, the shattered denizens of Honshu, lost and unfamiliar with the chaotic new world, were reduced to rummaging through devastated cities for food, clothing and shelter.

It was during these turbulent years of great despair, that a lone man took it upon himself to begin the process of organizing citizens to help rebuild civilization. Kunihiro Tabucchi, son of Naramoto Tabucchi and undisputed Yakuza Lord of the pre-war Aomori prefecture, gathered his loyal followers and declared himself the exalted title of Newlord.

To the local populace, this declaration meant very little at first, and for the most part, was greatly ignored. However, within several months time, Newlord Tabucchi had amassed some 40,000 people in his vast stronghold named Shining Light City. Shielded from roving bandits, the citizens of the Newlord Community began slowly re-establishing industries essential to the growth and prosperity of their community. By years end, the Newlord Community had a population of 700,000 and a thriving agricultural system superior to any on Honshu.

Since the introduction of the Newlord Community concept, nearly one hundred have come into existence. For the most part, Newlord Communities are controlled by a single leader who maintains absolute power. The establishment of this role is self-proclaimed during the initial staging of a site for reconstruction by a person who once held power during the pre-war era. In most cases, the Newlord was once a charismatic military or Yakuza leader and still possesses the men and or means in order to band citizens together.

In order to facilitate his introduction, a four to twelve person governmental council is appointed which serves as liaison between the Newlord and his people. Its primary function is to draw up new laws and regulations governing property and the citizens of the community to which they serve. Prior to enactment, any such law or regulation must be ratified by the Newlord or such statute becomes void of government backing.

Of immediate concern to any Newlord is his ability to maintain the service of extremely loyal

"We will bide our time and gather forces. When we are finally ready, and only then, will we attack the Citystate."

"For now, some semblance of peace must be shown to appease their Administrator."

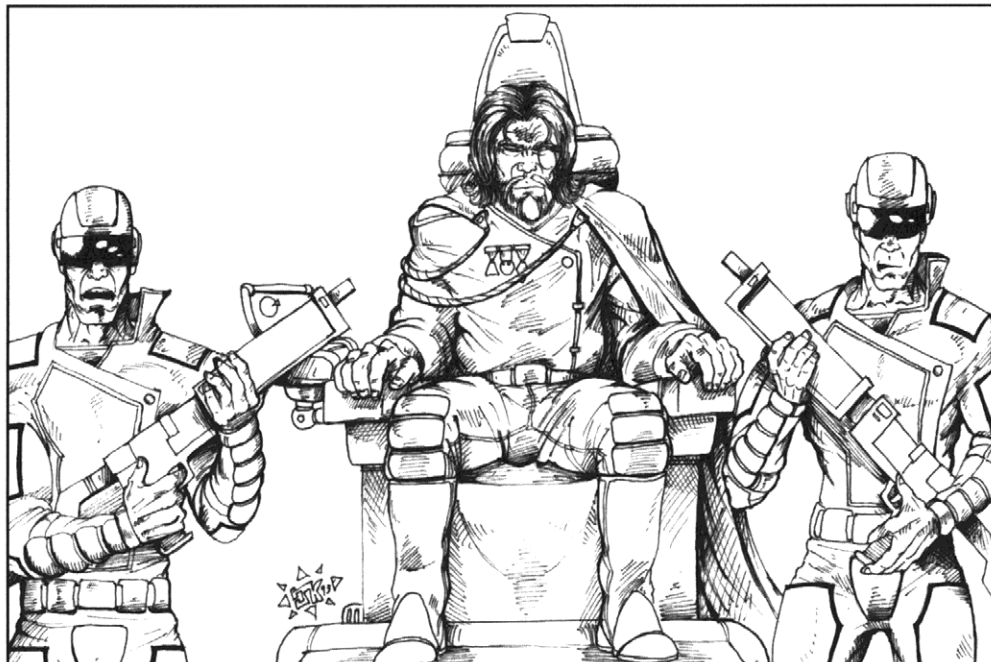
***Kunihiro Tabucchi
Northern Alliance Head***

"I don't understand why some people blatantly display their firearms and call attention to themselves.

It's almost as gaudy as walking around with a neon arrow pointed at you saying 'I'm a Merc'.

Me, I like to keep things concealed and let everyone else try to figure me out."

Miles Whittaker
Bounty Hunter



troops to serve as both police and army to the community. Without such protection, it is quite feasible that a rival Newlord would take advantage of the situation by sending forces to the defenseless site.

A Newlord's army generally consists of only male adults between the ages of sixteen to forty-five possessing a diversified assortment of weapons, armor and vehicles—most of which come from the pre-war era, the capture of goods in raids, and Wasteland skirmishes with nomads and other Newlords. While not necessarily considered the finest of warriors, a Newlord army is well-versed in land warfare as well as trained in scouting and survival techniques—schools of knowledge shared with Nomad Clans and lone scavengers.

Built on the sites of pre-war cities leveled to the ground, Newlord Communities are restructured pockets of civilization self-reliant for the most part. In the fourteen years since The Great Upheaval, the need for pure (non-radioactive or toxic) agricultural products saw a resurgence of farming and livestock ranging amongst organized citizens of Honshu. Newlords were wise enough to give these people priority, and in doing so, brought mankind from the brink of extinction.

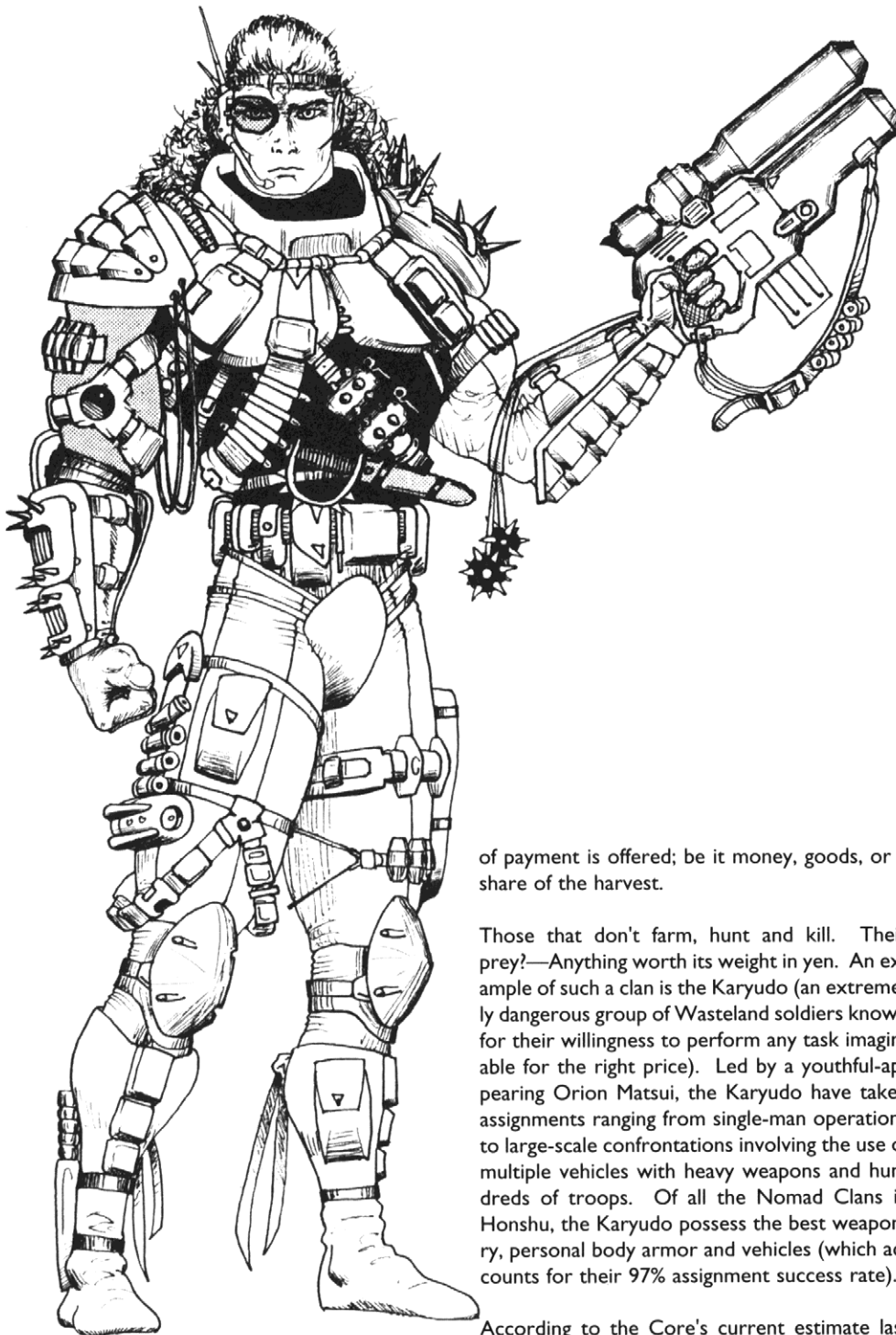
Now in the current year of 2107, Newlord Communities often own and operate heavy industrial complexes amidst their holdings, but above all, vary in appearance, size and economic strength. Those belonging to the Northern Alliance are

privileged with an excellent system of trade within their prefectures, and in some cases, rival the technology levels commonly found within City-state Pacifica. Both large and small businesses support the community by paying taxes to the Newlord and plying trades sought after by the government and populace alike. It is this balance that unites the denizens of the community by a common bond; one that offers protection and a new way of life—One which they call "Hope."

NOMADS

Wandering the great oasis of Honshu known to mankind as the Wasteland, are those denizens that choose to live a life uncomplicated by the confining laws of a controlling government. These people, referred to as Nomads, owe their allegiance to no one but themselves and their clan.

The Nomad clan is a close-knit group of people that have banded together due to family relationships, a similar expertise in a specific skill, or a common love of freedom and the need for the protection a group can offer. The size of the average clan ranges from five (a single family), to hundreds in number (comprised of many families and individuals).



Rather than living the mundane life of a "domesticated" citizen, Nomads choose to ply their trades as they travel from community to community and township to township. Some Nomad clans pride themselves in their ability to farm on any soil and will gladly aid those willing to request their assistance so long as some form

of payment is offered; be it money, goods, or a share of the harvest.

Those that don't farm, hunt and kill. Their prey?—Anything worth its weight in yen. An example of such a clan is the Karyudo (an extremely dangerous group of Wasteland soldiers known for their willingness to perform any task imaginable for the right price). Led by a youthful-appearing Orion Matsui, the Karyudo have taken assignments ranging from single-man operations to large-scale confrontations involving the use of multiple vehicles with heavy weapons and hundreds of troops. Of all the Nomad Clans in Honshu, the Karyudo possess the best weaponry, personal body armor and vehicles (which accounts for their 97% assignment success rate).

According to the Core's current estimate last conducted on July 17, 2106; the Karyudo membership roster includes approximately 396 adults operating out of the Kyoto prefecture alone. Given this assessment, the Core believes the Karyudo's true membership number in the thousands. In addition, it's believed that this group also possesses eleven MAR-12-P units stolen from an Outbound Patrol Unit (OPU).

"Swear your allegiance to me and you'll be richly awarded."

Stray from the path of the Karyudo and face my wrath...

And I can assure you that it will be most unpleasant."

Orion Matsui
Karyudo

**"A good Breeder
is a dead
Breeder."**

Unknown

BREEDERS

In 2019, ten years after the biotechnological disaster at the Immunology Designs Complex in Melbourne, Australia (which inadvertently caused the systematic alteration of genetic code throughout the continent), Japan defied a UN charter to cease human gene modification. Officials within the Japanese parliament, in cooperation with several civilian scientists, began the top secret implementation of Project Dominion; the re-engineering of human DNA and direct physical augmentation of selected military personnel to survive a nuclear environment.

To maintain extreme secrecy regarding such a potential biohazard, the project was hidden away in the Akira-II Complex located deep within the Daisen-Oki National Park. Resting approximately 380 feet underground and protected by polymer-reinforced alloy walls in addition to the region's natural granite and sheet rock layers, Akira-II occupied an amazing 208,000 square yards.

Within the confines of the complex, four separate electrical generators and one ionic energy converter provided enough back-up power that should the central power grid in Miyoshi become incapacitated by an EMP (Electrical Magnetic Pulse), the facility could maintain normal operation for three years. Eighty air filtration units dispersed throughout the facility reprocessed the expelled carbon dioxide and infused Akira-II with measured amounts of oxygen equal to that of Japan in 2000. Emergency supplies (food, water and first-aid gear), located within the massive storage room, carried enough goods to provide essentials for 120 men capable of lasting for one and a half years.

Assembled inside Akira-II were Nobel prize-winner Masumune Kasai, world-renowned genetics scientist, Makaso Hamada (microbiology), Yutaka Tsutori (physiology) and Miko Yamamoto (molecular-biology). The scientists, heading a thirty-six person team of technicians and lab assistants, initiated the project on March 18, 2019.

On January 17, 2088, after countless test cycles occurring between 2023-2087, the team minus a deceased Masumune Kasai, finally succeeded in producing the first cognizant genetically modified soldier. Unlike a normal human, the 'creature' had the appearance of a leathery-skinned elongated-limbed monstrosity with protruding jaws and talons on feet and hands. Its yellow eyes with elliptical pupils rested close together while its ears, much pronounced, stretched upwards

as if listening to sounds beyond human capacity.

With the achievement of the 16th human test subject, the military intervened and began a new objective—Project Domination. This new project, backed by the Japanese Ministry and the well-informed Emperor, entailed the genetic manipulation of approximately 500 highly-trained military personnel including ex-General Tetsu Yamada of the Special Operations Branch. Its purpose: to have surgical strike teams located within the Western Combine, New Russia and the SCN when the nuclear war occurred to take advantage of the ensuing chaos and bring the governments to their knees.

Ultimately, the project would come to failure in 2093 when Japan suddenly found itself the target of twenty-five nuclear missiles; an attack without cause implemented by the Western Combine. Sites within the immediate region included Hiroshima, Matsue and Okayama—all within forty-seven miles of the Akira-II underground complex. The impacts, along with hundreds of conventional missiles, echoed deep within the earth finding their way to the tectonic plates resting below Japan. In a mere eight minutes, southern Honshu shook with such ferocity that scientists recorded the earthquake as 8.9 on the Richter scale—even greater than the quake of 2027.

The elevator shaft from the Akira-II Complex to the surface splintered and shifted some twelve feet, finally to be filled by the extremely loose soil and rock. In effect, the denizens of the facility were sealed in a stone-encased tomb. The Kaibutsu-Gunjin (monster soldiers), realizing what had occurred, began killing the "stock" hu-





"You should have seen their faces when I made my Marauder do a double backflip off the Will-Max building."

"I've never seen the top brass turn green like that...In fact, I think one of them puked."

***Lt. Sakiko Morning
TAD Officer***

mans floor by floor and took over Akira-11. Within three days, all human life was gone leaving Tetsu Yamada in charge of the complex, his own forces and the knowledge that once free of his confines, he would never again serve the inferior common man.

SPAWNING GROUNDS

A unique feature that Dr. Masumune Kasai incorporated into the gene-modification infusion system prior to his death, and without the knowledge of either his team members or the military, was the ability for the subjects to reproduce. This factor, however harmless Dr. Kasai's intent may have been, would place a heavy toll on human life by 2107.

Breeders (as they are now known), neither sex male nor sex female (genderless), have the ability to propagate their "species" in a manner not conducive to any creature within the animal kingdom. The uniqueness of their reproduction system is that the two host bodies exchange DNA information directly rather than a transfer of gametes occurring (a reproductive cell such as the spermatozoa found in semen).

In order to facilitate such an unusual exchange, Breeders possess a singular orifice located in the

torso region which has an open diameter of no more than a 1/4 inch. Beyond this orifice is a small cavity housing a tentacle coiled until such time as "mating" is required. Once ready, the tentacle extends outwards up to three feet in length and links up with the tentacle of the second Breeder. The joining lasts no more than five minutes as each host transmits genetic codes to the other.

Within two days, the tentacle withers and is expelled from the body leaving a small open cavity inside the Breeder. During the next seven weeks, a unique process of gene selection occurs in which only the finest traits are carried forth to form one or more Spawn. The initial Spawn is a wormlike creature not more than 1/2 inch long and 1/16 inch wide with few obvious features. In this seven week cycle, the Spawn is fed nutrients which fill the cavity and are absorbed through the Spawn's porous skin. By the end of the first cycle, the Spawn measures 2 inches long and an 1/8 inch wide.

During this gestation period, the Breeder host excavates a warren (a series of underground tunnels connecting to the surface and several open chambers). Each chamber measures approximately fifteen feet long by fifteen feet wide and twelve feet high. The warren's location is

***"I truly believe
that the grenade
is the most
underrated
weapon in
existence..."***

***It's also great for
crowd dispersal
and
instantaneous
foxhole cre-
ation."***

**Atsuo Taira
Wasteland Guide**

specifically chosen for its ability to remain concealed and protected from hostile forms such as humans and carnivores. The depth generally exceeds thirty feet underground and occupies a minimum of 3,000 square feet excluding the main tunnel. It is common for multiple Breeders to share territory in which their warrens are located, however, the sharing of a warren is never done.

Also during this cycle, the host Breeder hunts and kills various lifeforms of which large mammals and humans are the most common prey. Enzymes carried in the Breeder's saliva and located within its talons or claws are released into the slain victim upon laceration of flesh and inhibit the natural rate of decomposition. The cadavers are then carried into the warren and placed within each chamber until the sites are filled with bodies.

It is at this time when the host Breeder removes the Spawn it carries and places each into the abdominal cavity of a cadaver. This process continues using a different chamber for each Spawn that the Breeder carries until all are deposited within organic matter. Now at the beginning of the second cycle, the host Breeder leaves the site; its job is complete. If the Spawn fails to progress from this second cycle, it wasn't strong enough to survive. If it emerges from the warren, the Spawn becomes a Breeder capable of carrying on the tradition of killing man and propagating their species.

Once the Spawn is placed in the warren, it begins the second cycle formally known as The Awakening. During this period, the Spawn feeds on the organic matter stacked within its chamber, quickly maturing over four months time. The Spawn physically develops to approximately 80% of its maximum height and weight while at the same time, growing its extremities (head, arms,

legs, tails, wings) and altering its internal organs so that it must feed orally and allow for digestion and assimilation of organic matter through the use of a digestive tract.

DARKLANDS

The term Darklands, coined by an anonymous Newlord citizen, carries a double meaning in 2107. For the most part, Darklands are regions of land occupied by known Breeders which use them for hunting game. The second meaning, and one much more ominous in concept, is territory currently possessed by Breeders that were once held by mankind.

While that statement can hardly be classified as terrifying, the manner in which it came about is horrible indeed. The Breeders are a savage mix of intelligence and cruel killer instinct packaged within a horrendous war-machine of a body. Their great disdain for the human race and gross need for expansion has caused the deaths of many thousands of citizens. A prime example of this is the massacre at Stonewall City, where approximately 35,000 men, women and children lost their lives fighting a vicious attack from Breeders seeking to destroy "The malignant humans and their city of walls."

The terrain located at the center of Darkland regions vary in appearance partly based on natural geography and whether the Darkland is dominated by a specific Breeder class. In most cases, geographical features are left unaltered by Breeders, with the exception of warren-excavated sites. However, the Devil (Akuma) Breeder, of which very little is known, completely reshapes the environment into its own interpretation of how things should appear.

One of the first things noted by anyone entering Akuma-controlled Darkland is the complete and utter silence that exists within its domain. The Akuma Breeder has little tolerance for anything living other than itself—to the inclusion of most Breeders. The only Breeders they will not fight or disobey is Tetsu Yamada and his Kaibutsu-Gunjin forces in Southern Honshu.

Akuma-controlled Darkland is a vile perversion of all things natural. Vegetation lies dead or dying, withering up as their roots desperately reach for water within the dry red soil. Desiccated bodies and parched bones of mammals, both great and small, litter the ground as if in a giant uncovered grave while pillars of stone, seemingly thrust upwards from the ground, form vast tracts of alien forest intermingled with warrens and congealed pools of blood.





*"We've been both
created and
forsaken by man,
of course I
depise them."*

Tetsu Yamada
Breeder Overlord

CHARACTER GENERATION

Prior to playing a session of *Marauder: 2107*, and generally most roleplaying games, you're required to create a player character (herein referred to as PC). The PC is the role you take in order to adventure in the realm of mayhem and destruction that this roleplaying game provides—be it a simple scavenger striving to make good his attempt to join a Newlord Community; to an elite member of the Citystate Pacifica: Core's T.A.D. (Tactical Assignments Division).

You yourself have the flexibility to make decisions on every avenue throughout the construction of your character, for *Marauder: 2107* is a game that allows players to customize their characters by virtue of their needs and wants rather than allowing the roll of dice to determine the character's fate.

In this section of the sourcebook, you will see all the methods required in order to build a character from the ground up. To provide you an immediate opportunity to play, we've designed an introductory scenario and four pre-generated characters located at the rear of this book.

Step One	Select Attribute Values
Step Two	Select Skills
Step Three	Purchase Equipment
Step Four	Purchase Cybernetics

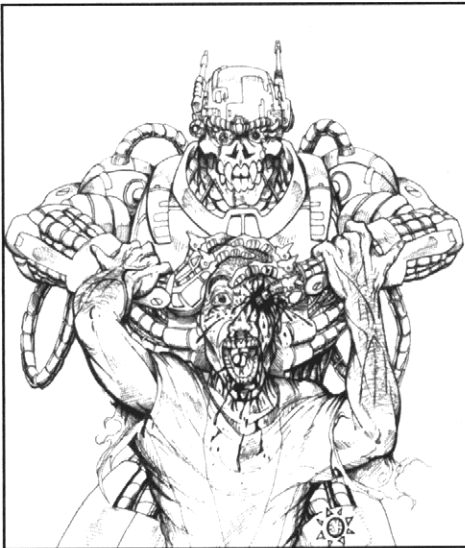
CHARACTER GENERATION

CREATION POINTS

While many game systems still use the "Roll the dice and get your stats" approach, many are now following a simple point-based structure. While it's true that die-rolling conventions allow for extremely fast character construction, many times players have to "fudge the die" to create a respectable character.

A point-based system, such as the one offered in this game, is flexible and allows for "realistic" attribute levels and a balance between characters. Above and beyond the mechanics involved in such a system, it allows a player to make the character they've always wanted, but was never able to under die-rolling conventions.

In *Marauder: 2107*, players are given a total of **100 Creation Points** to use in designing their character. These points operate in the same fashion as currency in that they are used to "purchase" various Attributes and Skills. As points are expended creating the character, the 100 Creation Points are reduced. Once there are no longer any Creation Points left, the character is assumed to have been completely generated. (Not counting equipment and cybernetic outfitting.)



ATTRIBUTES

A character is partially defined by the value of their Attributes. Attributes define one's appearance and physical make-up. In *Marauder: 2107*, there are a total of eight Attributes that the player

need concern themselves with: six Primary Attributes and two Figured Attributes*. (Figured Attributes are determined through calculations based on Primary Attribute values.) Starting characters have 0 points allotted to any Attribute. In order to raise these values, the player must expend Creation Points.

Each Primary Attribute costs 1 Creation Point for each point in the Attribute up to a value of 5. For every point above a value of 5, the character must expend 2 Creation Points per point in the Attribute.

The average human is considered to have an Attribute value of 4 or 5, while the maximum unaltered human is a value of 10. The maximum value can be exceeded beyond natural human limits through the use of cybernetics or specific drugs.

STRENGTH

The Strength attribute is a relative measure of how strong a character is in addition to reflecting their raw physical power. It determines how much the character can lift, push, pull, and carry in addition to determining how much damage the character causes in hand-to-hand combat. (This score also affects the two Figured Attributes.)

STRENGTH	MAX. LIFT (lbs)
1	25
2	75
3	150
4	300
5	450
6	600
7	750
8	900
9	1050
10	1200
11	1400
12	1600
13	1800
14	2000
15	2250
16	2500
17	2750
18	3000
19	3300
20	3600

DEXTERITY

This is the character's basic hand-eye coordination (manual dexterity). The Attribute governs how well a character may manipulate objects and is a direct reflection of the character's natural ability to successfully strike targets.

"I've travelled into the Citystate and within the Northern Alliance to Shining Light City—If I were to tell you which is more technologically advanced, I'd be at a loss for words...It's that close."

***Miles Whittaker
Bounty Hunter***

CHARACTER GENERATION

*"I took refuge
from the storm
in a cave...
Imagine my sur-
prise when I
came face to
face with a
young Breeder in
its own warren.
Boy, was I glad I
had my pistol in
hand."*

Marco "The Traveller"
Nomad Guide

AGILITY

Agility reflects the character's full body movement and speed in addition to being the controlling factor governing running, jumping, leaping and various Agility-based Skills (such as Acrobatics or Contortions). This Attribute directly affects your character in combat by determining when and how many times your character can act and how well they naturally avoid attacks.

INTELLIGENCE

This Attribute measures the character's intellect. It's the ability to reason, understand and evaluate one's surroundings, in addition to dictating the effectiveness of the character's natural senses to gather information.

WILLPOWER

This Attribute measures how well the character can stand up to pain and pressure; whether it be physical or psychological. It defines the character's will to live and balance of sanity. Willpower provides the character with internalized energy that allows them to reduce or even negate hardships (such as intimidation or torture). When the character suffers non-lethal damage that may render them unconscious, this Attribute is used to "ride out the pain."

APPEARANCE

This Attribute doesn't merely refer to a character's attractiveness, but also reflects the way a character carries themselves. It represents a character's presence and charisma as well as physical beauty. Although this Attribute is much neglected, players heavy in the use of soliloquy and roleplaying know the advantageous purposes it serves.

LIFE POINTS

This Attribute is a figured characteristic that represents the character's lifeblood. It determines how much damage a character may take before dying. This value is also allocated to the different body parts so that both players and GM can determine how much damage an appendage may suffer before being rendered useless.

$(STR + WILL) + 10 = \text{Life Points}$

STAMINA

This figured Attribute reflects the character's ability to withstand non-lethal damage. The value is an indicator of overall 'durability' and is used to make the Stun Chart. (See Game System.)

$\text{Life Points} + 20 = \text{Stamina}$

SPECIAL DIE ROLLS

The GM, at any given time, may choose the option of forcing players to make special die rolls to perceive a given factor or immediately act upon a specific event. Each of these special die rolls are described below:

AGILITY ROLL

An Agility Roll may be called upon in situations where the character needs to immediately react to any threat, perceived or real. The Agility Roll should be used as a catch-all roll to provide characters the opportunity to make sudden full-body reactions. (Roll equals 6 + Agility.)

DEXTERITY ROLL

A Dexterity Roll may be called upon in situations where the character needs to immediately catch or otherwise manipulate an object. The Dexterity Roll should be used anytime an object is thrown to the character or when immediate use of the hands is required. (Roll equals 6 + Dexterity.)

INTELLIGENCE ROLL

An Intelligence Roll may be used when the GM feels a character has to recall certain information that was learned earlier or act upon knowledge that they themselves and not the player know. If the Intelligence Roll is made, the character recalls the information; if the roll is failed, no information is remembered. (Roll equals 6 + Intelligence.)

WILLPOWER ROLL

The GM may dictate that a badly injured or tired character must make a Willpower Roll in order to continue performing whatever they're currently engaged in. A prime example of this can be found amongst persons travelling for hours in sweltering temperatures. (Roll equals 6 + Willpower.)

PERCEPTION ROLLS

Perception Rolls are what governs the character's ability to analyze their surroundings. The rolls are based on the character's acute sense of awareness and covers all five sensory factors. These rolls may be increased by the purchase of the Notice Skill. (Roll equals 6 + Intelligence.)

Rather than provide an exhausting list of environmental factors to modify the above rolls, it is advised that as GM, you should adjust the rolls from +2 to -6.

Environmental factors which interfere with a character's ability to initiate combat are discussed in the Game System chapter.

CHARACTER GENERATION

[illegible]

CHARACTER GENERATION

[illegible]

Strike Assessment Chart

PR	Exact Roll	By 1 Point	By 2 Points	By 3 Points
1	-	-	-	-
2	-	-	1	2
3	-	1	2	2
4	-	2	2	3
5	1	2	3	4
6	1	2	4	5
7	1	3	4	6
8	2	3	5	6
9	2	4	5	7
10	2	4	6	8
11	2	4	7	9
12	2	5	7	10
13	3	5	8	10
14	3	6	8	11
15	3	6	9	12
16	3	6	10	13
17	3	7	10	14
18	4	7	11	14
19	4	8	11	15
20	4	8	12	16
21	4	8	13	17
22	4	9	13	18
23	5	9	14	18
24	5	10	14	19
25	5	10	15	20
26	5	10	16	21
27	5	11	16	22
28	6	11	17	22
29	6	12	17	23
30	6	12	18	24
31	6	13	19	25
32	6	13	19	26
33	7	13	20	26
34	7	14	20	27
35	7	14	21	28
36	7	15	22	29
37	7	15	22	30
38	8	15	23	31
39	8	16	23	31
40	8	16	24	32

QUICK COMBAT RULES

- 1) If target is hit, determine Hit Location and area's AV.
- 2) Reduce attack's PR by AV (appropriate Class).
- 3) If PR exceeds AV, use the value that penetrated and consult the Strike Assessment Chart.
- 4) Remaining Damage is applied to the appropriate Hit Location and Stamina Loss is determined.

To determine Stamina Loss, multiply the attack's initial PR by one of the following values and subtract the location's Armor Value (AV):

x1	-----	Hands and Feet
x1.5	-----	Arms, Legs and Torso
x2	-----	Head and Groin

If an extremity is destroyed or severed, increase multiple by 1 point

RANGE CALCULATION CHART

(S) Short Range	=	RMV
(M) Medium Range	=	RMV x 3
(L) Long Range	=	RMV x 6
(E) Extreme Range	=	RMV x 9

[illegible]

Sheetrock	25mm
Rubber	22mm
Glass	19mm
Wood	16mm
Plastic/Fiberglass	13mm
Concrete	10mm
Ceramic Plate	07mm
Glass-Steel	04mm
Steel	01mm

NOTES: _____

CHARACTER GENERATION

SKILLS

Skills are specific areas of knowledge or training that the character has learned through practical application or tutelage. A good portion of these are learned through an education system (where present), or on the streets and in the Wastelands through trial and error.

Due to the widespread desolation, some characters may choose to come from an area far away from civilization and thus geographically limit Skill choices. However, this also works against members confined to the Citystate—Many don't know the skills necessary to survive the harsh reality of the Wastelands. *These factors should be closely monitored by the GM so that players don't give their characters skills inappropriate to their chosen background.* (ie. A person never having lived outside Citystate Pacifica Core would have no logical reason to have studied Orienteering.)

Skills are purchased using Creation Points and each skill has its own individual **Base Cost**. This Base Cost gives the character a chance equal to: $(\text{Attribute} + 6) = \text{Roll}$ or less on a d20 needed to succeed. In order to increase this chance, additional points need to be expended. Below is the rule for raising the **Skill Level**:

In order to raise the character's effectiveness with a particular skill, you must pay per level of increase. This cost is equal to the Base Cost of the skill in question.

Example:

Appraisal has a Base Cost of two points. In order to increase the Skill Roll, you must pay two Creation Points to raise the Skill ability by one point. Thus, if you paid 2 points for the skill and wanted to increase your roll by four, you'd spend a total of 10 points (2 for the skill itself, and 8 for the added levels).

Skills may possess a maximum number of levels equal to the character's Attribute used to determine the Skill Roll. (Example: A character with an Intelligence of 5, may only purchase up to 5 Skill Levels with any INT-based skill.) *Only Attribute-based skills possess this limitation.*

SKILL MODIFIERS

Under the basic rules of Marauder: 2107, you roll a 20-sided die to determine if the use of your skill results in success or failure. A failure can mean that you made a minor error and may try again, or it can be much worse—such as destroying the object you were attempting to repair. (This depends entirely on how badly the Skill Roll is failed by and the GM's option.)

Certain factors also affect your chances of success, such as working while under attack or performing something in absolute darkness. These factors can raise or lower your chance of success depending on the situation. Below are some of the possible factors and their effects on Skills:

SITUATION	EFFECT
Inability to See	-4
Seriously Wounded	-4
Haven't tried repair before	-3
Moderately Wounded	-3
Under combat situation	-2
Lightly Wounded	-2
Complex Repair	-2
Under Extreme Stress	-2
Grazing Wound	-1
Under Stress	-1
Insufficient Lighting	-1
Difficult Repair	-1
Preparing 1 Round	+1
Easy Repair	+1
Character has Assistant	+1
Preparing 1 Minute	+2



"You want protection, go to the police. You want piece of mind, come to me.

I guarantee objective fulfillment and 100% satisfaction.

In my line of work, if you miss your target, you become someone else's target."

Whisper Assassin

"Who is it?!"

BLAM!
BLAM!
BLAM!
BLAM!
BLAM!
BLAM!

"TAD! Open up!"

Brian Samson
TAD Officer

SKILL VERSUS SKILL

Certain Skills offer characters the opportunity to compete against an opposing skill user. This could occur in one of two ways: (1) The character is attempting to use a specific skill that the target also possesses or (2) The character is attempting to utilize, modify, or understand something that someone else used their skill to perform or create. In the first situation, you will need to compare both Skill Rolls while in the second case, the attemptor's roll is modified by the original skill user's roll.

When a character is attempting to use a specific skill that the target possesses, you use a comparison system. The reason for the comparison is simple—In most cases, the use of a skill results in either a failure or a success (with the latter being preferred). However, because you are using this skill against someone who also possesses it, a different factor must be taken into consideration. The general rule is that both participants must make Skill Rolls; whichever person makes their roll by more points is the victor. **(This mainly refers to persons aware of the "attacker"/skill user.)** The method used for determining the outcome of such skill use can be summarized as follows:

Matt is attempting to use his Sleight of Hand skill while running a pick-up street game of three-card Monty to ensure his "customers" can't win.

Unbeknownst to him, Miyu, an adept street hustler and gun-for-hire, is in the crowd of spectators and is carefully watching Matt's every movement. After examining Matt's methods for another ten minutes, Miyu slides up to the table and prepares to match wits (and skills) with the card shark.

Matt possesses a Sleight of Hand Skill Roll of 14 or less (a Dex 6 + 6 = 12 Base Roll + 2 Skill Levels). After rolling the die, an eleven results—three points less than needed. Matt smuggly looks at his "prey" waiting for her fateful decision.

Miyu possesses a Sleight of Hand Skill Roll of 14 or less too (a Dex 5 + 6 = 11 Base Roll + 3 Skill Levels). She rolls the die, a seven results—making her Skill Roll by half. Miyu easily follows Matt's hand movements and after he finishes, selects the correct card and walks away from the table ¥50 richer.

In the other situation where the character is attempting to utilize, modify, or understand something someone else used their skill to perform or create, you use a modification system. In this situation, someone used their skill to perform a certain task and later down the line, your character wants to override the original attempt. This method of skill use is quite easy to perform (and is the most common).

The person originally using the skill makes their Skill Roll and determines how many points they made it by. Later, when your character comes along and wants to manipulate it, they may attempt to use the same skill, but are required to reduce their Skill Roll by the number of points the original skill user made it by.

After a bad day "running the cards" in Pinecliffe, Matt tries to do some electronics scavenging in a dumpster located deep in an alleyway. As he digs deeper and deeper in the trash, Matt stumbles upon an unusual device which, oddly enough, is making strange ticking sounds.

Suddenly realizing that he's holding a bomb, Matt quickly debates his options—run for the hills or diffuse it and collect a reward from the adjacent building owner. Greed wins out.

Matt lies the device on the ground and pulls out some tools from his coat pocket. As he prepares to operate, prayers come from his lips.

Matt possesses no Demolitions skill but the GM allows the character to use his Trapwork skill at a -2 penalty (not including additional penalties). His Skill Roll is 10 (a Dex 6 + 6 = 12 Base Roll - 2 = 10 or less). The GM then tells Matt that the original explosive designer made his roll by 4 points. This is now deducted from the 10 or less roll, resulting in a final Skill Roll of 6 or less (10 - 4 = 6).

After rolling the d20, an eight shows up—a failure. Matt cuts the external red wire and winces one last time as the device explodes.

If the GM determines the use of a skill will take hours or even days, the GM should allow the result of the Skill Roll to modify the amount time actually required. Such as reducing repair time by three hours after a player makes their Skill Roll by three points.

SKILL LIST

SKILL NAME	BASE	COST	SKILL NAME	BASE	COST
Acrobatics	AGL	3	Infiltration	11<	2
Acting	11<	1	Interrogation	11<	3
Administration	INT	2	Intimidation	11<	2
Ambidexterity	N/A	8	Inventor	INT	4
Ancient Languages	INT	2	Jury-Rig	INT	3
Animal Training	11<	2	Knowledge Skill	INT	SEE
Appraisal	INT	2	Languages	N/A	SEE
Athletics	SEE	3	Leadership	APP	2
Bartering	11<	2	Lightsleep	11<	4
Body Enhance	SEE	3	Lip Reading	11<	2
Bribery	11<	2	Literacy	N/A	1
Bugging	11<	2	Lockpicking	DEX	3
Bureaucrats	11<	2	Marauder Pilot	N/A	6
Cartography	INT	3	Marauder Repair	11<	3
Climbing	AGL	2	Mechanics	11<	4
Combat Sense	SEE	8	Media	11<	2
Combat Skills	DEX	SEE	Navigation	INT	2
Computer Literacy	N/A	1	Negotiation	INT	2
Computer Programming	INT	3	Notice	SEE	2
Concealment	11<	2	Orienteering	INT	2
Conscious Will	SEE	2	Paramedics	11<	2
Contacts	SEE	SEE	Personal Skill	11<	1
Contortions	AGL	2	Persuasion	11<	2
Criminology/Law	N/A	2	Pickpocket	DEX	3
Cryptography	INT	3	Pilot	N/A	SEE
Culture	11<	2	Quickdraw	N/A	4
Demolitions	11<	2	Quickload	N/A	4
Direction Sense	11<	6	Religion	11<	1
Disguise	11<	2	Research	INT	1
Driving	N/A	SEE	Riding (Animal)	N/A	3
Eidetic Memory	SEE	8	Sciences	INT	3
Electronics	11<	4	Security Systems	INT	3
Fall Recovery	AGL	2	Seduction	APP	2
Fast Talk	INT	2	Shadowing	11<	3
Footwork/Balance	AGL	2	Sign Language	N/A	3
Foraging, Urban	11<	2	Sleight of Hand	DEX	2
Foraging, Wilderness	11<	2	Stealth	AGL	3
Forensics	INT	3	Streetwise	11<	2
Forgery	11<	2	Survival	11<	2
Gambling	11<	1	Swimming	N/A	2
Gunsmith	SEE	4	Tracking	INT	3
Gymnastics	AGL	3	Trapwork	11<	3
Imitate Voices	11<	2	Vehicle Repair	11<	SEE
			Weapon Design	INT	4

The table listed above contains the skills currently available to the players. They're listed by Skill Name, Base Roll*, and Cost. The following eighteen pages contain individual entries for each Skill.

* Base Roll column: If the column entry states an abbreviation (such as AGL for Agility), the Base Skill Roll is equal to (AGL +6). If the entry states 11<, the Skill Roll automatically defaults to a 11 or less roll and doesn't use an Attribute.

SLASH!

*"You fought well
human, but not
well enough."*

Unknown Breeder

CHARACTER GENERATION

"Everyone talks to their favorite barkeep telling me everything imaginable. Nothing escapes these ears 'cause information is worth its weight in gold."

Rieko Yamakoshi
Bartender

ACROBATICS

Base Cost: 3

This skill gives the character the ability to perform various full-body movements such as flips, tumbles and rolls. Performing acrobatics can be helpful in difficult situations such as allowing the character to leap from fast moving vehicles or riding mounts and suffer little or no injury. (See Game System chapter for specific details.)

In a situation where the character has been knocked or thrown to the ground, possession of the Acrobatics skill provides an automatic* chance to regain footing. Knockback done in excess of 3 feet possesses the ability to cause the victim to fall to the ground. For every additional foot beyond 3 feet, the Acrobatics Skill Roll is reduced by 1 point. Thus, if a character was hit by an attack that did 6 feet of Knockback, the character would reduce their Skill Roll by 3 points. (*The use of Acrobatics in this particular situation operates as a Free Action.)

Acrobatics may not be used to offset Knockback resulting from multiple ballistic fire (Autofire or Burstfire) or a multiple Martial Art attack.

ACTING

Base Cost: 1

This skill enables a character to play the role of a subject that has been carefully screened or perform drama as written in a script. Commonly possessed by those in the entertainment field, the Acting skill is a necessity that no true star is without. To a far lesser degree, Acting is also often possessed by the lowly street urchins and beggars who plea for monetary assistance within the Fringe. Acting is often used in conjunction with the Imitate Voices and Disguise skills and/or the cybernetic option: Vocal Emulator.

For every point the initial Skill Roll is made by, a person avidly attempting to look for deception in the actor has their Perception Roll reduced by that specific amount. Note: If the character is wearing a disguise, a Perception Roll must be made against the Disguise skill in the same manner as described above PRIOR to being used against the Acting skill.

ADMINISTRATION

Base Cost: 2

This skill enables a character to perform the necessary functions of governing employees, maintaining payroll, dictating which person is best suited for a specific assignment, and monitoring the daily operations of the facility. The Administration skill provides the character with a complete understanding of the system in which the facility works. In general, this skill is best suited for NPC's or those PC's who work in upper management within the government or an established business.

Should the character not require all the intricacies that this skill covers, (such as those persons dealing with the government or company only on specific occasions), it is advised that they examine the Bureaucratics skill in this chapter instead.

AMBIDEXERITY

Base Cost: 8

During the first several years of life, a person goes through the process of establishing a dominant arm and hand. From that time on, the dominant hand is used for nearly all dexterous operations. The use of the non-favored hand is often accomplished with a little added difficulty due to its lack of consistent usage. (In game terms, the use of a non-favored hand incurs a penalty of -2 to any Skill or Attack Roll.)

During the Character Generation process, all players must specify which hand is the character's dominant one. If at any time the hand is incapacitated or when the character opts to use the non-favored hand, they must apply the penalty as described above to their Skill or Attack Roll. With the possession of Ambidexterity, the character has the natural ability to use either hand equally well (no penalties incurred). Note: Ambidexterity has a fixed Base Cost and requires no Skill Roll to use. Once the initial 8 points are expended for the skill, no other points need be spent.

ANCIENT LANGUAGES

Base Cost: 2

The character has learned certain languages often used in the past. These tongues, understood in both spoken and written fashions, carry little value in today's society yet have unmistakably affected the world-at-large. Examples of such languages include Gaelic and Latin, in addition to hieroglyphics (pictures and symbols representing words). (Due to the rare use of this skill, Ancient Languages automatically includes literacy.) The deciphering of old languages can be a tedious process and as such, prone to errors. For every point the Skill Roll is successfully made by, the GM should convey greater language comprehension. Note: A failed Skill Roll may mean complete failure or an incorrect translation—This is the GM's option.

ANIMAL TRAINING

Base Cost: 2

The character has the ability to train a variety of animals to accomplish certain tasks. The period of time in which Animal Training takes place has a default of approximately 8 months. For every point the character makes their Skill Roll by, the period of training is reduced by 1 month, (but may not be shortened to below 1 month time). Rather than being dependent on a single Skill Roll to determine how well an animal may be trained, Animal

CHARACTER GENERATION

Training is comprised of 4 ranks of aptitude based on Skill Levels. In addition to cutting down the time training takes, Skill Levels determine how well the animal may be trained.

The chart below depicts the number of Skill Levels purchased and the type of training each will provide:

0	House Pet
1	Advanced Functions (By Command)
2	Attack Animal (Guard Dog)
3	Highly Trained (Has the ability to perform multiple tasks)
4	Companion (Highly Trained plus loyal follower).

APPRAISAL

Base Cost: 2

This skill allows characters to examine goods and determine their true worth based on origin, age, condition, and present need for said item. The Appraisal skill, held widely amongst the denizens of the Fringe and Wasteland, is one of the chief means for establishing equitable trade next to the Bartering skill. Appraisal is essential to those expecting to deal with the black market so that they may evaluate whether the goods they're considering purchasing are worth the price that's being asked.

ATHLETICS

Base Cost: 3

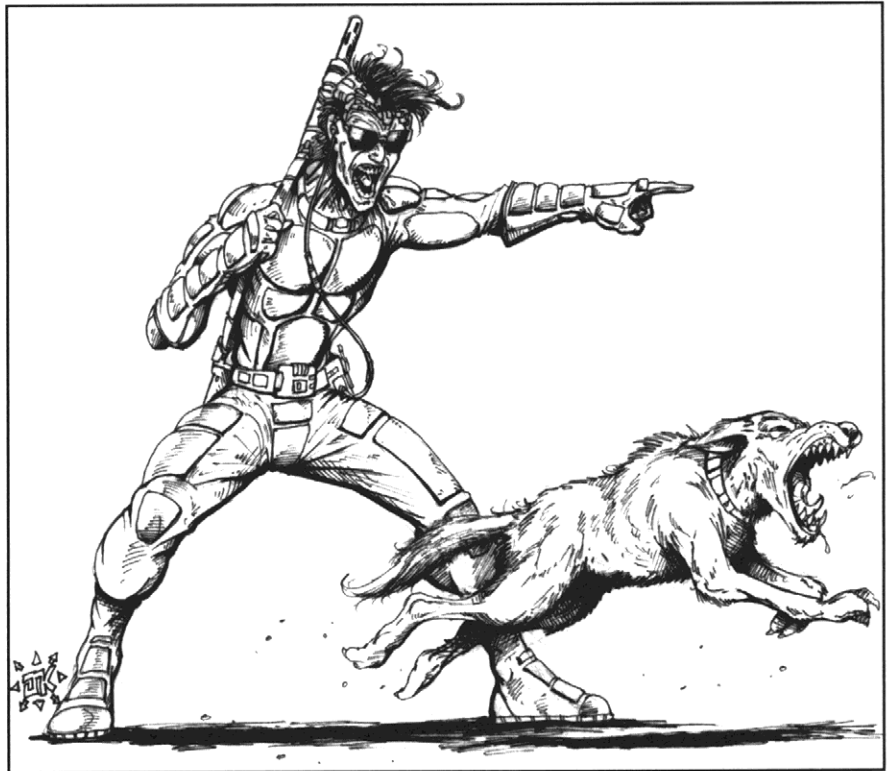
This skill is specifically engineered to represent the character's full-body movements while engaged in a combat situation. More to the point; Athletics represents the character's honed reflexes to avoid sustaining damage from Hand-to-Hand attacks or by a projectile weapon. Instead of requiring a Skill Roll, Athletics is purchased in pure levels—that is; for every 3 points expended, the character has 1 Level of Athletics.

When a character is aware of an attack, they may add their Athletics Skill to their Defensive Combat Score, thus lessening the chance of a hit. (The use of Athletics in combat is also discussed in the Game System chapter.)

BARTERING

Base Cost: 2

This skill enables characters to haggle prices or exchange of goods with another person. With this skill, the character has the ability to lower the cost of an item being considered for purchase or raise the price of an item they're selling. The market price of an item is dependent on condition, age and legality. *To determine market price, consult the*



Equipment chapter and alter the item's value based on the listed prices for NEW goods. The price of an item may be altered by a specific amount based on how much the Skill Roll was successfully made by. This alteration, based on the item's market price, is equal to 5% for each point made on the Skill Roll.

Thus, if the item had a market price of ¥100, each point the Bartering Skill Roll was made by would alter the price by ¥5 (5%). Note: Bartering isn't meant to be a catchall skill. Certain goods have fixed prices that may not be altered. Therefore, it is up to the GM to ensure that the Bartering skill isn't abused by the player characters.

BODY ENHANCE

Base Cost: 3

Body Enhance is a skill which replicates a person's ability to naturally shrug-off the harmful effects of Stamina Loss. A prime example of this is the 250 pound bodyguard that can take a punch to the jaw and not even flinch. For every 3 points expended in this skill, the character may reduce 1 point of Stamina Loss delivered from an attack that penetrates their defenses.

In addition, Body Enhance also deducts 1 point of Lethal Damage per 3 points in the skill versus Class-3 attacks (Normal H-T-H combat). Thus, Mueller the bouncer with 6 points of Body Enhance, would eliminate 2 points of Lethal Damage and Stamina Loss from any Class-3 punch or kick.

CHARACTER GENERATION

"Stick with me honey and I can promise you everything your precious heart desires. I've got the connections, the plans and the brilliant mind to make it all come together. What do you say, Hon?"

*"Fast Eddie" Togasaki
Crimelord Wannabe*

BRIBERY

Base Cost: 2

The character is skilled with offering bribes of money or goods to others in order to gain the person's favor. The amount of the bribe is often dependent on the person being bribed and/or the actions to be taken after payment has been made. Note: The GM is the final arbitrator on whether a specific individual is capable of being bribed. Thus, a successfully made Skill Roll doesn't conclusively mean the bribe has been accepted.

BUGGING

Base Cost: 2

The Bugging skill gives characters the ability to plant surveillance devices in an office, home, vehicle or even on another person. The character possesses a working knowledge of surveillance electronics including the ability perform slight repairs, and to choose which item is best suited for a particular task. Devices within this field range from pebble-sized transmitters to thermographic cameras with linked microphones.

Most devices transmit information, whether in audio or visual format, to a control unit generally located within several blocks of the transmission site. The control unit receives the coded information via standard radio communication protocols or via data links established through CTP's (Communication Terminal Pillars).

Another method of transmission receipt—one often used by TAD units—is a direct link to Cybernetic implants. When utilized in this manner, the person receiving the information acts as the control unit by passing the coded data to their radio sensor or cyboptic camera through the processor link. (See Cybernetics.)

BUREAUCRATICS

Base Cost: 2

Bureaucratics is the ability to work with large corporations, governments and various agencies in a manner which circumvents being shifted from office to office and/or getting tied up in red tape. The character knows the fundamental steps required to obtain specific information or assistance with the least amount of difficulty and gives characters knowledge of which person should be spoken to given certain situations. Whereas Administration instills the ability to operate such facilities, Bureaucratics is the skill necessary to work in or with the facility. Most upper-echelon government employees possess both Administration and Bureaucratics.

CARTOGRAPHY

Base Cost: 3

The Cartography skill enables characters to design and create accurate maps utilizing a wide va-

riety of techniques in which landmark to landmark measurements and distance-based equations are most prominent. While seldom required within Citystate Pacifica, (due to the information provided by computers and CTP sites), cartographers are essential to the government for recording exact details regarding Newlord Communities, their lands, and changes or shifts in terrain (as associated with specific Breeders). When creating a new map, the more successful the Skill Roll, the greater accuracy and detail the map may possess (in addition to increasing its monetary value).

Note: A person skilled in Cartography need not purchase Orienteering. When a situation arises where the character must use a map, refer to their Cartography Skill Roll instead.

CLIMBING

Base Cost: 2

With the possession of this skill, a character has the ability to scale the sides of a building or cliff using both hands and feet, (where hand and footholds are available), or by use of ropes, harnesses and other appropriate gear. In addition to the ability to climb, this skill also enables characters to rappel. *Although all characters have a climbing ability equal to their Agility + 3, only characters possessing the Climbing skill may make use of climbing gear.*

A character may climb the same number of hexes per Round equal to 1/2 of their Strength Attribute (fractions rounded downwards). This score is then divided into the number of Actions a character may act in to determine exactly how far they may move per Action. Climbing requires the character's full attention and therefore expends an Action Segment. (See Game System.)

Should the character be rappelling, the distance that can be covered per Round is equal to the character's (STR + 10). This score is then divided into the number of Actions a character may act in to determine exactly how far they may rappel per Action. The character can opt to perform a "breaking rappel" which will allow the character to rappel a distance up to their maximum movement allowance per Action and swing into their surface face (usually a window) in a single Action Segment.

If the window is closed, the character rappelling must determine whether they have enough force to break the glass, otherwise they'll bounce backwards and slightly further downwards (approximately 2 meters). To calculate if the window has been broken, add one point for every 3 hexes traveled in the "breaking rappel" to the characters kicking damage. If the total exceeds the AV of the window and at least 1/4 of the Structural Integrity, the character has successfully executed a "break-

CHARACTER GENERATION

ing rappel" and now stands inside the building. Once inside the building, the character's Action is over.

COMBAT SENSE

Base Cost: 8

This skill reflects the unusually heightened senses of experienced mercenaries and law enforcement officers that give them an edge in surviving a battle. Combat Sense allows a character in combat to avoid being attacked by surprise and keep track of moving targets both in front and behind. *This skill doesn't apply to locating explosives and hidden traps, only combatants.*

The character may make a free* Combat Sense roll on each Action Segment they possess, and provided the Skill Roll is successful, will know the locations of everyone around them for a distance of 6 hexes in diameter. In order to maintain this "opponent-lock," the character must make successful Combat Sense Skill Rolls on each Action. If at any time the Skill Roll is failed, the character no longer gains the advantage of knowing opponent location and is liable to suffer the same detrimental effects of being attacked from behind or by surprise.

Note: Combat Sense is based on ONE of the character's senses (usually sight) which must be declared upon electing this skill. *The Skill Roll is equal to their Perception Roll.* Once the character has expended the eight points to purchase the skill, no further points need be spent.

(* Combat Sense takes no time, and therefore doesn't require the expenditure of an Action Segment.)

COMBAT SKILLS

Read Entries

Combat Skills represent the character's training with various weapons and hand to hand combat (herein referred to as H-T-H Combat).

Each character has a natural ability to fight and this ability can be assigned a numerical value. *This value is equal to the character's Dexterity + 5.* In combat, this value is compared to the defensive ability of an opponent and the difference is applied to a Base 10 or less chance. (For further information on how combat works, please see the Game System chapter.)

In order to reflect a character's prowess with a particular combat technique, be it with weapon or bare hands, there must exist a system that allows for raising this raw ability. *With the exception of Martial Arts, all Combat Skills are purchased as if they were Skill Levels that add to your Base Chance.*



Thus, if you decided to purchase 3 Skill Levels with Brawling, your combat ability would be equal to 3+ (DEX + 5)...Or, if we use a character with an Dexterity of 6 as an example, it would be 3 + (6 + 5)= 14. The only cost incurred in such a selection would be equal to the Brawling Skill Level Cost x "number of levels purchased". In this case, the cost would be (2 x 3)= 6 points.

The Martial Arts skill operates much like conventional skills in that a specific amount of points must be expended in order to gain the "raw" ability to use it. As with these types of skills, Martial Arts has a Base Cost, (in order to gain the skill), which may be increased by purchasing Skill Levels, (as discussed at the beginning of the Skill section).

Brawling

Skill Level Cost: 2

Brawling is the ability to fight H-T-H. It isn't restricted to the use of fists nor any conventional technique (such as boxing). By game definition, Brawling is the use of any body part to inflict pain upon an opponent. Examples: Gouging, elbow smash, head-butt, etc.

Martial Arts

Base Cost: 3

This Combat Skill represents Karate, Savate, Jujitsu and many other formal H-T-H disciplines. Martial Arts allows the character to inflict greater damage over standard Brawling, supplies an advanced list of maneuvers and allows the character to make two attacks per Action Segment. (For a

"When I look at you, all I see is a vile repugnant little man with grand ambitions and no hope of ever being able to carry them out."

"When you look in the mirror, what the hell do you see?"

Miyoko Nawabi
Lounge Singer

CHARACTER GENERATION

"I thought living off the land was tough...Have you ever spent a night alone on the streets of Pinecliffe?"

Sumihiro Tanikawa
Wasteland Scavenger

comprehensive list of maneuvers covered under Martial Arts, see Game System.)

Weapon Skill

Skill Level Cost: 2

The character has been trained or self-taught how to use a specific weapon correctly and accurately. The player must choose *one* weapon (such as an Endel Model 4 or a Pierce-Bendhi Crescent) to specialize in. The character may not change this specialization in exchange for another. However, the character may purchase additional Weapon Skills for each combat item they wish.

Weapon Category Skill

Skill Level Cost: 4

The character has been trained or self-taught how to handle weapons within a specific category (see list below). Possession of a Weapon Category Skill enables the character to use all weapons within the category equally well.

CATEGORIES

Melee Weapons (H-T-H Weapons)
Thrown Weapons
Missile Weapons (Bows & Crossbows)
Pistols
Submachineguns
Rifles
Shotguns
Heavy Machineguns (Including vehicular)

COMPUTER LITERACY

Base Cost: 1

Computer Literacy provides characters with the fundamentals required to operate computer systems. The knowledge this skill imparts generally applies to everyday usage such as inputting and retrieving information, operating miscellaneous applications and utilizing the data communication options. Should a character require the ability to program software or put together their own computer system, see Computer Programming. Note: Computer Literacy has a fixed Base Cost and requires no Skill Roll to utilize. Once the Base Cost is paid, no other points need be expended.

COMPUTER PROGRAM

Base Cost: 3

The principle use of this skill is to provide characters the ability to design new programs whether for personal usage or the commercial market. If a character wishes to write a program, the GM should dictate the exact number of weeks or months it will take to create, (depending on the complexity of the application), and modify the time by how much the Skill Roll is successfully made by. This skill also enables characters to

bypass computerized passwords and access information-storage mainframes through the use of security-intrusion applications and natural "hacking" talents. Note: Possession of this skill automatically provides the user with Computer Literacy (at no extra cost).

CONCEALMENT

Base Cost: 2

The use of the Concealment skill provides characters with the unusually-talented ability to hide objects in locations rarely searched or noticed. Although all characters are capable of hiding objects, only those with Concealment have the techniques necessary to secret objects away to near invisible states. The use of this skill allows characters to hide objects of various sizes; from miniscule circuit boards full of important data to ground vehicles capable of carrying payloads in the tons. Objects may be concealed on, in, or under anything imaginable. For every point the character concealing an object makes their Skill Roll by, any person avidly attempting to search for hidden goods must reduce their Perception Roll by that exact amount. A failed Perception Roll indicates the inability of the person searching to locate hidden goods.

CONSCIOUS WILL

Base Cost: 2

This skill provides characters with the ability to resist certain forms of effects brought about by injury or opponent skill usage. In a situation where the character has been injured by an attack and must make a Willpower Roll to avoid being momentarily stunned or knocked unconscious, Conscious Will adds 1 point to the Roll for every 2 points expended in the skill.

In a situation where an opponent is attempting to use Interrogation, Intimidation, Persuasion or Seduction against the character, Conscious Will reduces the opponent's Skill Roll by 1 point for every 2 points expended in the skill.

Note: Conscious Will doesn't require the use of an Action or a Skill Roll. It is purchased strictly on a "per level of defense" basis to be applied to injuries and against specific skills.

CONTACTS

Read Entries

This is a specially-designed skill to provide characters access to certain NPC's that are to be life-long associates. Contacts provide characters with persons from whom they can draw information, purchase illegal hardware or secure a safe place for the night. On the following page is a listing of an assortment of contacts which your character may opt to know. They're broken down into 3, 4 and

CHARACTER GENERATION

5 point cost categories which represent general, specific and highly specific contacts:

COST	CONTACT
3	Drug Dealer (Minor)
3	Gang Member
3	Bartender
3	Police Officer
3	Newlord Sentry
3	Nomad
3	Forgery Specialist
3	Tracker/Pathfinder
3	Computer Programmer
4	Media Personnel
4	Drug Dealer (Major)
4	Scientist (Specific Class)
4	Weaponsmith (Specialty)
4	Mercenary
4	ESWAT Member
4	Smuggler
4	Street Cybersurgeon
4	Street Surgeon
4	Black Market Dealer
5	Corporate Executive
5	Drug Dealer (Manufacturer)
5	TAD Member
5	Police Armorer
5	Gang Leader
5	Citystate Government Official
5	Newlord Council Member

Contacts may be called upon to assist the character up to two times during the course of a scenario (more if it's a long adventure). This contact, (or contacts), may be considered an acquaintance, old friend, fellow operative or the like. The GM should roleplay the contact based on the information provided by the PC which should include how this contact was originally established.

CONTORTIONS

Base Cost: 2

Contortions is a fancy term for indicating characters that are double or triple jointed and are able to twist their bodies into awkward positions. With this skill, characters can convolute their bodies in such a manner as to persuade others into believing the character is lame (dislocating the leg or hip) or dead, (by dislocating various extremities and bending them in abnormal positions so as to simulate a long fall).

Practical utilization of this skill can be found in the examples of persons shrugging off taught ropes

tied around the body or popping the shoulder out joint to allow their body to fit within a narrow air shaft. If, during the use of Contortions, the character should fail their Skill Roll, some form of personal injury occurs.

FAILED BY	EFFECT
-1 to -2	5 Stamina Loss
-3 to -5	10 Stamina Loss
-6 to -8	2 Points Lethal Damage
	10 Stamina Loss
-9 or more	4 Points Lethal Damage
	Unconscious 1d6 minutes

CRIMINOLOGY/LAW

Base Cost: 2

The character has studied the various law structures within one of the following regions: Newlord Community, Core or Fringe. The character possesses a working knowledge regarding criminal, civil and vehicle codes that exist within their region of expertise. The primary users of this skill are Citystate peace officers regardless of their unit assignment (Internal Security, Special Investigations, ESWAT or TAD). *For each region the character wishes to possess Criminology/Law in, they must re-purchase the skill.*

Note: Criminology Law has a fixed Base Cost and requires no Skill Roll to utilize. Once the Base Cost has been paid, no other points need be expended.

CRYPTOGRAPHY

Base Cost: 3

This skill is the art of writing and deciphering coded messages. Although this skill is seldom used by the common citizen, a variety of elite forces encrypt messages that are sent to one another to ensure the protection of data. For the most part, computers handle the deciphering of digital information and processing it into a readable format. However, in various situations such as those found Outbound, the field requirement of maintaining a cryptographer is crucial due to the unavailability of a computer link-up to monitor sensitive data.

CULTURE

Base Cost: 2

Culture is a skill which allows characters to effectively deal with persons from all levels of society, from the low-lives groveling within the Fringe, to the "movers and shakers" of the corporate and political arena. The character knows the social

"There's only two ways out of TPP— Being worked to death or just being dead. Not much of a choice, huh?"

Street Proverb

CHARACTER GENERATION

"I look tough and resolute, but my sidearm proves it."

Street Proverb

stratification that exists and how to interpret certain concepts that bind an individual to a specific class. The character also knows precisely what is socially acceptable amongst certain classes and how to effectively communicate without ostracizing them due to improper wording or patronization. Note: Characters possessing Culture may add a +1 to the Skill Rolls of the following skills: Administration, Bartering, Bureaucratics, Negotiation, Persuasion, Seduction and Streetwise.

DEMOLITIONS

Base Cost: 2

This skill gives a character the ability to use various explosives in an informative manner. The character can estimate the type of explosive needed, the exact amount required, how to handle and wire the explosives, and where to plant them for maximum effect. The character also knows how to diffuse explosive devices and determine how a bomb may be rigged. (If the character also possess Trapwork, they may choose between the two skills and use the one that possesses a higher chance of success).

DIRECTION SENSE

Base Cost: 6

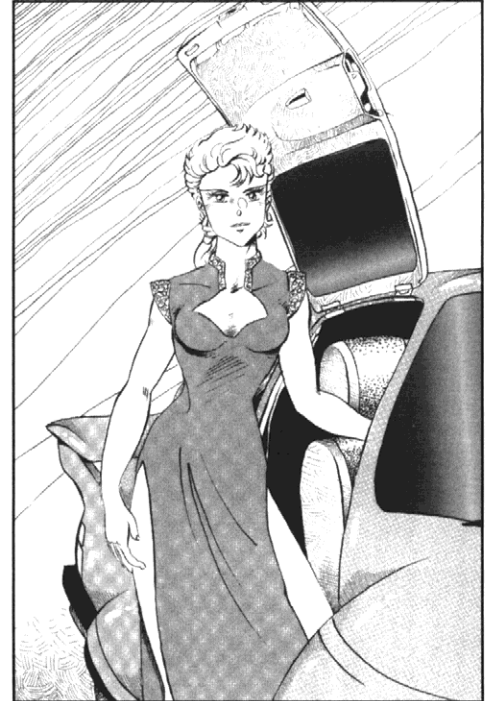
Direction Sense provides characters with the uncanny ability to determine which direction they're travelling, even under less-than-ideal conditions. These conditions may be anything from darkness, blindness, moving underground or movement associated with elevation changes. At each change of direction, the character must make a successful free* Skill Roll or become disorientated and lose the ability to determine their current facing. If this occurs, the character may once again attempt to use Direction Sense, however, will incur a penalty of -1 to their Skill Roll as a result. For each Skill Roll failure, a cumulative -1 penalty is applied until the character has absolutely no chance of success (and therefore becomes lost).

(* Note: Although Direction Sense doesn't require the use of an Action Segment, the character must continue to make one Skill Roll for every Action Segment a direction change has been made.

DISGUISE

Base Cost: 2

Disguise allows characters to take on the appearance of another person through the use of simulated skin, face masks, makeup, colored iris lenses, wigs, clothing and fake cybernetics. This skill is often used in conjunction with Acting and Imitate Voices, (or the cybernetic option- Vocal Emulator). For every point the character makes their Skill Roll by, a penalty of -1 is applied to the Perception Roll of any person carefully examining the character for signs of deception.



DRIVING

Read Entries

This skill enables a character to operate a motor vehicle regardless of engine type or overall size. For each vehicle class that your character is proficient in operating, you must purchase its individual cost as shown in the chart below:

COST	VEHICLE TYPE
2	Motorcycle
2	Tri-Wheeler
2	Street Vehicle
3	4-Wheel Drive Vehicles
3	Cargo Vehicle
4	Hover Cargo Vehicle
4	Citystate Police APC's
5	Heavy Armor

EIDETIC MEMORY

Base Cost: 8

Eidetic Memory allows characters to instantaneously recall any fact they have studied or examined. Examples of such items are: a complex series of hand gestures, a blueprint layout, information learned from a book, and the selection of corridors chosen while quickly running through a building. Eidetic Memory effectively lasts two weeks after initially observing the object to be recalled and requires no Intelligence Roll. However, after the two weeks have passed, the character must make normal Intelligence Rolls to remember

CHARACTER GENERATION

the information. Note: Eidetic Memory has a fixed Base Cost and requires no Skill Roll to use. Once the initial 8 points have been expended, no other points need to be used. *Eidetic Memory is not a learned skill. The GM should ensure that is only purchased during the initial Character Generation stage.*

ELECTRONICS

Base Cost: 4

A character possessing this skill has the ability to understand, identify, rewire, and repair most electronic devices. The character cannot perform any adjustments or repairs without the use of the appropriate tools required for the job.

When using this skill, the GM should determine a reasonable amount of time normally required for such skill usage based on complexity of the job and availability of replacement parts. This amount of time, whether it be in hours, days, or weeks, is then adjusted by the number of points the character successfully makes their Skill Roll by. (As described in the Skill Versus Skill section.)

Note: A character possessing this skill may add a +1 to the Skill Roll of Security Systems.

FALL RECOVERY

Base Cost: 2

Fall Recovery is a skill that simulates an agile person's ability to regain their footing after being thrown or knocked to the floor. During H-T-H sessions where the character has been thrown to the ground, (as in a Martial Throw), the character may attempt to perform a free Fall Recovery Skill Roll. If the roll results in a success, the character manages to immediately maneuver back onto their feet but still suffers Martial Throw damage. (See Game System chapter for more details.)

If the character is being tackled or being thrown to the ground as a result of a restraining maneuver, the character may not use the Fall Recovery skill.

Characters taking Knockback in excess of 3 feet, (as a result of gunfire, explosion, etc), must make a Fall Recovery Skill Roll to either remain on their feet or roll with the Knockback and rise to their feet after being knocked to the ground (depending on the severity of the Knockback). Note: Although both Fall Recovery and Acrobatics allow characters an automatic chance of regaining footing, Acrobatics allows for a variety of additional full-body maneuvers.

FAST TALK

Base Cost: 2

This skill enables characters to fast-talk their way out of potentially disastrous situations. In a sit-

uation where the character is being orally questioned by an opponent, this skill may be used to deceitfully fast-talk and/or outright lie to the opponent in such a way so as to confuse or make them believe that what you say is the truth. This skill is not utilized on a Skill Roll alone—The GM should ensure that the player uses soliloquy to convey what the character says and based on that, modify the Skill Roll with a +2 to -2.

If the character successfully makes their Skill Roll, count how many points it was made by and compare it to the Intelligence Roll or Fast Talk skill of the opponent. Whomever has made their roll by the most points is the victor. In other words; if the winner is the Fast Talker, the character's sly tongue and sharp wit baffles the opponent. If the winner is the opponent, they've seen through the character's poor attempt at deception.

FOOTWORK/BALANCE

Base Cost: 2

This skill enables a character to walk on extremely narrow objects. While all characters have the ability to walk on normal-sized ledges, a character with this skill has been trained meticulously on how to apply the body's weight upon narrow means of support. In addition, the character also knows how to maintain balance through the use of outstretched arms, various carried objects, or specially-designed balancing poles.

Note: While using this skill, the character may only move 1/2 their normal distance and must make their Skill Roll on each Action of its use.

FORAGING, URBAN

Base Cost: 2

Urban Foraging is a skill that provides characters with the ability to search the streets and garbage



"What do I do for a living?"

I'm a collection agent; I collect the dregs of society that live outside the law."

***Miles Whittaker
Bounty Hunter***

CHARACTER GENERATION

"I'm your worst nightmare; an unseen assailant reaching out to you from afar."

Whisper Assassin

for reusable goods (such as clothing, equipment and electronics) in addition to edible food. All characters can search the trash for items, but those possessing Urban Foraging know where, when and how to look for certain goods. The character is skilled with performing quick examinations of goods and determining if any profit or use can be made of them. Urban Foraging is a skill shared heavily amongst those living on the streets of the Fringe.

Note: Regardless of whether or not the character makes a successful Skill Roll with Urban Foraging, the GM is not automatically required to allow the discovery of salvageable goods.

FORAGING, WILDERNESS Cost: 2

Like its Urban counterpart in one respect, Wilderness Foraging gives characters the ability to search their environment for foods that provide sustenance. The character has the ability to locate edible plants, fruit, fungi and other miscellaneous forms of vegetation that make up the Wastelands. The character knows the basic cooking or cleansing requirements for certain vegetation prior to ingestion and which substances should be completely avoided. Note: A failed Skill Roll can result in improper food preparation, incorrect identification or even death. This skill is often used in conjunction with Survival.

FORENSICS Base Cost: 3

Forensics enables characters to search locations for clues, fingerprints, perform various tests (such as DNA-match and ballistics) and examine evidence. While some of these details can be handled with very little assistance, most require the use of laboratory facilities and access to a computer for analysis. Information learned through the character's use of Forensics is dependent on the successfulness of the Skill Roll. The GM should make the final determination on what the Forensics skill can discover based on examinations and various analysis techniques.

FORGERY Base Cost: 2

Forgery allows characters to falsify or create fake documentation well enough for them to pass as the genuine article. The character must possess a sample of the original work to be forged and must have the necessary equipment to create the forgery (ie. blank passcards, paper of correct weight). If a character fails their Skill Roll by more than 2 points, they'll have made a mistake in which they'll notice no defects. (The character may attempt another Perception Roll after 6 hours and if successful, will notice the defect in the forgery.)

For every point the character makes their Skill Roll by, persons scrutinizing the article must adjust their Perception Roll by -2.

GAMBLING Base Cost: 1

The character is an adept player of various games of chance and possesses a working knowledge of the mechanics behind them. The character has the ability learn completely new games within 6 minutes (roll 1d6) and has the ability to discern if any person at the table is cheating based on a successful Skill Roll*. *The Gambling skill doesn't increase a character's potential chance of winning.* (* If another person at the table is cheating, use a Skill Versus Skill test to determine the outcome).

GUNSMITH Base Cost: 4

The character knows how to take care of any firearm which they possess a Combat Skill with. The character may take weapons apart, re-assemble them, pack and load their own ammo, and center the weapon's sight (whether original or add-on). The character also has the ability to perform repairs to a damaged weapon (if the GM determines the weapon is repairable). If a character chooses to pack and load their own ammunition (ammo with casings), reduce the purchase price by half*. (* Only standard rounds for small arms may be made using this skill—All other types must be purchased in their pre-loaded states.)

GYMNASTICS Base Cost: 3

Gymnastics provides characters the ability to use various stationary objects in their general proximity to their advantage by maneuvering over and under them with little difficulty. Gymnastics differs from Acrobatics in that Acrobatics is primarily a floor-based skill, while Gymnastics utilizes various levels of terrain and stationary objects to perform twists, spins and various Strength-related maneuvers. If objects are properly located, a character possessing Gymnastics may use this skill for climbing (although in a flashier manner). Note: *The use of Gymnastics in combat provides the character a +1 to their Defense versus H-T-H attacks.* The total distance per Action, (both vertical and horizontal), a character can travel while using Gymnastics is equal to their normal "Per Action" sprinting distance -2".

If the character suffers Knockback greater than 3 feet while performing Gymnastics (ie. same Action Segment), the character must make a free* Gymnastics Skill Roll to maintain stability or falls to the ground. (* Doesn't require the expenditure of an Action.) Note: Only Acrobatics and Fall Recovery aid the character versus Knockback.

CHARACTER GENERATION

IMITATE VOICES

Base Cost: 2

This skill enables characters to imitate the voice of another person with near perfection after a period of study and practice. Anyone listening to the imitator who is familiar with the original voice may make a Perception Roll* to notice the difference. (* The roll suffers a penalty equal to the number of points the imitator made their Skill Roll by.)

The major difference between Imitate Voices and the cybernetic option: Vocal Emulator, is that only the latter has the potential ability to deceive a Mark-17 Voice Analyzer. (Please read the entry in the Equipment chapter.)

INFILTRATION

Base Cost: 2

Infiltration allows characters to "join" various organizations, (legal or criminal), in attempt to secure information or search for a specific object the group has acquired. Example: A Special Investigations Fringe Officer posing as a religious zealot in order to infiltrate a cult suspected of performing several human sacrifices.

Note: The GM should emphasize that if Infiltration is used to "join" a specific organization, the mannerisms and knowledge the character portrays is often a key factor. As a result, poorly prepared characters should incur penalties (-1 to -4) to their Skill Roll. However, characters possessing Acting and/or Disguise should gain a bonus of either +1 or +2 with their Infiltration Skill Roll.

INTERROGATION

Base Cost: 3

Interrogation is a skill used to coerce or force another person to provide answers to specific queries. It allows characters to manipulate a subject's emotional state in such a manner as to cause the subject to break down and tell the truth or to yell things in anger they intended to conceal. (Such as consoling the subject and feigning sympathy or making derogatory comments and threatening the subject's personal health or the well-being of their family.) If the situation calls for a different method of Interrogation, a much more extreme and painful one is utilized—torture.

How Interrogation works: The character performing the Interrogation must make a successful Skill Roll modified by (1/2 the target's Willpower (rounded downwards) + Conscious Will).

If the Skill Roll fails, the subject resists the Interrogator and the skill may not be attempted again for a period not less than two hours. Should the Skill Roll succeed, the subject must truthfully answer the exact number of questions the roll was made by. If the Skill Roll is made by half or less, the sub-

ject must answer every question the interrogator asks them.

Note: When the Skill Roll has been made by half or less, the number of hours in which the victim must answer all questions is equal to the amount of points the Skill Roll was made by.

William Guiles is about to interrogate a thug that unsuccessfully tried to jump him in the alley. After pummeling the young man for several minutes, William asks him for some crucial information only a yakuza member would be likely to know. The thug painfully looks upwards at William, spits out several teeth, and begins to tell him everything.

William Guiles has Interrogation on a 12 or less. The thug, possessing a 5 Willpower and 2 points of defense from his Conscious Will skill, has a total defense of 4 points. These 4 points are then applied to William's Skill Roll thus reducing the roll to 8 or less.

William rolls the d20 and a 2 results—less than half of what was needed.



INTIMIDATION

Base Cost: 2

By using this skill, a character can frighten a person into performing a desired action. Intimidation allows the character to use their appearance, spoken word, or physical action to be the catalyst that evokes a response from the subject. Although Intimidation may be used to gain information, the GM should limit results. (Interrogation

"I will never be content with 'how things are' until the Core government lies broken beneath my feet."

Kunihiro Tabucchi
Northern Alliance Head

CHARACTER GENERATION

"You aren't a saint Ms. Administrator nor is your government God's gift to mankind..."

Don't make it out to be."

**Kunihiro Tabucchi
Northern Alliance Head**

fulfills this requirement.) The skill's main purpose is to allow the character, by way of sheer intimidation, to force about a desired effect. Example: Drawing a weapon to make people back away or growling at a street urchin to make him run. The subject or subjects of the Intimidation may use (1/2 of their Willpower (rounded downwards) + Conscious Will) to reduce the Intimidators Skill Roll. (1/2 Willpower + Conscious Will.)

INVENTOR

Base Cost: 4

This skill allows characters possessing the necessary complementary skills to create new devices, armor, vehicles and weapons. The inclusion of complementary skills is essential and determines the extent of design and production of new goods. The practical limit of a character's ability to invent new items is dictated by the Inventor Skill Roll, complementary skills and feasibility of the invention.

Example of complementary skills for an inventor who wants to create new alarm systems:

Computer Programming
Electronics
KS: Security Alarms
Security Systems

The amount of time required to invent a new instrument or object should be strictly controlled by the GM. Simple creations can be made in a number of days equal to (# of complementary skills used x 1). Moderately complex inventions can be made in a number of weeks equal to (# of complementary skills x 2). Complex inventions can be made in a number of months equal to (# of complementary skills x 3).

On the first day of design/manufacturing, the character must make their Inventor Skill Roll. On each new day, week or month (depending on whether your invention is simple, moderately complex, or complex, the character must make another Skill Roll. Should the character ever fail a Skill Roll, the last period of time, (day, week, or month), has proven to be unproductive or negative testing. The character must then add that period of time to the already established finishing date. (This simulates the inevitable project error whether it be in design, testing or manufacturing.)

JURY-RIG

Base Cost: 3

Jury-Rig enables characters to perform makeshift operations on various machinery in order to gain access to the object or the use thereof. The char-

acter doesn't need to possess a complementary skill unless the desired result outstrips the basic ability of the Jury-Rig skill.

Jury-Rig is a catch-all skill allowing characters to hot-wire vehicles, strip fiber optical cables from walls for use in a damaged Marauder or even use the electronics in a notebook computer to double as an alphanumeric lock decoder.

Note: The items jury-rigged using this skill will, for the most-part, lose their cohesion due to wear and tear on the objects used to "fix" or alter the unit. (Some items, such as hot-wired vehicles, will continue to operate until such time as the alteration is removed or the vehicle runs out of fuel.)

KNOWLEDGE SKILL

Read Entry

A Knowledge Skill is a skill meant to flesh out a character by providing them a general or specific understanding of topics not listed amongst the entries in the skill section. General Knowledge Skills are those which provide an overall conceptual understanding but not extensive detail, (such as KS: Core), while a specific Knowledge Skill provides greatly detailed information regarding a single topic (such as KS: Black Market). In the example of KS: Core, the character would know the history of Citystate Pacifica Core, the basic workings of the government and police system as well as major points of interest.

However, a character possessing a very specific area of knowledge such as KS: Black Market, would know the particulars regarding locations of selling points and the names of specific dealers.

Note: Knowledge Skill costs are dependent on the type of information known. A broad field of knowledge costs 1 point. A very specific field of knowledge costs 2 points.

LANGUAGES

Read Entries

All characters in Marauder: 2107 are assumed to be able to speak the continental language of Japanese (although with wildly different accents). If the character wishes the ability to speak additional languages, they must purchase each language individually at a specific complexity level. Below is a partial list of available languages:

Chinese	Italian
English	Korean
Esperanto	Pidgin (Waseteland)
French	Spanish
German	Tongue (Nomadic)

CHARACTER GENERATION

Once you have selected a specific Language, you must then determine the character's fluency. Below is a list of point costs in relation to level of complexity. Note: Languages require no Skill Roll to utilize, however, the GM may ask players to make an Intelligence Roll to comprehend unintelligible words or phrases (as in the case of different dialects or accents).

COST	COMPLEXITY LEVEL
1	Slight- Important Words/Phrases
2	Basic- Elementary Conversations
3	Moderate- Strong Communication
4	Mastery- Mastery of the Language
5	Complete- Mastery with Accent

LEADERSHIP Base Cost: 2
Leadership is a unique talent possessed by a character whose charismatic appearance, thought-provoking oratory skills and high ideals provide them with the ability to garner the admiration and respect of those around. Everything about the character conveys the word—*authority figure*; from their simple mannerisms to their nods of personal acknowledgement. Note: The GM has the option to use Leadership to influence the use of other skills such as Administration, Media, Streetwise and vice versa (adding a +1 to +3 to the Skill Roll).

LIGHTSLEEP Base Cost: 4
This skill provides the character with the ability to sleep lightly, enabling them to wake easily to even the most sure-footed sounds.

Under normal situations, a character can self-awaken from slumber in 6 Rounds if slightly jarred or a slight noise offers disturbance. If the character is shaken by another person, the character may wake in 3 Rounds. Loud noises, being shaken violently, or being struck (ie. Lethal Damage), wakes the character immediately (although they may not perform anything until the next Combat Round and are regarded as having 1/2 their Defensive Combat Score + Athletics).

Characters possessing Lightsleep have the ability to awaken in 1 Action provided they make their Skill Roll. Although they may not perform anything until their next Action, treat them as having their full Defensive Combat Score + Athletics.

Note: A sleeping character possesses a 0 Defensive Combat Score and opponents within the same hex may choose their strike location.

LIP READING

Base Cost: 2
This skill gives characters the ability to read the lips of person in the act of speaking and understand what they're saying irregardless of whether or not the voice can be heard. The subject of the Lip Reading skill use must be within the character's field of vision and an unobstructed line of sight must exist between the character and the subject's mouth. The use of certain cybernetic or equipment-based visual aids will not allow Lip Reading to be properly used as they distort the image. (Specifically, the items in question are those that utilize infrared or thermographic sensors.)

Note: If the subject is wearing headgear (full helmet, facemask, gasmask) or has lower face coverage (scarf, bandanna, dust shield), Lip Reading cannot be used.

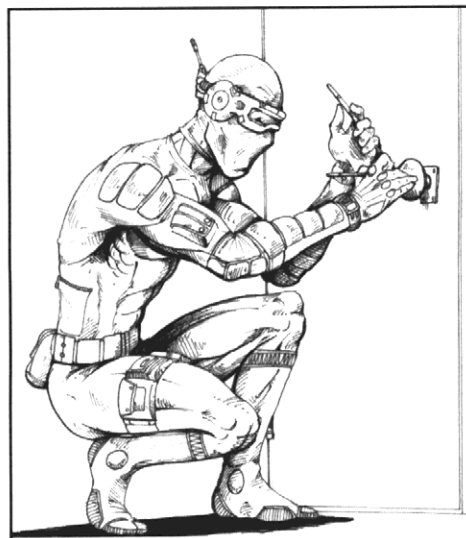
LITERACY

Base Cost: 1
While all characters are considered fluent in the Japanese language, only those possessing Literacy have the ability to read and write. (This simulates the vast differences in educational resources and/or training found amongst the denizens of Honshu.)

Literacy must be purchased individually for each language the character possesses in which they require the ability to read and write. Note: The Literacy skill has a fixed Base Cost of 1 point and requires no Skill Roll to utilize. Once this point has been spent, no additional points need be expended. (Except for those characters with multiple languages as described in this entry.)

LOCKPICKING

Base Cost: 3
A character possessing this particular skill is talented with unlocking almost any type of lock



"They truly test my patience these foul humans. When will they learn that my rule shall be absolute?"

Tetsu Yamada
Breeder Overlord

CHARACTER GENERATION

**"Screw
cybernetics..."**

**If you want
something
beyond a toy to
garner your
respect, slip into
the newly de-
signed Marauder.**

**The maximum in
body protection
and enhance-
ment."**

**Tanner Cancilla
Marauder Salesperson
Takatashi Heavy Ind.**

utilizing keys, tumblers, combination or electronic format. Depending on the exact locking mechanism type, the character may require the use of a lockpick set, a lockpick gun, an amplification scanner, or an electronic decoder.

A minimal lockpick set generally contains a tension bar, an "L" shaped tool for manipulation of locking pins and at least 6 picks ranging from a thickness of .025-.035.

The lockpick gun is inserted into the locking mechanism and after activation, unlocks the device (destroying the lock in the process).

The use of an amplification scanner is required for use against tumbler locks as the unit measures changes in internal pressure or plate shifts and notifies the user of correct numerization.

The electronic decoder is utilized for entry into objects sealed using the standard electronic numerical code number. Once attached to the service plate, the decoder automatically begins to attempt each number consecutively until the numerical code is learned.

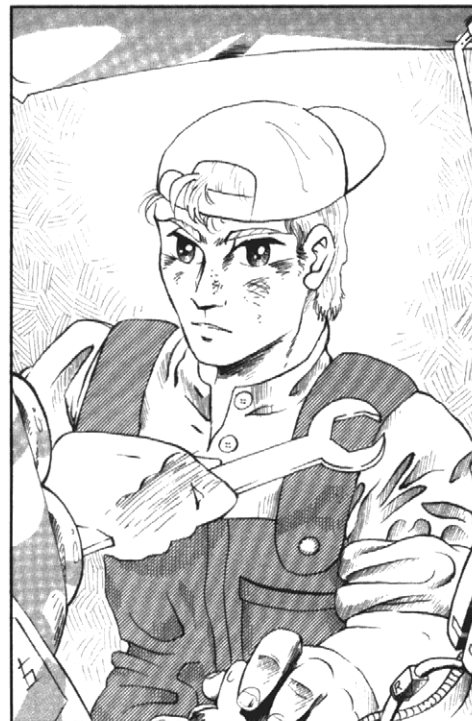
Note: Lockpicking cannot be used against devices protected by fingerprint or retinal scanners.

MARAUDER PILOT Base Cost: 6
Marauder Pilot enables characters to operate the various heavy mimetic exoskeletal units used for industrial work, Wasteland expeditions, and high-threat environments. (For more information regarding the Marauder, please see the Equipment chapter.) There is only a single base cost covering the entire MAR product-line allowing a character to use different Marauders equally well.

Note: Once the initial points are spent on the skill, no additional points need be expended.

MARAUDER REPAIR Base Cost: 3
Marauder Repair provides the character the ability to fix damages done to their heavy-exoskeletal unit depending on its severity. Minor repairs to external armor, internal metal fatigue, electronic or mechanical defects/damage and power couplings can be accomplished using this skill. (In game terms, minor damage repairable by this skill is limited to 1/4 the SIR of any body-portion. Damage exceeding 1/4 of a body-portion's SIR requires the unit be serviced by a maintenance facility.)

Note: Characters wishing the ability to extensively modify their Marauder should acquire the Inventor skill.



MECHANICS

Base Cost: 4

A character possessing this skill has the ability to repair, replace or build hydraulics, servos, and mechanical-based devices. The character cannot perform any adjustments or repairs without the use of the appropriate equipment required for the job.

When using this skill, the GM should determine a reasonable amount of time normally required for the task based on the complexity of the assignment, the availability of the parts and the degree of secondary damage to locations within the area of repair. This amount of time, whether the GM determines that it's in hours, days, or weeks, is then adjusted by the number of points the character makes their Skill Roll by. (As described in the Skill Versus Skill section.)

MEDIA

Base Cost: 2

This skill allows characters to utilize the media (television, radio, billboards, newspapers and data-links), to their maximum advantage. The character knows which group of society to appeal to using specific mediums and estimate market saturation based on various social and economical demographics. In addition to the knowledge of marketing and advertising, a character skilled in Media instinctively knows how to manipulate the various media elements to exactly fit their needs. (Persons possessing this skill often include: newcasters, public relations officers and government officials.)

CHARACTER GENERATION

NAVIGATION

Base Cost: 2

Navigation provides characters with the skills necessary to determine directional travel while in the air or on the water. (Ground travel navigation is discussed under the Orienteering skill.)

Through the use of the vehicle's onboard computer and intricate mapping system, the character knows how to operate and program the device to plot directions and courses for travel (whether for short or sustained periods). Most vehicles in 2107 utilize holographic plotting (within large crafts), heads-up fractal terrain generators, or computer-based topographical relief maps.

Whenever a character attempts to use Navigation but fails their Skill Roll, assume that it was either human or computer error. In either case, the programming was executed incorrectly and those inside will not notice the improper heading unless: (1) The pilots maintain visual contact with terrain, (2) Somebody rechecks the navigational computations, or (3) After 2 hours have elapsed, the character may make an INT Roll at -2 to recall the error made. (Number 3 will only work in situations where the GM has determined that the error was made by the programmer. The character may continue to attempt INT Rolls every 2 hours with the -2 penalty applied, until such time as they make their INT Roll or one of the other two criteria are met.)

NEGOTIATION

Base Cost: 2

Negotiation is a skill primarily held by Nomad or Newlord leaders and those in upper-echelon government positions within the Citystate. It provides characters with the fundamental skills required to arbitrate rulings or act as mediator between two or more parties. For the most part, Negotiation is used by governments in order to establish equitable trade agreements and determine land rights.

In practical usage, each party makes a Skill Roll with the specific skill used (ie. Bureaucratics, Criminology/Law or Knowledge Skill). The results are then compared to one another and the score that exceeds the necessary roll by the most is used to modify the negotiator's Skill Roll. Once the Negotiation Skill Roll has been modified, the character rolls a d20 and attempts to roll successfully. If the roll results in a failure, the character is hushed by both parties and may not attempt to use the Negotiation skill for another 2 hours. If the roll succeeds, the character has managed to gain control of the proceedings and may then arbitrate until such time as an agreeable settlement can be made between all parties concerned. (It's suggested that GM's leave this skill only to NPC's.)

NOTICE

Base Cost: 2

This skill simulates a character's heightened senses—hearing, sight, smell and taste. (The sense of touch is not covered by this skill.) For every 2 points expended, the character may increase their Perception Roll by 1 point with one specific sense.

Example: A character possessing a Perception Roll of 12 or less and a +2 Notice: Sight, would have a Sight Perception Roll of 14 or less (12 + 2 = 14) and all other Perception Rolls at 12 or less.

ORIENTEERING

Base Cost: 2

Orienteering allows characters to navigate terrain in both known and unfamiliar surroundings through the use of a compass, maps and analyzing various relief features such as hilltops and gorges for guidance. The character knows how to use the compass to determine azimuth and back azimuth, how to use maps to determine location and direction of travel, and how to use visual clues to assist in land navigation.

In some cases, such as when the character doesn't possess a compass, the character may determine direction by using the sun's facing, location of stars at night, or by examining specific flora and fauna for "tilting." (Due to vegetation being photosynthetic, it's common for plants partially concealed from the sun to angle/tilt itself towards available sunlight.)



PARAMEDICS

Base Cost: 2

This skill enables the character to give aid to those with various forms of injuries; from "simple" poi-

"Prison life isn't so hard; you get food, shelter and clothing."

"With the right connections, you can get drugs, weapons and special privileges...It ain't so bad, and I only got ten more years to go."

***Vincent Dagget
Convicted Felon
(Three counts of first degree murder.)***

CHARACTER GENERATION

"Life is a precious commodity which should be given free reign. It shouldn't be controlled by the likes of Dianne Yamata or Kunihiro Tabucchi.

Unite my brothers and sisters; rejoice in the glow of the body."

***Father Yoshioka
Religious Zealot***

soning to dismemberment. Paramedics gives characters the ability to quickly ascertain the extent of the injury (provided the injury is obvious or easily identifiable).

In Marauder: 2107, when a person suffers an injury caused by an attack and sustains more than three points of Lethal Damage in a specific body location's Life Points (see entry in the Game System), they begin to lose blood until the wound is treated or the character dies.

To stabilize a wound, the character must make their Paramedics Skill Roll at a penalty of -1 for every 3 points of Lethal Damage the location has received (If fractions result, round the score downwards). Should the Skill Roll succeed, the character has successfully stopped the bleeding. If the Skill Roll fails, the victim suffers an additional point of Lethal Damage to the body part in question and Paramedics must be retried.

PERSONAL SKILL

Base Cost: 1

A Personal Skill is one that mainly contributes to the character's development whether in part of their background or current choice of sports and hobbies. Personal Skills are game elements which round out characters for long campaigns heavy in intersocial development and adventure rather than single scenarios. Examples of Personal Skills include: Baseball, Cooking, Dancing and Singing.

PERSUASION

Base Cost: 2

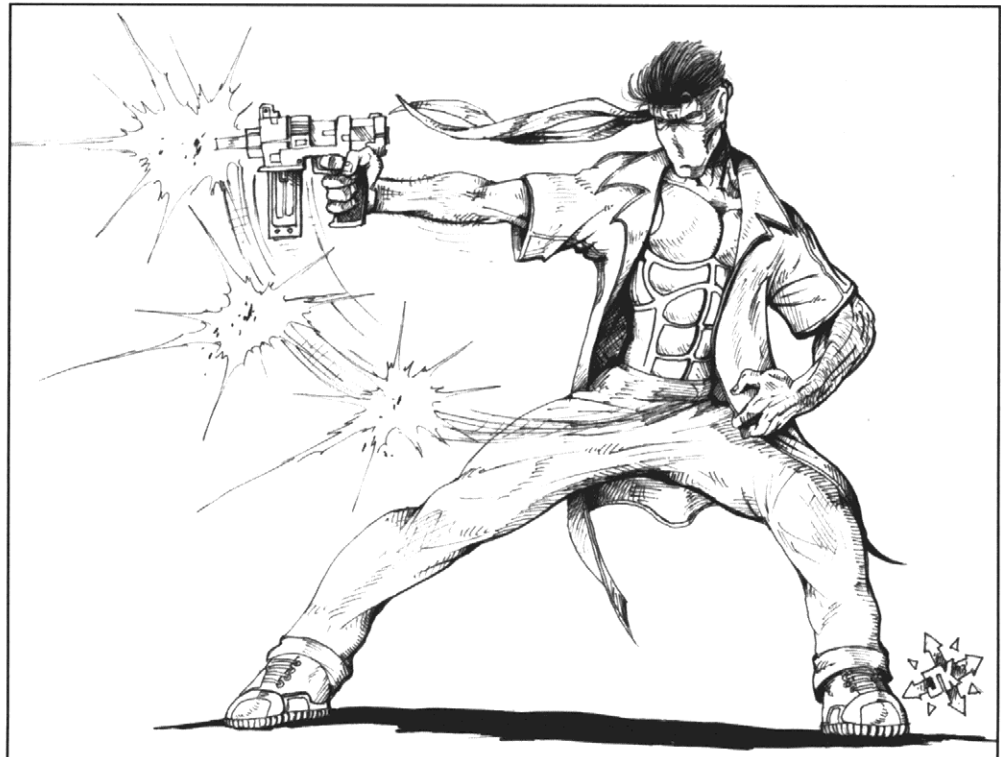
This is the ability to convince another person into doing or saying something that they've already considered but chosen not to perform. The character being persuaded cannot be convinced of doing anything beyond their capability, not within the framework of good conscience, or grossly negligent to the safety of themselves or loved ones. A person can be persuaded to briefly show the character some "secret" paperwork, but not necessarily enough to give them copies or even the originals to take. Should the Skill Roll fail, the persuasion doesn't work, and may not be tried again.

A character possessing Persuasion may add a +1 to their Skill Rolls with either Bartering, Fast Talk or Interrogation. Note: Persuasion works in the same manner as Interrogation. The persuader must make a Skill Roll after reducing the roll by half the target's Willpower (rounded downwards) + Conscious Will.

PICKPOCKET

Base Cost: 3

Pickpocket is a skill that gives characters the ability to steal items directly from a person or something that they're carrying (such as a purse or grocery bag). In most cases, the objects stolen are taken out of the victim's accessible pockets during a staged "accidental" body collision. If the thief knows the location of a specific item on a person, they may opt to attempt to steal it by applying a



CHARACTER GENERATION

bonus of +2 to their Skill Roll. (Any object taken must be of a size and weight which, when stolen, doesn't cause the victim to notice an immediate loss.)

PILOT

Read Entries

This skill enables characters to pilot airborne-based vehicles. For each vehicle type that your character wishes to be proficient in operating, they must purchase its individual cost as shown in the chart below:

COST	VEHICLE TYPE
2	Hang Glider
2	Glider (Fixed Wing)
3	Helicopter (Single)
3	Helicopter (Four Man)
3	Helicopter (Cargo)

QUICKDRAW

Base Cost: 4

Quickdraw allows characters to draw their weapon from concealment, a holster, or sheath, in 1/2 an Action Segment rather than requiring a full one. If the weapon is a firearm that is already loaded, the character may fire one (1) shot at their opponent. If the weapon is for use in melee combat, the character may attempt to strike an opponent if within range. In any case, the weapon in question must be within an accessible location on the person or within immediate reaching distance.

Note: If two or more opposing characters use this skill, each acting on the same Action Segment and possess equal Agility values, the character with the higher Dexterity performs their Quickdraw first. If the Dexterity values are the same, treat the Quickdraw as occurring simultaneously.

QUICKLOAD

Base Cost: 4

Quickload allows characters to load their weapons extremely fast during combative encounters. Weapons that normally take 1 Action Segment to reload, may be reloaded in 1/2 the time allowing the character to fire one (1) shot. Weapons that require more than 1 Action Segment to reload, such as vehicular machineguns, can be reloaded in two Actions rather than the normal three.

RELIGION

Base Cost: 1

This skill gives a character the firm understanding in the backgrounds, beliefs, and practices of specified religions. Also referred to as theology, this

skill is the intense study of various religions and their effects on its followers, both socially and spiritually. While not the average PC skill of choice, Religion is included here for the generation of NPC's.

RESEARCH

Base Cost: 1

Research is a skill which enables characters to locate specific information in a reasonably informed manner. The character knows which sites offer the greatest ability to procure information, which computer mainframe stores related materials of possible consequence, and the names of those people which may have insight to the character's queries. The greater the Skill Roll's success, the more information the character has the ability to learn (GM's determination).

Note: Research is often used with the following skills: Appraisal, Bureaucratics, Computer Literacy, Forensics, Knowledge Skills, Media and Sciences.

RIDING (ANIMAL)

Base Cost: 3

This skill enables characters to ride any of the three current mounts: Belder*, Horse, or Stryder*. The character knows how to command the animal by use of vocal cues, rider foot placement or bit and bridle. Once the initial 3 points have been spent, no other points need be expended. (*The Belder is a work animal that was created prior to the late 2030's and the Stryder is a mechanical mount with six legs. These two mounts are mainly used by Nomads and travellers in the Wasteland.)

SCIENCES

Base Cost: 3

Sciences are branches of study or knowledge, especially those that concern facts, principles and methods generally supported through hypothesis and experimentation. These bodies of information containing facts or truths are systematically arranged and show the operation of general laws. Listed below are exactly 18 fields of Science. This in no way reflects the actual number in existence and should not limit a player's choices.

Agriculture	Geology
Anatomy	Inorganic Chemistry
Biochemistry	Marine Biology
Biology	Metallurgy
Botany	Microbiology
Chemistry	Organic Chemistry
Cybertechnology	Physics
Geography	Robotics
Genetics	Zoology

"You've got three wounds, Julius."

You've got a small caliber wound to the thigh, a rifle round embedded in your hip bone and a knife wound to the arm.

Next time, don't piss off a drunk Nomad."

***Makiko Hamanaka
Field Medic/Guide***

CHARACTER GENERATION

"These children aren't hostages. Consider them attitude adjusters to ensure that you follow my demands."

Little Atsuo here will be the first to go if you don't restore power back to this building."

**Yoshio Kobayashi
Terrorist
(Four minutes before
being killed by a team
of ESWAT personnel.)**

SECURITY SYSTEMS Base Cost: 3

This skill represents a character's knowledge and ability to install and defeat various forms of security devices such as thermographic sensors, alphanumeric passcode systems, circuit-breaker alarms, and fingerprint scanners. In some extreme cases, it will even allow the character to diffuse certain explosive systems using electronic detonation devices.

To perform this skill, characters must possess the required tools for the job and should have either or both, Electronics and Knowledge Skill: Security Alarms.

Note: If the character possesses Electronics, they may add a +1 to their Skill Roll with Security Systems.

SEDUCTION Base Cost: 2

Seduction is the art of enticing a member of the opposite gender so that both parties may indulge in sexual intercourse with one another. In a game situation where a character attempts to seduce another, the character is required to make a Skill Roll which has been reduced by (1/2 the opponent's Willpower + Conscious Will).

If the character successfully makes their Skill Roll, even after applying the modifiers, they've technically seduced the party in question. Why technically? In certain situations, the person being seduced may be completely opposed to your presence and is vehemently disgusted by your forwardness or suggestions. Should this be the case, the success of the Seduction Skill Roll is ignored.

Note: The art of Seduction isn't limited to usage upon members of the opposite sex.

SHADOWING Base Cost: 3

Shadowing is the ability to follow another person undetected on foot, mount, or by use of a vehicle. The character knows how to use crowds, traffic and terrain to their advantage for maintaining concealment from the subject being followed. The character must make a Skill Roll for every 5 minutes the subject is being followed while on foot, every 10 minutes while using a mount, and every 15 while using a vehicle. If the character ever fails their Skill Roll, the GM must determine whether the person being followed has eluded the character or has spotted them.

Note: If the target being followed also possesses Shadowing and is attempting to "lose" the follower, a Skill versus Skill test must be initiated. If the target wins three consecutive times, they've lost the follower.

SIGN LANGUAGE Base Cost: 3

The character knows how to communicate by using sign language—the ability to "speak" to another through the use of arm, hand and finger gestures. By expending 3 points, the character may communicate with any other person that also possesses Sign Language.

Note: This skill has a fixed Base Cost of 3 points and requires no Skill Roll to use. Once the initial points have been spent for the Skill, no other points need be expended.

SLEIGHT OF HAND Base Cost: 2

This is the ability to deceive others into believing a specific effect has occurred through the use of rapid hand movement. Sleight of Hand can be used to trick persons into believing certain actions were taken, although in reality, most movements were simply various forms of deception used for effect. Examples: Three Card Monty, palming a specific card, making an object suddenly appear from nowhere like magic.

Note: A failed Skill Roll results in a failed attempt that vividly shows the deception the character was trying to accomplish.

STEALTH Base Cost: 3

With this skill, characters may hide behind the covers of darkness or within the folds of shadows and secretly enter facilities. While moving under Stealth, the character may only travel 1/2 of their normally-allotted movement per Round.

Upon a successful Skill Roll, the character moves silently and limits the abilities of others to visually locate or hear him. In game terms, it reduces the chance of an opponent locating him by -4 to their Perception Roll. A character under Stealth may attack others by Surprise (see Game System chapter), however, from that time on, the character becomes completely visible to everyone in line-of-sight.

Note: This stealthing ability is completely negated versus persons or security devices utilizing infrared, thermographic or motion sensors and imaging devices.

STREETWISE Base Cost: 2

With this skill, a character can make deals, find out information, pass information, or get in touch with specific parties by putting word out on the street. The character knows with whom to speak and how to go about securing illegal goods, information, or even safety. The character knows where

CHARACTER GENERATION

drugs are sold, where the cleanest data can be learned, which gangs control what territory, and the various intricacies of nightlife on the streets. Note: The greater the success of the Skill Roll, the greater the amount of information can be learned.

SURVIVAL

Base Cost: 2

This skill enables characters to survive in the Wastelands through the use of sheer ingenuity and/or formal survival training such as those learned by various nomadic clans. The character knows how to devise adequate shelters to protect themselves from predators and the elements. It also enables the character to create various forms of weapons and crude vehicles (ie. carts) whether pulled by animal or man. *This skill is often used in conjunction with Foraging, Wilderness.*

SWIMMING

Base Cost: 2

This skill enables the character to swim. Anyone not possessing this skill cannot swim and therefore, has the distinct possibility of drowning. The maximum movement a character may travel per Round is equal to half the character's maximum Running movement. (Swimming is a fixed Base Cost skill and requires no Skill Roll to use.)

TRACKING

Base Cost: 3

This skill incorporates the ability of the character to examine various markings in the wilderness such as footprints, bent branches and other clues that lead to a certain subject. The character may also determine the age of the track, the number of subjects travelling within the group and, if used in conjunction with either Knowledge Skill: Mammals or Science: Zoology, the character can determine what type of creature left the markings.

Note: If the tracker attempts to utilize their skill to follow a Stealthing opponent, a Skill versus Skill test ensues. If used to conceal tracks while traveling, for every point the character makes their Skill Roll, any person following suffers a -1 to their Tracking Skill.

TRAPWORK

Base Cost: 3

Trapwork gives the character the ability to set and diffuse traps both large and small. In addition to being able to set and diffuse traps, this skill also provides the character with a +2 to their Sight Perception Roll versus traps. Note: GM's should, under most circumstances, allow players to attempt Perception Rolls to notice traps unless they happen to be well concealed.

VEHICLE REPAIR

Base Cost: 3

With this skill, a character may repair any vehicle that they possess the ability to drive or pilot (See Driving and Piloting entries). Should the character rather simply have the ability to perform repairs on *any* vehicle without having to be skilled with driving or piloting, the Base Cost becomes 6 points.

Note: Skill Levels are purchased as normal, (ie. the 6 point "All Vehicle" option requires Skill Levels be purchased at 6 points).

WEAPON DESIGN

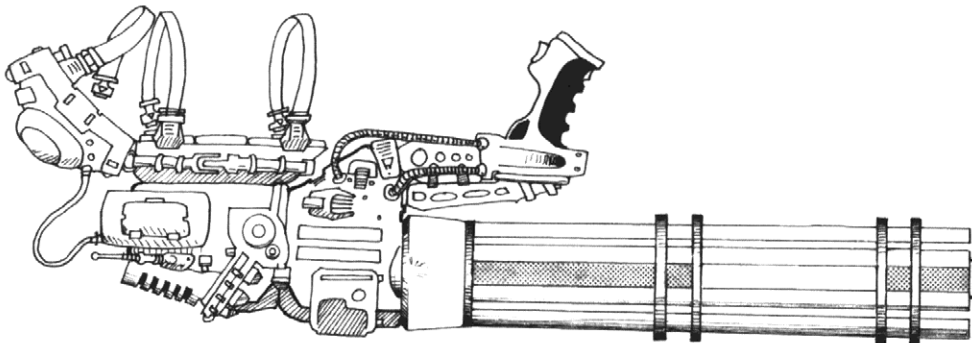
Base Cost: 4

This specialized skill allows the character to design new weapons in any *one* field: Ballistic, Cybernetic, or Melee. The character knows the principle methods of design and how to use related physics* and metallurgy* to generate blueprints necessary in the construction of the weapon. (* Refers to individual Science Skills.)

Designing a new weapon must meet GM's prior approval and requires a lengthy process of drafting, blueprinting, machining and prototyping. At minimum, the entire process should take approximately 3 weeks for every point of Lethal Damage that the weapon will be capable of inflicting. Note: Each week during the process, the character is required to make a Weapon Design Skill Roll. Should the Skill Roll ever result in a failure, an additional week must be added to the overall process. (This is to simulate the various errors in planning, machining and prototyping associated with new item creation.)

"When I look at the Northern Alliance and its leader, Kunihiro Tabucchi, I see a ruthless Yakuza crimelord duping his followers into believing that he's the next great messiah."

Dianne Yamata
Core Administrator



EQUIPMENT

Naked and alone, you stand little chance of surviving but a single night within the dark shadows of the Fringe or amidst the unforgiving Wastelands. To remedy yourself of this horrible fate, peruse the remainder of this chapter and outfit your character with all the equipment and accessories that you feel they'll require.

STARTING FUNDS

In 2107 Japan, the common form of currency remains the yen, of which ¥ is its symbolic representation. Unlike the old yen which was measured against the value of the United States' dollar, the new yen is a "true" approximation of the dollar. Thus, a single yen in 2107 is technically equal to the old dollar bill...a 1 to 1 ratio.

How much money a character starts off with greatly depends on their current residence, marketable skills or professional occupation. If the character possesses a specific skill which is widely used within a given profession (such as Mechanics) and is likely to garner the character employment, add a +1 to the result of the d6 roll for every point the character possesses in the occupational skill beyond a 15 or less Skill Roll.

Core	1d6 x ¥1000
Fringe	1d6 x ¥800
Newlord Community	1d6 x ¥600
Nomad/Scavenger	1d6 x ¥400

MELEE WEAPONS

WEAPON	DAMAGE	COST
Shuriken	SD-1	¥5
Switchblade	SD	¥25
Throwing Knife	SD	¥15
Knife	SD+1	¥30
Dagger	SD+2	¥40
Tanto	SD+3	¥150
Hand Axe	SD+3	¥50
Machete	SD+4	¥100
Sword	SD+5	¥350
Katana	SD+5	¥1000
Battle Axe	SD+5	¥500
Mono-Blade	SD+6	¥800
Brass Knuckles	SD	¥50
Combat Glove	SD+1	¥100
Bo Stick	SD+2	¥60
Nunchakus	SD+3	¥35
Wood Club	SD+4	¥20
Iron Club/Pipe	SD+5	¥30
Bolt	4	¥5
Arrow	5	¥6

SD= Strength Damage

AMMUNITION

Pistol Ammo	#	Cost	AP	HP
5mm-6.7mm	50	¥20	X	X
7.8mm-9.3mm	50	¥25	X	X
10mm	30	¥25	-	-
Rifle Ammo				
6.7mm-8.3mm	50	¥25	X	X
8.7mm-9.3mm	50	¥30	X	X
10mm	25	¥30	X	-
10.7	20	¥35	X	-
Shotgun Ammo				
20 Gauge	20	¥15	-	-
12 Gauge	20	¥20	-	-
10 Gauge	20	¥25	-	-
Heavy Ammo				
13mm	80	¥200	X	-
15mm	80	¥300	X	-
20mm	80	¥400	X	-
25mm	80	¥500	X	-
30mm	80	¥600	X	-

HP= Hollow Point (Cost= Normal Cost x 2.5)
AP= Armor Piercing (Cost= Normal Cost x 3.5)

BODY ARMOR

ARMOR TYPE	AV	COST
Kinetic-Mesh Bodysuit	1	¥150
Dispersion-Weave Duster	2	¥300
Flak Jacket	3	¥200
Kevlar-Lined Jacket	4	¥375
Bulletproof Vest	5	¥350
Huntsman Vest	6	¥500
Nomadic Piecemail	7	¥400/pc
Ceramic Plate (full body)	8	¥5500
Tactical Plate (full body)*	9	¥7500
EOD Protective Suit	10	¥3800
Impact Absorption Pants	2	¥200
Huntsman Battle Pants	4	¥450
Impact Absorption Gloves	3	¥225
Huntsman Battle Gloves	6	¥400
Impact Absorption Boots	5	¥350
Huntsman Battle Boots	6	¥600
Kevlar Cap, Class 1	3	¥100
Kevlar Cap, Class 2	4	¥175
Light Infantry Helmet	5	¥350
Combat Helmet**	7	¥500
Huntsman Battle Helmet***	9	¥700

* Tactical Plate is a fully-sealed suit that can filter outside air or use built-in oxygen tanks for up to 30 minutes. Special embedded musculature and actuators provide wearers a +1 STR and convert H-T-H attacks to Class 2. Note: The Helmet contains a built-in Low-Range Radio Communicator and Infrared Lenses.

** The Combat helmet is equipped with a Low-Range Radio Communicator, Infrared Lenses and Built-in 8x telescopic sights.

*** The Huntsman Battle Helmet is equipped with Infrared Lenses, a Low-Range Radio Communicator, Range-Finder (good up to 300 meters) and targeting system. The targeting system adds a +1 to the BTN with small arms and CAN be used in conjunction with externally-mounted telescopic sights.

AP Rounds: Apply PR versus 1/2 opponent's AV. After applying Strike Assessment, divide the remaining points by 2 to determine true damage.

HP Rounds: Calculate damage as normal. After determining the amount of Lethal Damage, increase the value by 2.

"We stunned him, sprayed mace in his eyes and struck his body with batons but he kept on swinging the katana, cutting three men.

Eventually officer Kelly pinned him down and slapped the 'cuffs on his wrists.

Back at the station, blood tests showed he had taken the drug, Animus...We're lucky he was only thirteen years old."

*Hiro Kodama
Pinecliffe Police Officer*

*"Death is just
God's way of
saying it's your
turn to fertilize
the soil."*

Miles Whittaker
Bounty Hunter

ARMOR LIMITATIONS

Certain types of body armor cannot be worn with other styles. Compare armor types by matching items. If the mutual column contains an X, the armors can be worn together. If the mutual column is blank, the armors are incompatible.

	(H) Hard or (S) Soft	Kinetic-Mesh Bodysuit	Dispersion-Weave Duster	Flak Jacket	Kevlar-Lined Jacket	Bulletproof Vest	Huntsman Vest	Nomadic Piecemail	Ceramic Plate	Tactical Plate	EOD Protective Suit
Kinetic-Mesh Bodysuit *	S		X	X	X	X	X	X	X	X	X
Dispersion-Weave Duster **	S	X			X	X	X	X			
Flak Jacket ***	S	X			X	X	X	X			
Kevlar-Lined Jacket ****	S	X	X	X		X	X	X			
Bulletproof Vest ^	S	X	X	X	X			X			
Huntsman Vest ^	H	X	X	X	X			X			
Nomadic Piecemail ^^	H	X	X	X	X	X	X				
Ceramic Plate ^^^	H	X									
Tactical Plate ^^^	H	X									
EOD Protective Suit ^^^	H	X									

(H) Hard Armor is resilient armor which defends against attacks as indicated in the Game System chapter.

(S) Soft Armor is excellent at protecting the wearer from kinetic impact damage but not as effective versus other forms of attacks. Reduce the armor's AV versus Class 1 non-kinetic impact attacks (fire, Acid, Bladed Melee Weapons, etc) by half. Rather than increasing the AV versus Class 2 and Class 3 attacks as indicated in the Game System chapter, treat all soft armor as possessing 1 AV versus Class 2 attacks and 2 AV versus Class 3 attacks.

* Covers arms, legs, torso and groin/hip.

** When closed, the duster covers all locations except hands, feet and head. When opened, the Duster protects the arms and is effective versus attacks from the rear or side. However, from the front, all regions except the arms are considered unprotected.

*** Covers torso and arms.

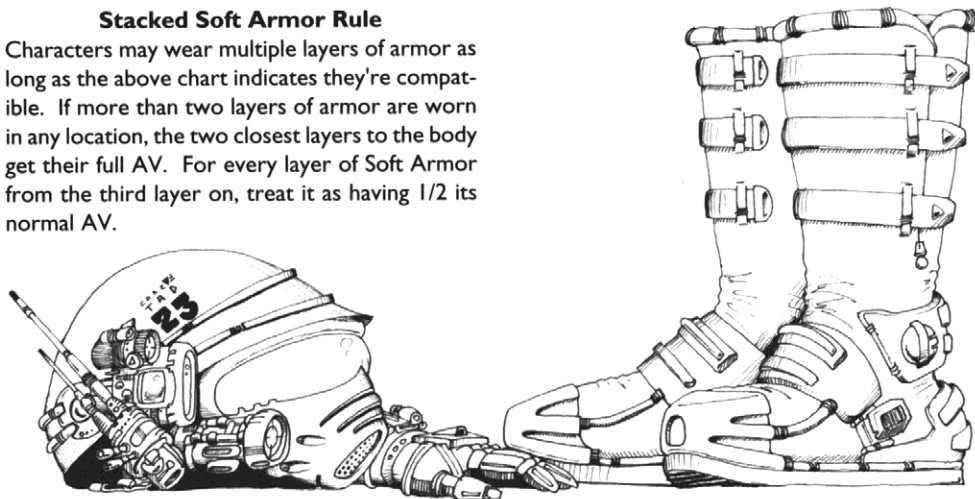
^ Covers torso.

^^ Covers single location (ie. Right Leg.)

^^^ Covers all body parts.

Stacked Soft Armor Rule

Characters may wear multiple layers of armor as long as the above chart indicates they're compatible. If more than two layers of armor are worn in any location, the two closest layers to the body get their full AV. For every layer of Soft Armor from the third layer on, treat it as having 1/2 its normal AV.



FIREARMS

	WEAPON NAME	SIZE	PR	RMV	ROF	RR	CAP	COST	
1	Takatashi Holdout	5	2	4	I	N/A	4	¥100	RR: Recoil Rate CAP: Capacity Cost: Gun Price
	Nippon-Arms Stinger	5.7	3	5	I	N/A	6	¥175	
	Nippon-Arms Protector	6	4	5	I	N/A	8	¥225	
	Endel Model 3	6.3	5	6	I	N/A	13	¥300	
	Endel Model 4	6.7	6	6	I	N/A	8	¥350	
	Pierce-Bendhi Renegade	7.5	7	7	I	N/A	6	¥475	
	Takatashi Enforcer	8.3	8	7	I	N/A	6	¥500	
	Monolith C.221	9	9	8	I	N/A	8	¥600	
	Sigma Inc. R-11	9.3	10	8	I	N/A	8	¥750	
	Monolith Hi-Power "Oni"	10	12	9	I	N/A	8	¥900	
2	Monolith Freedom	20 Ga	9	3	I	N/A	2	¥125	PR: Penetration Rating RMV: Range Modifier Value ROF: Rate of Fire
	Endel SH-1	20 Ga	9	3	I	N/A	5	¥150	
	Endel SH-2	12 Ga	12	4	I	N/A	5	¥200	
	Takatashi Autogauge	12 Ga	12	4	I	N/A	10	¥250	
	Pierce-Bendhi C.300	10 Ga	15	5	I	N/A	8	¥375	
3	Nippon-Arms Allego	5.7	3	5	1A	1	20	¥475	7: Heavy Weapons Size: Ammo Size
	Endel SIG 22	6.3	5	6	2A	2	20	¥550	
	Monolith Ares	6.7	6	6	3A	2	30	¥575	
	Pierce-Bendhi C.551	8.3	8	7	2A	2	30	¥625	
	Pierce-Bendhi Orion	9	9	8	3A	3	30	¥650	
4	Jaspar Executive	6.7	8	16	3A	2	30	¥550	4: Assault Rifles 5: Rifles 6: Sniper Rifles
	Takatashi Sterling	6.7	8	16	4A	2	30	¥650	
	Monolith Warcry	7.5	9	20	2A	3	45	¥700	
	Endel SIG 30	7.5	9	20	3A	4	30	¥750	
5	Endel Firestorm	7.5	9	20	I	N/A	10	¥250	1: Pistols 2: Shotguns 3: Submachine
	Monolith Sportsman	8.3	10	27	I	N/A	45	¥300	
	Fujakiyu Special	8.3	10	27	I	N/A	30	¥350	
	Pierce-Bendhi C.900	8.7	11	35	I	N/A	15	¥400	
	Nippon-Arms Crescent	9	12	42	I	N/A	45	¥500	
6	Monolith Sniper	8.7	11	40	I	N/A	6	¥550	
	Takatashi Mauler	9.3	13	50	I	N/A	10	¥650	
	Pierce-Bendhi C.951	10	14	60	I	N/A	10	¥900	
	Pierce-Bendhi C.991	10.7	16	60	I	N/A	4	¥1400	
7	Takatashi Starfire	13	20	84	4A	5	150	¥3000	
	Jaspar Autocannon	15	35	92	I	7	20	¥5500	
	Jaspar Dragonfly	20	50	110	5A	9	80	¥10000	
	Jaspar Dragon Mk 2	25	65	150	3A	11	80	¥18000	
	Pierce-Bendhi C.1000	30	80	167	3A	13	80	¥24000	

Laser Sight +1 to BTN ¥300
 Telescopic Sight +1 to BTN ¥200
 Telescopic Sight +2 to BTN ¥400
 Silencer -4 to Hearing ¥300

Recoil Compensator -1 to RR ¥200
 Recoil Compensator -2 to RR ¥450
 Empty Magazine (Pistol) ¥7
 Empty Magazine (Rifle) ¥15

"Would I take a bullet for someone else?"

Hell no!

When it's time for someone to die, you don't mess with fate."

**Saburo Minazawa
Private Detective**

PERSONAL CLOTHING

CLOTHING	COST
Tank Top/ T-Shirt	¥4
Short-Sleeve Shirt	¥8
Long-Sleeve Shirt	¥12
Sweat Shirt	¥15
Sweater	¥20
Sweat Pants	¥10
Shorts/Skirt	¥12
Dress	¥40
Jeans	¥35
Slacks	¥32
Jumpsuit	¥50
Light Jacket	¥50
Cold-Weather Jacket	¥85
Leather Jacket	¥90
Overcoat/Duster	¥100
Wet-Weather Poncho	¥40
Undergarments	¥4
Tube Socks (6 Pair)	¥6
Cold-Weather Socks (1 Pair)	¥6
Dress Socks (6 Pair)	¥10
Stockings/Nylons	¥5
Sandals	¥3
Sneakers	¥25
Dress Shoes	¥40
Hiking Boots	¥55
Cowboy Boots	¥80
Wilderness Boots	¥120
Driving Gloves	¥15
Dress Gloves	¥20
Cold-Weather Gloves	¥20
Tie	¥5
Cap	¥8
Hat	¥40
Personal Jewelry	¥5-?
Wristwatch	¥35
Sunglasses	¥15
Wallet/Purse	¥25
Professional Uniform	¥100-?
Military Fatigues (2-Piece)	¥80
Business Ensemble	¥200
Attache Case/Briefcase	¥40
Suitcase	¥75
Butt-Pack	¥10
Sportsbag	¥15
Dufflebag	¥25

OUTDOOR GEAR

GEAR	COST
Chem-Stick (6 hrs of light)	¥6
Mini-Flashlight	¥8
Standard Flashlight	¥12
Hand-Held Floodlight	¥35
Geiger Counter	¥300
Personal Rad-Counter	¥75
Hazardous Environment Outfit	¥800
Gas Mask	¥400
Mask Filter Replacement	¥40
Personal Rebreather	¥120
Tent (1-Man)	¥50
Tent (2-Man)	¥120
Tent (4-Man)	¥250
Tent (10-Man)	¥460
Blanket	¥30
Cold-Weather Blanket	¥60
Emergency Blanket	¥15
Sleeping Bag	¥90
Cold-Weather Sleeping Bag	¥200
Rucksack	¥130
Rucksack Frame	¥100
Personal Web-Gear	¥80
Web-Gear Canteen Holder	¥10
Web-Gear Magazine Holder	¥20
Canteen	¥20
Personal Mess Kit	¥45
Compass	¥25
Steel Mirror	¥10
Personal First Aid Kit	¥25
Weatherproof Map Protector	¥8
Dry-Erase Map Marker Set	¥5
Collapsible Seat	¥20
Collapsible Shovel	¥60
Water Purification Tablets (100)	¥15
Water Testing Kit	¥45
Collapsible Shower	¥50
Pre-Packed Meal	¥4
Rope (Per 100')	¥150
Grappling Hook	¥40
Carabiner (D-ring)	¥7
Crampons	¥35
Piton	¥6
Body Harness	¥35
Seat Harness	¥55
Fishing Rod and Reel	¥60
Collapsing Fishing Pole	¥40
Tackle Box w/Lures	¥25

MISCELLANEOUS GEAR

ITEM	COST
Wrist-Talker	¥75
Home Communicator	¥80
Headgear	¥100
Transceiver, Type 1	¥150
Transceiver, Type 2	¥250
Transceiver, Type 3	¥350
Long-Range Communicator	¥500
LRCU Encryptor/Decryptor	¥2000
Communications Jammer	¥1500
Communications Scrambler	¥400
Communications Descrambler	¥400
Communications Tap	¥150
Tap Detector	¥200
Voice Mask	¥150
Voice Mask Assembler	¥600
Laser Mike	¥200
Parabolic Mike	¥200
Miniature Mike	¥75
Transistor Detector	¥100
Motion Detector	¥500
Homing Beeper	¥200
Signal Locator	¥350
35mm Camera	¥100
Miniature Camera	¥125
Digital Recorder	¥150
Digital Recorder w/Lowlight	¥300
Binocular	¥50
Binocular w/Range Finder	¥100
Telescope	¥75
Telescope w/Lowlight	¥200
Infrared Goggles	¥500
Thermographic Goggles	¥900
Palm-Size Computer	¥600
Notepad Computer	¥800
Laptop Computer	¥900
Portable Computer	¥1,000
Desktop Computer	¥1,250
Workstation	¥2,500
Portable Printer	¥300
Laser Printer	¥650
Data Chip	¥50+
Personal Pager	¥75
Sim-Chip Player	¥125
VGT Home System	¥700
Sim-Chips	¥100+
Handcuffs	¥50
Thumbcuffs	¥35
Mace	¥20
Neuro-Stunner	¥100

ITEM	COST
Bolt Cutter	¥75
Glass Cutter	¥250
Lockpick Set	¥150
Lockpick Gun	¥125
Electronic Decoder	¥700
Mark-17 Voice Analyzer	¥600
Holsters	¥50
Cybertechnician Toolkit	¥800
Electricians Kit	¥600
Forensic Kit (Site)	¥500
Forensic Kit (Lab)	¥2500
Gunsmith Kit	¥200
Mechanics Toolkit	¥500
First Aid Kit	¥50
Field Medical Kit	¥250
Sim-Skin (8 Uses)	¥25
Concussion Grenade	¥250
CS Grenade/Canister	¥150
Fragmentation Grenade	¥400
Liquid-X	¥200
Plastique	¥100
Black-Stick	¥300
Electronic Detonator Cap	¥75
Blasting Cap	¥20
Timer-Activated Detonator	¥50
Detonation Control Board	¥250
Electrical Wire (100')	¥15
Motion-Activated Detonator	¥800
Pressure-Activated Detonator	¥300

DRUGS

Animus	¥100
Combat	¥125
Crippler	¥30
Erase	¥200
Grunge	¥10
Hype	¥25
Insill-X	¥200
Jester	¥5
Maverick	¥3
Martian	¥10
Night-Trip	¥15
Optimal	¥75
Pain Block	¥75
Quintessence	¥25
Skullcap	¥400
Spasm	¥50
Tranq	¥40
Zephyr	¥50

*"How many ways
are there to kill a
man? I'll tell you
when I've tried
them all."*

Orion Matsui
Karyudo

"You told me to disperse the crowd! If you didn't want me to use a grenade, you should have said something earlier!"

Saigo Futakawa
Pacifica Metroplex
Police Officer

Wrist-Talker: This watch-sized device is a personal communications unit capable of receiving audio signals generated from any communications system. The wearer can answer and transmit messages.

Home Communicator: The Home Communicator is a personal CTP system for use in the privacy of one's own home. It has a built-in video screen, camera, keyboard and a slot for a CTP-D.

Headgear: For hands-free communication, this device is small enough to be worn over the head with an "arm" tilted towards the wearer's mouth. Voice-activated, the device sends radio transmissions to any system set to receive on a pre-set frequency. Range: 5 miles.

Transceiver, Type 1: This hand-held communicator is the standard walkie-talkie with 10 mile range.

Transceiver, Type 2: This hand-held communicator works like the standard walkie-talkie with 25 mile range.

Transceiver, Type 3: This hand-held communicator, roughly 18" long x 5" wide and 4" deep, is the standard ESWAT communication system. This device possesses a total range of 40 miles.

Long-Range Communicator: This 15 pound radio transmitter has an estimated range of 75 miles over flat, unobstructed surfaces and 45 miles under normal circumstances. The device is usually strapped to the inside of a vehicle or in a backpack for transporting.

LRCU Encryptor/Decryptor: This is the same device as the Long-Range Communicator except that it has a built-in Encryptor/Decryptor system. In other words, any messages transmitted through this device are scrambled in such a way that only the proper code numbers will "decrypt" the message.

Communications Jammer: The Communications Jammer is an electronic device that causes "extreme static" to interfere or block any form of radio communications occurring within 50 feet of the Jammer.

Communications Scrambler: This device, mounted to the frontpiece of any audio transmitter, causes all transmissions sent from this end to become scrambled.

Communications Descrambler: This device, mounted to the soundpiece of any audio receiver, allows scrambled communications to become coherent. The Descrambler must be programmed with the proper 6-digit code that the scrambling unit used to send the transmission.

Communications Tap: The Communications Tap is an electronic bug that can be placed in a Home Communicator or public CTP site for "listening in" on any transmissions made from that device. The tap draws its power from the electrical current running through the Home Communicator or CTP site.

Tap Detector: This palm-sized device scans anything within 3 feet for "unusual" electrical signals; specifically-Communication Taps.

Voice Mask: This masking unit modifies the user's voice when attached to the microphone end of any communication device. By switching a selector, the user can choose from 50 different voices ranging from "computer-like" to a member of the opposite gender.

Voice Mask Assembler: The Voice Mask Assembler allows any recorded communication made by a Voice Mask to become "filtered." In this manner, there's a 75% chance that the filtration will be correct; leaving only the masker's true voice.

Laser Mike: The Laser Mike is a surveillance device which uses an aimable laser light to focus onto a glass surface and pick up the vibrations of any communication going on inside a room. The device comes with laser and headphones.

Parabolic Mike: A Parabolic Mike is an aimable microphone that is used to direct audio-pickup at a specific location up to 150 feet away. The device comes with parabolic mike and headphones.

Miniature Mike: The Miniature Microphone is a self-powered surveillance device that can be left anywhere (except in a liquid). It's capable of picking up any noise within 15 feet of its location and sends the signal to any pre-set audio device within one mile's distance.

Transistor Detector: This hand-held device is used to scan rooms for the "tell-tale" signals sent from hidden microphones.

Motion Detector: This device is made up of a video monitor and several sensor poles. When the poles are positioned in the location where the user wants to direct the Motion Sensors, any signal larger than 1' x 1' will appear as a dot on the video monitor.

Homing Beeper: The Homing Beeper is an electronic device which emits a specific electronic impulse that can be scanned by a Signal Locator. Used properly, the Homing Beeper can be used to keep track of an item or person wherever they move.

Signal Locator: The signal location is a hand-held device that scans and displays information regarding the Homing Beeper. Information displayed includes compass direction and estimated distance in miles or yards (user definable) from Signal Locator to Homing Beeper.

35mm Camera: The 35mm camera is the standard camera body with removable lenses and filters. (Extra lenses cost between ¥100 and ¥500.) Pictures are recorded on 36 exposure Film Chips. Film Chips cost ¥10.

Miniature Camera: This camera can fit in the palm of the hand and can "shoot" 12 exposures.

Digital Recorder: This device operates like the old 20th century video camera except this version saves up to eight hours of recording directly to a 1" x 1" digital information chip. Chips cost ¥15 each.

Digital Recorder w/Lowlight: The same as above with near-dark/Lowlight recording capabilities.

Binocular: Standard binoculars with 24mm lenses and 8x telescopic capability. Comes with carrying case.

Binocular w/Range Finder: Same as above unit except for the ability to calculate the range of a target which the Binocular maintains a three-second lock-on.

Telescope: Low cost telescope (565 x 60mm) with adjustable eye pieces and 3x targeting sight.

Telescope w/Lowlight: Same as standard telescope but allows viewer to see objects in darkness as if they were in a lighted area. (Requires battery powersource: ¥5 or power-plug cable ¥15.)

Infrared Goggles: Head-piece goggle system which allows the wearer to see in complete darkness using the infrared spectrum.

Thermographic Goggles: Goggle system which allows the wearer to see objects in varying ranges of hot to cold colors. Since Thermographics doesn't give a clear picture, this device is used mostly for surveying areas for living targets.

Palm-Size Computer: The executive assistant. This device has a small pressure sensitive screen which allows the user to record up to 100 pages of information and over 500 names in its address book subsystem.

Notepad Computer: The standard low-cost computer among students. Built-in 200 megabyte hard drive, color screen, keyboard and slots for eight data chips.

Laptop Computer: Slightly larger than the Notepad Computer, this device has a 280 megabyte hard drive, color screen, keyboard, CTP interface and slots for up to ten data chips.

Portable Computer: This computer is less portable than it is luggable. Weighing nearly 15 pounds, this system boasts a 500 megabyte hard drive, color screen, full-sized keyboard, CTP interface, slots for up to ten data chips and extra hard drive slot.

Desktop Computer: This is the standard low-cost computer system for the general consumer. It comes with 14" monitor, one gigabyte hard drive, sound processor, video processor, CTP interface, slots for up to twenty data chips and three expansion slots.

Workstation: The Workstation is a business computer with the same features as the Desktop Computer but runs 75% faster, has five expansion slots and a built-in Digital Recorder for sending "live" transmissions via the CTP interface.

Portable Printer: This is a small, light-weight printer capable of being used by all available computers. The unit has a built in buffer (stores up to ten pages) and can print up to 250 pages before ink cartridge needs replacing.

Laser Printer: This is the standard laser printer. It possesses 125 built-in fonts, sixteen megabytes of ram and a 120 megabyte hard drive.

Data Chips: Various independent programs on chips.

Personal Pager: Allows a person to be paged. The Personal Pager can receive and hold up to fifty messages each containing up to 50 words.

Sim-Chip Player: The Sim-Chip Player is a personal interactive movie viewer that stimulates the brain into feeling the emotions of the actor who is leading them through the movie. The video portion of this device appears to be normal tinted glasses. A ghost image of the movie plays on the glasses while still allowing the wearer to see "real life" objects.

VGT Home system: Abbreviation for the Video/ Game Terminal. The components that make up this device are a large 50" video screen, a Sim-Chip Player, Laser Disc Player and Game Deck with four joysticks.

Sim-Chips: These are the interactive movies that require the Sim-Chip Player to operate. Chips range from children's fantasy to hardcore pornography.

Handcuffs: Made from light-weight alloys, these new handcuffs are rated at 10 AV and can withstand up to 5 Lethal Damage before snapping or breaking enough to free a wrist.

Thumbcuffs: These palm-sized 'cuffs are made from the same alloys as the police handcuffs and are rated at 6 AV. They can withstand up to 3 Lethal damage before freeing a thumb.

Mace: This hand-sized defensive device is capable of shooting a pepper-based spray up to twenty feet away. Treat it as: C2/R1/T(P,R)—2AD(a,d)/BD(e,n,d,b,s)

Neuro-Stunner: This hand-sized device fires a wire at a target and, upon contact with flesh or muscle, transmits pulsing electrical signals which confuse the neurons. (After striking the target, roll a d6 and multiply the value by 4—this is the amount of Stamina Loss the target suffers. When the target attempts to make a Willpower Roll to stay un-Stunned, reduce the roll by 2 points.)

Bolt Cutter: This tool allows the user to cut through various wires and metals. (The device can cut through objects possessing up to 12 AV-Class 1 and does 3 Lethal damage for each Action Segment the Bolt Cutter is used on the object being severed.)

Glass Cutter: This tool will allow the user to cut glass. (The Glass Cutter can cut through glass possessing up to 4 AV-Class 1 and does 2 Lethal Damage for each Action Segment the device is used to cut the glass.)

Lockpick Set: These are the standard lockpicking tools necessary to open locks that require keys.

Lockpick Gun: The Lockpick Gun can be used for any locking mechanism that requires a normal key. By inserting it into the lock and pressing the trigger, the device attempts to pick the lock. (This device gives a person with Lockpicking a +2 to their Skill Roll. If the person doesn't possess Lockpicking, this device gives them an 8 or less chance instead.)

Electronic Decoder: Decodes locks using a numerical keypad. Requires ten minutes to find the code.

"...Yes sir. As I stated before, I was instructed to disperse the crowd—there was no mention of a particular method in which it was to be accomplished."

Saigo Futakawa
Pacifica Metroplex
Police Officer

*"No, I don't know
how many inju-
ries and deaths
my actions
caused..."*

*"Was I supposed
to keep score?"*

Saigo Futakawa
Pacifica Metroplex
Police Officer

Mark-17 Voice Analyzer: Scans human voices and compares pitch and tone with an original voice to ensure voices match rather than being cybernetically-generated.

Holster: This Holster listing covers all types of holsters ranging from standard police belt issues to shoulder units or leg holsters. In any case, the Holster is only available to pistols and submachineguns.

Cybertechnician Toolkit: This toolkit contains all the tools, electrical wiring, servos and electronics necessary to perform repairs on various cybernetic limbs.

Electricians Kit: This toolkit contains the basic tools of the trade required by anyone employed as an electrician or who works with electrical components.

Forensic Kit (site): The Forensic Kit contains various criminal site testing equipment including fingerprint duster, poison and drug identification unit and specimen/evidence collection bags.

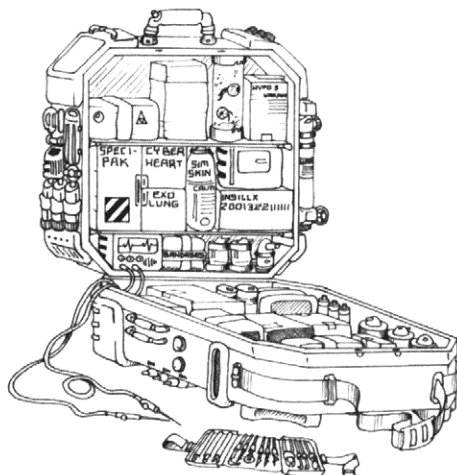
Forensic Kit (Lab): The lab version includes a microscope, blood tester, DNA match system and ballistic match/identification unit.

Gunsmith Kit: The Gunsmith Kit contains all the tools and parts necessary to perform repairs on any firearm the user owns. Extra springs and trigger mechanisms are included; bolts and firing pins aren't.

Mechanics toolkit: The Mechanics Toolkit contains all the basic tools required for working on any type of machinery including Marauders and vehicles.

First Aid Kit: This kit contains bandages, gauze, iodine, eye patches, medical tape, rubbing alcohol and scissors.

Field Medical Kit: This medical kit contains various life-saving gear including, but not limited to carrying the following drugs: Erase, Hype, Insill-X, Optimal, Quintessence and Tranq.



Sim-Skin: This small spray bottle is used to fill up wounds with an adhesive filler. Once exposed to air, the Sim-Skin begins to harden, sealing the wound and pre-

venting infection. (In doing so, the Sim-Skin heals 1 point of Lethal Damage.) For wounds less than 3 points, Sim-Skin can be left in until the wound heals and the Sim-Skin flakes away. (It's use adds a +1 to the Paramedics roll or gives non-skilled persons a pseudo-Paramedics roll at an 8 or less.)

Concussion Grenade: The concussion grenade, used by members of ESWAT and corporate anti-terrorist units, sends a forceful kinetic blast to all within its area of effect. The grenade is rated as 30 PR.

CS Grenade/Canister: Treat the grenade as having the same effects of mace. Increase the duration of Body Damage by three. (The total area of effect is 4 hexes in diameter from point of detonation.)

Fragmentation Grenade: As described in the Game System chapter, this device hurls small pieces of shrapnel in every conceivable direction. Rated at 25 PR.

Liquid-X: This liquid explosive hardens and explodes after contact with air. Rated at 15 PR per fluid ounce.

Plastique: Each plastique block (1" x 1" x 1") is capable of doing 15 PR to any surface it is pressed against. It requires either an Electronic Detonator Cap or standard Blasting Cap.

Black-Stick: Measuring 5" long and 1" in diameter, each Black Stick is capable of doing 20 PR. It may be ignited by any means.

Electronic Detonator Cap: Used to send an electrical charge into the explosive, this device requires electrical wire and the Detonation Control Board.

Blasting Cap: Standard explosive Blasting Cap for use with any detonation system.

Timer-Activated Detonator: This detonation system, complete with Electronic Detonator Cap, is activated by a countdown timer. (Time adjustable up to 12 hours).

Detonation Control Board: The board contains a chemical battery and wire connection points. By pressing a single button, the explosive goes off.

Electrical Wire (100'): Standard electrical wire.

Motion-Activated Detonator: Built around the premise of the Motion Detector, once activated, the device gives the user two minutes to clear from the immediate area. After the two minutes have expired, the explosive becomes armed. If the motion sensor detects human-sized movement within ten feet of its location, the device sets off the explosive.

Pressure-Activated Detonator: Once activated, the device will ignite the explosive if any pressure is applied against its surface plates. (This device is commonly used to rig beds and plush chairs.)

GM's are advised to limit the accessibility of explosive devices to characters unless it's issued to them through the government or purchased on the Black Market at 3x its listed cost.

DRUGS

ANIMUS (Injection)

This drug of unknown origin causes massive behavioral shifts within five minutes of injection and causes abnormal muscle contraction while forcing the body to produce adrenalin. While under the effects of Animus, the user is immune to any form of pain (cannot be stunned or knocked unconscious), gains +1 Strength and H-T-H attacks are moved from Class 3 to Class 2 status. Side effects include a -2 to BTN with all attacks, a loss of 12 Life Points (internal hemorrhaging), excessive drooling and extremely dilated pupils. The duration of Animus is between 11-30 minutes (10 + 1d20).

COMBAT (Pill)

BAL: 1/+1

The Takatashi Combat pill is administered orally and takes anywhere from twenty-one to forty minutes to become active (20 + 1d20). Upon assimilation, the user gains +1 to their Dexterity and Agility. The only known side effect is a loss of endurance (User loses 10 Stamina for the next 24 hours...recalculate the Stamina Loss Chart). The duration of Combat is 3-8 hours (2 + 1d6).

CRIPPLER (Pill)

BAL: 4/+2

This drug is a mind-altering chemical which causes the user to suffer varying degrees of hallucinations for a period of up four hours. While in this state, the user cannot control their extremities; hence the unusual name.

ERASE (Injection)

When injected into a subject, the person becomes susceptible to controlled "brainwashing." A person can inform the user that they're to forget certain information. When this occurs, the information cannot be recalled until the chemical completely leaves their system—2 to 7 days (1 + 1d6).

GRUNGE (Inhaled)

Grunge is a tobacco derivative that acts as a sedative. The primary use of Grunge is to relax and unwind. Side effects include headaches, drymouth and black discoloration of the lips and tongue. Duration of the drug varies with dosage. Mean range has been registered at two to six hours.

HYPE (Drink)

Although classified as a drug, this item is a clear liquid that is an alcohol-variant which can make a user extremely giddy but maintain full awareness. Side effects include excessive urination and bitter taste sensations for several hours immediately after consumption. For each canister consumed, the giddiness lasts for thirty minutes minus (2 x the character's Willpower).

**INSILL-X** (Injection)

Insill-X is a "catch-all" remedy against infection, poison, shock and bleeding. Within one minute of injection, the subject's heart rate drops significantly and becomes stabilized. Bleeding subjects stop bleeding as the drug forces immediate clotting of "injured" locations. Poison effects quickly disappear, raising the healing time by 50%. Insill-X, made by Downer Chemicals, is a protein solution that carries extremely small machinery (a product of nanotechnology), which attempt to correct various damage done to cells.

JESTER (Pill)

BAL: 1/+1

These clown-faced pills are products of the Aquila Province and its pseudo-rave culture. When swallowed on an empty stomach, the user becomes uninhibited and more "friendly" with other people. The drug stays in the system for only a short half hour, but during that time, the user doesn't have a care in the world. Jester has no known side effects and shows no signs of addictive properties.

MAVERICK (Pill)

The Maverick is a weak version of the Jester which gives the user "happy" emotions. Unlike Jester,

"Her smile was a misshapen snarl revealing pointed yellow teeth and the gleam in her eye instilled a sense of fear and excitement in me.

As quickly as she leaped into my encampment, she ran off back into the darkness...

Since that night within the Wasteland, I've often wondered what became of that strange nomadic woman."

William Ryu
Wasteland Guide

Maverick has several distinct side effects including: excessive sweating, dizziness and occasional vomiting. The drug's duration is roughly thirty minutes.

MARTIAN (Drink)

The Martian (also known as the Green Martian), is a foamy green fluid made from kelp and chemical byproducts. When consumed, the drinker feels an immediate reaction within their stomach. Within ten minutes, the drinker becomes light-headed and slightly neurotic. After twenty minutes, the drinker's libido increases dramatically. (This drug has been known to be used along with Jester.)

NIGHT-TRIP (Pill)

Night-Trip is a sleep-inducing pill which also invokes strange and unusual dreams upon the user. The only reason this item is classified as a drug is due to the number of people taking it recreationally to gain memorable dreams. Note: Night-Trip and alcohol don't mix. There's a 10% chance that the mixture will cause a violent reaction resulting in the character slipping into a coma for 10 to 29 days (9 + 1d20).

OPTIMAL (Inhaled)

BAL: 1/+1

Within thirty seconds of inhaling this powder through the nose, the character will gain a +1 Strength, Dexterity, Agility and Willpower for a period of 1d20 minutes. While in this heightened state, the user also gains a +1 to Sight and Hearing Perception Rolls. Side effects suffered when the drug ends include a physically-drained sensation (a loss of 1 Strength and Willpower for twenty-four hours) and a susceptibility to injury (suffers two additional Stamina Loss for any damage that passes through the user's defenses).

PAIN BLOCK (Injected)

This drug immediately alleviates any pain or discomfort felt by the user (both emotional and physical). Once administered, Pain Block acts similarly to the Body Enhance skill in that it allows the user to "shrug off" three points of Stamina Loss suffered per attack. (If the user already possesses Body Enhance, the Pain Block bonus is added to the skill's value.) The drug's duration is roughly four hours in length.

QUINTESSENCE (Inhaled)

BAL: 3/+1

This drug is believed to have originated from a southern Nomad clan. The grainy powder, made from several genetically-altered plants, allows the user to enter a state of deep relaxation. While in this state, the user experiences "out of body" sensations and a feeling of "well being." The effects last for nearly ten hours leaving the user tired and drained. Side effects include possible vomiting.

SKULLCAP (Injection)

This drug, only obtainable in the Wasteland, is a deadly serum that causes internal damage to the human body by accelerating cellular growth at a geometric rate. Upon injection, the subject immediately suffers horrible muscular contractions (15 Stamina Loss) and forces them to urinate and defecate upon themselves. After three minutes, the body goes limp and Skullcap begins to cause irreparable damage. If Insill-X isn't provided within six hours of the injection of Skullcap, the user will suffer a permanent loss of 3 Strength, Agility, Dexterity and Willpower. (The character may not respond the Creation Points lost to the effects of Skullcap.)

SPASM (Injection)

BAL: 1/+1

Spasm is a drug engineered for soldiers. When injected in the upper thigh, the user will suddenly feel a warm itchy sensation along their legs. Within one minute, the drug's true effects take hold. Spasm increases the character's Agility by 2 points for a period of one hour. (Recheck the Action Chart to determine if the character has earned an extra Action per Combat Round.) When the drug wears off, the user suffers a 1 point Agility loss for a period of 48 hours. If the user attempts to inject Spasm back into their system during this recovery time, there's a 35% chance that the user will cause a heart attack (treat as 10 Lethal Damage to the Torso—no defense).

TRANQ (Injection or Drink)

This drug, administered via injection or by consumption, causes the recipient to fall into a deep sleep within five minutes. The drug is often used to control a person suffering extreme pain due to bleeding or the loss of an extremity. Depending on the size of the dosage, the recipient will remain asleep for two to twelve hours.

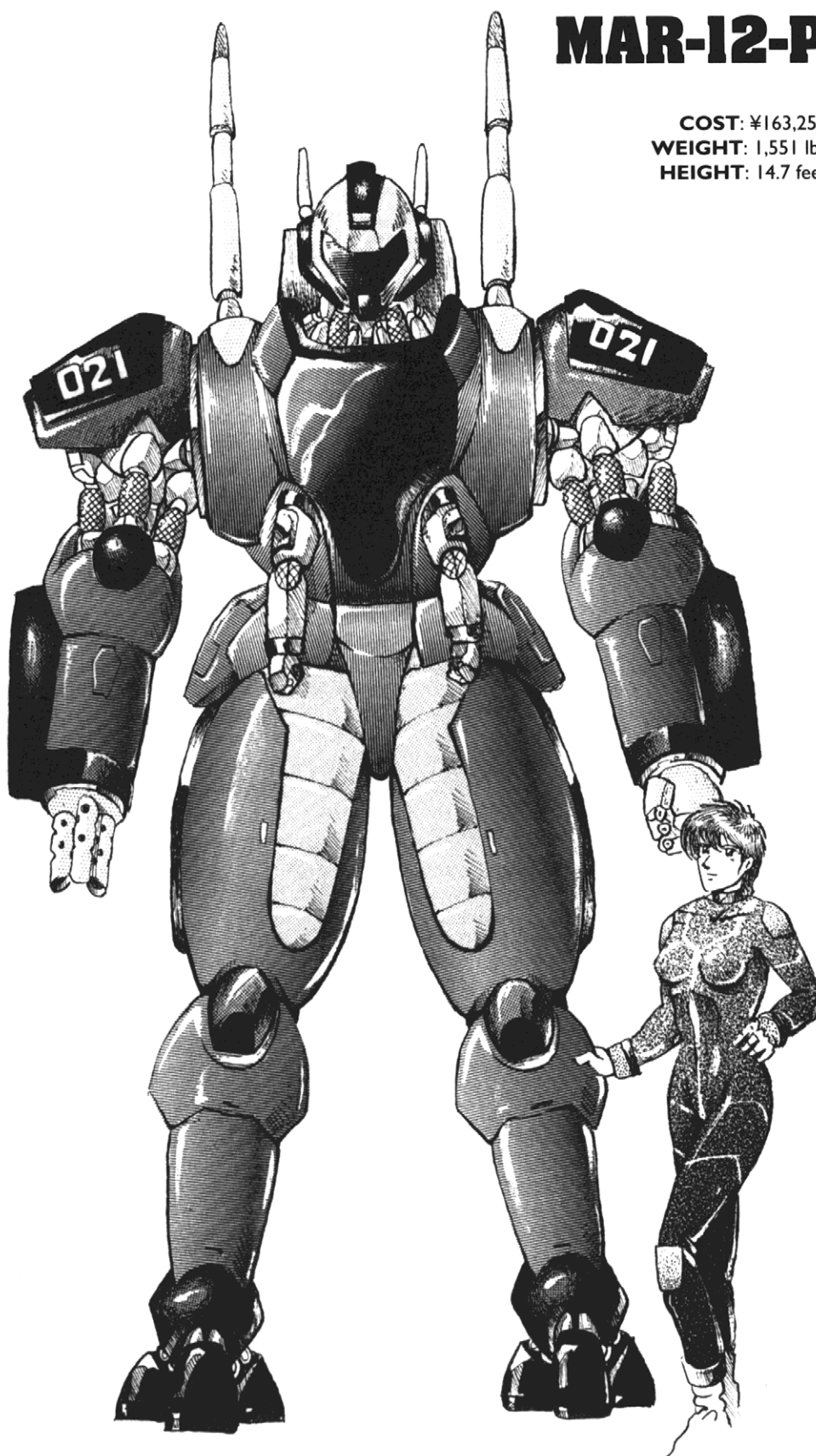
ZEPHYR (Inhaled)

This drug, despite its name, doesn't make a person react more quickly. It does, however, raise the level of awareness. In game terms, the drug gives a +2 to all Perception Rolls for a period of two hours. The drug's only known side effect is an occasional eye twitch over the next several hours after it has passed through the system.

Certain drugs have the ability to cause addiction. These substances possess a BAL (Base Addiction Level). The BAL tells the drug user what die roll or under (d20) for first-time use will cause addiction and for each additional use, how many points to add to the next roll. (Example: BAL: 2/+2 means first-time addiction occurs on a 2 or less and for each use, the chance increase by 2 points.)

MAR-12-P

COST: ¥163,250
WEIGHT: 1,551 lbs
HEIGHT: 14.7 feet



*"The Breeder
smiled and
lunged past me
as it ran back
into the woods.
I would have
stopped it if the
beast hadn't
already ripped
off my arms..."*

*Mika
Bodyguard For Hire*

"Your honor. My client truly believes that the accidental discharging of his firearm was a direct result of a faulty subroutine in his cybernetic hand which caused it to convulse uncontrollably and fire the submachinegun into the crowd."

**Michiko Dunsmire
Core Private Attorney**

MARAUDERS

The Marauder, as it is referred to by civilians, is Takatashi Industries' state-of-the-art replacement of the outdated and clunky exoskeletal units once affectionately referred to as Waldos. Although originally intended for use by various industrial corporations and independent contractors, the MAR (Mimetic Assisted Robotics) quickly became the instrument of choice among the criminal element. By adding steel plates to the unit and modifying the MAR's standard actuators and hydraulic systems, the Marauder became the perfect power-assisted body armor.

Within the year, Takatashi Industries introduced the MAR-2, a completely revamped unit with a lower body weight and thin armor for protection from debris associated with industrial settings. Expansion of sales into the Fringe and certain Newlord Communities brought with it increased criminal activity and hordes of black market add-on components.

Outgunned and unable to adequately stop criminals in customized Marauders, the Core police contracted Takatashi Industries into making extremely-agile units possessing a "deterrent-weapon" based on their popular 20mm series of vehicle mounted autocannons. The current production model, MAR-12-P, with 20mm Arm-Cannon and 100 round capacity, is law enforcement's version of the popular MAR-12 series.

OVERVIEW

The Takatashi Industries' MAR-12-P series of power-assisted mimetic exoskeletal units are the latest in heavy troop armor. Their extreme durability, pilot protection, and armament make the Marauder the equivalent of any 15-man team of military personnel.

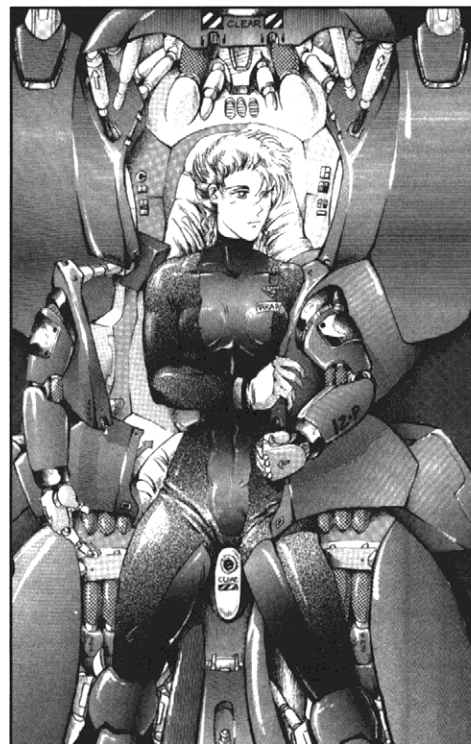
The foundation of the Marauder is its chassis which is constructed from fused light-weight metals and resilient plastics to form a durable frame. Amidst the framework are various motorized servos and advanced hydraulics which are the key fixtures responsible for the implementation of bodily movement.

Located both within the chassis and on its outer casing are thick cables housing electrical wiring, temperature regulation fluids, hydraulic fluids and mimetic signal relays. Referred to as the Muscular Lattice, it functions similarly to a combination of the human muscular, circulatory and nervous systems.

The epidermal layer, or the outer armor as the case may be, is of paramount importance to any pilot using the Marauder in a combat setting. Constructed from multiple layers of pressed steel sheets and protecting the unit's internal components, the standard armor plating is capable of halting rounds all the way up to 13mm weapons (larger than a .50 caliber machinegun).

One item of note on the armor plating should be made clear—In order to provide a Marauder pilot an alternate visual system should their cameras be rendered disabled or destroyed, the Marauder maintains a view window for the pilot made from resilient Glass-Steel. Should the Marauder indeed lose its primary visual system, the pilot may enact a command which will part the Muscular Lattice between their HUD and the view window to allow the pilot to see objects directly in front and within a limited peripheral view. The alternative is to open the Torso hatch, exposing the pilot and the Marauder's main systems to any hostile in the vicinity. This failsafe system has been recognized by Core police as "a life-saving mechanism responsible for ensuring the safety of any pilot."

Embedded in the pilot's compartment within the Torso section of the Marauder and protected from attack through the defenses offered by the external armor, the Muscular Lattice and the Chassis, are the various system units necessary to operate the Marauder.



GENERAL OPERATION

A pilot may climb into the Marauder while the unit is in the Pilot-Load function; a position where the Marauder is almost kneeling, the Torso and Groin hatches are open and the Thigh flexplates are in the recessed mode. By simply climbing in, sitting within the pilot compartment and issuing a secret voice-recognition command or password, the Marauder seals up and rises to its feet, ready for action.

Unlike earlier Marauders, the current MAR-12 version is less bulky and easier to operate. Through pilot-induced Master Arm movement, the slave units, (the Marauder's arms and hands), mimic the pilot. Thus, if the Master unit's left hand squeezes, so does the Marauder's left hand. By contracting the right hand of the Master unit, the 20mm Arm-cannon responds by firing; the longer the squeeze, the more shots expelled.

Head movement of the Marauder is activated by mimetic responses derived from pilot head placement and motion. In order to ensure that the pilot can maintain full eye-contact with their HUD, the mimetic responses are magnified by a factor of three. Thus, a two inch turn to the right of the pilot's head incurs a response of six inches movement with the Marauder's head.

Through the use of vocal commands, the pilot can switch camera's to any one of the six lenses located within the Marauder's head. *Upon Marauder start-up, camera one (standard visuals), is activated.*

The torso maneuverability of a Marauder is guided by a specific set of mimetic responses based on pilot action. The snug-fit of the pilot compartment allows mimetic sensors located in the Muscular Lattice and cushioning to pick up the pressure applied by the pilot's body as they shift and lean. The MAR-TSC evaluates the data to extract specific information and determine if the pressure is a voluntarily-induced action (such as the pilot leaning forward to maneuver the MAR or involuntarily-induced action (such as the pilot bouncing around while running). If the action is voluntary, the MAR-TSC augments the amount of pressure applied and sends the information to the subprocessors within the actuators and hydraulic systems for execution.

The leg and feet controls, which are the most difficult system in the Marauder to operate, utilize nearly the same pressure-activated mimetic sensors as the pilot compartment to create a specific response. After the pilot has activated the Marauder, a mimetic "net" is automatically wrapped around the pilot's legs and feet forming a unique

full-limb stirrup. By inducing an action such as bending at the knee or rotating the ankle, the mimetic net transfers the information through the MAR-TSC for processing and then is relayed to the appropriate actuators and hydraulics. Since the pilot's legs cannot complete a full bend in the limited space allowed, all data processed by the MAR-TSC is augmented in order to produce the response necessary.

SYSTEMS

As was stated on the previous page, the pilot's compartment, or more accurately, within the frame of the torso hidden under the Muscular Lattice, are several systems which operate a MAR. These systems, all of which play a vital role in maintaining the function of the Marauder, are described individually below.

MAR-TSC

The MAR-TSC (Total System Computer) is the "brain" of the Marauder. Its purpose is to process and execute all data transmitted through it, monitor the other systems and the pilot's vital signs as well as offer a communications link for the pilot with the outside world. The MAR-TSC can be activated by voice command and possesses several theft deterrent features such as voice-recognition and passwords to eliminate unlawful use. Without the MAR-TSC, a Marauder is unable to operate and will stand motionless.

HUD

The HUD (Heads-Up Display) is an advanced full-targeting and acquisition light-projected imaging system that receives signals from the Marauder's active camera after being processed by the MAR-TSC. Due to the very nature of the light-projection system, the pilot is protected from being blinded due to sudden illumination such as those originating from cornea dazzlers and flash bombs. (See equipment.)

When a subject has been acquired and the system engages a "target-lock", the pilot need not maintain visual contact with it provided that the Motion Sensors are capable of continually locating the subject. While under target-lock, the subject's location is continually updated by information received from the Motion Sensors and can be summoned for display. Under these situations, should the Motion Sensors lose the subject, even momentarily, the target-lock is dropped from MAR-TSC memory.

The actual HUD operation module rests both above and in front of the pilot attached to the upper cross-frame of the pilot compartment and projects its images directly on the inside of the

***"Counselor.
Is it also his
assumption
that four
magazines
leaped from his
jacket pocket
and into the
weapon as well?"***

***Judge Earnest Cambell
Core Superior Court***

**"Feudal-like
Newlords, an
oppressive
government bent
on unifying
Honshu and
Breeder's feast-
ing on human
flesh..."**

**Ah, we live in
exciting times."**

**Miles Whittaker
Bounty Hunter**

view window or onto the screen attached to the Muscular Lattice.

EC/TR

The Environmental Control/Temperature Regulator ensures pilot comfort and safety by altering the cabin's internal temperature based on external weather conditions and internal heat generated from the primary or secondary power sources. In addition, the EC/TR monitors all servos and systems for unusual energy build-up and displays indicator lights on the HUD warning the pilot of any possible problems.

PPU/SPU

The Primary Power Unit for Marauders is a hybrid chemical mixture resembling a sticky muddy-gray paste known as Termoneum. Contained in a ceramic enclosure with protective copper lining, the PPU is placed in a Marauder energy coupler where specially-designed contact points supercharge the copper lining with electricity causing the Termoneum to heat. When the Termoneum hits approximately 400° the substance liquifies while at the same time producing hard residue. The Termoneum is then released throughout the Marauder to supply power to the various hydraulics, actuators, and internal systems.

The Primary Power Unit contains enough "fuel" for continuous 24 hour usage while the smaller version, the Secondary Power Unit, contains enough for 12 hours of continuous usage.

AIR FILTRATION PROCESSOR

The AFP, as it's referred to by pilots, controls and filters the air which fills the cabin. The unit draws in outside air from small holes located near the shoulders and outer back through the use of a high-powered suction device. Once carried into the system, the AFP introduces neutralizing gaseous chemicals which filter out harmful contagions leaving only clean air. This air is then passed into the cabin for the pilot's use. At the same time oxygen is being introduced, the AFP pulls carbon dioxide out of the air within the cabin and quickly expels it through small holes below the external air-draw points. If a situation arises where the holes are covered with a fluid for more than twenty seconds, the AFP immediately seals them leaving only five minutes of air for the pilot.

STANDARD FEATURES

The MAR-12-P possesses a wide assortment of video cameras to ensure the pilot every possible advantage under varying conditions. Six lenses, (two standard cameras, one infrared, one telescopic, one video recorder and one thermographic), make up the head section of the Marauder and

transfer the captured visuals directly to the HUD video screen. By enacting vocal commands, the pilot can choose to activate or deactivate any particular lens they require. (Only one may be in operation at any specific time.)

In order to thwart the criminal element similarly armored in Marauders, the MAR-12-P is outfitted with a state-of-the-art 20mm armcannon with 100 round capacity. Depending on assignment, these standard rounds are replaced with armor piercing ones capable of shredding heavy armor—even that of certain APC's (Armored Personnel Carriers). A disadvantage to this powerful weapon is its lack of functionality versus foot soldiers wearing standard small arms protective armor. A single shot from the 20mm doesn't stop a thief, it blows them out of their boots—it's overkill from the get-go. In order to compensate, anytime a Marauder is assigned a duty which is likely to involve non-mechanized criminals, the MAR-12-P is joined by a complement of four to ten police officers or TAD officials.

The back-mounted antennas provide the pilot with both short-range and long-range communication capability. Connected to the MAR-TSC, the communication system possesses a maximum range of 100 miles.

GAME STATISTICS

The Marauder is protected by 30 AV in all its Hit Locations other than those occupied by the head visor and the torso view window which possess 20 AV each, and the two antennae which possess 15 AV apiece.

Since the MAR-12-P uses a high-response reflex processor, the Marauder simply acts as an extension of the character (ie. same AGL and DEX).

The Marauder possesses a 16 Strength and when used for engagement in H-T-H combat, all attacks are considered to be Class-I armor piercing and the Stamina Loss multiple is increased by .5. (Only the AV from hard armor can be used for protection versus the PR of a Marauder H-T-H attack.)
Note: *The AP effects of a Marauder punch don't follow the normal AP rules. Instead, any damage that passes through the target's defenses is left unaltered.*

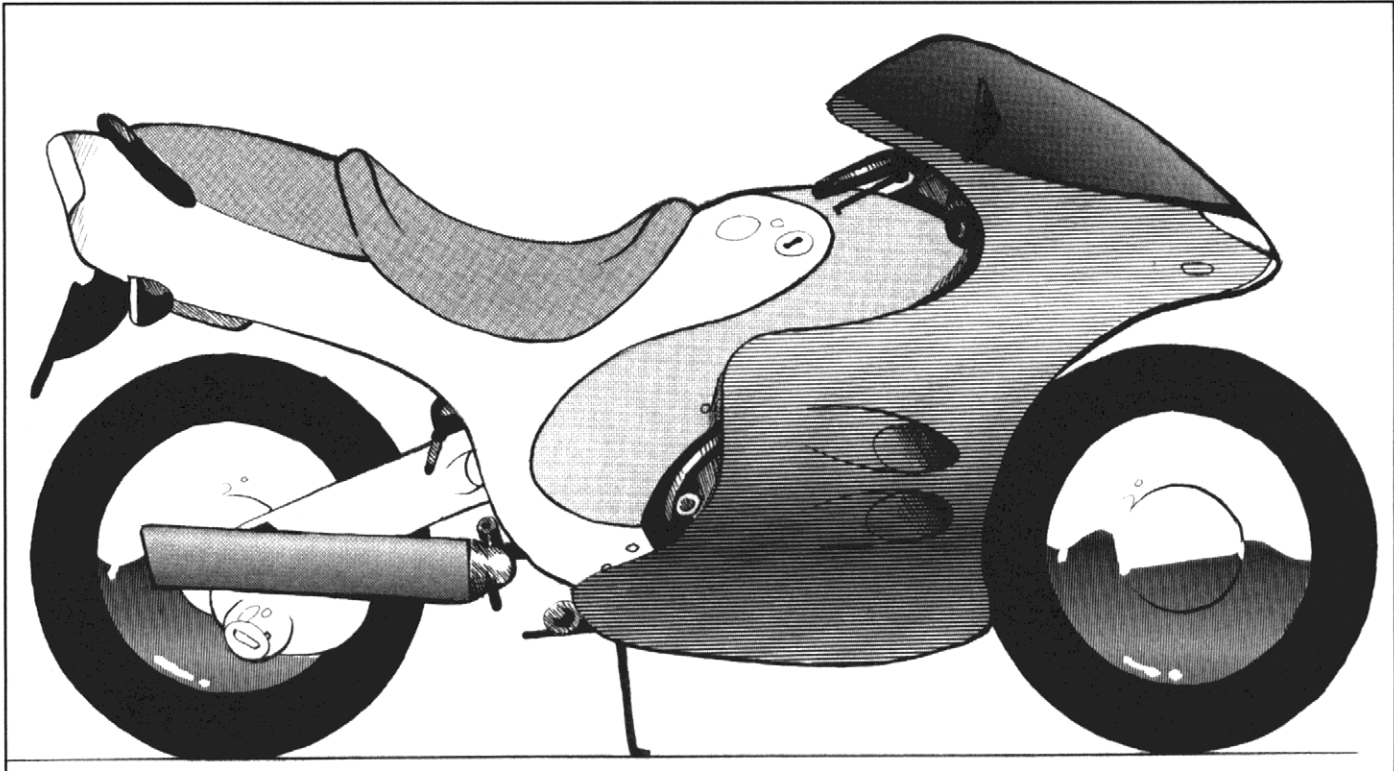
The 20mm armcannon should be treated as a 50 PR, 4A Heavy Weapon that has a recoil rate of 5 and an RMV of 120. A critical miss attack roll of 20 causes the ammo feed to become jammed and requires 2 Combat Rounds to unlodge.

Add +14 to all movement calculations in the Game System chapter (Running, Jumping and Leaping).

VEHICLES

VEHICLE	TOP SPEED	ACC	BRK	HC	CS	AV	SIR	RIDERS
Street Motorcycle	150/22	1/2	2/1	7	8	3	60	2
Sport Motorcycle	185/27	1/1	3/1	7	9	3	65	1
Police Motorcycle	165/24	1/2	3/1	7	8	6	65	1
Street Car	100/15	2/3	1/1	6	6	4	179	5
Sport Car	205/30	1/1	2/1	6	7	4	162	2
Sedan/Limousine	135/20	1/2	1/1	6	5	7	195	8
Tri-Wheeler	110/16	1/2	1/1	3	5	4	120	2
Jeep/Truck	100/15	1/3	1/1	4	5	4	179	2+
Van	80/12	1/3	1/2	4	5	4	195	2+
Cargo Truck	95/14	1/4	1/3	2	4	6	260	2+
APC/Transport	60/9	1/5	1/3	1	5	20	390	14
I-Man Helicopter	240/35	1/1	3/1	8	15	12	179	1
Cargo Helicopter	155/23	1/3	1/1	5	8	20	390	22

Top Speed: MPH/Max hexes Per Action Segment
 ACC: Hex acceleration/per number of Action Segments
 BRK: Braking hexes/per number of Action Segments
 HC: Vehicle's Handling Class
 CS: Vehicle's Control Speed
 AV: Vehicle's AV (Glass portions= 2 AV)
 SIR: Vehicle's Structural Integrity Rating



CYBERNETICS

Cybernetics is the generic term for the grafting of metal and electronics to the human body. Not only as in the case of prosthetics, but including body tinting, visual and audio sense as well as a host of other "modifications." Once, very long ago, this concept was considered an impossible dream.

The appeal of cybernetics stretches from within the Citystate to various Newlord Communities and far-reaching Nomads. Deep within the Fringe can be found black market cybernetics (also referred to as Blacktech)—cybernetics so illegal that there's a stiff penalty for possession.

Presently, there are a wide variety of companies and small businesses who deal exclusively in cybernetics. From major manufacturing operations to the local "cosmetic" shops, a person can walk in and, within a few hours, walk out with a cybernetic implant.

As a player, you have the option of spending money to purchase cybernetics for your character. In addition to the expenditure of money, there's also another cost—humanity; not in the sense it affects the recipient's psychological welfare, but more physical in nature. The majority of the cybernetics listed in this chapter completely replace existing body parts. While this loss is immediately replaced by the cybernetic component, there's no turning back. Once an operation is done, there's no way to recover an organic limb.

The advantages? Limbs of tempered steel, oblivious to pain. Eyes able to see clearly in the darkest night. It's about taking technology to the edge.

CYBERNETIC PRICE LIST

Cyberoptics (3 options per eye)

Optical Sensor/Surgical Inlay	¥300
Camera, Computer-Linked	¥300
Camera, 20-shot	¥200
Infrared	¥400
Lowlight	¥300
Microscopics	¥200
Targeting	¥400
Telescopics	¥200
Thermographics	¥600
Visual Editor	¥700
Visual Enhancer	¥300
Whirl Color	¥100

Cyberaudio (2 options per ear)

Standard Hearing System	¥250
Microrecorder	¥100
Parabolic	¥200
Radio Sensor	¥200
Sound Dampener	¥200
Sound Editor	¥500
Surveillance Descrambler	¥300

Vocal Cybernetics

Vocal Amplifier	¥300
Vocal Emulator	¥700

Cyberlimbs, Arms (3 options per arm)

Cyberarm, Civilian	See
Cyberarm, Combat	See
Cyberarm, Police	See
Synth-Skin	¥100
Bicep Cache	¥200
Elbow Spike*	¥500
Finger Blades*	¥300
Forearm Cache	¥100
Forearm Spike*	¥500
Pop-Blades*	¥400
Cyberhand, Civilian	See
Cyberhand, Combat	See
Cyberhand, Police	See

Cyberlimbs, Legs (4 options per leg)

Cyberleg, Civilian	¥750
Cyberleg, Combat	¥1450
Cyberleg, Police	¥2500
Anchor Locks	¥100
Bicep Femoris Cache	¥200
Calf Cache	¥100
Climbing Hooks	¥300
Edgers*	¥200
Knee Spike*	¥300
Jump Jets	¥600

Cyberfoot, Civilian	¥250
Cyberfoot, Combat	¥500
Cyberfoot, Police	¥850

Cyberoptions (No Limit On Quantity)

Bio-Monitor	¥200
Bio-Soft Chips	¥500
Bio-Soft Player	¥900
Body Plating	See
Body Tinting	¥150
Chronometer	¥50
Cyborg Conversion	See
Filtration Unit	¥800
Finger Blades*	¥400
Gouger*	¥700
Homing Beacon	¥100
Monofilament Garrote*	¥600
Nasal Dispenser	¥200
Pain Blocker	¥800
Quick-Burst	¥500
Razor Knucks*	¥200
Tips*	¥200
Toxin Filter	¥900

Any Cybernetic component which is followed by an asterisk (*) in the above chart is considered to be Blacktech. Blacktech items can't be purchased in the average cybershop due to their illegality and, in most cases, can only be located in the back streets of the Fringe or amongst specific Nomad Clans. Possession of Blacktech is a felony punishable by fine (1d6 x ¥1000) and/or imprisonment (2 + 1d20 months).

Although Blacktech is considered illegal, a wide majority of TAD officers maintain them for practical reasons—they work. Rather than risk losing officers, Administrator Dianne Yamata enacted a law in 2105 allowing authorized peace-keeping agents working under the auspice of the Core government to utilize and possess Blacktech. Current estimates place 97% of TAD officers wielding Blacktech Cybernetics.

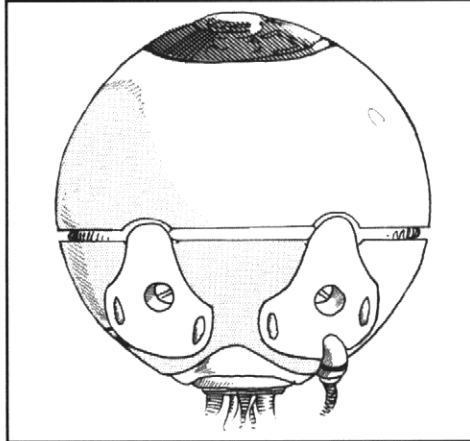
"I'd like my skin tightened, my stomach tucked and my breasts augmented. Oh yeah, while we're at it, why not give me a new pair of eyes."

Unknown Shopper

"You can shoot me human, perhaps even kill me, but you'll never slay the soul in the beast...Not all our species are vile savages."

Breeder

CYBEROPTICS



Cyberoptics are cybernetic devices specific to the visual center and eye orbits. There presently exist two forms of Cyberoptics—Optical Sensors and Surgical Inlays.

Optical Sensors are manufactured to completely resemble the human eye both in general appearance and physical nature (see illustration). The Surgical Inlay resembles mirrored sunglass lenses fused directly to the sockets with the eye orbit's replaced by operating mechanisms.

Note: When initially purchased for a base cost of ¥300 each, the cyberoptic unit possesses a standard lens (duplicating 20/20 vision). Each cyberoptic device can hold up to three additional options. Options are paid for on a per-eye basis.

CAMERA, COMPUTER-LINKED

With this option, a character possessing a pocket transmitter and a Radio Sensor can send visual images from the character's field of view to a designated computer within five miles. The information is transferred in real-time with a delay of no greater than one millisecond. If linked with cybernetic audio, the character can transmit both visual and audio information. The device is activated by pressing the outer edge of the eye orbit.

CAMERA, 20-SHOT

This option, only available to Optical Sensor models, allows characters to take color photographs by pressing the temple-switch and activating the shutter mechanism. Film reloading is accomplished by pressing the face of the Optical Sensor and removing the Film Chip from its housing. This option duplicates the standard 35mm camera with no wide lens or zoom features. Note: Characters possessing infrared, lowlight or thermographic options cannot take pictures while in those modes as it only "shoots" in standard visual mode.

INFRARED

This option allows the character to see forms that give off heat. This option is primarily used to offset areas which are extremely dark by converting signals into "viewable" infrared information. (Treat as if the character can see clearly while in pitch black conditions.) Objects seen while in this mode are seemingly discolored with varying shades of red and black and provide adequate viewing conditions for distances of up to 500 feet.

LOWLIGHT

This option converts even the most minute sources of light and amplifies it by as much as 20,000 times to provide the character with visual clarity. Objects seen while in this mode seem to have an eerie green glow (a side effect of the light enhancement feature). Note: Lowlight cannot work in dark settings where there are no light sources to amplify. If this occurs, treat the subject as being blind.

MICROSCOPICS

This option allows the character to examine sites and objects for small particles or data. The microscopic lens operates at 50-1200mm, enough to examine fingerprints, powder and single-cell organisms.

TARGETING

This cyberoptic option links directly to the motor reflexes for "field of vision" linkage. When activated, a target sight is superimposed over the character's field of view and attempts to match information of aiming direction with any weapon they've practiced using. As the weapon is moved, it relays information to the targeting software in the Cyberoptic device and attempts to obtain a target lock. Once locked, the software takes over by controlling arm and hand muscles to maintain target lock. Once target-locked, the crosshairs glow informing the attacker to fire. Note: This option gives the user a +1 to the BTN with ranged weapons and may be used in conjunction with telescopic sights.

TELESCOPICS

This option allows the character to view objects as if they were 1/20th the distance away. For every ¥200 expended in this option above the original cost, the telescopics can be increased by 20—i.e. ¥400= 1/40th, ¥600= 1/60th, ¥800= 1/80th, etc.

THERMOGRAPHICS

This cybernetic option allows the character to see objects in total darkness through the color spectrum as related to temperatures. Objects are defined by colors and rough shape rather than full visual identification (clear, definitive images) based on plotting the temperature of everything within the visual field. Below is a list of colors represent-

ing heat signatures from certain temperatures:

White	201° and above
Red	161° to 200°
Orange	131° to 160°
Yellow	91° to 130°
Green	75° to 90°
Light Blue	45° to 74°
Dark Blue	10° to 44°
Violet	9° to -30°
Black	-31° and below

VISUAL EDITOR

This exceedingly expensive cyberoptic option allows users to subvocalize or mentally command the visual receptors to block out designated features or pinpoint others within the field of vision. Example: Let's say your character just got attacked by a red-haired gang member while walking through a Pinecliffe shopping complex. As you chase him through the streets, the gang member runs into a large crowd of people congregating around the sidewalk flea market. In most cases, you'd lose sight of him; instead, you activate the Visual Editor and tell it to eliminate all colors other than orange/red. Bingo! 80% of the crowd shift to a deep gray while others stay in normal

color mode. As your eyes pan the crowd, you see your assailant hurrying down a sidestreet—one with a dead end. You smile as you slide your Takatashi Enforcer from its holster while jogging towards the alley...Payback time!

VISUAL ENHANCER

This cyberoptic option enhances everything within the user's field of view. Colors are richer and brighter; vision clearer and sharper. For every ¥300 spent on this option, the character gains a +1 to all Sight Perception Rolls. (The maximum bonus allowed for the Visual Enhancer is +3.)

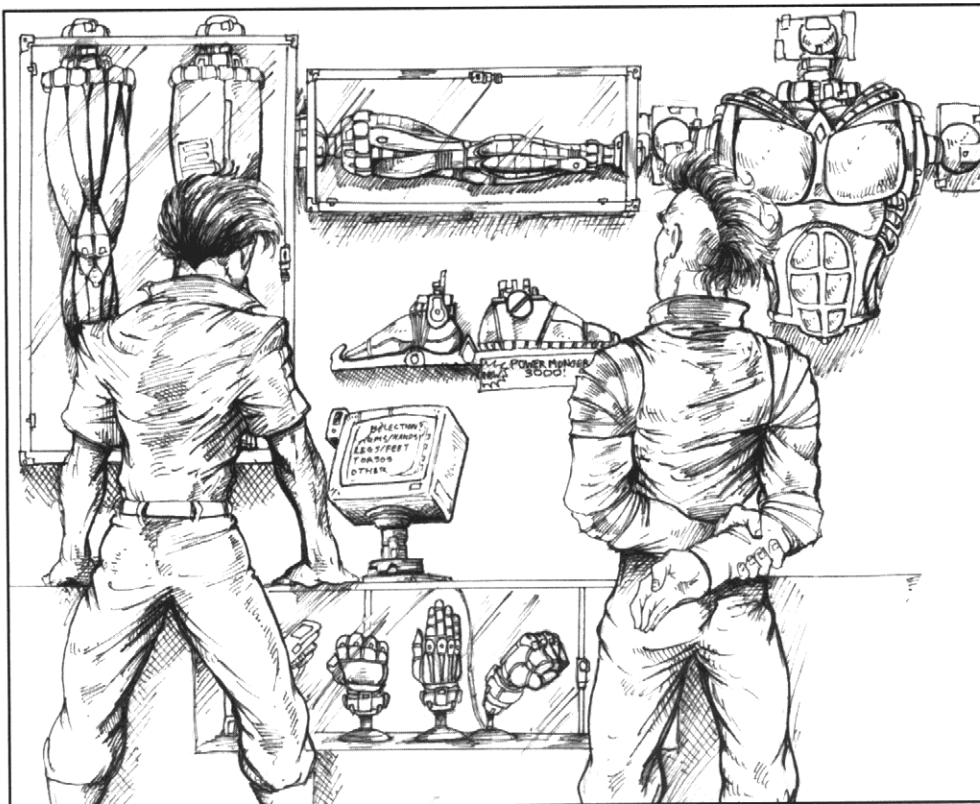
WHIRL COLOR

This cyberoptic option is for those fashion conscious persons that feel the need to be completely color coordinated. By simply pressing the eye, the iris color shifts through a collection of twenty standard color patterns and ten designer sets ranging from silver to swirling blood red. This cyberoptic option was originally created by the promoters of Big-Time, a hard techno-edged underground "Rave" located in the Aquila Province. During the late 2070's, this option could be found on nearly 40% of all youths between the ages of sixteen and twenty-four. Although currently reduced to a fad, Whirl Color is seemingly making a comeback. Note: The Whirl Color option can only be used in conjunction with Optical Sensors.

SLASH!!!

"I lied."

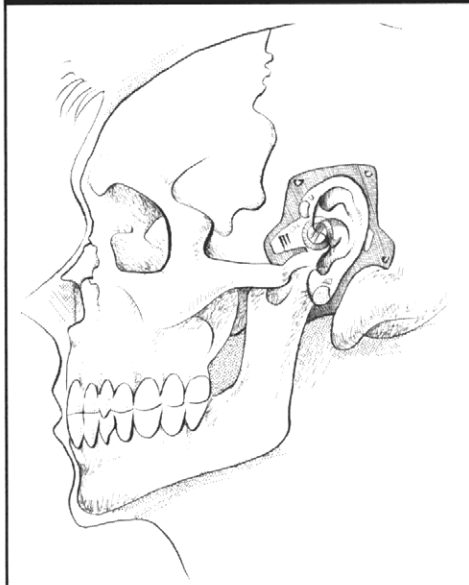
Breeder



"If I got a yen for every idiot who challenged me to a quickdraw match, I'd be the proud owner of a corporation by now."

Miles Whittaker
Bounty Hunter

CYBERAUDIO



All cyberaudio devices patch directly into the brain's auditory network. The appearance of these devices vary in size and style but generally call for complete removal of the outer ear. The character has the option for type of external appearance: metallic cap or high-quality plastics that resemble the original ear. Note: When initially purchased for ¥250 each, the cyberaudio unit comes with standard hearing capabilities. Options are purchased on a per-ear basis. Limit two options per cyberaudio unit.

MICRORECORDER

This cybernetic device allows the character to record up to one hour of conversation or listen to any auditory signal on pre-recorded chips. The Microrecorder can hold only one chip at a time. To remove the chip, merely press the appropriate plate on the cyberaudio model (generally located just behind the ear), and release the safety lid. To record, press the concealed button above the lid. To play, press the concealed button below the lid.

PARABOLIC

This option gives the user the ability to hear things as though it were 1/20th the distance away. For every additional ¥200 spent on Parabolics, the range can be increased by 20—ie. ¥400= 1/40th, ¥600= 1/60th, ¥800= 1/80th, etc.

RADIO SENSOR

The Radio Sensor option possesses the ability to pick-up low-range radio transmissions within five miles and the ability to transmit up to two miles away. The device is partially exposed behind the

ear where a tuning dial, squelch and talk activation keys are located. Transmission is accomplished by pressing the talk activation key and speaking in a low whisper. (Possesses frequency adjuster.)

SOUND DAMPENER

This option allows the user to sub-vocalize a command which initiates a systematic nullification of high-decibel reception. The option only works against sounds above 80 decibels and can lower it anywhere between 5% to 100% of normal. This option is often used in conjunction with the Sound Editor.

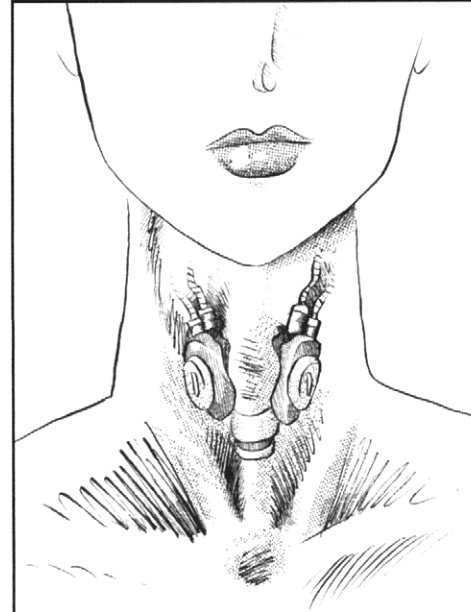
SOUND EDITOR

This cybernetic option allows the character to modify any auditory signal and filter out unwanted sounds for pinpointing specific noises. The character can eliminate sound reception based on decibel level, characteristic, bass or pitch. For example, if a character is in a loud generator room, they can eliminate all high and midrange signals so that they can listen for footsteps or persons talking with one another. Editing time requires anywhere from three to nine seconds depending on overall signal count.

SURVEILLANCE DESCRAMBLER

This option creates a fully-programmable communications descrambler allowing any incoming scrambled signal to automatically become decoded and recognizable. This option can be used with any audio-scrambled signal from transceivers to the Radio Sensor option.

VOCAL CYBERNETICS



Vocal cybernetics affect the speech pathways and have advanced microprocessors implanted within the neck on either side of the vocal cords that run the minicomputers and synthesizers.

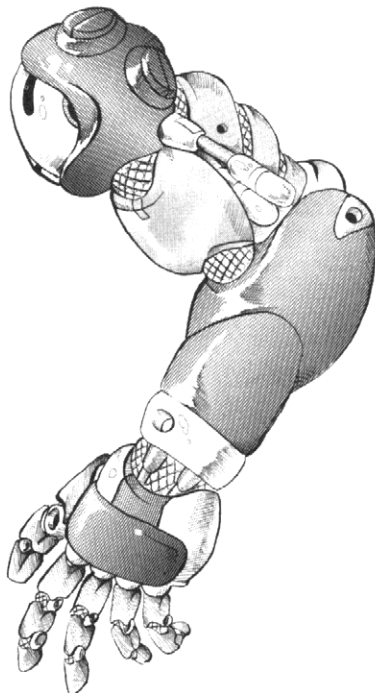
VOCAL AMPLIFIER

This option allows the user to speak to large crowds without the use of a standard microphone and loudspeakers. By sub-vocalizing a command, the Vocal Amplifier can increase the user's vocal output from 5 to 120 decibels. Note: Since the user is the point of origin for the sound, it's advised that they also purchase the Sound Dampener cyberaudio option or wear ear protection.

VOCAL EMULATOR

This cybernetic device enables the user to duplicate another person's voice so perfectly that only a Mark-17 voice analyzer can distinguish the differences between the original and the copy. The user must have a sample of the voice to be duplicated and can store up to ten different voices in the subprocessor. Voice samples are stored on the standard information chip.

CYBERLIMBS (ARMS)



Cyberarms and/or cyberhands replace the normal human extremities by connecting advanced servo-mechanisms to the muscular tissue and motor reflexes of the "meat" portions of the body.

Using a full cyberarm in combat converts normal Class 3 H-T-H attacks into Class 2 attacks due to rigid construction. The cyberhand alone (without a full cyberlimb) only adds a +1 to the Strength Damage of the character. Cyberlimbs possess both AV and a SIR.

When Lethal Damage is applied to a cyberlimb, it merely loses SIR rather than inflicting Life Point and Stamina loss. When the SIR is reduced by half or more, the cyberlimb becomes non-functional. When reduced to zero, the cyberlimb is destroyed.

Since cyberlimbs attach at the joints, they're incapable of being used to their fullest extent. For instance, although it's possible to purchase cyberarms with above-human Strength, lifting capability isn't increased. The reason?—If the character attempted to lift an object higher than their "normal" lifting ability, the cybernetic limb would suffer servo overloads resulting in it being torn from the flesh and muscle at the shoulder.

For game balance, no cyberlimb may possess a higher Strength rating than two points above their "true" Strength value. Thus, the maximum "cybernetically-altered" human Strength is 12 (not including the effects of certain Attribute-enhancing drugs).

CYBERARM, CIVILIAN

This is the standard cybernetic arm with connecting hand commonly found amongst normal citizens. Covered by 39mm thick plastic (3 AV), the cyberarm is a functional replacement limb possessing 13 SIR in the arm and 10 SIR in the hand. When purchased as a set (one arm and one hand), the character must expend ¥150 for every point of Strength in the entire arm.

CYBERARM, COMBAT

The combat cyberarm model with 35mm thick ceramic plate coating (5 AV) is a favorite amongst Nomads and freelancers. It possesses 15 SIR in the arm and 12 SIR in the hand. When purchased as a set (one arm and one hand), the character must expend ¥250 for every point of Strength the arm possesses.

CYBERARM, POLICE

The police cyberarm model is protected by a combination of 6mm steel and 14mm ceramic plate for a total of 20mm (8 AV). Due to its advanced internal construction and protective coils, the cyberarm possesses 17 SIR in the arm portion and 14 SIR in the hand. When purchased as a set (one arm and one hand), the character must expend ¥500 for every point of Strength the arm possesses.

***"I prefer
sim-sense sex to
real sex.***

***Why?—The
women are
always drop-
dead gorgeous
and fully
satisfied with my
performance.***

***Better yet, for
¥200, I can have
all the sex I want
for the rest of
my life."***

Unknown "Addict"

**"He's Karyudo—
cold, ruthless
and extremely
deadly..."**

**What other quali-
fications do you
really need?"**

**Mayumi Gibson
"Talent Agent"**

SYNTH-SKIN

Synth-Skin is a purely optional coating for use on cyberlimbs, (both arms and legs), which mimic the appearance of normal human skin. Although it's incapable of sweating or bleeding, casual observers are highly unlikely to notice the fake skin (Sight Perception Rolls at -4). Synth-Skin comes in all pigments and, for an additional ¥20, synthetic hair or "marks" (scars, birthmarks, freckles) may be added to it. The cost of Synth-Skin is based on a single cyberlimb coverage.

BICEP CACHE

This hidden cache, located in the bicep of a cybernetic arm, measures approximately 5" long by 2.5" wide and 2" deep. The cache is opened by pressing the concealed faceplate in a certain sequence. Note: This cache is waterproof.

ELBOW SPIKE

The elbow spike is a blacktech cybernetic option that houses itself within the forearm of a cyberarm. When activated, the spike extends some eight to ten inches beyond the opening located just above the elbow and locks into place. Damage inflicted by this weapon is SD+2 (Class I). When locked in this manner, the arm cannot extend 100%.

FINGER BLADES

Finger Blades are miniature double-sided blades that are positioned on tracks and housed within a special compartment within the hand. When triggered by the extension of the fingers and the tucking of the thumb in the palm, the blades are quickly launched down the tracks from the force of compressed springs and lock into place. At full lock-out, the blades extend three inches in length. Damage inflicted by this weapon is SD+1 (Class I).

FOREARM CACHE

This cyberlimb option is a simple waterproof hidden cache located within the forearm of a cyberarm. The approximate dimensions are 4" long, 2" wide and 1" deep. The cache is opened by pressing the concealed faceplate in a certain sequence. Note: This option cannot be used with either Elbow Spike or Forearm Spike.

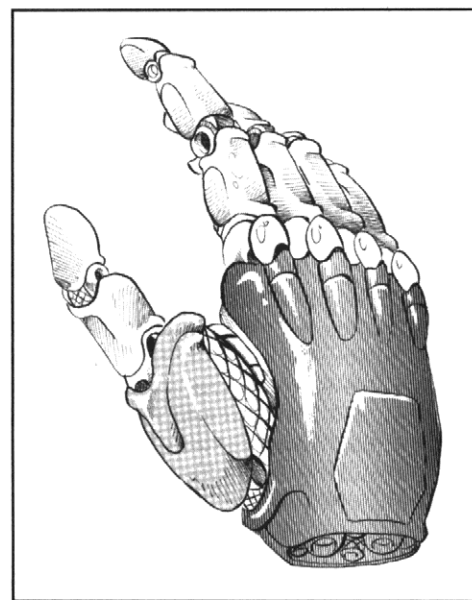
FOREARM SPIKE

This Blacktech cyberarm option is comprised of a spring-loaded 8" metal spike housed in the forearm of a cyberarm. When activated, the spike thrusts forward, emerges just below the wrist and locks into place. Damage inflicted by this weapon is SD+3 (Class I).

POP-BLADES

This cyberarm option gives the user retractable

razor-edged blades located at the fingertips. When fully extended, the blades measure 1/8th of an inch long. Damage inflicted by this weapon is SD (Since it does its damage by slicing, treat the attack as Class 1 versus Soft Armor and Class 2 versus Hard Armor.)



CYBERHAND, CIVILIAN

For persons requiring only a cybernetic hand, this standard consumer version is all the average user requires. The hand is covered with 39mm of plastic (3 AV) and possesses 10 SIR. Its Strength is purchased at ¥75 per 1 Strength. Unless used in conjunction with a similarly matched cyberarm, the use of a cyberhand in combat only increases H-T-H attacks by 1 PR. (Since most of the power in a punch or strike is generated by the motion of the entire arm, the Strength of the hand itself generates little bonus.)

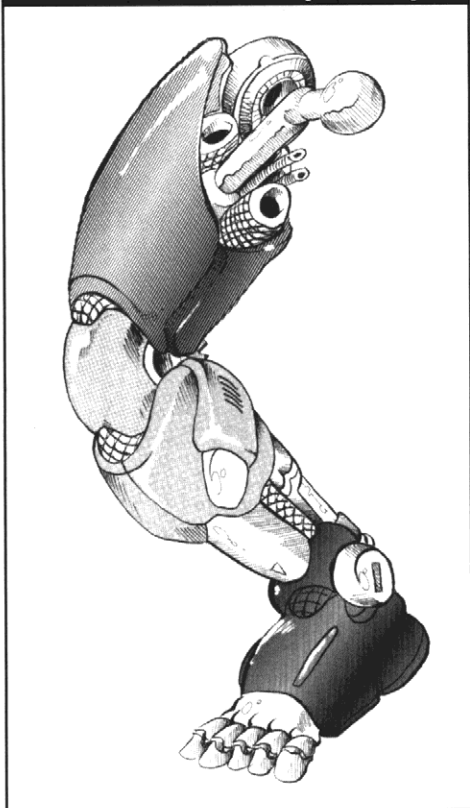
CYBERHAND, COMBAT

The combat cyberhand is covered with 35mm of ceramic plate (5 AV) and possesses 12 SIR. When purchased without the cyberarm, each point of Strength costs ¥125. Without a similarly matched cyberarm, the use of a cyberhand in combat only increases H-T-H attacks by 1 PR.

CYBERHAND, POLICE

The police version of the cyberhand is protected by a combination of 6mm steel and 14mm ceramic plate for a total of 20mm (8 AV) and advanced internal components (14 SIR). When purchased without the cyberarm, each point of Strength costs ¥250. Without a similarly matched cyberarm, the use of a cyberhand in combat only increases H-T-H attacks by 1 PR.

CYBERLIMBS (LEGS)



Cyberlegs and/or cyberfeet replace the normal human extremities by connecting advanced servo-mechanisms to the muscular tissue and motor reflex of the "meat" portions of the body. In this manner, the limb replacement is equal if not superior to the original one.

Since the cyberlimb is constructed from assorted metals, servos, plastics and electronics, the limb never requires rest (although the human using it might). When Lethal Damage is applied to a cyberlimb, it merely loses SIR rather than inflicting Life Point and Stamina loss upon the character. If the cyberlimb's SIR is reduced by half, it becomes non-functional. Should the SIR reach zero, the cyberlimb is considered destroyed.

As with cyberlimbs (arms/hands), the possession of cyberlegs also increases the amount of damage a character may inflict during H-T-H combat. When a kick is executed by a person using a fully cybernetic limb, the attack Class shifts from three to two. When a kick is executed by a person using a cyberfoot but not an entire cyberleg, their Strength Damage is increased by +1 PR.

Characters possessing two sets of cyberlegs gain additional benefits related to running, jumping and

leaping. A character engaged in a full sprint may add two hexes to their normal hex movement per Combat Round. While doing so, effective Stamina loss occurs every ten rounds rather than every two (as happens to unaltered humans).

When determining the distance a character may jump, increase their normal distance by five feet. When determining the distance a character may leap vertically, increase their normal distance by two feet.

CYBERLEG, CIVILIAN

This is the standard cybernetic leg with connecting foot currently offered to the average consumer. Covered by a 39mm thick layer of plastic or fiberglass (3 AV), the cyberleg is a fully-functional limb replacement. The leg portion of the unit possesses 15 SIR, while the foot possesses 11 SIR.

CYBERLEG, COMBAT

The combat cyberleg is a popular model amongst Nomads, freelancers and police officials. The internal components are protected by 35mm of ceramic plate (5 AV), more than adequate when additionally protected by impact absorption pants. The leg portion of the cyberleg possesses 17 SIR, while the foot itself possesses 13 SIR.

CYBERLEG, POLICE

The highly sought-after police version cyberleg is currently the best on the market. Protected by a combination of 6mm steel and 14mm ceramic plate for a total of 20mm (8 AV), the police cyberleg is the most-heavily defended version of the limb. Due to the advanced circuitry and durable construction (including support chassis), the leg portion possesses an outstanding 19 SIR. The foot itself possesses 15 SIR.

ANCHOR LOCKS

This unusual cyberleg option gives the character retractable claws which emerge from different locations on the outer foot—two from the front sides opposite the toes, the third out of the heel. Powered by spring-loaded mechanisms, the claws effectively possess 4 PR (Class I); enough to allow them to anchor successfully to the ground. When locked into place, the character can reduce any knockback suffered by four feet. If the resulting score is less than zero, the anchors hold and the character doesn't move. If the resulting score equals zero, the knockback had enough force to dislodge the anchors from the ground, but not enough to knock the character down. If the resulting score is above zero, the anchors are unable to "hold" the ground and the character is knocked back the specified amount. Note: This option cannot be placed in a limb with Edgers.

"Son, put the crowbar down and step back. If you try to take a swing at me, I'm gonna have to blow your face out the backside of your head—and to tell you the truth, I'd hate to start my shift like that."

**Enrico Garcia
Tengu Province
Police Officer**

**BLAM,
BLAM,
BLAM,
BLAM,
BLAM,
BLAM,
BLAM!**

"Freeze! TAD!"

Saburo Yamaguchi
TAD Officer

BICEP FEMORIS CACHE

The bicep cache option allows a cybernetic leg to be fitted with a hidden compartment. The approximate measurements for the cache are 9" long by 4" wide by 3" deep. Completely waterproof, the bicep cache is opened by a sequential pressing of the hidden faceplate.

CALF CACHE

The calf cache is a compartment used to hold miniscule items such as keys or microchips. The calf cache measures a mere 2" long by a half inch wide and deep. While not exactly a concealed cache, the cyberoption is generally hidden from view by socks or outer garments. Note: As with the other caches, this one is waterproof as well.

CLIMBING HOOKS

Similar in design to the Anchor Lock option, this unit is specially-designed for use in climbing. Retractable hooks emerge from below the kneecap, toe front and heel. The curve of each hook indicates that they're not made for combat and as such, don't do any special damage. However, when used specifically for climbing, these hooks give the character a +2 to their Climbing Skill or increase their normal climbing talent to a respectable AGL + 5. Note: This option may not be used on a cyberleg already possessing Anchor Locks.

EDGERS

This Blacktech cybernetic option gives the user a retractable razor-sharp blade on the outer portion of the foot running from the heel to the little toe. When used properly during the execution of a kick, the character's kick effectively moves up to a Class I attack (due to the blade). If the character only wants to use the Edger itself during a kick, it will inflict SD (Class I).

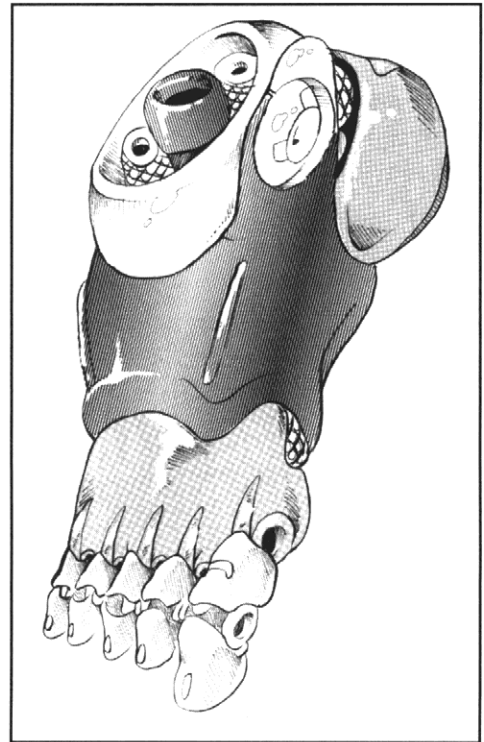
KNEE SPIKE

The knee spike, a Blacktech cybernetic option for the leg favored by Nomads and cutthroats, is well known for its ability to disembowel opponents. Made from high-tensile steel, the foot-long spike is housed in a spring-loaded "firing tube" until activated. Once the knee is bent, however slightly, and a subvocalized command given, the knee spike quickly thrusts forward and impales its victim doing SD+3 (Class I). Whether a target is struck or not, the knee spike immediately jets back into its compartment freeing up the legs mobility.

JUMP JETS

This option consists of highly-compressed air canisters located in the lower legs and funnel units to control the airflow. In order for the jump jets to operate sufficiently, both cyberlegs must possess

this option. When used, the focused air can vertically lift 320 pounds for up to ten seconds or horizontally for twenty seconds. The jump jets have enough power to be triggered four times before they need to be refilled (¥50 each leg).



CYBERFOOT, CIVILIAN

For people looking for a replacement foot rather than an entire leg unit, this commercial standard easily fits that requirement. Its internal components guarded by 39mm thick plastic or fiberglass (3 AV), the standard cyberfoot is the easy choice for everyday usage. The cyberfoot possesses 11 SIR and increases kick damage by +1 PR. Note: In order to gain benefits in running, jumping and leaping, full cyberlegs must be purchased.

CYBERFOOT, COMBAT

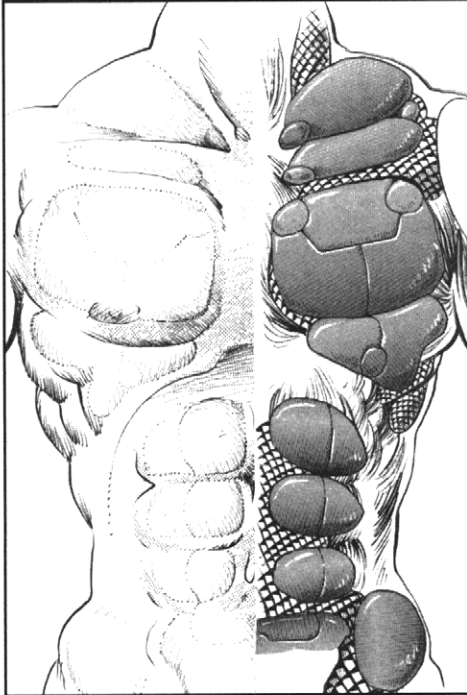
The combat-version cyberfoot is for the discriminating freelancer or soldier looking for something better than the stock model. Covered by 35mm thick ceramic plate (5 AV), the cyberfoot possesses 13 SIR and increases kick damage by +1 PR. Note: In order to gain benefits in running, jumping and leaping, full cyberlegs must be purchased.

CYBERFOOT, POLICE

The police-version cyberfoot is the pinnacle of engineering and a must-have for persons requiring a foot replacement. Covered with a combination of

6mm steel and 14mm ceramic plate for a total of 20mm (8 AV), the police cyberfoot is the most heavily-defended version of the limb. The foot possesses 15 SIR.

CYBEROPTIONS



Cyberoptions are just that; optional cybernetic components from the benign to the malign. It's the way to accessorize in the 22nd century! Every cybernetic component listed here may be purchased and added to the human body without the prerequisite of a "master" cyberlimb.

BIO-MONITOR

The Bio-Monitor is a standard cybernetic option used by people who engage in strenuous activity, including that of combat. Mounted just beneath the epidermal layer of the inner forearm, the device gathers vital information regarding the wearer's heartrate, blood-pressure, vitality status and bio-energy state. This data is then processed by the Bio-Monitor's subprocessors and displayed on the touch sensitive screen. When a person wants to see their current status, simply pressing down upon the skin covering the screen activates the unit and information is immediately displayed—visible through the epidermal layer. When a person has suffered Life Point or Stamina loss, the device will display the approximate remaining percentages in the body. If the person is under the effects of poison, a tolerance level bar will light up displaying the poison's status in the body.

BIO-SOFT CHIPS

As described in the next entry, Bio-Soft Chips are special skill-mimicking programs and subroutines which, when slotted into the appropriate Bio-Soft Player, enable users to perform skills they wouldn't normally know. While each Bio-Soft Chip gives the user a new skill, they're only at their Base Roll and may never be increased (for those requiring a Skill Roll). Furthermore, if a Bio-Soft Chip containing a specific Skill is worn and the character also possesses the same skill, the Bio-Soft chip overrides it—even if the Skill Roll is lower.

Each new chip added to the Bio-Soft Player requires the user to practice using the skill for at least six hours to become proficient with it. In situations where the user hasn't had time to train with the Bio-Soft Chip, skills with Skill Rolls are reduced to 9 or less.

Here are the individual skills that may be purchased as Bio-Soft Chips:

Acrobatics	Knowledge Skill
Administration	Language (Mastery)
Ancient Languages	Literacy
Appraisal	Lockpicking
Brawling	Marauder Pilot
Bugging	Marauder Repair
Cartography	Martial Art
Climbing	Mechanics
Computer Literacy	Navigation
Computer Programming	Orienteering
Criminology/Law	Paramedics
Cryptography	Personal Skill
Culture	Pilot
Demolitions	Religion
Driving	Riding (Animal)
Electronics	Science
Fall Recovery	Security Systems
Footwork/Balance	Sign Language
Foraging, Wilderness	Survival
Forensics	Swimming
Gambling	Trapwork
Gymnastics	Vehicle Repair
Jury-Rig	Weapon Skill

BIO-SOFT PLAYER

The Bio-Soft Player is a multi-component cybernetic device which taps into the neural pathways of the brain and motor reflex control. The main portion of the unit, located in the neck, is the actual chip player which measures three-inches long by 1" wide and a quarter-inch deep. By pressing the faceplate to open the unit, the user may then add up to eight different Bio-Soft Chips carrying skill information. As soon as the chips are slotted in the Bio-Soft Player, they become accessible to user. (See Bio-Soft Chips.)

*" Technology is
what you make
of it...otherwise
it's what makes
you."*

Jason Danuloff
Inventor

**"Power down
your Marauder
and open the
hatch..."**

**"If you don't
comply in six
seconds, I won't
be responsible
for the actions of
my team
members."**

**Lori Falstrom
TAD Officer**

BODY PLATING

If you want the cyborg look without having to pay full-price, or simply need effective armor, Body Plating is the logical choice. Pressed sheets of microporous synthetic steel able to flex and bend along the contours of the body are fused to the skin giving the person "natural" armor protection. MSS can be placed on any portion of the body with only minor surgical changes required for the most part. *For those persons wanting their groin/hip region to be plated, genital removal or alteration is required.*

Microporous synthetic steel costs ¥800 per 1 AV (Relative Thickness: 2mm) for each body part covered. Body Plating may be covered with Synth-Skin to maintain normal appearance without alerting others to the truth. (Realistic to 5mm AV.)

BODY TINTING

Taking hair coloring one step beyond reason, Body Tinting has been gaining a large following in the Aquila Province. The epidermal layers are injected with a special non-diluting die that travels throughout the body shifting the skin's color to one of 1,000 choices. There's no reversal procedure except for having a more "normal" color injected to replace the unwanted one.

CHRONOMETER

The chronometer option is a simple digital clock that is placed just below the skin in a forearm and uses the person's bio-impulses for power. The display can be seen through the skin, allowing the user to check the time at a glance.

CYBORG CONVERSION

The full-cybernetic conversion entails the complete removal of the brain and spinal column for placement within a selected cyborg body. Inside the skull compartment, the brain floats in a protein-based liquid which provides both oxygen and nourishment. Miniature subprocessors attached to the neural pathways, speech center, auditory pathways and motor reflex controls allowing the brain to fully-control its new host body.

The cyborg can adjust sensory input from standard "true human" values to an effective "off" position, thus allowing them to walk through a raging fire without feeling the pain. *(Regardless of the "pain" sensation, cyborgs don't suffer Life Point or Stamina Loss—instead, they possess SIR. Therefore, if an attack penetrates their armor and blows off a leg, the cyborg will "feel" the limb loss but not suffer any detrimental Stamina Loss effects.)*

The following column contains three standard cyborg conversion choices currently available on the market. (Blacktech where available.)

Standard Cyborg

Cost: ¥25,000

Total coverage: 3 AV (39mm plastic).
Head: 13 SIR Torso: 30 SIR Groin/Hip: 12 SIR
Attribute Override*: 8 STR, 5 DEX, 5 AGL
Two Optical Sensors w/standard lenses
Two Standard Hearing Systems
Two Cyberarms, Civilian model
Two Forearm Caches (one per arm)
Two Cyberlegs, Civilian model
Two Bicep Caches (one per leg)
Filtration Unit
Toxin Filter

Combat Cyborg

Cost: ¥40,000

Total coverage: 5 AV (35mm ceramic plate).
Head: 15 SIR Torso: 34 SIR Groin/Hip: 14 SIR
Attribute Override*: 10 STR, 7 DEX, 7 AGL
Two Optical Sensors w/standard lenses
Two Infrared lenses
Two Telescopic lenses
One Targeting lens
Two Standard Hearing Systems
Two Parabolics
One Radio Sensor
One Surveillance Descrambler
Two Cyberarms, Combat model
Two Bicep Caches (one per arm)
One Elbow Spike
One Forearm Spike
Two Cyberlegs, Combat model
Two Bicep Caches (one per leg)
Two Climbing Hooks
One Knee Spike
Bio-Soft Player w/5 Chips
Filtration Unit
Homing Beacon
Toxin Filter

Police Cyborg

Cost: ¥55,000

Total coverage: 8 AV (6mm steel and 14mm ceramic plate for a total of 20mm thickness).
Head: 17 SIR Torso: 38 SIR Groin/Hip: 16 SIR
Attribute Override*: 12 STR, 9 DEX, 9 AGL
Two Optical Sensors w/standard lenses
Any three options per eye
Two Standard Hearing Systems
Any two options per system
Vocal Amplifier
Vocal Emulator
Two Cyberarms, Police model
Any three options per arm
Two cyberlegs, Police model
Any four options per leg
Bio-Soft Player w/8 chips
Filtration Unit
Homing Beacon
Toxin Filter

(*) Note: Replaces "human" Attribute values.

FILTRATION UNIT

The Filtration Unit comes in two models, one for human subjects and another for cyborgs. The human model is installed within the walls of the lung and acts as a filtering agent which removes harmful airborne pollutants and toxins. The cyborg model is an apparatus located in the upper torso region which filters air in order for the brain to obtain untainted oxygen. In game terms, the Filtration Unit allows the person to ignore the effects of inhaled toxins and poisons.

FINGER BLADES

Although this cybernetic option takes the same name as one for cyberarms, it in fact is a misnomer which should have been aptly named—Claws. The device is mounted in the forearm and upon activation, two razor-edged blades (roughly a finger's width in thickness; hence the name) pop out and forward finally locking in place above the hand and extending some 6" beyond the closed fist. This weapon does SD+2 (Class 1).

GOUGER

The Gouger is the exact same option as the Elbow Spike but without the requirement of needing a fully-cybernetic arm. (See Elbow Spike.)

HOMING BEACON

The Homing Beacon is one of the basic "must have" cybernetic components that guns-for-hire depend on—especially when working deep in enemy territory. The Homing Beacon sends out a pre-determined signal that carries information regarding the user's location. Only devices prepared to search for the specific signal or gear used to scan multiple frequencies for anomalies may locate it. The device is usually placed in a location close to the skin where the frequency may be adjusted or the beacon may be activated.

MONOFILAMENT GARROTE

Like a normal garrote, this weapon is used to strangle a victim. However, in the case of the Monofilament Garrote, its ultra-thin wire is capable of severing a victim's head from the body. The wire is held in a spool located within the thumb or wrist and possesses a ring for the opposite hand to grab and pull taut. When wrapped around an opponent's limb or neck, the Monofilament Garrote inflicts SD+1 Armor Piercing (Class 1).

NASAL DISPENSER

This unusual cybernetic device is a main supplemental aid for drug users. One of the nostrils is embedded with a special drug dispenser unit possessing pressure-sensitive controls on the side of the nostril. Upon activation, the Nasal Dispenser

measures out one hit of the installed drug and forces it up the nasal cavity. The narcotic container in this device may be removed for refilling and is capable of holding roughly five to twenty hits. Note: A side effect of this cybernetic option is the reduction in the user's ability to smell (treated as -3 to Perception Roll).

PAIN BLOCKER

This option, once installed near the brain stem, allows the character to ignore four points of Stamina Loss when an attack penetrates their defenses. When making a Willpower Roll to avoid being stunned, the Pain Blocker increases the roll by one point. This device is always active.

QUICK-BURST

The implanted device stimulates the adrenal glands into producing a surplus of chemicals that effectively give them a +1 Agility for nine seconds. Once initiated by mental activation, the Quick-Burst may not be used again for a period of four hours while the adrenal glands replenish themselves.

RAZOR KNUCKS

This Blacktech cyberoption replaces the normal knuckles of the hand with plated aluminum; each housing a minute razor. When the fist is clenched, the razors slide forward just beyond the skin and shifts the Class 3 punch to a Class 1 attack. If the attacker only wants to brush the opponent with the razor it will inflict SD-1 (Class 1).

TIPS

Tips are metal fingernails with razor edges that are fused directly to the finger's bone replacing the old "frail" fingernail. When used in H-T-H combat, the Tips can inflict SD (Class 1). Note: If used with a Martial Strike, convert the Strike into a Class 1 attack rather than its normal 3. Note: If Tips are used against Hard Armor, reduce the attack's effectiveness to Class 2.

TOXIN FILTER

There are two different Toxin Filters available to the consumer—one for normal humans and one configured for cyborgs. In both cases, the cybernetic component completely replaces the livers using nanotechnology to fuse pathways to either the organic components of the human host or to the synthetic tubing of the cyborg. Once in place, the Toxin Filter allows the user to ignore the effects of nearly all injected substances such as liquor and poison. Since the unit filters and captures the foreign agents within itself, a periodic cleansing of the system is required (one cleaning at six to eight month intervals—¥150).

"The Breeder pinned Kelly down and ripped off his right arm. I watched with a mixture of horror and fascination as it raised the arm high above its head like some grotesque trophy."

***Ben "Haywire" Martinez
Bodyguard For Hire***

GAME SYSTEM

While occurrences may call for standard roleplaying conventions, situations involving combat require a set of rules to define their methodology. What follows are those rules.

The basic frame of time necessary to facilitate such a game system is called a **Round** (or **Combat Round**). Equal to 3 seconds of real-time, the Round is further broken down into 20 individual **Segments**. The precise moment in a Round when a character may act is called an **Action Segment**.

ACTIONS

As the name implies, an **Action** is "the act of doing or performing something." The character's Agility value dictates the number of Actions than may be executed during a Combat Round. The exact number of Actions that may be performed are listed in the chart below:

AGILITY	# OF ACTIONS
17-20	5
13-16	4
9-12	3
5-8	2
1-4	1

As with most roleplaying games currently on the market, *Marauder: 2107* uses a system in which the character with the highest Agility acts first while the character possessing the lowest Agility goes last. During a Round of Combat, the GM counts down from AGL 20 and stops on whatever value a PC or NPC may execute an Action. Once completed, the GM continues with the count-down until the Round is over.

In combat, a character may perform an Action when the GM works their way down to the character's Agility value. If the character possesses more than a single Action per Round, (consult the Action Chart on the previous page), you'll need to determine when the timing of the subsequent Actions occur.

ACTION RULE

If your character possesses multiple Actions as specified in the Action Chart on page 80, your first Action occurs on the character's Agility value and each subsequent Action occurs in descending increments of three.

Officer Henshaw looked up at the punk in time to see the flash of a shotgun muzzle and suddenly felt a slug strike his chest.

As Henshaw struggled to release his pistol from the holster, the punk leveled his weapon and fired again, this time striking the officer in the arm. Bleeding seriously, Henshaw attempts to aim his pistol with the good arm and fires off a round, missing his target by some six feet.

The punk, with an Agility of 7, possesses the ability to perform Actions on Segments 7 and 4. Officer Henshaw possesses an Agility of 5, enabling him to act on Segments 5 and 2.

For his first Action (Segment 7), the punk fires his shotgun at an unsuspecting Henshaw, striking the officer in his well-protected chest. On Segment 5, Henshaw reacts by expending an Action drawing his weapon from the holster. On Segment 4, the punk fires again and strikes Henshaw in the arm. Finally, on Segment 2, Henshaw fires his pistol with the good arm but sadly misses his target.

In situations where more than one character have the same timing for executing an Action, the character with the highest Agility resolves their Action first. If a tie still exists, the character with the highest Dexterity goes first. Should a tie continue to exist at this point, treat the Actions as occurring simultaneously.

ACTIONS DEFINED

Below is a basic list of specific Actions that can occur during the course of play—in no way does it reflect all the possible options available to the character. This list is included here to represent the types of Actions likely to be used while adventuring.

COMMON ACTIONS LIST

- Aim ranged weapon
- Attack (armed or unarmed)
- Dive for cover
- Dodge
- Draw a weapon/holster a weapon
- Drink a liquid/Pop a pill
- Intensely using a Perception Sense
- Full sprint movement
- Jumping or leaping
- Manipulate an object
- Move and attack*
- Move X amount of distance
- Open a door/close a door
- Reload a weapon
- Throw object
- Utilize a skill

(*) Characters may opt to move 1 hex and attack OR may choose to move a specific number of hexes up to 1/2 their normal movement and attack. *If the character wishes to move more than 1/2 their normal movement, the act is considered a full sprint and therefore a Full Action.*

The limited movement and attack reflect's the character's adrenalized rush of quickness during a combative situation which provides them with the ability to move quickly over a short distance and attack with a ready weapon.

Soliloquy Note: For the most part, the use of soliloquy (speaking) takes no time to perform unless it's a long and drawn-out speech. Certain skills, such as Bartering, Bribery, Fast Talk, Interrogation, Seduction and Streetwise involve BOTH soliloquy AND the use of an Action Segment(s).

***"You only got
two choices
criminal—***

***Draw your
weapon and die
or stand there
and die...Either
way, you still
die."***

***Nicholas "Purge" Durn
TAD Officer***

"It was incredible!

***The nomad ran
some thirty-six
feet, dove be-
hind a boulder
and was out of
view before I
could even get
him in my sights.***

***By the time I
raised my rifle
and had the
boulder target-
locked, he had
escaped through
a tunnel system."***

***Miles Whittaker
Bounty Hunter***

MOVEMENT & SCALE

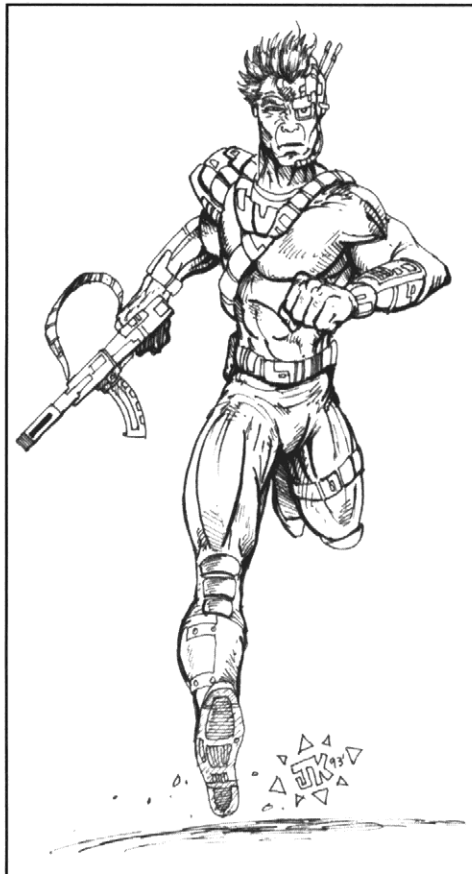
Marauder: 2107 uses a scale that will enable players to use the standard tabletop hexagonal battlemaps for use with miniatures or cardboard cut-outs. The measurement is known as 25mm scale.

For precise location of objects on hexagonal battlemaps, **Marauder:** 2107 utilizes the english system of measurement—One hex on a battlemap is equal to 2 yards (6 feet). Throughout this sourcebook, we refer to hexes and inches (using the " symbol after a numerical value) synonymously.

This section deals specifically with movement: Running, Jumping, Leaping, Climbing, Swimming, Flying and Encumbrance. Vehicle movement is discussed later in this chapter.

RUNNING

During a Round of combat, a character may run any number of hexes below or equal to their $\text{Agility} \times 2$. This movement total is then divided by the number of Actions a character may perform in a Round to determine the maximum movement allowed per individual Action Segment.



This division need not be equal. However, when it occurs, the odd hexes may be added to any chosen Action Segment provided they're spread as evenly as possible amongst all available Actions and there cannot be more than one hex difference between them. (See example 3.)

Example 1

Brian has a 5 Agility which allows him to move a maximum of 10 hexes per Round ($5 \times 2 = 10$). According to the Action Chart on page 80; a character with an Agility of 5 possesses 2 Actions. Thus, Brian has the ability to move 5 hexes per action ($10 \div 2 = 5$).

Example 2

Patti has an ex-athlete for a character who possesses an extraordinarily high Agility value of 9. Multiplying 9×2 , we determine that Patti's character may move 18 hexes per Round. According to the Action Chart, a character with an Agility of 9 has 3 Actions. Thus, Patti's character possesses the ability to move 6" per Action ($18 \div 3 = 6$).

Example 3

The average adult male Stryder possesses an Agility of 13 which allows him to move 26 hexes per Round ($13 \times 2 = 26$). According to the Action Chart, an Agility of 13 provides the Stryder with 4 Actions. Thus, the Stryder has the ability to move 6 hexes per Action ($26 \div 4 = 6.5$). If we multiply the .5 fractional result by the number of Actions, we get the true number of odd hexes ($.5 \times 4 = 2$) still to be used. The player may now assign the additional movement to its Action Segments.

When a character chooses to sprint, they may move up to their allotted distance in hexes per Action and perform no other Action during the Segment. If the character wishes to move AND attack, they are limited to moving only half their allotted 'Per Action' distance. (As discussed on page 81.)

The maximum distance that an unencumbered character may sprint before becoming completely exhausted is dependent on their Stamina. For every 2 consecutive Rounds the character sprints, their Stamina is effectively reduced by 1 point. When the character's Stamina reaches 0, the character falls to the ground from exhaustion. (The loss of Stamina in this case has no bearing on the character's ability to withstand physical damage.)

JUMPING & LEAPING

A character may jump forward any distance equal to their Agility x 3 (in feet) after spending the prior Action sprinting. Thus, a character possessing a 6 Agility, can jump a maximum of 18 feet. Upon landing, the character is required to make an Agility, Acrobatics, Fall Recovery or Gymnastics Roll in order to stay on their feet. A failed roll results in the character landing incorrectly and rolling on the ground. If the roll was failed by 5 points or more, treat the resulting fall as doing slight damage such as injuring the ankle—ie. the character suffers 2 points Lethal Damage to one foot. (This is to simulate the awkwardness of the landing and the character's attempt to recover while extending arms and flailing about.)

A character may leap vertically any height equal to their Agility value (in feet). Thus, a character possessing a 6 Agility can leap a maximum of 6 feet high. This height is dependent on the character spending the prior Action running toward the Leaping Point. Leaping height from a standstill is equal to 1/2 the character's running Leap.

CLIMBING

In order for characters to climb anything more difficult than a ladder or a tree with well-placed limbs, the character must make a Climbing Roll.

All characters have the natural ability to climb using nothing more than their hands and feet—this is known as free-climbing. Every character automatically possesses an 8 or less chance. However, if the character wishes to use various climbing equipment such as harnesses, D-rings and pitons, they require the Climbing Skill.

Regardless of whether they possess the skill or rely on their non-formal training, they've the ability to climb a number of hexes per Action Segments equal to half their Strength Attribute (fractions rounded downward). This distance is then modified by the type of climb being initiated:

TYPE OF CLIMB	MODIFIER
Ladder	+2"
Knotted Rope	+1"
Pully/Harness	+1"
Normal Tree	0
Surface w/Protrusions	0
Wet Surface	-1"
Sheer Surface	-2"
Degrading Surface.	-2"

Note: The character must make a Climbing Roll on each Action they climb—failure indicates a fall.

SWIMMING

A character may swim only if they possess the Swimming Skill. The character's proficiency in Swimming is not reflected in Skill Levels, but instead relies on the player's preference.

For the most part, the choice of swimming techniques is purely academic. If, however, the skill played an important part in the character's background, their swimming style should generally reflect their upbringing. (ie. Core citizens are likely to know the proper strokes while those residing in the Wasteland are likely to only know the maneuvers necessary to keep them afloat.)

The maximum number of hexes a character is able to swim in one Round is based on their running movement. The character may swim any distance per Round equal to 1/2 their running distance. The character may swim any distance per Action Segment based on dividing the number of Actions they possess into their swimming distance per Round. Thus, a character that can run 12 hexes per Round allows them to possess a maximum swimming distance of 6 hexes. Dividing that score by 2 gives us the number of hexes the character may swim per Action....($6 \div 2 = 3$ hexes).

A character swimming their full speed per Round will tire at the rate of 1 Stamina per Round. Once the character reaches 0 Stamina, they become physically exhausted and unable to keep themselves afloat. (See Drowning later in this chapter).

FLYING

Flight, an ability shared by certain winged animals and Breeders, allows them to move high above the ground where they execute their aerobatics.

An animal or Breeder may fly any number of hexes in one Round below or equal to its Strength + (Agility x 2). This movement total is then divided by the number of Action Segments the creature may perform per Round to determine its maximum flight distance per Action.

Example:

The Kernasus Breeder, a large bat-like leathery-skinned creature possessing a wingspan some 38 feet long, has a Strength of 9 and an Agility of 12. By using the equation provided above, the numbers we're working with are: $9 + (12 \times 2)$ which is $9 + 24$...or a total of 33 hexes.

By dividing the 33" between each of its 3 Actions, we determine that the Breeder may fly up to 11" per Action.

"You should have seen this bounty hunter, Logan.

He stood on top of his truck no more than 200 feet away and before he could even raise his rifle, I had run to the bolt hole and made my get-away.

It was almost as if he moved in slow motion."

***Eiichi Yokoyama
Nomad Clan Takasago
(Remarking on his first
experience using the
drug, Spasm.)***

*"If I were to
simply cut off
your ear, what
would you do
officer?"*

Unknown Thug

ENCUMBRANCE (Optional Rules)

Encumbrance refers to the amount of weight a character may carry upon themselves while adventuring. Its purpose is to provide both players and GM a system of determining how much a character may carry and how well they can interact with their environment as a result.

On page 27 of this sourcebook is the Maximum Lift Chart which, to be quite redundant, shows the maximum weight a character is capable of lifting. This value is then halved. The new value, called the Base Score, is the basis for determining levels of Encumbrance. As the chart below indicates, there are five levels of Encumbrance; rated 0 to 4. Each of these "ratings" are indicative of the type of penalties that will be later applied to the character's movement.

LEVEL	CALCULATION
0	Divide Base Score by 8
1	Divide Base Score by 6
2	Divide Base Score by 4
3	Divide Base Score by 2
4	Equal to Base Score

If we used the information above and applied the calculations to that of the average human Strength of 5, the character would be able to lift a maximum of 450 lbs. (As shown on the Maximum Lift Chart on page 27.) By halving this value, we arrive at the Base Score 225. Below is the Encumbrance breakdown for said average human:

LEVEL	EQUATION	WEIGHT
0	$(225 \div 8 = 28.12)$	28 lbs.
1	$(225 \div 6 = 37.5)$	37 lbs.
2	$(225 \div 4 = 56.25)$	56 lbs.
3	$(225 \div 2 = 112.5)$	112 lbs.
4	225	225 lbs.

Running Penalties

In the case of penalizing a character's ability to run, each level of Encumbrance above 0 reduces the character's "Per Action" movement by one hex. Thus, a character who's normally able to move 5" per Action Segment and is level 2 Encumbered would have their movement reduced to 3" per Action Segment. If at anytime the character's movement is reduced to 1" or less, begin applying penalties on every 2 feet in the final hex until the character is unable to move at all.



Jumping/Leaping Penalties

Penalization applied to the character's ability to jump is accomplished by reducing the maximum distance through the division of the Encumbrance level into the normal Jumping distance. (Treat an Encumbrance level of 1 as 1.5 for calculation purposes.) Thus, a character that can normally jump 18 feet unencumbered would be only able to jump 12 feet if level 1 Encumbered... $(18 \div 1.5 = 12)$.

Penalization applied to the character's ability to leap is accomplished by subtracting the character's Encumbrance level from the normal Leaping distance. Thus, a character that can normally Leap 5 feet unencumbered would be only able to Leap 2 feet if level 3 Encumbered... $(5 - 3 = 2)$.

Climbing/Swimming Penalties

Each Encumbrance level above 0 reduces the number of hexes a character may climb or swim. For every level of Encumbrance the character falls within, reduce the character's movement by 1". If the movement is ever reduced to 1" or less, begin applying penalties on every 2 feet in the final hex until the character is unable to move at all.

Notes:

If Encumbrance is used to penalize a character's Agility Roll or any Agility-based skill, each Encumbrance level above 0 reduces their roll by 1 point.

The final effect of Encumbrance on movement is its inherent ability to increase the rate of Stamina Loss. A character will lose a number of Stamina equal to their Encumbrance level each 30 minutes. (This Stamina Loss doesn't have any bearing on the character's ability to take physical damage.)

COMBAT SEQUENCE

Combat is accomplished using a specific set of steps that organize the manner of their execution into a concise system.

- 1 Determine the Base Target Number.
- 2 Apply any/all applicable Modifiers.
- 3 Roll attack (1d20) vs. Modified Target Number.
- 4 If hit, roll body location. If miss, end of Action.
- 5 Reduce Penetration Rating by Armor Value.
- 6 Apply Strike Assessment Table.
- 7 Apply Lethal Damage and Stamina Loss.

BASE TARGET NUMBER

Between any two evenly matched opponents in combat, each person possesses the same amount of chance to hit or miss their opponent...50/50 odds. To reflect this, we assume that on a d20, a 10 or less chance is that 50% chance.

Since we know, or can easily assume, that seldom are the times when combat between *exactly* skilled opponents occur, we require a method to determine how the odds change. Here's the process:

The initial 10 or less roll (50/50 chance), is modified by the difference between the attacker's and defender's **Combat Score**. The Combat Score of an attacker is equal to the sum of their Dexterity plus the specific Combat Skill to be used. The Combat Score of the defender is equal to their Agility plus any Athletics.

Note: Should a character not possess any combative skills, their Combat Score is equal to their Dexterity or Agility; depending on whether they're the attacker or defender.

Should the difference between Combat Scores be in favor of the attacker, add the difference to the 10 or less roll. (Thus, the attacker has a better chance of success.) If, however, the difference is in favor of the defender, subtract the difference from the 10 or less roll. (Thus, the attacker has a reduced chance of successfully hitting their opponent.)

This new number, whether in favor of the attacker or the defender, is known as the **Base Target Number (BTN)**.

Carter has a Dexterity of 6 and 3 levels with Brawling giving him an offensive Combat Score of 9. His opponent, a minor gang member possessing an Agility of 5 and 2 levels of Athletics, has a total defensive Combat Score of 7.

By comparing both Combat Scores, we determine that there is a difference of 2 points in favor of Carter (the attacker). When the initial 10 or less roll is raised by those 2 points to arrive at a BTN of 12 or less, Carter's chance of successfully hitting the thug increases.

MODIFIERS

A variety of conditions can, and often do, alter combat events; the success of an attack in particular. **Modifiers** are applied to the BTN prior to a character attempting to make an attack roll. This new number is called the **Modified Target Number (MTN)**. The modifiers listed on the following pages are listed in alphabetical order. Note: Unless otherwise stated within individual entries, all Modifiers are cumulative.

AIMING

Any character that wishes to do so, may spend 2 consecutive Action Segments carefully aiming their ranged weapon to increase their chance of success. On the following Action after Aiming, the character may fire their weapon, adding a +1 to the BTN. If the character is struck by an attack that causes any trauma (Life Points or Stamina Loss) while Aiming, the character loses the Aiming bonus.

Note: The character may spend more than 2 consecutive Actions Aiming, however, it will not add any further bonuses than a total of +1 to BTN. *This Modifier may not be used with Autofire-based attacks nor while the character is moving.*

ATTACKER MOVING

A moving attacker (on their own accord or by being a passenger on a vehicle or mount) has their chance of successfully striking an opponent reduced. For every 10 MPH the character is moving at the time of attack, the BTN suffers a -1 penalty. If the character is travelling less than 10 MPH, treat it as a -1 penalty.

Note: In order to determine how hexes convert to MPH, please see the MPH Reference Chart.

"I suppose I'd scream like a woman."

"Why?—Are you getting bored of talking?"

*Nobuya Manabe
Fringe Police Officer*

"I ran after the purse snatcher and followed him between some buildings. About 100 feet down the alley, I heard a dog snarling over to my left—when I looked behind the dumpster, I saw the animal standing over the pinned purse snatcher.

That dog's saved my life three times since then."

Colin Dentry
Kaneshia Police Officer

Actions Per Combat Round

Hexes	1	2	3	4	5
2	3	5	8	11	14
3	4	8	12	16	20
4	5	11	16	22	27
5	7	14	20	27	34
6	8	16	24	33	41
7	10	19	29	38	48
8	11	22	33	44	54
9	12	24	37	49	61
10	14	27	41	54	68
11	15	30	45	60	75
12	16	33	49	65	82
13	18	35	53	71	88
14	19	38	57	76	95
15	20	41	61	82	102
16	22	44	65	87	109
17	23	46	69	92	116
18	24	49	73	98	122
19	26	52	78	103	129

To determine current MPH, cross-reference the subject's hexes of movement in the immediate or prior Segment by the number of Actions in a Combat Round the subject possesses.

ATTACKER WOUNDED

An attacker who is wounded has a reduced chance of hitting an opponent due to their inability to concentrate and focus as they lose blood.

For every 1/4 of the character's total Life Points lost due to Lethal Damage, the character suffers a -1 penalty to the BTN. If however, the Lethal Damage has struck the character's attack hand, treat the penalty as -2 versus the BTN.

Thus, a character who normally possesses 20 Life Points and takes Lethal Damage to their attack hand and another body location for a total of 10 points, would have a total of -4 applied versus the BTN. (-2 for the strike to the hand and a -2 for the total damage suffered...1/2 of the Life Points. -1 for each 1/4 of the total Life Points lost.)

AUTOFIRE

Specific weapons in three firearm classes have the ability to fire more than a single shot per Action Segment. This feature is known as Autofire.

Autofire weapons possess the ability to fire several rounds per Segment over a continuous duration of up to 5 Segments in length. Examine the Firearms Chart in the Equipment chapter. The Rate of Fire (ROF) column contains the number of shots that may be fired per Action. In most cases, the number will be 1 (indicating the weapon fires a single shot). If the number in the column is greater than 1 and is followed by the letter "A," it indicates the number of shots per Segment the weapon is capable of firing on Autofire in addition to its normal single-shot function.

Each Segment the character fires on Autofire, the weapon expels a specific number of rounds. For the purpose of monitoring the attack, the shots fired in a single Segment are called a *Burst*. Therefore, a weapon that shows a ROF of 2A means that it can fire 2 shots per Segment (or a 2-shot burst).

If the character chooses to fire their weapon for a greater duration than a single Action Segment, they need do nothing more than hold the trigger down. For each Segment thereafter until the 5th and final one, the weapon continues to expel ammo as indicated by the weapon's ROF. Thus, the ROF 2A weapon fires 2 shots on the character's initial Action Segment and continually expels a 2-shot burst per Segment until a total of 5 Segments have passed (a total of 10 shots fired).

Because characters possess an Action every three Segments after their prior one, they may do nothing more than perform a 1/2 move during an Action Segment in which their weapon is firing on Autofire. Note: A character is not required to fire all five bursts (for 5 consecutive Segments); they may choose the number of bursts fired.

Christina, with an Agility of 6, fires a ROF 3A weapon on Segment 6 (her first Action) and informs the GM that she'll hold the trigger down. The weapon fires a burst of 3 shots on Segments 6, 5 and 4. If she wants to continue to Autofire, Christina can perform nothing more than a 1/2 move during her normal Action Segment 3.

If she only makes a 1/2 move, or doesn't move at all, the weapon continues to fire a burst on Segment 3 and its final burst on Segment 2. If Christina had decided not to continue Autofiring on Segment 3, the weapon would have stopped expelling bursts and given her the ability to perform another action instead.

With each consecutive burst, the firearm's recoil reduces the possibility of striking the designated target(s). Each weapon that has the ability to Autofire has a specific *Recoil Rating* (listed as RR on the Firearms Chart). The number shown within that column indicates how much Strength the wielder is required to possess per burst in order to maintain full control of the weapon. Therefore, a weapon with an RR of 2 requires a minimum of 2 Strength per burst fired to maintain control.

In multiple burst attacks, count the Recoil effects cumulatively. When the total surpasses the wield-

er's Strength, the weapon becomes uncontrollable. Thus, a RR 2 weapon fired by an average Strength 5 character, uses 4 Strength to fire two consecutive bursts—on the third burst, penalties would be applied to the BTN. When the third burst is fired, the Strength Requirement would be boosted to 6 points ($RR \times \text{bursts} \dots 2 \times 3 = 6$); higher than the value the character possesses.

For each point of Strength Requirement beyond the wielder's Strength, the attack suffers a -1 penalty to the BTN. Thus, a Strength 5 character firing a RR 2 weapon for 4 bursts, would suffer no penalties with the first two bursts (only a cumulative Strength Requirement of 4). The third burst causes the Strength Requirement to boost to 6 points; 1 point higher than the character's Strength. This in turn causes a -1 penalty to be applied to the BTN for the third burst. The fourth and final burst causes the Strength Requirement to boost to 8 points; 3 points higher than the character's Strength. Therefore, a -3 penalty is applied to the BTN.

Note: For each Segment the weapon is Autofiring, the character must make a separate attack roll.

If the character wants to use the Autofire to strike several targets or to "fill the air" with bullets, they must select a specific hex to fire into and that of the adjacent hexes. Only a maximum of 4 adjacent hexes can be "filled"—one hex for each Segment a burst is fired. Thus, in order to fill 3 hexes, the attack would occur over 3 consecutive Segments.

The attack roll is made against the first hex (treated as having a Combat Score of 2), plus any other applicable Modifiers. If successful, the burst "fills" the hex with flying rounds. For each consecutive Segment and each adjacent hex fired into, apply the normal Modifiers until such time as an attack roll is failed. At that time, the character is unable to control the weapon any further, resulting in wildly arcing fire controlled by the GM.

Should a hex currently being fired into become occupied, a separate attack roll must be made versus each target. Recalculate the BTN and include all appropriate Modifiers. Once you have the new MTN, make an attack roll.



Suppose your character wants to strike two targets separated by a single hex. How would the attack work?...

The person Autofiring would make their attack against the first hex on their Action Segment. If it hit, a second attack roll would be made; this time versus the target. On the next Segment, a burst is expended to "fill" the empty hex as the character begins to arc their weapon. On the following Segment, the attacker strikes the third hex. Since this hex is also occupied, the character must make a second attack roll, this time versus the target.

Note: Any rounds in a burst (or the burst itself), not striking a target while "filling a hex" are considered to still be in the air during the course of the Segment—thus creating a danger zone from the attacker to the target hex. (Anyone entering this danger zone risks being struck by a bullet.)

Just because a burst has successfully struck an opponent, it doesn't mean that all shots within the burst have also hit the target. The exact number of rounds in a burst that hit the target is equal to the number of points under the MTN that the attack roll was made by. Thus, a ROF 4A weapon that strikes a target on a 12 or less and arrives at a d20 result of 10 only strikes the target three times...One at 10 or less, one at 11 and one at 12.

Note: Attack Rolls resulting in 20 indicate a jam.

"Renee isn't what you'd call your average police dog—

More like a cybermutt with an attitude."

***Colin Dentry
Kanesha Police Officer***

"Renee puts her life on the line for me every working day.

Why?—I think its a mixture of love and devotion that unites us...

Either that or an extreme dislike for the criminal element."

**Colin Dentry
Kanesha Police Officer**

CALLED SHOT

An attacker may attempt to make a Called Shot to strike a specific location upon an opponent, including any object they may carry. The Called Shot Modifier may be used in conjunction with the Aiming Modifier but may not be used with the Autofire option.

Below is a chart containing the penalties that need to be applied versus the BTN when attempting to make a Called Shot.

PENALTY	OBJECT SIZE
-6	Toes, Eyes, Nose
-5	Fingers, Ears
-4	Hands, Feet
-3	Head, Genitalia
-2	Arms, Legs
-1	Torso
-6	Objects 1" x 1"
-5	Objects 3" x 3"
-4	Pistols, Knives, Book
-3	Portable Computer
-2	Submachineguns
-1	Rifles, Shotguns, Briefcase

CONCEALMENT

In certain combative situations, opponents may choose to take advantage of their surroundings and use objects to protect themselves from being struck by a projectile. These objects include those both mobile and stationary; such as walls, desks, boulders and trees.

When a character chooses to attack an opponent who's either partially or completely concealed from view, they must either make a Called Shot to an exposed body location or hope that their projectile is capable of penetrating the object concealing the target.

If the attacker chooses not to exercise the Called Shot option, determine the MTN and have the character make an attack roll. If the attack succeeds, determine the Hit Location. If the area impacted isn't concealed, calculate the damage as normally indicated. (Discussed later in this chapter.) Should the Hit Location Chart indicate a location hidden from view, the projectile must first pass through the concealment before striking the target. (For information regarding inanimate objects, please read the Armor/Cover entry later in this chapter.)

COVERED

When a character has a weapon at the ready, is within point-blank range to a target unable or unwilling to defend themselves, the character may choose to strike any visible location. This Modifier doesn't incur any penalties.



DEFENDER MOVING

If an attacker attempts to strike a moving target, their chance of successfully striking an opponent is reduced. For every 10 MPH the target is moving at the time of attack, the BTN suffers a penalty of -1. If the target is travelling less than 10 MPH, treat it as a -1 penalty.

Note: In order to determine how hexes convert to MPH, please see the MPH Reference Chart listed along with the Attacker Moving entry located on page 86.

ENVIRONMENT

The environment in which combat takes place greatly influences the enactment of specific Actions. In the chart listed below, we've listed several of the most common environmental factors and their BTN Modifier values.

-3	Moonless Night, Heavy Fog
-3	Heavy Winds, Heavy Rain
-2	Pre-Dawn, Medium Fog
-2	Moderate Gusts, Medium Rain
-1	Dawn or Dusk, Dimly Lit
-1	Light Rain or Snow

FACING

If an attacker must take the time to completely turn around to make an attack, they suffer a BTN penalty of -1. If the character also moves outside the immediate hex, this penalty is added to the Attacker Moving Modifier.

RANGE

The game definition of Range is the distance, measured in hexes, between an attacker and a defender. In so far as this game is concerned, Range is differentiated into two distinct descriptions; Throw Range and Weapon Range.

Throw Range is determined by dividing the character's Strength by 2 (keeping the fractional results), to achieve the **Range Modifier Value (RMV)**. Using the Range Calculation Chart below, multiply the RMV as indicated to determine the maximum number of hexes away the character may throw while remaining in each Range Category.

RANGE CALCULATION CHART

(S) Short Range	=	RMV
(M) Medium Range	=	RMV x 3
(L) Long Range	=	RMV x 6
(E) Extreme Range	=	RMV x 9

A character with a 6 Strength possesses a RMV of 3 ($6 \div 2 = 3$). By using the Range Calculation Chart, we determine the following Range Categories:

(S)	3 Hexes (18 feet)	RMV
(M)	9 Hexes (54 feet)	RMV x 3
(L)	18 Hexes (108 feet)	RMV x 6
(E)	27 Hexes (162 feet)	RMV x 9

Thus, a target that's 14 hexes away falls in Long Range. Why?—Because it exceeds the maximum Range of 9 for Medium but is under 18 hexes for Long's maximum.

Weapon Range measurements are determined by examining the column labeled RMV on the Firearms chart and using the appropriate value to generate the calculations based on the above Range Calculation Chart.

After determining target Range, apply the appropriate penalty indicated below to the BTN:

Short Range:	No penalty
Medium Range:	-1 to BTN
Long Range:	-3 to BTN
Extreme Range:	-5 to BTN

SHOTGUN EFFECTS

In certain cases, attacking with a shotgun allows a character to strike an opponent in multiple locations with only a single attack roll. If the character is firing a solid slug, treat the damage as striking only a single location. Should the attack be non-slug based, use the following rules:

Rule One:

For each Range Category the target falls within beyond Short Range, the attack strikes an adjacent body location (indicated by the GM).

Rule Two:

For each range Category the target falls within beyond Short Range, the damage is reduced by five points.

Purge fires his Pierce-Bendhi C.300 at a target located some 17 hexes away. The C.300, which does 15 Penetration Rating (discussed later), has a RMV of 5 giving it the following ranges: Short= 5", Medium= 15", Long= 30" and Extreme= 45".

Since the target is 16" away, it's considered in Long Range (due to it being further than the maximum Range of 15" for Medium). Thus, when Purge makes his attack roll, he'll be applying a -3 versus the BTN due to Long Range.

Supposing he hits, this is how the Shotgun rules effect the target. Since the target is in Long Range, it's struck in three adjacent body locations (Rule One). The Penetration Rating, normally 15, is reduced to 5 points (Rule Two). Thus, the shotgun blast strikes three separate locations doing 5 PR to each.

SIZE

The size of an object or opponent is of paramount importance when considering the ease or difficulty of successfully striking them. For every two hexes in height or width the target is, a +1 bonus is applied to the BTN. For every halving of an object's size below one hex, a penalty of -1 is applied to the BTN.

SURPRISE

In a situation where a character manages to attack an opponent who's caught completely unaware, they may add a +2 to the BTN and technically gain a free attack out of combat. Once the attack is completed, regardless of whether it was a hit or miss, the GM should then declare the start of a new Combat Round.

"You got two choices; I beat you senseless or I give you to Renee as a pull-toy..."

Either way, the result's going to be extremely ugly."

**Colin Dentry
Kanesha Police Officer**

*"Tell you what.
I'll give you
twenty seconds
headstart and
then I'll sick
Renee after
you..."*

*You get caught
by her, I'll take
you into the
precinct. If she
manages to draw
blood, you're
gonna be her
lunch."*

Colin Dentry
Kanesha Police Officer

HIT LOCATIONS

If you've successfully struck your opponent and haven't chosen to use the Called Shot option, you must now roll a d20 to determine the location of impact. The table located below can be used for humans, Breeders and animals.

ROLL	LOCATION
1	Head
2-6	Torso*
7,8	Right Arm/Right Front Leg
9	Right Hand/Right Front Paw
10,11	Left Arm/Left Front Leg
12	Left Hand/Left Front Paw
13,14	Groin/Hip**
15,16	Right Leg/Right Hindleg
17	Right Foot/Right Rear Foot
18,19	Left Leg/Left Hindleg
20	Left Foot/Left Rear Foot

* If the subject possesses wings, a second roll is required to determine whether the Wings or Torso are hit. Re-roll the d20. On a result of 1-10, the Torso is struck; a result of 11-20 indicates a Wing was struck instead.

** If the subject possesses a tail, a second roll is required to determine whether the Groin/Hip or Tail is hit. Re-roll the d20. On a result of 1-10, the Groin/Hip is struck; a result of 11-20 indicates the Tail was struck instead.

DAMAGE

Once an opponent has been successfully hit in combat and the precise location of the strike has been determined, the next step is to calculate the amount of damage the target suffers.

In Marauder: 2107, physical injury is defined in two distinct manners—**Lethal Damage** and **Stamina Loss**. Each operates in concert with one another during combative situations and together are the principle means of determining the extent of injury one may sustain.

Lethal Damage represents the trauma inflicted upon a person or object that possesses the means of causing serious, if not fatal, injuries. In a living being, Lethal Damage causes bones to snap or shatter, flesh to tear or burn, and blood to quickly

seep through open wounds. With inanimate objects, Lethal Damage pierces holes through items, shreds apart electronic components and reduces heavy machinery into useless scrap.

When a living creature sustains Lethal Damage, a secondary effect known as **Stamina Loss** occurs. The loss of Stamina, as related to the infliction of damage, reflects a mixture of trauma induced by pain and shock. In small values, Stamina Loss merely brings the subject much closer to unconsciousness. In substantially larger amounts, it possesses the ability to momentarily stun an opponent or to even knock them out.

PENETRATION RATING

Unlike the wide majority of roleplaying games, Marauder: 2107 doesn't partake in the use of dice to determine the amount of damage a specific attack is capable of doing. Instead, all attacks are assigned a specific numerical value referred to as the **Penetration Rating (PR)** which reflects the attack's ability to penetrate an object's defenses. The higher the PR, the further it can penetrate.

In addition to the PR, an attack is defined by its Class. For game purposes, there are three distinct Classes in which all attacks fall:

*Class 1: Projectiles, Explosions, Acid, Fire
Melee Weapons (Bladed)*

Class 2: Melee Weapons (Blunt), Cybernetics

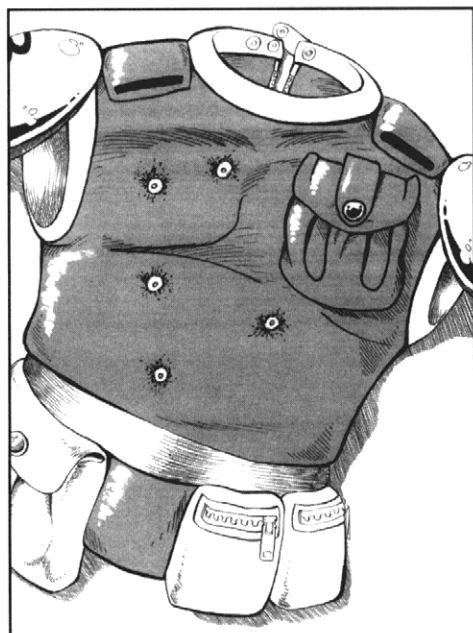
Class 3: H-T-H (Normal Attacks—Hands/Feet)

It's this combination of Class and PR which dictate whether an attack may penetrate the defenses of an object.

ARMOR/COVER

The use of armor and/or protective cover can often reduce the amount of Lethal Damage and Stamina Loss a character may suffer by reducing the amount of PR in an attack. Objects are given **Armor Values** to define how difficult they are to penetrate. The **Armor Value (AV)** of an object is primarily determined by its substance and overall thickness.

Most RPG's provide static numbers to represent the defensive properties of an item, generally without regard to the item's thickness or true ballistic-defense values. In order to provide players with greater realism, Marauder: 2107 uses the concept of **Relative Thickness** for the determination of an object's ability to ward off the penetration potential of an attack.



In reality, the use of Relative Thickness is a common-sense system for evaluating a substance for its defensive properties. When attempting to determine the PR amount that can penetrate an object's defenses, use the following rule:

The PR required to penetrate a substance's Relative Thickness is equal to its attack Class.

In the table below, nine of the most commonly found substances are listed, along with their Relative Thickness:

SUBSTANCE	RELATIVE THICK.
Sheetrock	25mm
Rubber	22mm
Glass	19mm
Wood	16mm
Plastic/Fiberglass	13mm
Concrete	10mm
Ceramic Plate	07mm
Glass-Steel	04mm
Steel	01mm

To calculate an object's Armor Value, simply divide the Substance's true thickness by its Relative Thickness and round the result to the nearest whole number. This value is then multiplied by 1, 2 and 3, to determine the AV of the object versus each specific attack Class.

The following column contains two examples of how to calculate AV and object thickness.

Example One:

The standard interior wall measures 6" thick, of which only 50mm of sheetrock offers resistance. By consulting the table in the previous column, we determine that Sheetrock possesses a Relative Thickness of 25mm. By dividing the Relative Thickness into the Substance's measurement, we can arrive at the wall's AV. In this case, the calculation is $(50 \div 25 = 2)$. The result is then multiplied by 1, 2 and 3 to determine the wall's AV versus each attack Class.

$2 \times 1 = 2$ 2 AV versus Class 1 attacks
 $2 \times 2 = 4$ 4 AV versus Class 2 attacks
 $2 \times 3 = 6$ 6 AV versus Class 3 attacks

Example Two:

Ceramic Plate armor is rated at 8/16/24 AV. What we'd like to know is how thick the armor plating actually is. To determine this, multiply the Substance's Relative Thickness by the AV versus Class 1 attacks.

Consult the chart in the previous column and locate the entry for Ceramic Plate. Note its Relative Thickness of 7mm. By simply multiplying 7mm by the 8 AV versus Class 1 attacks, we arrive at a result of 56—this is the thickness of the Ceramic Plate in millimeters.

STRIKE ASSESSMENT

Although we stated earlier that attacks are assigned a Penetration Rating to show their inherent ability to pierce objects, it's often how well the strike hits that determines true damage. This concept simulates combative encounters in which the attack doesn't always strike the target squarely; instead, being only marginally successful or grazing at best.

In any of the below cases, if the result is lower than one point, the PR is adjusted downwards to nothing—an attack of no Lethal Damage equivalence.

d20 ROLL	ASSESSMENT
Exact Roll	PR \times .2
Roll made by 1	PR \times .4
Roll made by 2	PR \times .6
Roll made by 3	PR \times .8
Roll made by 4 +	PR

"Renee's taken two bullets and a knife wound for me. How could I not pay for her cybernetic limbs?"

Colin Dentry
Kanesha Police Officer

**"You want
maximum
protection?"**

Shoot first!"

**Miles Whittaker
Bounty Hunter**

Strike Assessment Chart

PR	Exact Roll	By 1 Point	By 2 Points	By 3 Points
1	—	—	—	—
2	—	—	1	2
3	—	1	2	2
4	—	2	2	3
5	1	2	3	4
6	1	2	4	5
7	1	3	4	6
8	2	3	5	6
9	2	4	5	7
10	2	4	6	8
11	2	4	7	9
12	2	5	7	10
13	3	5	8	10
14	3	6	8	11
15	3	6	9	12
16	3	6	10	13
17	3	7	10	14
18	4	7	11	14
19	4	8	11	15
20	4	8	12	16
21	4	8	13	17
22	4	9	13	18
23	5	9	14	18
24	5	10	14	19
25	5	10	15	20
26	5	10	16	21
27	5	11	16	22
28	6	11	17	22
29	6	12	17	23
30	6	12	18	24
31	6	13	19	25
32	6	13	19	26
33	7	13	20	26
34	7	14	20	27
35	7	14	21	28
36	7	15	22	29
37	7	15	22	30
38	8	15	23	30
39	8	16	23	31
40	8	16	24	32

ATTACK ROLLS MADE BY 4 OR MORE POINTS DO FULL PR.

APPLYING LETHAL DAMAGE

All Hit Locations are assumed to possess a specific amount of Lethal Damage they can withstand. This value is dictated by the character's Life Points.

By following the simple calculations below, you can allocate the proper amount of Life Points to specific Body Locations:

LOCATION CALCULATION

Head	$(LP \div 2) - 2$
Torso	(LP)
Groin/Hip	$(LP \div 2) - 3$
Arms	$(LP \div 2) - 2$
Hands	$(LP \div 2) - 5$
Legs	$(LP \div 2) - 1$
Feet	$(LP \div 2) - 4$

Thus, if we use a normal human with 20 Life Points as an example, we would arrive at the following location breakdowns:

Head	8
Torso	20
Groin/Hip	7
Arms	8
Hands	5
Legs	9
Feet	6

CRIPPLING INJURIES

Once an extremity has taken 1/2 or more of its total Life Points, it's considered to be rendered

Miyu carefully edges into the office as she takes aim at an executive's head. Suddenly, the executive dives to the floor, spins around and shoots Miyu in the Torso.

Let's assume that the executive was wielding a Monolith Hi-Power Oni (PR: 12) and needed an 11 or less to hit Miyu. After rolling the d20, a result of 10 shows up—making the roll by one point.

The location ends up being Miyu's Torso; which happens to be protected by a nomadic piecemail vest (AV: 7). By subtracting the AV from the PR, we arrive at a result of 5 ($12 - 7 = 5$). Next, we consult the chart above and locate PR: 5 and cross-reference it with the "By 1 Point" column to determine the Lethal Damage to be applied against Miyu.



useless. The visual effect depends largely on the manner in which the wound was inflicted. For instance, a metal pipe slammed into an arm would likely crush or snap bones, while a bullet might sever a muscle or puncture an artery.

If an extremity suffers enough damage to equal or exceed its total Life Points, it's considered completely destroyed. It cannot be healed; only replaced by cybernetics or simple prosthetics.

Note: A character cannot lose any Life Points beyond the amount each Body Location possesses.

BLEEDING

A character that suffers Lethal Damage equal to three points or more to a single location is considered bleeding. Unless stabilized by the use of Paramedics or an appropriate Science skill dealing with the human body, the character will lose 1 Life Point (from that location or the next adjacent location) every minute until treated or the character dies.

DEATH

When a character has sustained a *cumulative* amount of Lethal Damage surpassing their total Life Points, the character is considered dead. If the character suffers enough damage to the head which equals or exceeds that location's Life Points, the character is considered dead as well.

STAMINA LOSS

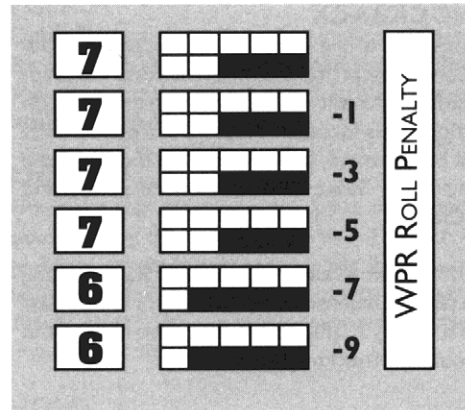
In order to determine Stamina Loss, multiply the attack's initial PR by one of the following values and subtract the Body Location's AV:

x1	Hands and Feet
x1.5	Arms, Legs and Torso
x2	Head and Groin

If an extremity is destroyed or severed, increase the multiple by 1 point.

The loss of Stamina is recorded on the character sheet in the gray field, just under the Attributes. In order to "set-up" the Stamina Loss boxes appropriately, divide your Stamina value by six and add the remaining points to the outside boxes (one each) until you've used all the points. Next, count out the white boxes next to the main outside box so that they equal the main box number and darken out the leftovers.

In the next column, we'll use the example of a normal human that possesses a total of 40 Stamina. (This was calculated based on the character having 20 Life Points + 20 = Total Stamina.)



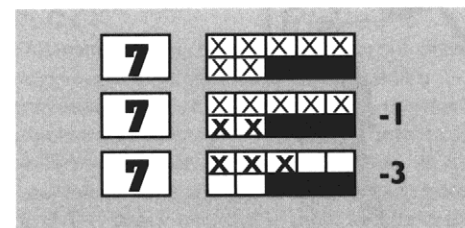
$40 \div 6 = 6.6$ (6 points per main box with 4 points leftover to use on the first four boxes). To double check our calculation: $7 + 7 + 7 + 7 + 6 + 6 = 40$.

Stamina Loss Effects

In combative encounters, Stamina Loss can result in the character becoming momentarily stunned or knocked out. After determining the amount of Stamina Loss a target suffers, it is recorded in the small white boxes above.

You begin filling them in from left to right, top row to bottom row. When a level is completely filled, you move on to the next level and begin again. Once the final level is full, the character automatically falls into unconsciousness. Beginning with the second level, characters risk becoming stunned. When this happens, the character must make a Willpower Roll to remain completely alert. A failed roll results in the character suffering a momentary loss of alertness for a number of Action Segments equal to the amount of points they failed their Willpower Roll by.

Directly to the right of each level are the penalties which need be applied to the character's Willpower Roll. Note that as the character suffers more damage, the penalties become greater.



Let's say our character is attacked and suffers 12 points of Stamina Loss. As we check off twelve boxes, the last one is in the -1 level (thus, we must make a Willpower Roll at -1). The next attack does 5 points of Stamina Loss; bringing us into the -3 level (thus, our next Willpower Roll is at -3).

"She had a heart of gold, the soul of an angel and the body of a goddess—

Too bad her devotion to the TAD outweighed her love for me."

Orion Matsui
Karyudo

***"I don't have to
take you in—***

***If I kill you here
and now, justice
will be served
and I'll avoid
doing paperwork
to boot.."***

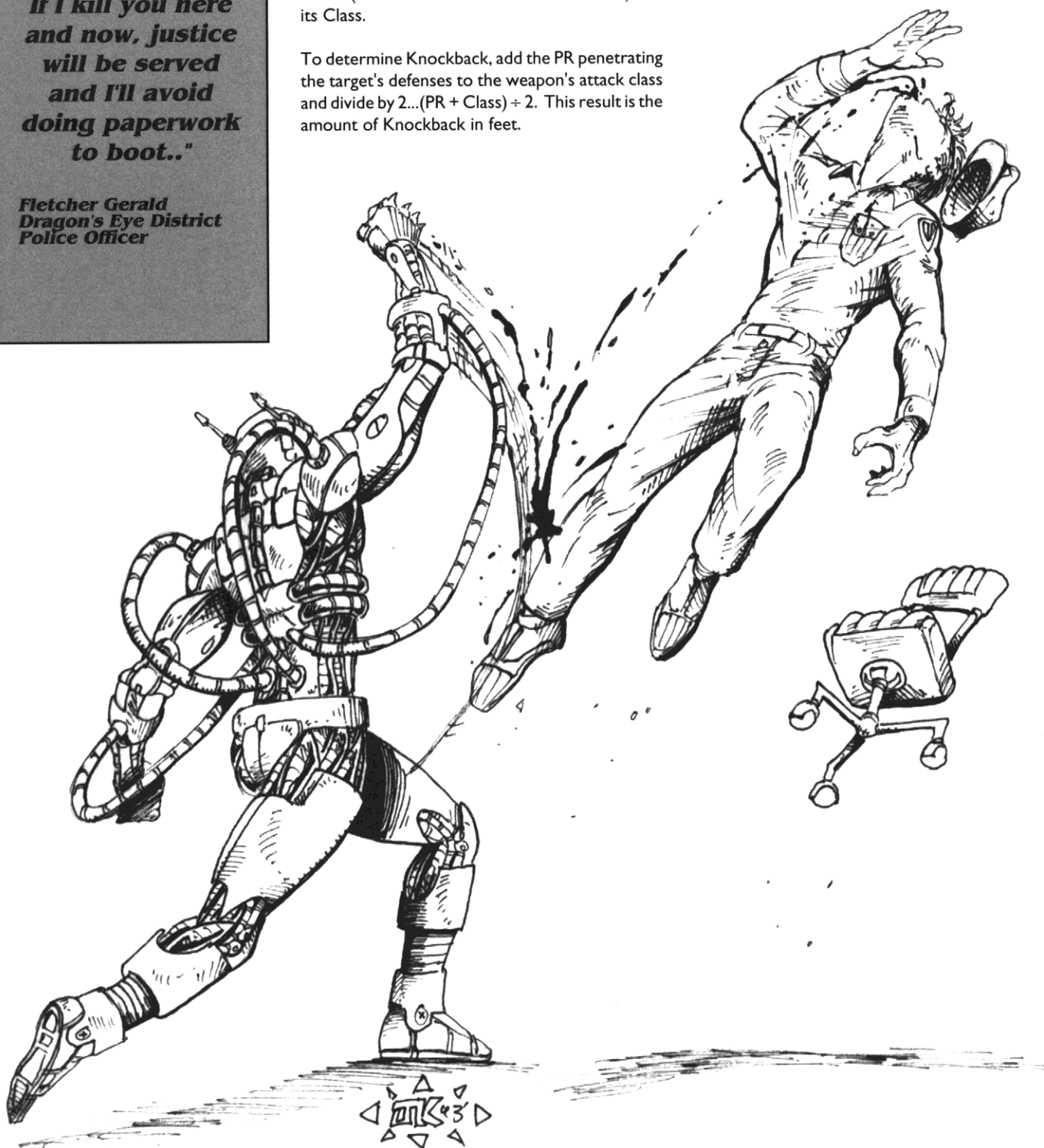
***Fletcher Gerald
Dragon's Eye District
Police Officer***

KNOCKBACK

Knockback is the result of the interaction between an object that is unable to withstand the application of kinetic force traveling in a singular direction. This force, whether from a punch, knife or a bullet round, is dependent on the PR of the attack (after Strike Assessment is calculated) and its Class.

To determine Knockback, add the PR penetrating the target's defenses to the weapon's attack class and divide by 2... $(PR + \text{Class}) \div 2$. This result is the amount of Knockback in feet.

If a target suffers more than 3 feet of Knockback, they must make an Acrobatics or Fall Recovery Skill Roll to remain standing or automatically fall to the ground. The Skill Roll suffers a -1 penalty per foot in Knockback beyond the 3 feet base amount.



H-T-H MANEUVERS

This section contains the Strength Damage Chart and a compilation of maneuvers for both Brawling and the Martial Arts. All H-T-H combat maneuvers are considered Class 3 attacks. (In the chart below, STR= Strength and SD= Strength Damage)

STR	SD	STR	SD
1	1	11	6
2	1	12	6
3	2	13	7
4	2	14	7
5	3	15	8
6	3	16	8
7	4	17	9
8	4	18	9
9	5	19	10
10	5	20	10



BRAWLING

MANEUVER	DAMAGE
Punch	SD
Kick	SD +1
Hold	None
Choke	Read Entry
Block	None
Disarm	None/SD
Throw	SD + Bonus
Tackle	SD +1/+2

PUNCH

This H-T-H maneuver can be as simple as a closed fist punch or as off-beat as a head-butt. Other body parts capable of inflicting Punching damage include the elbow and knee.

KICK

This maneuver represents the basic all-out kick attempted by the average brawler. The kick is generally straight forward and up, but may take on any form including a jump kick, foot stomp or hard thrust. Note: The use of this maneuver incurs a -1 penalty to the BTN.

HOLD

This maneuver allows the character to hold an opponent. The hold can involve the whole body, such as the implementation of a bear hug, or as specific as the grappling of a singular limb. In order for the opponent to break free from a hold, a Contest of Strength is required. (Each person should roll a d20 and add their Strength Attribute to the result—the person with the higher score wins. In the case of two or more persons holding an opponent, only the person with the highest Strength should roll the d20. To the result, they may add their Strength Attribute and two points for each additional person assisting in the hold.) Note: The use of this maneuver incurs a penalty of -2 to the BTN.

CHOKE

The choking maneuver, used to restrict an opponent from breathing, may only be implemented after the attacker has successfully launched a Hold maneuver. When utilized on a target with an exposed neck, the attacker may choke them, doing strictly Stamina Loss damage. Calculate Lethal Damage but only apply Stamina Loss to the target. When the character runs out of Stamina, they fall unconscious. If choking is continued, the target takes Lethal Damage as normal. In order to become free from a choking hold, the opponents must make a Contest of Strength roll.

BLOCK

This maneuver may be implemented in one of two ways—as an Emergency Defensive Action or as a conventional Action. If used as an EDA, the blocker voluntarily aborts their next Action Segment to perform this purely defensive maneuver. In this case, the person may attempt to block any melee or H-T-H attack directed at them for the entire Segment in which they declared the EDA. (Melee weapons can only be blocked by using a weapon.) In order to Block an attack, the defender must make an attack roll versus the opponent and count how many points the roll was made by. If the value is greater than that of the attacker's roll, the attack is successfully blocked.

"I got a loaded Hi-Power Oni, a nomadic piecemail chestplate and an injection of Spasm coursing through my veins..."

"I'm a happy and dangerous man."

Enrico Valez
Career Criminal

"The so-called assassin leapt into the air and let loose with an impressive spinning back-kick as he twirled the katana like a pro.

I smiled and shot him through the head...

Some people never learn."

Miles Whittaker
Bounty Hunter

A character using the blocking maneuver on their normal Action Segment is considered to be attempting to actively block any melee or H-T-H attack directed towards them. This defense continues from the Action in which it's initiated until the end of the Segment prior to the the character's next Action Segment.

Note: In either of the above cases, the blocking maneuver incurs a -1 penalty to the BTN.

DISARM

This maneuver is used for the disarming of an opponent. It can be attempted painlessly, such as the implementation of a quick grappling maneuver, or as violently as bending an opponent's arm into an awkward position. In order to disarm an opponent, the attacker must make a Called Shot and add an additional -1 penalty for the Disarm maneuver. If the attack is successful, a Contest of Strength is initiated with the disarmer gaining an additional +2 to the result of their d20 roll.

THROW

A throw is any form of full-body toss of an opponent to the ground with the intention of causing bodily harm. If the surface is hard (such as a wooden floor or hard earth, add a +1 to the PR damage.

Note: The Throw maneuver may only be enacted after a successful Hold maneuver has been initiated. The maximum weight of the target to be thrown is equal to 1.5 of the character's Max Lift.

TACKLE

This all-out grappling maneuver allows a character to attempt to knock an opponent to the ground, while at the same time, inflicting damage. The attack may be attempted from a standstill or through the use of a 1/2 move and attack. If the attack is initiated while running, increase the SD by +1. If the attacker strikes the opponent with a hard surface (such as Tactical Plate), raise the damage to SD +2.

Note: The running Tackle incurs the same penalty as the Attacker Moving Modifier. (Only apply the penalty once.)

MARTIAL ARTS

MANEUVER	DAMAGE
Strike	SD
Punch	SD +1
Kick	SD +2
Disarm	None/SD
Throw	SD + Bonus
Sweep	None/SD
Defense	Read Entry

Any two maneuvers (except for Martial Defense) may be doubled up and initiated as a combination attack within a single Action Segment. When used in this manner, each attack suffers a -2 penalty applied to the BTN (in addition to any other penalties or Modifiers).



MARTIAL STRIKE

A Martial Strike is a hand-based attack, where instead of being clenched tightly into a fist, the hand is left open with the fingers close together. The strike uses the ridge (the thumb side), the fingertips or even the outside (opposite side of thumb).

MARTIAL PUNCH

Similar to the standard Brawling Punch maneuver, a Martial Punch is a much more focused punch capable of inflicting greater damage.

MARTIAL KICK

Unlike the standard untrained Kick, a Martial Kick inflicts more damage than its counterpart and is generally delivered in a grandiose display of skill. Examples include: Roundhouse, Spinning Back-Kick and Crescent Kick to name a few.

MARTIAL DISARM

The Martial Disarm maneuver is meant for use against opponents wielding some form of melee weapon in their hand(s). The method of disarmament can be gentle or severe. If severe, the person being disarmed will suffer the opponent's full Strength Damage. Provided the attacker strikes their opponent, a Contest of Strength ensues with the Martial Artist applying +3 to their roll. (The effect is the same as indicated in the Disarm entry listed under Brawling.)

MARTIAL HOLD

The Martial Hold differs from the Brawling Hold in that no attack penalties are applied AND the Hold is enacted in such a way as to cause the opponent pain when they attempt to escape. In order for the person being held to escape, they must initiate a Contest of Strength. Each opponent should roll a d20 and add their Strength Attribute (with the Attacker adding a +2 to the roll). The person possessing the higher result wins. Thus, if the winner is the attacker, the victim is still held. If the winner is the victim, the hold is broken. Should the victim fail to break free of the Hold after attempting the Contest of Strength, they suffer Stamina Loss based on their own Strength damage.

Note: The Martial Hold doesn't gain the bonuses for multiple holders as in the Brawling maneuver.

MARTIAL THROW

A Martial Throw is any form of opponent full-body toss to the ground. The method of delivery can be a simple hip toss to complicated throws over the shoulder and back. Provided the ground is hard, the damage inflicted is equal to the SD + 1.

Note: The Martial Throw can be enacted without the requirement of the opponent being in a Hold

maneuver and can be utilized against opponents up to a maximum of two times the martial artist's Maximum Lift. (Incurs no BTN penalty.)

MARTIAL SWEEP

A Martial Sweep is a maneuver in which the attacker uses their leg or foot to sweep an opponent's legs out from under them. The net effect is the opponent falling to the ground. The attack can be performed in two distinct manners—harmlessly or with intent to cause injury. If the attacker chooses to cause injury, the damage is inflicted only if the maneuver is successful.

Note: Characters possessing Acrobatics, Fall Recovery or Gymnastics may not use their skills to avoid falling to the ground.

MARTIAL DEFENSE

The Martial Defense maneuver is a catch-all defense versus various forms of melee or H-T-H attacks and may be used as an Emergency Defense Action or as a conventional Action.

As an EDA, Martial Defense will allow the character to block any incoming H-T-H or melee attack for the Segment in which the EDA is declared. In order to Block an attack, the defender should make an attack roll versus the opponent and count how many points it was made by. If the value is greater than that of the attacker's roll, the Block is successful and stops any incoming attack.

As a conventional Action, the character is ready to react to any incoming H-T-H or melee attack. Rather than making an attack, the character prepares to perform a defensive maneuver (but doesn't have to declare which one). If a melee attack or H-T-H attack is attempted versus the martial artist, they may use their Martial Defense preference. If the character chooses to use a Martial Throw or Martial Disarm, the maneuver may only be performed AFTER the attacker has made their attack and applied damages. (This defense continues from the Action it's initiated within, until the end of the Segment prior to the character's next Action Segment.)

HIGH-STRENGTH BONUSES

Anyone possessing a 13 Strength or greater gains special bonuses when making H-T-H or melee attacks. In most cases, this calls for the attack to move up to the next greater attack Class. (Such as a Class 3 punch becoming Class 2, or a Class 2 Iron Club becoming Class 1.)

However, attacks that are normally Class 1 now become Armor Piercing as well...If this occurs, DO NOT halve penetrating Lethal Damage.

"I once dared venture into the Akuma Darkland during my youth.

For that indiscretion, I lost both legs, an arm and an eye to the foul beast."

***"Old Man" Kanaka
Sole-survivor,
Recon Team Four***

"I don't care if you're the chief of police. Get the hell out of the way or I'll shoot you and file a report claiming obstruction of justice."

Kumiko Swain
TAD Officer

COMBAT FACTORS

EXPLOSIONS (Class I Attack)

Explosions are the result of an action intended to create widespread (area-effect) damage. Under this general definition, two distinct forms of Explosions exist; Concussion and Fragmentation.

Concussion

An explosive of this type causes damage to originate from a central location and rapidly expand outwardly causing a tremendous concussive force. This force, depending on its overall strength, results in pressure being exerted on all objects within the area of effect. *In game terms, subtract the object's highest AV (any location) from the explosion's PR and apply the remaining points to two separate Body Locations on a human/humanoid target.*

A Concussion-based explosion will do whatever its PR is to all objects in the hex where it detonates. In order to calculate the maximum explosion diameter, multiply the PR by 2—the result is its diameter in feet. Thus, a 40 PR Concussion-based explosion has a diameter of 80 feet ($40 \times 2 = 80$). To determine the damage drop-off over distance, reduce the PR by six points and then divide the result by three. This new value is the number of feet in each of three different areas around the point of explosion which will determine damage. (Any fractional results should be adjusted so that Area 3 gains the added distance.)

Thus, the 40 PR would have the following Area calculation: Origin Hex, Area 1 = 11, Area 2 = 11, Area 3 = 12. ($40 - 6 = 34 \dots 34 \div 3 = 11.3$) What this means is that if a character was standing 9 feet away from the explosion, they'd be located within Area 1. If another character was standing 20 feet away from the center of the explosion, they would be located in Area 2 (Area 1 + Area 2 = $11 + 11 = 22$ feet...More than Area 1, but less than Area 2).

To determine how much damage a target within the range of the explosion takes, consult the following chart:

Origin Hex	Full PR
Area 1	3/4 PR
Area 2	1/2 PR
Area 3	1/4 PR

Thus, the character located 9 feet away from the location would have suffered 30 points of Lethal Damage and the character located 20 feet away would have suffered 20 points of Lethal Damage.

Breaching Barriers

Concussion-based explosives can be used to breach a wall by comparing the PR of the explosion versus the AV of the wall in question. If the PR exceeds the wall's defense, the object has been breached.

The diameter of the Breach in millimeters can be determined by using this calculation: $(PR \times 2) \times$ Relative Thickness of wall.

Fragmentation

An explosive of this type causes damage to occur as a result of small pieces of shrapnel being thrust outwards from its point of detonation.

A Fragmentation-based explosion will do whatever its PR is to all objects in the hex it detonates. The explosion strikes 3 locations on all targets in the same hex, 2 locations to all targets in the adjacent hexes and 1 location to all other targets within the fragmentation range. The range and damage that this form of explosion does depends on its PR. For every hex beyond the original hex, the PR in the attack reduces by 5 points. Continue to reduce the PR until reaching its maximum range. Thus, a fragmentation grenade with 25 PR will do 25 PR in the target hex, 20 in the next hexes, 15 in the next batch of hexes away from the target hex, and so on...

STRUCTURAL INTEGRITY RATING

While living things possess Life Points to demonstrate how much Lethal Damage they may suffer before becoming incapacitated or killed, inanimate objects possess SIR.

SIR reflects a combination of the item's durability, size, weight and overall density. Thus, it stands to reason, a marble-sized wooden ball would possess less SIR than one made out of steel. The question is though, "How much SIR do they have?" That's a judgement call the GM needs to make since we can't provide vast rules based on every possible element that can make up an object.

Playtesters indicated that most RPG's listed static values for common objects and/or a simple rule to calculate their value. Since the concept of assigning SIR's to objects is necessary, playtesters have requested we include the following rule:

For any object which doesn't possess an indicated SIR, multiply its Class-I AV by 2 and then multiply by 1 per foot of the longest measurement (height, width or length) rounding measurements upwards. *Thus, the standard secretary desk made out of 1" thick wood (2 AV) measuring 4' long, possesses a SIR of $16 \dots (2 \times 2) \times 4$. When a calculation results in a value far lower than realistically plausible, raise it judiciously until the value seems appropriate.*

HAZARDS

COLD WEATHER

Characters that find themselves deep within the Wastelands have more to fear than roaming Nomads and hungry Breeders. During the winter season, most northern regions suffer incredible drops in temperature that fall well below freezing; bringing both snowfall and bone-chilling cold. It's during this time that a character may perish due to exposure to the elements.

A character will lose 1 point of Stamina for each period of duration as listed on the chart below. The Stamina Loss reflects situations where the character is unable to seek shelter or create a fire to protect themselves from the cold. In the case of using a shelter, increase the timespan per Stamina Loss on the chart by an additional eight minutes. If a fire is used to warm the character, increase the timespan by ten minutes.

CLOTHING TYPE	MINUTES
Naked	2
Light Clothing	5
Moderate Clothing	10
Ceramic Plate	15
Nomadic Garb	20
Emergency Blanket	25
Heavy Clothing	30
Tactical Plate	35

When a character's Stamina drops to zero, they fall into unconsciousness and will die from exposure unless warmed. If left out in the cold, the character will begin to lose 1 Life Point per minute until they perish or are brought to safety. (Life Points should be deducted from all exposed areas first, followed by extremities.)

CORROSIVES

A corrosive is any material capable of eating through or wearing away another substance. For the purposes of this game, corrosives are categorized into three distinct classes to show what each one affects:

- Corrosive A: Flesh, vegetation, hair, fur
- Corrosive B: Glass, rubber, plastic, wood, Ceramic, rock
- Corrosive C: Metals (nearly all ore types), Both A and B materials

Corrosive-based attacks affect AV differently than normal attacks. Rather than the AV reducing the PR in the attack, the object's true thickness is used to slow down the corrosive effect. When AV's are struck by a corrosive capable of harming the object, the attack's PR multiplied by the object's Relative Thickness is the distance it can penetrate in one Combat Round.

Kunihiko is wearing nomadic piecemail (constructed from 7 millimeters of steel) and is walking down an alleyway when someone suddenly throws a bright white liquid onto his chest. Upon contact with the liquid, Kunihiko's chestplate begins to rapidly smoke and melt away.

The corrosive in question is a Class C and does 2 PR. For each Combat Round, the armor will lose 2 millimeters of thickness in the area struck by the liquid. At the end of three Combat Rounds, the chestplate should be lacking most of the front section. If Kunihiko doesn't remove it soon, he'll begin taking the damage himself.

DROWNING

A character submerged beneath the surface of a liquid whether due to the inability to swim, being held down against their will, or by virtue of over-encumbrance, has the potential to drown.



"Death is my gift to you..."

"Prepare to wear it well."

Tetsu Yamada
Breeder Overlord

"The punk shot me at point-blank range with his Takatashi Enforcer knocking me off the rooftop and down into the concrete sidewalk some fifty-feet below.

Guess what?—Not even a dent."

***Leanna Webster
Core Police Officer
(Full Cyborg)***

A character not actively resisting or moving in any manner can hold their breath for a number of seconds equal to: $(STR + WILL) \times 6$. A character struggling to rise to the surface causes the body to deplete the oxygen in their system faster. Thus, the total number of seconds that they can hold their breath for is equal to: $(STR + WILL) \times 3$.

Once the character runs out of oxygen in their lungs, human behavior dictates that the subject will desperately gasp for breath regardless of the dire result. It's at this time the liquid begins to fill the character's lungs and cause 2 points of Stamina Loss per Combat Round. When the character's Stamina reduces to zero, they begin to lose 5 Life Points per minute.

If the character is plucked from the water during Stamina or Life Point Loss and receive aid (Paramedics skill), all Stamina is Recovered and Life Point loss ceases.

FALLING

An object will suffer the equivalence of a 2 PR Class-2 attack for every hex distance they fall. If the ground or site to be fallen on is softer than normal ground, change the damage to 2 PR for every 2 hexes in the fall. *If the character is jumping from a moving item such as a vehicle or mount; treat each 10 MPH in movement as 2 hexes of falling.*

Note: A character possessing Acrobatics may attempt to prepare for a landing on their feet by making a Skill Roll. If successful, reduce the effective PR by half and apply to two separate Body Locations.

LACK OF SUSTENANCE

For every 24 hours without food or water, the character will temporarily lose 5 Stamina and 1 point from their Strength, Dexterity and Agility. If

any of the character's Attributes or Stamina drops to zero, the character collapses and begins to lose 1 Life Point per hour until they starve to death or find nourishment.

POISON

Poisons are substances that can cause injury or even death. In Marauder: 2107, poisons are rated for Class, Rating, Extension and Technique.

Class: Refers to the effects of the poison.

Class 1- Mild, affects Stamina and Body

Class 2- Standard, affects Attributes, Stamina and Body

Class 3- Deadly, affects Life Points, Attributes, Stamina and Body

Rating: Refers to how rapidly the effects occur.

1- Immediate or near instantaneous

2- Minutes (d6, d10 or d20)

3- Hours (d6, d10 or d20)

4- Days (d6 or d10)

Extension: Increases the time for Ratings 2 and 3.

May add two different Ratings together

Technique: How the poison is introduced.

Porous- Exposed skin

Blood- Injected or through an open wound

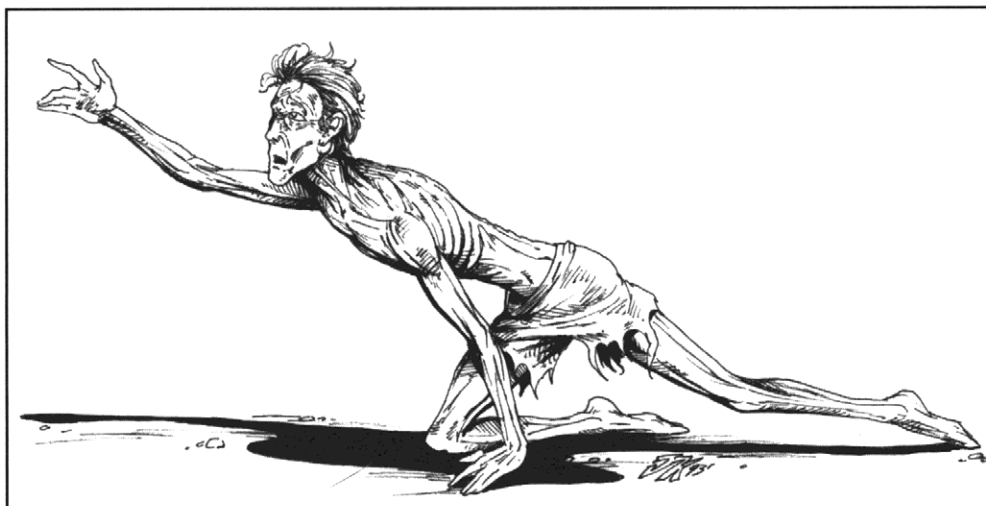
Respiratory- Inhaled or as with Porous

Digestive- Must be consumed

In order to construct your own poisons, each must be made with points (like Creation Points). A poison has a specific number of points equal to its Class \times 10.

Stamina Damage

For every point expended here, the poison will do 2 points of Stamina Damage. (Recovered as listed under Stamina Recovery rules.)





"Call in Alpha Team. We've got three Marauders assaulting the Pierce-Bendhi plant in Pacifica Metroplex."

Colonel Heido Williams
TAD Operations Chief

Lethal Damage

For every 3 points expended here, the poison will do 1 Lethal Damage. (Recovered ONLY through hospital/clinic treatment. See Wound Recovery.)

Attribute Damage

For every 4 points expended here, the poison will cause the loss of one point in any ONE of the following Attributes: (STR, AGL, DEX or WILL). (Attribute point recovery occurs every 24 hours with no medical care given or every 12 hours while under medical treatment.)

Body Damage

For every 2 points expended here, the poison will cause a specific problem (choose one) for d20 Combat Rounds:

Eyes Reduces Sight Perception (-3)
Nose Reduces Smell Perception (-3)
Dizziness Reduces AGL and DEX (-1)
Breathing Victim loses 1 Action per Round
Skin Irritation (-1 Strength)

EXAMPLE

C3/R1/T(B)—5SD/4LD/2AD(s,w)

Class 3, Rating: Immediate, Technique: Blood.
Effects: 5 Stamina Loss, 4 Lethal Damage, 2 Attribute Points lost (1 each from STR and WILL).

WOUND RECOVERY

In order for a character to begin the healing process, we must first examine the types of injuries the character has suffered, the wound's severity and any extraneous factors which may alter the healing time required.

RECOVERING STAMINA

A character who has lost Stamina as a result of suffering an injury or has become fatigued from movement may naturally recover 1 point of Stamina every 30 seconds for every 2 points of Willpower they possess (fractions rounded downward). This recovery period, known as Natural Recovery, assumes that the character doesn't engage in any strenuous activity while resting.

Certain Hazards such as Cold Weather, Drowning and Lack of Sustenance limit the manner in which Stamina may be recovered. (See each appropriate entry.)

If the character suffers Stamina Loss from a poisonous agent, the Stamina Loss remains in effect until the character receives proper medical treatment or the poison passes through the body. (The GM should dictate this amount of time based on poison Class and Technique.)

"Computer.

**Recognize pilot,
Hanson Lewis.
ID number
12471-18-10A.**

**Open hatch and
activate short
range radio."**

**Hanson Lewis
TAD Officer**

Enhanced Recovery, involving the use of specific medicines or drugs, has the potential to alter the rate of Stamina recovery. Certain drugs and medicine contain properties which have been proven to increase a character's ability to heal, increase their threshold to pain, and even stop the pain emotion completely. For a list and description of several of these substances, please read the entries listed in the Drugs section of the Equipment chapter.

RECOVERING LIFE POINTS

A character's ability to recover Life Points is dictated by two factors, including the severity of damage and the environment in which the character intends to heal. Let's examine each separately.

If the Life Points lost within a specific body location are less than 1/2 of its full complement, the rate of Natural Recovery is 0.5 points per day. (Example: A stab wound to the chest that did 4 points Lethal Damage would be healed in 8 days.) This recovery assumes the character in question has an adequate diet, ample rest and alleviates pressure from the injured body location.

Should the character attempt to heal while moving about and aggravating the injury or is maintaining residence in an unclean environment where bacteria may incubate and cause infection, the rate of Natural Recovery is reduced to 0.25 points per day.

The use of a medical treatment facility such as a hospital and/or the direct supervision by a doctor for injuries suffered which are less than 1/2 of the location's Life Points doubles the rate of recovery. The setting's sterility, in addition to the antibiotics and/or the extreme care given to the patient, increase recovery from 0.5 to 1 point per day.

Extremities (limbs) suffering damage equal to 1/2 or more of its complement of Life Points are considered to be Crippling Injuries. A crippling injury is one that prohibits the limb from functioning properly. For the most part, this simply refers to severed muscles and tendons or broken bones.

If the limb in question is merely suffering from a broken bone, any character possessing the Paramedics Skill may attempt to reset it. Once the limb is set, it must be encased in a fast-acting polymer-resin to protect the bone while it heals. While healing in this manner, the limb recovers 0.5 Life Points per week. (See the Drugs section in the Equipment chapter for speed-healing medication.) If the broken limb is left untreated and heals normally, the character may recover 0.5 Life Points per 10 days. However, unless the limb is reset and the broken bones adequately protected, it will

suffer diminished use. (All AGL and/or DEX rolls are penalized at -4.)*

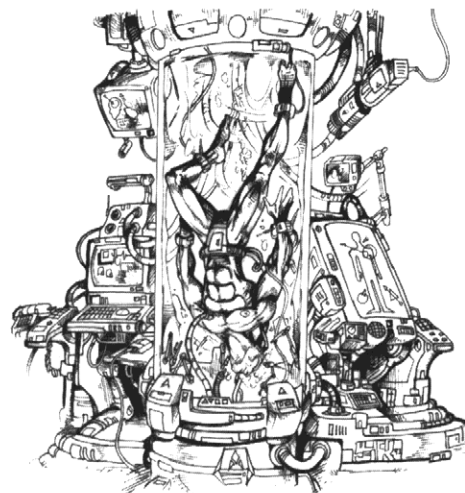
If the location suffering damage greater than 1/2 of its complement is the head or groin, recovery may be accomplished at 0.5 every 10 days while in a hospital setting or 0.25 every 10 days in other environments.*

Damage taken to the torso which equals or exceeds 1/2 of its complement may recover 1 Life Point per week in a hospital setting or 0.5 per week in an environment other than a hospital.*

In any of the above three cases, if the alternate healing location is one that is filthy and possesses the potential for complications as a result of infection or fever, reduce that rate by .25. (Example: A Torso injury that has done greater than 1/2 the victim's complement may heal 0.5 Life Points per week with "at-home" treatment. If the home in question just happens to be a dank sewer pipe, the rate of recovery would be dropped from 0.5 to 0.25 Life Points per week.)

* The rate of recovery extends until the body location is completely healed. At no time should the GM or player recalculate the recovery rate even though the injury has recovered enough Life Points to drop them below 1/2 of the location's complement.

If a character has suffered enough damage to a limb so as to classify it as dismembered or destroyed, the only manner in which they may regain its use is through the addition of prosthetics or cybernetics. (See Cybernetics.)



MARAUDER COMBAT

For the most part, ammunition fired from small arms will harmlessly bounce off the Marauder's thick armor plating or lodge in the steel enclosure. However, rounds fired from heavy weapons are designed for a high-degree of penetration capability and secondary damage which can mean certain death for the pilot.

Upon a successful hit, roll a d20 and consult the following Hit Location chart to determine the exact body location impacted:

d20	LOCATION
1	Head
2	Antenna Units
3	Torso
4	Torso-Pilot *
5	Arm-Cannon
6	Arm-Cannon (Barrels)
7	Left Arm
8	Left Hand
9	Right Arm (Master)-Pilot
10	Right Hand (Master)-Pilot
11	Left Arm (Master)-Pilot
12	Left Hand (Master)-Pilot
13	Groin/Hip
14	Groin/Hip-Pilot
15	Right Leg
16	Right Leg-Pilot **
17	Right Foot
18	Left Leg
19	Left Leg-Pilot **
20	Left Foot

* When the Torso-Pilot section is struck, a second roll must be made to determine the exact placement of the shot. Roll a d6. On a roll of 1-2, the attack strikes the Marauder's window (AV: 20) and may pass through to affect the Muscular Lattice, HUD and pilot. On a die roll of 3-6, the attack strikes the lower portion of the Torso and may pass through to affect the Muscular Lattice, MAR-TSC and pilot.

** When either of these leg sections are struck, a second roll must be made to determine where the exact placement of the shot is made. Roll a d6. On a roll of 1-5, the attack is applied toward the AV, Muscular Lattice and pilot's leg. On a roll of 6, the attack is applied toward the AV, Muscular Lattice and pilot's foot.

APPLICATION OF DAMAGE

As with normal combat, the attack's PR is modified by the Strike Assessment table and reduced by any applicable AV. The resulting value is then used to affect the Marauder's internal machinery and the pilot.

If the PR does indeed penetrate the AV of the Marauder, what happens next depends on the location struck. In most cases, the remaining damage is applied versus 1/7th of the location's current Muscular Lattice value and then passes through to the SIR, subsystem or pilot. Each time the location is penetrated the Muscular Lattice's value drops by the amount it was able to absorb.

How each location is affected is described in a separate entry below:

Head

The standard Marauder head possesses a Muscular Lattice of 63 and an SIR of 42. When struck, a shot hitting from the front is deemed to have impacted upon the visor (AV: 20), while a shot from the side or back simply strikes the metal shell (AV: 30). For every 5 points of SIR lost, one camera ceases to function. (Which camera becomes destroyed is based on the roll of a d6.)

1 Standard	4 Telescopic
2 Standard	5 Video Recorder
3 Infrared	6 Thermographic

Antenna Units

Although there are actually two mobile antennae units on the Marauder, there's only a single Hit Location entry listed for both of them. The reason this was done is to emphasize that both units must be working properly for the device to remain in full operation. Therefore, if one of them is rendered useless (sustaining 12 SIR loss) or destroyed (sustaining 25 SIR loss), the system loses long-range communication or fails to function. These units have no Muscular Lattice and only 15 AV.

Torso

The Torso unit is protected by an extremely thick Muscular Lattice (210) and is supported by the heaviest portion of the chassis (SIR: 140).

When the Marauder is struck in the Torso (#3), it's assumed that the shot impacts a location other than the view window or an area which could lead to a pilot strike. After applying the Strike Assessment table and reducing the PR by the Marauder's 30 AV, roll a d6 and consult the chart located on the following page to determine how the remaining damage is to be applied.

*"...I repeat.
Opposing forces
number higher
than anticipated.
I count a total of
eight custom
Marauders...Keep
your eyes open
Alpha Team."*

Lt. Darlene Matthews
TAD Officer

"Hanson! You've got a MAR moving up behind you real fast."

Take immediate cover!"

Lt. Darlene Matthews
TAD Officer

d6 TORSO STRIKE CHART

1,2	Damage affects Muscular Lattice Only (Apply damage in full versus ML)
3	Damage affects Muscular Lattice and the Chassis (Split 3/4 and 1/4 each)
4,5	Damage affects Muscular Lattice and the Chassis (Split 1/2 each)
6	Damage affects Muscular Lattice and strikes one sub-system (Roll 1d6)

d6 SUB-SYSTEM

1	MAR-TSC
2	HUD/Screen
3	EC/TR
4	Primary Power Unit
5	Secondary Power Unit
6	Air Filtration Processor

MAR-TSC

The MAR-TSC can withstand 30 points of damage before becoming completely destroyed. However, once the sub-system has sustained 15 points of damage, the pilot must make a one-time 10 or less roll to keep the Marauder running. If the roll is failed or all 30 points have been destroyed, the Marauder will no longer function.

HUD/Screen

When the HUD/Screen unit sustains 5 points of damage or more, the device no longer operates. This requires the pilot to use the view window or open the Torso hatch to continue to see.

EC/TR

When the EC/TR (Environment Control/Temperature Regulator) has suffered 13 points of damage, the sub-system shuts down causing the pilot compartment to fill with heat generated from the uncooled power units. The pilot will begin to lose 3 points of Stamina for each consecutive Combat Round they remain inside. Once the pilot falls unconscious, they will begin to lose 1 Life Point per Combat Round until they die or are removed from the Marauder. If the EC/TR suffers 25 points of damage, the unit is completely destroyed leading to a shutdown of all Marauder functions.

Primary Power Unit

When the Primary Power Unit suffers 40 points of damage, the MAR-TSC automatically reconfigures the power flow to that of the SPU. Although considered a Class 2 Corrosive, the Primary Power Unit is not combustible.

Secondary Power Unit

When the SPU has suffered 10 points of damage, the unit no longer functions. If the SPU is being used as the current source of power, the Marauder becomes non-operational. Like the Primary Power Unit, the fluid is a Class 2 Corrosive but isn't considered combustible. The SPU possesses a total of 20 SIR.

Air Filtration Processor

This system possesses a total of 30 SIR. When the AFP sustains 15 damage or more, the unit becomes non-functional. On a roll of 10 or less, the sub-system closes its outer seals leaving only five minutes of air in the pilot compartment. If the result is an 11-20, the AFP continues to draw in oxygen but doesn't properly filter out harmful gases or fumes (ie. tear gas affects the pilot).

Chassis Damage

When any Chassis location suffers damage equal or exceeding half of its value, the location becomes disabled. If the location happens to be the Torso, roll a d6 to determine the outcome. If a result of 1-3 shows up, the Marauder's Chassis collapses in on itself causing the pilot to sustain 4 PR to their Head and Torso. If the result is a 4-6, the Marauder suffers a systematic failure of all sub-systems and collapses to the ground.

If the Hit Location Roll results in Torso-Pilot (#4), the PR is applied as specified in the entry located beneath the Marauder Hit Location chart.

ARM CANNON (& BARRELS)

The 20mm Arm-Cannon comprises two sections normally reserved for the arm and hand. The main arm possesses a Muscular Lattice of 84 and 56 SIR while the barrels possess only 14 SIR combined. For every 5 points that penetrate the arm's Muscular Lattice, there's a 1 in 20 chance of the stored rounds exploding. (This chance increases by one point for every 5 points that penetrates.) If the rounds explode, assume that the Marauder takes 4 shots to the Head, Torso, Torso-Pilot and Groin as a result. (Provided the arm-cannon has that many rounds remaining.) If the arm sustains a loss of 42 SIR, the weapon becomes nonfunctional. If the barrels sustain a 7 SIR loss, they're considered bent or maimed in such a way as to cause the arm-cannon to explode if fired.

LEFT ARM AND HAND

The Marauder's left arm possesses a Muscular Lattice of 84 and 56 SIR. The left hand possesses a Muscular Lattice of 42 and 28 SIR. If either location suffers a loss of half its SIR, the extremity ceases to function properly leaving it unable to move or react. The loss of all SIR results in the extremity being destroyed—possibly being severed or blown off.



MASTER ARMS AND HANDS

Any hit to these locations result in the attack's PR being altered by only the Marauder's 30 AV and Strike Assessment. These areas contain no Muscular Lattice rating. Once the attack has passed through the Marauder's defenses, apply remaining damage to the pilot. If the pilot's arm or hand is crippled/severed, the Marauder's slave unit will not function due to the lack of a mimetic impulse.

GROIN/HIP

The Groin/Hip location possesses a Muscular Lattice of 126 and an 84 SIR. When this location suffers 42 points of SIR loss, the Marauder's hip actuators become jammed or crippled. The net result is the loss of lower body usage—the Marauder becomes stationary or, if shot while running, falls to the ground unable to bend at the hip.

GROIN/HIP-PILOT

Any shots striking this location are altered in the normal fashion (ie. AV, Strike Assessment and location's Muscular Lattice). If the attack passes through these, it grazes the Chassis (causing 5 points SIR loss) and the remainder of the damage is applied versus the pilot's Groin/Hip.

LEGS AND FEET

The Marauder's legs possess a Muscular Lattice of 147 points and 98 SIR. The Marauder's feet possess a Muscular Lattice of 63 and 42 SIR. If the leg suffers a loss of half its SIR, the Marauder's leg collapses and ceases to function. If the foot suffers a loss of half its SIR, the Marauder's movement is reduced to 1/2 normal.

If an attack passes through every possible Marauder defense, strikes the pilot, and still has more power, apply the remaining damage to either the Muscular Lattice or Chassis again. (Roll a d6. On a result of 1-3, apply the remainder to the Muscular Lattice. On a result of 4-6, apply the remainder to the Chassis.)

DAMAGE TO THE PILOT

Unlike the conventional system of determining Stamina Loss, only those points in the attack that actually strike the pilot are used to calculate Stamina Loss.

Nightshade, a paid mercenary and assassin, takes careful aim with his Pierce-Bendhi C.1000 and fires its 30mm round with deadly accuracy—its target, a passing Marauder. As the round slams home through the Marauder's right leg, the entire suit shakes spasmodically and collapses to the ground; its pilot stunned.

Let's assume that Nightshade's shot was true and he made his attack roll by at least 4 points and the Hit Location impacted is the Right Leg-Pilot (#16). Here's how it all calculates out:

The 30mm round possesses a 80PR. The Marauder possesses 30 AV, a Muscular Lattice of 147 and 98 SIR. (Only 1/7th of the Muscular Lattice's value may be used as defense versus any single attack. In this case, the value is 21 points.)

(80 - 30 = 50 points.) Seeing as Nightshade made his attack roll by at least 4 points, Strike Assessment is not adjusted. (50 - 21 = 19 points.) After passing through the Muscular Lattice, 19 Lethal Damage slams into the pilot.

Rolling a d6 to determine if it strikes the pilot's leg or foot, the result is a 5; indicating the pilot's leg. Seeing as the pilot's an average man, the leg can only sustain 9 points of Lethal Damage. (19 - 9 = 10.) The bullet blows apart the pilot's leg.

Seeing as only 19 points physically struck the pilot, Stamina Loss is calculated by multiplying 19 x 2.5 (For striking the leg and +1 to the multiple for destroying/severing the extremity). Total Stamina Loss suffered is 47.5 (47) points.

"Darlene! I've got a serious malfunction over here! The computer just initiated a full system lockup and I can't..."

***Hanson Lewis
TAD Officer
(Final transmission before being killed in the line of duty.)***

"We chased him down 54th street going about 100 MPH when he pulled off this amazing bootlegger's reverse and shot past us."

"The last thing I saw was his tail-lights in my rear view mirror."

Richard Tsu
Pinecliffe Police Officer

VEHICLE COMBAT

No futuristic roleplaying game would be complete without the inclusion of specific rules governing the use of vehicles in combat. However, due to the sheer complexity and exacting detail required to create a 100% realistically-modeled vehicle combat system, we've chosen to use a simple set of rules as described below.

Vehicles are treated as if they have five Action Segments per Combat Round. However, unlike humans, animals and Breeders, vehicle's "act" on Segments starting with 20 and on each subsequent Segment in decreasing increments of four (Thus, vehicles travel on 20, 16, 12, 8 and 4.)

Vehicles also possess the following characteristics which are assigned numerical values:

Top Speed- This is the top speed of the vehicle in miles per hour (MPH).

Acceleration- There are two values listed here and are separated by a slash (/). The first value indicates how many hexes the vehicle may accelerate while the second value indicates how often this acceleration may occur. Thus, a vehicle with an ACC: 2/3, may increase its speed two hexes on every third Action Segment (roughly 0-60 MPH in 9.2 seconds).

Braking- There are two values listed here just as in Acceleration except these values judge how much a vehicle may slow down over a specific number of Action Segments.

Handling Class- Each vehicle is given a Handling Class to show its natural responsiveness. The values are as follows:

- | | |
|-------------------|----------------------|
| 1 APC | 5 Helicopter (Cargo) |
| 2 Cargo Vehicles | 6 Streetcar |
| 3 Tri-Wheeler | 7 Motorcycle |
| 4 4-Wheeled Drive | 8 One-person copter |

Control Speed- The Control Speed is a guide which indicates the mean hex speed per Action Segment that a vehicle may make turns and maintain a relative degree of safety. When a vehicle attempts to make a turn and is travelling over their Control Speed, the difference in points is the amount that will be adjusted on a Turn Maneuver.

MAKING TURNS

If a driver or pilot attempts to make a turn with their vehicle, the turn occurs on the vehicle's Action Segment, NOT the driver's or pilot's.

When the turn is initiated, the driver or pilot must consult the following chart, determine the type of maneuver to be executed and make their Turn Maneuver Roll.

VEHICLE MANEUVERS (VM)

Bootlegger's Reverse	+1
Hairpin	+2
Sharp Right	+3
Sharp Left	+4
Hard Right	+5
Hard Left	+6
Moderate Right	+7
Moderate Left	+8
Easy Right	+9
Easy Left	+10

The Turn Maneuver Roll is equal to:

$$(DEX + HC + VM) - \text{Overspeed}$$

Thus, a driver with a 5 DEX using a HC 6 streetcar attempting to make a Moderate Right while travelling 2 hexes faster than its Control Speed would have the following roll: $(5 + 6 + 7) - 2 = 16$ or less chance.

If the Turn Maneuver Roll is failed, roll a d6 and consult the Control Loss chart below:

CONTROL LOSS CHART

1-2 Ground vehicle side-slips but doesn't make contact with any foreign material unless within two hexes distance from the outer portion of the turn. Airborne vehicle shifts position slightly but causes no other detrimental factor.

3-4 Ground vehicles slide out of control and impact with any object up to five hexes away from the direction of the turn and lose 1-3 hexes in speed (1/2d6). Airborne vehicles stall, losing 1-6 hexes in speed and 5-10 hexes in altitude (4 + 1d6).

5-6 Ground vehicle slides wildly out of control and crashes with full speed into any object within eight hexes in the direction of the turn and loses 1-6 hexes in speed (1d6). Airborne vehicles stall, losing 3-8 hexes in speed (2 + 1d6) and 8-12 hexes in altitude (7 + 1d6).

IMPACT DAMAGE

Whenever a vehicle strikes an object, either on purpose or by accident, both subjects possess the potential to suffer immediate damage. After rolling for Hit Location, determine which multiple below, based on the crashing vehicle's mass, will be used for potential damage calculation:

WEIGHT (LBS)	MULTIPLE
1-50	x.5
51-100	x1.5
101-200	x2.5
201-400	x3.5
401-800	x4.5
801-1600	x5.5
1601-3200	x6.5
3201+	x7.5

To determine damage (Class 1), multiply the vehicle's speed in hexes during the Segment in which the accident/crash takes place by the Mass Multiple indicated above. Thus, a 1800-lb streetcar travelling 7 hexes a Segment loses its traction on a slippery road and crashes headfirst into a building. Both objects will suffer 45.5 PR (45 rounded down).... $7 \times 6.5 = 45.5$.

Crashing/impact damage is always applied to the Hull-Chassis in its entirety. If the crashing/impact damage exceeds 1/4 of the vehicle's Chassis SIR, all occupants suffer 1/4 the PR indicated in the initial crashing/impact damage. However, the damage suffered to the occupants is Class 2.

VEHICLE TO VEHICLE ATTACKS

Whereas human to human combat allows the two combatants to use their movement to offset the opponent's success rate, vehicles possess a slight rule change.

If two vehicles are engaged in combat with both moving in the same direction and using computer-guided weapons, only the speed difference is used to adjust the attacker's BTN. (This is an obvious change to the Attacker/Defender Moving rules.)

DAMAGE TO VEHICLES

Unlike normal combat where each hit location possesses Life Points, vehicle damage is more generalized and abstract. When an attack strikes a vehicle, the PR in the attack is lowered by the vehicle's AV and applicable Strike Assessment modifications. The remainder is then applied to the specified hit location on one of the charts in the following column.

Strikes to the Chassis are general damage points are cumulative. Once the Chassis' SIR has suffered a loss of 1/2 its value, the vehicle can no longer move.

A strike to the wheel of a motorcycle doing 5PR (Class 1) will pop the tire. A strike to the wheel of a car/truck doing 9PR will pop the tire. The wings of a glider each possess a SIR value equal to 1/5th of the Chassis' SIR. Helicopter blades possess 10AV and have 20 SIR each. The destruction of a blade causes the helicopter to plummet.

GROUND/AIR VEHICLE HIT CHART

1	Window-Occupant
2	External Weapon
3	Wheel/Wing/Blade
4	Hull-Chassis
5	Hull-Chassis
6	Hull-Occupant
7	Hull-Storage
8	Hull-Electronics
9	Hull-Fuel
10	Hull-Engine

For all entries listed with an asterisk (*), determine the amount of damage that penetrates and divide by ten (rounding to the lowest whole number). Roll a 1/2d6 adding the above result to the die roll and consult the appropriate entry below:

Electronic System

- 1-4, Minimal damage—no detrimental effect.
- 5, Moderate damage—navigation, computer or targeting system goes offline.
- 6, Electronic systems destroyed—everything offline. Helicopters lose all power and drop 20 hexes per Combat Round (1" per Segment).

Fuel Tank

- 1-3 No effect
- 4 Minor Fuel Loss (1/4 tank)
- 5 Major Fuel Loss (3/4 tank)
- 6 Fuel explodes in 1d20 Combat Rounds

Engine

- 1-3, Minimal damage—no detrimental effect.
- 4-5, Moderate damage—vehicle top speed is halved, as is current hex speed.
- 6, Major damage—engine stops functioning. Vehicle slows down at a rate equal to its Braking.

External Weapon

- 1-3, Minimal damage—no detrimental effect.
- 4-5 Slight damage—attacks made at -1 to BTN.
- 6, Major damage—weapon destroyed or mangled.

**"C'mon officer,
clear the truck
so I can pop
your Marauder's
head. I got a
20mm AP round
with your name
written all over
it.."**

**Nightshade
Assassin**

GAME MASTERING

Japan in the year 2107 is a remarkably dangerous yet colorful setting. How the local environment is portrayed is as important to the game as are the player characters and their equipment.

When preparing to design your own scenario or campaign, find out what your players want out of the adventure. Some players love highly-combative encounters with countless gallons of blood being spilt; others prefer a modest amount of combat with emphasis on character development; while the majority look for an even playable balance. Through talking with the players, a GM can determine the group "mindset" and generate an interesting, thought-evoking adventure.

PREPARING ADVENTURES

Background Knowledge

As the GM, your players expect you to possess a firm grasp of *Marauder: 2107*'s background. The GM is more than an arbitrator of rules—they're storytellers that weave a grand tale of adventure in which the players participate. In order to make the story run as smoothly as possible, and for the GM to paint a rich picture of the world-at-large, they themselves need to understand the elements of their world. GM's are like movie directors in that they're given props to work with, but the insight and visual direction of how they're used is their responsibility. These props are the GM's world background and NPC's. Once the GM feels comfortable with the background included in this sourcebook and knows the value of NPC's in a gaming session, the slow process of designing an adventure begins, be it a scenario or an extended campaign.

ADVENTURE CONCEPTS

An idea for an adventure comes in many different forms and manners. Probably the most common way is through copying the plot of a favorite story or movie. Of course, since *Marauder: 2107* is such an unusual milieu, the likelihood that the plot will have some element changes are extremely great. The nice thing about this RPG is that due to its affinity to Japanese animation and comics, players and GM's have thousands of potential resources in the form of anime and manga. These are usually found within specialty stores, however, over the last two years, a phenomenal new anime-viewer growth has emerged allowing large video rental companies and comic book shops to start carrying obscure Japanese titles. (See the designer's personal recommendations on page 10.)

If these stories are too "fantasy-based" for you or your players, an easy option is to search through the newspaper's local and world highlights to find an article of interest. By altering the headline enough so that it could fit the year 2107, the fundamental idea for an adventure might originate. Suppose for example I open the local newspaper and find an article about the Australian melaleuca tree with a headline that reads, "Invasion of foreign species imperils ecosystem." One should be able to see the potential adventure in that...Breeder Darkland has been slowly expanding northwards, primarily controlled by Akuma. Since the Akuma somehow "kills" the land in its domain, its move northward threatens the agriculture and livestock of small villages and the well-being of travellers.

THE PLOT

Now that you've managed to come up with an adventure concept, the next step is to develop it further. The plot is technically nothing more than what you expect to happen during the course of the adventure.

While some movies and books choose to involve the major characters right from the very beginning, others choose to let specific elements start the story and set a particular mood. In a simple adventure, the GM draws the characters from one encounter to the next with little or no difficulty. However, a complex adventure, with several plot twists or possible unresolved clues, is decidedly more difficult to write since a multitude of elements must be considered, each one affecting another down the line.

Using our headline example in the previous section, here's how the plot might work:

An Akuma Breeder has suddenly moved northwards from its normal Darkground and has established a holding a mere ten miles away from a newly-formed village. When the villagers, ex-Nomads that have chosen this site to be their permanent home, discover their crops dying in the fields, they ask a botanist from the nearby Tanabe Newlord Community to come and examine the problem.

While the botanist conducts tests in the field, he hears the cries of pain from a farm animal nearby. As he looks up from his makeshift lab, the botanist stares in horror as a ferocious beast some twenty feet in height throws a steer to the ground and rushes towards him. Before the botanist can even scream, the creature sinks its razor-sharp claws through the elderly man's chest, killing him in the blink of an eye.

Panic strikes the villagers as they ask the Tanabe Newlord to send "police" aid. When the Newlord spurns them, the villagers turn to the Core government for help. As always, the Core are eager to involve themselves in events to "better" mankind. Thus, the PC's are sent to the site to investigate the bizarre murder, the soil poisoning and to kill the dangerous Akuma or drive it away from civilization...None of which are the best possible choices.

From this plot set-up, you should be able to continue on your own, setting up events to occur in a fashion which constantly allows the adventure to move forward. To do this properly, you need to take your plot and break it into several distinct "scenes."

SCENES

A scene is a mini-sequence of events in which one of two types of encounters occur: planned or improvised.

A planned encounter is pre-made by the GM to fulfill a particular part of the story. The encounter need not bring about interaction with PC's or NPC's nor need involve combat. It should however, add to the drama of the storyline, carrying it forward to its conclusion. Thus, an adequate scene could have the characters examining a murder site for clues long after the police detectives have left. Once the clues have been discovered and understood, the information learned should take them to the next scene.

An improvised encounter, and one every GM

"Take a look around you..."

Everything, and I mean everything, belongs in some fantastic 20th century post-apocalyptic movie.

Breeders, warlords, mechs and cybernetics; a smorgasbord of plot devices."

***Miles Whittaker
Bounty Hunter***

***"If you fire
that gun,
it may kill me.
But if I fire my
Monolith
Hi-Power Oni,
it'll kill you,
the lady you're
protecting
and some
innocent person
behind her."***

**David "Killjoy" Barlow
Mercenary/Assassin**

should be prepared to instantly come up with, is a non-planned situation which was not considered during the adventure-design stage. Since players often come up with unexpected actions that "interfere" or "misdirect" the adventure, the use of an improvised encounter becomes necessary to place the characters back on track.

The improvised scene can be as simple as an NPC coming up to the characters and telling them their headed in the wrong direction or giving them information that should have been learned earlier. On the other hand, improvised scenes may require combat to occur or a crucial plot device to "suddenly" come into the characters' focus so that they once again bring the adventure back along the pre-planned storyline.

For instance, several PC's have decided to hang out with a caravan of trucks heading out of the Fringe and towards the New Chiba Community. The GM, only using the caravan as a plot device to get the characters from point A to point B, never expected them to suddenly draw weapons and attack the drivers! What a mess! Instead of throwing his arms up in disgust, he replies, "As you begin to fire your pistols, you hear the roar of motorcycles suddenly coming from over the hills."

In order to stop the characters from abusing a plot device, the GM decides a quick foray into Wasteland combat is in short demand. Once the caravan has beaten the Nomad scavengers, several of the travellers approach the characters and thank them for helping...all the while unaware that the first shot fired wasn't a return volley, but an attempt of sheer greed. In either case, the characters are returned to the same stage—occupants of a caravan headed to New Chiba Community and the rest of the adventure.

FINALE

The finale is the climax of an adventure which is reached after the characters have gone through the various scenes and fulfilled certain goals or expectations the GM required.

In a well-balanced game, there are several encounters which act like pieces of a giant puzzle. When the pieces fit together, as they should eventually do, the picture becomes apparent. Thus, in the Akuma storyline we discussed earlier, the climax (finale) of the adventure occurs when the PC's battle the Akuma in attempt to destroy it.

Sometimes, the characters won't finish the last scene as expected by the GM, let alone even survive the encounter. For instance, suppose the characters fight the Akuma when one by one they fall dead. The GM expected them to win, but due to unlucky rolls, bad maneuvers or whatever other detrimental factors might have been involved, the players failed to finish the adventure as hoped. In this case, the characters fought the good fight but lost to a powerful evil leaving it free to continue its reign of terror. Perhaps not an ending we'd like to see, however, an ending none the less.

AWARDING EXPERIENCE

At the end of a scenario, adventure or campaign, the GM should award Experience Points to the characters for their part in the game. Experience Points are basically the same as Creation Points in that, once earned, they may be used to increase Attribute scores or to purchase skills.

To determine how much Experience Points each character should get, consult the entries below and add up any applicable scores. The total value is the maximum suggested amount to award.

First adventure or scenario that this character participated in. 1 point

Solved a difficult puzzle or problem or performed a clever action. 1 point

Long adventure or scenario lasting over eight gaming hours. 1 point

Opponents were superior to the character in ability, weaponry, number or power. 1 point

Adventure or scenario was finished successfully. 1 point

Poor roleplaying. Out of character. -1 point

The character was superior to the opponent(s) in ability, weaponry or power. -1 point

Disastrous or idiotic action taken. -1 point

Adventure or scenario not completed in allotted time or suffers a partial failure/unintended death. -1 point

BREEDER ENCOUNTERS

Here are a few things you should know about the Breeders before you decide to make some up to throw at the characters.

Nobody on Honshu other than the Breeders know *who* and *what* they were before Project: Dominion and Project: Domination. As far as the denizens of Honshu are concerned, the Breeders are either demons or mutants that developed during or after The Great Upheaval.

Some Breeders, primarily the first five to ten generations, still maintain human-level intelligence and can communicate by speech. The original 500 soldiers, all of whom reside in the southern region of Honshu near the Akira-11 complex, are intelligent, cunning Breeders who still maintain their "old" human memories. Now that they've discovered how weak their old bodies were, they relish their new ones and hunt the frail humans for sport.

As each generation of Breeder is born, the creature loses its need for a higher intelligence. Instead, the Breeder becomes more animalistic—killing for food and shelter. Its ability to communicate has shifted from speech to shrill cries and grunts. The process of intermingling gametes to find the strongest ones will eventually result in the "construction" of the perfect unstoppable killing machine.

In an upcoming supplement entitled, "The Breeder Compendium," the rules for generating Breeders using a Creation Point system will be introduced. For now however, we leave the Breeder creation process up to your fertile imagination.

When considering the design of a Breeder, compare it to a human. The easiest way to do this is to write up the creature's Attributes in the same manner as you would a character. Afterwards, decide what it's able to do:

What method(s) of mobility does it possess?

What enhanced perception abilities does it possess?

How resilient is its skin, hide or armor to injury?

What types of attacks is it capable of inflicting?

How much damage compared to melee weapons do the attacks do?

Does the Breeder possess any abnormal abilities or additional appendages that make it extremely unusual?

Q AND A

Q: How much in the way of game support will Marauder: 2107 have to continue fleshing out the various aspects of the RPG?

A: Maelstrom Hobby plans to support this product line with several supplements aimed at areas only briefly discussed in this sourcebook. Currently, we have six titles in various stages of progress—*Citystate: Core*, *Citystate: Fringe*, *The Breeder Compendium*, *Wastelands*, *MAR-13-M* and *Pinnacle*.

Q: There's no mention of characters being able to delay actions and wait for something to occur before doing or attempting a particular task. Was this deliberate or an accident?

A: Both and neither. Some GM's like using "Delaying Action" rules, some don't. Rather than include rules that may conflict with a GM's particular style, it simply wasn't included. However, if you wish to include them in your game sessions, this is how it would be done:

If a character wishes to delay his immediate Action Segment for something to occur first, they must declare it to the GM. As each Segment passes, the character can decide if they wish to act. If they do, treat them as having an Action Segment on whichever Segment this occurs. Each additional Action Segment occurs in descending increments of three from the Segment delayed to. If the Combat Round ends before the character can use another Action, that Action is lost. Note: Only one delayed Action may be taken per Combat Round.

Q: Are cyborg limbs, arms specifically, subject to the same lift limitations as the cybernetic limbs?

A: No. Normal cybernetic arms are attached to the shoulder joint, tendons and muscles whereas a cyborg is 99% machine with a reinforced endoskeleton. Thus, the cyborg doesn't have to worry about its limbs exceeding the "safe" weight its shoulder actuators can withstand.

Q: The Knockback rule seems to be particularly suited towards "living" targets...What about inanimate ones with varying degrees of mass?

A: Cross-reference the PR in the attack on the Strike Assessment chart (not applying AV) then divide by attack Class. To this score, divide by two and subtract 4 points per 300 pounds of mass. The above rules should also be used when Marauders are involved in combat.

"The Breeders are like a malignant tumor afflicting humanity; a cancer which spreads rapidly, infecting all within its path."

Dianne Yamata
Core Administrator

SNIPER (Introductory Scenario)

INTRODUCTION

This introductory scenario contains everything you require in order to run your first session of *Marauder: 2107*. In addition, we've included four pre-generated characters for use in this scenario; all of which are police officers. (Although there are two female and two male characters, players are free to change their character's gender as it won't affect their stats, skills or the scenario.)

If the players wish to generate their own characters, two should create Core police officers and two should create Fringe police officers from Pacifica Metroplex.

GM's OVERVIEW

Two years ago, the Northern Alliance sent a five-man insurgent team with vast amounts of capital to begin a special operation within the Citystate. Their objective—to bring about the fall of the Core government and the death of its current Administrator, Dianne Yamata.

Once established in the Pacifica Metroplex, the group managed to organize contacts in major corporations and politics. With crucial information being passed to them through the contacts, the insurgent group then forwarded it to the Northern Alliance.

During this period, the group convinced petty criminals of the Northern Alliance's superiority and that they too could have a part in the future order. One of these believers, a mere pawn in a larger game, is then used to gather important information taken from his government-employed younger sister—a woman working directly with the Administrator.

When the group managed to seduce an ESWAT team member through the "gifts" of money, women and cars, the stage became set for the creation of an assassination timetable.

DYING YOUNG

The scenario begins with the two Fringe police officers working a 3:00 PM to 1:00 AM shift. Both are in a patrol car at 11:25 PM driving 40 MPH on Takatashi Michi (Takatashi Road) when a woman suddenly runs out from an alley and into the path of the police vehicle while waving her arms frantically trying to signal the officers.

Since this occurs quite by surprise, the driver must make a Vehicle Maneuver Roll equal to or below their DEX + 7. If the roll succeeds, the driver manages to swerve around the woman and skid to a stop. If the roll fails, the driver reacts promptly but still strikes the woman, breaking both her legs in the process.

If the driver managed to avoid the woman and come to a stop, she will run toward the officers in hysterics. As she gets roughly ten feet from the car door, the characters see the woman's face explode forward—both blood and brain splattering some eight feet away; tiny specks striking the passenger-side window. Without another word, the woman falls to the ground, dead.

If the driver struck the woman, the female flies into the air and collapses in a heap in the middle of the street. Once the driver has come to a complete stop and the characters have rushed toward the woman, they suddenly see her head convulse violently as half of it explodes in a burst of bone, flesh and blood—killing her instantly.

The characters are likely to react in one of several ways: If they hide behind their car or try to take cover, they'll hear several vehicles in the alley drive off toward the other end at high speed and turn several corners. If they look in the direction of where a gunshot might have originated (the alley), they'll barely make out three vehicles speeding toward the other end of the alley and onto the next street, finally turning out of view. While the first two vehicles are unidentifiable, the last one is a silver Nagasume limousine with no identification plates. If they immediately check on the woman, they'll hear the vehicles taking off down the alley.

Given these facts, the characters should then call dispatch and inform them of the current circumstances. If they don't think of this themselves, the GM should then "hint" the proper course of action to the characters.

If the officers examine the woman while waiting for the ambulance and a forensic team to arrive, the characters can find her purse in a jacket pocket, a set of car keys in the same pocket, and a folded up piece of paper in the other jacket pocket.

Whether the characters decide to wait for the forensic team or not, should they search the contents of the purse, they'll discover the following:

Drivers License-	Carol Young 1225 Crescent Avenue Apartment #37 Core Sector 071-8 Sex: Female Age: 29 Hair: Blonde Eyes: Blue
Government ID-	Carol Young Epsilon Clearance #33-157902-423-10
Checkbook-	Carol Young 1225 Crescent Avenue Apartment #37 Core Sector 071-8 ACCT: 88-1024-730
Debit Card-	Carol Ann Young ACCT: 677-14392-6 Expires: 11/09
CTP-D Card-	Carol Young Acct: 1789-9942-152 Small mirror Lipstick (Apricot) Tissue paper, (2 sheets) Cash (¥78)

The character's should quickly realize that this victim resides in the Core and works directly for the government. To make matters worse, the victim has Epsilon clearance—the second highest level of government clearance in existence. They should immediately place a call to CSI for help in this murder investigation. (Note: If the characters don't catch on to the importance of getting the CSI involved in this case, remind them that in order to exercise their police status in the Core, the Core police will have to know what's going on.)

When the piece of paper is eventually unfolded and examined, the following information will be written on the page:

SCHEDULED ITINERARY

0730	Breakfast with Director
0815	Preparation for speech
0845	Vehicle transport to site
0910	Speech
0935	Vehicle Transport to tower
0955	Meeting with Liaison Officer, Kendrick Satori
1050	Meeting with District Manager, Carolyn Chu
1145	Lunch with TAD Director
1300	Transport to TAD site
1315	Review of Troops
1350	Award ceremony presentation
1420	Vehicle transport to tower
1435	Bannin-Prime report
1600	Meeting with Director and Liaison Officer, Kendrick Satori
1635	Meeting with Press Secretary
1715	Tape Citystate Address on-site
1845	Dinner with Director, Bannin- Prime Controller, Richard Chu and Core officer, Leanna Michaels
2015+	Administrator free time

As they read through the itinerary, the characters should come to the realization that it's the itinerary for none-other than the Administrator. Since the victim possesses an Epsilon Clearance government ID, the assumption that Carol Young is probably the Administrator's secretary or scheduling officer should be made by the players.

The incoming forensics team should inform the characters that the woman died of a single gunshot wound to the head with what appears to be a high-powered rifle round. (This information will be accurately determined upon the written confirmation of the final forensics/pathology report.)

The site will be sealed off for several hours as the forensics team gathers the victim's belongings and forwards them to the lab for routine fingerprint examination. In addition, the officers will check out the alley for clues regarding the vehicles and/or hints of some type of meeting. (This of course will take several hours and the information learned will be given to the characters later during the scenario.)

In the meantime, the Fringe Officers will be asked to write a report on the incident and forward all pertinent information to Core police.

TASKFORCE ASSEMBLY

After leaving the crime scene and returning to their precinct, the officers then proceed to write their incident report. By 1:10 AM, the report is finished, copied and fax-forwarded to the CSI.

Within minutes of sending the information, the precinct captain suddenly calls the characters into his office. When the two take seats opposite the captain's synthetic oak desk, he begins to speak.

"Morning, (insert names). It looks like you'll be working overtime today, you two," Captain Ichiro says, shifting uncomfortably in his chair. "I just got a call from the CSI nightwatch officer and he informed me that you two have been authorized to continue the murder investigation within the Core. He also alluded to the fact that since Carol Young is a Core citizen and more importantly, a government employee, their officers will be assuming control over the case.

"You're to immediately report to Core Precinct 4 and see a Lieutenant O'Dell in the CSI office. All forensic and coroner reports will be forwarded to CSI and directed to the appropriate agent in charge. If you don't have any further questions, I suggest you get going. I've already authorized you an undercover vehicle; sign it out on your way past the front desk."

After signing for their streetcar, the characters then begin a two-hour drive through the Pacifica Metroplex, past the Core perimeter gate and into Core Sector 071. Eventually, at 3:20 AM, the characters arrive at Core Precinct 4.

As they enter the building, it should be made evident that the Core and Fringe possess two different mindsets. The Core's police building is the epitome of high-tech perfection—full of new computerized gear blending with the ultra-polished floors and varnished wooden desks. The Fringe meanwhile, evokes images of a cluttered workspace full of messy desks covered with loose sheets of paper and floors sticky with coffee and dried blood.

After gazing around the front rooms for several awe-inspiring seconds, the characters should then approach the desk sergeant sitting behind an elevated oak counter. When the two Fringe officers identify themselves, the desk sergeant will inform the characters that Lieutenant O'Dell is waiting for them in conference room 2 located down the hall and the third door on the left. With that said, the sergeant will continue working.

Upon walking down the hallway, the characters will find the door marked "Conference Room 2" partially opened—enough to see three people sitting around a table talking. When one of the characters knocks on the door or just simply opens it further and step into the room, the group will hush and a cleanly-dressed officer will stand up.

"Come in, come in. I'm Lieutenant O'Dell, the CSI nightwatch officer and these two officers are, (insert character names)," he says, pointing to two CSI members sitting down. "We've gotten a search warrant for the victim's residence and several CIS officers are guarding the premises until we arrive. We're giving this case highest priority since an Epsilon clearance level worker was killed so don't expect any of these officers to hold your hand and walk you through the investigation.

"Since (insert CSI officers's names) have no real knowledge of the current situation, I'd appreciate you informing them of what happened in your district. You can discuss it here or on your way to the victim's residence."

The lieutenant slides past the desk and walks to the door. Turning around, he looks at the Fringe officers and continues. "By the way, we're trying to locate a next of kin and when we do, we'd like one of you to inform them of the family death since you were both at the murder scene." With that said, the lieutenant shuffles out the door and beyond view.

1225 CRESCENT AVE.

When the taskforce eventually arrives at the victim's residence at 4:05 AM, they'll discover two police cars parked in front of the apartment building and an officer standing just inside the main doors. As he nods to the characters, he'll say "Everything's quiet. Renolds and Sakura are up on the third floor."

Regardless of whether the characters take the elevator up to the third floor or use the stairs, nothing unusual will occur. When the door to the third floor opens, the taskforce will see one officer standing in the hallway in view of the stairs and elevators while the second officer stands in front of the apartment.

After showing ID proof of who they are, the taskforce will be allowed entrance into apartment number thirty-seven where they'll discover two forensic agents carefully examining the contents of the room. One of the two agents will then look

up from what he's doing and give the taskforce a nod.

"Right," the man says, placing his dusting brush on a plastic sheet. "I'm officer Kendle and that's officer Yamaguchi. We arrived around five minutes ago and decided to start examining the residence. Hope you don't mind."

If the characters want to know if Kendle or Yamaguchi have found anything of interest that might show why she was killed, the officer will offer the following reply:

"Well, here's what we got initially. Ms. Young and an unidentified guest had dinner this evening—the meal was some sort of pasta dish with a tomato sauce dressing. We knew there were two diners since two sets of plates, glasses and utensils were left unwashed in the sink.

"All of the rooms are relatively clean indicating that she wasn't abducted from here by force provided she was taken at all. No signs of a sexual encounter have been located and no signs of assault have been found either..."

"I might have something," says officer Yamaguchi as he leans across a desk in the corner of the room. "She left her fax machine on and the LCD indicator shows the number dialed as one with a Pacifica Metroplex prefix."

If the characters try to track down the number by requesting assistance from the Citystate Communications Network, they'll be told it belongs to a public CTP site located within the Pacifica Metroplex on the corner of Rosewood Odori and Hartman Street. A subsequent search of this site will not turn up any usable fingerprints or additional clues to help in the investigation.

The search of the apartment will turn up only enough evidence to confirm that Ms. Young did indeed have dinner with another person last night. Paperwork located on the desk will also show that Ms. Young is the Administrator's personal secretary and often takes paperwork home to finish—some of which is classified "Top Secret; Epsilon clearance or higher required."

The search of the apartment will take several hours, however within twenty minutes of learning about the fax transmission, one of the CSI officers will get a call on their personal radio. When they reply, the dispatcher will tell the officer that they've located Ms. Young's next of kin and Lieutenant O'Dell would like the taskforce to report back to the precinct and speak with her brother.

BROTHERLY LOVE

By the time the characters arrive back at the precinct, it'll be 4:45 AM. When they go in, they'll find a restless man in his thirties wearing black dress slacks, a white silk shirt and dress shoes pacing back and forth in the waiting room adjacent to the entryway. As the officers come in, the man looks up and rushes up to them.

"What the hell happened to my sister? Nobody will tell me anything!" He says, his fists clenched tightly in a mixture of apprehension and anger. "Is she ok?—Can I see her?"

As the characters decide what to do, the lieutenant will signal the characters to go into a private room—the one the man was just in. If the characters indicate to the man that they want to talk to him privately and start moving towards the room, the man will snap sharply and say, "God damn it, just tell me what the hell is going on!"

Before the last character can go into the room, Lieutenant O'Dell will pull them aside and tell them the following information:

"The man's name is Bruce Young, age thirty-four. He's Ms. Young's older brother and only living relative. We managed to get ahold of him around 4:20—actually, he contacted us after he noticed the messages we left on his home communicator.

"Be easy on him and whatever you do, don't promise him that he can view his sister's body yet. The coroner is still performing an autopsy."

O'Dell will then let the character enter the room and will shut the door behind him. Once inside, Bruce Young will lean against the wall opposite the characters and the door. He'll then angrily tell the characters he wants to know what's going on and that he's not going to wait any longer.

The GM should take it upon themselves to role-play this situation out by taking the role of Bruce Young and both visually and orally reacting to what the characters say. Bruce will be both upset and nervous, a fact that should not be lost on the players. (This is extremely important as will be indicated soon enough.)

If the Fringe officer's vehicle hit Ms. Young and the characters tell Bruce this, he'll immediately take an aggressive stance and threaten to bring a criminal negligence and wrongful death suit against the officers. (This should happen before the characters say she was killed by a shot to the head.)

When and if the characters mention the location where the incident occurred and that Bruce's sister was shot through the head, Bruce's face will go pallid and he'll drop his head into his hands.

"Damn it! This can't be happening. Oh god, this can't be happening." Bruce will cry out clenching his hair as he shakes his head.

As the characters ponder what to do next, a knock at the door signals the entry of an officer holding two sheets of paper. He looks straight into the eyes of the character he hands the papers to, and then stares hard at Bruce Young as he shuts the door.

When the character reads the first sheet of paper, he'll find the following message:

CORONER'S REPORT

Name: Carol Ann Young
Sex: Female
DOB: 1/12/78
Hair: Blonde
Eyes: Brown

Identifiable Marks: Small scar running 24mm vertically across the lower right abdomen. Small scar running 6mm horizontally below the left armpit. (If the Fringe officer struck her with their patrol car, the report will also read two broken legs.)

CR: The cause of death was a gunshot wound suffered which pierced the posterior side of the head, expanded, and exited the anterior side. The bullet's expansion to 37mm across allowed it to cause maximum head trauma to the victim leading to an immediate death. As the round passed through the cranium, it impacted with the brain 11mm's above the cerebellum and continued forward striking the right zygomatic* bone, and exiting the body.

Forensics examination of the round used to kill the victim determined it traveled at an extremely-high velocity, indicating it was a rifle round. Based on ballistic tests, forensics conclude the weapon used to fire the 10.7mm round was a Pierce-Bendhi C.991 sniper rifle.

Dr. Doreen Badasch, PhD
Core Coroner

Dr. Paul Englewood, PhD
Ballistic Identification Specialist

* The zygomatic bone is the cheekbone located just below the eye orbit and above the upper jaw.

The second sheet of paper contains the following information:

FORENSIC REPORT (Evidence from Crime Scene)

Skid marks on Takatashi Michi collaborate the driver's story regarding their attempt to swerve out of the victim's way. Based on information provided by officers, the victim's final location and the likely direction of the gunshot, it is our assumption that the weapon was discharged from deep within the alleyway.

An examination of the alleyway resulted in the discovery of primer residue as left from a discharged firearm. Analysis of said material proves that a weapon was fired from that location within 12 hours of the incident in question. The search in the alleyway also resulted in the discovery of treadmarks and skidmarks of two vehicles, one of which was heavily laden (possibly the Nagasume limousine the on-site officers reported).

Fingerprints lifted from the victim's belongings resulted in the discovery of Ms. Carol Young's and two unidentified others (both cases due to the fingerprint being smudged beyond identification). From the itinerary schedule, two sets of fingerprints were determined; one of Ms. Young's and the second of Bruce Young.

Police records show Bruce Young to be a career criminal involved in mostly small-time black market transactions such as exchange of stolen goods and grand theft auto. To date, Bruce Young has been arrested twenty-three times with only nine prosecutions resulting in a total of four years prison time served. His two most outstanding crimes listed are "assault and battery with intent to cause bodily injury" against a peace officer and an arrest for arson on a government building which was later dropped by prosecutors after incriminating evidence was discovered missing from the police evidence locker.

Sgt. Jason Mangubi
Pacifica Metroplex

Scribbled on the bottom of this page is a note that reads, "I haven't finished the official report regarding Ms. Young's apartment, however after conferring with Sgt. Mangubi, we ran a fingerprint comparison from those taken from the itinerary sheet and the dinnerware left in the sink. They matched perfectly—Bruce Young was at his sister's house last night."

Kyle Yamaguchi
Core Forensics Team-5

THE SORDID TALE

As the characters read over the information, they should all come to the same conclusion—Bruce Young had some sort of involvement with the crime. Whether they start to immediately accuse him or wait to gather more evidence, Bruce will look up at the characters with tears in his eyes and begin telling a horrifying story.

"I know who killed her," he says, clearing his throat before continuing. "I know who killed her."

Bruce rises to his feet and begins pacing back and forth across the room as he wipes the tears from his eyes and pulls a cigarette out and lights it. Taking a deep inhalation and expelling it, Bruce looks at the anxious characters and continues.

"A few years ago, a group of specially-trained men came in on a convoy from up north and set up residence in the Pacifica Metroplex. When I say specially-trained, I mean skilled with espionage, bribery, explosives and torture.

"Over the years, they put word on the street that they had lots of money to share with enterprising young criminals. As they "bought" the loyalty of criminals and expanded their "favours" into both the corporate and political arena, the group's true purpose became evident—the fall of the Core government.

"People that tried to leave the group's organization began turning up dead. Some killed in fashions unlikely to garner suspicion; others however, were violently murdered—their broken bodies left for all to see in public locations.

"Around four months ago, I decided to hook up with the group and earn some decent money in the process. After they checked me out, I was used for small operations such as vehicle theft, CTP site altering and the like. The money they paid me for the jobs easily beat out the price I'd make doing it on my own. Basically, it was the ideal job for someone in my kind of work.

"A week ago, things began to change. The five group leaders began prodding me for information about my sister such as what she does for the Administrator and how close we are. As this line of conversation grew, I heard the other group members talking about a "powerful ally" they managed to "purchase." Who or how many people belong to this "powerful ally" is a mystery to me. I was never given detailed information about it.

"When I became obviously worried about their intent regarding Carol, Scott Sahota, the group's leader, assured me that all they were after was some data that she possesses. He also promised me that she wouldn't come to any harm. Even though Scott told me everything was going to be ok, I had a gut feeling he wasn't telling me the whole truth—at least until yesterday.

"He called me up and said that they needed me to visit Carol's apartment and while she wasn't looking, to fax a copy of an itinerary from her briefcase. When I asked him to get someone else to do it, he said if I wouldn't, he'd have to find someone else—possibly someone that might take to a fancy to my beautiful sister. That comment got my attention and I told Scott I'd do it. He called me a good man and gave me a CTP access number for where he wanted the fax transmission sent.

"After hanging up with Scott, I called Carol at her office and asked if I could have dinner with her. Since both of us are fairly close, even despite our different lifestyles, she agreed to have me over and told me to drop by around 7:00 that evening."

Bruce pauses for a second and puts his cigarette out in the ceramic ashtray on the table. He looks up at one of the female officers and continues speaking.

"I showed up to dinner around 7:20 and we ate a pasta dish she whipped up along with a simple salad and some iced tea. We talked while we ate, mostly ideal gossip about our private lives. When we finished dinner, I offered to put the plates away and Carol excused herself to use the bathroom. While she was in the bathroom, I searched her briefcase, found the Administrator's itinerary and used her home communicator to fax the information to the location Scott designated.

"By the time Carol came back out, I had already faxed the sheet, put it back in the briefcase and was standing over the sink acting as if I was about to hand wash the dishes. When she saw me there, she told me to leave them alone and come to the living room.

"When I sat down on the couch, she started ripping into me about how I've got to turn my life around and get a decent job. We argued for several minutes and I left the apartment pissed off.

"Carol must have discovered what I had done and followed me to the Pacifica Metroplex. Instead of going home, I went to an alley just off of Takatashi Michi and met with the group leaders who congratulated me, paid ¥5,000 and told me to leave.

"After I left, Carol must have stayed to watch who the group was meeting and somehow got caught. Rather than just catching her, one of them shot her dead!" Bruce states, slamming his fist into the wall.

Whether the characters press Bruce to tell them where they can locate this insurgent group or don't think of it, Bruce will say he wants some revenge and gives the characters the address of the group's meeting place and number of personnel.

2390 Hasu Tori (Lotus Street)
Pacifica Metroplex
102-16

Bruce will inform the taskforce that the address is that of a warehouse located deep within the industrial side of the 'Plex, is a single-floor complex with several rooms, and is usually guarded by only one person just inside the main doorway.

If the characters ask for more information regarding the names of the people in the group, he'll tell the characters that all the names used were fake ones to "secure the safety of The Cause." He will also tell the taskforce that the group is made up of the five original leaders and has about twenty-five devoted followers plus additional contacts. Given that they wanted tomorrow's itinerary, the group may be having a meeting in their warehouse with some of their most trusted people—for a total of ten to twelve people.

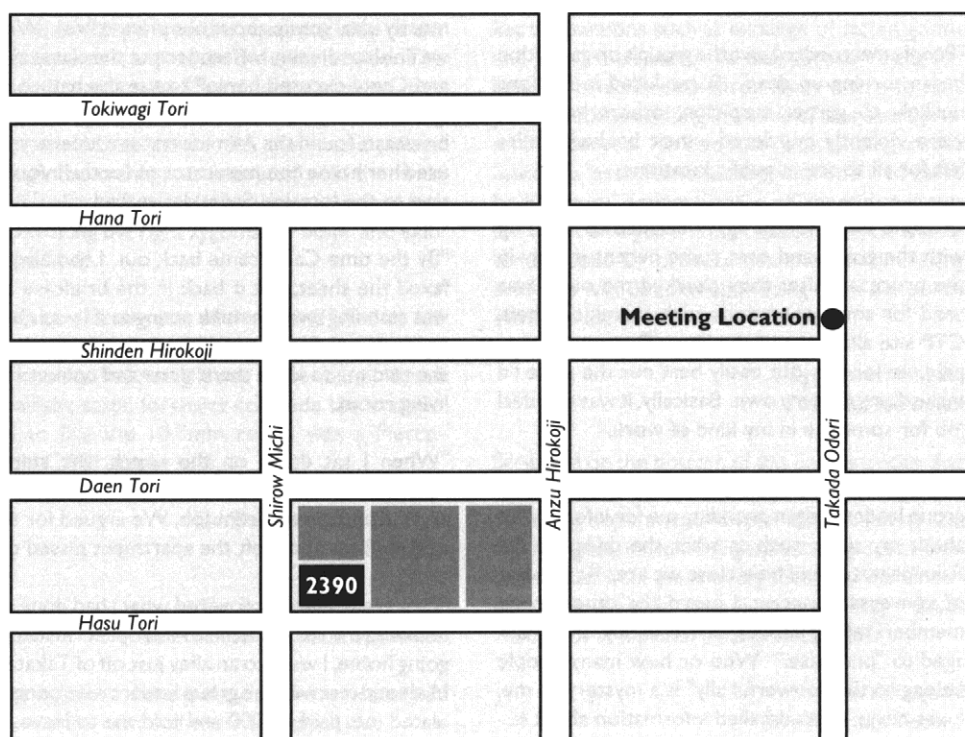
With this information, the characters must come up with some sort of game plan. The current time is 5:30 AM. It will take them almost two hours to drive from the precinct, through the Pacifica Metroplex and to the warehouse, making it 7:30 AM by the time they arrive.

If the taskforce requests additional units to assist, either from the Core or the Pacifica Metroplex, it'll take some time to organize the men and drive to the site. Should they make the latter decision, a total of twenty peace officers will be ready and waiting at a designated location several blocks away from the assault site.

DEADLY ENCOUNTER

If the characters chose not to involve any other officers in the assault, ignore any reference to the NPC officers discussed in this section.

The taskforce will arrive at the pre-determined meeting location to find two APC's, each loaded with a driver and nine men (for a total of twenty officers). One of the men will walk up to the characters and introduce himself as Lieutenant Kelsey from (either the Core or Pacifica Metroplex) and that his officers are ready to begin the assault on the warehouse.



Lt. Kelsey will suggest that he take one APC to Shinden Hirokoji and turn left onto Shirow Michi to secure the side and part of the back. The other APC will travel down Takada Odori, turn right onto Hasu Tori and secure the main entrance. He will suggest the officers park on Daen Tori, go through the alley and cover the rear door. As soon as the officers hear one of the APC's crash into the front entrance, all officers are to proceed into the building.

If the characters agree to this plan of action, Lt. Kelsey will tell them to move out and get into position, the assault will commence at 7:45 AM.

All the officers possess the following stats:

5 Strength	7		
5 Dexterity	7		
5 Agility	7		-1
6 Intelligence	7		
5 Willpower	7		-3
5 Appearance	7		
20 Life Points	7		-5
40 Stamina	6		-7
	6		-9

Athletics (+1)
WS: Takatashi Enforcer (+1)

Takatashi Enforcer
2 Extra Clips (6 rounds each)
Kinetic Mesh Bodysuit
Impact Absorption Boots
Impact Absorption Gloves
Bulletproof Vest
Flak Vest

After the characters have moved into place and are waiting for the signal to be given, they hear an extremely loud explosion on the opposite side of the warehouse. (What the characters don't realize is that the insurgent group has been tipped off and rigged a pressure-sensitive directional explosive to the front entrance which caused the APC to blow up, killing all its passengers.)

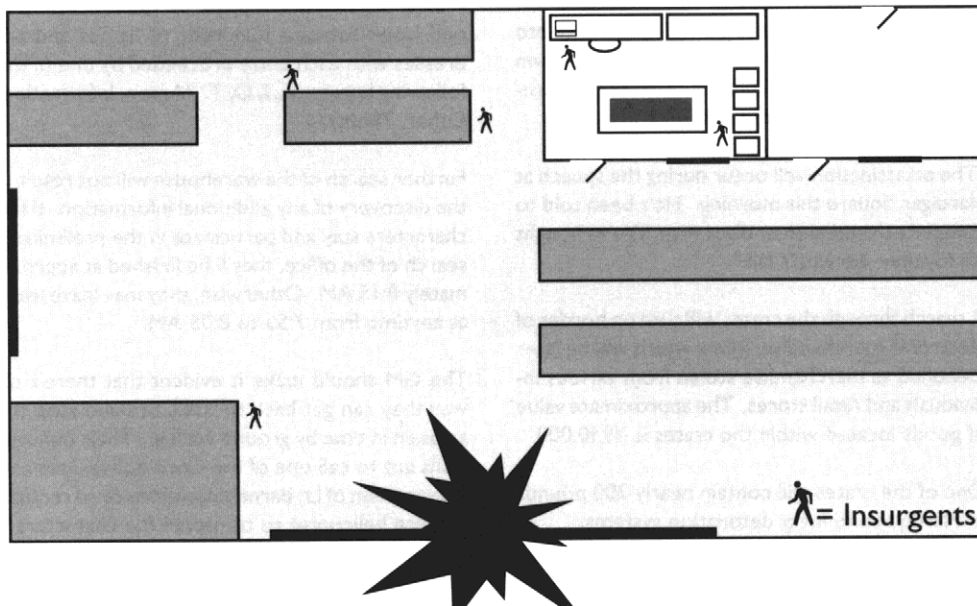
The second APC team will move in irregardless of the death of their fellow officers and secure the side entrances, the windows and part of the building's back side. If the character's burst open the door, they'll find themselves in an empty back room. Gunshots will echo from deep within the warehouse behind the room's closed door—presumably from a conflict with the other officers.

Allow the characters to move into the first room. Once they announce their plans to go further into the warehouse, drop down into Combat Rounds and play out the Actions. When the battle is over, see the following page.

The insurgent group possess the same Attribute values as the standard police officers but have the following combat skills and equipment:

Athletics (+3)
WS: Monolith C.221 (+2)
WS: Monolith Ares (+1)
Brawling (+1)

Monolith C.221
1 Extra Clip (8 rounds each)
Monolith Ares
2 Extra Clips (30 AP rounds each)
Nomadic Piecemail (Torso)
Dispersion-Weave Duster
Huntsman Battle Pants



After the gunfight has stopped and the smoke has cleared, the characters can begin questioning any of the suspects still alive. In addition, they can search the warehouse, examining the many crates and the second room.

If at least one of the suspects is still alive and questioned, an Interrogation Skill Roll is necessary to make him talk. He will first yell profanity at the characters and make obvious glances for an avenue of escape. When he doesn't find one, he'll tell the officers the following information, one answer for each point the Interrogation Roll is made by.

If no suspect is left alive, ignore the entries below and proceed to the information regarding searching the premises.

"All of us are highly-trained soldiers skilled in various techniques that you might consider terrorist-like in nature. We were sent because of our extreme devotion to our beloved Newlord and his powerful rule."

"We didn't kill the woman last night, it was one of your own men. It was the ESWAT man, Lieutenant Barnes. He heard her behind the dumpster and when she ran, shot her through the head."

"The names of all our accomplices and contacts are in the second file cabinet in the office. It also shows the amount we had to pay in order to buy their "servitude." The same file cabinet contains the names and addresses of other people we've managed to sway to our cause."

"We were sent by Kunihiro Tabucchi, Newlord of Shining Light City. Our single purpose is to bring about the downfall of the accursed Core government any way possible."

"It's too late you fools, the plan has been sent into action—you cannot stop the inevitable. Your own man will cause the downfall of the Core government by assassinating the Administrator."

"The assassination will occur during the speech at Hardigan Square this morning. He's been told to complete the mission or die trying...We've bought his loyalty—he won't fail."

A search through the crates will turn up hordes of electronic merchandise; items which will be later identified as merchandise stolen from various individuals and retail stores. The approximate value of goods located within the crates is ¥940,000.

One of the crates will contain nearly 200 pounds of Plastique and forty detonation systems.

When the characters search the office, they'll find a desk, a table, a bookcase and four file cabinets. The desk is full of various fake invoices, purchase orders and tax records to cover the warehouse's real purpose. On top of the desk is a home communicator left slightly off the hook. (If combat occurred in here, one of the men was quite possibly seen using the home communicator.) A closer examination of the device will show the last number dialed on the LCD display. A quick call to the number will result in a male voice answering, "Core ESWAT, Lt. Barnes' desk. Sgt. Hernandez speaking."

If the character asks where Lt. Barnes is right now, the sergeant will reply that he's on detail securing the sight for the Administrator's speech.

On top of the table is a map displaying a portion of the Core.. A closer examination will show that the map is a blow-up copy of the area immediately around Hardigan Square and one of the buildings opposite the Square will be circled in red ink. A small black X is located on the Hardigan stage.

The bookcase will contain various "business-type" books and magazines to give the appearance that this is the office of a legitimate shipping business.

The file cabinets are full of folders containing information on an assortment of people. Initial reaction from the characters should be that of knowing these files are of people the group wanted to contact and "buy."

The second file cabinet has two large black books that when opened, possess the names of specific people and a list of goods or money next to them. Some of the names listed are that of well-known low-ranking politicians and corporate executives. A total of 214 names appear on the list. The second book contains hundreds of names and addresses with each entry preceded by one of the following letters: A, I, O, T. (Arson, Information, Other, Theft.)

Further search of the warehouse will not result in the discovery of any additional information. If the characters stay and participate in the preliminary search of the office, they'll be finished at approximately 8:15 AM. Otherwise, they may leave at anytime from 7:55 to 8:05 AM.

The GM should make it evident that there's no way they can get back to the Core and stop the assassin in time by ground vehicle. Their only options are to call one of the Core police units and inform them of Lt. Barnes intentions or to request a police helicopter to transport the characters.

HARDIGAN SQUARE

Depending on what the characters choose to do, one of the following things occurs:

If the call is made to the Core police, they'll immediately contact TAD and the ESWAT commander running security at Hardigan Square to pass along the character's information. The net result is the death of Lt. Barnes from officers returning fire on the rooftop of the Seishinsha Mall.

If the character's don't forward the information and manage to secure a helicopter ride to Hardigan Square, TAD officers and ESWAT personnel will radio the pilot six miles out that their helicopter will be shot down if it comes within three miles of Hardigan Square. If the characters state that they're fellow officers, the response by security will be a "So what? Nobody has permission to fly within three miles of this site...Nobody."

Should the characters inform TAD and ESWAT about the assassination plot by Lt. Barnes, TAD will inform the pilot to land his aircraft at the Ferris hospital helopad and await police escort. When the characters are finally brought to the site, the Administrator is giving her speech to a crowd of some 13,500 citizens. High above the site, located on top of the Seishinsha Mall, Lt. Barnes lays dead; a single well-placed bullet embedded in his forehead—killed by a fellow ESWAT sniper.

RESOLUTION

Although the players and their characters didn't get to truly participate in the final scene, their efforts still thwarted the assassination of Core Administrator Dianne Yamata.

The TAD will classify the incident as Top Secret and inform the characters and all those involved in the case not to ever speak of what occurred.

The death of Carol Young will be pinned on a militant group from Pacifica Metroplex bent on trying to overthrow the government. Information will be deliberately leaked to the press that a specially-trained anti-terrorist team infiltrated their facility and captured the perpetrators.

Bruce Young will be silently tried by a government appointed court for one count of treason which will eventually arrive at him serving fourteen years in a government prison.

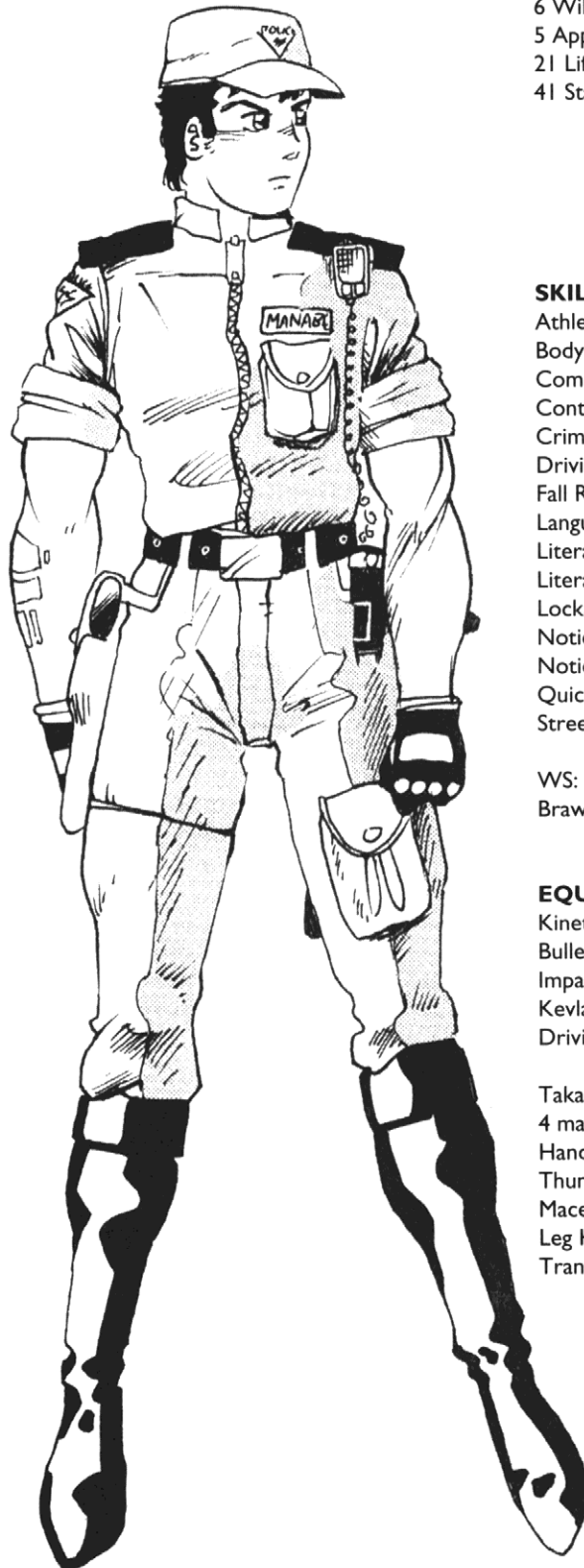
Reports the characters filed, along with the coroner and forensics reports will be altered to omit the characters' involvement in the case. In their places, the names of several TAD members will be written instead.

Each character should get three Experience Points unless they roleplayed poorly or performed an idiotic or disastrous action.

SNIPER: ADVENTURE

NOBUYA MANABE

AGE: 29 HAND: RIGHT



5 Strength	7	<table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>											
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21 Life Points	7	<table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>											-9
41 Stamina	6	<table><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>											

SKILLS

Athletics (+2)
 Body Enhance (+1)
 Computer Literacy
 Contact: Gang Member (Pinecliffe)
 Criminology/Law: Pinecliffe
 Driving: Street Vehicle
 Fall Recovery, 12 or Less
 Language: Pidgin (Moderate)
 Literacy: Japanese
 Literacy: Pidgin
 Lockpicking, 13 or Less
 Notice (+2 to Sight Perception Roll)
 Notice (+1 to Hearing Perception Roll)
 Quickdraw
 Streetwise, 13 or Less

WS: Takatashi Enforcer (+2)
 Brawling (+3)

EQUIPMENT

Kinetic Mesh Bodysuit
 Bulletproof Vest
 Impact Absorption Boots
 Kevlar Cap, Class I
 Driving Gloves

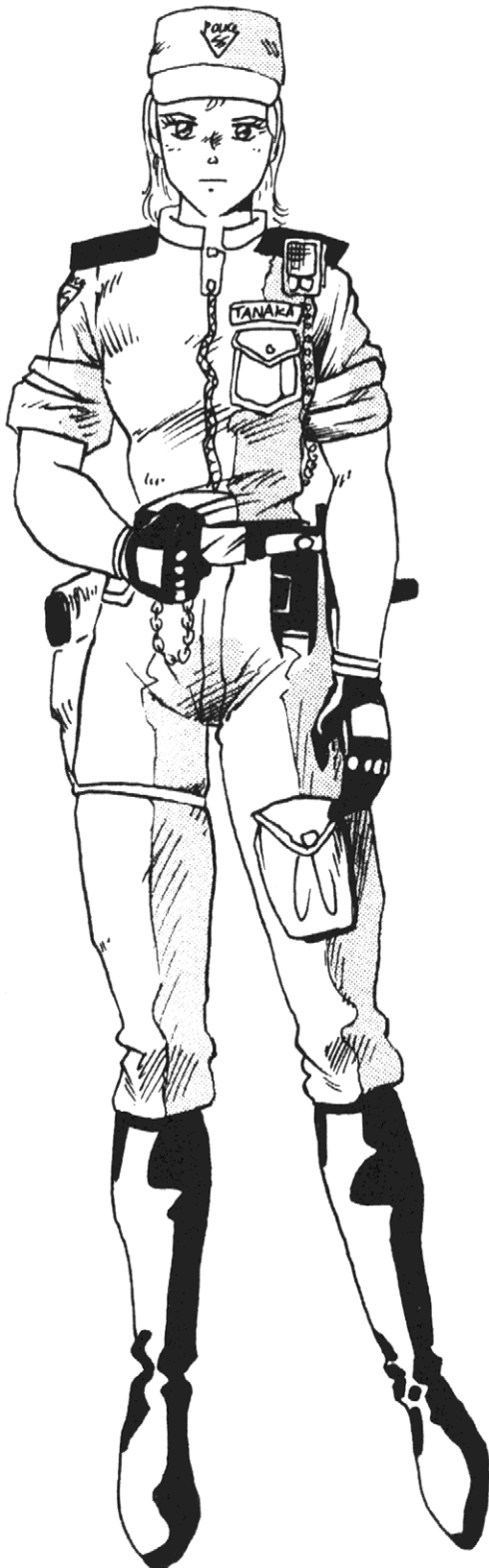
Takatashi Enforcer
 4 magazines (6 rounds each)
 Handcuffs (1 pair)
 Thumbcuffs (2 pair)
 Mace
 Leg Holster
 Transceiver, Type I

SURVEILLANCE GEAR

Parabolic Mike
 Laser Mike
 Telescope w/Lowlight
 Digital Recorder
 35mm Camera
 Binocular w/Range Finder

YURIKO TANAKA

AGE: 27 HAND: RIGHT



5 Strength	7		
5 Dexterity	7		
6 Agility	7		-1
6 Intelligence	7		-3
5 Willpower	7		-5
6 Appearance	7		-7
20 Life Points	7		-9
40 Stamina	6		
	6		

SKILLS

Acrobatics, 11 or Less
 Athletics (+1)
 Climbing, 13 or Less
 Computer Literacy
 Conscious Will (+1)
 Criminology/Law: Pinecliffe
 Driving: Street Vehicle
 Footwork/Balance, 13 or Less
 Literacy: Japanese
 Notice (+1 to Sight Perception Roll)
 Paramedics, 15 or Less
 Shadowing, 12 or Less
 Streetwise, 13 or Less

WS: Takatashi Enforcer (+1)
 Martial Arts (+3)

EQUIPMENT

Kinetic Mesh Bodysuit
 Bulletproof Vest
 Impact Absorption Boots
 Kevlar Cap, Class I
 Driving Gloves

 Takatashi Enforcer
 4 magazines (6 rounds each)
 Handcuffs (1 pair)
 Thumbcuffs (2 pair)
 Mace
 Leg Holster
 Transceiver, Type I

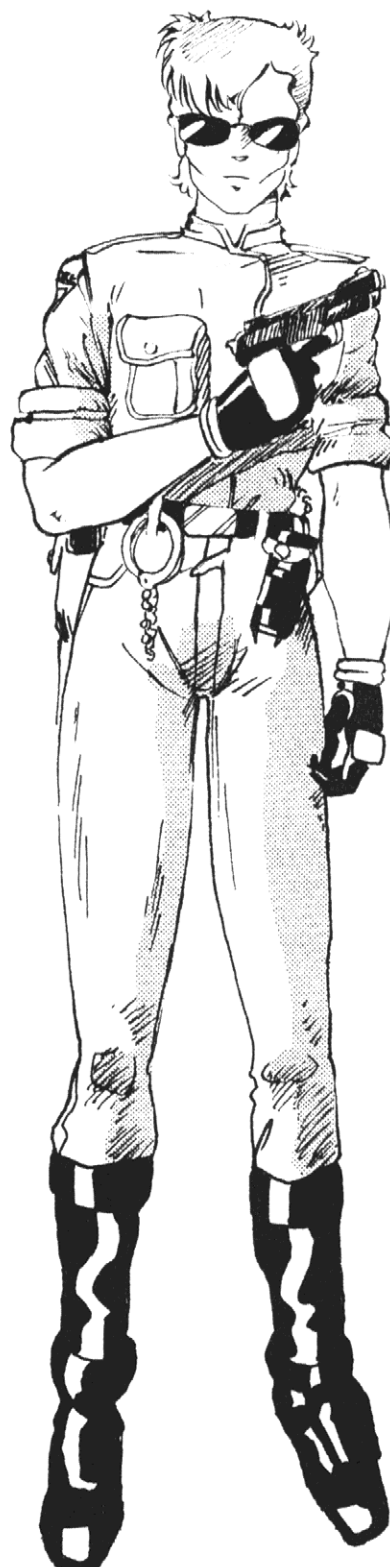
 Standard Flashlight
 Notepad Computer
 First Aid Kit
 Insill-X (4 doses)
 Sim-Skin (8 doses)

CYBERNETICS

Combat Cyberarm-Left (STR: 5) w/Synth-Skin
 Bicep Cache (Insill-X holding spot)
 Forearm Cache (Empty)

BRIAN ICHIRO

AGE: 32 HAND: RIGHT



5 Strength	7		
5 Dexterity	7		-1
5 Agility	7		-3
6 Intelligence	7		-5
5 Willpower	7		-7
5 Appearance	7		-9
20 Life Points	6		
40 Stamina	6		

SKILLS

Athletics (+2)
 Bureaucratics, 12 or Less
 Computer Literacy
 Contact: Bartender (New-Life Club)
 Criminology/Law: Core
 Driving: Motorcycle
 Driving: Street Vehicle
 Fast Talk, 12 or Less
 Fall Recovery, 11 or Less
 Forensics, 14 or Less
 Gunsmith
 KS: Core, 15 or Less
 Literacy: Japanese
 Paramedics, 12 or Less
 Research, 14 or Less
 Science: Metallurgy, 13 or Less
 Swimming

WS: Takatashi Enforcer (+2)
 WS: Pierce-Bendhi Renegade (+1)
 WCS: Pistols (+1)
 Brawling (+1)

EQUIPMENT

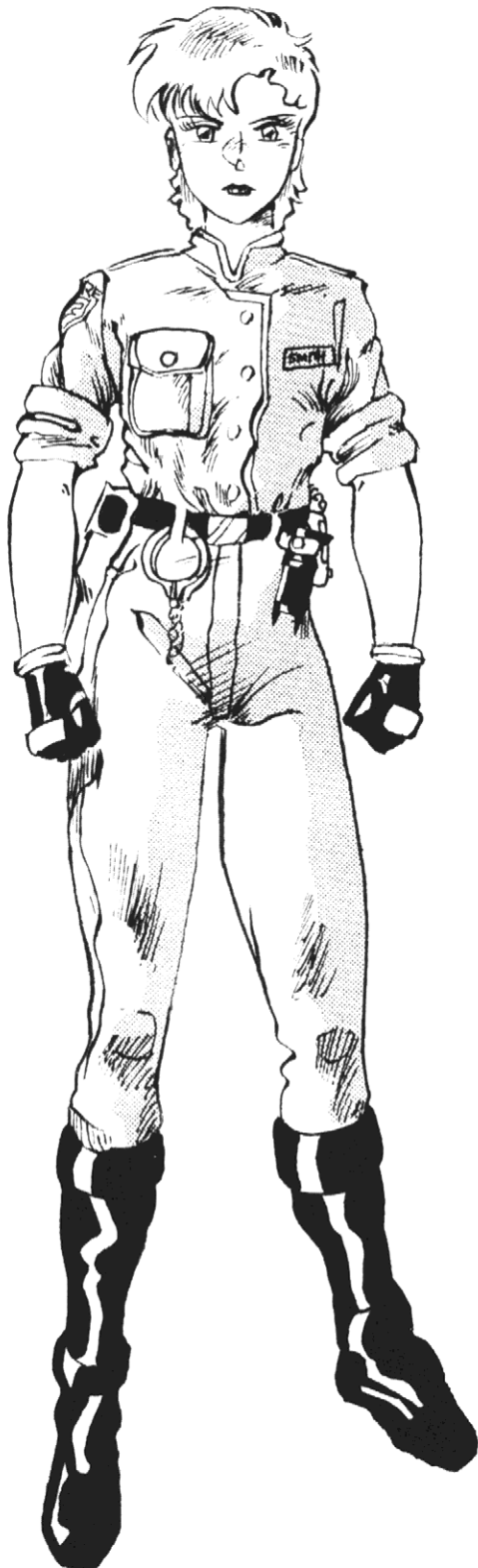
Kinetic Mesh Bodysuit
 Bulletproof Vest
 Impact Absorption Boots
 Combat Gloves

Takatashi Enforcer
 4 magazines (6 rounds each)
 Pierce-Bendhi Renegade
 2 magazines (6 rounds each)
 Handcuffs (1 pair)
 Mace
 Belt Holster
 Transceiver, Type I

First Aid Kit
 Sim-Skin (8 doses)
 Forensic Kit (site)

MASAKO SMITH

AGE: 28 HAND: RIGHT



5 Strength	7		
6 Dexterity	7		-1
6 Agility	7		
5 Intelligence	7		-3
5 Willpower	7		
5 Appearance	7		-5
20 Life Points	7		
40 Stamina	6		-7
	6		-9

SKILLS

Acting, 14 or Less
 Athletics (+1)
 Body Enhance (+1)
 Computer Literacy
 Contact: Drug Dealer (Major)
 Criminology/Law: Core
 Cryptography, 12 or Less
 Driving: Street Vehicle
 Electronics, 11 or Less
 Jury-rig, 12 or Less
 KS: Core, 12 or Less
 Literacy: Japanese
 Notice (+1 to Sight Perception Roll)
 PS: Drama Actress, 12 or Less
 PS: Singing, 13 or Less
 Seduction, 13 or Less

WS: Takatashi Enforcer (+2)
 Brawling (+1)
 WS: Baton, SD+3 (+2)

EQUIPMENT

Kinetic Mesh Bodysuit
 Bulletproof Vest
 Impact Absorption Boots
 Combat Gloves

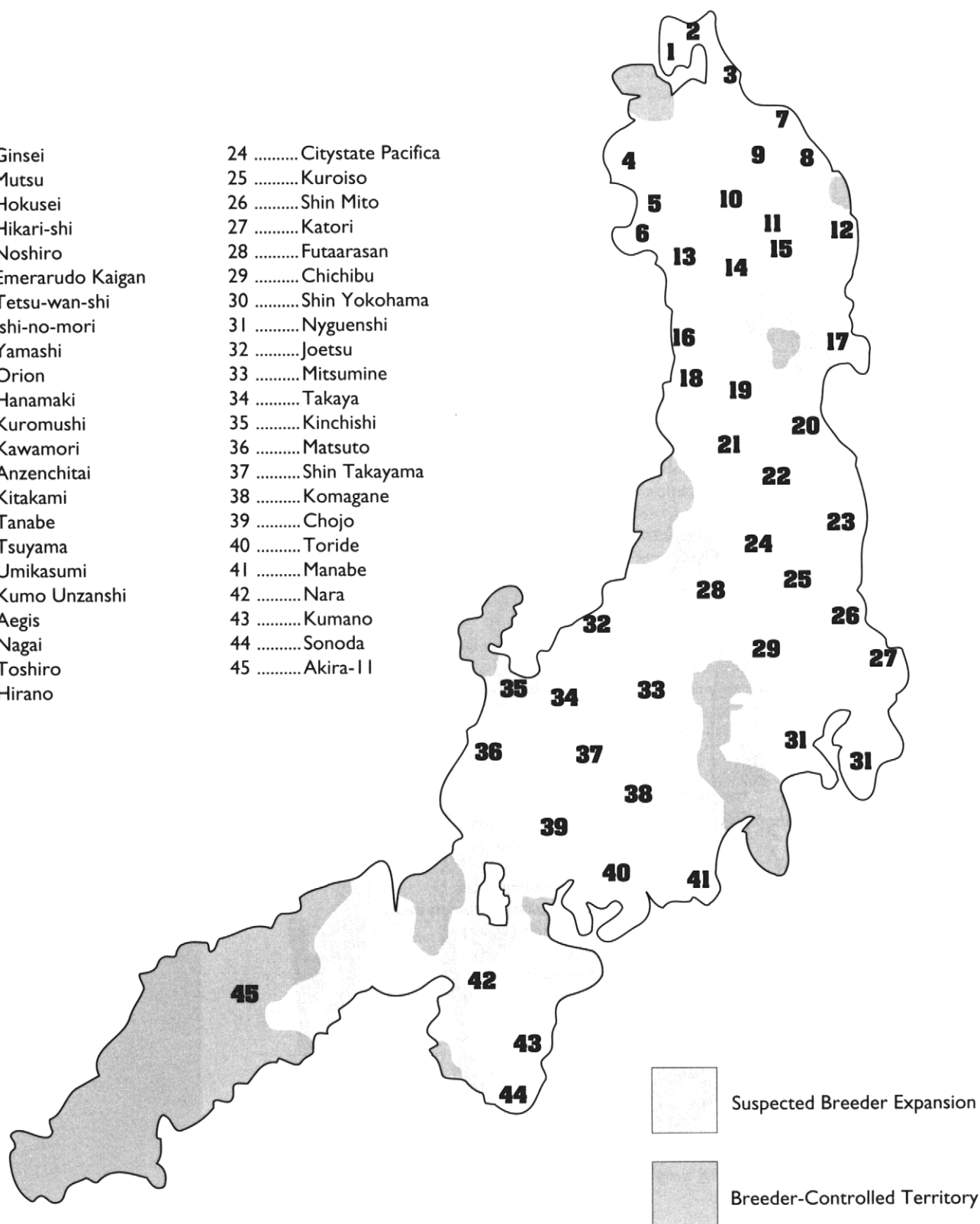
Takatashi Enforcer
 4 magazines (6 rounds each)
 Handcuffs (1 pair)
 Mace
 Belt Holster
 Transceiver, Type I

CYBERNETICS

Bio-Soft Player
 Slot 1- Fall Recovery, 12 or Less
 Slot 2- Mechanics, 11 or Less
 Slot 3- Swimming

MAP OF HONSHU

- | | |
|--------------------------|-----------------------------|
| 1 Ginsei | 24 Citystate Pacifica |
| 2 Mutsu | 25 Kuroiso |
| 3 Hokusei | 26 Shin Mito |
| 4 Hikari-shi | 27 Katori |
| 5 Noshiro | 28 Futaarasan |
| 6 Emerarudo Kaigan | 29 Chichibu |
| 7 Tetsu-wan-shi | 30 Shin Yokohama |
| 8 Ishi-no-mori | 31 Nyguenshi |
| 9 Yamashi | 32 Joetsu |
| 10 Orion | 33 Mitsumine |
| 11 Hanamaki | 34 Takaya |
| 12 Kuromushi | 35 Kinchishi |
| 13 Kawamori | 36 Matsuto |
| 14 Anzenchitai | 37 Shin Takayama |
| 15 Kitakami | 38 Komagane |
| 16 Tanabe | 39 Chojo |
| 17 Tsuyama | 40 Toride |
| 18 Umikasumi | 41 Manabe |
| 19 Kumo Unzanshi | 42 Nara |
| 20 Aegis | 43 Kumano |
| 21 Nagai | 44 Sonoda |
| 22 Toshiro | 45 Akira-I I |
| 23 Hirano | |



Strength
Dexterity
Agility
Intelligence
Willpower
Appearance
Life Points
Stamina

		-1
		-3
		-5
		-7
		-9

WPR ROLL PENALTY

HEAD ... (LP÷2)-2
TORSO .. (LP)
ARMS (LP÷2)-2
HANDS . (LP÷2)-5
GROIN .. (LP÷2)-3
LEGS (LP÷2)-1
FEET (LP÷2)-4

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- ☐ Running Max (Agl x 2)
- ☐ Per Action* (Max + Actions)
- Full-sprint movement only

ARMOR VALUES

LOCATION	AV VERSUS CLASS			d20
	1	2	3	
HEAD				1
TORSO				2-6
RIGHT ARM				7,8
RIGHT HAND				9
LEFT ARM				10,11
LEFT HAND				12
GROIN/HIP				13,14
RIGHT LEG				15,16
RIGHT FOOT				17
LEFT LEG				18,19
LEFT FOOT				20

MARAUDER: 2107™

"IN THE 22ND CENTURY, LIVING IS A LUXURY"

Alias: _____

Player: _____

Handedness: _____ Age: _____

SKILLS

VALUE	SKILL NAME	COST
-------	------------	------

[illegible]

11

CYBERNETICS

TYPE AND/OR POWER	AV	SIR
-------------------	----	-----

[illegible]

CHARACTER COST

Skills

+ Experience

--

USED

11

WEAPON NAME

PR

RMV

ROF

RR

CAP

[illegible]

PR	Exact Roll	By 1 Point	By 2 Points	By 3 Points
1	-	-	-	-
2	-	-	1	2
3	-	1	2	2
4	-	2	3	3
5	1	2	4	4
6	1	3	5	5
7	1	4	6	6
8	2	5	7	7
9	2	6	8	8
10	2	7	9	9
11	2	8	10	10
12	2	9	11	11
13	3	10	12	12
14	3	11	13	13
15	3	12	14	14
16	3	13	15	15
17	3	14	16	16
18	4	15	17	17
19	4	16	18	18
20	4	17	19	19
21	4	18	20	20
22	4	19	21	21
23	5	20	22	22
24	5	21	23	23
25	5	22	24	24
26	5	23	25	25
27	5	24	26	26
28	6	25	27	27
29	6	26	28	28
30	6	27	29	29
31	6	28	30	30
32	6	29	31	31
33	7	30	32	32
34	7	31	33	33
35	7	32	34	34
36	7	33	35	35
37	7	34	36	36
38	8	35	37	37
39	8	36	38	38
40	8	37	39	39

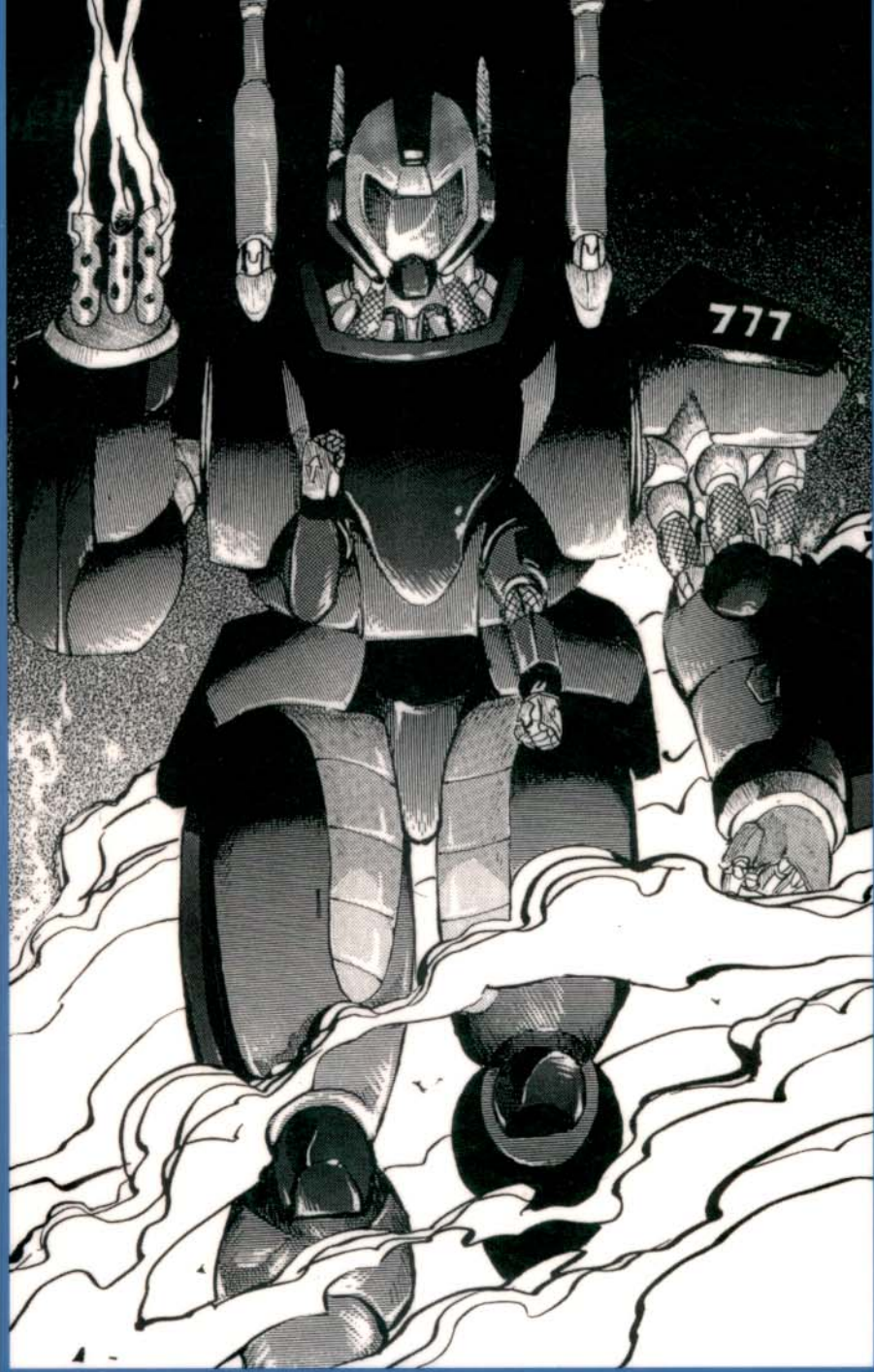
- 1) If target is hit, determine Hit Location and area's AV.
- 2) Reduce attack's PR by AV (appropriate Class).
- 3) If PR exceeds AV, use the value that penetrated and consult the Strike Assessment Chart.
- 4) Remaining Damage is applied to the appropriate Hit Location and Stamina Loss is determined.

x1	-----	Hands and Feet
x1.5	-----	Arms, Legs and Torso
x2	-----	Head and Groin

(S) Short Range	=	RMV
(M) Medium Range	=	RMV x 3
(L) Long Range	=	RMV x 6
(E) Extreme Range	=	RMV x 9

Sheetrock	25mm
Rubber	22mm
Glass	19mm
Wood	16mm
Plastic/Fiberglass	13mm
Concrete	10mm
Ceramic Plate	07mm
Glass-Steel	04mm
Steel	01mm

NOTES: _____



The year is 2107, and the embittered citizens of a chaotic Japan strive to overcome the modern day horrors that life provides. It's an epic battle in which the fine line between good and evil is blurred amidst the turmoil consuming the land—A battle that must be won.



It's in this ravaged land that the denizens of Japan aspire to a greater lifestyle—free from the tyranny of the self-proclaimed Newlords and the Breeders that roam the Wasteland stalking a prey called man.

In the 22nd Century, Living is a Luxury