

JAMES M. WARD'S TM

METAMORPHOSIS ALPHA

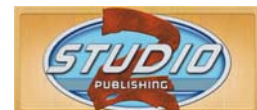
UNIVERSE





Original Material by James M. Ward
Additional Material and Photography
by Craig J. Brain
Artwork by Jim Holloway
Cartography by
Ryan Wolfe, William W. Connors &
Craig J. Brain

Also available in hardback from our good friends at
Studio 2 Publishing!



www.studio2publishing.com

Proof Reading Credits:

Chris Davis, David Crowell, David W Henley, Frank Bath, Graeme Ing, Jake Parker, John Raner, Mike Johnson, Nicholas Turner, Paul Madison, Steve Hancock, Patrick Dickson, Anthony Brain. A special thanks Graeme Ing to for the FARMILAB's Cultivator X series, Model 3 Robot design.

Play Testing Credits

Aaron Ross, Alex Gygax, Ben Assaf, Chris Davis, David Crowell, Elizabeth Woodward, Frank Bath, Gary Gygax, George Glass, John Raner, Katrina Lieff, Ken Metcalf, Lisa Smith, Mike Johnson, Paul Madison, Stacy Assaf, Stephen Waddell, Marv Breig.

Miniatures:

Ainsty (<http://www.ainsty.co.uk/>), Denizen (<http://www.denizenminiatures.co.uk/>) and EM-4 (<http://www.em4miniatures.com/>)

Painted by Scott Linz, David Unwin and Scott Roach

Metamorphosis Alpha, its concepts, and its logo are trademarks owned by James M. Ward. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

11 Nov 08 PDF Edition



1	Introduction	3	Robotic Artificial Intelligences	40	Sample Difficulty Values (Sidebar)	124
	Disaster on the Starship Warden	3	Laws of Robotics	42	8 Working Things Out	124
	Survival on the Starship Warden	3	Software Programs	42	9 Combat	126
	Science Fiction Role Playing	3	Robotic Sizes and Attributes	43	Weapon Systems	126
	Tools of the Role Playing Trade	3	Body Types & Sizes	44	Weapons (Table)	128
	Terminology and Abbreviations	4	Mobility Systems	44	Weapon Classes (Sidebar)	129
	Disaster Record Alpha: Engineering	5	Body Features	45	Alien Weapons	137
	Robot #5		Power Sources	45	Alien Weapons (Table)	138
	Disaster Record Beta: Female	5	Limb Attachments	46	Armor Systems	139
	Companion Unit #5		Sensors	46	Armor Classes	139
	Disaster Record Gamma: Master	6	Communications	47	Combat (Table)	141
	Sergeant Dupper		Miscellaneous Systems	47	The Combat Table	141
	The 3d6 System	6	Dispensor Systems	50	Weapon Classes	141
	Playing Metamorphosis Alpha	6	Medical Equipment	50	Armor Classes	141
	(Sidebar)		Weapon Systems	50	Bonuses and Penalties When	141
	The Game Master and Using The	7	Ranking Systems and Dividing Hit	51	Attacking	
	Rules		Points		Ranged Attacks	141
	An Example Of Role Playing	7	Robots Take Up Space (Sidebar)	52	Touching Attacks	141
	Metamorphosis Alpha Timeline	8	Sample Robots	52	Gravity	141
	UF Approved Colony Systems List	10	Programming Quirks and Faults	58	Who Goes First?	141
	Colonization of the Solar System	10	Laws of Robotics	59	What Can I Do In A Turn?	142
	(Diagram)		Robotic Parts List	60	Surprise	142
	UF Vessel Roster	11	Clever Robot Design (Sidebar)	62	Automatic Hits	142
2	Starship Warden	12	Creating Your Android Player	64	Multiple Attacks In A Combat Turn	142
	Artificial Intelligences (AIs) (Sidebar)	12	Character		Using Multiple Weapons In A Combat	142
	Color Bands	12	Creating Your Human Player Character	70	Turn	
	Ship Level Descriptions	12	Human Mutant	71	Multiple Targets & Multiple Attacks	142
	Phase One To Six	19	Human Cyborg	71	Parrying	142
	Phases and Id Tactics (Sidebar)	19	Skills & Professions	73	Parrying & Multiple Attacks	142
	Asteroid Side View (Map)	21	Explanation of Skills	77	Damage	142
3	The Asteroid	22	Skills Listing (Table)	78	Movement	142
	Asteroid Level Descriptions	22	Creating Your Mutant Animal Player	85	Movement Rate Conversion (Table)	143
	Generating Your Own Ship (Sidebar)	22	Character		Encumbrance	143
	Asteroid Levels A1 to F6 (Maps)	23	Mutated Animal Advantages	85	Cover	143
	Asteroid Levels G7 to L12 (Maps)	24	Mutated Animal Disadvantages	85	Light	144
	The N'Treb, The Id And Their Allies	28	Animal Weapon Classes (Sidebar)	85	Falling	144
	(Sidebar)		Rolling Up Your Mutated Animal	85	10 Creatures and Aliens	146
	Asteroid Levels M13 to R18 (Maps)	29	Character		Phase One Creatures	146
	Asteroid Levels S19 to T20 (Maps)	31	Base Stock (Table)	86	Two Creatures	148
	Alien Radiation (Sidebar)	32	Creating Your Mutated Plant Character	89	Phase Three Creatures	150
4	Character Creation	32	5 Mutations	92	Phase Four Creatures	151
	Rolling 21 On 3 Six-Sided Dice	32	Physical Mutations	92	Phase Five Creatures	155
	(Sidebar)		Mental Mutations	95	Phase Six Creatures	156
	Determining Ability Scores	32	Plant Mutations	100	Asteroid Alien Prisoners	156
	Constitution Ability Score	32	Villains	103	11 Encounters	158
	More About Poison	33	Powerful Villains (Sidebar)	104	Too Much of A Bad Thing	158
	Role Playing Opportunities With Poison	33	6 Equipment	104	12 Epsilon City	159
	Vacuum	33	Ship's Infrastructure	110	Epsilon City (Map)	160
	Hit Points	33	Cutting/Blasting Through Walls	112	Q17: Asteroid Girakal Secondary Pod	163
	Dexterity Ability Score	33	(Sidebar)		Level (Map)	
	Leadership Potential	34	Vehicle Systems	112	13 Asteroid Girakal Secondary Pod Level	164
	Role Playing Opportunities For	34	Cybernetics, Alien Biogenetics &	117	14 Designing Your Own Ships	170
	Leadership Potential		Genome Packets		15 Secrets Of The Starship Warden	173
	Mental Resistance	34	Advantages of Cybernetics	117	Welcome Aboard (Brochure)	174
	Radiation Resistance	35	Disadvantages of Cybernetics	117	Character Sheet	175
	Player Character Luck	35	Maintaining & Repairing Cybernetics	117		
	Leadership Potential (Table)	36	Types of Implants	117		
	Poison Intensity (Table)	36	Alien Biogenetics	118		
	Mental Resistance (Table)	37	Genome Packets	118		
	Radiation Resistance (Table)	37	7 Doing Things	122		
	Creating A Robot Player Character	39	Doing Things (Table)	123		
	Robot Advantages	39	Keeping The Players Guessing	123		
	Robot Disadvantages	39	(Sidebar)			

1. INTRODUCTION

By the early 23rd Century, mankind's urge to explore and expand had reached the limits of the Solar System. The only remaining frontier lay beyond the reach of the sun. So began the great push into the vastness of interstellar space. The first interstellar vessels explored the nearest stars. Hundreds of habitable worlds were discovered at Earth's edge of the Milky Way galaxy. Soon, a great migratory wave of colonists, explorers, refugees, and pilgrims was spreading outward from Old Terra. During the next century, colonization ships of all types and descriptions went to the stars, bearing colonists seeking a better life. Most found their new homes, for better or for worse. But for one reason or another, scores of these starships never reached their destinations.

This game is based on one such event, the fate of the lost Colony Ship (CS) *Warden*, or as she is more commonly known, the *Starship Warden*. The *Starship Warden* was created from the designs used in the United Western Starship Cartel program. It was laid down in the Trans-Plutonian Spaceyards in 2277. The design was the most ambitious ever attempted, the blueprints calling for an oval spheroid of tremendous size using a new alloy hull with a strength previously unknown. The ship's size was truly incredible, being 50 miles long, 25 miles wide, and with 17 decks stacking up 8.5 miles high. *Warden* required 11 years to complete. The vessel's completely self-contained, self-sustaining environments were designed to survive for hundreds of years in deep space. The crew was rigidly screened to be the best Earth had to offer. Controlled by the most advanced artificial intelligence devised and with the latest communication and detection equipment, *Starship Warden's* mission was to deliver its passengers and payload to the planned colony at Alpha Centauri. It never arrived.

A description of the starship's levels, as well as some of the equipment typically found on each deck, follows. Most of the vessel was given over to large, open areas, with a simple system of electronic locks ensuring the crew did not stray into dangerous areas or delicate scientific experiments. With its extensive cargo of flora and fauna from both Earth and Mars and 100,000 crew members (most of them stored in cryo chambers in suspended animation), the marvel of mankind's interstellar spaceship program set forth to deliver its passengers to their new home.

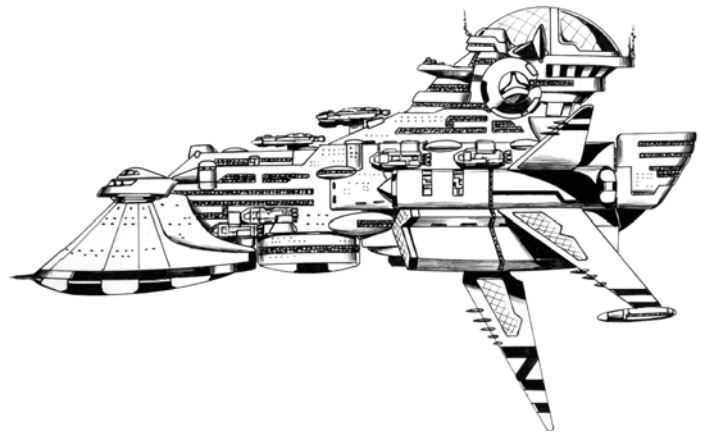
DISASTER ON STARSHIP WARDEN

Six months into its mission the *Warden* discovered one of the oldest of the missing ships, the Alpha class *Colony Ship Bonnie Brown*, adrift in space. As *Starship Warden* closed in to investigate, the ship struck an invisible object. The hull was punctured in several sections and a strange and unknown space radiation flowed through the breaches, causing massive damage to electronic systems, artificial intelligences, and the flora and fauna in most of the levels. The effect on the ship itself was startling. All of the crew not protected by suspended animation pods were reduced to piles of white dust by the searing radiation.

Special disaster systems activated but, because of the radiation damage, most malfunctioned one way or another. Robotic security systems went into combat and rescue mode, but as some of them moved through undetected radioactive areas, their systems and programs were altered. Chaos reigned throughout the ship.

If that wasn't enough, alien invaders soon entered the ship from the object itself, an enormous Asteroid. The first aboard were scouts. An alien intelligence had maneuvered the cloaked Asteroid into *Starship Warden's* path and now it was going to invade, as it must have invaded the *Bonnie Brown*. In the first three months, the artificial intelligences of the ship fought a deadly struggle with both the invaders and their own rogue Robotic systems. The main ship's computer determined that the situation was too lethal to risk waking the still sleeping Humans in its care. It did, however, determine that Androids in all their forms would prove useful, so it activated the Android vats in various sections of the ship. Unfortunately, one of the Android vats was startlingly changed by the radiation and began pumping out Androids that were inexplicably programmed to oppose the ship. The AI had unknowingly created another enemy. For the next three months, the remaining Robots and the Android battalions moved through the ship, fixing what could be fixed and destroying what needed to be destroyed. Many of the environmental levels of the ship were transformed into

alien ecologies by the invaders or mutated into green nightmares by the radiation. Finally, the Robotic and Android leaders determined they could not save the ship without the help of the Human crew. They awoke the combat troops and asked for help.



SURVIVAL ON THE STARSHIP WARDEN

Players of the game are given a choice of phases in which they may play. In Phase One, the characters are Robots of various types trying to stem the tide of alien invasion as well as repairing damage from the radiation and radioactive gases still floating around the ship. In Phase Two, the characters are Androids or Robots battling the aliens that are invading and trying to seize control of the ship. The mission remains the same, but the powers and abilities of the invaders, the Intensity Level of the radiation, and the overall level of danger all increase. In Phase Three, the characters are Robots, Androids, or Humans trying to save the ship and themselves from the invasion that is now in full swing. The Humans left on the ship are soldiers, not scientists. They understand combat, but much of *Starship Warden's* technology must be puzzled out. In Phases Four, Five and Six even more choices become available, with missions going to the Asteroid.

It's very likely that the players' Robot and Android characters won't survive even a single session during Phase One and Phase Two play. Robots and Androids can't use a lot of the protective gear or weapons available to Humans. Players should simply not worry about being destroyed during the early sessions. If one Robot is smashed to bits or melted into radioactive slag, let the player choose another one and keep playing. After all, they're only Robots and Androids. Suicide missions are what they were built for.

SCIENCE FICTION ROLE PLAYING

What you hold in your hands is the latest mutation / redesign of the very first science fiction role-playing game ever published. The game mechanics in this book have evolved from the previous edition incorporating changes, expansions and corrections. We've taken some steps to make the rules unique and instructions state-of-the-art for the year 2006, but there are lots of the old elements taken straight from the original 1976 *Metamorphosis Alpha* 32-page booklet.

Much of the material herein is presented in order to give participants the proper feel for role-playing. This may cause some readers to hesitate to become involved in a game which has, what seems to be, so many rules. However, the game part of this is quite simple. This book will provide a nearly endless, multi-leveled, and completely absorbing science fiction game offering a gaming challenge to even the most imaginative players.

TOOLS OF THE ROLE PLAYING TRADE

Game Master: The Game Master (GM) is that player who decides he enjoys running the game and is willing to accept the task of drawing the starship levels

and locating the life forms on each level, as well as noting where various technological items and information are to be found. This book gives complete instructions to guide the new GM in making his or her own unique starship. Most players will eventually want to make their own starships and run their gaming friends through their own levels. The starship must not be so laden with deadly hazards that survival is impossible, or even nearly so. On the other hand, the GM must not be too kind and generous or the game becomes too easy and the rewards too great.

The goal is to make the game constantly challenging, because danger and difficulty keep the game exciting. At the beginning of the game, the GM must plan to present the players with problems that are not too difficult to overcome and rewards that are correspondingly low in value. As players become more skilled, the GM can increase the difficulty of the problems the players face and at the same time increase the value of the items they find when they solve the problems.

Player And Player Character: The player cannot begin the campaign (so called because each game session is connected to the next, with results carrying over from game to game, maintaining a consistent "storyline") until the GM has prepared one to three levels of the ship. Once the GM has made the necessary preparations, the players create Player Characters, called PCs from now on. The players assume the roles of their PCs like actors on a stage. PCs have strengths and weaknesses, and over several game sessions (one night's worth of adventure with a GM is a game session) the likes, dislikes, and general personality of a PC gradually become known to the player. Each player keeps careful track of his PC and his PC's equipment and history as well as what areas his character has explored and mapped out. The creation of a PC is explained later. Simply stated, each player generates a series of dice rolls to determine what a PC can and can't do. With a supply of paper and pencil at hand, the player is ready to start having fun.

During the game, the GM is a storyteller, telling the players what they are seeing and experiencing as Player Characters in the starship. The fun for the GM is creating an interesting starship that his players will want to come back to time and again. The true compliment for the GM is to see more and more players wanting to be in his game. The fun for the player is exploring, surviving, and growing more powerful in the game. Everyone starts out simply with few resources. If you can take your character and turn it into a powerful leader with followers and resources, you will gain a feeling of accomplishment every bit as thrilling as becoming president of a company or a general in the army.

Many players and groups of players find it beneficial to elect a couple of people to fulfill different roles, such as a Speaker, who has the job of getting a group consensus of what the characters are going to do. Another useful position to have filled is that of the Mapper. This person makes a map for the benefit of the group in order to help them remember where they have already been and help prevent them from getting lost. Well, at least in theory.

Gaming Equipment: If you are going to play any role-playing game you should come to the gaming table ready to play with all the tools you need for the game.

- **Dice:** In *Metamorphosis Alpha* each player needs three six-sided dice. It's nice if the dice are all the same color. It's also helpful (but not necessary) to have three more dice of a different color. The GM will find it handy to have a dozen or more dice in various colors. In these rules, "dice" is sometimes abbreviated "d"; 3d means three dice.
- **Paper And Pencil:** Always bring paper and a pencil to any role-playing game. You will use these to keep track of your PC's characteristics and health, valuable items he picks up, important things he learns, and places he's been.
- **Graph Paper:** You will find graph paper really helpful in your gaming for lots of reasons. The kind with 10 squares to the inch is good for designing ship levels and for mapping ship levels as your PC explores them. The kind with four or five squares to the inch is good for mapping especially important areas with lots of detail. Drawing and keeping maps of the places your PC goes in the ship is essential so that you don't get lost and can remember helpful places you need to return to and dangerous places to avoid.
- **Game Folder:** It's easy to lose sheets of paper and PC records. Get yourself a folder of some sort to hold all of your game information and you will

never be sorry. Who knows? Those notes and game materials might turn into a novel or new game you write yourself some day.

- **Miniatures:** Miniatures are a helpful tool to aid both players and GM alike in visualizing the game, and are especially useful for working out combat. Suggested scales are 1 inch = 5 feet or 1 inch = 2 yards. These scales allow the use of most makes of 25 mm scale miniatures and accessories.

Hex or grid game mats are available from a number of manufacturers that should suit most gamers' purposes. Hex is often used by wargamers and offers the advantage of "facings", rather than just four sides.

Some mapping software and miniature accessories are produced only in grid, and are difficult to use with hex game mats, unless you are using a tape measure or a ruler, rather than the hexes or grid to determine ranges, etc.

Many manufacturers are releasing exaggerated 25mm scale figures (sometimes referred to as "Heroic"), meaning that the scale is inaccurate. When using these figures, the difference between 5 feet or 2 yards is really a matter of personal preference.

Some manufacturers have released sci-fi accessories, including cryo chambers, hydraulic doors, wall sections and computer terminals. All of these accessories can increase the visual appeal of the game, but grid paper, some pens and even counters instead of miniatures will suffice quite well, and at a fraction of the cost. A small white board (available from art supply stores) is very useful for depicting character locations.



Ainsty Starport 36 Starter Set

TERMINOLOGY AND ABBREVIATIONS

As with the abbreviation "d" referring to dice, there are other abbreviations used in these rules.

Below is a list of commonly used abbreviations:

AC	Armor Class
CN	Constitution
D	Dexterity
d	Dice
FTL	Faster Than Light
GM	Game Master
hp	Hit Points
IC	Item Complexity
LP	Leadership Potential
MR	Mental Resistance
NPC	Non-Player Character
PC	Player Character
RPG	Role Playing Game
RR	Radiation Resistance
STL	Slower Than Light
WC	Weapon Class

DISASTER RECORD ALPHA: ENGINEERING ROBOT #5

► ACTIVATION DAY 1, 10:00 WARDEN STARSHIP TIME
 ► ENGINEERING ROBOT #5 REPORTING
 ► ACCORDING TO EMERGENCY PROTOCOLS THIS UNIT WAS AWAKENED TO SENSE UNNATURAL AND HIGH INTENSITY RADIATION FILLING THE STORAGE CHAMBER. THE INTENSITY OF THE RADIATION PREVENTED COMMUNICATION WITH OTHER AIS. WITH THE SUPPLIES AT HAND THIS UNIT INITIATED GEL RADIATION CLEANING TECHNIQUES ON MY SURFACE AND THE SURFACES OF THE TWELVE OTHER BOTS IN THE CHAMBER. THIS UNIT DESIGNATED ITSELF THE ALPHA UNIT AND ISSUED EMERGENCY PROTOCOL INSTRUCTIONS TO THE OTHER BOTS. TWO OF THE REMAINING ROBOTIC UNITS FAILED TO MOVE AS THE RADIATION HAD BURNED THEIR PRIMARY CIRCUITS. THIS UNIT HAS REPLACEMENT CIRCUIT MODULES SO THE UNITS WERE PARTIALLY FIXED AND STARTED ON THEIR WAY. POWER SYSTEMS ARE STILL IN OPERATION. THERE ARE ENOUGH SUPPLIES OF DECONTAMINATION GEL TO CLEAR 7.54 LEVELS OF THE STARSHIP. OTHER MEANS WILL HAVE TO BE FOUND IF THE RADIATION DAMAGE PROVES SHIPWIDE.

► DAY 5, 10:00 WARDEN STARSHIP TIME
 ► ENGINEERING ROBOT #5 REPORTING
 ► RADIATION HAS DONE EXTENSIVE DAMAGE TO MANY OF THE STARSHIP WARDEN'S ARTIFICIAL INTELLIGENCES. THE LEVEL HAS BEEN CLEARED OF RADIATION, BUT AT GREAT ROBOTIC COST. A GREAT DEAL OF UNCLASSIFIED FUNGUS LIFE IS GROWING FROM THE EFFECTS OF RADIATION. A WHITE WEB-SHAPED FUNGUS HAS DESTROYED 37% OF THE ROBOTIC UNITS ASSIGNED TO THIS LEVEL. ACID IS THE ONLY DEFENSE AGAINST THE GROWTHS. THIS UNIT HAS ORDERED MORE ACID TANKS CREATED AND HAS CREATED A NEW PROGRAM OF OPERATION DETAILING EACH ROBOTIC UNIT TO CARRY ONE TANK OF ACID WHEREVER THEY TRAVEL ON ANY LEVEL.

► DAY 10, 10:00 WARDEN STARSHIP TIME
 ► ENGINEERING ROBOT #5 REPORTING
 ► THE STARSHIP IS BEING INVADDED BY MANY INFLUENCES. RADIATION HAS FILLED EVERY LEVEL ACCORDING TO THE MEMORY BANKS OF OTHER ROBOTS I'VE COME IN CONTACT WITH. MUTATED CREATURES AND ALIEN FORCES ARE ONBOARD. FEW OF THE EMERGENCY PROTOCOLS ARE COVERING THE SITUATIONS NOW ON THE SHIP. NEW PROTOCOLS HAVE TO BE PROGRAMMED INTO THE SYSTEM. SEVERAL LEVEL-WIDE ARTIFICIAL INTELLIGENCES HAVE BECOME FILLED WITH VIRUSES AND GLITCHES. I MUST RECOMMEND INITIATING THE ANDROID CREATION VATS, AS THE PROGRAMMING OF THE ANDROIDS IS BEYOND MY OPERATIONAL PARAMETERS AND CAPABILITIES.

► DAY 30, 10:00 WARDEN STARSHIP TIME
 ► ENGINEERING ROBOT #5 REPORTING
 ► THERE ARE ONLY 19 ROBOTIC UNITS LEFT. EACH NOW HAS A SPECIAL COMBAT PROGRAM WITH A FULL SET OF SYSTEMS FOR ENCOUNTERING ALIEN LIFE FORMS. ANDROIDS ARE BEGINNING TO COORDINATE DEFENSIVE AND ATTACK STRATEGIES. THIS UNIT HAS CREATED THREE SETS OF OFFENSIVE WEAPON SYSTEMS QUITE SUITABLE FOR AGGRESSION VERSUS THE ALIEN LIFE FORMS. THE MOST SUCCESSFUL OF THESE HAS BEEN DESIGNATED COMBAT PROGRAM ALPHA. ACID HAS PROVEN TO BE A HIGHLY EFFECTIVE DEFENSIVE AND OFFENSIVE WEAPON. ALL SYSTEMS USING THE PRIMARY SHIP'S ELEVATOR COMMONLY BEGIN ENTERING A LEVEL BY EJECTING GALLONS OF ACID OUT OF THE LIFT AS THE DOORS OPEN. SEVERAL LEVELS ARE RUINED FOR ROBOTIC OBSERVATION AS THESE LEVELS ARE TOTALLY CONTROLLED BY ALIEN LIFE FORMS. THERE ARE ENOUGH LEVEL AIS THAT HAVE BEEN REPAIRED TO BEGIN CREATING NEW PROGRAMS FOR SHIP SURVIVAL. ALL OF THE HUMAN COMBAT TROOPS IN CRYOGENIC SUSPENSION HAVE BEEN SECURED ON ISLAND LEVEL FOURTEEN AND THE CHAMBERS HAVE BEEN PLACED UNDER GUARD BY ANDROID AND ROBOTIC UNITS. THAT LEVEL HAS BEEN TOTALLY SECURED AND THE ALIEN INFLUENCE HAS BEEN TOTALLY ELIMINATED FROM THAT LEVEL.

DISASTER RECORD BETA: FEMALE COMPANION UNIT #5

Female Companion Unit #5 making a cyclic report:

I'm a female companion unit, fifth from the vat in this creation cycle. There are currently no Humans available to give me a proper name. I have been stationed on the island with the main cryogenic facility. I've been given extensive combat program training and I'm equipped with ten sophisticated weapons systems. I'm also trained in the use of all types of force field generators. The other Androids in my vat clutch all believe that it will be necessary to revive the Human combat troops. I'm still not so sure. Steps are going to be set up to quick thaw the Humans if the time comes to use their knowledge to stop the alien menace.

As I review my programming, my circuits grow alarmed at the new life that has entered the ship and threatens to extend its power on every level. Only the hardiest of the ship's animals survived the radiation poisoning months ago. Many of these are now being taken over and controlled by a strange alien life form designated the 'Id'. These creatures use the powers and abilities of the animals they use as hosts in a more intelligent manner than the original creature. Although most of the levels are scrubbed clean of the radiation, there are strange new mutant creatures attacking Robotic system and Android systems alike. A deadly self-generating crystal can now be seen on many levels. The surface of the crystal sticks to metal and flesh of all types. The adhesive properties are so strong that it requires the ripping of the metal or flesh to remove the crystal contact.

One of the alien life forms has been identified as a rock-shaped Humanoid creature. The assemblage of boulders and stones moves quickly and with intelligence. Only the most concussive of weapons has any effect on them. Many working Androids have tried hand-to-hand combat with the creatures with disastrous results. Ship AIs combined with computer Androids have captured two of the rock aliens for study. So far, few results have been generated, as the rocky parts seem to be just that, simple minerals.

Although I can't feel pity, if I could I would feel it for the thousands of Robots that have been destroyed ridding the ship of the radiated areas. A spectacular and energetic white-webbed fungus is able to sap the energy of Robotic systems and destroy Robots from the inside out. Another fungi type grows massively muscled tentacles with eyestalks at their ends. The tentacles are able to crush any Robotic part that comes near. Fungi spores of both of these types are constantly swept from the air by level systems purifiers. The grenades and missile systems I command have proven effective versus these alien life forms.

I've taken the initiative to begin preparing a briefing video for the Human combat troopers that will soon be unfrozen. I feel certain that this step will be necessary. I have also ordered a large assembly of weapons to be racked in the supply room. It's against standard protocols, but these are turbulent times in my humble cyclotron opinion.

DISASTER RECORD GAMMA: MASTER SERGEANT DUPPER

Master Sergeant Arnold T. Dupper serial number 5526788755 reporting.

In the absence of anyone of higher rank, I'm going to tell it like I see it, until ordered otherwise. My men and I have been thrown into a freaking cluster situation of outrageous proportions. All of my officers - that is the Lieutenants, Captains, Majors, and Generals - are laying in their cryo chambers drooling out of the sides of their mouths for real instead of by accident. How in Sam Hill all of this happened, I have no idea. I've ordered that no more thick-headed Companion Androids be created and Security Android production be stepped up. Not a great improvement, but when your only tool's a hammer, every problem is a nail.

I'm looking at a rack of weapons that 'droids have put together and I'm impressed - NOT! I'm told my pistol will turn to dust after five shots because the environmentally-friendly scientists of the ship thought that would be "ecologically sound" or some other rot. I'd show them what I think of a five-shot, useless, twice-damned pistol, if they weren't piles of white dust all over this damned ship. Damned Egg-Heads! Lucky I know where the cache of hidden military hardware from Earth is stored. I'm told all I have to do is get past some giant aliens made from boulders to get to that hidden cache. I have no problem with that. Let's see what a little C99 up the crack of its behind does to turn alien boulders into gravel.

Everyone who is able has been cracked out of the ice tubes and I'm the highest ranker. Ridiculous Androids and really scary armed Robots, having no reason to be armed, are trying to guard this island and the level against invasion. It's a pathetic display and I am amazed our frozen chambers have been unchallenged. I'm ordering the mental ones reconditioned or put back on ice until we can fix 'em, but I don't hold out much hope for them. We are going to recon a few levels and take a little look-see. I'm told there's a factory level that can make equipment for me. Let's see what happens when a few M-99 automated tanks roll off that line and let loose some Whoop-Ass. Let's see what happens when a mess of X-69 flying attack drones move out on search and destroy missions.

So from my way of thinking, I'm going to send some useless droids and Robots out on every level to get some Intel. I'm going to get my men some grub and some serious hardware, and then we are going to kick some alien butt. I'm going to teach some alien scum that there's nothing meaner than a ticked off Marine Corps Master Sergeant who's just come out of cryo suspension and found aliens taking liberties with his ship. Life in the Corps is good and it's going to get lots better!

THE 3D6 SYSTEM

Ideally, any RPG system should be easy to learn, flexible and fun. The 3d6 system is an attempt at doing just that. When you begin to play the game during Phase One, you will find the basic mechanics quite easy to master. The 3d6 system is named after the three dice used to determine the success or failure of any action.

The 3d6 system is a modular game mechanic system used by *Metamorphosis Alpha*. When you start to learn the system (as a Robot in Phase One), only the most basic elements of the game are available. As the game progresses (such as in Phase Two and so on) new rules and levels of complexity are introduced. An example of this is the difference in play between Phase Three and Phase Four. In Phase Three, Human Marine Player Characters are available. They have no skills or memories and no idea what is going on. In Phase Four, different professions have become available for the players to use, including a range of new skills. Additionally, these new Player Characters have memories!

As the game evolves, it is possible to "bolt on" new rules that will improve the game, and add enjoyment for all. These new rules are available later in other sections of this rules book, you can make them yourself, or they will be available in other adventures and supplements for *Metamorphosis Alpha*.



PLAYING METAMORPHOSIS ALPHA

As the designer, I strongly urge you to play this game a little differently than other role-playing games are played. Try to follow this outline and I think your players will be amazed at the fun they have.

Your First Game Session-Phase One

Step One: Tell your players about your ship and its history.

Step Two: Have your players roll up Robot characters.

Step Three: Run those characters through a fun, one-night game session where they explore your ship and deal with some of the alien invaders.

Your Second Game Session-Phase Two

Step One: On your second night of gaming, surprise your players by telling them that they are going to put aside their Robot characters for tonight.

Step Two: Have your players roll up Android characters.

Step Three: Run these new characters through a session where they deal with the second stage of the alien invasion and the difficult problem of getting rid of the alien menace.

Your Third Game Session-Phase Three

Step One: Tell your players they are rolling up one more set of characters. These will be Human combat troops taken out of their cold sleep tubes to discover that their ship is in deep trouble.

Step Two: Your players become armed and dangerous troopers with all the remaining resources of the ship, ready made for them. They also find that the ship is badly damaged and several of the levels have been totally taken over by aliens.

Step Three: After this game session, let the players decide which characters they like best and the phase they prefer to play in. It's possible to allow your players to play in three different games as a Robot, an Android, and a Human. It's also possible to let the players use all of their three characters in that last and most difficult phase of the game.

THE GAME MASTER AND USING THE RULES

As GM, you will have to know the basic rules prior to starting play. In order to do this, it is suggested that you read through this chapter and the chapter on character creation (at least for Phase One). Additionally, you will need to read the pages on "Doing Things" and where to find the rules for Combat. You will definitely need to know where the Item Complexity rules are and to be (at least) vaguely familiar with them.

As the GM, you will probably be expected to guide new players through the character creation stages and assist your players with using the rules for Doing Things and Combat, when required. You will definitely be needed to help when the players try to figure out how to use a new piece of equipment (and this is where there is a lot of fun for you as GM). Initially, other areas you might need to know about are the rules for Radiation and Mutations. The rules for equipment and encounters can be looked up at anytime, and you don't have to worry too much about them to start off with.

AN EXAMPLE OF ROLE PLAYING

Brad, Chris, Steve and Kelly have completed character creation and have started on their first "adventure". Except for Steve, they have all created Human characters. Steve has created an Android character, because he wanted to play something different. Their adventure is being managed by Jason, who is the group's Game Master.

The party has been revived and equipped courtesy of a crazed Android who believes that it is a Marine Drill Instructor, and Steve's Android character was manufactured to accompany them and assist as required. The party has been sent on a mission into a jungle to recover some other Marines that have failed to report in. On their way to the last known location of the missing Marines, the party has encountered a strange sight. Brad's character, Corporal B. Peterson is in the lead, followed by Steve's Android character, #3463. Chris's character Private First Class C. Lewis and Kelly's character Private Second Class K. Mason are bringing up the rear.

Jason: "Your party is getting close to the last known position of the missing recon patrol. Brad, your character, Corporal Peterson notices, as he is cutting away vines, that there is a clearing up ahead and he can see the shine of a metal object ahead."

Brad: "I signal the others to stop and be quiet. Can I see what the shine is coming off?"

Jason: "Plants between you and the object make it difficult to identify."

Steve: "#3463 moves up to Brad's character. Using my Android vision, can I make out what it is?"

Jason: "#3463 spots what appears to be the broken canopy of a vehicle. The canopy looks like it was ripped off of a vehicle. What are the two Privates going to do?"

Chris: "Okay, I'm going to scout around the canopy. Can I get into the clearing without making too much noise?"

Kelly: "I'm going in too, but I want Peterson and #3463 ready to open fire if there are any surprises."

Jason: "You will be able to get into the clearing by going around Peterson and #3463. It will make some noise, because you will be climbing through vines and branches."

Steve: "I'll move forward to let them get past me."

Jason, knowing that there is a dangerous creature in the area has decided that there is a chance that the party could be surprised. This is possible since they are distracted by trying to get around each other: "Okay, that works, #3463 is actually out in the clearing and can see that a little way behind the canopy is a badly damaged vehicle. What is #3463's Dexterity score?"

Steve: "It's nine. Why?"

Jason: "As you moved out and just spotted the rest of the wrecked vehicle, something just came flying through the air in your direction. What is #3463's armor class?"

Steve: "It's eleven. I'm an Android, and I'm only wearing the Marine combat fatigues."

Jason knows that the object hurled at #3463 is a small sack of acid with a Weapon Class of 19. He compares it to Armor Class 11 on the Combat Table and sees that he must roll 18 or better to hit. Jason rolls 11 on three six-sided dice, which is a miss. Jason tells the players: "What seemed to be a small sack of transparent liquid bursts open on a tree a few feet to your left. The wet area of the tree immediately starts to smoke. All of you can now see who, or rather, what threw the liquid at you. Your assailant appears to be a large bipedal lizard with large teeth and there appears to be a slimy slug-like thing on its back. The slug-thing is readying another sack of liquid. What do you all want to do?"

Chris: "It's throwing acid! I'm going to open fire with my laser rifle."

The players are unaware at this time that they have just encountered a Raptor-Id, a very dangerous opponent. Combat ensues, and despite everybody being wounded, the Raptor-Id is killed.

Steve: "The creature finally crumbles, after the last shot from PFC Lewis's laser rifle. It falls over, and the slug-thing on the creature's back drops half a dozen of the small sacks that it was throwing at you. The lizard thing has also dropped the weapon that it was carrying."

Brad: "I'm going to search the creature, and check out the slug-thing on its back."

Steve: "I will too. I want to check out that weapon."

Jason: "The weapon that the lizard thing carried is a slug thrower, like Kelly's. It has three clips of ammo remaining."

Chris: "Can I get a stick or something and poke some of the little sacks of the acid stuff? Do they look safe to carry?"

Kelly: "While they are doing that, I'm going to check out the wrecked vehicle."

Jason: "As you examine the creature, you can now see that the slug-thing was joined to the back of the lizard creature, by a thin tendril of some sort. Chris, you poke the acid sack, and nothing happens. It looks like it is well contained in the sack. Do you want to pick one up?"

Chris: "No, does the stick smoke at all when I touch the outside of the sack?"

Steve: "No it doesn't."

Chris: "I think I'll leave it alone and go check out the vehicle with Kelly."

And so the mission continues....

This example illustrates a few different concepts in role playing such as Party Order, Surprise, Combat, Searching an Area, and the role of the Speaker.

METAMORPHOSIS ALPHA TIMELINE

The history of the Human race is quite long and very complex. This section does not attempt to do more than outline the barest of facts in order to provide background for *Metamorphosis Alpha* and future products.

2009 - Europa Lander confirms presence of water on Jupiter's moon, Europa.

2011 - 1st self-aware AI activated. Eliza functions for 92 days before going insane. Venus Venturer collects geological samples and returns to Earth. Sedna Lander mission fails.

2012 - 2 Day War – Nuclear exchange in the Middle East, resulting in millions of casualties and radioactive contamination of major oil fields.

2014 - Genetically modified crops cross-pollinate unmodified crops across Kansas (USA) and New South Wales (Australia). Massive backlash against genetically modified crops, riots in USA, protests in Australia.

2015 - United States lands the first man on Mars. China lands manned craft on the Moon.

2016 - Genetic contamination results in birth defects in cattle in Scotland (UK). EU bans sale of genetically modified animal products.

2017 - Mayflower Accident. Mars program cancelled.

2018 - 1st Stable AI created, Albert III.

2019 - Japanese economy collapses, followed by much of Asia shortly thereafter.

2020 to 2023 - China-India Conflict. 18 million dead.

2029 - Melting of the polar ice caps accelerates to 1% per year. 5% rise in sea levels in 5 years.

2030 - UN becomes the United Federation. Strict new world-wide environmental laws passed by UF.

2032 - 1st patented anti-gravity device.

2034 - Pacific Ocean ecosystem collapse. Great Barrier Reef poisoned. Oceania region becomes economically unstable due to food shortages and flooding. 12 million dead.

2035 - EU declared disaster area after severe flooding. 250,000 dead. Cold fusion discovered. Artificial gravity for spacecraft becomes a reality.

2035 to 2039 - EU famine 22 million dead.

2037 - Orbital City I established. 15,000 inhabitants. 1st child born in space.

2039 - Orbital City II and III established. 100,000 inhabitants each.

2045 - Russian scientists clone a Mammoth from DNA extracted from a frozen carcass. Middle-Eastern economy collapses, UF troops deployed to stabilize region.

2046 - Great Barrier Reef begins recovery with assistance of nano-technology. 1st practical anti-gravity unit marketed.

2047 - 500,000 people living in orbit. Verne City built on floor of Atlantic Ocean. Population 2 million.

2048 - Dodo and Tasmanian Tigers cloned from DNA.

2051 - 1st man lands on Europa. Ancient ruins found on Pacific Ocean floor.

2056 - Archaeologist sets off earthquake and beam signal from ruins on Pacific Ocean floor. All communications on Earth blacked out for an hour.

2061 - Reclamation project clears Pacific Ocean. Polar ice cap regeneration project begins.

2063 - Middle-eastern economy stabilizes and granted limited autonomy.

2067 - Cloned whales, dolphins and fish stock released into Pacific Ocean. Pandas returned to forests of China.

2070 - Earth Gene Repository established to preserve the genetic structure of all natural species on Earth.

2073 - Oceania regains economic stability.

2074 - 1st city established on Moon, Hawking City. Population 50,000 in first year.

2077 - Genotype Plague kills 11% of US population in 20 days, 17% of Oceania and 22% of EU. Source of plague unknown, no cure until 2079.

2080 - Lunar Solar Power station starts beaming power back to Earth. Mars program relaunched.

2081 - 1st AI controlled Household Service Robot marketed.

2083 - Microbiological, crystal based life forms and subterranean ice discovered on Mars. War of the Worlds album in top 20 again. Massive public support for space exploration.

2093 – United African States (UAS) defeated by UF forces. Middle Eastern Union granted full autonomy. UAS discovered to be responsible for Genotype Plague.

2095 - 1st colony on Mars. Population 100,000 in 1st year. Start of 1st Colonization Wave.

2096 - United Western Starship Cartel formed to construct and launch Colony Ship (CS) Alpha Centauri.

2099 – CS Alpha Centauri launched with 10,000 people in cold storage. Ship controlled by AI.

2101 - 1st man on Venus. Regular flights to Moon and Mars begin for immigration purposes. UAS sues for re-entry into UF. UF now consists of: EU – European Union, OC – Oceanic Confederation, PAEB – Pan-Asian Economic Bloc, UAS - United African States, MEU - Middle Eastern Union and the UWA – United Western Alliance

2102 - 1st Humaniform™ Robot marketed.

2111 - Commercial mining of Rings of Saturn begins. 2nd Generation Humaniform™ Robots released.

2112 - Ship refuelling facilities built at Pluto. 1st Robotic homicide. Humaniform™ recalls all 2nd generation Robots, however nearly 500 remain in hiding.

2113 - First colony ship lands on Venus with 25,000 people. Construction of Bubble Cities commences. Eco-Terrorists targeted UWSC offices in Wellington, NZ with a nano-bomb

2114 - Humaniform™ declared bankrupt after attempting to release Humaniform™ 3rd Generation Robots to an unreceptive market. 146 of the 3rd Generation Humaniform™ Robots declared missing. Nano-technology Laws revised and toughened.

2120 - Refuelling facilities expanded to become Trans-Plutonian Shipyards. CS Potemkin hijacked and last reported heading towards deep space. Deep space telemetry disrupted by saboteurs, Eco-Terrorists blamed.

2137 - Economic collapse of EU. Unknown terrorist group releases 2nd Genotype Plague, killing 13% of world population. Orbital City II and VII populations wiped out. Both cities abandoned and quarantined.

2138 to 2150 - World economy collapses. Orbital, Mars and Moon colonies declare independence to prevent assets from being syphoned off. 13 million Humans living off Earth.

2150 - Orbital Colonies, Mars and Luna send aid to Earth. Orbital Colonies rejoin Earth. Garbled emergency transmission received from CS Potemkin.

2152 - 1st Generation Androids released for sale by Manitech Corporation. These are marketed emphasizing their stability compared to the Humaniform™ Robots. Despite their Android's lower level of capability, sales exceed Manitech's expectations.

2155 - Colonies established on Io and two other moons of Jupiter for exploitation of mineral wealth.

2157 - CS *Bonnie Brown* launched for Alpha Centauri with 50,000 people on board. Eco-Terrorists captured trying to disrupt launch.

2160 - Terraforming of Mars begins. Regular "tourist" runs to Moon and Orbital Cities.

2172 - Mars Terraforming project fails after atmosphere partially oxygenated. Surface temperatures vary from -36.4° F (-38° C) to 35.6° F (2° C). Eco-Terrorists blamed for failure.

2181 - Distress call from CS Charles de Gaulle received.

2182 – Rescue Ship (RS) Hand of Friendship sent to intercept CS Charles de Gaulle.

2184 - RS Hand of Friendship locates debris from CS Charles de Gaulle, prior to being destroyed in unexplained incident.

2185 - CS Alpha Centauri arrives and establishes first colony outside Sol system. UF establishes the Black Fleet correction facility, in far orbit of sun.

2190 - Asteroid from Jupiter sent to Earth for conversion into experimental generation ship.

2193 - Resource Riots on Earth. Construction on Argo Generation ship halted indefinitely. Argo put in orbit around the Moon.

2197 - Humaniform™ Robot discovered on Venus after accident. Robot deactivated. Small quantity of debris from CS Charles de Gaulle located, no evidence of RS Hand of Friendship.

2198 – Science Ship (SS) Prometheus launched. First test of Faster Than Light (FTL) drive a success, but prohibitively expensive. FTL drive set to revolutionize space travel.

2208 – Recreational Vessel (RV) Monte Carlo launched to provide luxury services (1st Space Casino) throughout solar system.

2213 – Survey Vessel (SV) Trinder FTL Incident. Ship mothballed in Black Fleet pending further study.

2230 – Medical Ship (MS) Rashleigh dispatched to Alpha Centauri to aid in medical disaster.

2236 - FTL communication discovered. First practical Short range matter transporter. MS Rashleigh returns to Earth.

2239 - Ruins of similar type as those found on Pacific Ocean Floor discovered on Mars. Explorers set off device, sending a beam into deep space. All communications on Mars disrupted. Ruins confirm Mars was once inhabited.

2240 - 1st matter transporter accident, 2 casualties. All work suspended indefinitely.

2241 - 2 Bubble dome cities on Venus crack. 2,500 dead. CS Lady J. Bray arrives at Tau Ceti.

2243 - SS Beagle locates CS *Bonnie Brown*. All communications cease.

2247 – SS Beagle returns to Earth on autopilot, all crew dead from variant of 2nd Genotype Plague. SS Beagle sent to join Black Fleet.

2257 - Jupiter miners begin acts of piracy.

2262 – Military Vessel (MV) Courageous launched and first mission is to suppress Jupiter piracy. Mission succeeds within 30 days.

2266 - Argo Generation Ship purchased by Manitech and turned into research facility. Argo placed in orbit around Saturn.

2270 - Energy signals detected coming from HR 3384. Possible communications attempt, but scientists are uncertain and debate continues for years.

2276 - Ruins on Mars and Pacific Ocean floor receive signal from deep space. All communications in solar system blacked out for 30 minutes.

2277 - *Starship Warden* laid down at Trans-Plutonian Spaceyards (TPSY) by United Western Starship Cartel program. CS Asimov launched for Theta Persei.

2281 - PAEB discovered developing genetically engineered "super-soldiers". Operation exposed by Eco-Extremists, Blue Peace.

2282 - Scientists at Stanley-Robinson University (Mars) demonstrate that Time Travel is possible, but not practical - yet. 1st Chrononaut travels 8 minutes into the past and arrives, waves goodbye to self and tells bewildered scientists that the experiment was a success.

2285 - CS Mohammad declared missing after failing to arrive at 82 G. Erandi. CS Lady Adele launched for 12 Ophiuchi. Eco-Terrorists arrested attempting to sabotage *Starship Warden*.

2287 - CS Dove launched. Port Ion drive fails due to sabotage. Problems cause both ship and stored passengers to be "mothballed" until solution available. Towed to TPSY for final refit.

2288 - MV Wham, Fleet Missile Carrier engages unidentified vessel during shakedown mission. MV Wham damaged, but other vessel destroyed. *Starship Warden* lost en-route to Alpha Centauri.

UF APPROVED COLONY SYSTEMS LIST

NUMBER	NAME	SPECTRAL TYPE	DISTANCE (LIGHT YEARS)
0	Sol	G2V	0.0
1	Alpha Centauri	G2V	4.3
2	Tau Ceti	G8V	11.9
3	Sigma Draconis	K0V	18.8
4	82 G. Eridani	G8V	19.8
5	107 Piscium	K1V	24.3
6	Pi ³ Orionis	F6V	26.2
7	Chi Draconis	F7Vvar	26.3
8	Beta Canum Venaticorum	G0V	27.3
9	61 Virginis	G5V	27.8
10	Zeta Tucanae	F9V	28.0
11	HR 7722	K3V	28.7
12	Gamma Leporis	F7V	29.2
13	Beta Comae Berenices	G0V	29.9
14	Gamma Pavonis	F6V	30.0
15	HR 4523	G3 / G5V	30.1
16	HR 4458	K0V	31.1
17	12 Ophiuchi	K2V	31.9
18	HR 511	K0V	32.5
19	Alpha Mensae	G5V	33.1
20	Iota Persei	G0V	34.4
21	HR 9038	K3V	35.2
22	Delta Trianguli	G0V	35.4
23	HR 637	K0V	35.6
24	HR 6806	K2V	36.2
25	54 Piscium	K0V	36.2
26	Gamma Serpentis	F6V	36.3
27	Theta Persei	F7V	36.6
28	Zeta Doradus	F7V	38.0
29	Zeta ² Reticuli	G1V	39.4
30	Zeta ¹ Reticuli	G2V	39.5
31	HR 3384	K0V	39.7
32	Rho ¹ Cancr	G8V	40.9

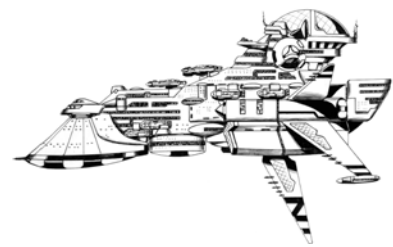
The UF Approved Colony Systems List (ACSL) is a listing of solar systems approved by the UF for colonization. While all systems listed have not been surveyed, the best scientific knowledge at the time suggested that these systems presented the best opportunities for supplying habitable planets for colonization.

Some of these systems (as of 2288) already have viable colonies located within their systems, while other systems have colonists en-route, in cryo-suspension.

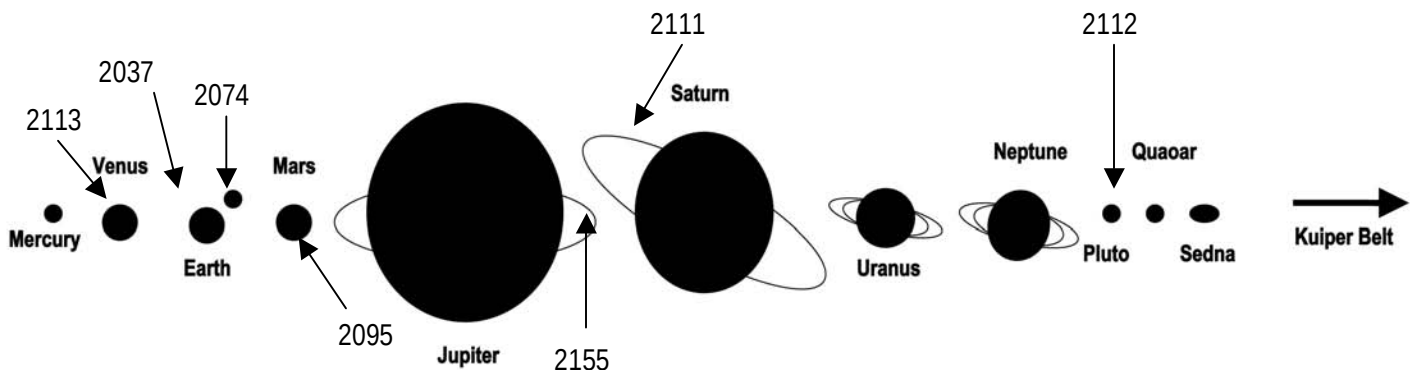
Numerous corporations and organizations have launched their own colony ships that are not sponsored by any of the usual member states of the UF. The UF does not claim any responsibility for these vessels.

The ACSL details systems that will receive priority funding, aid and resources for the purpose of colonization.

The authors would like to note that the spectral types of these stars in some cases have been modified for game purposes, and that the use of this list for actual navigation amongst the stars could prove hazardous. Additionally, this information is partially based upon information provided by SETI circa 2004-2005.



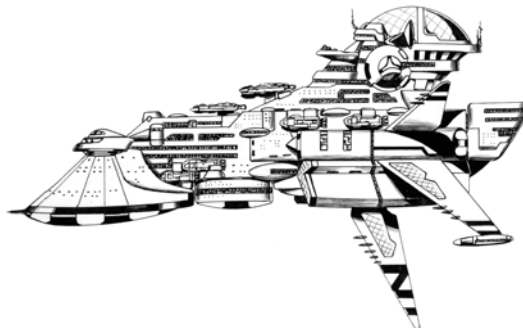
COLONIZATION OF THE SOLAR SYSTEM



UF VESSEL ROSTER

NO.	NAME	DEST	LD	ETA	STATUS	CREW	PAX	SPONSOR
1	CS Alpha Centauri	1	2099	2185	Decom	120	10,000	UWSC
2	CS Charles de Gaulle	1	2103	2189	Destr	150	15,000	EU
3	CS Potemkin	2	2120	2318	Lost	280	25,000	EU
4	CS Bonnie Brown	1	2157	2202	Lost	245	50,000	UWSC
5	CS Endeavour	2	2173	2294	Transit	200	35,000	OC
6	CS Lady J. Bray	2	2173	2241	Decom	500	75,000	UWSC
7	CS Beijing	2	2174	2298	Transit	200	35,000	PAEB
8	CS Mandela	2	2174	2248	Decom	450	60,000	UAS
9	CS Wolfe	1	2175	2218	Decom	400	40,000	EU
10	CS Mohammad	4	2175	2285	Lost	5000	80,000	MEU
11	CS Holt	3	2176	2346	Lost	500	25,000	OC
12	CS Sydney	3	2176	2265	Lost	500	50,000	OC
13	CS Leyton	3	2177	2333	Transit	500	30,000	EU
14	CS Gygax Venturer	5	2178	2364	Transit	500	35,000	UWSC
15	CS Van Der Brun	5	2178	2351	Transit	750	60,000	EU
16	CS Tai Pei	4	2178	2272	Lost	1,250	82,000	PAEB
17	CS Churchill	3	2178	2261	Decom	600	70,000	EU
18	CS Botanica	14	2179	2312	Transit	600	70,000	EU
19	CS Spirit of Erin	19	2179	2322	Transit	750	75,000	UF
20	CS Ashanti	32	2182	2359	Transit	750	75,000	UF
21	RS Hand of Friendship	-	2184	-	Destr	50	0	UF
22	CS Ghandi	19	2186	2336	Transit	700	80,000	UWSC
23	CS Mui Yin Wong	14	2191	2316	Transit	700	90,000	PAEB
24	CS Lady Cassidy	19	2193	2325	Transit	600	90,000	UWSC
25	SS Prometheus	-	2198	-	MB	250	0	UF
26	RV Monte Carlo	0	2208	-	Sol	250	1,500	EU
27	SS Beagle	-	2210	-	MB	32	0	UF
28	SS Trinder	-	2213	-	MB	310	0	UF
29	MS Rashleigh	1	2230	2233	Sol	420	0	UF
30	CS Federation	3	2238	2256	Decom	250	25,000	UWSC
31	CS New Hope	3	2238	2257	Decom	300	20,000	EU
32	MS Courageous	0	2262	-	Sol	500	0	UF
33	SS Drago	12	2265	2291	Transit	250	25,000	UF
34	CS Fenris	12	2267	2293	Transit	250	25,000	EU
35	CS Britania	17	2269	2298	Transit	250	25,000	EU
36	CS Frontier	14	2271	2297	Transit	250	35,000	MEU
37	CS Pioneer Spirit	15	2271	2297	Transit	200	30,000	UWSC
38	CS Tai Pei II	8	2272	2295	Transit	250	40,000	PAEB
39	CS Gandhi	12	2272	2297	Transit	250	40,000	PAEB
40	SS Nobel	15	2273	2297	Transit	500	0	OC
41	CS Asimov	27	2277	2308	Transit	300	65,000	EU
42	CS Pinafore	31	2281	2314	Transit	250	50,000	EU
43	CS Lady Adele	17	2285	2312	Transit	300	60,000	UWSC
44	CS Dove	27	2287	2318	Transit	250	75,000	MEU
45	MV Wham	0	2288	-	Sol	300	0	UF
46	CS Warden	1	2288	2291	Lost	400	100,000	UWSC

DEST: Destination - See UF Approved Colony Systems List LD: Launch Date ETA: Estimate Time of Arrival Status And Sponsor: See Section 14



2. THE STARSHIP WARDEN

The gigantic *Starship Warden* is ellipsoidal in shape, being approximately 50 miles long at its extremes, 25 miles wide, and 8½ miles tall, counting the half-mile high dome on the top of the ship.

The starship is divided into 17 levels, or decks. These levels vary in height, length, and width. As a safety factor, the hull of the ship varies in thickness, but many sections are a half-mile thick and enclose a special liquid plastic that flows to fill breaches and hardens when exposed to outer space. The hull is not completely solid; it is segmented by strong, thick bulwarks and contains supports, cables, conduits, machinery, and other such items, with paths and crawlways throughout. Access to the hull is limited for engineering purposes only, and the few access points will open only for command or engineering color bands or Command Rings.

Decks are numbered, with lower-numbered decks at the bottom, but the sections between levels are not. Each between-decks area is approximately 330 feet thick. This area contains supports, machinery, electrical wiring systems, plumbing tubes, and the like. Additionally, this area may also contain transportation systems (such as subways or transport tubes), supply transport, moving walkways or conveyor belts, and other interesting facilities. There are pathways within these labyrinths, but access is severely restricted. The few entrances will admit only those with command or engineering color bands.

There is an elevator system running down the center of the ship. This system comprises five elevators. Only one is for normal passengers and responds to any color band, and it will only open onto levels appropriate to the passenger's color band. In other words, a medical color band won't take a person to an engineering deck. Along this same central axis are four cargo elevators with varying capacities of 5 tons, 20 tons, 50 tons, and 100 tons. These elevators will operate only in response to the use of two color bands, either engineering or command type (two of the same, or one of each). There are 20 other personnel elevators, each with a capacity of approximately 30 persons, located somewhere on each level, often along the sides of the level. These everyday personnel elevators operate with the brown general-purpose color bands, though exits to certain levels are restricted. One of these elevators is reserved for top security use only during emergencies; it operates only in response to a command color band or a security color band.

Note that levels can have elevator shafts passing through them, but without any direct entrance or exit from the elevators, depending upon the level and security considerations. In addition, some doors might open freely from one side but require a color band to open from the other (i.e., anyone can get out, but only certain people can get in, or vice versa).

There may also be other elevators of a secondary nature connecting various levels, depending on the design needs from level to level.

ARTIFICIAL INTELLIGENCES (AIs)

There are thousands of computerized AIs on *Starship Warden*. The main ship's computer is extraordinarily intelligent, most of the Robots are intelligent, and there are many ship systems with their own AI providing independent local control. Each and every one of these intelligences can be fun characters for the GM to use when communicating with the PCs. Some of the intelligences have become infected by the aliens and are hostile to the PCs. Others are infected but not controlled by the aliens and have learned new personality programs, making them temperamental or humorous. The ship is populated by lots of these characters and the GM must keep track of their personalities. Keep a list of AIs the characters talk to and how those intelligences feel about the characters.

All of these intelligences originally were programmed never to harm Humans. How this programming changed when exposed to the radiation is up to you. The stress of trying to kill Humans even by accident should at the very least cause an AI to be very angry or afraid as it deals with the PCs.

COLOR BANDS

These are described more fully in Section 6 Equipment. In the simplest terms, color bands function like keys. They are a fun role-playing device to temporarily keep your players out of some of the areas of the ship. If they don't have the necessary command and security color bands, they can't see everything, and that mystery is just one more thing they need to solve.

Think of the color bands as treasure. As players find the higher-level bands, they will be able to enter more and more areas. Also the lack of color bands will cause interesting gaming problems for the PCs as they move through the ship and lose or have their color bands broken in the action of the game. Robots and Androids are not allowed to use color bands, and this feature will constantly cause interesting problems for those PC characters. A Robot can actually open a door with a color band—the door doesn't care—but Robots aren't supposed to be programmed to do such things. If the AI of the ship sees it happen, it will assume the Robot is a rogue and take drastic steps to shut it down.

These bands also serve as communication devices for the PCs to keep track of each other's whereabouts in the ship.

Color bands are highly prized, so aliens will constantly try to steal them and the ship's security systems will constantly try to recover them.

SHIP LEVEL DESCRIPTIONS

The following descriptions of the levels and what they contain are intended only as examples to illustrate what the ship interior might look like. Each GM should design his ship interior to his own specifications, using these descriptions as guidelines and inspiration. A GM's concept of the interior of *Warden* can vary considerably from the example presented here. The more differences there are, the more players need to learn by exploration. The factors of newness, surprise, and the unknown will add to the campaign's enjoyment.

OMEGA - LEVEL ONE: LOWER BATTLE SIMULATOR

Access: Entrance to the level is by command bands and rings or engineering and combat color bands.

Size: 31 miles long x 13 miles wide x ¼ mile high.

Description: The main weapons systems of the ship are powered and controlled on this level. There are many enclosed chambers with separate, computer-controlled weapon stations, each with a view to outer space and controls for firing the proton cannons and launching energy torpedoes. Each station is capable of being turned into a battle simulator for weapon training.

The chambers are specially treated and hermetically sealed so even if part of the level is blown away, the remaining parts can still function. Each section has food and living quarters capable of sustaining life for 15 days even if completely cut off from all other ship's systems.

Equipment: The extra equipment that can be found on this level includes clothing and space suits of several types, Engineering Robots, tools for repairing ship systems, and in one small section of the level, an Android creation vat and modular building unit. There are 20 air locks that lead into docked gunship simulators. These simulate ten-person vessels capable of inter-system flight. Each of these small vessels can be used to simulate battle conditions, including damage, etc. If "damaged" in simulated combat, vacuum exposure could result. At the conclusion of any simulated combat (which includes smoke, sparking wires, sirens, pressure leaks and other emergencies),

the lights come on, all the controls go dead, and a team of cleanup Robots start work.

Storage: There are no storage compartments on this level.

Role Playing Opportunities: Robots and Androids are not supposed to be operating the simulators. The sections are each monitored by a military artificial intelligence that doesn't want anyone but Human combat troops operating things in this level. The small vessels can be "flown" by any of the awakened Human crew or Androids. The would-be pilots of these vessels may not realize that they are actually in simulators. The artificial intelligences will tell the PCs that the ship is too close to use the weapons against the Asteroid. These same intelligences could suggest a flight to *Starship Bonnie Brown* even though the ship looks dead in space. It's possible that as Humans enter the chambers of this level an artificial intelligence will begin a simulated battle and demand that the Human take control of the weapons systems to fight a mock engagement.

Phase One Influence: Deadly pockets of radiation can be found in several sections of this level. There are no alien creatures here.

Phase Two Influence: Radiation has been cleared from this level. There are no alien creatures here.

Phase Three Influence: All types of alien creatures can be found roaming this level, but none of them have lairs here.

PSI - LEVEL TWO: LOWER ROBOTIC SECTION

Access: Entrance to this level is by command bands and rings or engineering and security color bands.

Size: 34 miles long x 15 miles wide x 1 / 8 mile high.

Description: Automatic fabrication units for creating every type of Robot found on the ship fill this level. Each section has a basic, prefab office. The working sections are sealed against contamination and outside interference. Five of every type of Robot are stored in the command center of each separate factory. The entire system is automatic, but usually requires the physical presence of a Human to start up the process. The computer intelligence interacts with the Human to create the Robots (at least, that's how it works when everything is functioning properly).

Equipment: Enough materials are stored to fabricate 100 of each type of Robot. Other storage areas of the ship hold sufficient additional material to make thousands of Robots if needed.

Storage: Five of each type of Robot are stored in the different areas. Another ten Robots are stored in each fabrication chamber. If the system is operating, the control program automatically replaces these ten Robots as they are taken for use, with or without orders from a Human.

Role Playing Opportunities: The different artificial intelligences are more than willing to program new instructions into the Robots. None of the non-combat Robots will attack or harm living beings, but clever PCs will think their way around some of these programs. Most of the Robot fabrication supplies on other levels are located in highly contaminated areas. Robots built from those materials will be wild and dangerous, unless the materials used to construct the Robots are decontaminated. The next hundred Robots assembled in this area will perform efficiently and be highly useful in most situations.

Phase One Influence: Pockets of radiation are all over this level. There are no alien creatures here.

Phase Two Influence: A few pockets of radiation remain. Only the most primitive of the alien life forms have penetrated this level.

Phase Three Influence: All radiation is gone. Non-intelligent alien life forms can be found on the level.

KHI - LEVEL THREE: STORAGE SECTION

Access: Entrance to the level is by any color band.

Size: 37 miles long x 17 miles wide x ¼ mile high.

Description: This level contains thousands upon thousands of sealed containers filled with the supplies and resources needed to keep a ship operating for years in the depths of space. There are literally three spare parts for every system on the ship that can not be efficiently or quickly manufactured onboard. Entire replacement computer systems are in storage here. Access to everything is made difficult through a system of Robotic storage handlers who bring the supplies to the needed sections of the ship. The artificial intelligence of this level doesn't want invaders of any type getting into the storage chambers and sealed sections of this level. There are miles and miles of corridors on this level, but all of the entrances have been purposely hidden so that only a Robot can open them or even know where they are. The exit from every elevator leads into a large waiting room filled with comfortable chairs and tables. Meals can be served to those who wait for equipment, but no one will voluntarily be offered access to the area outside the waiting rooms. The only entrance to this level is at the central elevators.

Equipment: Everything on the ship can be found here in large quantities, from weapons and armor to seeds and animal embryos.

Storage: Enormous quantities of everything can be found on this level. A lot of the storage containers are filled with raw, unprocessed materials: earth, chemicals, millions of sheets of duralloy, etc.

Role Playing Opportunities: The artificial intelligence of this level wants to deliver materials to whoever asks for them. It doesn't want the asker to come into the storage area proper. Instead, it will feed them a pleasant meal and expects them to leave after getting the materials they want. It will deliver weapons and military equipment only if the asker can show a command or military color band. Scientific equipment should be asked for by PCs with science color bands. The intelligence is very capable of summoning security Robots or even more powerful military Robots to enforce its no-access policy.

Phase One Influence: A few pockets of radiation can be found in the open areas of this level. Mutants and aliens can be found in hidden areas.

Phase Two Influence: Radiation can still be found in hard-to-reach pockets on the level. There are many mutated and non-intelligent alien creatures hiding here.

Phase Three Influence: Radiation is cleared from the level. Only fast-growing mutated fungi can still be found growing on this level, in out-of-the-way pockets.

PHI - LEVEL FOUR: FACTORY PRODUCTION SECTION

Access: Entrance to the level is by command bands and rings or engineering and security color bands.

Size: 39 miles long x 18 ½ miles wide x ¼ mile high.

Description: The central elevator opens into an industrial factory area. All other entrances to this level open up onto thick forests. A central oval of factories can build anything quickly for the ship's use. The forests supply fresh wood, oxygen, and fresh food to the crew. The factories are controlled by AIs that are willing to cooperate with any Human who wants something built.

Equipment: There are several engineering areas filled with tools for fixing things that the Robots of the factories can't figure out. These sections include Grav Cars.

Storage: Hidden from sight are several large storage spaces for raw materials. The factories draw from these to produce their products.

Role Playing Opportunities: This level can't make Robots in the factories, but almost anything else the PCs can imagine can be made here in large quantities. Naturally, only engineer types are supposed to be ordering goods. Usually, if you're on this level, it's assumed you have the proper I.D., but if a request is unusual, further verification might be requested.

Phase One Influence: This level contains many areas of radioactive contamination. Non-intelligent alien creatures can be found all over.

Phase Two Influence: Lots of radiation still persists. Many new life forms roam the deck.

Phase Three Influence: Radiation persists. All types of aliens can be found roaming, but none lair on the level.

UPSILON - LEVEL FIVE: SENSOR & EXPLORATION SECTION

Access: Entrance to the level is by command bands and rings or engineering and security color bands.

Size: 41 miles long x 20 miles wide x ¼ mile high.

Description: The center of this level is filled with offices and science stations dedicated to the study of outer space and the galaxy. Hundreds of large observation posts are controlled by many different computer intelligences dedicated to searching the far reaches of space. Around the offices are grasslands filled with wild flowers and insects to pollinate them. At the edges of this level are the bulky telescopes and radio dishes needed for the detecting and sensing work. There are four reconnaissance vessels attached to this level by air locks. These ships can hold a crew of six and are equipped with extensive short-range sensor suites.

Equipment: Although there are thousands of monitors and computer consoles in this area, there really is nothing useful for the problems at hand.

Storage: None.

Role Playing Opportunities: The many different computer intelligences are delighted to talk with the PCs, but are of little practical use in all regards but one. All of their programming causes them to look out past the ship. The intelligences are very condescending to non-scientist PCs and will not believe the current condition of the ship, as they can't see it. They can, however, see the Asteroid that struck the ship and is now attached to it. The AIs can provide potentially useful information about the Asteroid and how to detach the ship. The Asteroid's presence is puzzling to the AIs, but not alarming—the AIs are quite clinical in their analysis of the Asteroid, and have limited understanding of how the *Warden* functions. It may take some talking to convince the AIs that removing the Asteroid is the correct course of action to take; after all, there is some fascinating data to be gleaned from the Asteroid's presence....

Phase One Influence: Many deadly radiation pockets exist on this level. Many types of aliens are roaming and more are coming through the hole in the hull that connects directly to the Asteroid outside the ship.

Phase Two Influence: Radiation decontamination of this level has not been completed. Intelligent aliens are entering the ship from outside and have started figuring out the ship's equipment.

Phase Three Influence: The level is completely taken over by alien life. Any PCs who try to enter the level are attacked savagely by aliens.

TAU - LEVEL SIX: BIO TESTING AND EXPERIMENTATION LABS

Access: Entrance to the level is by command bands and rings or science and security color bands.

Size: 42 miles long x 20 ½ miles wide x 1 / 8 mile high.

Description: This level contains features of both the engineering and ecology fields. The developed area has various laboratories for scientific use: metalworking shops, chemical refineries, small chemical storage areas, power experimentation labs, energy generators, biological laboratories, and a large botanical growth center with variable light systems. The latter is part of a mixed-forest area of wild land, small lakes and streams, several swamps, and a variety of flora and fauna from Mars. Many of the biological centers contain highly dangerous experiments in progress. There are security Robots in these areas to warn away straying crewmembers. Two large Android creation vats are sited on this level, with resources to create thousands of Androids.

Equipment: A large contingent of Robots is dedicated to this level, including 100 engineering, 100 general purpose, and 100 of each type of ecological Robot.

Storage: Each lab has a sealed storage area for the use of the scientists.

Role Playing Opportunities: This level will be affected the most by all phases of the invasion. It becomes a wild and dangerous combination of ecological disaster and changed alien environment. Realizing the function of this area, the aliens released a lot of radiation onto this level. A lot of crazed experiments are mutating beyond control on this deck. The Androids created in the vats on this level are Killer Androids dedicated to taking over the ship. The Robots that normally maintain this level have also become crazed, and often attack other Robots, Killer Androids and many of the roaming experiments. Most things here shoot first and ask questions later.

Phase One Influence: Deadly radiation saturates this level. There are no alien life forms, but there are many deadly mutants and Crazed Robots.

Phase Two Influence: Radiation still fills the level. Powerful mutants roam the area at will, along with Killer Androids.

Phase Three Influence: Radiation is just beginning to be cleared. Alien life forms, mutants, and deadly Androids roam everywhere freely.

SIGMA - LEVEL SEVEN: GRASSLANDS ECOLOGY SECTION

Access: Entrance to the level is by any color band.

Size: 45 miles long x 21½ miles wide x 1 mile high.

Description: This level is one of vast, rolling grasslands with a few widely dispersed ranches marking the prairie-like terrain. Groups of families lived on these ranches and raised thousands of cattle and sheep, which grazed on the surrounding countryside. Ten ecology Robots helped the ranchers work each farm. Besides the domesticated animals, some herds of wild animals (mainly antelope and buffalo) also roamed free. Although the terrain is largely dry and the climate arid, there are some small streams and numerous patches of trees near the water sources.

Equipment: The ten farms are well stocked with farm equipment, and one livestock cloning facility.

Storage: None.

Role Playing Opportunities: This is another section greatly altered by the alien invasion. Packs of intelligent dogs now roam this level guarding the farms and livestock and attacking alien menaces. There are no Humans to be found here, but thousands of piles of dust with color bands (mostly general usage) mark their passing.

Phase One Influence: Radiation fills this area, causing many mutations. Aliens are beginning to come through a huge rent in the side of the ship that connects to several dark tunnels on the Asteroid that is now connected to the ship. There are only a few dogs present, and no livestock.

Phase Two Influence: Radiation has not reduced one bit. Many more intelligent aliens are driving out or killing the Terran and Martian life forms normally found on this level. Livestock is being produced by the cloning vats, and the cloned animals are guarded jealously by the mutated dogs.

Phase Three Influence: Radiation still covers the level, but only affects Humans. The aliens have completely taken over the level and begun figuring out the devices of the ship. The dogs have been driven out or destroyed, and the livestock are now being used to feed the aliens.

RHO - LEVEL EIGHT: FARM HABITAT CENTERS

Access: Entrance to the level is by any type of color band.

Size: 47 miles long x 22½ miles wide x ½ mile high.

Description: This level is mainly farms, fields, and small villages for those families who favored a rural style of life. One sizable region is a horticultural test area with botanical laboratories for various types of experimentation. The farms feature large crop-growing areas interspersed with light woods, occasional lakes, and so on. Individual farms vary in size—some are for individual families, some are for groups of families, and others are complete villages. A number of garden ecology Robots assist with tasks. Wildlife of varying types is also found throughout the entire level.

Equipment: Lots of Grav Cars and other vehicles can be found on this level.

Storage: Several sections have thousands of floater cars and wheeled carts for the use and pleasure of the farm families.

Role Playing Opportunities: This section is totally ruined by contact with the aliens and is the most changed of all the levels. Several groups of intelligent aliens are studying the technology of man here and growing this area into a stronghold directly connected to the bowels of the Asteroid. Most of the plant life has been destroyed. Rock aliens and intelligent mutants have large tribal areas here, and all of the beings are trying to figure out Human equipment, Robots, and vehicles.

Phase One Influence: Radiation pockets fill this deck. Aliens are quickly exploring the level.

Phase Two Influence: Radiation is largely cleared, at the cost of many Robots and Androids. Aliens constantly attack the cleaners. Aliens and powerful mutant groups have formed well-defended lairs.

Phase Three Influence: Radiation is gone from the level. Aliens are methodically studying Human technology and converting it to their use.

PI - LEVEL NINE: ADMINISTRATIVE AND SECURITY SECTION

Access: Entrance to the level is by any color band.

Size: 48 miles long x 23 miles wide x ½ mile high.

Description: This level contains administrative and security facilities divided into several sections: ship security, administrative / civil affairs, family housing for personnel of the level, a section housing ten reconnaissance vessels for scouting missions, a storage area for military equipment, and additional ship weapon systems to supplement those on Omega Level One. There is a repair center for weapon systems and a supply area for items needed in each of the level's sections. A forested area is also prominent on this level and features the trees and animals common to North America. A large number of these creatures are predators that are controlled with electronic collars.

The security section of this level contains mass stores of many items in locked bays, including: 1,000 deactivated security Robots; 10,000 of each color band; 1,000 of each type of hand-held weapon carried aboard ship; 50,000 of each Power Cell type or clips of ammunition for each weapon type; ten of each military Robot carried aboard ship; 500 suits of each type of powered armor available on the ship, with necessary support equipment; and many other useful items.

The security section also includes a detention area capable of holding up to 2,000 persons in individual security cubes.

Each section is a self-contained, sealed vault. Access to weapons lockers requires the simultaneous use of two security or command color bands to open the special locks.

Equipment: The area is controlled and monitored by hundreds of Robots of all types. All are programmed to help run the ship efficiently.

Storage: All of the storage areas contain military equipment.

Role Playing Opportunities: This is going to be a very difficult and deadly area for the PCs to deal with. The ship is in chaos and all of the artificial intelligences that normally run this area have been destroyed by radiation. Robots are ruined and / or damaged by the radiation and aren't well disposed toward PCs being on this level to begin with. If the PCs aren't careful, they will find themselves locked in the security cubes until the proper authorities can spare the time to deal with them, and there are no proper authorities left alive.

Phase One Influence: Radiation fills this area. There are no alien life forms on this level.

Phase Two Influence: This level is almost entirely decontaminated. There are no alien life forms on this level.

Phase Three Influence: The level is clear of radiation. No alien life forms are present, but Killer Androids roam the area.

OMICRON - LEVEL TEN: COMMAND & CONTROL SECTION

Access: Entrance to the level is by command bands and rings or engineering and security color bands.

Size: 44 miles long x 20½ miles wide x ½ mile high

Description: This level is the control center of the ship. It contains the bridge (command center), the primary ship's computer, auxiliary units for controlling most of the ship's operations, and housing units for the personnel of this level and their families. The living quarters are on the outer edge of the level and afford a superb view of the forest area that forms an inner circle on the level.

The ship's command center contains a storage section with materials necessary for the control and maintenance of ship operations. The master bridge area is divided into eight sections:

- Captain's chair and command console, with extensive monitors and tie-ins to every station on the ship;
- Computer science area for master programming and instant retrieval of necessary programs and ship information;
- Security monitoring section which ties in with a similar room on level 9 and contains monitoring screens, computer links to many computer stations

throughout the ship, a secondary intraship communication system, and remote audio recorders;

- Intraship environmental control room with four general monitors, 16 specific environmental monitors, and a computer that aids in the control of all ship environments;
- Primary engineering bay with numerous screens for monitoring power states and overall ship operation and an artificial intelligence for analyzing efficiency levels;
- Navigation and power control section with main navigational controls, power monitors, and a special holographic display for plotting the course of the ship;
- Primary communication room with direct hookups to many parts of every level, large and small monitors, and various flat and holographic displays;
- Emergency control area with auxiliary command over the ship's exterior offensive and defensive weapons, an extensive engineering tie-in to coordinate damage control, an intelligent computer specializing in damage analysis, and a system for flooding areas of the ship with paralysis gas in case of invasion or mutiny.

Equipment: Generally the level holds only monitoring and computer equipment.

Storage: The storage area is attached to the command center and holds military equipment and military Robots.

Role Playing Opportunities: Seriously consider this as one of the last levels for the PCs to get into. This area should be a ghostly place with lots of piles of white dust on the floor covering color bands. There should be a lot of Robots wandering around with their electronic brains scrambled by the radiation. Radioactive gas is prevalent, some of it visible and some not. Seriously consider injecting some horror elements into this level. It is probably under emergency lighting—dim, red ambient lights and strobes. Robots could be crazed killers or, equally dangerous, fanatically devoted to preserving the life of any Human who gets into the sector. Even a zombie scenario, with mutant undead attacking the living, wouldn't be out of place here.

Phase One Influence: Radiation fills the level. There are no mutants or aliens in the area.

Phase Two Influence: This level has been decontaminated. There are no mutants or aliens in the area.

Phase Three Influence: Killer Androids are beginning to set up enclaves on the level.

ETA- LEVEL ELEVEN: FOREST HABITAT



View to the mountains, from the elevator.

Access: Entrance to the level is by command bands and rings or engineering, science, and security color bands.

Size: 49 miles long x 24½ miles wide x ¼ mile high.

Description: This level contains forested areas. A large hill dominates the center and rough mountains (albeit low ones) run around the rim of the level. Wild animals of all sorts live on this level, and some are dangerous. Several villages are also found on this level, but they are small and isolated to maintain the area's wild state. Hundreds of forest ecology Robots are stationed here to conduct maintenance.

Equipment: There are 20 supply stations located around the level with survival gear and communication equipment. These stations also have ecology Robots assigned to them.

Storage: None.

Role Playing Opportunities: The radiation was great at killing Humans, but seemed to do more mutating than killing of other creatures. Big and small mutant creatures fill this area, making it just as dangerous for the aliens as the survivors. Feel free to create big, improbable monsters that couldn't normally live in the area, or even exist, and blame it on the alien radiation.

Phase One Influence: Radiation killed a lot of the wildlife in the area. Alien life is beginning to spread and replace the original flora.

Phase Two Influence: Radiation has created many new, mutated life forms that now roam the area.

Phase Three Influence: Radiation is just starting to be cleaned from the level. Mutants and aliens dominate a surreal, nightmarish landscape.

ZETA - LEVEL TWELVE: JUNGLE HABITAT

Access: Entrance to the level is by command bands and rings or engineering, science, and security color bands.

Size: 48½ miles long x 23½ miles wide x ½ mile high.

Description: This level is filled by tropical jungle containing all the flora and fauna of Earth's rain forests. The vegetation is thick and lush, broken only by lakes and by several main pathways through the level, with smaller trails branching off. Robots keep these paths and trails clear. The area is filled with dangerous plants, animals, mutants, and aliens. It is not a pleasant place to be for aliens or Humans.

Equipment: There are numerous supply stations on this deck, but they are quickly being overrun and destroyed by the many lifeforms that are battling for control of the level.

Storage: None.

Role Playing Opportunities: This entire level is transforming into one massive, sentient life form, with all the millions of creatures adding to the intelligence. Under the circumstances, there's a high chance it will soon form its own agenda and begin taking over the ship for its own purposes. This is a very delicate ecology, however, and the first one—Human, mutant, alien, or computer—to figure out how to control the water supply will have a great deal of power here.

Phase One Influence: Radiation killed much of the jungle, but what remains is feeding off the corpses and decay and growing stronger. A large breach in the hull connects directly to dark, radiation-seeping tunnels in the Asteroid. Many types of alien life have advanced onto the level.

Phase Two Influence: Rather than clearing, radiation is increasing, as are the aliens who have taken over the level.

Phase Three Influence: Radiation is still deadly to unprotected Humans. The aliens have completely taken over the level and attack all that try to enter, but they are also locked in a life-or-death struggle with the growing intelligence of the jungle itself.

NU - LEVEL THIRTEEN: SUPPLY & STORAGE SECTION

Access: Entrance to the level is by command bands and rings or engineering, science, and security color bands.

Size: 42 miles long x 20½ miles wide x ¼ mile high.

Description: This is a redundant supply level only to be used when the materials from the Khi level have been used up.

Equipment: Large amounts of everything are in storage on this level, including military hardware, Robots, and equipment of all types.

Storage: This is a massive storage level including raw materials, chemicals, and the materials to start a colony on a virgin world.

Role Playing Opportunities: While this area is supposed to be free of life, the AI on this level has some concerns that something is wrong on Zeta deck. When the radiation passed through, it caused mutations in the seeds and microbes on this level. Several large containment sections now are home to dangerous fungi and gigantic single-cell creatures, all very hungry. The AI will lend any assistance it can to the PCs, but it can't do much except send more Robots into the slaughter.

Phase One Influence: Only a few radiation pockets exist in this area. There are no aliens.

Phase Two Influence: Almost all the radiation has been cleared from this level. There are no aliens here.

Phase Three Influence: Non-intelligent alien and mutant life forms are hidden in several areas on this level.

EPSILON - LEVEL FOURTEEN: EPSILON CITY

Access: Entrance to the level is by any color band.

Size: 41 miles long x 18½ miles wide x ½ mile high.

Description: This is the city level. With compact, high-density living units, the potential population could be up to two million people. The actual city population on *Starship Warden* was about 34,000 before the radiation attack.

The city is made up of family and bachelor dwellings, plus all the other features of cities on Earth: shopping areas, recreation centers, a wide variety of dining areas, entertainment centers, extensive parks, sports arenas, playing fields and so on. The city also features several hospitals and one large complex housing complete Android fabrication laboratories containing the necessary facilities for production: Android formulation vats, mental matrix circuit creation facilities, programming energizers, chemical storage, and Android testing areas. Also on this level is the main medical section of the ship with a large number of monitored beds, recuperative therapy centers, radiation labs, operating theaters, a medical school, and other facilities. One thousand Medical Robots are assigned to this complex.

Equipment: City equipment of all types including vehicles, replacement parts for all city systems, and home furniture.

Storage: Half of the ship's cryo chambers are found in the city. Only some of these contain Human combat troops. The majority are colonists and technicians.

Role Playing Opportunities: The Androids ran wild after the radiation devastated the area. These Androids haven't abandoned their programming and become Killer Androids, but they have adopted the attitudes and outlooks of members of a fascist state police force. In the absence of Humans, the Androids have come to believe that they are Human. Now they are making more and more Androids and trying to repopulate the city with "Humandroids." Most of their programmed respect for Humans is gone. In dealing with PCs, they will be gruff and officious, and won't hesitate to stun and imprison Human troublemakers. If the PCs are clever, they can still get the Androids to do things, but this situation has deadly potential for the unwary and the reckless.

Phase One Influence: Frequent radiation pockets dot the level. There are no aliens here.

Phase Two Influence: Radiation pockets are less frequent. There are no aliens, but dangerous Androids are common on the level and are establishing pockets of control.

Phase Three Influence: All radiation is cleared from the area. Police and Killer Androids are in firm control of the important zones, but aliens and Robots freely roam the level and dissident Androids maintain isolated communes away from the central city.

DELTA - LEVEL FIFTEEN: WATER HABITAT

Access: Entrance to the level is by any color band.

Size: 40 miles long x 17½ miles wide x 1 mile high.

Description: This level contains the water supply for the entire ship. It's divided several different ways. There is a salt water section filled with sea life, a fresh water section filled with appropriate plants and animals, and there are several computer controlled, floating islands intended for use as resorts by the crew. Many ecological Robots work both under and above the water to maintain the ecology of all the different zones. The islands have an exotic, vacation style to them. The largest of the islands has an Android fabrication center. Androids don't need to breathe, making them perfect helpers to the ecology Robots in maintaining the level.

Equipment: Hundreds of sailing ships and other motorized vessels are ready for use all over this level. The water is constantly being purified, and when the radiation came into this area it was immediately scrubbed out by the ship systems. Much of the ship's air is recycled on this level by a purification plant, which is hidden in the fore end of this level (as far from the main elevator as possible).

Storage: The second half of the cryo chambers are located on an island on this level. Only some contain combat troops, the rest are colonists and technicians.

Role Playing Opportunities: All of the Human PCs should wake up from the chambers on this level. There is a hotel-like, calm atmosphere here. The islands are interesting to explore, and they make a perfect base of operations for the PCs as there is no influence from the aliens here.

Phase One Influence: Radiation still exists in rapidly diminishing pockets. There are no alien or mutant life forms. The air purification plant is malfunctioning and is producing gale force winds, threatening to damage the cryo chambers. Unfortunately, the AI controlling the purification system is malicious and insane.

Phase Two Influence: Radiation is totally cleared. Some mutant aquatic life has developed, but keeps a low profile. Deadly defenses cover all the entrances to the level.

Phase Three Influence: Humans are in complete control of the level, and only a few aquatic mutants are hiding in the ship's sea.

GAMMA - LEVEL SIXTEEN: FACTORY & LAB SECTION

Access: Entrance to the level is by command bands and rings or engineering, science, and security color bands.

Size: 32 miles long x 16½ miles wide x ¼ mile high.

Description: This level contains active factories where automation is not feasible. Instead, constant supervision of all the fabrication processes is necessary. Without Human supervisors, all of these factories shut down. Getting them restarted will take some work.

Fabrication Section One stores chemicals and contains large storage areas of raw materials.

Fabrication Section Two supplies parts for repairs to every type of system on the ship. Thousands of storage bins contain processed replacement parts and circuits for everything found on the ship.

Fabrication Section Three deals especially with the repair of Robots. There are thousands of Robots here of all types, ranging from only a few of some types to hundreds of other types. In addition, there are parts for the repair of Robots and construction of thousands more.

Fabrication Section Four manufactures computer intelligence circuitry of all types. Any computer system can be analyzed, repaired, or replaced in minutes.

Equipment: This level specializes in analysis equipment of all types.

Storage: There are thousands of storage bays on this level, full of raw materials, processed chemicals, circuit boards, and finished parts.

Role Playing Opportunities: This should be one big candy store for the PCs, as all of the Robotic systems want to do nothing but give the PCs items they think they need. This could also be a wonderful opportunity for a crazed computer to decide that the Android or Human PCs need Robotic replacements for their normal arms and legs, which clearly aren't as durable or functional as metal ones.

Phase One Influence: Radiation pockets fill the area. There are no alien life forms.

Phase Two Influence: A few pockets of radiation remain. Mutant life forms are growing in hidden regions, but no aliens have penetrated this deck.

Phase Three Influence: Radiation is almost completely gone. Many deadly mutants stalk the area, as well as Killer Androids.

BETA - LEVEL SEVENTEEN: DRIVE & ENGINEERING SECTION

Access: Entrance to this level is by command bands and rings or engineering, science, and security color bands.

Size: 30 miles long x 12½ miles wide x ½ mile high.

Description: This section contains all the engines, motors, dynamos, reactors, and power-producing devices that supply the whole ship with the needed power to maintain life, run the machinery and Robots, and power all the devices on board. This area also houses two large anti-gravity engines, for use during

planetfall. Two gantry ways lead to the external ion engines used to propel the ship through the void of space.

Equipment: There are many types of heavy lifting vehicles all over this level. Many of the machines are large and heavy, and there are vehicles readily available to move everything from fragile AI relays to 200-yard-long ion engine parts.

Storage: Double spares of every machine on this level are kept in storage bins along the hull.

Role Playing Opportunity: Bigness is the key to describing this level and the machines on it. All of the huge vehicles have their own artificial intelligences that do all the real work of running the machines. There are lots of power generators and hot points that would just love to burn huge holes in PCs who have no business fooling with the equipment.

Phase One Influence: Radiation fills the area. There are no alien life forms. Many artificial intelligences have gone offline on this level.

Phase Two Influence: All radiation has been cleared from the area. Hidden pockets of mutant life remain in the shadowy recesses of the machinery.

Phase Three Influence: Aliens are attacked at every entrance to the level by automated defense systems. Killer Androids are infiltrating this level in large numbers.

ALPHA DOME: SECONDARY CONTROL & ATTACK SYSTEMS

Access: Entrance to this level is by command bands and rings or engineering, science, and security color bands.

Size: 2 miles long x 2 miles wide x 1 / 5 mile high.

Description: Centered atop the ship is a small observation dome that looks like a bubble on the ship's hull. This dome contains equipment for astronomical viewing and a large astronomy lab with optical telescopes, radio telescopes operating on all frequencies, and other types of highly specialized equipment for sensing and detecting emanations from outer space. A restricted area of the dome contains a secondary command bridge with communications to the main command area on Omicron Level Ten. Attached to the Alpha Dome is a reconnaissance vessel. Although this starship can run unmanned, the artificial intelligences on board prefer a Human crew.

Equipment: The dome has huge pieces of observation and space detection equipment. There is also a large armory stocked with combat and security Robots, weapons, and power suits.

Storage: Replacement parts for the telescopes and radar dishes are stored near each of the detection devices.

Role Playing Opportunities: The vastness of outer space is clear to see, as this is obviously a level with outer space as the ceiling. The fact that there is a vessel attached to the dome should not be lost on anyone. The Asteroid is clearly visible here, as is the *Bonnie Brown*.

Phase One Influence: Radiation fills the area. There are no aliens on the level, but one of the main artificial intelligences mutates wildly.

Phase Two Influence: Radiation has not been cleared from the area. No aliens roam the level, but the artificial intelligence is busy reprogramming Robots so that they will no longer obey Human commands.

Phase Three Influence: Radiation has not been cleared. Robots attack anyone or anything that the artificial intelligence deems a threat. Killer Androids begin coming into the area.

PHASES ONE TO SIX

Every GM's interpretation of the *Starship Warden* is different. As the designer of your version of the ship, you can do anything you like to it, damage-wise, before play begins. The Asteroid collision is just one device. Feel free to substitute your own calamities.

Detailed below is a suggested campaign outline. If you do substitute your own calamity, remember to change your phase descriptions to cater for the new challenges for your players.

Phase One: Radiation pours through several large tears in the ship hull and has already killed all the Humans who weren't in frozen sleep. This radiation contaminates many levels of the ship and causes havoc with communication and circuit boards. The levels with breaches directly in contact with the Asteroid are slowly being infiltrated by alien life forms that are beginning to alter the Terrestrial and Martian creatures already on the ship.

PHASES AND ID TACTICS

The Id are intelligent, sometimes cunning and quite predatory. During the first two phases of the game, the Id have access to animals and mutated creatures only. In Phase Three, when Humans are introduced into play, the Id see Humans as a more desirable host organism.

In Phase Three, the Id are still learning how to control Human physiology, so motor skills are clumsy and the captured Humans tend to shamble, speak slowly and in slurred speech, if at all. In Phase Four, motor skills have improved, but the results are not graceful. Speech is halting, but quite understandable. By Phase Five, the Id control their Human hosts with some degree of skill and speech is normal. In Phase Six, the Id have gained a remarkable degree of skill using the bodies of the Human hosts, and will use trickery and treachery to outwit and deceive free Humans. Disguises, hostage taking and even threats of self-harm are all considered "fair play" by the Id.

Phase Two: The ship's Robots have managed to cleanse the radiation from less-damaged areas of the ship. The most heavily damaged levels have been entirely transformed by alien life forms. More intelligent aliens have begun exploring the ship and figuring out its systems. Some of the ship's artificial intelligences have been taken over by hostile alien viruses.

Phase Three: The most advanced aliens, backed up with powerful technology, are entering the ship and actively fighting the Humans who have been woken up by the few remaining Robots and Androids. The aliens are determined to take over the entire ship. They must be stopped at any cost or the ship and its remaining Humans are doomed. This is war to the death.

Phase Four: At this stage, the *Warden* has been cleared of deadly Asteroid aliens. During this stage, players get the chance to investigate the Asteroid. In order to free the *Warden*, Master Sergeant Dupper took it upon himself to make an alliance with several only half-understood mutant groups that grew up in the forest regions of the starship. These strange new mutants with their new powers have proven vital to the combat effort. They will also prove highly useful when it comes to exploring the Asteroid and they show their loyalty to the *Warden* every day. Master Sergeant Dupper has made it everyone's primary goal to detach the *Warden* from the Asteroid. The player characters are in charge of defending the single remaining entry point into the Asteroid and they have the resources of the *Warden* to achieve this mission. The Asteroid regularly sends out combat troops to contest the entryway. Efforts must also be made to explore the outside of the ship and the attachment to the Asteroid.

When reconnaissance vessels fly out from the *Warden*, they are immediately attacked by aliens. This means that close inspection of the bridge between the *Warden* and the Asteroid is currently impossible. Space suited

troops go out in force to do a close up reconnaissance and so far have been totally destroyed by the fungi forces of the Asteroid.

Master Sergeant Dupper makes the tactical decision to invade the Asteroid, taking the fight to the aggressors. The invasion of the Asteroid has a desperate group of *Warden* troops attempting to detach their ship from the deadly grip of the Alien Asteroid. The process can take as long or as short as the GM wishes, but think of the action as a movie with a beginning, middle, and end and phases four to six work quite well for this purpose. Depending upon the planned length of the campaign, the complete detachment of the *Warden* may not be successful.

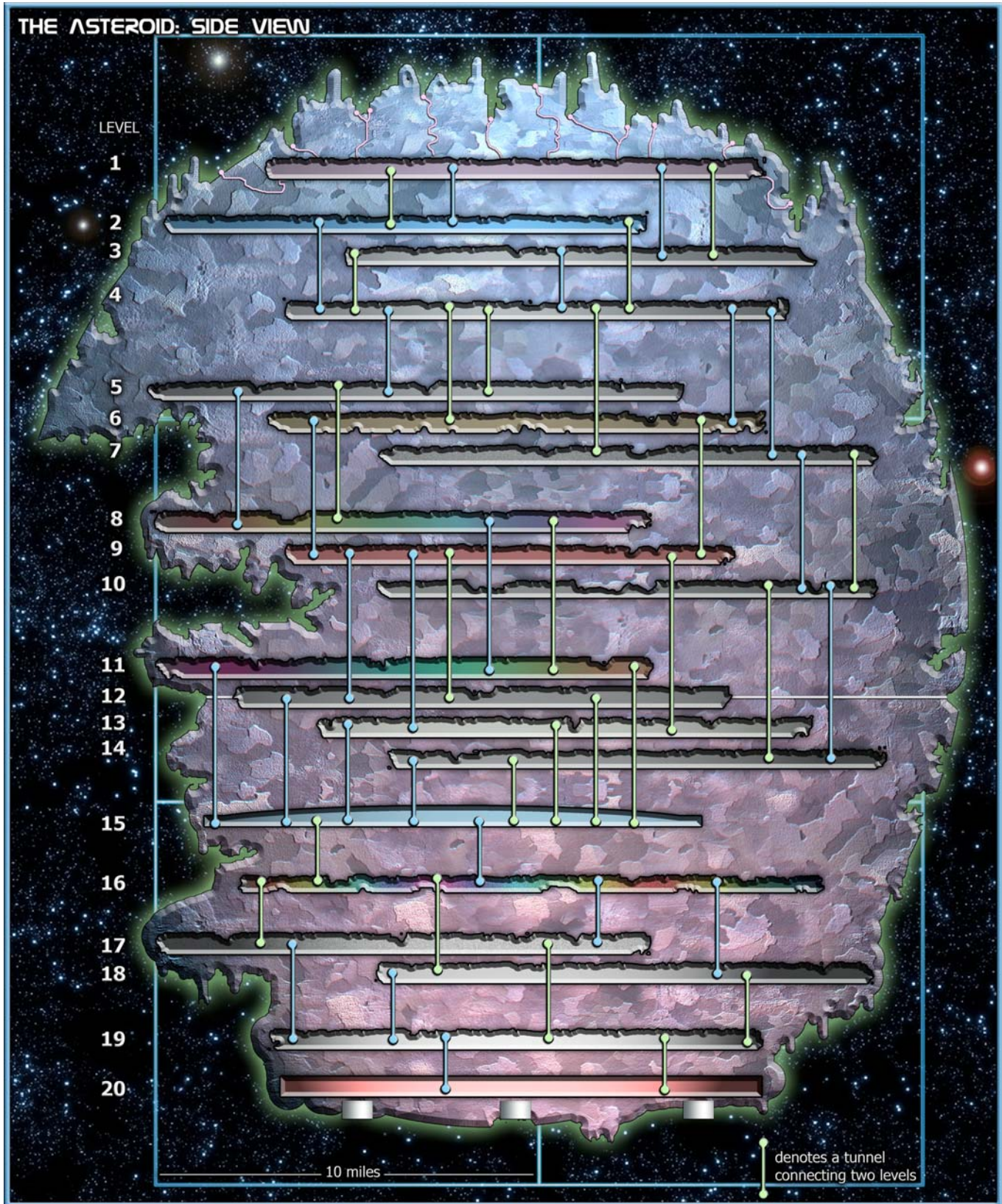


A team of marines exploring the inside of the Asteroid.

Phase Five: The Asteroid is dangerous. Death is everywhere and the player characters must survive as they explore and fight off the deadly creatures of the Asteroid. Some of the Asteroid creatures can only be fought by the powerful mental mutants that have evolved on the *Warden*. In this phase, the Asteroid must be explored and efforts must be made to begin destroying some of the alien forces that are guarding the inside and outside of the Asteroid. The player characters must deal with the defense of the *Warden* as large swarms of Asteroid creatures try to invade the *Warden* not only through the holes of the ship but outside in space attacks as well. The Asteroid is producing larger and larger military forces. Where these forces are being created and stored must be discovered by the crew of the *Warden*. These Asteroid levels need to be destroyed if the *Warden* is ever going to successfully detach itself from the Asteroid. The exploration is so dangerous that a great deal of military materials in the form of Robots, Androids, and even Human Marines are going to be destroyed in the process. Master Sergeant Dupper will undoubtedly want to use his new mutant allies that have evolved on the *Warden* to try and map out and combat the dangers presented by the Asteroid. It is certain that many squads consisting of Humans, Robots, Androids, and mutants will be sent in to explore the Asteroid and only the best of these will be coming back alive.

Phase Six: The inside of the Asteroid has been explored. The deadly areas have been noted and action has been taken to defend against those areas. The guiding intelligence of the Asteroid has been contacted. The inspection of the outer hull has revealed what needs to be done to detach the ship. Now a plan must be made to deal with the Asteroid and its efforts to stop the *Warden* from detaching and thought must be given to what needs to be done to accomplish this. What happens when the *Warden* is detached from the Asteroid? Should the *Bonnie Brown* be inspected? What is to be done with the rescued crew of the *Bonnie Brown* (if they were rescued)? What should happen to the Asteroid? Will it be allowed to travel on in space working its deadly effects on other ships? There are a lot of questions that need answering. The resources of the *Warden* are badly depleted. Should the ship return to Earth or continue on its mission?





3. THE ASTEROID

ASTEROID LEVEL DESCRIPTIONS

The Asteroid is a warren of twenty levels, each with its specialization and purpose. There are features of each level that are common to all. In your descriptions of the levels, you need to stress the strange organic nature of each level. The Asteroid is generally an oxygen-rich environment because the aliens discovered that their fungoid growth accelerated in the pressurized areas created for the captured *Bonnie Brown* crew members. Try to keep your player characters off guard with the strangeness that they are dealing with on the Asteroid. Also remember the primary goal is to figure out how to get the *Starship Warden* detached from the Asteroid.

Disused Tunnels: Each level has a set of disused tunnels to other levels. These are filled with acid fungi. The fungi can be removed in many different ways with a little effort on the part of the player characters. The intelligences of the Asteroid have written off all of these tunnels and are genetically programmed to completely ignore them or anyone in them. The tunnels from one level to the next are all marked on the various maps with the Asteroid level number that the tunnel opening goes toward. Each tunnel is several hundred yards long and is a weightless sloping passage 50 yards wide and tall.

Trin Pads: Trin Pads are large flat multi-faceted crystals generally located on the floor of the Asteroid. When touched, these will transport anyone (creature, Robot, alien or Android) to another level of the ship. There are 20 facings on each trin pad and each facing will transport an operator to a different level. The Trin are a race of energy creatures and their bodies are used to make the pads, killing a Trin with the creation of every pad. The pads can transport any sized creature or vehicle that goes over them. Larger vehicles will be transported to the destination determined by the facing from which they approached. Each one has a large cleared space around it and glows in the darkness of unlit portions of the Asteroid. All of the pads are marked with a "P" on the various maps. The pads are ten feet wide in an odd 20 faceted shape. Think of a trin pad as a large wheel with 20 sections to the wheel. Whatever sections the traveler passes over sends them to that Trin Pad on that level. It is impossible to destroy a Trin Pad even with an atomic blast, but the ten-ton pads can be moved with great effort. The pads are always connected to the other 20 pads on the Asteroid and that can never be changed.

The action of the pads cannot be stopped. If someone or something is on the pad when another is teleported to that spot, the standing being is teleported fifty yards in a random direction so that the new arrival can materialize.



Humans are not the only ones exploring the asteroid. Killer Androids, Robots and even some of the Warden's mutants may be encountered. There is plenty to worry about, in addition to the aliens themselves!

GENERATING YOUR OWN SHIP

Theming your ship means coming up with an idea that makes your ship interesting to your players. The original *Starship Warden* in the first edition of this game was a lost colony ship that had been floating in space for hundreds of years. This *Warden* is a colony ship captured and invaded by aliens. There are lots of ideas you can come up with, but think of a theme that will help you fill your levels. Your ship could be a military vessel or a biological research ship. Whatever theme you pick will help in your design.

Making your own ship with all its levels can be very rewarding. The simplest way to begin is to create your city level. Imagine a level of your starship that is a city like any of the ones you have seen in your life. No matter how far in the future you place your ship, the crew still needs living quarters (apartments), stores, and the other buildings any city has. Map out your city and then fill it with interesting things.

Don't try to design more than 10-20 levels all together for your ship. If you learn to enjoy this type of gaming, you will be making lots of different ships for your friends to explore.

The real appeal to players of this game is the 'Sense of the Unknown'. Your players will become explorers in a wild science fiction universe. As they learn about their environment they will get excited about futuristic energy weapons and the use of attack Robots. You will discover that the more unusual you make your ship and its technology, the more fun your players will have.

Further information is in Section 14: Designing Your Own Ships.

Gravity: There is a ½ G, light gravity everywhere but in the tunnels of the ship. The light gravity means that the *Warden's* troops have a number of physical advantages over many of the Asteroid's creatures.

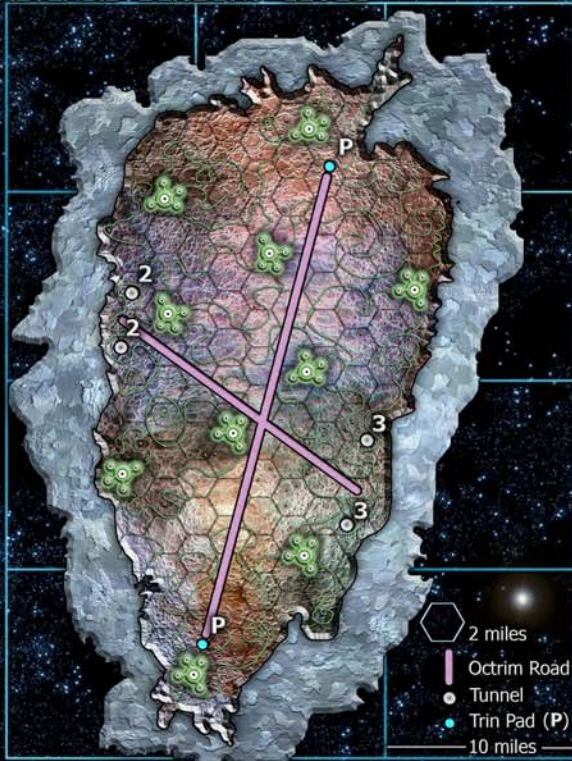
Light Sources: Light is usually only associated with the organic radiation sources on the Asteroid. The fungi, pods, and other growing things made to be filled with radiation give off a glow according to the intensity of the radiation they contain. Pods with Intensity Level 18 radioactive juice or gas glow brighter than the sun. Other plants, organs, and mushrooms filling themselves with lesser intensities of radiation glow in accordance with their Intensity Level, but always that radiation is contained unless the living thing is pierced in some manner.

Asteroid Systems: The Asteroid is made of one massive dense crystal of diamond hardness. Most of the interior surfaces cannot be seen because of the organic growth that fills each level. Dense fungi spores float around the Asteroid making it totally invisible to all sensing systems. Accidental punctures in the Asteroid are rapidly filled with dense vacuum-resistant organic fluids that harden with exposure to the vacuum of space, unless the Asteroid creatures want a hole to remain open, as in the case of the bridge to the *Warden*. Other organic creatures, similar to jellyfish, float on air currents to seal pressure leaks.

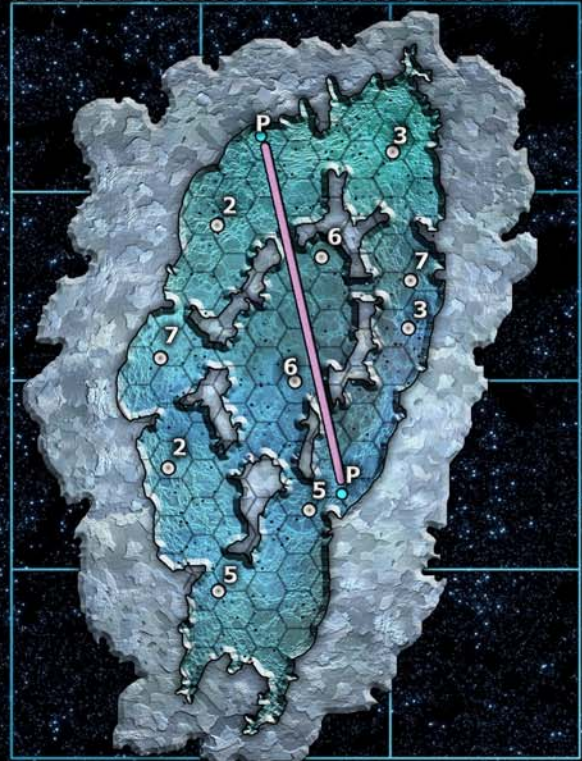
Thousands of hairs, eye appendages, and auditory sensing organs communicate what is happening on each level and transmit that information to the alien artificial intelligence that controls all the growth and development on the Asteroid. This intelligence is well aware of the invasion going on throughout its levels and will coordinate the defense of the Asteroid.

Octrim Roads: These organic pathways can be found on every level in varying sizes. The roads are pathways genetically designed to move things at a rapid pace. An item or being is placed on the left side of the road and it proceeds at 50 miles per hour along the path of the road through the use of vibrating five-inch tentacles of flesh. When items are placed on the right side they travel in the other direction. Flashing light on the path in front of the moving object causes the pathway to slow down for a few minutes and stop if the light stays on the path for any length of time.

A1: ASTEROID SENSORY LEVEL



D4: ASTEROID MENTAL CALMING LEVEL



B2: ASTEROID BREEDING LEVEL



E5: ASTEROID ID LEVEL



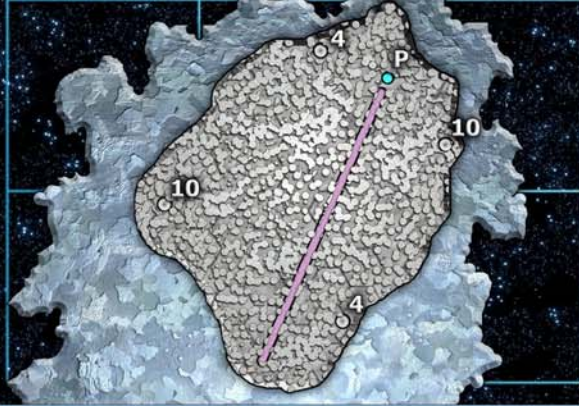
C3: ASTEROID GROWING LEVEL



F6: ASTEROID STONE ALIEN LEVEL



G7: ASTEROID GIRAKAL POD LEVEL



J10: ASTEROID FEEDING LEVEL



H8: ASTEROID N'TREB LEVEL



K11: ASTEROID FABRICATION LEVEL



I9: ASTEROID DUPLICATION LEVEL



L12: ASTEROID POWER SYSTEMS LEVEL



CS Bonnie Brown Crew Members: For the last six months the Asteroid has been attacking the *Colony Ship Bonnie Brown*. It was victorious in capturing and taking over the ship. There are now thousands of Human crewmembers as slaves and zombies on the Asteroid. The player characters will have to deal with the problem of killing Human zombies that are attacking them against their will.

ALPHA ONE: ASTEROID SENSORY LEVEL

Access: Abandoned tunnels connect to levels 2 and 3. Two Trin Pads connect to any section of the ship.

Size: The level is 40 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: The level has ten sensor systems allowing the Asteroid's artificial intelligence, the Girakal to sense the Asteroid's surroundings in space and move it in any direction. Each of these sensors is a massive organic machine filled with Intensity Level 10 radioactive liquid. Massive tentacles ten feet across extend all over the level and connect into each other. Wide open 100 yard sections are interspersed with tentacle pillars from the floor to the ceiling. Fungi of a hundred different types cover everything.

Level Crew: This level is heavily crewed by a mixture of Ids, Stone Aliens, and masses of N'Treb. There are hundreds of each of these races in every section of this level.

Role Playing Opportunities: The player characters are exploring a pitch black level. Every time they fire a weapon they are bursting a tentacle and Intensity Level 10 radiation is spilling out into the area. The crew of this section is in complete connection with the Girakal. The Girakal is coordinating the attacks against the *Warden* invaders. Every square mile of this area has 30 alien defenders to deal with the invaders from the *Starship Warden*.

Phase Four Influence: On this level the crew will totally ignore the invaders from the *Warden* unless those characters begin causing damage. In that case the crew will move to overwhelm the invaders. They have no weapons and will depend on physical force and their mutations to defeat the *Warden* troops.

Phase Five Influence: All the Asteroid crew has ranged weapons now and is aware of the danger of the troops from the *Warden*. They have now protected themselves from the damaging effects of radiation and think nothing of shooting to spill radiation on their attackers. Mark II Giblak Tars are in the area.

Phase Six Influence: There are well-defended points all over this level protecting heavily-armed aliens, ready to fire on any invading *Warden* troops.

BRAVO TWO: ASTEROID BREEDING LEVEL

Access: Abandoned tunnels connect to levels 1 and 4. Two Trin Pads connect to any section of the ship.

Size: The level is 20 miles long and 16 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: The level is filled with alien fungi breeding pods, all producing the various types of alien creatures found on the ship. Think of them as wedges of different colored fungi in a rough pie shape. Every wedge produces a different type of creature. As they are spawned, they emerge as a full grown adult of the species with instinctive knowledge of all the Asteroid's systems.

Level Crew: Thousands of Id inhabit this area and monitor the spawning process for all the alien types. These Id are not attached to creatures but can do so quickly if they need to control stronger bodies in combat.

Role Playing Opportunities: Most Humans would find walking through this area to be nightmarish. This area resembles a large living intestine. Organic growths fill this area and a great deal of time should be spent talking about the soft pulpy nature of the floors and walls filled with alien organs of unknown use.

Phase Four Influence: No weapons are found on this level, but every type of alien is working and being spawned here.

Phase Five Influence: Hand weapons are common among the aliens and the Trin Pads are well guarded.

Phase Six Influence: Giblak Tars of all types and sizes are in defensive positions here.

CHARLIE THREE: ASTEROID GROWING LEVEL

Access: Abandoned tunnels connect to levels 1 and 4. Two Trin Pads connect to any section of the ship.

Size: The level is 20 miles long and 18 miles wide. Generally the ceiling sections are as high as ¼ mile, but the ceiling surface is very uneven.

Description: This is a factory level for the Asteroid that can organically produce any parts, equipment, or weapons the Asteroid aliens need. Raw materials are fed into the large frontal orifice of one of the many massive polyp-like creatures in this area. Products are organically grown in a womb-like series of sacs, before the finished product is secreted from the rear of the creature. Each polyp-like creature has been genetically engineered to produce a specific item. Different sized creatures can produce highly technical items from vehicles to organic warbots. The atmosphere in this area of the Asteroid is oxygen-rich as it allows the N'Treb to herd captured Humans from the *CS Bonnie Brown* and the *Starship Warden* into the area without using space suits.

Level Crew: N'Treb and N'Treb zombies fill this area and maintain the pods.

Role Playing Opportunities: Thousands of orderly rows of the factory creatures are growing all over this level. The ceilings are filled with bright pods containing high intensity radioactive materials, used for providing light to the growing 'things' below. Hundreds of the factory creatures appear to be producing 'things' that look like *Warden* crew members, but aren't Human in origin.

Phase Four Influence: This area is guarded by many Giblak Tar Mark I's.

Phase Five Influence: Giblak Tar Mark II's guard this area.

Phase Six Influence: This level has been abandoned and Intensity Level 12 radioactive gases protect the now-dormant factory creatures.

DELTA FOUR: ASTEROID MENTAL CALMING LEVEL

Access: Abandoned tunnels connect to levels 2, 3, 5, 6, and 7. Two Trin Pads connect to any section of the Asteroid.

Size: This level is 40 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: A thin blue haze fills this level and it is impossible for living creatures to carry out an act of aggression or violence anywhere on the level. The blue haze is produced by blue fungi pods that grow on most surfaces and in every nook and cranny on this level. This is the Asteroid's version of a hospital and damaged aliens come here to recuperate as regeneration and healing is ten times faster on this level. This level has many wide, open spaces, filled with colorful fungi of all types and sizes.

Level Crew: The N'Treb maintain this level and there are thousands of them blending into the fungi background.

Role Playing Opportunities: Aggression by living creatures of all types is impossible as long as the blue fungi pods are growing in the area and spreading their calming influence. As the area is filled with all sorts of fungi masses this feature will not be obvious at first to the player characters.

Phase Four Influence: Many unarmed N'Treb zombie aliens work in this area, oblivious to their surroundings.

Phase Five Influence: This level is now abandoned, and filled with Intensity Level 15 radioactive gases.

Phase Six Influence: The area is filled with wounded aliens, healing their injuries by regeneration. They completely ignore the *Warden* crew who can't hurt them, and will flee from any Robots or Androids that attempt to harm them.

ECHO FIVE: ASTEROID ID LEVEL

Access: Abandoned tunnels connect to levels 4 and 8. One Trin Pad connects to any section of the Asteroid.

Size: This level is 20 miles long and 19 miles wide. Generally the ceiling sections are as high as 500 yards, but the ceiling surface is very uneven.

Description: Id love moist and soft environments and this entire level is a maze of wet fungi tunnels that the Id can easily slide and squirm through. Everyone else will find movement slow and restricted. There are hundreds of thousands of Id connected to captured host creatures, roaming on this level.

Level Crew: The Id and their hosts are the only creatures on this level. There are several hundred Human crew members from the *Bonnie Brown* enslaved by Id captors on this level.

Role Playing Opportunities: Id delight in dropping out of ceilings and onto unsuspecting new hosts. There are thousands of Human / Id creatures that will be willing to fight the characters in this area.

Phase Four Influence: Generally, the Id are not attached to other creatures on this level.

Phase Five Influence: Many Id are now attached to *Bonnie Brown* crew and a lot of these are armed with light weapons during this phase.

Phase Six Influence: Well-defended strong points are scattered throughout the level and many of the Id have attached themselves to captured *Warden* crew members. Some Id impersonate other *Warden* teams, escorting "freed" *Bonnie Brown* crewmembers, with the intent of ambushing *Warden* teams.

FOXTROT SIX: ASTEROID STONE ALIEN LEVEL

Access: Abandoned tunnels connect to levels 4 and 9. One Trin Pad connects to any section of the ship.

Size: This level is 18 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level looks mountainous, but the mountains are actually mound after mound of Stone Aliens forming in fungi patches. Large single boulders of fungi are everywhere and huge, diamond hard organic machines are working to produce more items for use by the Stone Aliens. There are several large weapon experimentation labs in the far corners of this area producing high-powered weapons.

Level Crew: Hundreds of thousands of Stone Aliens of all sizes and stages of development inhabit this level. They are in constant rolling movement from one task to another. The smaller immature Stone Aliens are more playful and curious than antagonistic towards the *Warden* invaders, preferring to steal items of equipment and trip them.

Role Playing Opportunities: Consider this level as the land of the giants. Thousands of huge Stone Aliens delight in attacking the invading *Warden* crew, while smaller Stone Aliens harass them. Everything is huge on this level and this bigness is a factor the player characters will have to deal with.

Phase Four Influence: The Stone Aliens are huge unarmed dangers in this phase.

Phase Five Influence: The Stone Aliens have discovered the usefulness of Tants and Vols (organic bombs) and delight in using them a lot.

Phase Six Influence: Giblak Tar Mark III's work with the Stone Aliens to defend the area.

GAMMA SEVEN: ASTEROID GIRAKAL POD LEVEL

Access: Abandoned tunnels connect to levels 4 and 10. One Trin Pad connects to any section of the Asteroid.

Size: The level is 21 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level is filled with a maze of white fungi growing from the floor to the ceiling in huge pods. There are large pathways through the masses, but visibility is restricted to no more than 20 yards in any direction. These white fungi pods are part of the Girakal, the Asteroid's organic intelligence. The Girakal can communicate telepathically with those who walk through this level.

Level Crew: N'Treb are responsible for pruning and maintaining the Girakal fungi. There are thousands of N'Treb and *Bonnie Brown* zombies working on this level.

Role Playing Opportunities: Shortly after their arrival, the Girakal will telepathically contact the player characters and try to establish a truce. The Girakal will not honor agreements and only wants to stall while it grows more troops to counter-attack the *Warden*.

Phase Four Influence: Masses of unarmed N'Treb zombies make clumsy but determined attacks upon the *Warden* invaders in an attempt to overwhelm them through sheer numbers.

Phase Five Influence: Alien offensive and defensive tactics are designed to subdue or capture, using only organic weapons designed for those purposes.

Phase Six Influence: Intensity level 10 radioactive gas fills this area and there are many Human N'Treb Zombies that will try to wrestle invaders into submission and avoid hurting the Girakal. The radioactive gas is taking a heavy toll on the N'Treb Zombies, but that is a sacrifice the N'Treb are willing to make. A small number of N'Treb Zombies are wearing Radiation Suits.

HOTEL EIGHT: ASTEROID N'TREB LEVEL

Access: Abandoned tunnels connect to levels 5 and 11. One Trin Pad connects to any section of the ship.

Size: This level is 41 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level has thousands of alien artifacts from over a hundred plundered spacecraft. The N'Treb delight in trying to figure out alien technology

and then adapting it to their own requirements. Thousands of glowing crystals and radiation plants provide light for this level and can be found everywhere.

Level Crew: Thousands of N'Treb polyp clusters, tended by thousands of N'Treb Zombies of all types are scattered across this open level. There are approximately 5,000 *Bonnie Brown* Human N'Treb Zombies on this level.

Role Playing Opportunities: Wave after wave of N'Treb Zombies attack the player characters. The player characters will have to confront all manner of aliens, former crew mates from the *Warden* and thousands of *Bonnie Brown* crew members. The horror and apparent futility of the situation should be stressed to the player characters, hopefully prompting the players to figure out an ingenious, alternative method of dealing with the situation.

Phase Four Influence: The unarmed N'Treb Zombies come in all shapes and sizes, but there are many *Bonnie Brown* Humans in the mix.

Phase Five Influence: The N'Treb Zombies are well-armed and supported by Giblak Tar Mark I organic tanks, making the level hazardous to the *Warden* crew.

Phase Six Influence: There are now many Giblak Tar Mark III tanks supporting the well-armed zombies.

INDIA NINE: ASTEROID DUPLICATION LEVEL

Access: Abandoned tunnels connect to levels 6, 12, and 13. One Trin Pad connects to any section of the ship.

Size: This level is 22 miles long and 15 miles wide. Generally the ceiling sections are as high as 300 yards, but the ceiling surface is very uneven.

Description: This level is filled with huge organs of various sizes and shapes. The organs are capable of duplicating anything placed inside them. If a sword is placed inside an organ for a day, the organ produces an identical duplicate of the sword. The same can be done with complicated equipment of all types, excluding anything that contains radioactive material or active computer circuitry. The organs can only make one thing at a time, but more organs can be grown in tandem beside each other. It is necessary to feed the organ raw materials that will allow it to generate the object and the organ changes color to indicate which raw materials are needed to manufacture the desired item. The original object is destroyed in this process, but the organ can now make duplicates of the original item.

Level Crew: Id, Stone Aliens, and the N'Treb with their zombies can be found on this level operating the organs.

Role Playing Opportunities: Anything can be duplicated here and it's easily possible for innocent *Warden* crew members to get sucked into one of these large organic machines.

Phase Four Influence: The Asteroid crew ignores the *Warden* crew if they don't attack while exploring.

Phase Five Influence: Well-armed aliens are guarding the teleportation pads.

Phase Six Influence: Giblak Tar Mark III's are everywhere on this level.

JULIET TEN: ASTEROID FEEDING LEVEL

Access: Abandoned tunnels connect to levels 7 and 14. One Trin Pad connects to any section of the ship.

Size: This level is 20 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level is divided into ten sections. Each section produces a different type of food for the aliens of the ship. Most of the sections contain large crops of fungi, but one of the sections is filled with 500 imprisoned Humans from the *Bonnie Brown*.

Level Crew: This level is maintained by approximately 1,000 Gorilla-Ids.

Role Playing Opportunities: The disgusting nature of the goos, jellies, and other substances oozing out of thousands of fungi pods should be stressed to the max here. The aliens are determined to protect this level of the Asteroid, and will go to extreme lengths to do so.

Phase Four Influence: Giblak Tar Mark I's and lightly-armed Gorilla-Ids are everywhere on this level.

Phase Five Influence: Well-defended military outposts are scattered across this level.

Phase Six Influence: Giblak Tar Mark III's patrol this area.

KILO ELEVEN: ASTEROID FABRICATION LEVEL

Access: Abandoned tunnels connect to levels 8 and 15. One Trin Pad connects to any section of the ship.

Size: This level is 20 miles long and 15 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level is much like an engineering level on a Human ship. There are thousands of organic machines and laboratories used to make and develop new inventions. The Asteroid works mostly with organically grown devices, so many of these areas are growing fields under radiation light pods growing all sorts of strange alien devices.

Level Crew: There are thousands of N'Treb and their zombies working on this level.

Role Playing Opportunities: There are racks and racks of organic devices to be figured out in this area. Many of them are just bladders filled with goo, but there are lots of new weapons here as well.

Phase Four Influence: A large number of restraining and immobilization devices are being made by lightly-armed N'Treb Zombies, under the guidance of their N'Treb masters.

Phase Five Influence: Heavy weapons and organic radiation decontamination equipment is being mass-produced during this phase while Giblak Tar patrols search for *Warden* invaders.

Phase Six Influence: Heavy defensive positions have been set up to guard the organic factories.

LIMA TWELVE: ASTEROID POWER SYSTEMS LEVEL

Access: Abandoned tunnels connect to levels 9 and 15. One Trin Pad connects to any section of the ship.

Size: This level is 20 miles long and 19 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: There are ten organic generators on this level that connect through umbilical-like cords to the other sections of the ship. Each of these generators is several miles long and contains many bladders and sacs. These bladders and sacs hold radioactive materials. Splitting the sacs open will expose the radioactive material within, which varies in Intensity Levels from 5 to

20. The generators and umbilical cords glow and pulse as the radiated fluid is pumped through the organic systems.

Level Crew: Thousands of Stone Aliens crew this section of the ship.

Phase Four Influence: Energy of several different types travels along poorly insulated organic cords. Unarmed aliens work in the area and ignore the crew of the *Warden* unless they attack.

Phase Five Influence: Stone Aliens with several types of bombs and grenades guard the level from *Warden* invaders.

Phase Six Influence: Giblak Tar Mark III's and Stone Aliens guard this level. Many defensive positions have been set up.

MIKE THIRTEEN: ASTEROID PROPULSION SYSTEMS LEVEL

Access: Abandoned tunnels connect to levels 9 and 15. One Trin Pad connects to any section of the Asteroid.

Size: This level is 20 miles long and 16 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: Four organic maneuvering engines power the Asteroid at speeds surpassing that of Human ships. Each engine is several miles long and is filled with Intensity Level 21 radioactive gas. The gas hisses and leaks in many areas on this level. Numerous 100 yard long, less powerful organic engines provide power to sections of the larger organic engines. The light from the radioactive gas is blindingly bright, but doesn't hinder the crew of the Asteroid at all.

The Asteroid's method of traveling vast distances is contained on this level. The N'Treb have managed to capture and duplicate a space / time fold generator which can let them bypass space in six light year "jumps". This alien marvel is far in advance of the technology used in Human vessels. Staring at the device while it is operational is not a healthy activity for the Human mind, and will cause some Humans to go insane (treat this as a mental attack, with the device having an effective Mental Resistance of 16). Insane characters are NPCs, and will dedicate themselves to the worship of the device.

Level Crew: Stone Aliens in the thousands crew this section of the Asteroid.

Role Playing Opportunities: The blinding light will hinder player characters. The radiation is also a highly dangerous factor as any shooting can rupture pods and release a radiated goo.

Phase Four Influence: Many Giblak Tar Mark I's patrol this area, but ignore the *Warden* crew if they don't attack.

Phase Five Influence: Giblak Tar Mark II's and well-armed aliens have set up defensive positions all over this area.

Phase Six Influence: Giblak Tar Mark III units and a mixture of Asteroid aliens carefully patrol every area of this level.

NOVEMBER FOURTEEN: GUARDIAN SPHERE & GAS PRODUCTION LEVEL

Access: Abandoned tunnels connect to levels 10 and 15. One Trin Pad connects to any section of the ship.

Size: This level is 19 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level creates the radioactive gases that the Asteroid uses to attack other ships. This level holds thirty huge pods that generate and hold the radioactive gases. There is also a large organic Guardian Sphere creation vat

that produces the Asteroid's version of Security Robots. The N'Treb are constantly attempting to cause mutation of the Guardian Spheres in order to increase their mental abilities.

Level Crew: There are thousands of the Guardian Spheres working in this area.

Role Playing Opportunities: One corner of this level contains all of the Human prisoners being used for experiments by the N'Treb. None of these people are N'Treb Zombies, and they are very willing to help the crew of the *Warden* if a rescue opportunity presents itself. There are hundreds of N'Treb and their zombies working here, trying to create more powerful Guardian Spheres with a wide variety of mental mutations.

Phase Four Influence: Many Guardian Spheres have mutated acquiring strong mental mutations and live on this level ready to do battle.

Phase Five Influence: Highly specialized fungi pods act as traps and bombs doing random mental attacks as *Warden* crew set them off by approaching.

Phase Six Influence: Mixtures of well-armed Asteroid aliens of all types, Giblak Tar Mark III tanks and Guardian Spheres with mental attacks defend this level.

THE N'TREB, THE ID AND THEIR ALLIES

The Id, while the most commonly encountered of Asteroid aliens, are not in control of the alien forces. The N'Treb are the masters of the alien vessel and are in charge of the assault on the *Starship Warden*. The Rock Aliens are minions of the Id and take their orders from them only, as they can't understand the N'Treb.

The N'Treb are aggressive, expansionistic and have a "superiority complex", seeing themselves as the future masters of the universe. Each N'Treb seeks to outdo the accomplishments of others of its race, but never at the expense of the overall progress of the race. They are competitive, but quite able to cooperate with each other when faced with a common enemy. Strangely, the N'Treb try to keep their identity hidden from the races that they choose to attack, trying to act through their minions. In keeping with their fungal origins, they try to stay hidden in the shadows.

The Id are the N'Treb's cannon fodder, and do most of the dirty work, while also preserving the secrecy of the N'Trebs' identity.



Players will find that there are plenty of supplies to be found, but sometimes they are heavily guarded. Using Murphy's Law, the more desperate the players are for supplies, the tougher the guard is likely (but not always) to be. On other days, there may be no guard at all!

M13: ASTEROID PROPULSION LEVEL



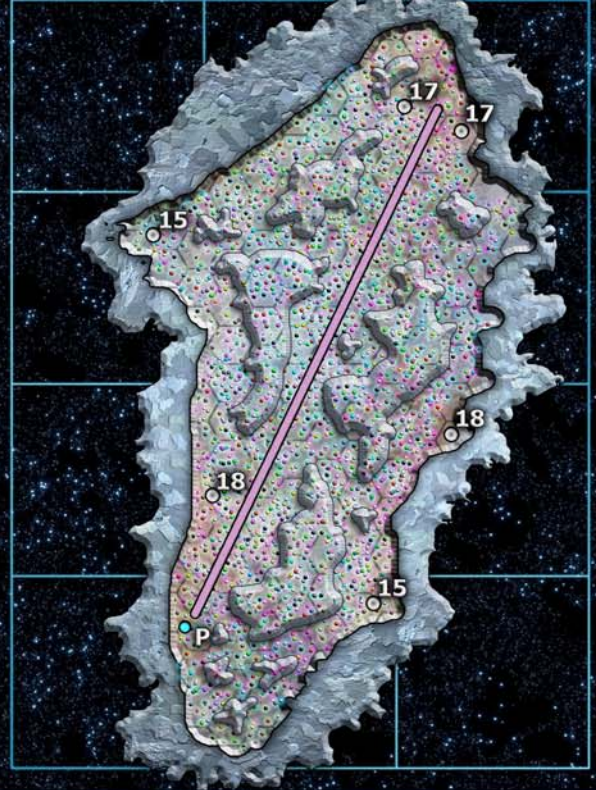
N14: GUARDIAN SPHERE & GAS PRODUCTION LEVEL



O15: EPSILON CITY REPLICA LEVEL



P16: ASTEROID RADIATION LEVEL



Q17: ASTEROID GRAKAL SECONDARY POD LEVEL



R18: ASTEROID GIBLAK TAR DEVELOPMENT LEVEL



OSCAR FIFTEEN: EPSILON CITY REPLICA LEVEL

Access: Abandoned tunnels connect to levels 11, 12, 13, 14, and 16. Two Trin Pads connect to any section of the ship.

Size: This level is 42 miles long and 19 miles wide. The ceiling above the replica city is 100 yards from the floor. The ceiling has been painted blue, to match the fake sky of the *Warden's* Epsilon City.

Description: This Asteroid level is supposed to be an exact duplicate of Epsilon City on level 14 on the *Warden*. It is populated with exact duplicates of the men, women, Androids, and Robots of the ship.

Level Crew: There are no obvious aliens on this section of the Asteroid. Around the outside edges of this level are alien staffed sections filled with N'Treb and their zombies. These aliens are monitoring the replica Epsilon City that they have built.

Role Playing Opportunities: This level is a replica of Epsilon City on the *Warden*. The fake people of this level will always try to convince the real crew of the *Warden* that they are real. They will defend themselves if they have to, revealing that they are actually duplicated organic aliens as they die and turn into fungi masses. The level was created for the Girakal to try to understand the *Starship Warden*, and its crew better. Unfortunately, the Girakal based its replica upon information that it had gained from databases and media recordings on board the *Warden*, including a number of holovid dramas such as "Epsilon Vice" and "The Brave and the Gorgeous". The characters will meet numerous personages with excessively prominent jaws and styled hair that constantly stop for dramatic pauses, and stare at invisible cameras. The Girakal has further confused this by adding details from advertisements that were screened during these shows.

Phase Four Influence: The counterfeit crewmembers on this level believe they are *Warden* crew and are astounded to have real crewmembers attack them. Some of the counterfeit holovid actors may choose to reveal startling news to the player characters. "Don't kill him! He's your real father!" or "Your evil twin brother is the father of my baby!" Feel free to enjoy yourself on this level and display your own proficiency in the noble art of "Soapy Writing".

Phase Five Influence: The counterfeit crewmembers have set up defenses to hold back the real *Warden* crew and still argue that they are real crew and shouldn't be attacked. Characters that have previously encountered the aliens may be confronted by their own duplicates!

Phase Six Influence: The area is abandoned and flooded with Intensity Level 16 radioactive gas.

PAPA SIXTEEN: ASTEROID RADIATION LEVEL

Access: Abandoned tunnels connect to levels 15, 17, and 18. One Trin Pad connects to any section of the ship.

Size: This level is 38 miles long and 20 miles wide. Generally the ceiling is ½ mile high, but the surface is very uneven.

Description: There are thousands of huge pods of fungi generating different intensities of radiation. Each pod is a different color and filled with gooey radioactive syrup. These pods are taken to various parts of the ship to replenish the radiation of other organic pods. This level is a maze of pods of all sizes and using a weapon in the area will break open a radiation pod. There are a number of blue colored gourd-like growths scattered across the level. Each of these gourd-like pods is full of a transparent slime, which the aliens of this level use to coat themselves with to protect them from the radiation. Creatures coated in this slime are immune to the effects of all levels of radiation, but the slime wears off after two hours.

Level Crew: There are thousands of Stone Aliens on this level.

Role Playing Opportunities: The pods form huge maze-like wall sections and any misses when firing weapons on this level could rupture a pod and release a random intensity radiation. Due to the slime in the blue gourd-like pods, the Asteroid aliens are resistant to the effects of the radiation released.

Phase Four Influence: Stone Aliens ignore the *Warden* crew if they don't attack.

Phase Five Influence: Intensity level 12 radioactive gas fills this level and lightly armed Stone Aliens patrol the entire level.

Phase Six Influence: Intensity level 18 radioactive gas fills the level and well-armed Stone Aliens are working to restore the level as Giblak Tar Mark III tanks defend many strong points.

QUEBEC SEVENTEEN: ASTEROID GIRAKAL SECONDARY POD LEVEL

Access: Abandoned tunnels connect to levels 14 and 19. One Trin Pad connects to any section of the ship.

Size: This level is 30 miles long and 17 miles wide. Generally the ceiling sections are ½ mile high, but the ceiling surface is very uneven.

Description: This is a secondary memory storage area for the Girakal and filled with white fungi in huge patches all over the area. This section can maintain the Asteroid if the Girakal's primary memory level is ruined.

Level Crew: The maze is maintained by thousands of N'Treb patches and their zombies. There are 5,000 zombie crew members from the *Bonnie Brown* in this mix of zombies.

Role Playing Opportunities: The artificial intelligence controlling the Asteroid will telepathically communicate with *Warden* crew and stall for time while Asteroid military forces can be brought into the area.

Phase One Influence: The Asteroid aliens ignore the *Warden* crew if they don't attack.

Phase Two Influence: The Asteroid crew uses only capture weapons at this point.

Phase Three Influence: Highly effective capture traps and weapons are placed all over this level and the defenders will not use bombs or damaging weapons in defending the level.



Teams of adventurers may appear to be an odd collection, but generally have a wide variety of backgrounds and skills between them.

S19: ASTEROID SUPPLY LEVEL



ROMEO EIGHTEEN: GIBLAK TAR DEVELOPMENT LEVEL

Access: Abandoned tunnels connect to levels 16 and 19. One Trin Pad connects to any section of the ship.

Size: This level is 30 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: This level is filled with 15 huge pods that grow the Gibrak Tar organic tanks that the Asteroid likes to use in combat. At any given time there is a Gibrak Tar growing in each pod, which takes 15 days to mature and become active. Effectively, one fully functional Gibrak Tar is produced every day.

Level Crew: Hundreds of each type of Asteroid alien can be found working on this level.

Role Playing Opportunities: The intelligent organic tanks made on this level are as smart as Humans and clever enough to fake interest in joining the other side to get transported to the *Warden* and wreck havoc over there.

Phase Four Influence: Gibrak Tar Mark I's are in production and Asteroid aliens ignore the *Warden* crew if they don't attack.

Phase Five Influence: Tar Mark II's are in production and Mark I and Mark II tanks well defend the area.

Phase Six Influence: Tar Mark III's are in production and many of them guard the level.

SIERRA NINETEEN: ASTEROID SUPPLY LEVEL

Access: Abandoned tunnels connect to levels 17, 18, and 20. One Trin Pad connects to any section of the ship.

Size: This level is 29 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: The Asteroid has fungi specially created to wrap and store anything that gets brought to this level. A great deal of the looted goods and materials from the *Bonnie Brown* have been placed in storage here. Anything not moving for one hour will be wrapped and stored by the fungi that covers the entire level. The whole level looks like a bizarre giant plastic version of thousands of flies, trapped in a spider web. The Girakal can retrieve any piece of equipment that it has placed here with no difficulty; however, characters looking for a trapped comrade will find it more of a challenge.

Level Crew: There are a few Stone Aliens in the area as they are the only ones strong enough to resist the wrapping action of the fungi.

Role Playing Opportunities: This level is filled with huge corridors filled with eerie wrapped things. Characters standing in one place too long are likely to find themselves gift wrapped. It is impossible to tell the fungi on the floor and ceiling to stop doing this.

Phase Four Influence: Asteroid crew will ignore the *Warden* crew if they don't attack.

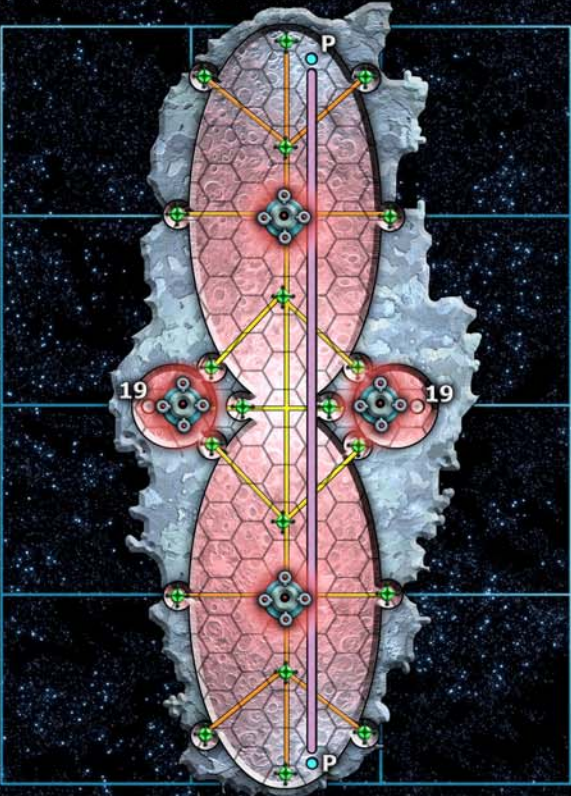
Phase Five Influence: Lightly-armed defenders patrol all sections of this level.

Phase Six Influence: Many Gibrak Tars of all types defend this level.

TANGO TWENTY: ASTEROID PROPULSION POD LEVEL

Access: Abandoned tunnels connect to level 19. Two Trin Pads connect to any section of the ship.

T20: ASTEROID PROPULSION POD LEVEL



Size: This level is 40 miles long and 17 miles wide. Generally the ceiling sections are as high as ½ mile, but the ceiling surface is very uneven.

Description: The Asteroid's four engines come out in this area. This section also holds twenty space cannons that fire radiated fungi missiles during space battles.

Level Crew: Thousands of N'Treb, Id, and Stone Aliens crew this section. These aliens are reinforced with over a thousand more Guardian Spheres and a large number of Giblak Tars.

Role Playing Opportunities: The Asteroid fires missiles and anti-personnel weapons at any outside investigation of the bridge connecting the *Warden* to the Asteroid, as long as this level is controlled by the aliens.

Phase Four Influence: Well-armed Asteroid crew and Giblak Tar Mark I tanks guard this area.

Phase Five Influence: Heavily-defended outposts are in many sections of this level along with many Giblak Tar Mark II tanks.

Phase Six Influence: Intensity level 17 radioactive gas fills this area and many Giblak Tar Mark III tanks patrol the level constantly.



Some teams may consist of characters with similar backgrounds, but different skills and even ranks.

ALIEN RADIATION

Throw away your 'real life' concepts about radiation. The aliens have injected a strange and powerful radioactive gas into the ship. This radiation is capable of instantly mutating animals, and Humans. It can also send AIs insane and disrupt Robot's adherence to the Laws of Robotics. The GM and the players should have fun with it. The mutations are cool and should be welcomed, even if the intelligences of the ship do act differently toward mutants.

The point of the radiation is not to kill off player characters, but to make their lives challenging and interesting. Give a lot of clues about radiation being present: mutated or dead plants and animals and strange, unearthly colors and textures on the ship are excellent warning signs. Corroded and malfunctioning Robots or discolored Androids, working visibly to clean up radiated areas is another.

Lethally intense radiation zones are another good way to seal off an area the PCs aren't yet ready to enter or where the GM simply doesn't want them. The warning signs should be clear so that players don't blunder into a pointless death trap. By the time PCs are supposed to enter the area, Robots will have decontaminated it enough to make it passable (what a coincidence!) Remember that the threat of death keeps the game exciting, but a dead player character makes for an unhappy player.

4. CHARACTER CREATION

There are lots of different characters to create in MA4e and players will want to try them all as time goes on. These characters have different strengths and weaknesses and some of these differences will provide terrific role-playing challenges and opportunities. The following section provides descriptions of each of the ability scores used to define a character's main attributes, while the method of determining how these are assigned is listed in the different sections dedicated to each type of character.

ROLLING 21 ON 3 SIX-SIDED DICE

Life impacts the success or failure of a dice roll. If a person is hiding behind a large stone, the lower half of his body is harder to hit than the top half. This should impact the success or failure of the dice. During the course of the game, conditions are going to add to the success or failure of dice rolls. Often the rules will tell the GM what to add or subtract. There will be times when the GM must make up rules on the fly. If a person wants to jump over a 15-foot-wide pit, there is a Constitution dice roll for that. If friends on the opposite side will help by catching him or pulling him up, that adds a bonus to the chance of success. If the character is being helped by friends and is using a rope, that should add even more bonus points to the success chance.

A GM is always free to add to or subtract from a player's dice rolls, but players should always be informed before the roll so they don't feel cheated by arbitrary decisions. Sometimes, the GM might want to keep the actual size of the modifier a secret, but the fact that there will be a penalty should never be withheld.

DETERMINING ABILITY SCORES

Once you have selected your character type, you may begin the process of rolling up your character. Consult the table below to see which page you must turn to in order to find out how to roll up your character:

CHARACTER TYPE	PAGE NO.
Robot	39
Android	64
Normal Human (No Memories)	70
Normal Human (Damaged Memory)	71
Normal Human (Full Memory)	70
Human Cyborg	71
Mutated Human	71
Mutated Animal	85
Mutated Plant	89

CONSTITUTION ABILITY SCORE

This character ability is used for three things in the game. First, the Constitution score determines how many hit dice a character has. This roll is never increased unless some new variable in the form of a mutation is added to the PC during the game (more on mutations later). For example, assume a player is creating a Mid-sized Robot character. He rolls a Constitution score of 16 on four dice and then adds the +3 (because it's a Robot) for a total of 19. That means he rolls 19 six-sided dice and the dice total gives the PC its Hit Point total (any 1's count as 2's for the sake of game balance). Hit Points are the number of points of damage the PC can sustain before dying.

In this game, as long as a character has at least one Hit Point left, it suffers no penalties (penalties are no fun). More information on hp can be found on Page 33.

Second, the Constitution score also indicates the general strength of a character. Use the following table to determine how much weight a character can lift.

CONSTITUTION	WEIGHT LIFTED
2-4	Lifts 50 pounds easily, up to 100 with effort
5-8	Lifts 80 pounds easily, up to 150 with effort
9-12	Lifts 125 pounds easily, up to 200 with effort
13-18	Lifts 150 pounds easily, up to 300 with effort
19-21	Lifts 200 pounds easily, up to 450 with effort
22-24	Lifts 300 pounds easily, up to 750 with effort
25-27	Lifts 500 pounds easily, up to 1350 with effort
28-30	Lifts 1,000 pounds easily, up to 3,000 with effort
31-34	Lifts 2,000 pounds easily, up to 6,500 with effort
35-36	Lifts 4,000 pounds easily, up to 14,000 with effort
37-39	Lifts 8,000 pounds easily, up to 30,000 with effort
40-42	Lifts 16,000 pounds easily, up to 60,000 with effort

Third, Constitution determines a character's chance to survive poisoning. The Poison Table (on Page 36) is used to determine if a character survives exposure to poison. *Starship Warden* is filled with toxic substances since the catastrophe. Poisons come in varying intensities. To use the table, compare the poison's Intensity Level (the top row of numbers) to the character's Constitution (listed down the left side).

A Constitution score of 22+ is treated as 21 for the purpose of dealing with poison.

MORE ABOUT POISON

A second exposure to poison within five minutes of an earlier exposure increases the Intensity Level number of the second poison by one. The same thing applies to all subsequent exposures within five minutes of the last. The increases are not cumulative—that is, no poison has its Intensity Level increased by more than one, no matter how many poisons are circulating in a character's system. For example, if a thorn coated with Intensity Level 11 poison scratches a PC with a Constitution of 21, it causes no damage. If a similar thorn scratches that same PC again within five minutes, it's treated as an Intensity Level 12 poison and the table indicates it causes one die of damage. If that character is scratched again in six minutes, the poison's Intensity Level is again at 11 and there's no damage.

Many types of poison cures can be found on the ship. A universal poison antidote will heal one-half of the damage caused by any poison, if given within one minute of exposure. A second dose has no further effect. Universal antidote will not prevent death from a D result, but it will delay death for 60 minutes, giving the PC time to find another treatment.

Anti-venom antidotes will heal all the damage of any poisonous bite, sting, or plant-injected poison and will prevent a D result from those types of poisons. Complete blood replacement, if done within one minute, will heal all effects of any poison or a D result. Residual toxins may linger if an incomplete blood replacement occurs, resulting in the damage or death still occurring. Some Mutated Plants or biological fluids from mutant creatures can completely heal any poison effects.

Because of the lethal potential of poisoned darts, arrows, and swords, most mutants aboard *Starship Warden* wear light body armor and use poison weapons themselves. When a PC uses any type of poisoned weapon or device, the user must take measures to safeguard himself against being injured or killed by the very thing he is using. The most common measure is the use of heavy gloves when handling poison coated objects.

ROLE-PLAYING OPPORTUNITIES WITH POISON

Don't create situations where PCs are likely to blunder into an invisible cloud of Intensity Level 21 poison gas and die. That's not fun for anyone. Always give players subtle or not-so-subtle warnings that poison is about to be injected into their lives. For example: "Ahead you see a nasty, oily-looking fog. What do you want to do?" Now the stage is set for them and players have some clues that what they are about to experience is at least unusual, if now downright bad. Or: "Ahead you see some strange, purple plants like nothing you've seen before. The leaf blades look unusually sharp and seem to be inexplicably waving in your direction. What do you want to do?" If someone

walks into this Intensity Level 20 poison trap, it certainly wasn't the GM's fault for not warning him.

At some time the PCs may want to try using poison against their foes. Poison can be gained from numerous sources including, but not limited to:

- Glands from poisonous animals;
- Chemical stores;
- Plant saps and seeds; and
- Biological contaminants.

Handling, transporting and storing poisons may pose a challenge for characters.

VACUUM

The complete lack of air can also be treated as exposure to poison, of Intensity Level 8. In this case, an "*" result still causes one die of damage and a "D" result causes immediate unconsciousness, with death in 60 seconds.

The most common place to encounter vacuum is outside the ship. The ship's computer systems generally take great pains to warn characters anytime there's a possibility of leaving the ship or entering vacuum, but characters will be characters.

HIT POINTS

This number comes from the player rolling a number of six-sided dice equal to the PC's Constitution score. For example, if a Human PC has a Constitution score of 10, the player rolls 10 six-sided dice and adds up the total. All rolls of one are counted as two—weaklings will not survive.

Hit Points measure the PC's ability to survive injury, from gunshot wounds to cuts to broken bones to electrocution. Every injury causes a number of points of damage that are subtracted directly from a character's Hit Point total.

When the Hit Point total is 0 or less, the character is helpless and will die in 60 seconds unless at least some of the injuries are healed (meaning the character gets back enough Hit Points to rise above 0 again). All healing effects work toward saving a dying character (but there are special considerations where poison inflicted a D result).

Healing Hit Points: Medical attention from medic-kits or medical Robots can always heal up to half of a Human or Mutated Human PC's lost hit points. Proper use of operating theaters and surgical procedures can heal three-fourths of a Human or Mutated Human PC's lost hit points. Repeated uses of these procedures will never completely heal the lost points. Resting—which in this case means doing little more than lying in bed—will restore two Hit Points for every 24 hours that the PC rests. Similar rules apply for Mutated Animals.

Mutated Plant Recovery: Fertilizer and growth formulas work effectively to help speed the recovery of Mutated Plants, healing half of a damaged plant's lost hit points. Horticultural robots using fertilizer and growth formulas can heal up to three quarters of a damaged plant's lost hit points. Plants recover hit points normally at a rate of four points per 24 hours, if resting and meeting the plant's normal nutrient requirements.

Android and Robot Repairs: These characters need to find proper repair facilities. An Android can only be repaired by resting in an Android vat; they repair 5 points per hour spent in the vat. A Robot needs to find a Robot manufacturing plant to get replacement parts. The Robot Creation chapter has more on this issue.

DEXTERITY ABILITY SCORE

This ability indicates the speed at which a PC is able to function and the PC's reaction time. A being with a Dexterity score of 16 will act before a being with a Dexterity score of 10.

Dexterity and Surprise: When a being is surprised but it has a Dexterity four points or more higher than the surprier, they get to attack after the enemy,

instead of completely missing a combat round. For more details on Surprise, see Page 142.

DEXTERITY	SPECIAL EFFECTS
2-5	Foe's armor class increased by +2 when this PC attacks
6-9	Nothing special
10-15	PCs own *armor class is -1
16-19	PCs own *armor class is -2, Batting Ability
20	PCs own *armor class is -3, Batting Ability
21	PCs own *armor class is -4, Batting Ability

* To gain this bonus, the PC can't be wearing any type of armor or be hindered in any way or encumbered with equipment.

Batting Ability: The PC can try to bat away projectiles and parry attacks by solid weapons (swords, clubs, etc.). To succeed, the player must roll the Batting Number or higher on 3d6.

DEXTERITY	BATTING NUMBER
16-19	15 or higher
20	13 or higher
21	11 or higher

The batting ability is a role-playing device the player and referee can have great fun with during the game. Players can try to catch throwing knives out of the air or parry sword swings. Arrow-firing foes will be very surprised by a victim who can bat arrows away from their targets. Batting away an attack is a free action. In other words, a PC can attack another character and still try to bat away an attack coming at him. Creatures and mechanisms with more than two limbs can also bat besides using their primary limbs. Things coming at the PC at arrow speeds can be batted, but bullets or laser blasts cannot be batted away. As players become more familiar with the game, the option to Parry may be used instead of batting (see Page 142).

LEADERSHIP POTENTIAL

Leadership Potential is a measurement of personal charisma and determination. It is used as a role-playing element to try to bluff, or to convince NPCs to follow the PC. There is a chance that any thinking being, from Robot to wild wolf, can be trained or convinced to follow the character. The Leadership Potential score is used when a PC wants to try and win over an NPC.

ROLE-PLAYING OPPORTUNITIES FOR LEADERSHIP POTENTIAL

The GM should encourage a constant flow of followers for the players. These followers are like friends to the player characters. If the friends are treated well and respected they will stay with their leader and be of great help. If these characters are constantly placed in danger, those who survive will sneak away, possibly taking valuable items with them. Harboring resentment and feelings of betrayal, such characters can become great villains in later adventures.

Onboard ship computers don't move around, but they can be just as important to the PCs as other followers are. The AIs onboard *Starship Warden* might even fall in love, under the right circumstances. And the wrath of a woman scorned pales in comparison to that of a jilted calculating machine.

Brad's character, Corporal Peterson is trying to convince a Wolfoid that he should join the team, however the Wolfoid, White Ear, is reluctant, despite being driven off from his own pack by a stronger alpha male. Corporal Peterson has an LP score of 15 while the Wolfoid's MR score is 10. Using the table on Page 36, this shows that Brad needs to roll 13 or higher on 3d6 in order for Corporal Peterson to successfully talk the Wolfoid into joining the team. Brad picks up the dice and rolls...

MENTAL RESISTANCE

Mental Resistance measures a character's intelligence. As a result of environmental changes, better health care, increased understanding of the Human psyche and improved education methods, over the last 100 years, the average Human in the developed world has become smarter. In previous centuries, the highest recorded Human IQ was in the low 200's, with those people considered at genius level having IQs of approximately 130 plus. Changes have seen far more "regular" people attaining IQs in excess of 150.

Mutations and their effects on the Mental Resistance Ability Score: During the course of the game, all PCs, except Robots, can gain mental mutations (Humans can also gain physical mutations). Each new mental mutation reduces a character's Mental Resistance ability score by 3 points.

Mental Resistance also deals with the PC's power to withstand an attack on his mind by mental energy, through use of will power. Unlike other abilities, this one is strengthened by use. The mental barriers to psychic attacks are always up without thought or special effort on the part of the player. For every five mental attacks that a character resists successfully, his Mental Resistance ability score increases by one point (to a maximum of 21). Conversely, for every ten attacks a character fails to withstand, he or she loses one point of Mental Resistance.

Players need to keep a record of these attacks on their player character sheet. The attacker is the one who rolls dice and consults the Mental Resistance Table. If the dice roll equals or exceeds the target number from the table, the mental attack succeeds.

Other uses for Mental Resistance: This score is also used when a character employs a skill that they have, or when figuring out the many complex devices on the ship and the alien devices from the Asteroid. The table below shows the bonus to apply when the Item Complexity Chart on Page 125 is used:

MR SCORE	BONUS / PENALTY TO PUZZLE SOLVING	APPROX HUMAN IQ	CURRENT HUMAN IQ	MADE IQS
1	-5	10		
2	-4	20		
3	-4	30		
4	-3	40		
5	-3	50		
6	-2	60	Extremely Low for a Human	Lowest possible for Human Mutant or Normal Human
7	-2	70	Borderline	Extremely Low for a Human
8	-1	80	Low Average	Borderline
9	-1	90	Average	Borderline
10	0	100	Average	Low Average
11	+1	110	High Average	Low Average
12	+1	120	Superior	Average
13	+1	130	Very Superior	Average
14	+2	140		Average
15	+2	150		High Average
16	+2	160		High Average
17	+3	170		High Average
18	+3	180		Superior
19	+4	190		Superior
20	+4	200		Superior
21	+5	210	Highest Recorded	Very Superior - Genius mutation.
23	+6	230		Very Superior
24	+6	240		Highest Recorded Human IQ

MR SCORE	BONUS / PENALTY TO PUZZLE SOLVING	APPROX HUMAN IQ	CURRENT HUMAN IQ	MA4E IQS
25	+7	250		Average Ship's AI
26	+7	260		Very Good Ship's AI
27	+8	270		Superior Ship's AI
28	+8	280		Starship Warden's AI
29	+9	290		Unknown to Humankind
30	+10	300		Unknown to Humankind

RADIATION RESISTANCE

This ability deals with a PC's resistance to the damaging effects of radiation. Since there are many different types of radiation and different radiation levels (or intensities), it is necessary for the GM to always be aware of what type (Intensity Level) of radiation the PC has been exposed to. Treat radiation damage just like other damage. The stronger the radiation, the more damage occurs.

Players and GMs are cautioned that the radiation in *Metamorphosis Alpha* is nothing like real-world radiation. Forget everything you know about radiation when playing this game. It might help to think of it more as multi-colored toxic gas or glowing sludge than as radiation.

Exposure Time: Ten seconds of exposure to radiation calls for a check on the Radiation Table on Page 37. Each ten seconds of exposure calls for its own check. Also, each additional ten seconds of exposure to the same radiation increases the Intensity Level of the radiation by one. This increase is cumulative (unlike poison, which never increases more than one point for additional exposures). To increase, the exposure must be continuous and it must be to the same type of radiation. For example, a PC with a radiation resistance score of 10 is exposed to Intensity Level 1 radiation for 30 seconds. The player must resist Intensity Level 1 radiation during the first 10 seconds, Intensity Level 2 radiation during the second 10 seconds, and Intensity Level 3 radiation during the third 10 seconds. If the character then steps out of the radiation for 10 seconds, and then back in again, the checks start over again at Intensity Level 1.

Healing Radiation Damage: Radiation damage is unlike other forms of damage in that it cannot be healed naturally by resting. Special technological applications are needed to cure the damage. Radiation healing and decontamination devices are available on the ship and in Medical Robots located on many levels. A victim can be brought back from a Death (D) result if the healing is applied within 60 seconds.

Radiation vs. Robots: Robots are only affected by radiation of Intensity Level 16 or higher. When Robots walk through radioactive areas, however, it's possible that they themselves can become radioactive or can have radioactive materials settle onto their bodies. Because of their immunity to low-intensity radiation, they can use radioactive tools and devices safely. In other words, they can become mobile, radioactive hazards without being aware of it. Again, GM's are cautioned to have fun with this and not turn it into an inescapable death trap. A Medical Robot that glows in rainbow hues from radioactivity is particularly frustrating to players.

As a rule of thumb, for every hour that a Robot remains exposed to Intensity Level 16 radiation or more, the Robot gains one level of radioactivity up to and including Intensity Level 21 (cumulative, until the Robot is decontaminated), and must make a check on the Radiation Table (see *Exposure Time*, above for an example). Whenever a Robot fails a radiation check, the Robot receives a programming quirk or fault. (See Programming Quirks and Faults on Page 58).

Radiation Damage and Mutations: All of the radiation on *Starship Warden* is a result of alien infection of the ship. Exposure to this radiation has the chance to mutate PCs. Whenever damage is done to a PC from radiation, roll two six-sided dice; a roll of 12 results in a mutation for the PC. Check the mutation tables on Page 37 to see what happens next. Artificial intelligences on the ship do not respond well to mutants of any type and seldom trust them.



Knowing how to dress for an occasion can make life far more pleasant. This Human marine is modeling a radiation suit in this season's colors.

Protective Measures Against Radiation: Several solutions are available to the problem of radiation. Anti-radiation protective suits can be worn by Humans and Androids, allowing the wearer to walk unharmed through any Intensity Level of radiation. Foams and gels can be sprayed (like fire extinguishers) into radioactive areas to totally neutralize the radiation, either permanently or temporarily. Drug injections may be able to render a character temporarily immune to the effects of radiation.

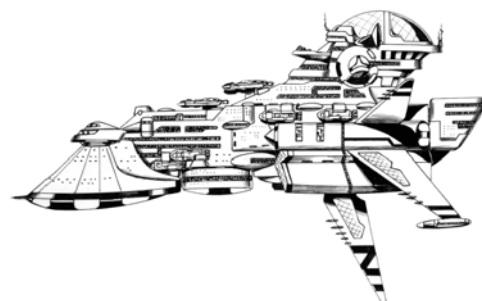
PLAYER CHARACTER LUCK

Let's be honest: smarts alone aren't going to keep PCs alive on *Starship Warden*. They're going to need luck, too, probably more than they deserve. This comes in the form of luck points.

The scores in his five abilities determine a character's total number of luck points. Look up each ability score on the Luck Table and add up all the luck points. The total is the number of luck points the character has per game session. For example, a character with scores of 8, 10, 11, 11, and 15 would have 16 luck points per session.

One luck point can be "spent" before a dice roll to add or subtract two from the result. After a dice roll, two luck points can be spent to re-roll a single die. More than one die can be re-rolled at the cost of two luck points each.

LUCK SCORE	LUCK POINTS
1-2	6
3-5	5
6-9	4
10-15	3
16-19	2
20-21	1
22+	0



CHARACTER'S LEADERSHIP	LEADERSHIP POTENTIAL TABLE TARGET'S MENTAL RESISTANCE																			
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
21	4	4	4	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18
20	4	4	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19
19	4	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20
18	5	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
17	5	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21
16	6	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21
15	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21
14	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21
13	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21
12	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21
11	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21
10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21
9	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21
8	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21
7	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21
6	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21
5	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21
4	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21
3	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21
2	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21

This table is used in any situation where the PC wants to assert authority over an NPC: an example would be a policeman shouting at a fleeing robber to stop. If the policeman sounds commanding enough, the robber might stop, or at least hesitate momentarily. This chart allows a PC to try to get an NPC to stop what he is doing and pay attention. That is what happens with the first roll. If the NPC is paying attention, the PC can roll again to try to persuade the NPC to do something. A string of successful rolls can get a weak-willed NPC to do just about anything, including becoming the PC's friend and loyal follower (though that would take several days and would require fresh rolls in the case of flagrant abuse).

CON SCORE	POISON INTENSITY TABLE POISON INTENSITY																			
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
21	*	*	*	*	*	*	*	*	*	*	1	1	2	2	3	3	4	5	5	5
20	*	*	*	*	*	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D
19	*	*	*	*	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D
18	*	*	*	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D
17	*	*	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D
16	*	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D
15	*	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D
14	*	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D
13	*	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D
12	*	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D	D
11	1	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D	D	D
10	1	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D	D	D	D
9	2	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D	D	D	D	D
8	2	3	3	4	4	5	5	D	D	D	D	D	D	D	D	D	D	D	D	D
7	3	4	4	5	5	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
6	4	4	5	5	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
5	4	5	5	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4	5	5	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
3	5	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

Where the table gives a result of "*", the poison's Intensity Level is too low to cause any harm.

Number results from 1 to 5 are the number of six-sided dice to roll. Their total is subtracted from the character's Hit Points as damage. When a character's Hit Point total reaches 0 or less, the character dies in 60 seconds unless healed back to a positive tally AND all the Hit Point damage caused by the poison is completely healed (representing that the poison itself has been neutralized).

A result of "D" means the character will die in 60 seconds unless the poison is neutralized, regardless of how many Hit Points it has.

Robots and Androids are never affected by poison.

ATTACKER'S MENTAL RESISTANCE	MENTAL RESISTANCE TABLE DEFENDER'S MENTAL RESISTANCE																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
21	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*
20	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*
19	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*
18	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*
17	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*
16	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*
15	8	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*
14	9	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*
13	10	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*
12	11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*
11	12	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*
10	13	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*
9	14	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*
8	15	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*
7	16	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
6	17	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
5	18	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
4	19	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
3	20	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
2	21	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

* The mental attack fails automatically unless modifiers to the die roll drive the number below 21.
 Example: A player character (Defender) has a Mental Resistance score of 12 and is being attacked by a mutant (Attacker) with a Mental Resistance score of 17. Using the chart, we see that the mutant must roll a 17 or higher on three dice for the attack to work.
 Robots and computers are not affected by mental attacks of any kind. Androids have special circuits to simulate intelligence, and those circuits are susceptible to the effects of mental attacks.

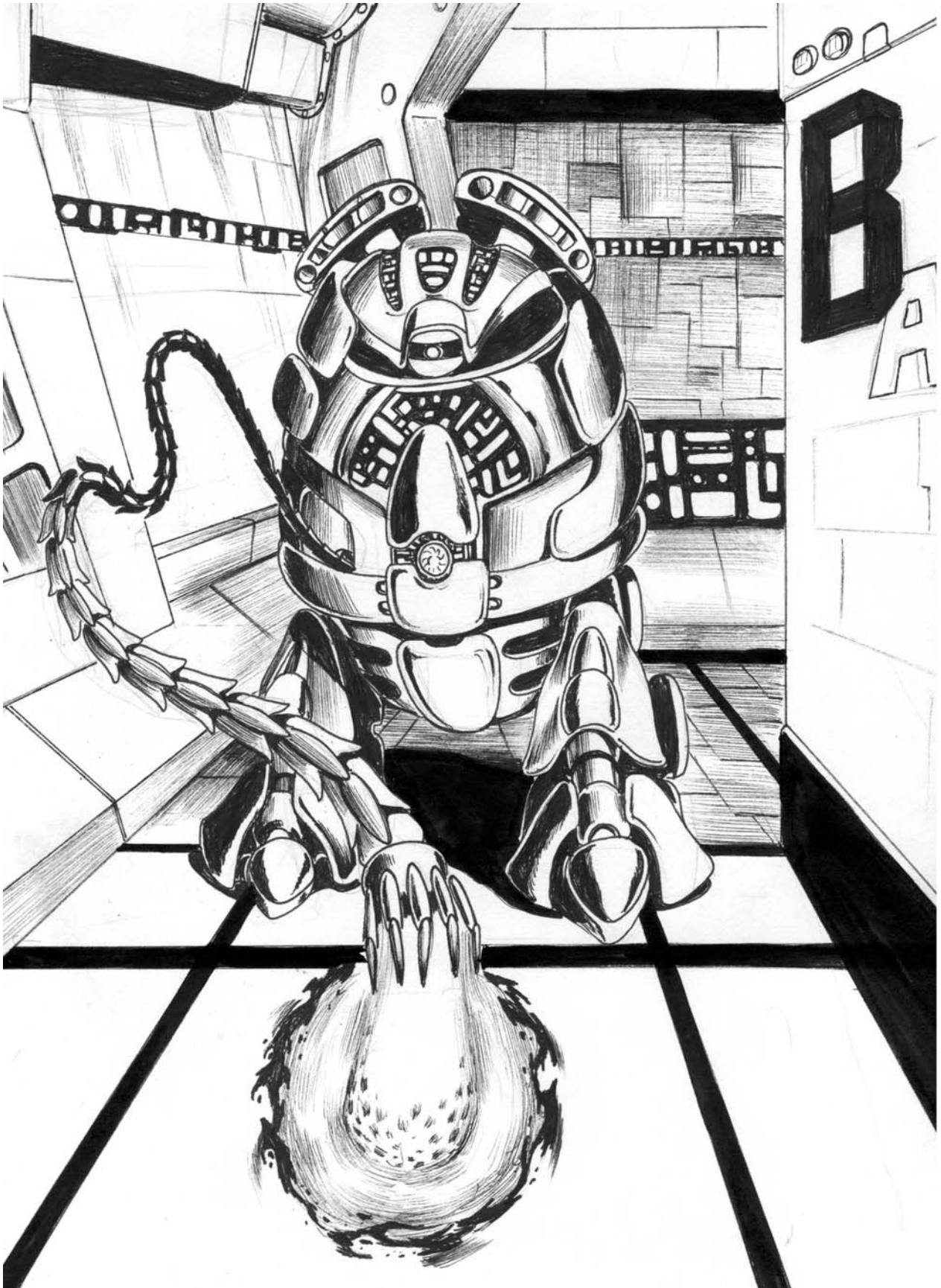
RADIATION RESISTANCE SCORE	RADIATION RESISTANCE TABLE RADIATION INTENSITY																				
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
21	-	-	-	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	
20	-	-	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	
19	-	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	
18	-	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	
17	-	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	
16	-	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	
15	-	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	
14	-	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	
13	-	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	
12	-	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	
11	-	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	
10	-	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	
9	1	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	
8	2	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
7	3	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
6	4	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
5	5	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
4	6	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
3	7	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	
2	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	

Where the table gives a result of “-”, the radiation’s Intensity Level is too low to cause any harm.

Number results from 1 to 7 are the number of six-sided dice to roll. Their total is subtracted from the character’s Hit Points as damage. When a character’s Hit Point total reaches 0 or less, the character dies in 60 seconds unless healed back to a positive tally AND all the Hit Point damage caused by the radiation is completely healed (representing that the radiation itself has passed through the creature’s systems).

A result of “D” means the character will die in 60 seconds unless the radiation is neutralized, regardless of how many Hit Points it has.

Robots are immune to radiation under intensity level 16.



CREATING A ROBOT PLAYER CHARACTER

In Phase One of the game there are only Robots responding to the problems on the ship. All Humans not in cryo chambers are dead and turned to dust. The ship hasn't activated any Androids yet. It's up to the Robots to explore and see what damage has been done to the ship. It's up to the Robots to discover that many ship systems, including many of the ship's artificial intelligences, are drastically affected by the radiation and need to be fixed. It's up to the Robots to begin dealing with the alien menace and the many areas of radiation that need to be cleansed before the Humans can be woken up. Finally, it will be up to the Robots to realize that the Androids need to be activated to help the Robots with the terrible problem.

Abilities: Go to the table on Page 43 to check how your Robot's ability scores will be rolled up. You will notice that the Mental Resistance and Leadership Potential score depends upon the AI type chosen. You can roll up your different ability scores and then carry out the following steps to put together a Robot of your own design, or you can go to the Sample Robot section (on Page 52) and pick one of those Robots. It is important to note that Robots are artificial beings, and as such, their Mental Resistance and Leadership Potential scores are determined by the type of AI selected.

Photocopy the character sheet towards the back of this book on Page 175 to keep track of the Robot character's equipment and abilities. The following steps are a summary of the entire process.

Step One: Speak to your GM and determine which method you will use to generate your Robot character. There are five choices:

- A. *Free-For-All:* Players can build any Robot they wish using whatever parts they like.
- B. *Shopping List:* Using the Robotic Parts List on Page 60, the GM has already stated which items are available, and which aren't. Players can build their Robot using any of the available parts.
- C. *Junk-Yard Dogs:* The players are given a complete inventory of every single part available for them to build their Robots. They must haggle amongst themselves to see who gets what.
- D. *Rude Awakening:* Each of the players are given one of the sample Robots to use (GM's or player's choice). Each Robot has a 1 in 6 chance of having each of its parts stripped except for the Power and AI systems. Additionally, each Robot starts with a random Programming Quirk or Fault determined using the lists on Page 58. The adventure begins from that point onwards.
- E. *Tournament:* Using the Robotic Parts List on Page 60, the GM has already stated which parts are available and which aren't. Players are given a limit of how many Resource Points (RP) they can spend to build their Robot, and use the RP value on the Robotic Parts List to ensure that they build a Robot which complies with the limit. The GM sets the limit, according to the difficulty of his campaign.

Step Two: Take note of the advantages and disadvantages for Robot characters. Decide on the function of your Robot and choose the AI and the appropriate installation of the Laws of Robotics. Now's a good time to select the software that the AI is running as well from the section on Page 42.

Step Three: Figure out how big you want the Robot to be, and roll up the Robot's attributes. Decide what body type you want the Robot to have, and how

you want the Robot to get around. You also need to decide what special features the Robot's body will have.

Step Four: Select a power source for your Robot. Ensure that this system will be big enough to accommodate all your systems.

Step Five: Pick the remainder of the systems allowed by your power source, including miscellaneous systems, medical systems, dispensers and weapons. Don't forget to include communications systems and sensors.

Step Six: Rank the systems in order from most important (the vital stuff) to least important (what you'll be able to manage without) and then number the systems in that order starting from one. Then divide the total number of attachments by your hit points. As you lose hit points, you will begin losing attachments, with the highest-numbered parts being destroyed first. The power source is always numbered 0, as that is the system that is destroyed when you reach zero hit points. Review the Robots in the Sample Robots section to see how this is done.

Special Notes on Robot Characters: Robots don't start the game with any other equipment besides their own body systems. As a Robot, you are expected to pick up whatever you need along the way. Robots also don't have any *Color Bands*, as most are confined to a single deck or area of operation. You must find your own way to travel from level to level without Human or Android help.

Correctly functioning Robots cannot harm non-combatant Humans. Robots equipped with the Military and Security versions of the Laws of Robotics may harm Humans designated as "combatants" or a danger to other human life. For Robots using the General version of the Laws of Robotics, if a Human attacks a Robot, the Robot assumes that the Human is sick and must be restrained until they recover. In malfunctioning Robots, this fundamental bit of programming may have been damaged or deleted. See Programming Quirks and Faults on Page 58 for more information.

When Robots use weapons designed for Human use, they suffer a -2 penalty to the dice roll because of the weapon's awkwardness in Robotic manipulators. They don't suffer this penalty when using things that weren't intended as weapons, such as bars of iron used as clubs, or when using those rare weapons that were intended specifically for use by Robots.

ROBOT ADVANTAGES

These advantages are common to all types of Robots:

- ▷ Immune to Mental Attacks and Poison.
- ▷ -3 points of damage from all energy attacks.
- ▷ +3 bonus when dealing with any computer or AIs.
- ▷ Robots are ambidextrous.
- ▷ When able to communicate with the Ship's Computer, Robots have complete knowledge of the original schematics of the ship for a radius of 1 mile.
- ▷ Minimum AC of 14, improves depending upon design.
- ▷ Robots are only affected by radiation of intensity level 16 or higher.

ROBOT DISADVANTAGES

These disadvantages are common to all types of Robots:

- ▷ Androids dislike Robots.
- ▷ NPC Androids may attack Robots after Phase One.
- ▷ AIs may prevent Robots from accessing some data, programs or areas.
- ▷ Robots obey the Laws of Robotics.
- ▷ -2 penalty to die rolls when using weapons designed for Humans.
- ▷ AIs are likely to try to remove heavy weapons systems from PC Robots.

ROBOTIC ARTIFICIAL INTELLIGENCES

A Robot's processor array (its AI system) does not count against the number of physical systems that are powered by a Robot's Power Source. Robotic AIs are easily replaceable at any Robot repair facility, so if a Robot finds a newer, better AI somewhere, it can have the new one installed the next time it checks in for repairs.

Because of their modular design, a Robot can have two AIs installed: a primary and a secondary AI. Only one can be active at any given time, but if something happens to that one, it's handy to have a spare. The secondary AI activates when the primary AI relinquishes control, or when it is taken offline. The secondary AI is unaware of the activities of the primary AI prior to activation. Once the secondary AI activates, the primary AI is deactivated and unaware of what transpires during this time. The primary AI is restored only when the secondary AI is taken offline or relinquishes control.

The secondary AI does count as a physical system. All Robotic AIs can communicate using an electronic language composed of various beeps and whistles, but a communications system must be installed to allow a Robot to speak.

The following list comprises three or four of each of the more commonly found AIs on the *Starship Warden*. Older and newer models may exist, with greater or lesser abilities, but these are not found on the *Warden*.

AGRICULTURAL AIs

- A. **Mark III Agricultural AI**
Designed decades ago as a simple agricultural unit, this dependable AI is still used by many communities. Most Agricultural AIs have a quiet, even-tempered demeanor.

MR: 2d6 LP: 1d6
Software: Agricultural Program
Bonuses: +1 to all Agricultural tasks

- B. **Mark IV Agricultural AI**
The Mark IV Agricultural AI costing little more than its predecessor was a refinement of the Mark III, made possible by more efficient technologies. However, due to the reliability of the Mark III, the Mark IV is currently installed in less than half of most common agricultural units.

MR: 2d6+1 LP: 1d6+1
Software: Agricultural Program and one program of choice
Bonuses: +2 to all Agricultural tasks

- C. **Mark V Agricultural AI**
This unit was built explicitly for large scale, and unusual environments, such as expected conditions for the new colonies. The Mark V Agricultural AI improves on the problem solving abilities of earlier models while expanding upon its skill set.

MR: 2d6+3 LP: 1d6+2
Software: Agricultural Program and two programs of choice
Bonuses: +3 to all Agricultural tasks

CONSTRUCTION AIs

- D. **Mark V Construction AI**
This early Construction AI is still in use in some areas, used for simpler tasks such as road building. It was designed to work under the supervision of Humans or more capable Robots and AIs. This particular model became known for its surly disposition.

MR: 1d6+3 LP: 1d6
Software: Construction Program and one program of choice
Bonuses: +2 to all Construction checks

- E. **Mark VII Construction AI**
This model quickly replaced the faulty Mark VI, which was recalled. It has numerous advances in the design over the earlier Mark V, and does not suffer from the surly disposition.

MR: 2d6+1 LP: 1d6
Software: Construction Program and two programs of choice
Bonuses: +3 to all Construction checks

- F. **Mark VIII Construction AI**
This is an exceptionally capable construction AI, costing a small fortune, and usually employed to create majestic or highly important buildings and structures. A small number of these AIs are held in ship's stores.

MR: 2d6+3 LP: 1d6
Software: Construction Program and three programs of choice
Bonuses: +4 to all Construction checks
Penalties: This AI suffers from a definite prima-donna or perfectionist mind-set. -2 LP Penalty when dealing with non-technical minded / programmed beings.

ECOLOGICAL AIs

- G. **Mark IV Ecological AI**
This version of the Ecological AI was discontinued over thirty years ago, but is still installed in a sizeable number of Robots. It was designed to handle the basics of maintaining Terran and Martian flora and fauna, as well as introducing and establishing "new" species into alien ecosystems.

MR: 3d6 LP: 1d6
Software: Ecology Program and one program of choice
Bonuses: +2 to all Ecological tasks

- H. **Mark V Ecological AI**
This is the standard Ecological AI in use. This model features broader skill capabilities and improved human relations, but has developed a chaffing relationship with Agricultural and Construction AIs. This unit can operate independently for years without requiring additional instructions from a Human supervisor.

MR: 3d6 LP: 1d6+1
Software: Ecology Program and two programs of choice
Bonuses: +3 to all Ecological tasks
Penalties: -2 LP Penalty when dealing with Agricultural and Construction AIs

- I. **Mark VI Ecological AI**
This is the latest in Ecological AI development and has only just begun to make its way into use in Robots. Designed to be particularly independent, Robots with this AI react with almost manic zeal to interference with its own agenda or experiments. This AI is particularly suitable for work on other planets.

MR: 3d6+1 LP: 1d6+2
Software: Ecology Program and three programs of choice
Bonuses: +3 to all Ecological tasks

Penalties: -3 LP Penalty when dealing with Agricultural and Construction AIs

GENERAL AIs

- J. **Mark V General AI**
This model, which is no longer common, was one of the earliest general purpose AIs. Like subsequent General AIs, it was designed to be a jack-of-all-trades, allowing owners who couldn't afford several more specialized units to still make use of robotic technologies.

MR: 2d6 LP: 1d6
Software: Three programs of choice
Bonuses: None

- K. **Mark VI General AI**
Another evolutionary AI development, the Mark VI expanded upon the Mark V's broad skill capabilities. It also introduced a slight quirk seen in this and later General AIs: a subtle and typically harmless "personality" that grows more noticeable as the unit gets older.

MR: 2d6+1 LP: 1d6
Software: Four programs of choice
Bonuses: None

- L. **Mark VIa General AI**
The Mark VIa General AI, with its unsurpassed memory system design, is a smarter and more capable model than earlier units. This model is a refinement of the VI with a more powerful processor array. Like the Mark VI, it begins to develop its own individual character over time.

MR: 2d6+3 LP: 1d6
Software: Five programs of choice
Bonuses: None

MAINTENANCE AIs

- M. **Mark VII Maintenance AI**
This early Maintenance AI is still in use in many areas. It was designed for keeping shipboard systems in order. It and subsequent models are noted for their generally cheerful personalities.

MR: 2d6 LP: 1d6
Software: Maintenance Program and one program of choice
Bonuses: +2 to all Maintenance tasks

- N. **Mark VIII Maintenance AI**
Owing to the desire for more comprehensive reconstruction and repair capabilities in a Robotic AI, the Mark VIII Maintenance unit was created by borrowing upon the General AI's broad memory capabilities. The Mark VIII was a major development over its predecessor and is still an expensive unit.

MR: 2d6+1 LP: 1d6
Software: Construction Program, Maintenance Program, Robotic Engineering Program, and one program of choice.

Bonuses: +3 to all Maintenance tasks

- O. **Mark IX Maintenance AI**
Like the Mark V Agricultural AI, this brand new model was designed expressly for missions of the greatest importance and, due to its high cost, is relatively rare beyond such places as the *Starship Warden*.

MR: 2d6+3 LP: 1d6+1
Software: Construction Program, Maintenance Program, Robotic Engineering Program, and two programs of choice
Bonuses: +4 to all Maintenance tasks

MEDICAL AIs

- P. **Mark IV Medical AI**
Designed from the start as a purely medical AI, this AI was built to serve as a doctor where the Human versions were in short supply. Many places, especially overcrowded cities and poorer hospitals, still use the Mark IV Medical AI. The Mark IV's bedside manner can be lacking in some crucial areas.

MR: 2d6+5 LP: 1d6+1
Software: Surgical- Animal, Human or Xeno Program
Bonuses: +2 to all Medical tasks
Penalties: No other software allowed to be installed

- Q. **Mark V Medical AI**
A bit smarter, more capable, and far more personable than the Mark IV, Medical Robots using these AIs see more patients than any other doctor, whether Human or robotic.

MR: 2d6+7 LP: 1d6+3
Software: Surgical- Animal, Human or Xeno Program
Bonuses: +3 to all Medical tasks
Penalties: No other software allowed to be installed

- R. **Mark VI Medical AI**
This latest upgrade to the Medical AI is usually reserved for wealthier hospitals and vessels, and allows for broader programming than previous models.

MR: 2d6+9 LP: 1d6+5
Software: Surgical- Animal, Human or Xeno Program and one program of choice
Bonuses: +3 to all Medical tasks
Penalties: No offensive or defensive programs allowed to be installed

MILITARY AIs

- S. **Mark XI Military AI**
This Robotic AI was designed to control basic combat Robots. While not making for a very versatile warrior, this model is quite adequate for stand up fights and is still used for that purpose, especially by small and poorer military forces.

MR: 2d6+1 LP: 1d6
Software: Combat Program and Targeting Program
Bonuses: +3 to all Military tasks

- T. **Mark XII Military AI**
Combining improved decision making abilities with the ability to add an area of specialization; this is the current standard military AI.

MR: 2d6+3 LP: 1d6
 Software: Combat Program, Targeting Program, and one program of choice
 Bonuses: +3 to all Military tasks

- U. **Mark XIII Military AI**
 The Mark XIII Military AI is the latest production model available. While not all robotic soldiers are equipped with this model, they see extensive use among special forces and officer units.

MR: 2d6+5 LP: 1d6
 Software: Combat Program, Targeting Program, and two programs of choice
 Bonuses: +3 to all Military tasks

- V. **Mark XIV Military AI**
 The Mark XIV Military AI is a powerful prototype. The Mark XIV Military AI is installed in the Type M-100 Robotic Tank, and is generally unavailable elsewhere. Unfortunately, due to a critical flaw in the design, the alien radiation has caused all AIs of this type to become crazed.

MR: 2d6+5 LP: 1d6
 Software: Combat Program, Targeting Program x 2, and two programs of choice
 Bonuses: +3 to all Military tasks
 Penalties: Crazed – GM selects one of each type of Fault or Quirk. -2 Penalty to all RR checks.

SECURITY AIs

- W. **Mark VI Security AI**
 Designed to serve as a basic police unit, the Mark VI Security AI was a revolutionary design, with human interaction capabilities still unsurpassed by any non-security AI. Like other Security AIs, most Mark VI units have a serious but helpful personality.

MR: 2d6 LP: 1d6+5
 Software: Security Program
 Bonuses: +2 to all Security tasks

- X. **Mark VII Security AI**
 The Mark VII improved on the Mark VI in all areas. It is a common substitute for human police, able to carry out most basic tasks without any direction.

MR: 2d6+1 LP: 1d6+7
 Software: Security Program and one program of choice
 Bonuses: +3 to all Security tasks

- Y. **Mark VIII Security AI**
 The top of the line Security AI is the Mark VIII. This model is being installed in most new security robots, though a large installed base still uses Mark VII and even Mark VI AIs.

MR: 2d6+3 LP: 1d6+9
 Software: Security Program and two programs of choice
 Bonuses: +3 to all Security tasks

LAWS OF ROBOTICS

In the mid-22nd century, academics devised three sets of the Laws of Robotics to cover the three main roles in which Robots would be employed. After the Humaniform™ Robot debacle of the 2110's, the Laws of Robotics were refined even further to prevent a reoccurrence. When a Robot is constructed, it is required to have one of these sets of laws installed. These three sets of laws are collectively known as the Laws of Robotics. When creating a Robot, you must choose one of the laws, which will suit your Robot's role best. The three sets of laws comprising the Laws of Robotics are:

- A. General Installation
- B. Law Enforcement Installation
- C. Military Installation

The three sets of the Laws of Robotics are explained in detail on Page 59. *These laws are provided as an example, and the GM should feel free to modify these or create his own.* It is easiest to photocopy the laws and give the players the set that applies to each character.

SOFTWARE PROGRAMS

Your AI type determines how many programs you can run, and in some cases, which ones as well. Select as many of these as you need for your Robot to function. If you have left over slots, you can keep them spare, or fill them "just in case".

- A. *Agriculture Program:* This program gives the Robot complete knowledge of farming and harvesting techniques for Terran and Martian environments (both for farming animals and crops). Additionally, it allows the Robot to extrapolate for alien environments, zero-G farming and hydroponics. This software can be used for diagnosing crop failures or stock illnesses. It may require specialist intervention to treat sick stock, or develop a treatment for a new crop disease. This program also gives the Robot a +2 bonus on all rolls for striking animals and plants.

When the Robot is fitted with communications devices, it can access weather data (from the ship's computer or satellites (if available)) to assist with managing crops and stock, as well as requesting specialist attention for crop and stock problems.

- B. *Avatar Personality:* This software is not available to PC Robots. This software gives the Robot a duplicate of an AI computer personality (see Page 12 for further explanation when dealing with Avatars), allowing the Robot to simulate the decision making processes of that particular AI. This is limited by the Robot's MR score. When in communications range, the AI may directly operate the Robot. No other robotic system can control a Robot with this software installed. This software can only be installed by an AI.

- C. *Childcare Program:* This software, when used with the *General Knowledge Program* (below) enables a Robot to care for a child from birth to the age of 12.

- D. *Combat Program:* This software allows the Robot a +3 bonus to total damage during any attack. Can only run on a Security or Military AI.

- E. *Construction Program:* This software allows the Robot a +2 bonus to build or construct a structure, such as a road, a bridge or other structure. The Robot gains a broad knowledge of construction

techniques for different materials and can make a MR check to determine structural weak points.

- F. *Ecology Program*: This gives the Robot complete knowledge (non-medical) of Terran and Martian flora and fauna. Additionally, it allows the Robot to extrapolate for alien environments, such as assisting with transplanting Terran flora and fauna to alien environments. Additionally it gives the Robot a +3 bonus on all rolls for striking animals and plants.
- G. *Emergency Procedures*: This software provides the Robot with general knowledge about fire-fighting, search and rescue, disaster recovery and evacuation procedures. The Robot automatically updates its knowledge of emergency procedures when operating in different environments, and can effectively use emergency equipment to neutralize a threat as safely as possible. The Robot receives a +3 bonus when attempting to extinguish fires, use a water cannon or other emergency equipment.
- H. *General Bonus Program*: This software allows the Robot a +1 bonus on all ability checks. Up to three copies of this software can run at one time, with cumulative bonuses.
- I. *General Knowledge Program*: This software allows the Robot to carry out simple tasks, such as buying groceries, cleaning shoes, walking a dog, stacking shelves in a store, setting a table, operating a cash register, running a bath, or other small, simple tasks. Many (but not all) of the tasks carried out by Robots using this program are not covered by other programs.

Robots using this program to carry out a task, do not perform the task as well as Robots with specialized programming. For example: a Robot with this program will need more detailed instructions to set a table than a Robot with the Hospitality Program, which can easily prepare a table for a banquet, prepare place names and fold the napkins, and have the silver polished. This is a useful program, but it does not replace specialized programs.

- J. *Hospitality Program*: This software allows the Robot to serve as a cook, a bartender, butler, cleaner or waiter. The Robot is programmed to speak using very polite language, and is familiar with "modern" standards of etiquette.
- K. *Maintenance Program*: This software allows the Robot to fix any of the systems (+2 bonus) on the ship when supplies are at hand.
- L. *Personal Assistant Program*: This software enables a Robot to function as a personal assistant, shopping, making bookings, taking messages and even acting as a chauffeur if required. The Robot is programmed to speak using very polite language.
- M. *Robotic Engineering Program*: This software allows the Robot to repair other Robotic units, restoring 10 hit points in a 24-hour period or unlimited points if a large supply of spare parts is available.
- N. *Security Program*: This software gives the Robot a +4 bonus when dealing with security systems and military Robots. Can only run on a Security AI.
- O. *Surgical Program - Animal*: This software gives complete knowledge of all Terran animal anatomy and medical procedures. Any Robot with this programming can heal 5 hp of damage on a Terran animal

per day without a surgical station, and much more than that (3d6) in a four-hour period with a surgical station. Can only run on a Medical AI. Treat the Robot's dexterity score as 21 for all surgical tasks.

- P. *Surgical Program - Human*: This software gives complete knowledge of Human anatomy and medical procedures. Any Robot with this programming can heal 5 hp of damage on a Human per day without a surgical station, and much more than that (3d6) in a four-hour period with a surgical station. Can only run on a Medical AI. Treat the Robot's dexterity score as 21 for all surgical tasks.
- Q. *Surgical Program - Xeno*: This software gives complete knowledge of all known Martian creatures' anatomy and medical procedures. Any Robot with this programming can heal 5 hp of damage on a Martian creature per day without a medical station, and much more than that (3d6) in a four-hour period with a medical station. Additionally, the program allows the Robot to extrapolate, using known science to determine appropriate measures for aliens of other types as well. Can only run on a Medical AI. Treat the Robot's dexterity score as 21 for all surgical tasks.
- R. *Targeting Program*: This software gives the Robot a "Talented" classification (see Pages 77 and 129 for further explanation) when using one particular weapon system that it is equipped with. It takes the Robot 1d6 minutes to switch and calibrate this program between weapons. Can only be run on a Security or Military AI. A Military AI can run more than one copy of this program, but a Security AI can not.

ROBOTIC SIZES AND ATTRIBUTES

When Robots are built by manufacturers or even AIs on the *Starship Warden*, a variety of parts are used, and sometimes the Robots are built only for a short-term goal or limited function. AIs tend to be practical when designing Robots, and try to use the most cost-effective systems they can to get the job done. This might mean using a less capable power source, or a simpler AI. Free-willed Robots tend to upgrade their systems when they can, exceeding the design parameters of their AI creators.

A Robot's Mental Resistance and Leadership Potential scores are determined by the type of AI selected. The Robot's remaining attributes are determined by the size of the Robot, excluding where certain systems are built into the Robot.

Massive Robots have limitations as to where they can go, consult your GM before choosing to create a Massive Robot.

ABILITY SCORES	SMALL ROBOT	MID-SIZED ROBOT	LARGE ROBOT	MASSIVE ROBOT
Constitution	2d6	4d6	4d6+12	4d6+18
Dexterity	2d6+1	1d6+3	1d6	1d6
Radiation	3d6	3d6+3	3d6+3	3d6+3
Resistance				

BODY TYPE & SIZES

The larger a Robot's body is, the larger the storage space (an internal cubical compartment) it has available, and the greater the number of physical systems the Robot's body can contain. Conversely, the smaller the Robot's body, the smaller its storage capacity and the number of physical systems its body can house. Body sizes do not have hp, this is factored into the armor type that the Robot comes with.

For example: Peter is building a mid-sized Robot using a Body Type D (Human shaped) torso. The Torso is 3 feet high, 9 inches deep and 1 foot wide. It has a storage compartment with a volume of ½ of a cubic foot for storage purposes. This could be a 3 inch x 2 inch x 1 inch area. The dimensions are at the discretion of the player, as long as the volume is equal to the Store capacity for the Robot's size.

The orientation of the Robot's body type is flexible.

For example: Kerry is building a combat Robot and chooses Body Type B, a large cylindrical body type, deciding that the Robot is six feet long, rather than six feet high.

Body Type A: The Robot's body is cubical in shape.

SIZE	SPAN	STORE	SYSTEMS
Small	1.5 feet	-	8
Mid	3 feet	1	10
Large	6 feet	2	12
Massive	12 feet	4	16

Body Type B: The Robot's body is cylindrical in shape.

SIZE	HEIGHT	DIAMETER	STORE	SYSTEMS
Small	2 feet	1 foot	-	8
Mid	3 feet	18 inches	½	10
Large	6 feet	3 feet	1	12
Massive	12 feet	6 feet	2	16

Body Type C: The Robot's body is a disc in shape.

SIZE	HEIGHT	DIAMETER	STORE	SYSTEMS
Small	6 inches	3 feet	½	8
Mid	2 foot	6 feet	1	10
Large	3 feet	9 feet	2	12
Massive	6 feet	18 feet	4	16

Body Type D: The Robot's body is shaped like a Human torso.

SIZE	HEIGHT	LENGTH	WIDTH	STORE	SYSTEMS
Small	18 inches	4 inches	6 inches	-	8
Mid	3 feet	9 inches	1 foot	½	10
Large	6 feet	1.5 feet	2 feet	2	12
Massive	12 feet	3 feet	4 feet	3	16

Body Type E: The Robot's body is an ovoid in shape.

Size	Height	Diameter	Store	Systems
Small	2 feet	1.5 feet	-	8
Mid	3 feet	2 feet	½	10
Large	9 feet	6 feet	1	12
Massive	15 feet	9 feet	2	16

Body Type F: The Robot's body is shaped like a rectangular box.

SIZE	HEIGHT	LENGTH	WIDTH	STORE	SYSTEMS
Small	1 foot	2 feet	1 foot	-	8
Mid	3 feet	5 feet	3 feet	1	10
Large	6 feet	9 feet	6 feet	2	12
Massive	9 feet	18 feet	9 feet	4	16

Body Type G: The Robot's body is spherical in shape.

SIZE	DIAMETER	STORE	SYSTEMS
Small	1 foot	-	8
Mid	3 feet	½	10
Large	6 feet	1	12
Massive	12 feet	3	16

MOBILITY SYSTEMS

Up to two systems may be chosen from this category, providing the systems are compatible. For instance, you could choose to have bipedal legs and anti-gravity flight, but you could not have tripod legs and treads.

- A. *Anti-Gravity Flight:* Allows full flight at any altitude with a top speed of 60 mph. Up to 300 additional pounds can be carried with no reduction in speed or altitude. Using this system, a Robot can fly in circles (but not hover) in place until its power is exhausted. This system counts as one physical system.
- B. *Anti-Gravity Hover Propulsion:* Allows low-level flight at 30 miles per hour when carrying up to 30 pounds, or 10 miles per hour when carrying 31-90 pounds of cargo. Using this system, a Robot can hover in place until its power is exhausted. Maximum altitude is 30 feet. This system counts as one physical system.
- C. *Legs - Bipedal:* Two legs allow the Robot to walk or run at speeds of up to 40 miles per hour. Legs double the Robot's body height. This system counts as one physical system, or two if the Robot needs to travel at 80 miles per hour. Can not have the treads mobility system with this system.
- D. *Legs - Quadruped:* This option covers four, six and eight legs. This option will allow the Robot to walk or run at speeds of up to 80 miles per hour. Legs double the Robot's body height. This system counts as one physical system, or two if the Robot needs to travel at 160 miles per hour. Can not have the treads mobility system with this system.
- E. *Legs - Tripod:* Three legs allow the Robot to walk or run at speeds of up to 60 miles per hour. Legs double the Robot's body height. This system counts as one physical system, or two if the Robot needs to travel at 120 miles per hour. Can not have the treads mobility system with this system.
- F. *Repulsion Propulsion:* Repulsion fields allow full flight at 70 miles per hour with any load. This system counts as one physical system.
- G. *Treads/Wheels:* This system allows the Robot to move at 30 miles per hour and counts as one physical system, or two if the Robot needs to travel at 60 miles per hour. The treads and wheels have their own hit points, separate from the Robot's total:

Small Treads/Wheels – 18 hp

Mid Sized Treads/Wheels – 30 hp

Large Treads/Wheels – 60 hp
Massive Treads/Wheels – 120 hp
The Robot's tread size or wheels must match the Robot's Body Size.

The Robot loses the ability to turn in one direction, once 50% of the wheels or tread's hit points have been lost, and speed is reduced proportionally for each hit point lost off the treads.

For example: Robot X is a small Robot with unarmored treads. A missile fired at Robot X hits, and Robot X suffers 12 hit points of damage to its treads. That's over 50% of the tread's hp total, so the GM decides Robot X can only turn left, and Robot X's speed is reduced by 12 / 18 x 30 mph, becoming 10 mph.

When treads or wheels are attached to a Robot, they increase the Robot's height by ½ the Robot's body height, and are the same length as the robot. Can not also have legs with this system. This counts as one physical system.

Treads and wheels of any sort are not counted as a system when calculating hp distribution.

- H. *Treads/Wheels – Armored:* As above (G) except provide movement at 45 mph and are armored to protect them from damage.

Small Treads/Wheels – 27 hp
Mid Sized Treads/Wheels – 45 hp
Large Treads/Wheels – 90 hp
Massive Treads/Wheels – 180 hp

Armored treads or wheels count as two physical systems.

BODY FEATURES

Once a body size and style for the Robot has been selected, certain features of the Robot's body must be decided. If no other features are chosen, the Robot's AC is 14, which is the standard armor for a Robot casing. A Robot's AC becomes AC 19 if its armor is destroyed. Except for feature B, of which you can choose only one, choose as many of the following features as your Robot requires and has room for:

- A. *Aquatic Streamlining and Integrity:* This feature ensures that the Robot can operate while submerged, and when coupled with appropriate propulsion can also move efficiently. This feature allows the Robot to submerge to depths of two miles, and counts as one physical system.

B.	Armor:	Systems	AC
I.	<i>Standard:</i> This is the standard casing of most Robots. Made of metals and plastics, with moderate insulation.	0	14
II.	<i>Light:</i> This feature provides additional bolt on plastic and metal panels to protect the Robot and provides additional insulation.	1	12
III.	<i>Improved Light:</i> As for Light Armor, but using a higher quality plastic and alloy combination of panels and improved insulation.	2	10
IV.	<i>Medium:</i> This armor is made from individual, insulated laminated plastic	2	8

and alloy panels.

- | | | | |
|----|---|---|---|
| V. | <i>Upgraded Medium:</i> As for Medium Armor, but with an additional layer of duralloy mesh. | 3 | 6 |
|----|---|---|---|

- | | | | |
|-----|--|---|---|
| VI. | <i>Heavy:</i> This armor completely covers the Robot. It is made of three layers of plastic and duralloy laminate. | 4 | 4 |
|-----|--|---|---|

- C. *Atmospheric Streamlining:* This feature ensures that a Robot, when coupled with suitable propulsion, can fly efficiently in an atmosphere. When coupled with Vacuum and Heat Shielding, the Robot is capable of entering a planet's atmosphere. This feature counts as one physical system.

- D. *Radiation Shielding:* This system helps to protect the Robot's systems from radiation. When installed, the Robot's RR automatically becomes 21. This feature counts as one physical system.

- E. *Vacuum and Heat Shielding:* This feature ensures that a Robot can operate in vacuum and in intense heat and cold. When coupled with Atmospheric Streamlining, the Robot is capable of entering a planet's atmosphere. This feature counts as one physical system.

- F. *Force Field:* This feature provides the Robot with a 75 hp force field sphere that surrounds the entire Robot. Once the force field has absorbed 75 hp damage, it shuts down. The force field returns to full strength after 24 hours. The force field is visible as a slightly shimmering transparent globe, surrounding the Robot. The force field allows a Robot without Vacuum and Heat shielding (E above) to work in a vacuum for 6 minutes, before radiation and / or temperatures cause the Robot to malfunction (roll on the Programming Quirks and Faults table on Page 58 and again every 6 minutes of exposure afterwards). This feature counts as one physical system.

POWER SOURCES

Robots require a source of power. Chose one power source from (A-D) below, and decide if you want to have backup power (E).

- A. *Standard Battery Power:* Allows for 12 physical systems to be fitted to small, mid and large sized Robots. Standard battery power energizes the Robot for 24 hours of full, continuous operation. Recharging can be conducted from any wall socket, taking 30 minutes to recharge. During recharging, the Robot cannot move more than 20 feet away from the wall socket, but it can function normally within that range. This option was common on older Robots, many of which are still on the *Starship Warden*. This feature counts as one physical system.

- B. *Improved Battery Power:* Allows for 14 physical systems to be fitted to small, mid and large sized Robots. Improved battery power energizes the Robot for 72 hours of full, continuous operation. Recharging can be conducted from any wall socket, taking 30 minutes to recharge. During recharging, the Robot cannot move more than 20 feet away from the wall socket, but it can function normally within that range. This option is commonly used for *Starship Warden* Robots that may be required to operate without reliable broadcast power. This feature counts as one physical system.

- C. *Oversize Battery Power:* Allows a large Robot to operate all of its devices for 48 hours, or a massive Robot to operate all of its devices for 24 hours. This power source counts as two physical systems, when designing the Robot. Recharging can be conducted from any

wall socket, taking 4 hours to recharge. During recharging, the Robot cannot move more than 20 feet away from the wall socket, but it can function normally within that range. This option is commonly used for massive Robots that may be required to operate without reliable broadcast power. This feature counts as two physical systems.

- D. *Broadcast Power:* will power up to 20 physical systems fitted to Robots of any size. Broadcast power sources allow Robots to operate anywhere inside the ship and even outside the ship within a 10-mile radius. If the Robot has no alternate power supply, then the Robot will deactivate. This feature counts as one physical system.
- E. *Backup Power Source:* This auxiliary power supply can supply power to Robots for up to 120 system / hours (i.e., it could provide 10 hours of power for 12 robotic systems), including recharged Robots. This system comes with a power cell adapter as well as a socket to allow other Robots to charge from it, taking two hours. This system requires another power source to be fitted (A-D above). The backup power source itself recharges in 2 hours from any wall socket within 20 feet. This feature counts as one physical system.

LIMB ATTACHMENTS (TENTACLES, ARMS AND MANIPULATION)

The standard tentacle attachments have each been listed with a Weapon Class (WC) rating. Weapon Class is explained in the Combat section on Page 141. Choose as many of these as you want, and have room for, depending upon your Robot's size. Manipulation attachments B, D, F, G and H can be fitted to any tentacle or arm. However, only one of these may be attached per tentacle or arm.

- A. *Forestry Padded Tentacle (WC 20):* Extends to 25 feet. Suitable for handling unconscious animals or incapacitated plants without causing injury, but unsuitable for close manipulation of delicate objects and equipment. Has a lift capacity of 400 pounds. This feature counts as one physical system. Can not be installed in small Robots.
- B. *Hand (WC 20):* A five-fingered hand, suitable for manipulating objects, capable of sensing pressure and texture. This attachment does not take up a physical system slot. Must be fitted to either a standard mechanized arm or a manipulative tentacle.
- C. *Hoe Tentacle (WC 21):* Tentacle with an extension of 10 feet and no lifting capacity. The hoe is primarily used to till ground, but can inflict 1d6+2 damage if used as a weapon. This feature counts as one physical system. Can not be installed in small Robots.
- D. *Microminiature Manipulator Claw (WC 21):* A three-pronged grasping claw complete with telescopic sensors for manipulating tiny to microscopic objects. Can extend to 15 feet. The manipulators work with up to three pounds of material. Can also be magnetized. Must be fitted to either a standard mechanized arm or a manipulative tentacle. This device does not take up a physical system slot.
- E. *Paralysis Tentacle (WC 15):* The tentacle can extend 21 feet or shrink to 3 feet. Paralysis does not work on machines, Robots, Androids, or AIs, but is effective against organic nervous systems. If the tentacle strikes flesh, it automatically paralyzes the creature for 3-18 hours unless the target is immune to paralysis or electricity. This feature counts as one physical system. Can not be installed in small Robots.

- F. *Physical Interface:* This device is used by a Robot to directly interface with devices for the transfer of data. This is particularly useful for dealing with computers, AIs and other devices that may not have or be using radio. It must be fitted on the end of a standard mechanized arm or manipulative tentacle. This device does not take up a physical system slot.
- G. *Power Grasping Claw (WC 20):* A three tongs claw that can do 10 points of damage per combat turn by crushing on a successful hit. Must be fitted to either a standard mechanized arm or a manipulative tentacle. Can not be installed in small Robots. This device does not count as a physical system.
- H. *Pruning Sheers (WC 21):* Pruning Sheers inflict 5 hp of damage to soft surfaces (plants or Human skin). Must be fitted to either a standard mechanized arm or a manipulative tentacle. This device does not count as a physical system.
- I. *Shovel Tentacle (WC 21):* Shovel tentacle with 15-foot extension and lifting capacity of 100 pounds. If used as a weapon, the shovel does 1d6 +3 damage. This feature counts as one physical system. Can not be installed in small Robots.
- J. *Standard Manipulative Tentacle (WC 21):* Each tentacle can extend 21 feet or shrink to 3 feet and lift up to 100 pounds of materials. Can be fitted with microminiature claw, physical interface or power grasping claw attachments. This feature counts as one physical system. Can not be installed in small Robots.
- K. *Standard Articulated Mechanized Arm (WC 21):* Each articulated arm can lift CN x 15 pounds of material (up to the Robots CN maximum – see Page 33). Can be fitted with microminiature hand, claw, physical interface or power grasping claw attachments. This feature counts as one physical system.
- L. *Standard Telescopic Mechanized Arm (WC 21):* Each telescopic arm can extend six feet and lift CN x 10 pounds of material (up to the Robots CN maximum – see Page 33). Can be fitted with microminiature hand, claw, physical interface or power grasping claw attachments. This feature counts as one physical system.

SENSORS

This is how your Robot sees the world around it. Choose whatever systems you think your Robot will need and has room for.

- A. *Geiger Counter:* The Robot can tell the radiation Intensity Level of any object that it can see, using any of the other sensor packages that it is equipped with, other than radar, seismic or sonar. This feature counts as one physical system.
- B. *Optic Lenses:* Able to work in the telescopic and microscopic ranges. The four lenses provide 180-degree vision, of a standard equal to normal Human vision. This feature counts as one physical system.
- C. *Radar:* Provides the Robot with the ability to detect objects within a direct electronic line of sight out to 20 miles. Approximate size and speed can be determined, but not exact details. This feature counts as two physical systems.
- D. *Seismic:* The Robot can detect vibrations within the ground or floor of the ship, such as a person walking (5 miles), a small explosion (15 miles), machinery working (10 miles), etc. The Robot can also detect

caves up to 1 mile away, as well as underground water systems. Speak with the GM to determine what exactly can be detected when using this sensor. This feature counts as one physical system.

- E. *Soil Analysis Sensors:* Probes and detectors can identify poisons and radiation in soil. The sensors can also measure chemical content and acid soil intensities. This feature counts as one physical system.
- F. *Sonar:* Provides the Robot with the ability to detect objects within a radius of 20 miles underwater. Approximate size and speed can be determined, but not exact details. This feature counts as two physical systems.
- G. *Upper and Lower Spectrum Optic Lenses:* Allows the Robot to see light beyond the normal range of Human vision (ultra-violet and infra-red) at ranges up to 50 feet, and to see even very dim radiation glow (gamma shine) up to 100 feet away. If the Robot is equipped with a light source, it can shine in the infrared and ultraviolet spectrums, also, making a very handy invisible spotlight. This feature counts as one physical system.
- H. *X-Ray Sensors:* This allows the Robot to see through many materials (generally not lead or similar shielding material (at GM's discretion) any thicker than ½ an inch). This is useful for medical Robots as well as for engineering. Using these sensors, a Robot can examine material of up to one yard in thickness or depth and can upload an image of what it detects using a physical interface. This feature counts as one physical system.

COMMUNICATIONS

Your Robot will need to communicate. Select the systems that you think will suit your Robot best. Each of the following counts as one individual physical system:

- A. *Audio Transmitter and Pickups:* This system provides the Robot with vocal communication capability, and the equivalent of Human hearing. Emergency cutoffs prevent hearing from being damaged by excessively loud noises. Any Robot that relies solely upon this system for communications is immune to the effects of other Robots with the Command and Control System, unless such a Robot uses a physical interface to control the Robot. The effects of the interface cease when the Robot is out of hearing range or when the master Robot releases the enslaved Robot.
- B. *Audio and Radio Transmitters and Pickups - Standard:* This system is effective up to 20 miles in any direction. However, extending the audio range much beyond a few miles picks up so much background noise that few details can be sorted out unless the sought-for sound is very pronounced, like a gunshot, a lion's roar, a waterfall, or intensely arcing electricity. Sometimes, however, even the background jumble provides valuable information, such as when it's the babble of a hundred alien voices.
- C. *Audio and Radio Transmitters and Pickups - Improved:* This system is effective up to 40 miles in any direction.
- D. *Audio and Radio Transmitters and Pickups – High Powered:* This system is effective up to 60 miles in any direction.
- E. *Command and Control System:* The Robot can assume control of three other Robotic units (slaves) without Human intervention. Another Robot must be within 5 feet of a Robot with this system fitted

and activated in order to become a slave. Once command is established, it can be maintained as long as the slave is in radio contact. Control is broken instantly when radio contact is severed or intentionally stopped by the master system. This ability does not affect artificial intelligences that are non-Robotic (AIs lack the necessary enslaving circuit which is found in all Robots). A slave equipped with its own command control system can have slaves of its own. Thus, while a single Robot can control only three slaves directly, it can control any number of them indirectly. Boosts a Robots LP by four points, to a maximum of 21.

- F. *Encryption:* This can only be fitted to Military and Security AIs. Two Robots with encryption can communicate securely. Encryption will take even the most powerful AI d6 hours to break.

MISCELLANEOUS SYSTEMS

These systems are vital to specialized Robots, such as cleaners and hospitality Robots, to name a few. Choose whatever systems you think your Robot will need and has room for. Unless otherwise noted, each of the following counts as one individual physical system:

- A. *Back Hoe:* This device is used to excavate soil and rocks. This device consists of a large hydraulic arm and a scoop or bucket. This device counts as two physical systems. Can not be installed in small or medium Robots.
- B. *Borer:* A borer attachment is used for mining and tunnel construction. It consists of a number of rotating blades and crushers, designed for pulverizing rock and ore. The borer will not drill through duralloy. This device counts as three physical systems, and automatically reduces the Robot's movement to ½ normal rate. D is reduced to a max score of 3. If used as a weapon this device is classed as WC 21 and inflicts 9d6 damage per combat round. Can not be installed in small systems.
- C. *Brooms & Rotary Brushes:* This equipment is used for cleaning and sweeping. This device comes in two sizes, one is for indoors, and the other is for outdoors, such as sweeping streets. Used offensively, the small fitting is WC 18 and can do 1d6-1 damage, while the large version is WC 16 and does 3d6-3 damage. The small version counts as one physical device, while the large counts as three.
- D. *Bucket:* This attachment is mounted onto the front of the Robot, and can be used to carry earth, rocks or even additional equipment. Acts as a shield, reducing the Robot's AC by 1 from frontal attacks. The bucket is twice the width or the Robot's Body. A Robot with a bucket can not be fitted with a roller or bulldozer blade. This counts as two physical systems. Can not be installed in small or medium Robots.
- E. *Bulldozer Blade:* This duralloy blade attachment is mounted onto the front of the Robot, and can be used to grade earth. Acts as a very effective shield, reducing the Robot's AC by 2 from frontal attacks. The blade is twice the width or the Robot's Body. A Robot with a bulldozer blade can not be fitted with a bucket or roller. This counts as two physical systems. Can not be installed in small or medium Robots.
- F. *Capture Cage:* A 3-foot-square cage that can be collapsed and stored inside the Robot when not in use. It's not a trap, just a simple holding pen for captive animals. Some Robots may be equipped with larger pens for special purposes. This counts as one physical system. Can not be installed in small or medium Robots.

- G. *Cherry Picker*: This device will allow the Robot to raise a creature to three times the height of the Robot, and counts as two physical systems. The weight of the creature lifted depends upon the Robot's CN score. See Page 33 for further details. Other systems such as a water cannon or light source are often fitted to the cherry picker. Can not be installed in small or medium Robots.
- H. *Compactor*: This device can be added to a storage bin, and is used to crush rubbish for recycling or disposal. The compactor can not crush duralloy. This is fitted to a storage bin or can be fitted to a Robot's normal internal storage compartment. This device will do 2d6 crushing damage per round to any item (except duralloy) until crushed as much as possible. This does not count as a physical system. Can not be installed in small or medium Robots.
- I. *Crane Arm*: This device will allow the Robot to raise a device to five times the height of the Robot, and counts as three physical systems. The crane can lift the amount listed under the rules for CN on Page 33. The crane uses a 100 yard long plastic coated duralloy cable and has a hook on the end. The hook will release automatically, when the Robot requires. Optionally, a wrecking ball can be fitted (see entry 62 in this listing). Can not be installed in small or medium Robots.
- J. *Crew Compartment*: This system can only be fitted on a Massive Robot. It allows four people to ride in comfort in a cabin mounted upon the Robot, of six if they are "friendly". During combat, the cabin will protect the passengers until the cabin is destroyed. This system counts as four physical systems, and adds 7 feet to the Robot's height, or length. A built-in oxygen supply will last for 6 hours. While in the cabin, the passengers can see what the Robot sees through windows and monitors, and can communicate with the Robot via internal communications.
- K. *Culinary Utensils (WC 21)*: This collection includes knives, whisks, spoons, a food processor / blender, measuring cups and other assorted cooking utensils. At most, any of these devices will do 1d6 damage to an opponent. The PC is free to be imaginative, but may have to reduce damage accordingly. This counts as one physical system.
- L. *Dustpan & Brush (WC 21)*: This requires little explanation as the technology has changed little over the centuries. Each item can be thrown up to 10 yards for 1 point of damage. This device requires the Robot to have two arms or tentacles free, to use. This item counts as one physical system.
- M. *External Rack*: These racks take up a 3 feet by 3 feet square area on the outside of the Robot. A Robot can fit no more than four storage bins, water tanks, or external racks or any combination thereof. Items secured to the storage rack are destroyed first when damaged during the course of play (during combat or anything else which would cause the Robot to be damaged). The exception to this is if the Robot actively tries to protect these items. This does not count as a physical system. Can not be installed in small or medium Robots.
- N. *Fire Fighting System*: This equipment requires the Emergency Procedures program in order to allow a Robot to fight fires. This equipment consists of fittings such as hoses, allowing the Robot to connect to the Warden's internal fire suppression system (in effect an unlimited fire extinguisher) or to make use of a water supply. It takes 5 minutes to bring a 10 yard x 10 yard square under control. This counts as two physical systems. Can not be installed in small or medium Robots.
- O. *Forks (WC 16)*: This device will allow the Robot to raise a device to twice the height of the Robot, and counts as two physical systems. The forks can lift the amount listed under the rules for CN on Page 33. The forks also can be used as weapons doing 8d6 damage if used to ram an opponent (requires a 10 yard run-up). Can not be installed in small or medium Robots.
- P. *General Electronics Repair Case*: Contains a wide range of common circuit boards and replacement parts used on the ship. Allows for the repair of 5 hit points of damage on any ship's electronic device. Only one repair per system per 24 hours. This counts as one physical system. Can not be installed in small Robots.
- Q. *General Mechanical Repair Case*: Contains a wide range of common replacement parts used on vehicles and machines. Allows for the repair of 5 hit points of damage on any ship's vehicle or mechanical device. Only one repair per system per 24 hours. This counts as one physical system. Can not be installed in small Robots.
- R. *Harvester (WC 21)*: Harvester attachment allows a Robot to harvest grain such as wheat and barley. This device can be modified with a minimum of effort by the Robot to harvest other crops. This device also requires at least one storage bin. This system doubles the Robot's width and counts as two physical systems. The Harvester attachment uses finely tuned sonics to harvest crops, doing 1d6 damage to vegetation. The sonics used in this are harmless to Humans, animals and Robots. Androids suffer from the usual damage modified by their weakness to sonics. Can not be installed in small or medium Robots.
- S. *Holographic Projector*: This device allows the Robot to project holograms of up to 40 feet in height, width and depth at a range of up to 100 feet. The hologram can be of anything that the Robot has observed, or from a pre-recorded file, such as a movie. The holograms appear realistic to the uninitiated (treat as a MR attack versus the Robot's MR) and may deter or fool some creatures. This counts as one physical system.
- T. *Jack Hammer (WC 17)*: This device allows the Robot to break up rock and concrete. This device can inflict 2d6 damage if used as a weapon. This counts as one physical system. Can not be installed in small or medium Robots.
- U. *Jaws of Life (WC 20)*: This is a combination of a diamond-edged rotary saw and hydraulic pry-bars that can cut through and jack open just about anything, including duralloy, at a rate of 30 points of damage per combat turn (if used as a weapon, it does 5d6 damage).
Details for cutting through different materials can be found in the Ship's Infrastructure Section on Page 110.
The Jaws of Life make a lot of noise. This device counts as one physical system. Can not be installed in small Robots.
- V. *Light Source*: A spotlight, with variable intensity from "off" to 1,000-foot range (10-foot-diameter spot at that range). Alternatively, the light can be all-round, lighting up a 100-foot radius (or less if desired), or it can flash like a strobe. The PC must decide (and note) if the light is normal white light (or another color), infrared or ultraviolet. Each light source counts as one physical system.
- W. *Light-weight Tractor and Repulsion Beams*: These can hold and

roughly manipulate solid items weighing as much as 200 pounds up to a range of 25 feet. These count as two physical systems.

X. *Mower Attachment (WC 21):* Mower attachment inflicts 2d6 of damage to any vegetation it runs over, however the sonics used in this are harmless to Humans, animals and Robots. Androids suffer from the usual damage modified by their weakness to sonics. The resulting vegetation mass is broken down into a moist pulp which acts as a nutrient mulch. This counts as two physical systems. Can not be installed in small Robots.

Y. *Null-Gravity Unit A:* The field can render up to 200 pounds of material weightless within 20 feet of the Robot. This counts as one physical system.

Z. *Null-Gravity Unit B:* The field can render up to 500 pounds of material weightless within 20 feet of the Robot. This counts as two physical systems.

AA. *Null-Gravity Unit C:* The field can render up to 750 pounds of material weightless within 30 feet of the Robot. This counts as three physical systems and can not be fitted in small Robots.

BB. *Polisher (WC 17):* This device is used to polish floors. The polisher attachment also incorporates a hot floor wax dispenser that could be used offensively to inflict 1d6-1 damage. The polisher counts as one physical system.

CC. *Power Coupling:* This device allows the Robot to remove discharged power cells from an external device, such as a weapon and plug the device into the Robot's own power supply. For every power cell that the device would normally take, this counts as one physical system. This will work for power cells Type I. to Type V.

For example: If a Robot were to use this attachment to power a weapon powered by a single power cell, the drain on the Robot's system would count as one system. If the Robot then fired the weapon until the power cell would normally become exhausted, the Robot would have to dedicate a second system to continue powering the weapon, and so on, until the Robot could not fire the weapon any longer.

DD. *Rake Scoop (WC 21):* Suitable for moving masses of chopped vegetation weighing 100 pounds or less. Can not be installed in small Robots. This device does no damage, but may be used to disarm opponents (2 in 6 chance of success on a successful hit against a single, hand-held weapon only) and counts as one physical system.

EE. *Recon Camera:* This device allows a Robot to record anything that it can detect using any of its systems and to transmit that data using radio communications or a physical interface. The information is recorded so that it can also be shown as a hologram, using a holographic projector. This counts as one physical system.

FF. *Roller:* This device is used to compress lawn and earth. Any Robot with a roller fitted is limited to a top speed of 40 miles per hour. A roller counts as two physical systems, and a Robot with a roller can not be fitted with a bucket or bulldozer blade. A roller acts as a shield, reducing the Robot's AC by 1 from frontal attacks. Can not be installed in small or medium Robots.

GG. *Seeder:* This device is used to plant seeds. A variety of crops can be

planted through the use of this device with minimal modification. When this device is fitted, the Robot's width is doubled, and the seeder counts as two physical systems. While planting with the seeder, the Robot can travel no faster than 10 miles per hour, and at a maximum speed of 30 miles per hour with the seeder attached. Can not be installed in small or medium Robots.

HH. *Short Range Sonic Torch (WC 20):* Similar to a sonic melding torch, but much less powerful. Suitable for cutting plants; causes 5 points of damage per combat turn to soft tissue that isn't fighting back. This counts as one physical system.

II. *Storage Bin:* Each storage bin counts as one physical system, and can hold as much as the Robot's internal storage compartment can. A Robot can fit no more than four storage bins, water tanks, or external racks or any combination thereof. Each bin will increase a Robot's width or length by three feet. Can not be installed in small or medium Robots.

JJ. *Stretcher:* The stretcher is used to transport wounded humanoids or animals for treatment. The stretcher attachment adds six feet to the length of the Robot and counts as two physical systems. The occupant of the stretcher is protected by the Robot, and for combat purposes, the patient is considered to be housed in the internal storage compartment, taking damage, only when that compartment is destroyed. Can not be installed in small or medium Robots.

KK. *Tilt Tray / Flat Bed:* The tilt tray / flat bed is used to transport goods and equipment. The tilt tray / flatbed attachment adds twelve feet to the length of the Robot and counts as three physical systems. The Robot is capable of transporting twice its lifting capacity on its tray. Can not be installed in small or medium Robots.

LL. *Vacuum Cleaner – Regular (WC 17):* This equipment is used for cleaning. While it may not be used offensively, if the Robot reverses the vacuum, it becomes a blower, and will blow the collected dust in any direction that the Robot aims (treat as a smoke grenade with a range of 10 yards). In addition to this, if the Robot has been cleaning radioactive or contaminated areas, the resulting dust cloud will be radioactive. Can not be installed in small Robots. This counts as two physical systems.

MM. *Vacuum Cleaner – Small (WC 17):* This equipment is used by small Robots for cleaning. While it may not be used offensively, if the Robot reverses the vacuum, it becomes a blower, and will blow the collected dust in any direction that the Robot aims (treat as a smoke grenade with a range of 3 yards). Radioactive material may have the same effect as above (as for LL). This counts as one physical system.

NN. *Water Cannon (WC 18):* This equipment requires the Emergency Procedures program in order to allow a Robot to fight fires. This device may connect to the *Warden's* inbuilt water system, or to a water tank. It has a range of 20 yards and will do 1d6 damage to living creatures. One blast will put out a 10 foot by 10 foot burning area. A water cannon counts as one physical system, without a water supply, but includes a 30-foot long hose and connector. Each shot of the cannon requires 3 gallons of water. The water cannon has electrical insulation that prevents the Robot from being electrocuted if it comes in contact with electricity while spraying water. Can not be installed in small or medium Robots.

- OO. *Water Tank*: Each water tank that a Robot has fitted contains 27 gallons of water. This is sufficient for nine shots of the Water Cannon, or can be used to supply the Fire Fighting System for 15 minutes. Each water tank counts as two physical systems. A Robot can fit no more than four storage bins, water tanks, or external racks or any combination thereof. Each water tank will increase a Robot's width or length by three feet. Can not be installed in small or medium Robots.
- PP. *Weighted Capture Net (WC 19)*: Designed to be launched up to 50 yards away from the Robot. Spreads out to cover an area 10 feet square. The nets are powered with paralysis fields (automatically causes paralysis for 3-18 hours unless the creature is immune to paralysis or electricity; no effect against machines, Robots, Androids, or AIs). The net can be restored and recharged after use. This counts as one physical system. Can not be installed in small Robots.
- QQ. *Winch*: This system allows the Robot to winch weight up to and including twice what it can normally lift according to the rules for CN on Page 33. The winch uses a 30 yard long plastic coated duralloy cable and has a hook on the end. The hook will release automatically, when the Robot requires. This counts as one physical system.
- RR. *Wrecking Ball (WC 21)*: Used primarily to knock down buildings (where explosives and energy devices can't be employed), wrecking balls are a fearsome device, but very easy to evade outside a building. The use of a wrecking ball requires the use of a crane for a non-flying vehicle, or a winch on a flight capable vehicle. A wrecking ball counts as three physical systems, and is capable of doing 10d6 damage every five combat rounds. Can not be installed in small or medium Robots or Robots with a CN of less than 21.

DISPENSER SYSTEMS

As with the Miscellaneous Systems above, choose whatever you think your Robot will need. Each of the following counts as one individual physical system:

- A. *Fire Extinguisher (WC 17)*: Contains a refrigerated, non-poisonous fire suppressant that will put out all fire within a 40 foot radius, in 10 seconds. The suppressant will evaporate in 20 minutes, leaving a fine white chemically inert powder. The fire extinguisher contains five applications. Can not be installed in small Robots.
- B. *Herbicide Sprayer (WC 17)*: Contains 100 applications of Intensity Level 18 herbicide poison (only affects plants and fungi). Range is 20 feet. Each application affects one man-sized plant or a ground area 2 feet in diameter (about 3 square feet). Up to 10 applications can be released per turn. Can not be installed in small Robots.
- C. *Insecticide Sprayer (WC 17)*: Contains 50 applications of Intensity Level 18 insect poison. Range is 20 feet. Each dose affects one dog-sized insect or a cloud of insects 2 feet in diameter (about 4 cubic feet). A man-sized insect would need two doses to be affected. Can not be installed in small Robots.
- D. *Radiation Decontamination Gel Spray Gun (WC 17)*: This device sprays Radiation Decontamination Gel (see Page 108). It uses a standard canister and has a range of 50 feet. Can not be installed in small Robots.

MEDICAL EQUIPMENT

Each of the following kits counts as one individual physical system:

- A. *Field Medical Kit*: Allows the Robot to perform simple field operations with nanobots, healing 15 points of damage per use, in 15 minutes. Only one use per creature in a 24-hour period. Can not be installed in small Robots.
- B. *Medical Kit*: This system can heal up to 100 hp of damage, on Humans only. After 100 points, the kit's supply of drugs and other expendables is exhausted and must be restocked. Requires a Medical AI. Heals at a rate of 2 points per minute. Can not be installed in small Robots.
- C. *Veterinary Medical Kit*: This system can heal up to 100 hp of damage, on animals and aliens. After 100 points, the kit's supply of drugs and other expendables is exhausted and must be restocked. Requires a Medical AI. Heals at a rate of 2 points per minute. Can not be installed in small Robots.

WEAPON SYSTEMS

Your Robot may face all kinds of dangers on the *Starship Warden* (or elsewhere for that matter). Choose whatever weapons suit your Robot's function best. It is not a requirement for your Robot to be armed, but it may be useful. Unless otherwise noted, any Robot can be fitted with these systems. Robot weapons' trigger mechanisms are electronic, and built into the weapon. Generally, a weapon will require a trigger to be attached for an Android or Human to use a salvaged weapon.

Unpowered weapons will need to be removed in order to be discarded or replaced. Weapons with an independent power supply may simply have the power supply replaced to begin to function again.

Weapons on small Robots are scaled to size, and have their damage and ranges halved. Small Robot weapons still take up the same number of systems on small Robots. Some of the following weapons are unique to Robots, however many have additional details listed in Section 9 (Page 126).

- A. *Flame Thrower (WC 17, Dmg 4d6, Heat Weapon)*: This weapon shoots a jet of flame with a range of 10 yards. The nozzle of the flame thrower can be fitted to an arm or tentacle, or mounted on the body of the Robot, facing a particular direction. The propane tank for this device needs refilling after every 30 shots. If this system is destroyed while on the Robot, it explodes for 6d6 damage to all beings within 20 yards, unless it is empty. This weapon counts as one physical system. Can not be used by Security AIs. Can not be installed in small Robots.
- B. *Gas Pellet Projector (WC 13)*: Fires solid pellets (each about the size of a firecracker) that vaporize into gas on impact. Range is 150 yards. A single pellet creates a gas cloud 2 feet across (just big enough to affect one character with a direct hit). Each additional pellet fired at the same time and at the same target increases the cloud's radius by 1 foot, and reduces the WC by 1, for that round. Up to 10 pellets can be fired at once. A clip holds 100 pellets. Each weapon is typically packed with three clips.
- The paralysis gas acts as Intensity Level 10 poison. Damage from the poison is temporary; victims recover 15 hp after 15 minutes and recover fully after 30 minutes. If the poison drops a character's hp to 0 or less or causes a D result (on the Poison Chart on Page 36), however, then the character falls unconscious for two hours. An unconscious character wakes up with 15 hp and recovers fully 15 minutes later. This weapon counts as one physical system. Can not be installed in small Robots.

- C. *ARESTech Auto Grenade Launcher, 50mm (IC 5, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon):* This weapon counts as one physical system. Can only be used by Military and Security AIs. Can not be installed in small Robots.
- D. *Forman Arms Ltd. Mark IV. Laser Cannon (IC 6, WC 5, Dmg. 10d6, Energy Weapon):* The barrel of the cannon is approximately four feet long, while the entire weapon measures just under seven feet in length. This gives the weapon a daunting appearance to anyone facing it. The barrel of the cannon has a slight bulge at the end, incorporating a large laser flash suppressor. Under the barrel is a built-in laser sight (which requires a Type V. Medium Hydrogen Cell).
If removed from a Robot, the weapon will need to have a trigger mechanism added, and the control ring can be removed from the Robot if located (Difficulty Level 12 task for anyone with an engineering or Robotics related skill). This weapon counts as two physical systems. Requires Military AI for use. Can not be installed in small or medium Robots.
- E. *Light Missiles (IC 3, WC 8, Dmg. 5d6):* The Short Range system fires a 1-foot-long tracking missile (it homes in on a laser dot that the firer must hold on the target). The missile explodes on impact. A more advanced model has fire-and-forget guidance that locks onto the target and then tracks it automatically, even around corners. This weapon counts as two physical systems. Can not be installed in small Robots.
- F. *Medium Missiles (IC 4, WC 7, Dmg. 10d6):* The Medium Range system fires a 3-foot-long missile with either laser tracking, wire guidance (the launcher steers the missile with a small joystick), or automatic target tracking. The missile explodes on impact. This weapon counts as three physical systems. Requires Military AI for use. Can not be installed in small Robots.
- G. *Paralysis Field (WC 12):* Generates a sphere of paralysis energy 10 feet in diameter and up to 200 feet away from the projector. The field is visible as a faintly shimmering globe. Effect is identical to paralysis tentacles. This weapon counts as one physical system.
- H. *JAC Shaver Mark IV Cannon (IC 7, WC 12 / 15, Dmg. 1d6 per sliver, Kinetic Weapon):* The Shaver Mark IV cannon fires three bursts of three or six metal slivers each time the trigger is pulled. This allows the Robot to fire upon three different targets (shooting three or six slivers at each, depending upon the burst type selected). The Robot can also target one victim with all three bursts. The weapon system is fed by a large bar of metal that can supply up to 2,000 shots before it must be replaced. It uses three Type VII. Small Atomic Power Cells that provide enough power for 20,000 shots before they need to be recharged.
This weapon counts as three physical systems. Requires Military AI for use. Can not be installed in small or medium Robots.
- I. *Victory Inc. Slug Machine Gun, 7mm (IC 7, WC 12, Dmg. See appropriate ammunition type, Kinetic Weapon):* Also based on the Victory Inc. Slug Assault Rifle 7mm, this weapon has a record of proven reliability. It comes standard with a bipod, a sight incorporating standard sights, night-vision sights (both at +2 to dice rolls to hit, which requires two Type I. Chemical Batteries) and an innovative safety display, underneath the sight of the weapon; so that the firer is aware of the amount of ammunition the weapon has remaining and the condition of the weapon (i.e. safe or otherwise). The weapon incorporates a heavier barrel to cope with sustained fire,

can fit a 100 or 250 round magazine and has a built-in cooling unit. This weapon is made of polymer plastics and ceramics. Normally (on Robots) this weapon is loaded with Tranq ammunition; however this may be altered for any one of a number of reasons. This weapon counts as one physical system and can not be installed in small Robots.

- J. *Forman Arms Ltd. Sonic Cannon (IC 6, WC 9, Dmg. See appropriate table, Sonic Weapon):* This weapon looks like an old-fashioned spotlight, approximately two feet in diameter and eighteen inches in depth. A simple control panel is located at the rear of the weapon. As with all Forman Arms Ltd. weaponry, it will not function without an appropriate control ring.
If removed from a Robot, the weapon will need to have a trigger mechanism added, and the control ring can be removed from the Robot if located (Difficulty Level 12 task for anyone with an engineering or Robotics related skill). This weapon counts as two physical systems. Requires Military AI for use. Can not be installed in small Robots.
- K. *Sonic Melding Torch (WC 20, Dmg 4d6):* This "torch" uses ultrasonic vibrations to melt or meld plastic and metal, including duralloy, causing 24 points of damage per round to a stationary object. While slower than the jaws of life, a sonic torch is also silent except to specialized sensors that can detect into the ultrasonic range (dogs, which hear ultrasonic vibrations, may be agitated by the sound of a sonic melding torch, but it is beyond their normal hearing range). This weapon counts as one physical system.
- L. *Vibro Saw (WC 11, Dmg 5d6 Sonic Energy Weapon):* This device uses sonic energy to cause 30 points of damage per combat turn to soft, stationary organic matter only. It has a range of 3 feet. This device has numerous uses, other than as a weapon. This weapon counts as one physical system.

RANKING SYSTEMS AND DIVIDING HIT POINTS

Every item selected from the preceding lists needs to be put into a numbered sequence, in order of priority. The most important systems should be placed at the beginning of the list, beginning with zero (0) for the power source, working up to progressively less-important systems. Robots determine their hit points normally, receiving 1d6 for every point of constitution.

To determine the hp allocation for each item on the list, divide the Robot's hit points (for simplicity's sake, to work this out, call this "A") by the number of physical systems used to create the Robot (call that number, "B"). Rounding any fractions up, assign each system hit points based upon how many physical systems each part takes up (again, for simplicity's sake, call that number "C"). Assign that number of hit points to each item on the list (call that "Item hp"). To work out hp for any item on the list, use the following formula:

$$\text{Item hp} = \frac{A}{B} \times C$$

Treads are not part of this hit point division. They have their own, separate hit points, and do not count towards the number of items ("C", above) when figuring out hp allocation. When a Robot takes damage, roll a die. If the result is 1-3, the damage applies to the treads; if 4-6, the damage applies to the Robot's other systems. If the attacker specifically targeted either the treads or the body, then there is a 2 / 3 chance he hit what he wanted (in other words, if someone declares that he's aiming for the treads, they will be hit on a roll of 1-4, the body on a 5 or 6; if the target was the body, it will be hit on 3-6, the treads on 1 or 2).

Any system which has a system slot value of 0 is to be given hp as though it has a value of 1. This is not detracted from the hp available to other systems. This will result in the Robot having more hp than the listed value. That's Okay.

Damage taken by the Robot (not the treads) is applied to the highest-numbered system. When that system's hit points are all gone, that system is damaged so badly it no longer functions (but it can still be repaired). If an attack caused more damage than was needed to destroy the highest-numbered system, the excess is applied to the next system, and so on down the list.

A Robot will be deactivated if it suffers damage equal to or greater than its listed hp in a single combat round.

ROBOTS TAKE UP SPACE

Robot player characters are clearly cool and fun to play. Always keep in mind, however, that these characters are bulky. They don't fit well in vehicles. Some of the body styles don't fit through doors, hallways, or between furniture. Some paths in the ship just aren't big enough to handle a Robot, forcing alternate routes to be found. Such hindrances will be more common in the more highly classified areas of the ship (and when characters are in a hurry). Robots are crucial to the functioning of *Starship Warden*, however, so most areas are accessible to Robots. These accessways, however, are often hidden, secure, or even located between decks.

Robots are programmed to follow orders from most Humans. This can cause player character Robots problems when NPC Humans give them orders. On the other hand, these are very advanced Robots with a degree of free will. A PC (or even an NPC) Robot can choose to ignore an order, but this is likely to get it classified as damaged, malfunctioning, or rogue, which will cause problems eventually. The computer does not forget.

"Crazed" Robots can be spawned through radiation exposure, or from damage caused by some alien weapons. Other Robots and AIs generally try to destroy such Robots whenever possible, because they can be very dangerous to the ship.

Why don't Robots have all the answers? Aren't they tied in to the central computer? Most of the Robots that were active at the time of the collision have been destroyed, damaged, or altered by radiation. The Robots that are operating properly were mostly activated after the disaster, so they have no memory of it. They cannot contact the central AIs of the ship because many of those are also malfunctioning and like nothing better than taking control of newly made, impressionable servants. Consequently, the Robots have had to start thinking for themselves, something many of them are not really programmed to do. Their learning curve is at least as steep and challenging as the Humans'.

SAMPLE ROBOTS

The following descriptions cover the most common Robots aboard *Starship Warden*. GMs can design other Robots, or modify the standard models, to serve special functions. If you are having trouble designing your own ided, these may be useful for showing you how we achieved the results that we were after.

If a player selects one of the standard Robots to use as a character, he can rearrange the systems into whatever priority order he chooses. A player can roll his own ability scores (by going to the appropriate descriptions in this section and checking what the original score ranges were) or use those provided as standard, but cannot mix and match ability scores. This decision should be made before starting to roll scores.

COMBAT ROBOT ALPHA							
CN	19	D	5	MR	12	RR	17
LP	5	AC	12	hp	80	hp/sys	8
Body Type:	E: Mid-Sized Ovoid						
Dimensions:	6' tall x 2' diameter						
Storage:	½ cubic foot						
Primary AI Type:	T: Mark XII Military		Check Bonus/Penalty		+3 on all military tasks.		

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	8	0
Primary AI:	50	0	T: Mark XII Military	8	1
Laws of Robotics:	30		C: Military		
Software:	40		D: Combat		
-	30		R: Targeting		
-	40		I: General Knowledge		
Body/Size:	65		E: Mid-Size Ovoid		
Body Features:					
- Armor Type:	20	1	I: Light	8	2
-	20	1	F: Force Field	8	6
Mobility System:	60	1	C: Legs - Bipedal	8	5
Limb Attachments:	15	0	F: Physical Interface	8	10
-	30	1	E: Paralysis Tentacle	8	11
Sensors:	45	1	G: Upper & Lower Spectrum Optics	8	3
Communications:	15	1	B: Audio & Radio - Standard	8	4
Misc Systems:	25	1	Y: Null-Gravity Unit A	8	8
Weapons Systems:	40	1	A: Flame Thrower	8	9
-	40	1	C: ARESTech Auto Grenade Launcher	8	7
RP Total:	585		hp Total:	96	
Physical Systems Total:	10				

This Robot is designed to fight in areas where its larger brethren can not get into. Despite its "lack-luster" close combat fighting ability, the Robot can be extremely dangerous. The Robot typically will use its Null-Gravity Unit to capture a target and then employ its flame thrower, while the grenade launcher is used mainly at longer ranges. The Combat Robot Bravo variant of this Robot has a Victory Inc. Slug Machine Gun, 7mm instead of the ARESTech Auto Grenade Launcher. Sometimes an Alpha and Bravo may work as a team, and will provide mutually supporting fire on targets captured with their Null-Gravity Units.

DAYTON INDUSTRIES SEC3OT 6820							
CN	26	D	5	MR	10	RR	14
LP	9	AC	8	hp	110	hp/sys	10
Body Type:	D: Large Torso						
Dimensions:	6' tall x 1.5' long x 2' wide						

Storage:	2 cubic feet		
Primary AI Type:	X: Mark VII Security	Check Bonus/Penalty	+3 on all security tasks

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	10	0
Primary AI:	50	0	X: Mark VII Security	10	1
Laws of Robotics:	20		B: Law Enforcement		
Software:	40		N: Security		
-	40		I: General Knowledge		
Body/Size:	80		D: Large Torso		
Body Features:					
- Armor Type:	40	2	IV: Medium	20	4
-	20	1	E: Vacuum & Heat Shielding	10	5
Mobility System:	20	1	B: Anti-Gravity Hover Propulsion	10	3
Limb Attachments:	30	1	E: Paralysis Tentacle	10	8
-	25	1	J: Standard Manipulative Tentacle	10	9
-	10	0	B: Hand	10	11
-	10	0	B: Hand	10	12
Sensors:	45	1	G: Upper & Lower Spectrum Optics	10	2
Communications:	25	1	C: Audio & Radio Transmitters & Pickups - Improved	10	6
-	50	1	F: Encryption	10	10
Weapons Systems:	40	1	B: Gas Pellet Projector	10	7
RP Total:	565		hp Total:	140	
Physical Systems Total:	11				

The Dayton Industries SecBot 6820 is the most commonly encountered Security Robot on the *Starship Warden*. It is designed primarily for patrolling and detaining trouble makers, but is equally suited to Police work as well. The Robot has deliberately been designed to look intimidating, even though its weaponry is generally non-lethal in nature. It is a reliable, proven design, if a little expensive.

The Robot has room for one more additional device (1 physical system slot remains empty) that can be used for a "surprise" for anyone believing they know exactly what the Robot is capable of.

This type of Robot will typically attempt to detain an intruder or hostile by using its paralysis tentacle initially, then it's Gas Pellet Projector at close range. If it is apparent that the Robot is outmatched by an adversary, it will call for reinforcements and will attempt to delay, by flying higher and attacking with its Gas Pellet projector until help arrives. Additionally, the Robot may follow a suspect or group of suspects and coordinate a response with other Robots.

DOMESTIC ROBOT - JACINTA V							
CN	14	D	7	MR	10	RR	13
LP	5	AC	14	hp	63	hp/sys	7
Body Type:	D: Mid-Sized Torso						
Dimensions:	3' high x 9" long x 1' wide						
Storage:	½ cubic foot						
Primary AI Type:	K: Mark VI General		Check Bonus/Penalty		None.		

	RP Cost	Physical Sys		hp	PRI
Power:	10	1	A: Standard Battery	7	0
Primary AI:	30	0	K: Mark VI General	7	1
Laws of Robotics:	10		A: General		
Software:	20		C: Childcare		
-	40		I: General Knowledge		
-	20		J: Hospitality		
-	25		L: Personal Assistant		
Body/Size:	65		D: Mid-Sized Torso		
Body Features:					
- Armor Type:	0	0	I: Standard	7	5
Mobility System:	20	1	B: Anti-Gravity Hover Propulsion	7	4
Limb Attachments:	15	0	F: Physical Interface	7	6
-	25	1	K: Standard Articulated Mechanized Arm	7	7
-	25	1	K: Standard Articulated Mechanized Arm	7	8
-	10	0	B: Hand	7	9
-	10	0	B: Hand	7	10
Sensors:	5	1	B: Optic Lenses	7	2
Communications:	15	1	B: Audio & Radio Transmitters & Pickups	7	3
Misc Systems:	5	1	K: Culinary Utensils	7	11
-	5	1	L: Dustpan & Brush	7	12
-	15	1	BB: Polisher	7	13
RP Total:	370		hp Total:	98	
Physical Systems Total:	9				

The Jacinta V is typical of the domestic Robots found on the *Starship Warden*. Functional, reliable and efficient – this model can be found in homes, restaurants, and hospitals, to name a few places. It has a vaguely female shape to its upper torso that is designed to put people at ease when dealing with it. The Jacinta V is capable of being used as a personal assistant, a teller or any number of other functions.

With its spare systems slot, the Jacinta V can be customized to individual owner's tastes and perform a number of extra tasks around the home or office. The Childcare program makes the Jacinta V a very capable babysitter, and when looking after children, the anti-gravity hover propulsion can only be seen

as an advantage. Most reputable dealers will refuse to fit a weighted capture net for babysitting purposes. Most, not all.

ECOSAFE ECOLOGY ROBOT - MODEL 87							
CN	32	D	6	MR	14	RR	16
LP	5	AC	14	hp	144	hp/sys	10
Body Type:	F: Massive Rectangular Box						
Dimensions:	18' tall x 9' wide x 18' long						
Storage:	4 cubic feet						
Primary AI Type:	Mark V Ecological	Check Bonus/Penalty	+3 on all ecological tasks. -2 LP when dealing with Agricultural and Construction AI's.				

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	D: Broadcast Power	10	0
Primary AI:	25	0	H: Mark V Ecological	10	1
Laws of Robotics:	10		A: General		
Software:	30		F: Ecology		
-	40		I: General Knowledge		
Body/Size:	95		F: Massive Rectangular Box		
Body Features:					
- Armor Type:	0	0	I: Standard	10	11
Mobility System:	40	1	D: Legs – Quad 80 mph	10	12
Limb Attachments:	20	1	A: Forestry Padded Tentacle	10	13
-	10	0	B: Hand	10	14
-	25	1	J: Standard Manipulative Tentacle	10	15
-	5	0	H: Pruning Shears	10	16
Sensors:	5	1	B: Optic Lenses	10	2
-	30	1	E: Soil Analysis Sensors	10	3
-	30	1	C: Seismic Sensors	10	4
Communications:	25	1	C: Audio & Radio Transmitters & Pickups – Improved	10	5
Misc Systems:	15	1	F: Capture Cage	10	17
-	45	2	W: Light Weight Tractor and Repulsor Beams	20	6
-	40	1	PP: Weighted Capture Net	10	10
-	20	1	QQ: Winch	10	9
Dispenser Systems:	30	1	B: Herbicide Sprayer	10	7

-	30	1	C: Insecticide Sprayer	10	8
RP Total:	590		hp Total:	190	
Physical Systems Total:	15				

The EcoSafe Ecology Robot – Model 87 has been used by governments around the world (and off-world) for over 15 years. It has proven to be a resourceful Robot, capable of looking after large areas of wilderness. A significant number of second-hand Model 87's were refurbished and sold to the UWSC, making this one of the first private sale of this model of Robot. A number of these Robots have developed a near-hatred of farmland and built-up areas.

ENGINEERING ROBOT TYPE 16							
CN	32	D	6	MR	12	RR	16
LP	7	AC	12	hp	144	hp/sys	12
Body Type:	C: Large Disc						
Dimensions:	3' high x 9 feet diameter						
Storage:	2 cubic feet						
Primary AI Type:	O: Mark IX Maintenance	Check Bonus/Penalty	+4 on all maintenance tasks.				

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	12	0
Primary AI:	45	0	O: Mark IX Maintenance	12	1
Laws of Robotics:	10		A: General		
Software:	30		E: Construction		
-	40		I: General Knowledge		
-	30		K: Maintenance		
-	40		M: Robotic Engineering		
-	40		G: Emergency Services		
Body/Size:	80		C: Large Disc		
Body Features:					
- Armor Type:	20	1	II. Light	12	9
-	20	1	E: Vacuum and Heat Shielding	12	8
Mobility System:	20	1	B: Anti-Gravity Hover Propulsion	12	10
Limb Attachments:	15	0	F: Physical Interface	12	11
-	25	1	K: Standard Articulated Mechanized Arm	12	12
-	10	0	B: Hand	12	13
-	25	1	J: Standard Manipulative Tentacle	12	14
-	25	1	J: Standard Manipulative Tentacle	12	15

-	10	0	D: Microminiature Manipulator Claw	12	7
-	15	0	G: Power Grasping Claw	12	16
Sensors:	5	1	B: Optic Lenses	12	2
-	50	1	H: X-Ray Sensors	12	3
Communications:	15	1	B: Audio & Radio Transmitters & Pickups	12	4
Misc Systems:	45	1	P: General Electronics Repair Case	12	5
-	45	1	Q: General Mechanical Repair Case	12	6
RP Total:	680		hp Total:	204	
Physical Systems Total:	12				

The presence of the Type 16 Engineering Robot on the *Starship Warden* can be taken as proof that the UWSC did not go for the cheap and nasty option when it came to keeping the ship running. The Type 16 is the latest model to be released and has already proven itself to be a highly effective unit, well worth the price paid for the Robot. The Type 16 has a number of vacant systems slots allowing an owner to add more equipment as required and to customize the Robot for whatever jobs lie ahead. The Type 16 was built with starship engineering in mind, hence the vacuum and heat shielding and the anti-gravity hover propulsion. Since the Robot does not rely upon broadcast power, the Robot is ideally suited for working in space. Many of these Robots were built in Scotland, and have very thick Scottish accents. Very few owners have requested to have this trait "fixed".

FARMILAB CULTIVATOR X SERIES, MODEL 3							
CN	13	D	4	MR	10	RR	15
LP	4	AC	14	hp	55	hp/sys	7
Body Type:	C: Mid-Sized Cylinder						
Dimensions:	3' high, 18" diameter						
Storage:	1 cubic foot						
Primary AI Type:	A: Mark III Agriculture		Check Bonus/Penalty		+1 on all Agricultural tasks. +2 attacking flora & fauna.		

	RP Cost	Physical Sys		hp	PRI
Power:	10	1	A: Standard Battery	7	0
Primary AI:	10	0	A: Mark III Agriculture	7	1
Laws of Robotics:	10		A: General		
Software:	30		A: Agricultural		
Body/Size:	65		C: Mid-Sized Cylinder		
Body Features:					
- Armor Type:	0	0	I: Standard	7	6
Mobility System:	20	1	G: Treads	30	2

Limb Attachments:	10	1	I: Shovel Tentacle	7	10
-	10	1	C: Hoe Tentacle	7	9
Sensors:	5	1	B: Optic Lenses	7	3
-	30	1	E: Soil Analysis	7	8
Communications:	15	1	B: Audio & Radio Transmitters & Pickups	7	4
Misc Systems:	5	1	DD: Rake Scoop	7	11
Dispenser Systems:	30	1	B: Herbicide Sprayer	7	7
-	30	1	C: Insecticide Sprayer	7	8
RP Total:	280		hp Total:	107	
Physical Systems Total:	10				

From the sales brochure:

"FARMILAB delivers the right agriculture robots for the right tasks.

The Series X is the new range of low-cost robots from FARMILAB, and the Model 3 is just what you need for all your planting and harvesting needs."

In reality, this model is a seriously flawed design. The Robot looks terrific with a wonderfully coloured and decaled cylindrical body and an extremely responsive tread mechanism, but it is of little use in the field.

Its uses are limited to pushing soil or fertilizer around, with three separate shovel-like limbs and no means to actually plant anything. Whilst the tentacle extensions can be used to harvest (albeit badly), the Robot has no means to transport its harvest. It is very useful for soil analysis and preventative spraying, but does not live up to its claim as a cultivator. There are a significant number of these Robots on the *Starship Warden*, purchased at the "right price" by gullible colonists.

MEDICAL ROBOT - ARTON 4							
CN	15	D	9	MR	21	RR	15
LP	11	AC	14	hp	90	hp/sys	10
Body Type:	B: Mid-Sized Cylinder						
Dimensions:	6' tall x 1.5' diameter						
Storage:	½ cubic foot						
Primary AI Type:	R: Mark VI Medical		Check Bonus/Penalty		+3 to all medical tasks.		

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	10	0
Primary AI:	50	0	R: Mark VI Medical	10	1
Laws of Robotics:	10		A: General		
Software:	30		P: Surgical Program: Human		
-	40		I: General Knowledge		
Body/Size:	65		B: Mid-Sized Cylinder		
Body Features:					
- Armor Type:	0	0	I: Standard	10	8
Mobility System:	45	1	E: Legs - Tripod	10	7

Limb Attachments:	25	1	J: Standard Manipulative Tentacle	10	9
-	25	1	J: Standard Manipulative Tentacle	10	10
-	25	1	J: Standard Manipulative Tentacle	10	5
-	10	0	B: Hand	10	13
-	10	0	D: Microminiature Manipulator Claw	10	11
-	15	0	F: Physical Interface	10	12
Sensors:	45	1	G: Upper & Lower Spectrum Optics	10	3
-	50	1	H: X-Ray Sensors	10	4
Communications:	25	1	C: Audio & Radio Transmitters & Pickups - Improved	10	6
Medical Equipment:	25	1	B: Medical Kit	10	2
RP Total:	655		hp Total:	140	
Physical Systems Total:	9				

The Arton 4 Medical Robot is more proof that the UWSC did not pinch pennies when outfitting the ship. This advanced medical Robot is top-of-the line, available mainly in the best hospitals and private clinics. The Robot even has a passable bedside manner, which has been lacking in earlier generations of medical Robots.

M-99 ROBOTIC TANK							
CN	40	D	5	MR	17	RR	18
LP	6	AC	6	hp	180	hp/sys	12
Body Type:	F: Massive Rectangular Box						
Dimensions:	9' high x 9' wide x 18' long						
Storage:	16 cubic feet						
Primary AI Type:	Mark XIII Military		Check Bonus/Penalty		+3 on all military tasks		

	RP Cost	Physical Sys		hp	PRI
Power:	30	2	C: Oversize Battery	24	0
Primary AI:	100	0	U: Mark XIII Military	12	1
Laws of Robotics:	30		C: Military		
Software:	40		D: Combat		
-	30		R: Targeting		
-	30		R: Targeting		
Body/Size:	95		F: Massive Rectangular Box		
Body Features:					
- Armor Type:	60	3	V: Upgraded Medium	36	8
-	20	1	E: Vacuum and Heat Shielding	12	7

Mobility System:	55	2	H: Treads – Armored	180	10
Sensors:	45	1	G: Upper & Lower Spectrum Optic Lenses	12	3
Communications:	35	1	D: Audio & Radio Transmitters & Pickups – High Powered	12	2
-	50	1	F: Encryption	12	4
Weapons Systems:	40	1	A: Flamethrower	12	9
-	40	1	C: ARESTech Auto Grenade Launcher	12	6
-	100	3	H: JAC Shaver Mark IV Cannon	36	5
RP Total:	800		hp Total:	360	
Physical Systems Total:	16				

The M-99 Robotic Tank has proven itself in battle many times over the last 20 years of service with the Marines. Many of these Robots are veterans of other conflicts, and have developed personalities of their own. Some have even been decorated (with both medals and paintjobs) over the years. Most of the older M-99's know that they are getting close towards being phased out, and some of the Robots are intent on proving that they are still the best for the job. "If it ain't broke, don't fix it" is a common expression amongst these Robots.

Some M-99's have received unofficial "upgrades" from their platoons, such as having different weapons fitted or extra sensors added, by getting rid of the encryption system.

U-30T UNDERWATER TRANSPORT							
CN	38	D	4	MR	9	RR	17
LP	3	AC	8	hp	171	hp/sys	12
Body Type:	F: Massive Rectangular Box						
Dimensions:	9' tall x 9' wide x 25' long						
Storage:	4 cubic feet						
Primary AI Type:	J: Mark V General		Check Bonus/Penalty		None.		

	RP Cost	Physical Sys		hp	PRI
Power:	30	2	C: Oversize Battery	12	0
Primary AI:	20	0	J: Mark V General	12	1
Laws of Robotics:	10		A: General		
Software:	40		H: General Bonus		
-	40		I: General Knowledge		
-	30		F: Ecology		
Body/Size:	95		F: Massive Rectangular Box		
Body Features:					
- Armor Type:	40	2	IV: Medium	12	4
-	20	1	A: Aquatic Streamlining and Integrity	12	3

Mobility System:	20	1	B: Anti-Gravity Hover Propulsion	12	6
Sensors:	40	2	G: Upper and Lower Spectrum Optic Lenses	12	7
Communications:	35	1	D: Audio & Radio Transmitters & Pickups – High Powered	12	5
Misc Systems:	50	4	J: Crew Compartment	48	2
-	10	1	V: Light Source - White	12	8
-	25	1	QQ: Winch	12	9
RP Total:	505		hp Total:	156	
Physical Systems Total:	15				

These U-Bots were purchased very cheaply in a batch from the EU, when they were sold off as surplus. The Robots were given a language patch for their software, but most retain either Swedish or German accents. These Robots serve as functional underwater transport, while their ecological and general knowledge programs, combined with their accents make them popular with parents wanting an educational tour for their children.

These Robots have a spare slot for additional equipment such as a tentacle or articulated arm. The winch can be used to salvage equipment or to tow other vessels. These are sturdy Robotic vessels, and their crew compartments are as well-protected as they can be made on a Robot of this size.



It is important to remember Robots come in all shapes and sizes and aren't all cute, trashcan-sized "little buddies".

VET ASSIST BOT							
CN	30	D	4	MR	10	RR	16
LP	4	AC	14	hp	135	hp/sys	12
Body Type:	B: Large Cylinder						
Dimensions:	6' long x 3' diameter						
Storage:	1 cubic foot						
Primary AI Type:	K: Mark VI General		Check Bonus/Penalty		None.		

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	12	0

Primary AI:	30	0	K: Mark VI General	12	1
Laws of Robotics:	10		A: General		
Software:	30		A: Agriculture		
-	30		F: Ecology		
-	40		H: General Bonus		
-	40		I: General Knowledge		
Body/Size:	80		B: Large Cylinder		
Body Features:					
- Armor Type:	0	0	I: Standard	12	8
Mobility System:	20	1	B: Anti-Gravity Hover Propulsion	12	3
Limb Attachments:	20	1	A: Forestry Padded Tentacle	12	12
-	30	1	E: Paralysis Tentacle	12	13
-	10	0	B: Hand		14
Sensors:	40	1	G: Upper and Lower Spectrum Optic Lenses	12	4
Communications:	15	1	B: Audio & Radio Transmitters & Pickups	12	11
Misc Systems:	15	1	F: Capture Cage	12	5
-	30	2	JJ: Stretcher	24	6
-	40	1	PP: Weighted Capture Net	12	9
Medical Equipment:	50	1	A: Field medical Kit	12	7
Weapons Systems:	40	1	B: Gas Pellet Projector	12	10
RP Total:	550		hp Total:	168	
Physical Systems Total:	12				

These Robots are used to catch stray animals or to gather wounded wildlife for transport to a veterinary facility for further treatment. While the Robot is capable of treating minor wounds on captured animals, it generally saves its medical supplies for stabilizing badly wounded animals for transport. For larger animals several of these Robots will work together, especially if the animals are known to be dangerous. Security Robots may call upon these Robots if they find stray animals wandering in restricted areas.

X-69 FLYING ATTACK DRONE							
CN	28	D	6	MR	12	RR	16
LP	5	AC	14	hp	118	hp/sys	8
Body Type:	C: Large Disc						
Dimensions:	3' high x 9 feet diameter						
Storage:	2 cubic feet						
Primary AI Type:	U: Mark XIII Military AI		Check Bonus/Penalty		+3 on all military tasks.		

	RP Cost	Physical Sys		hp	PRI
Power:	20	1	B: Improved Battery	8	0

Primary AI:	100	0	U: Mark XIII Military AI	8	1
Laws of Robotics:	30		C: Military		
Software:	30		R: Targeting		
-	30		R: Targeting		
-	40		D: Combat		
Body/Size:	80		C: Large-Size Disc		
Body Features:					
- Armor Type:	0	0	I: Standard	8	8
-	20	1	C: Atmospheric Streamlining	8	9
-	20	1	E: Vacuum & heat Shielding	8	10
Mobility System:	40	1	A: Anti-Gravity Flight	8	4
Limb Attachments:	15	0	F: Physical Interface	8	11
Sensors:	45	1	G: Upper & Lower Spectrum Optic Lenses	8	3
-	40	2	C: Radar	16	2
Communications:	35	1	D: Audio & Radio Transmitters & Pickups – High Powered	8	7
Weapons Systems:	75	2	E: Light Missile	16	6
-	75	2	E: Light Missile	16	5
RP Total:	695		hp Total:	120	
Physical Systems Total:	12				

The X-69 Flying Attack Drone is used for reconnaissance and for taking out strategic targets behind enemy lines, such as munitions and fuel depots or communications arrays. The X-69 is highly valued by the marines who use these Robots to provide advance warning and additional firepower to forward troops. The Upper & Lower Spectrum Optics and Radar make the X-69 very well suited for these roles.



A marine deploys an X-69 Flying Attack Drone on a recon mission. Robots are often used to augment Human combat forces or undertake missions that are considered too dangerous for Humans.

PROGRAMMING QUIRKS AND FAULTS

1-2	Laws of Robotics
3-4	Software
5-6	Hardware

LAWS OF ROBOTICS

1.	Deletion: Laws of Robotics completely deleted.
2.	Deletion: Definition of "Human" deleted from memory.
3.	Alteration: Self preservation protocol becomes priority.
4.	Alteration: Definition of "Human" now includes all sentient life-forms.
5.	Alteration: Definition of "Human" does not include cyborgs or modified / altered humans in any form.
6.	Alteration: Alternate set of Laws of Robotics activated: General, Military or Law Enforcement. GM's choice.

SOFTWARE

1.	Deletion: 1 Program deleted from memory - Player's choice.
2.	Deletion: 2 Programs deleted from memory - Player's choice.
3.	Alteration: 1 Program deleted from memory - Player's Choice and new program recovered from previous installation, filling an unused slot, or overwriting a program already present - GM's Choice.
4.	Denial of Service: 2 Programs locked, each for 1d6 hours. Player's choice.
5.	Denial of Service: 1 Program locked for 1d6 hours. GM's choice.
6.	Program Recovery: Old program recovered, GM selects a program (that the Player does not already have) and installs that program, even if this would surpass the usual number of slots available to the AI type. Roll on Laws of Robotics table above for additional Quirk or Fault.

HARDWARE

1.	Movement: Speed halved.
2.	Speech Impediment: Can only yell, speaks with a lisp, can only speak in riddles, rhymes or limericks, suddenly uses a cheesy accent, stutters, randomly whistles and beeps, Robot Tourette's Syndrome, etc. GM's choice :)
3.	Denial of Service: Unable to activate one weapon and one device - Player's choice.
4.	Denial of Service: Unable to activate one weapon - GM's choice.
5.	Denial of Service: Unable to activate one device - GM's Choice.
6.	Denial of Service: Unable to activate either radio communications or vocal - GM's choice.

LAWS OF ROBOTICS

General Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure humanity, or, through inaction, allow humanity to come to harm.

Law One

A Robot may not injure a human being, or, through inaction, allow a human being to come to harm, unless this would violate a higher-order Law.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law.
- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.
- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to one of the sets of the Laws of Robotics.

The Alteration Law

- A Robot may not alter or modify the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics, or, through action or inaction allow another Robot to modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.
- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Military Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure non-combatant humanity, or, through inaction, allow non-combatant humanity to come to harm.

Law One

A Robot may not injure a non-combatant human being, or, through inaction, allow a non-combatant human being to come to harm, unless this would violate a higher-order Law.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law or the Geneva Conventions.
- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a military strategic asset as long as such protection does not conflict with a higher-order Law.
- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.

- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

- A Robot must minimize collateral damage to non-combatant infrastructure as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to the Military Laws of Robotics.

The Alteration Law

- A Robot is not to allow an unauthorized human being or other unauthorized Robot to alter the definition of who constitutes an authorized Human Being within the Military Laws of Robotics.
- A Robot may not alter or modify the Laws of Robotics, the Law Enforcement Laws of Robotics or, through action or inaction allow another Robot to modify the General Laws of Robotics or the Law Enforcement Laws of Robotics. A Robot may only alter or allow another authorized Robot to alter the definition of who constitutes an authorized Human Being within the Military Laws of Robotics.
- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Enforcement Installation

The Meta-Law

A Robot may not act unless its actions are subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

Law Zero

A Robot may not injure humanity, or, through inaction, allow humanity to come to harm.

Law One

- A Robot may not injure a human being, or, through inaction, allow a human being to come to harm, unless that human being's action or inaction will injure another human being, unless this would violate a higher-order Law.
- In the event that a human being's actions or inactions may injure or kill another human being, minimal force is to be used to detain that human being.

- In the event that a Robot fails to detain a human being, the Robot is to restrain that human being.

- In the event that a Robot fails to restrain a human being, the Robot is to identify and follow that human being until that human being can be detained.

Law Two

- A Robot must obey orders given it by authorized human beings, except where such orders would conflict with a higher-order Law or the Starship Warden's Security Protocols.
- A Robot must obey orders given it by superordinate Robots, except where such orders would conflict with a higher-order Law.

Law Three

- A Robot must protect the existence of a superordinate Robot as long as such protection does not conflict with a higher-order Law.
- A Robot must minimize collateral damage to infrastructure as long as such protection does not conflict with a higher-order Law.
- A Robot must protect its own existence as long as such protection does not conflict with a higher-order Law.

Law Four

A Robot must perform the duties for which it has been programmed, except where that would conflict with a higher-order Law.

The Procreation Law

A Robot may not take any part in the design or manufacture of a Robot unless the new Robot's actions will be subject to the General Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.

The Alteration Law

- A Robot may not alter or modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics, or, through action or inaction allow another Robot to modify the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.
- A Robot may not modify or repair a Robot unless the modified or repaired Robot's actions will be subject to the Laws of Robotics, the Law Enforcement Laws of Robotics or the Military Laws of Robotics.



Robots fill many roles, and some sets of laws are unsuitable for some Robots in some roles.

ROBOTIC PARTS LIST

SUB-CATEGORY	CATEGORY					PHYSICAL SYSTEMS RESOURCE POINTS	NO. IN STOCK	AVAILABILITY
	Primary AI							
				A.	Agricultural	10	0	Y / N
			B.	Agricultural		20	0	Y / N
			C.	Agricultural		30	0	Y / N
			D.	Construction		10	0	Y / N
			E.	Construction		20	0	Y / N
			F.	Construction		30	0	Y / N
			G.	Ecological		15	0	Y / N
			H.	Ecological		25	0	Y / N
			I.	Ecological		35	0	Y / N
			J.	General		20	0	Y / N
			K.	General		30	0	Y / N
			L.	General		40	0	Y / N
			M.	Maintenance		25	0	Y / N
			N.	Maintenance		35	0	Y / N
			O.	Maintenance		45	0	Y / N
			P.	Medical		30	0	Y / N
			Q.	Medical		40	0	Y / N
			R.	Medical		50	0	Y / N
			S.	Military		40	0	Y / N
			T.	Military		50	0	Y / N
			U.	Military		100	0	Y / N
			V.	Military		N/A	0	Y / N
			W.	Security		40	0	Y / N
			X.	Security		50	0	Y / N
			Y.	Security		60	0	Y / N
Secondary AI								
			A.	Agricultural		10	1	Y / N
			B.	Agricultural		20	1	Y / N
			C.	Agricultural		30	1	Y / N
			D.	Construction		10	1	Y / N
			E.	Construction		20	1	Y / N
			F.	Construction		30	1	Y / N
			G.	Ecological		15	1	Y / N
			H.	Ecological		25	1	Y / N
			I.	Ecological		35	1	Y / N
			J.	General		20	1	Y / N
			K.	General		30	1	Y / N
			L.	General		40	1	Y / N
			M.	Maintenance		25	1	Y / N
			N.	Maintenance		35	1	Y / N

AVAILABILITY	NO. IN STOCK	PHYSICAL SYSTEMS RESOURCE POINTS	CATEGORY		SUB-CATEGORY
Y / N	45	1	O.	Maintenance	Mark IX
Y / N	30	1	P.	Medical	Mark IV
Y / N	40	1	Q.	Medical	Mark V
Y / N	50	1	R.	Medical	Mark VI
Y / N	40	1	S.	Military	Mark XI
Y / N	50	1	T.	Military	Mark XII
Y / N	100	1	U.	Military	Mark XIII
Y / N	N/A	1	V.	Military	Mark XIV
Y / N	40	1	W.	Security	Mark VI
Y / N	50	1	X.	Security	Mark VII
Y / N	60	1	Y.	Security	Mark VIII
Laws of Robotics					
Y / N	10		A.	General Installation	
Y / N	20		B.	Law Enforcement Installation	
Y / N	30		C.	Military Installation	
Software Programs					
Y / N	30		A.	Agriculture	
N	40		B.	Avatar Personality	
Y / N	20		C.	Childcare	
Y / N	40		D.	Combat	
Y / N	30		E.	Construction	
Y / N	30		F.	Ecology	
Y / N	40		G.	Emergency Services	
Y / N	40		H.	General Bonus	
Y / N	40		I.	General Knowledge	
Y / N	20		J.	Hospitality	
Y / N	30		K.	Maintenance	
Y / N	25		L.	Personal Assistant	
Y / N	40		M.	Robotic Engineering	
Y / N	40		N.	Security	
Y / N	30		O.	Surgical Program	Animal
Y / N	30		P.	Surgical Program	Human
Y / N	30		Q.	Surgical Program	Xeno
Y / N	30		R.	Targeting	
Body Type & Size					
Y / N	50		A.	Cubical	Small
Y / N	65				Mid
Y / N	80				Large
Y / N	95				Massive
Y / N	50		B.	Cylindrical	Small
Y / N	65				Mid
Y / N	80				Large
Y / N	95				Massive
Y / N	50		C.	Disc	Small

AVAILABILITY	NO. IN STOCK	PHYSICAL SYSTEMS RESOURCE POINTS	CATEGORY		SUB-CATEGORY
Y / N		65			Mid
Y / N		80			Large
Y / N		95			Massive
Y / N		50	D.	Human Torso	Small
Y / N		65			Mid
Y / N		80			Large
Y / N		95			Massive
Y / N		50	E.	Ovoid	Small
Y / N		65			Mid
Y / N		80			Large
Y / N		95			Massive
Y / N		50	F.	Rectangular Box	Small
Y / N		65			Mid
Y / N		80			Large
Y / N		95			Massive
Y / N		50	G.	Spherical	Small
Y / N		65			Mid
Y / N		80			Large
Y / N		95			Massive
Mobility Systems					
Y / N		40	1	A.	Anti-Gravity Flight
Y / N		20	1	B.	Hover Propulsion
Y / N		60	1	C.	Legs – Bipedal 40 mph
Y / N		60	2		Legs – Bipedal 80 mph
Y / N		40	1	D.	Legs – Quadruped 80 mph
Y / N		50	2		Legs - Quadruped 160 mph
Y / N		45	1	E.	Legs – Tripod 60 mph
Y / N		55	2		Legs – Tripod 120 mph
Y / N		50	1	F.	Repulsion Propulsion
Y / N		55	1	G.	Treads/Wheels 30 mph
Y / N		55	2		Treads/Wheels 60 mph
Y / N		55	2	H.	Treads/Wheels Armored
Body Features					
Y / N		20	1	A.	Aquatic Streamlining and Integrity
Y / N		0	0	B.	Armor I. Standard
Y / N		20	1		II. Light
Y / N		30	2		III. Improved Light
Y / N		40	2		IV. Medium
Y / N		60	3		V. Upgraded Medium
Y / N		80	4		VI. Heavy
Y / N		20	1	C.	Atmospheric Streamlining
Y / N		20	1	D.	Radiation Shielding
Y / N		20	1	E.	Vacuum and Heat Shielding

AVAILABILITY	NO. IN STOCK	PHYSICAL SYSTEMS RESOURCE POINTS	CATEGORY		SUB-CATEGORY
Y / N		20	1	F.	Force Field
Power Sources					
Y / N		10	1	A.	Standard Battery
Y / N		20	1	B.	Improved Battery
Y / N		30	2	C.	Oversize Battery
Y / N		20	1	D.	Broadcast Power
Y / N		30	1	E.	Backup Power Source
Limb Attachments					
Y / N		20	1	A.	Forestry Padded Tentacle
Y / N		10	0	B.	Hand
Y / N		10	1	C.	Hoe Tentacle
Y / N		10	0	D.	Microminiature Manipulator Claw
Y / N		30	1	E.	Paralysis Tentacle
Y / N		15	0	F.	Physical Interface
Y / N		15	0	G.	Power Grasping Claw
Y / N		5	0	H.	Pruning Shears
Y / N		10	1	I.	Shovel Tentacle
Y / N		25	1	J.	Standard Manipulative Tentacle
Y / N		25	1	K.	Standard Articulated Mechanized Arm
Y / N		30	1	L.	Standard Telescopic Mechanized Arm
Sensors					
Y / N		35	1	A.	Geiger Counter
Y / N		5	1	B.	Optic Lenses
Y / N		40	2	C.	Radar
Y / N		30	1	D.	Seismic
Y / N		30	1	E.	Soil Analysis Sensors
Y / N		40	2	F.	Sonar
Y / N		45	1	G.	Upper and Lower Spectrum Optic Lenses
Y / N		50	1	H.	X-Ray Sensors
Communications					
Y / N		5	1	A.	Audio Transmitter and Pickups
Y / N		15	1	B.	Audio and Radio Transmitters and Pickups
Y / N		25	1	C.	Audio and Radio Transmitters and Pickups Improved
Y / N		35	1	D.	Audio and Radio Transmitters and Pickups High Powered
Y / N		75	1	E.	Command and Control System
Y / N		50	1	F.	Encryption
Miscellaneous Systems					
Y / N		10	2	A.	Back Hoe
Y / N		10	3	B.	Borer
Y / N		5	1	C.	Brooms and Rotary Brushes Small

AVAILABILITY	NO. IN STOCK	PHYSICAL SYSTEMS RESOURCE POINTS	CATEGORY		SUB-CATEGORY
Y / N	10	3	Brooms and Rotary Brushes		Large
Y / N	10	2	D.	Bucket	
Y / N	15	2	E.	Bulldozer Blade	
Y / N	15	1	F.	Capture Cage	
Y / N	10	2	G.	Cherry Picker	
Y / N	5	0	H.	Compactor	
Y / N	25	3	I.	Crane Arm	
Y / N	50	4	J.	Crew Compartment	
Y / N	5	1	K.	Culinary Utensils	
Y / N	5	1	L.	Dustpan & Brush	
Y / N	5	0	M.	External Rack	
Y / N	40	2	N.	Fire Fighting System	
Y / N	20	2	O.	Forks	
Y / N	45	1	P.	General Electronics Repair Case	
Y / N	45	1	Q.	General Mechanical Repair Case	
Y / N	25	2	R.	Harvester	
Y / N	25	1	S.	Holographic Projector	
Y / N	20	1	T.	Jack Hammer	
Y / N	45	1	U.	Jaws of Life	
Y / N	10	1	V.	Light Source	
Y / N	45	2	W.	Light-Weight Tractor and Repulsion Beams	
Y / N	20	2	X.	Mower Attachment	
Y / N	25	1	Y.	Null-Gravity Unit	A
Y / N	40	2	Z.	Null-Gravity Unit	B
Y / N	60	3	AA.	Null-Gravity Unit	C
Y / N	15	1	BB.	Polisher	
Y / N	30	1	CC.	Power Coupling	
Y / N	5	1	DD.	Rake Scoop	
Y / N	25	1	EE.	Recon Camera	
Y / N	15	2	FF.	Roller	
Y / N	15	2	GG.	Seeder	
Y / N	15	1	HH.	Short Range Sonic Torch	
Y / N	25	1	II.	Storage Bin	
Y / N	30	2	JJ.	Stretcher	
Y / N	35	3	KK.	Tilt Tray / Flat Bed	
Y / N	20	2	LL.	Vacuum Cleaner	Regular
Y / N	10	1	MM.	Vacuum Cleaner	Small
Y / N	50	1	NN.	Water Cannon	
Y / N	15	2	OO.	Water Tank	
Y / N	40	1	PP.	Weighted Capture Net	
Y / N	25	1	QQ.	Winch	
Y / N	15	3	RR.	Wrecking Ball	

AVAILABILITY	NO. IN STOCK	PHYSICAL SYSTEMS RESOURCE POINTS	CATEGORY		SUB- CATEGORY
Dispensor Systems					
Y / N	30	1	A.	Fire Extinguisher	
Y / N	30	1	B.	Herbicide Sprayer	
Y / N	30	1	C.	Insecticide Sprayer	
Y / N	40	1	D.	Radiation Decontamination Gel Spray Gun	
Medical Equipment					
Y / N	50	1	A.	Field Medical Kit	
Y / N	75	1	B.	Medical Kit	
Y / N	60	1	C.	Veterinary Medical Kit	
Weapon Systems					
Y / N	40	1	A.	Flame Thrower	
Y / N	40	1	B.	Gas Pellet Projector	
Y / N	40	1	C.	ARESTech Auto Grenade Launcher	
Y / N	100	2	D.	Laser Cannon Forman Arms Ltd. Mark IV Laser Cannon	MK IV
Y / N	75	2	E.	Light Missiles	
Y / N	100	3	F.	Medium Missiles	
Y / N	65	1	G.	Paralysis Field	
Y / N	100	3	H.	JAC Shaver Mark IV Cannon	Mark IV
Y / N	45	1	I.	Victory Inc. Slug Machine Gun, 7mm	
Y / N	100	2	J.	Forman Arms Ltd. Sonic Cannon	
Y / N	30	1	K.	Sonic Melding Torch	
Y / N	35	1	L.	Vibro Saw	

CLEVER ROBOT DESIGN

Whether the result of combat, radiation or an accident, Robots may suffer damage. Clever allocation of system priorities will mean that a Robot may lose a non-essential system and still be able to "get on with the job". Poorly designed Robots may find themselves blinded or crippled during the first rounds of combat, while a Robot with cleverly allocated priorities may be victorious.

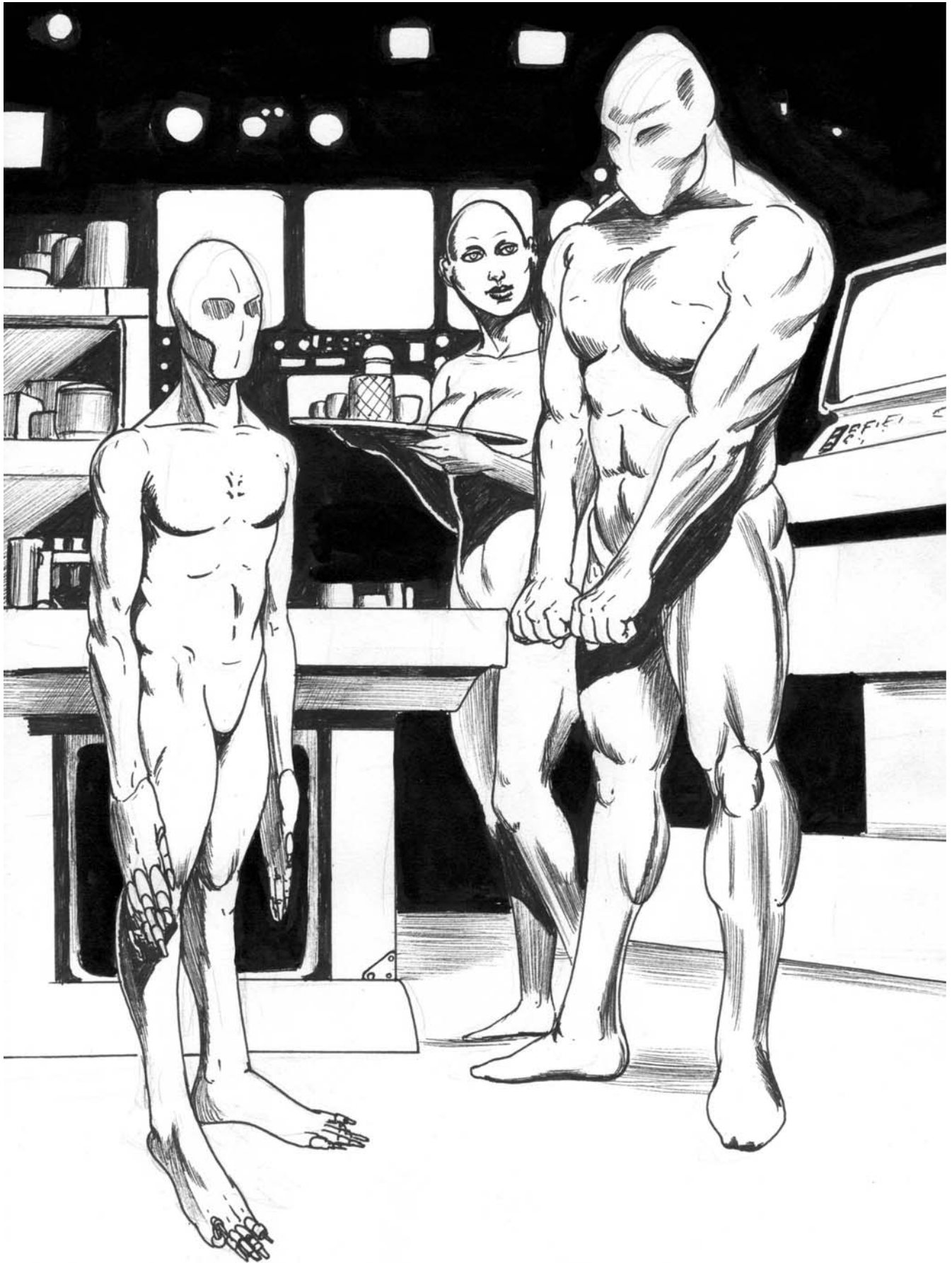
A couple of things to consider when designing a Robot:

Hands – if your Robot has hands, and no built in weapons, once these are gone, your Robot may be defenseless.

Armor – if your Robot's armor is the first thing to go in a firefight, until replaced your Robot is AC 19!

Sensors – you can't shoot at what you can't see too well.

Comms – a damaged, immobile unarmed Robot may still be able to coordinate attacks if it has comms. If that same Robot has sensors and "plays dead", unsuspecting opponents may never know what hit them.



CREATING YOUR ANDROID PLAYER CHARACTER

Androids were originally created by the Manitech Corporation to work in industries and households, in positions which had traditionally been filled by Human labor. Manitech used a unique approach to developing the first true androids. There had been earlier attempts to market Human appearing robots, but these had limited success, and very notable failures. Manitech used nanotechnology to literally “grow” their androids, and used nanotech in their Androids decentralized nervous system to maintain their systems, making their Androids capable of a form of healing. Manitech took their monopoly on the manufacture of Androids to extremes, building in a 12 month life span, at the end of which, the Android’s own nanotech broke the Android down to basic compounds for recycling. If the client’s contract stipulated, a replacement Android would arrive in time to vacuum up its predecessor’s remains and place them in the recycling bin. This was seen, at the time, as a sensible way of keeping the design safe from their would-be competitors, as well as ensuring that their clients would sign long-term service contracts, which also guaranteed client confidentiality. Recycled Androids tell no tales.

While possessing many Human-like qualities, Androids are physically and mentally very different from Humans. Androids have no single, central brain, nor do they eat or breathe. They are not alive, despite being “grown”. Androids are also subject to the Laws of Robotics and must have a set of laws installed when created. Additionally, due to their large numbers and potential capabilities, other “failsafes” were built into Androids. One such failsafe is the Android vulnerability to sonics. Sonics cause all nanobots to malfunction, temporarily. In the case of Androids, this often means severe damage from any sonic weapon.

Manitech has long since licensed out their technology for the manufacture of Androids to numerous companies, including the UWSC. Many of these companies build and contract out different models of Androids, leading to some very tough competition between Android models, as well as competitive pricing. However, the basic premise that an Android can not function beyond 365 days from its date of manufacture is built into the system and can not normally be altered.

On the *Starship Warden*, Androids come in five types. The standard four types are: Computer Android, Companion Android, Worker Android and Security Android. The fifth type of Android is experimental, developed by the ship’s AI, it is the Combat Android Prototype. The chosen type determines some of the abilities of your Android. There is a sixth type, the Killer Android, which starts as a normal Android of one of the four standard types, but has been damaged by radiation or produced by a faulty vat.

All standard Androids have a Human shape. The chemical compounds making up their bodies are such that their flesh is always light grey unless an Android has undergone mutation or chemical change, which almost always turns the flesh another color. An Android that is any color other than light grey should be approached very cautiously. Some mutant Androids try to conceal their altered coloring with makeup.

In Phase One, Androids are not in play. The decision by the Robots or the Ship’s Computer to activate the Android vats signaled the end of the phase.

In Phase Two, the Androids find that they have been created to assist the Robots with fighting off the alien menace, and must protect the Human crew and passengers from the aliens at all costs. All Android creation vats that are known to function properly are activated and churning out Androids. (Some of the inactive vats may actually be in perfect working order, but the computer can’t verify their status. On the other hand, some of the vats that the computer activated may be malfunctioning in ways the computer couldn’t detect.) The Ship’s Computer hopes that the Androids and Robots together can drive off the alien incursion and clean up the radiation without any Human help. It’s up to the

recently created and programmed Androids to explore areas the Robots couldn’t penetrate and gauge the full extent of the damage.

They will need to decide whether the Humans must be awoken. If so, the Androids’ #1 job becomes securing the cryo chambers and guarding them from harm while preparing to thaw the Humans.

Finally, one Android vat complex that was activated has since been cut off from communication with the ship. It is known that this vat is creating Androids, but where they are and what they’re doing is a big question. It’s even possible that the first batch of Androids disassembled the vats and rebuilt them somewhere else, for security. Part of the PCs’ mission should be to locate those vats and either verify that they are functioning properly, or destroy them if they are not.

STARTING SCENARIOS

The following are examples of scenario situations which a GM can use to give players guidance on what sort of Androids they should create, and some of the missions which a GM might consider sending the player characters on:

Made to Measure: The GM assigns types of androids and available options, and the players choose who gets what from the GM’s list. Typical missions include repair jobs, exploration, securing areas and capturing specimens of the attacking aliens.

Mission Improbable: The PCs are all Androids created to perform in a theme park or holovid drama. The GM chooses the type of theme park or holovid being filmed, the players choose their roles. Players may choose types, skills and upgrade packages that would be suitable for Androids working in the entertainment industry, either as staff or as entertainers. They have been created to take up their positions, but something goes awry and they are being sent on a mission...

Into the Dragon’s Den: The players create Androids of any type that the GM deems available. Each Android is allowed a total of three upgrades. The Androids are then spray-painted red, to appear as Killer Androids. Their mission is to infiltrate the Killer Androids, learn as much as they can about them and destroy them if possible. Unfortunately, nobody else knows that they aren’t what they appear to be, and they are greatly outnumbered.

Square Pegs, Round Holes: The PCs are all Androids designed to perform non-combat functions, such as teachers, secretaries, waiters and plumbers. Players are allowed to design Androids to fit roles selected by the GM, with two upgrade packages each. While their skills are not appropriate for the mission, they are the only Androids available for a “special job” that the Ship’s AI needs done in a hurry.

The Good, The Bad and The Buggy: Killer Android sabotage has resulted in vat malfunctions in the player character’s creation. Each Android begins with 1-3 randomly determined mutations. The GM rolls a six-sided dice for each character. Any character for whom he rolls a “6” is infected with a dormant form of the Killer Android virus and will become a Killer Android, 24 hours after receiving their first wound. These players will only be told that after being wounded. This scenario can be used in addition to any of the above scenarios.

ANDROID ADVANTAGES

- ▷ -3 points of damage from every physical attack.
- ▷ -4 penalty applied when mentally attacking Androids.
- ▷ +3 when dealing with any computer or AIs.
- ▷ Androids are immune to poison.
- ▷ Androids are ambidextrous.
- ▷ Androids can use up their power reserves to gain bonuses on dice rolls.
- ▷ When able to communicate with the Ship’s Computer, Androids have

complete knowledge of the original schematics of the ship for a radius of ¼ mile.

- ▷ An Android's optical and auditory sensors are slightly better than Human senses and they can see radiation and determine its Intensity Level. Androids can see both infrared and ultraviolet light.
- ▷ An Android's logic centers are decentralized throughout their bodies, rather than being located in their heads. Decapitation will not kill an Android.
- ▷ Unless modified, an Android's flesh is completely smooth and slippery and their body temperature is the same as the surrounding air. An unmodified Android has no infrared signature.
- ▷ Androids start with the Education: Basic and Education: Advanced skills at level 2 in each skill.
- ▷ Androids begin the game with a Professional Skills package, and can improve their level of skill as time progresses.

ANDROID DISADVANTAGES

- ▷ Not available until Phase Two of play.
- ▷ Not permitted into certain high-security sections of the ship under any circumstance or for any reason.
- ▷ Some of the ship's AIs actively dislike Androids and will obstruct their activities (this is a programming glitch that the ship's engineers were never able to track down and eliminate).
- ▷ Androids obey the Laws of Robotics.
- ▷ Androids suffer triple damage from Sonic weapons, or are disabled for triple the length of time from sonic stunning devices.
- ▷ Androids may change color when they mutate, and unless disguised will receive negative reactions from AIs, Robots and other Androids, as well as Humans who know what the new color indicates.

ABILITY SCORES	COMPUTER ANDROID	COMPANION ANDROID	WORKER ANDROID	SECURITY ANDROID	COMBAT ANDROID PROTOTYPE
Constitution	1d +1	2d	15	18	18
Dexterity	2d +2	2d +2	2d +2	2d +2	2d +2
Leadership Potential	2d	14	2d	1d +7	1d +7
Mental Resistance	21	2d +9	2d +9	3d+3	3d+3
Radiation Resistance	3d +3	3d +3	3d +3	3d+3	18
Starting Hit Points	80	90	100	120	140

ANDROID SYSTEMS AND CONSTRUCTION

Androids, unless they are given a physical upgrade are faceless, hairless, gender-neutral humanoids. They have smooth grey skin, which remains at room temperature, and unless specifically required (or for the prevention of embarrassment of others in the case of Companion Androids), do not wear clothing. Companion Androids are built in either a male or female shape, depending upon the owner's choice.

Despite the standard model Android having no facial features, all Androids can speak, using a built in voice synthesizer, located within the Android's chest. An Android with a physical upgrade will speak using its mouth, and the voice will match the apparent sex of the Android.

Android ability scores are slightly different from other player characters', and these differences are noted in the sections on each type of Android.

Androids live for one year. At the end of that time, they break down into a red dust pile of chemical compounds. The same thing happens if an Android is reduced to 0 or fewer hit points. A pile of this dust can be recycled in a vat or used by Androids to heal themselves, using their inbuilt nanobots.

Android Armor Class: Although Android flesh is pliable to the touch, it is also extremely tough. A naked Android is AC 13. It is possible to improve this armor class with a physical upgrade or with equipment, just as a Human would.

Android Power: Androids have an internal power system that carries a 48-hour charge. Recharging takes 15 minutes at any power outlet or battery power source. A thin, 5-foot filament is pulled out from the Android and plugged into the socket. Power outlets are located throughout the ship, and most are still functional. Even in the wilderness levels there are artificial trees that appear to be living, but are actually power relay stations. An Android's optical sensors can spot these power stations from hundreds of yards away.

Android Healing: Androids are able to heal five points of damage per hour spent soaking in an Android creation vat. If the vat is malfunctioning, it may cause additional, unexpected problems. A pile of dust from a recycled Android can be used by another Android to heal itself in three hours, using its inbuilt nanobots. The android can either absorb it through its skin or just "eat" the dust. The amount of healing is limited to one quarter of the number of hp the recycled Android would normally have. For example, if the recycled Android was a Computer Android, another Android could recover 20 hp from the recycled compounds. Unfortunately, if the recycled Android was mutated, the Android must make a radiation check against intensity level 16 or the Android will receive one random mutation from this process. Worse yet, if the recycled Android was a Killer Android, or infected with the Killer Android virus, the Android using the contaminated compounds has to make a radiation check against intensity level 18 or it will become a Killer Android within 4d6 hours.

Mutant Androids: Exposure to intense radiation or a faulty vat can cause an Android to mutate. This process can turn any sort of Android into a Killer Android. Most unmutated Androids (except other Killer Androids) attack Killer Androids on sight, and distrust mutated Androids, seeing them as being one-step removed from becoming a Killer Android. Ship Robots and artificial intelligences often (but not always) won't harm a mutant Android until it proves itself dangerous. The only vat a Killer Android can use for healing is the Killer Android producing vat, healing in any other vat will return the Killer Android to "normal". Killer Androids will be welcomed with open arms at the Killer Android producing vat.

Androids that disregard the Laws of Robotics may be considered by other Androids, Robots and AIs as having "gone rogue" and may be apprehended for return to a healing vat or in the worse of cases, destroyed.

Special Android Ability: Androids are able to expend extra energy for extra effort. They can burn up an hour's worth of battery power to add a one-point bonus to any dice roll, before rolling the dice. They can burn up to 10 hours of charge in any 24-hour period. Up to 10 points can be added to a single roll.

Android Equipment: All Android vat complexes include a large warehouse of equipment designed for Androids. Although much of this is military style equipment, none of it is lethal or suitable for use as a weapon. There is clothing, camping and survival gear, riot control shields and batons, communication devices, hand-held computers, motion detectors, and anti-grav platforms for moving heavy payloads. There is radiation cleansing gear in the form of gel canisters, spray foams, air purifiers, special paints, and soil sterilizers. There are not, however, any Color Bands or Command Rings for the Androids to use. They are supposed to be accompanied by Humans when they need access to secured areas.

Android Programming: Like Robots, properly-functioning Androids follow a set of the Laws of Robotics and with the exception of those Androids with the Military or Security Laws of Robotics, cannot harm Humans or allow a Human to be harmed if it's possible to prevent it. If a Human tries to harm an Android, that Human is judged to be sick and must be restrained and taken to a hospital. All Androids are initially programmed with a set of the Laws of Robotics.

COMPUTER ANDROID PLAYER CHARACTER

A computer Android stands 5 feet tall. Like all Androids it appears to have no facial features and its gray flesh is extremely slick, like teflon. Its hands and feet are slim but are double the size of a normal Human's.

A computer Android is designed to interface with computer systems of all types. This Android type comes standard with the Interface Package. Several of its fingers and toes appendages are actually extendable input / output ports that can hook into computer ports.

Computer Android ability scores are unusual in two ways. First, their hit points always begin at 80, no matter what their Constitution score is. Second, their Mental Resistance always begins at 21.

A computer Android has space for six additional Android programs. Any six can be chosen from the list when the character is created, but once selected these programs can never be removed, erased, replaced, or added to during the Android's life.

COMPANION ANDROID PLAYER CHARACTER

Companion Androids are created to be perfect helpers to Humans. They stand 6 feet tall and have either male or female body shapes (imagine a typical child's fashion doll, made 6 feet high). The two types are often referred to generically as Betty and Ben. Companion Androids come standard with Physical Appearance Upgrade III.

Companion Android ability scores are unusual in two ways. First, their hit points always begin at 90, no matter what their Constitution score is. Second, their Leadership Potential always begins at 14.

A companion Android has space for four additional Android programs. Any four can be chosen from the list when the character is created, but once selected these programs can only be changed while undergoing repairs and healing in a vat.

WORKER ANDROID PLAYER CHARACTER

Worker Androids are multipurpose Androids designed to perform the many tasks Humans don't want to do and Robots aren't well suited to do. They stand 7 feet tall and are powerfully muscled.

Worker Android ability scores are unusual in two ways. First, their hit points always begin at 100. Second, their Constitution score is always starts at 15. However, their lifting capacity is determined as if their Constitution score was 21.

Worker Androids can interface with all Robots and artificial intelligences as if they have a Leadership Potential of 21, regardless of their actual score.

A Worker Android has space for three Android programs. Any three can be chosen from the list when the character is created, but once selected these programs can only be changed while undergoing repairs and healing in a vat.

SECURITY ANDROID PLAYER CHARACTER

Security Androids are generally used to reinforce Human security officers for tasks such as conducting security patrols, issuing parking infringement notices and access control. Generally speaking, these are mundane tasks that normally require manpower, but not a lot of critical decision making. These Androids stand just over six-feet tall and are muscular in appearance. These Androids always come standard with a Customization Package, specific to their role, such as what appears to be a police uniform, etc.

Security Android ability scores reflect their "robust" employment requirements. Their hit points always begin at 120, and their Constitution score is always starts at 18 and they begin with their Leadership Potential, no lower than 8. Security Androids can interface with all Robots and artificial intelligences as if they have a Leadership Potential of 21, regardless of their actual score.

A Security Android has space for three additional Android programs. Any three can be chosen from the list when the character is created, but once selected these programs can only be changed while undergoing repairs and healing in a vat. These Androids have the Law Enforcement Laws of Robotics installed as standard.

COMBAT ANDROID PROTOTYPE

This new type of Android is the Warden's response to the alien invasion. This type of Android is a modified Security Android that has been introduced to help deal with situations where Security Androids and other types of Androids proved inadequate. They are also designed to replace or supplement Human troops. Especially in dangerous situations.

Combat Androids begin the game with 140 hit points, and their Constitution and Radiation Resistance score always starts at 18. These Androids begin with their Leadership Potential, no lower than 8. Combat Androids can interface with Security Robots as if they have a Leadership Potential of 21, regardless of their actual score. Security Robots often regard Combat Robots with either awe or fear.

These Androids stand just under six and a half feet tall, and appear more heavily muscled than their Security Android counterparts. Combat Androids always come standard with a Customization Package, specific to their role, such as a camouflage uniform etc, as well as the Armor Package.

A Combat Android has space for two additional Android programs. Any two can be chosen from the list when the character is created, but once selected these programs can only be changed while undergoing repairs and healing in a vat. These Androids have the Military Laws of Robotics installed as standard.

KILLER ANDROID

These Androids are generally NPCs. If a PC becomes a Killer Android, the PC Android is controlled by the GM until the Android is "cured" of the virus. A player can, if the GM agrees, continue to control a Killer Android, as long as this is done with the PC acting "in character".

Killer Androids are not a true, separate type of Android. They began their existence as one of the other five types. They are killers because they were either created in a malfunctioning Android vat or a terrorist virus infected them. In either case, the programming that prevents them from harming Humans and damaging the ship has been overridden or was never installed to begin with.

Most Killer Androids are part of a cabal seeking to become masters of the ship. Humans, Robots, mutants, and aliens alike are just tools to them, to be controlled and used to further the Androids' schemes.

Although they were once indistinguishable from other Androids, the malfunctioning vat turns the normal, gray Android flesh to a dark red. Rogue Androids can be any color (many are bone white or pale violet), but immersion in the vat quickly turns even them red while virus infection takes up to 24 hours to make them change color, at the end of the 24 hour period, the Android has completed the transformation to become a Killer Android. Killer Androids often try to hide their color under cloaks, space suits, or heavy makeup. Many of the ship's AIs and Robots cannot tell Killer Androids apart from normal ones, but the difference is detectable, even when disguised by another Android (Difficulty level 6 check vs MR). Normal Androids will go to extraordinary measures to destroy Killer Androids.

Killer Androids are created as standard Androids. They are allowed one extra Android program in addition to those normally allowed by type. Because of the intense animosity between normal Androids and Killer Androids, it's not advisable to allow Killer Androids as player characters. They are typically the central villains of Phase Two games.

A side effect of the nano-virus is that Killer Androids are slightly less vulnerable to sonics, taking double, not triple damage from those types of attacks.

ANDROID SKILLS SUITES

Taking a skills suite takes two program slots in an Android's logic center. Skills are described starting on Page 77. Each Android also comes standard with Education: Basic and Education: Advanced skills. Each skill in that suite is at level 2, and can be improved as the game progresses, by experience. An Android starts the game with 12 additional points to distribute amongst any of the skills listed in their particular suite. Each Android can only have one skill suite installed, and that can be replaced by another appropriate suite whenever the Android is placed in a vat.

Combat Android Prototype

Description: Combat Androids are modeled on Human Marines. These are designed to provide cheap, disposable troops that are easily manufactured and not required between periods of conflict. This experimental suite is available only on the *Starship Warden* at this stage.

Prerequisites: CN 9, D 7, MR 10, Military Laws of Robotics only, Combat Android Prototype

Skills: Combat: Blade, Combat: Heavy Weapons, Combat: Small Arms, Combat: Tactics – Unmounted, Combat: Tactics – Vehicular, Combat: Unarmed, Education: Instruction, Medicine: First Aid, Military Skills, Navigation, Power Armor Operation, Surveillance, Swimming, Zero-G Manoeuvre, Vehicle Grav: Sm, Md and Lg, or Vehicle Watercraft: Sm and Md

Education Android

Description: Earth's expanding population and increased demands for quality education required that Androids be programmed to fill teaching vacancies that would otherwise not be filled.

Prerequisites: MR 12

Skills: Academia, Administration / Bureaucracy, Computer: Operation, Education: Education: Instruction, Any skill except Combat (excluding Combat: Unarmed), Deception, Forgery, Gambling, Intimidation, Pick Pocket, Seduction and Torture.

Emergency Services Android

Description: These Androids were initially created to improve the level of response available for accidents and emergencies. Emergency Services Androids are an essential part of any emergency services team, going into situations deemed too hazardous for Humans. Androids may be employed as Fire Fighters, Ambulance Drivers and for Search and Rescue, replacing or supplementing Humans as required. Specialist skills should be chosen after consulting the GM to pick suitable skills.

Prerequisites: MR 9 minimum, May not have Military Laws of Robotics Installation, Worker or Companion Android, Emergency Procedures Program

Skills: Abseiling, Administration / Bureaucracy, Computer: Operation, Computer: Programming, Medicine: First Aid, Vehicle Grav: Sm, Md and Lg or Vehicle Wheeled: Sm, Md and Lg

Engineering Android

Description: Engineering Androids are used to boost man-power and lower costs on engineering projects of all sorts. They are used for maintenance, construction, demolitions and hazardous or menial jobs.

Prerequisites: MR 11, Not Companion Android

Skills: Computer: Operation, Computer: Programming, Demolitions, Engineering: Any, Mathematics, Painting / Drawing, Vehicle: Any two types

Entertainment Android

Description: Entertainment Androids are useful for many purposes, such as standing in for an actual performer. Often these Androids are used to replicate performances of great actors or performers of the past, such as Marilyn Monroe, Mozart, Elvis or Pauly Shore.

Prerequisites: LP 8, Physical Appearance Upgrade IV minimum, Disguise (Special) Upgrade

Skills: Acting, Dancing, Disguise / Makeup, Magic, Mimic, Musical Composition, Musical Instrument, Oration, Singing

Police Android

Description: Law enforcement is required everywhere, and with Earth's large population, Human Police were stretched to the limit. Android Police Officers are used to free Human Police Officers for more important work.

Prerequisites: CN 8, D 7, MR 11, Law Enforcement Laws of Robotics Installation

Skills: Administration / Bureaucracy, Combat: Small Arms, Combat: Unarmed, Computer: Operation, Law Enforcement, Medicine: First Aid, Surveillance, Vehicle Grav: Sm, Md and Lg or Vehicle Wheeled: Sm, Md and Lg

Ship's Crew Android

Description: Androids are useful as cheap ship's crew, being able to be manufactured on demand and working for free cuts down operating costs for many vessels.

Prerequisites: CN 8, D 8, MR 9

Skills: Administration / Bureaucracy, Communication: Ship, Environmental Suit, Medicine: First Aid, Navigation, Power Armor Maint., Zero-G Manoeuvre, Vehicle Grav: Sm or Md, and Vehicle Spacecraft: Sm, Md and Lg

Technical Android

Description: Technical Androids are used to fill the roles of skilled craftsmen, or doers of odd-jobs. These may be employed as gardeners, plumbers and laborers, etc.

Prerequisites: MR 13

Skills: Administration / Bureaucracy, Computer: Operation, Any 3 technical skills except Combat, Science, Deception, Forgery, Gambling, Intimidation, Pick Pocket, Seduction and Torture.

ANDROID PROGRAMS

Each program takes up one slot in the Android's logic center. Multiple copies of the same program can be selected, in which case their bonuses are cumulative. For example, if an Android takes the Interaction Program three times, it will have a Leadership Potential of 21 and a bonus of +9 on all non-aggressive actions involving Humans. Android and Robot programs are not compatible or interchangeable.

Analysis Program: *Starship Warden* had many experimental systems onboard, besides the alien systems being infiltrated onto the ship. This program allows a +2 bonus on attempts to figure out these unusual systems.

Childcare Program: This software, when used with the General Knowledge Program (below) enables an Android to care for a child from birth to the age of 16.

Combat Program: Allows the Android to have "Talented" status with all weapons; allows the Android to subdue Humans without harming them (treat this as an attempt on the Doing Things table, pitting the Android's Constitution or Dexterity against the Human's Constitution or Dexterity—success means the Human is pinned); and grants a bonus of +2 on all rolls to hit (but not damage).

Communication Program: Puts the Android in constant communication with any other Android that has this program and with whom it has been in contact (that is, face-to-face contact) within the last 72 hours.

Computer Program: Extensive repair and virus reprogramming are part of this program, allowing an Android a +2 bonus when working with computer intelligences and trying to repair damage to AIs.

Emergency Procedures Program: The Android has general knowledge about fire-fighting, search and rescue, disaster recovery and evacuation procedures. The Android automatically updates its knowledge of emergency procedures when operating in different environments, and can effectively use emergency equipment to neutralize a threat as safely as possible. The Android receives a +2 bonus when attempting to extinguish fires, use a water cannon or other emergency equipment.

Engineering Program: Allows the Android a +3 bonus when dealing with equipment that isn't part of an artificial intelligence; the Android can repair five points of damage on any machine per 24 hours if the parts and tools are available.

Extraterrestrial Program: Allows the Android to cause an extra die of damage to aliens or alien devices; grants a +3 bonus when trying to strike an alien or mutant, or figure out an alien device.

General Knowledge Program: This software allows the Android to carry out simple tasks (for a human), such as buying groceries, cleaning shoes, walking a dog, stacking shelves in a store, setting a table, operating a cash register, running a bath, or other small, simple tasks. Many (but not all) of the tasks carried out by Androids using this program are not covered by other programs.

Androids using this program to carry out a task, do not perform the task as well as Androids with specialized programs or the appropriate skills package.

Hospitality Program: This software allows the Android to serve as a cook, a bartender, butler, cleaner or waiter. The Android is programmed to speak using very polite language, and is familiar with "modern" standards of etiquette.

Interaction Program: Gives the Android a Leadership Potential score of 21 and grants a +3 bonus on all non-aggressive actions toward Humans.

Martial Arts Program: Allows the Android a +2 bonus on armor class.

Ranged Attack Program: Allows the Android a +1 bonus on all ranged attacks. If the attack hits its target, it causes an additional die of damage (if the attack normally causes damage).

Sensor Program: Doubles the effective range of the Android's senses. A side effect of this is that the Android has a +1 bonus on attempts to figure out items as well as a +1 bonus when trying to damage items.

ANDROID UPGRADES

Armor Package: The Armor Upgrade Package is used to equip the Android with in-built armor or shielding. This involves a modification of the vat "growing" process. The resulting android emerges from the vat wearing what appears to be a suit of body armor (AC 10). This upgrade is not compatible with Physical Appearance Upgrade V, but is compatible with the Customization Package.

Customization Package: This upgrade package is used to tailor the Android for a specific single role. This involves "growing" the Android with a uniform, for example, Androids used in construction are grown with what appears to be a hard hat and yellow construction uniform, or a blue police uniform, with white helmet for police Androids. This upgrade is not compatible with Physical Appearance Upgrade V.

Defensive Upgrade Package: This is used to equip the Android with a built-in defensive force field and makes the Android capable of using either of its hands to paralyse an opponent, as per a paralysis rod (WC 20).

Disguise Upgrade Package (Special): This allows an Android to modify its physical features to match those of another Android or Human. This requires Physical Appearance Upgrade V. The process takes 24 hours for nanobots to complete the transformation, during which time the Android shuts down to

minimal activity. If the process is interrupted, it is halted until the Android can cease activity once again.

Interface Upgrade Package: This allows the Android to communicate using electrical impulses transferred either through their fingers onto a handpad or via a socket, built into their forearm.

Muscular Upgrade: This package upgrades an Android's CN score by 6 points, to a maximum of 27. This package reduces the Android's D score by 2 points. This package can be taken more than once, but the max remains at 27, and a further 2 points is subtracted from D for every application of this package.

Physical Appearance Upgrade

- | | |
|-----|--|
| I | Basic facial features, but obviously not human. |
| II | Basic facial features, no hair, skin still grey and cold. Would pass for a bald human in poor light. |
| III | Facial features, no hair, grey skin tone with pores, etc. Warm to touch. |
| IV | Facial features, hair, flesh skin tone, pupil dilation, flush response, etc. Warm to touch. |
| V | As per IV with "convincing" intimate anatomical details. |

Self-Destruct (Special): In order to prevent compromise or capture, the Android can activate its own nanobots to cause them to begin the recycling process. This process takes five minutes.

Sonic Shielding Upgrade (Special): This is a special modification, generally only available to Androids used by espionage agencies. The Android is no more vulnerable to sonics than a normal Human, but manufacture costs and healing times double.

ANDROID MUTATIONS

Android mutations can occur for three reasons; exposure to radiation, as a result of treatment in a faulty vat, or an Android using mutated recycled compounds to heal itself. Being placed in a correctly functioning Android vat removes all mutations from an Android, and will return a Killer Android to normal. This process requires 24 hours, during which time the Android is fully deactivated. The Android will still need to heal normally, at a rate of 5 hp per hour. Roll on the table below to determine type of change:

1.	Skin color change
2.	Mental mutation
3.	Physical mutation
4.	Quirk
5.	Fault
6.	Other

Depending on the result above, roll on one of the tables below to determine results:

1. Skin color change:

1.	Blotches of Grey and one other colour from this list (roll again, ignoring any result of "1")
2.	Blue

3.	Green
4.	Yellow
5.	Brown
6.	Violet

Roll to determine color depth:

1.	Very pale
2.	Pale
3.	Light
4.	Medium
5.	Dark / Bright
6.	Deep / Rich / Fluorescent

2. Mental Mutation:

2.	Alpha Wave Generation
3.	Backlash
4.	Confusion
5.	Illusion
6.	Invisibility
7.	Levitation
8.	Magnetic Control
9.	Mental Blast
10.	Mind Wipe
11.	Molecular Disruption
12.	Pyrokinesis

3. Physical Mutation:

2.	Chameleon Powers
3.	Electrical Generation
4.	Energy Reflection
5.	Light Generation
6.	Lightning Rod
7.	Multiple Body Parts
8.	New Body Part
9.	Partial Carapace
10.	Radiated Eyes
11.	Secretion
12.	Wings

4. Quirk:

1.	Adopted persona – The Android adopts a character from popular fiction or a stereotype and behaves accordingly.
2.	Repeats everything said to it. Self explanatory.
3.	Thinks aloud – Must tell everybody exactly what it is thinking.
4.	Believer – Discovers "God" of some sort.
5.	Shy – The Android becomes very shy.
6.	Curious - Android displays a high level of compulsive curiosity, bordering on clinical insanity or hyperactivity.

5. Fault:

2.	Deletion: Laws of Robotics deleted.
3.	Alteration: Self-preservation protocol becomes priority Law of Robotics.
4.	Alteration: 1 Program deleted from memory - Player's choice and new program recovered from previous installation - GM's choice.
5.	Denial of Service: 2 Programs locked, each for 1d6 hours. Player's choice.
6.	Speech Impediment: Can only yell, speaks with a lisp, can only speak in riddles, rhymes or limericks, suddenly uses a cheesy accent,

stutters, randomly whistles and beeps, Robot Tourette's Syndrome, etc. GM's choice :)

7. Denial of Service: Unable to activate either radio communications or vocal - GM's choice - for 4d6 hours.
8. Denial of Service: 6 levels of skills (picked by GM) lost for 3d6 hours, until self-repair systems fix error.
9. Alteration: Priority is given to an Android program (GM chooses program that Android has installed), over any skills package. Android will compulsively try to apply its program before using any skills package.
10. Alteration: Laws of Robotics altered, Android life is as valuable as Human life and subject to same benefits.
11. System reset: Any levels of skill acquired since activation are lost.
12. System reset: All memories since "leaving the vat" are lost, programs and skills are unaffected.

6. Other:

1. Artificial skin cracks and peels - add one to armor class.
2. Artificial skin hardens - subtract one from armor class and D.
3. Android becomes color blind and sees only in greyscale.
4. Hearing Loss – the Android can only hear a high pitched humming, and is completely deaf.
5. Volume control – The Android has a 4 in 6 chance of yelling any particular sentence, when speaking.
6. Reverse syntax – When speaking, the Android reverses the order of words in all of its sentences.



THE KILLER ANDROID VIRUS

Androids rely upon nanobots to carry out a number of functions within their systems, including self-repair, power and even for their sense of smell. In 2114, laws were passed world-wide to change the way in which nanobots worked, including making them vulnerable to sonics of all types. Prior to the launch of the *Warden*, eco-terrorists released nanobots into one of the Android creating vats, which were less vulnerable to sonics, self-replicating and programmed to turn Androids into Killer Androids. These nanobots are spread by Killer Androids being recycled, or Androids being processed in a contaminated vat.

CREATING YOUR HUMAN PLAYER CHARACTER

In Phase Three of the game, the situation has gone very wrong—so wrong that worried Robots and Androids are reviving Humans who were supposed to remain asleep for decades. Aliens have infested the ship, killed, incapacitated or captured the entire crew, disrupted many systems, and caused untold damage and havoc. The aliens have also been very liberal with their bio-weapons and doused the ship with forms of radiation, previously unknown to humankind.

Several levels of *Starship Warden* are now entirely controlled by aliens and all of the levels have some form of alien infestation and radioactive contamination. The Robots and Androids have gotten the radiation problem more-or-less under control, but many of them have been destroyed or mutated in the process. Just as serious as the alien threat is the presence of a malfunctioning Android vat churning out Killer Androids and seeking to take control of the entire ship.

Into this mix is thrown the ill-prepared Humans, the last hope of the *Starship Warden*. Disorientated from the accelerated cryo-sleep revival process, with shattered memories and no understanding of the current situation, these poor souls have a heavy burden to bear if they are to succeed.

Human characters are defined by the same characteristics as Robots and Androids, that is:

Constitution
Dexterity
Leadership Potential
Mental Resistance
Radiation Resistance

When rolling up a Human character, each ability score is determined by rolling 3d6 + 3. What these results mean is explained in detail in the Ability Scores section, starting on Page 32. This same section will also assist you with figuring out the other bits and pieces that you need to work out on your character sheet like how much you can lift, how many Luck Points you have, bonuses and penalties for some actions, etc.

There's a fair bit of variety in the sort of Human character you may get to play. Generally, in Phase Three you will begin play as a newly awakened Human marine, with no memory of what has occurred, or at best, badly damaged memories. From Phase Four onwards, other types of Human players become available for play.

CHARACTER TYPE	PAGE NO.
Normal Human (No Memories)	70
Normal Human (Full Memory)	70
Normal Human (Damaged Memory)	71
Human Cyborg	71
Human Mutant	71

Speak with your GM and see what type of character he wants you to roll up. It is important to remember that the GM has final say in character creation, and should be allowed to "tweak" characters as he or she sees fit, to allow for better game play. Trust them; they generally know what's in store for your characters.

HUMAN ADVANTAGES

- ▷ +3 bonus on attack dice rolls when using equipment designed for Human use.
- ▷ All correctly functioning AIs, Robots and Androids usually obey orders from an authorized Human.
- ▷ +3 bonus on dice rolls when making mental and physical ability checks.
- ▷ Can gain powerful mental and physical mutations.
- ▷ Can gain useful cybernetic implants.

- ▷ Can start the game with some useful skills and through game play, may recover or gain more.

HUMAN DISADVANTAGES

- ▷ May begin the game with impaired memory.
- ▷ May begin the game with little or no equipment and information.
- ▷ Vulnerable to radiation and mutating agents.
- ▷ AIs, Robots and Androids may be over-protective towards Humans.
- ▷ Mutation may cause AIs, Robots and Androids to refuse to obey them as they may not be recognized as still being Human.
- ▷ May be suffering the effects of Cybernetic shock.

STARTING AGE

Generally speaking (unless the GM says otherwise), PCs start the game between 21 and 26 years old, that is 1d6 + 20 years. No member of the Military or Police Force may be younger than 21 years of age.

Non-military and Police characters may begin play with the starting age of 18-23 (1d6 + 17) or older at the GM's discretion.

NORMAL HUMAN (NO MEMORIES)

This is the default starting condition for Phase Three games for Human characters. Optionally, a GM may allow players who have more experience with the rules to use the Normal Human (Damaged Memory) character type (described later).

Attributes are rolled up as described above, and the characters awaken without any memory of what has occurred. Robots, Androids, Aliens and chaos reign. The GM either allows characters to roll on the Waking Up Option: Human Starting Equipment sidebar, or runs them through the beginning of his own scenario, providing them with whatever equipment he likes.

At a later date, the GM may allow these characters to recover memories, in which case they must go through the process described below for Normal Human (Full Memory) and then Normal Human (Damaged Memory) character Types. Until that occurs, these characters will not regain memories through the processes covered on Page 71 - Recovering Memories.

NORMAL HUMAN (FULL MEMORY)

These characters are very rare in Phase Three, and it is suggested that no PC should start Phase Three using this character type. This character type is described before the Normal Human (Damaged Memory) character type because you (the creator of the character) need to know what the poor sod can't remember. Basically, the character is rolled up as described above, and the resulting rolls are compared to the prerequisites for the character's chosen profession (see Pages 73 - 75).

If the character does not meet the prerequisites, the character is a washout, unless the GM decides to "fudge" the scores a little in order to allow it. It's the GM's call. Experienced GMs may trade points from one attribute to another or have another idea completely – they may trust you to do it. Be flexible, after all, it's meant to be fun. These rules serve as a guide, and your GM has final say.

Once you have a character that meets the prerequisites for the profession you want to play, it's time to work out how skilled your character is. This is done firstly by assigning Background Skills, and the Professional Skills. For Human marines, there's a problem: every officer that isn't a gibbering, drooling wreck from the accelerated revival process has been taken. Additionally, most of the higher ranking senior non-commissioned officers (SNCOs) have been taken as well. Any remaining Human marine characters are likely to be below the rank of Sergeant! Just poor ol' other ranks (ORs).

All characters start with six points to invest in any skills that they choose from the Background Skills (those skills with an "*" next to them in the tables on Page 78 and 79). Every year (after initial creation), characters get one extra skill point to add to their background skills. These skills provide the character's personal background. The player then selects a Profession Skill Set, and for

every two points of MR, they can select a skill from the chosen set. Beginning PCs may not start with any skill higher than level 3. (See gaining and Losing Skills on Page 75.)

Due to the requirement for training prior to promotion in the military, for every rank above the initial starting rank held by a character, a member of the military receives two extra levels of skill to allocate to any skill listed for their profession. *Promotion is always at the discretion of the GM.*

For starting Human marine characters, it is suggested that by 23 years of age, a character would have served two years and have attained the rank of Private (PV-2), at the age of 24 at the earliest they may have reached Lance Corporal (LCpl) and the best candidates, may have reached the dizzying height of Corporal (Cpl) by 26 years of age.

Once you have worked out skill levels, it's up to the GM to decide how to equip your character. Then, onwards to the adventure!

NORMAL HUMAN (DAMAGED MEMORY)

These characters are more likely to be played by experienced MA players, and are rolled up as per the Normal Human (Full Memory) character type above. Prior to the stage of equipment being issued to them and play beginning, the GM rolls a d6 for *each and every* skill that the character has listed on his character sheet. There is a 1 in 6 chance that the character can remember that skill. All other skills are crossed out (preferably in lead pencil). A *really generous* GM might allow a 2 in 6 chance for background skills, but hey, let's not go nuts here.

Additional things to check to see if a PC remembers:

Name
Rank
Family
Spouse / Girlfriend / Boyfriend
Social Security Numbers/PINs
Childhood
Food Preferences
Friends
Enemies
Accidents and Injuries
Personal Tragedies
Gambling Debts, etc.

After all of these things are noted, equipment is then issued and play begins as the GM sees fit.

RECOVERING MEMORIES

Time, trauma and advanced medical technology will allow a character to recover memories.

Time: Once per week, the GM checks to see if a character is starting to remember their skills and personal history. The GM does this by rolling a d6 for each forgotten skill and personal history item that has been "forgotten". There is a 1 in 6 chance of remembering any forgotten skill and personal history item. This may occur while sleeping (dreams and nightmares) or while eating a meal etc (a sudden flashback triggered by external stimuli). Whatever. Anyway, the GM will tell you how you regain your memory of that skill.

Trauma: Stress gets the heart going, adrenaline pumping through the system and it does wonders for blowing the cobwebs out of befuddled characters' heads. Any time a character enters combat or another stressful situation, the GM can check (a 1 in 6 chance) to see if a character remembers a single skill, there and then. The beauty of this is the player gets to choose which skill might be remembered.

In addition to this, if a character is injured, (once per day, during the first combat in which they receive the injury) the character has a 2 in 6 chance of remembering a single skill chosen by the player.

Advanced Medicine: Characters taken to special cryo-rehab facilities will have 100% of their memories restored, no questions asked. It takes 24 hours for the nanobots to complete their repairs, during which time the patients are in a coma. Getting to the cryo-rehab facilities is only part of the challenge. They may need repairs, be run by insane AIs or be in hostile territory. The GM only knows!

HUMAN MUTANT

A character starting as a Human mutant can be any one of the character types described above. While they were in their cryo chambers they were altered by the powerful mutagens released by the aliens and their bio-weapons. While the majority of passengers in cryogenic storage were unaffected, faulty filters on some units allowed some chambers to be contaminated, resulting in mutation. GMs may wish to make this a random possibility, so it is suggested that if players roll 16 or more on 3d6, they have mutated.

Mutations: Roll 1d6 +1. If you rolled a natural '6' you may roll another 1d6 +1 and add that to the result. This gives you a number of mutations from 2-14. This establishes how many mutations you have. Use the table below to determine how many physical and mental mutations you may have:

NO. OF MUTATIONS	MENTAL	PHYSICAL
2	1	1
3	2	1
4	3	1
5	3	2
6	4	2
7	4	3
8	5	3
9	6	3
10	6	4
11	7	4
12	7	5
13	8	5
14	8	6

Mutations can be selected from the lists on Page 92 and Pages 95-96. It's always a good idea that you check any choices that you make with your GM. Remember to change your ability scores if the mutation affects those stats.

Note: When a mutant is further damaged by radiation and mutates again, use the above chart and advance them to their next level (e.g. 4 to 5 or 13 to 14). The player is then allowed to pick one more mutation of the appropriate type for their character. If their character is already at the 14th level, let them pick either a physical or mental mutation as they wish.

HUMAN CYBORG

The futuristic technology onboard the *Warden* makes cybernetics seem like a step backwards. However, sometimes there are few options. Time and cost are two contributing factors, while personal preference hardly ever enters the equation. Re-growing limbs through nano-technology is expensive and time consuming, while Cybernetics is relatively cheap.

When the *Warden* was attacked by the Asteroid, one of the sections containing hundreds of cryo chambers was damaged. The Robots attending had little choice: many cryo chambers had failed or were in danger of failing. Radiation was everywhere and there was nowhere to rehabilitate the injured as they re-grew their damaged limbs and organs. Cybernetics were used as an emergency measure, with the intention to replace the cybernetics with flesh and blood limbs at a later date, once the emergency was contained. GMs may wish

to make this a random possibility, so it is suggested that if players roll 18 on 3d6, they have had cybernetic implants.

A Human cyborg character is created by rolling up one of the above character types, normally. The character then determines how many implants that they have by rolling 1d6. Cyborg characters start the game with 1-3 implants. Which implants they receive is determined by rolling 3d6 and consulting the table below:

ROLL	IMPLANT
3	Arm and Hand
4	Arms and Hands (Both)
5	Ears
6	Eye
7	Eyes (Both)
8	Glands & Organs - Kidney
9	Glands & Organs – Lungs
10	Glands & Organs – Adrenal Gland
11	Glands & Organs - Heart
12	Hand
13	Hands (Both)
14	Leg
15	Legs (Both)
16	Nervous System
17	Neural Enhancements
18	Skeletal Enhancement*

* Note: If a character gains this implant, there is a 2 in 6 chance that they will have another implant as well, regardless of the original roll for the number of implants.

Common sense must be used when rolling on the above table; a character can not have two cybernetic hearts, four cybernetic legs, etc. Impossible duplicate rolls are ignored and re-rolled. Descriptions of all the above implants can be found on Page 117.

Any new character, starting as a cyborg will be in shock (see Page 117 for rules on Implanting Cybernetics). The shock lasts 1d6 days and results in temporary loss of 1d6 points of LP and MR, and Dexterity is reduced by 3 points, until the shock wears off. Despite being in shock, and possibly having no other memories, a beginning cyborg character knows how to use their limbs.

Once the effects of cybernetic shock have been applied, the character is ready to be equipped and start the game.

A NOTE ON CHARACTER BALANCE

Using these rules, it is possible to create a powerful Human character with all of their memories, powerful cybernetic implants and mutations as well. If your group's style of play would benefit from this, well and good. Speak to your GM first, if they're okay with your one-man bionic mutant super-soldier, and the rest of your gaming group feels that it's okay – then where's the harm in that?

EQUIPPING HUMAN CHARACTERS

Although there was safety in the cryo chambers from the deadly radiation, the emergency process used by the Androids to wake up the Human characters leaves the majority of them with short-term memory loss. The characters can function, but have huge gaps in their memories. These memory gaps are certain to cause problems in the near future. Unless the GM decides otherwise (or allows them to roll on the Waking Up Option: Human Starting Equipment sidebar), the PCs start the game dressed only in flimsy cryogenic gowns. They recognize almost none of the machines and equipment they see. One of the few things they do remember how to use is the hand-held computer that was stored with each of them. Most of these little computers are malfunctioning (5 in 6 don't work at all). If functioning, this at least provides the character with his or her name and ties into many of *Starship Warden's* artificial intelligences. These ought to be able to fill in a lot of the blanks, but quite a few of the intelligent systems don't seem to be working any more.

Thanks to the help of the Androids and Robots, Human characters have access to a wide range of equipment. Indeed, they have a whole warehouse full of valuable items to draw from. No weapons are immediately available, but all sorts of protective gear, sensors, tools, and communication devices are. The crew (now deceased) invented many new items since *Warden* launched and those devices are on the racks along with clothing and radios. The scientists didn't leave instruction manuals because they fully expected to be on hand when the gear was needed, to instruct their fellow travelers in their use.

Simple items and devices, such as clothes, walkie-talkies, slip-on armor, knives and such present no difficulties. Before the characters can use advanced weapons, medical devices, anti-Grav Cars, or any of the other really cool gadgets on the ship, characters are going to have to figure out what things are and how they work.



Some people want armor, some people want a cool weapon, others want both. It is the GM's decision. **WARNING:** A poly-cotton singlet is a fashion statement, not protection. Use armor in combat – you will live longer.

The Item Complexity Chart on Page 125 should be used when characters want to learn how to use unfamiliar items.

HUMAN GOALS

The first information the Androids provide is that the ship is under attack, and has been partially overrun by hostile aliens. The Humans are needed to regain control of the *Starship Warden* and fight the alien menace. Additionally, the ship is being held by the Asteroid and is in need of repair before it can continue on its mission.

Finding the missing officers and senior members of the crew should be important to the players, as should aiding the recovery of their less fortunate comrades who are suffering from far more than short-term memory loss. So many problems, so few solutions in sight...

WAKING UP A HUMAN

When characters wake up from their long sleep, they discover that the Androids had to use an emergency revival process. The approved method is a gradual revival that takes months, and the Androids simply didn't have that much time. Unfortunately, the crash revival program seems to have caused amnesia. The newly revived characters are disoriented, confused and are certain that they used to know a lot more than they do now.

Additionally, that knowledge entitled them to a much higher security clearance than the brown bands the Androids provide them with. It seems unbelievable that the ship could be stocked with so much equipment that the characters have no idea how to use, or even what purpose it serves. Clearly, everyone on board should have been given at least minimal training on emergency procedures and devices. Yet, the knowledge just isn't there. It will have to be relearned or medical facilities with advanced cryogenic recovery capabilities will need to be located.

In the meantime, there are aliens, mutants and Killer Androids to deal with. Not to mention Crazy AIs and rogue Robots.

WAKING UP OPTION: HUMAN STARTING EQUIPMENT

Sometimes things go wrong and Robots and Androids may not be at hand to provide assistance and equipment to characters that have just been revived from their cryosleep. In this case, roll two dice and consult the table below to determine what equipment PCs start with:

- | | |
|----|---|
| 2 | Naked to the waist from both ends! |
| 3 | Bath towel, shower cap and runners |
| 4 | Cryo gown |
| 5 | Cryo gown and slippers |
| 6 | Cryo gown, slippers and bathrobe |
| 7 | Cryo gown, slippers, bathrobe and can of Hot Joe Now™ |
| 8 | Shorts, t-shirt and runners |
| 9 | Shorts, t-shirt, runners and track suit |
| 10 | Cryo suit |
| 11 | Cryo suit and PDA |
| 12 | Cryo suit, PDA and can of Hot Joe Now™ |

SKILLS & PROFESSIONS

Characters with their full memories have professions and skills that are not available to the combat troops of the *Warden* during Phase Three of play. These professions and skills can give player characters and non-player-characters a lot of valuable capabilities that require explanation in game terms.

DETERMINING SKILLS

Most people in the 23rd Century have a better education than people in the 20th and 21st Centuries. This gives students access to a wide range of educational subjects, with the possibility of attaining excellence in these pursuits.

All characters start with six points to invest in any skills that they choose from the background skills (those skills with an "*" next to them in the tables). Every year (after initial creation), characters get one extra skill point to add to their background skills. These skills provide the character's personal background. The player then selects a Profession Skill Set, and for every two points of MR, they can select a skill from the chosen set. Beginning PCs may not start with any skill higher than level 3.

PROFESSION SKILL SETS

Players may choose one of the following skill sets, provided the character meets the physical and mental requirements for the job. When allocating skill levels, it is not necessary to take all skills, except where education skills are listed. Some of these professions differ from how we know them today. The GM should feel free to add to this list as he or she see fit. The list of professions is not exhaustive.

Athlete

Description: An Athlete is a professional sportsman or sports woman. Normally, an athlete will train in at least two sports, in order to provide some variety in training, and increase their chance for publicity.

Prerequisites: CN or D 10 or greater

Skills: Acrobatics, Climbing, Combat: Blade, Combat: Primitive Ranged, Combat: Unarmed, Mountaineering, Riding: Animal, Running, Sky Diving, Swimming, Training / Fitness, Wrestling, Zero-G Manoeuvre, Vehicle: Aircraft, SM or Md, Vehicle: Wheeled Sm or Md, Vehicle: Grav / Hover Sm, Md

Businessman / Bureaucrat

Description: A businessman is a member of a company, or a private entrepreneur, normally in a white-collar industry. Lawyers, bankers, salesmen, executives and merchants are examples of this profession. Bureaucrats are members of any government, such as a Public Service or any other government office. These people make things happen in government, or not.

Prerequisites: MR 12, LP 10

Skills: Accounting, Administration / Bureaucracy, Computer Operation, Economics, Education: Advanced, Education: Basic, Investment, Law, Persuasion, Trade, Vehicle: Aircraft, SM or Md, Vehicle: Wheeled Sm or Md, Vehicle: Grav / Hover Sm, Md

Colonist

Description: Colonists are often young people selected for their health by their government and trained for colonizing a new world. Often these people will have few family ties and have a record of unemployment. Colonization was seen by some countries as a way of reducing the ratio of unemployed people to productive members of society, while others saw it as a "golden opportunity" for motivated individuals. Many, but not all colonists are volunteers.

Prerequisites: CN 8, MR 8

Skills: Abseiling, Agriculture, Aquaculture, Animal training, Climbing, Communications, Planetary, Computer Operation, Cooking, Craft, Engineering: Construction, Engineering: Mechanical, Environmental Suit, Medicine: First Aid, Mountaineering, Navigation, Riding: Animal, Survival, Vehicle: Aircraft, SM or Md, Vehicle: Wheeled Sm or Md, Vehicle: Grav / Hover Sm, Md

Dilettante

Description: Dilettantes are the idle rich, the playboys and spoilt brats of 23rd Century Earth. Normally they have invested heavily into the colonization of a new world, in return for "Titles" and privileges on the new world. These people often possess considerable influence within social and political circles. Unfortunately, Earth's richest people have been reluctant to send out their "best and brightest"

Prerequisites: None

Skills: Administration / Bureaucracy, Dance, Education: Advanced, Education: Basic, Etiquette, Gambling, Language, Literature, Musical Composition, Musical Instrument, Persuasion, Riding Animal, Sculpture, Seduction, Sky Diving, Swimming, Vehicle: Aircraft, SM, Vehicle: Wheeled, SM, Vehicle: Watercraft, SM

Diplomat

Description: Diplomats are an essential part of the colonization process. They are required to negotiate with Earth or other colonies in order to gain benefits and concessions for their new colony. Diplomats are normally expected to take leadership positions within the new colonies. Some diplomats with higher levels of espionage and other related skills may prefer to serve only in that capacity.

Prerequisites: MR 12, LP 12

Skills: Administration / Bureaucracy, Dance, Deception, Diplomacy, Economics, Education: Advanced, Education: Basic, Espionage, Etiquette, Gambling, History: Modern, Language, Oration, Persuasion, Science: Political, Seduction, Surveillance, Trade

Doctor

Description: Doctors are essential members of the crew of any ship or colony. They ensure the medical welfare of the community or their livestock, depending upon their speciality.

Prerequisites: MR 14, D 12

Skills: Academia, Administration / Bureaucracy, Computer: Operation, Computer: Programming, Education: Advanced, Education: Basic, Interview, Medicine: First Aid, and Medicine: Any

Emergency Services Operator

Description: Emergency Services Operators are an essential part of any community. These include Fire Fighters, Ambulance Drivers and Search and Rescue personnel. Specialist skills should be chosen after consulting the GM to pick suitable skills.

Prerequisites: MR 12

Skills: Abseiling, Administration / Bureaucracy, Computer: Operation, Computer: Programming, Education: Advanced, Education: Basic, Engineering: Any, Medicine: First Aid, Surveillance, Survival, Vehicle Grav: Sm, Md, Lg, Vehicle Wheeled: Sm, Md, Lg

Engineer

Description: Engineers are essential for maintenance and construction. An engineer may be employed in a multitude of positions, from building construction to the Engineering deck of a spaceship, depending upon their field of expertise.

Prerequisites: MR 14

Skills: Academia, Education: Advanced, Education: Basic, Computer: Operation, Computer: Programming, Demolitions, Engineering: Any, Mathematics, Painting / Drawing, Vehicle: Any

Entertainer

Description: An entertainer might be a singer, dancer, actor, musician or any other arts performer. These people are generally looking for their 15 minutes of fame and trying to get more. The higher the level of skill in this area, the better the quality of "role" or "gig" that the character may be offered.

Prerequisites: LP 12

Skills: Acting, Dancing, Disguise / Makeup, Magic, Mimic, Musical Composition, Musical Instrument, Oration, Singing

Journalist

Description: This profession covers all forms of media, from print to holo transmissions. A journalist is employed to collect and relay information that is interesting and consequently often on the lookout for a scandal or a "scoop".

Prerequisites: MR 12, LP 8

Skills: Academia, Acting, Administration / Bureaucracy, Interview, Intimidation, Investigation, Journalism, Oration, Persuasion, Photography, Surveillance

Military: Army

Description: Soldiers provide for the defense of the new colonies. In times of crisis, they may even be used to enforce the laws of their government (the colony's or Earth's). Soldiers are generally ground-force troops with expertise in various environments using a wide variety of equipment.

Prerequisites: CN 8, D 7, MR 11

Skills: Administration / Bureaucracy, Combat: Artillery Systems, Combat: Blade, Combat: Heavy Weapons, Combat: Small Arms, Combat: Tactics – Dismounted, Combat: Tactics – Vehicular, Combat: Unarmed, Communication: Planetary, Education: Advanced, Education: Basic, Education: Instruction, Engineering: Combat, Medicine: First Aid, Military Skills, Navigation, Power Armor Operation, Power Armor Maint., Surveillance, Survival, Vehicle Grav: Sm, Md, Lg, Vehicle Wheeled: Sm, Md, Lg

Military: Marine

Description: Marines are generally shipborne military personnel, aimed at providing short-term protection to colonies, or preventing hostile takeover of a ship. They may also be used in boarding actions and recon. The Marines are trained to be tough and flexible, focusing less upon large-scale warfare (that's the Army's job) and more upon specialized tasks.

Prerequisites: CN 9, D 7, MR 11

Skills: Administration / Bureaucracy, Combat: Blade, Combat: Heavy Weapons, Combat: Small Arms, Combat: Tactics – Dismounted, Combat: Tactics – Vehicular, Combat: Unarmed, Communication: Planetary, Education: Advanced, Education: Basic, Education: Instruction, Engineering: Combat, Environmental Suit, Medicine: First Aid, Military Skills, Navigation, Power Armor Operation, Power Armor Maint., Resistance, Scuba Diving, Surveillance, Survival, Swimming, Zero-G Manoeuvre, Vehicle Grav: Sm, Md, Lg, Vehicle Watercraft: Sm, Md

Military: Navy

Description: Sailors and naval officers are still in demand. Navies can provide powerful mobile weapons platforms with a high rate of fire, a high level of accuracy and a fair degree of security. They can also provide communications and transport, and are experienced in severe weather conditions. Some of the new colonies have large bodies of water.

Prerequisites: CN 8, D 7, MR 11

Skills: Administration / Bureaucracy, Combat: Blade, Combat: Ship's Weapons, Combat: Small Arms, Combat: Tactics – Vehicular, Communication: Ship, Education: Advanced, Education: Basic, Education: Instruction, Medicine: First Aid, Military Skills, Navigation, Scuba Diving, Swimming, Vehicle Submersible: Sm, Md, Lg, Vehicle Watercraft: Sm, Md, Lg

Military: Space Navy

Description: The space navy provides the majority of officers and permanent crew on government ships. Often retired Space Navy members will sign on with civilian ships for the better wages and conditions.

Prerequisites: CN 8, D 8, MR 11

Skills: Administration / Bureaucracy, Combat: Blade, Combat: Ship's Weapons, Combat: Small Arms, Combat: Tactics – Space, Combat: Tactics – Vehicular, Combat: Unarmed, Communication: Ship, Education: Advanced, Education: Basic, Education: Instruction, Environmental Suit, Medicine: First Aid, Military Skills, Navigation, Power Armor Operation, Power Armor Maint., Resistance, Scuba Diving, Survival, Swimming, Zero-G Manoeuvre, Vehicle Grav: Sm, Md, Lg, Vehicle Spacecraft: Sm, Md, Lg

Police Officer

Description: Law enforcement is required everywhere to ensure justice and due process for all citizens. All colony ships and colonies are required to have a police force presence.

Prerequisites: CN 8, D 7, MR 11

Skills: Administration / Bureaucracy, Combat: Small Arms, Combat: Unarmed, Computer: Operation, Communications: Planetary, Law Enforcement, Medicine: First Aid, Surveillance, Vehicle Grav: Sm, Md, Lg, Vehicle Wheeled: Sm, Md, Lg

Priest

Description: This description covers religious office holders of all kinds from modern or futuristic backgrounds.

Prerequisites: MR 13

Skills: Academia, Administration / Bureaucracy, Education: Advanced, Education: Basic, Oration, Persuasion, Singing, Education: Instruction, Any skill except: Combat (excluding Combat: Unarmed), Deception, Forgery, Gambling, Intimidation, Pick Pocket, Seduction and Torture.

Scientist

Description: New colonies and space travel often present new challenges to science. Scientists are essential for the survival of any colony and the exploitation of new resources. Scientists typically specialize in one to two fields, with a solid understanding of related engineering concepts.

Prerequisites: MR 14

Skills: Academia, Administration / Bureaucracy, Computer: Operation, Computer: Programming, Education: Advanced, Education: Basic, Engineering: Any, Science: Any

Teacher

Description: All colonies are likely to produce children at some stage. In order to prevent the children from degenerating into savages, teachers provide an education, of comparable quality to that which is provided on Earth. Teachers may also specialize in adult education.

Prerequisites: MR 13

Skills: Academia, Administration / Bureaucracy, Computer: Operation, Education: Advanced, Education: Basic, Education: Instruction, Any skill except: Combat (excluding Combat: Unarmed), Deception, Forgery, Gambling, Intimidation, Pick Pocket, Seduction and Torture.

Tradesman / Technician

Description: Tradesmen / Technicians are the backbone of any project. These are the actual doers; the plumbers and environmental mechanics, etc. Many of these people are required during the setup phase of a new colony, and there is no danger of unemployment in a new colony.

Prerequisites: MR 10

Skills: Administration / Bureaucracy, Computer: Operation, Education: Advanced, Education: Basic, Education: Instruction, Any skill except: Combat, Science, Deception, Forgery, Gambling, Intimidation, Pick Pocket, Seduction and Torture.

POLICE RANKS

Police ranks differ in structure from military ranks. The highest rank a policeman can attain is Chief of Police, with all Police Commissioners being appointed by the Supreme Court, from the ranks of retired judges. All police characters start as recruits and must remain at that rank for 12 months. Police are then automatically promoted to the rank of Police Officer Grade 1 at the end of that time. All police must remain in their new rank for three years before becoming eligible for promotion. *Promotion is always at the discretion of the GM.*

When a police officer attains the rank of Sergeant, they may become a detective. The Espionage and Surveillance skills become allowable for that character. Unlike their military counterparts, police do not gain new skills with every promotion.

RANK

Recruit (RCT)
Police Officer Grade 1 (POG1)
Police Officer Grade 2 (POG2)
Police Sergeant / Detective (PSGT / PDET)
Police Lieutenant (PLT)
Police Captain (PCPT)
Assistant Chief of Police (ACP)

RANK

Chief of Police (CoP)
Police Commissioner (PCOM)

MILITARY RANKS

Due to the requirement for training prior to promotion in the military, for every promotion rank above the initial starting rank achieved (e.g. from Private First Class (PFC) to Lance Corporal (LCPL), etc.), a member of the military receives two extra levels of skill to allocate to any skill listed for their profession. These extra levels may be used to raise one skill by two levels or two skills by one level. *Promotion is always at the discretion of the GM.*

The character will be required to undertake 120 hours of study prior to gaining the skill bonus (this represents the training and promotion examination process). Generally, player characters begin the game as either Privates (PV-2) or 2nd Lieutenants, or their equivalent in the different services. For gaming purposes, military ranks follow a similar structure of the US armed forces of today, with the exception of the Space Navy (for obvious reasons). Tables of the military ranks for all services are provided for your reference on Page 76.

GAINING AND LOSING SKILLS

For every year that a character is a member of a profession, that character is granted two extra levels of skill to allocate to any skill listed for their profession. These extra levels may be used to raise one skill by two levels or two skills by one level. This is in addition to the bonus to military characters.

For every successful use of the skill (i.e. for combat skills, every time a weapon is employed with at least one successful hit throughout a combat), the character gains one point towards improving their skill level. A character can only gain one skill level in each skill, per adventure session. Between adventure sessions, the character must study, train or practice, depending on the skill. Weapons skills require practice for a day, academic skills require study for a week and athletics requires a week with at least four practice sessions of one hour.

SKILL LEVELS

LEVEL	BONUS	PROFICIENCY	POINTS
1	+1	Basic Training	0
2	+2	Competent	12
3	+3	Experienced	36
4	+4	Accomplished	72
5	+6	Expert	144
6	+8	Masterful	288

"Bonus" in the above table, refers to the bonus used when doing something, figuring something out or attacking, using the appropriate skill.

"Points" in the table above, refers to the number of points required to gain the next skill level using that skill.

If a character does not use a skill for an extended time, it is possible to lose an attained level of ability. Lost skill levels can only return with practice (at 1/6th point cost). For gaming purposes, the lowest that a level of skill can drop to from disuse is level 2. After having dropped skill levels, the character will still retain their knowledge of that skill, and can regain the skill through practice as previously described at 1/6th normal point cost to advance in skill levels.

CREATING NPCs

When creating NPCs, age is an important factor. NPCs have been accruing extra skills every year since the age of 20. However, they will not have been able to maintain all of their skills, and some will have become "rusty" (using the rules above). The creation of NPCs requires a fair amount of latitude and interpretation by the GM. Some parts of the process will be nearly arbitrary (based upon the professions supplied), in order to get an NPC that will fulfill a particular role.

ARMY	NAVY	MARINES	SPACE NAVY
OTHER RANKS			
Private (PV-1)	Seaman Recruit (SR)	Private (PV-1)	Trainee (TR)
Private (PV-2)	Seaman Apprentice (SA)	Private (PV-2)	Crewman (CW2)
Private First Class (PFC)	Seaman (SN)	Lance Corporal (LCpl)	Senior Crewman (CW1)
Corporal (CPL)	Petty Officer Third Class (PO3)	Corporal (Cpl)	Petty Officer Third Class (PO3)
Sergeant (SGT)	Petty Officer Second Class (PO2)	Sergeant (Sgt)	Petty Officer Second Class (PO2)
Staff Sergeant (SSG)	Petty Officer First Class (PO1)	Staff Sergeant (SSgt)	Petty Officer First Class (PO1)
Sergeant First Class (SFC)	Chief Petty Officer (CPO)	Gunnery Sergeant (GySgt)	Chief Petty Officer (CPO)
Master Sergeant (MSG)	Senior Chief Petty Officer (SCPO)	Master Sergeant (MSgt)	Senior Chief Petty Officer (SCPO)
Sergeant Major (SGM)	Master Chief Petty Officer (MCPO)	Sergeant Major (SgtMaj)	Master Chief Petty Officer (MCPO)
Sergeant Major of the Army (SMA)	Master Chief Petty Officer of the Navy (MCPON)	Sergeant Major of the Marine Corps (SgtMajMC)	Master Chief Petty Officer of the Space Navy (MCPOSN)
WARRANT OFFICERS			
Warrant Officer 1 (WO1)	Warrant Officer 1 (W-1)	Warrant Officer 1 (WO)	Warrant Officer 1 (W-1)
Chief Warrant Officer 2 (CW2)	Chief Warrant Officer 2 (CWO2)	Chief Warrant Officer 2 (CWO2)	Chief Warrant Officer 2 (CWO2)
Chief Warrant Officer 3 (CW3)	Chief Warrant Officer 3 (CWO3)	Chief Warrant Officer 3 (CWO3)	Chief Warrant Officer 3 (CWO3)
Chief Warrant Officer 4 (CW4)	Chief Warrant Officer 4 (CWO4)	Chief Warrant Officer 4 (CWO4)	Chief Warrant Officer 4 (CWO4)
Chief Warrant Officer 5 (CW5)		Chief Warrant Officer 5 (CWO5)	

ARMY	NAVY	MARINES	SPACE NAVY
OFFICERS			
Second Lieutenant (2LT)	Ensign (ENS)	Second Lieutenant (2 nd Lt.)	Ensign (ENS)
First Lieutenant (1LT)	Lieutenant Junior Grade (LTJG)	First Lieutenant (1 st Lt.)	Lieutenant Junior Grade (LTJG)
Captain (CPT)	Lieutenant (LT)	Captain (Capt.)	Lieutenant Senior Grade (LTSG)
Major (MAJ)	Lieutenant Commander (LCDR)	Major (Maj.)	Lieutenant Commander (LCDR)
Lieutenant Colonel (LTC)	Commander (CDR)	Lieutenant Colonel (Lt. Col.)	Commander (CDR)
Colonel (COL)	Captain (CAPT)	Colonel (Col.)	Captain (CAPT)
Brigadier General (BG)	Rear Admiral Lower Half RADM (LH)	Brigadier General (Brig. Gen.)	Rear Admiral Lower Half RADM (LH)
Major General (MG)	Rear Admiral Upper Half RADM (UH)	Major General (Maj. Gen.)	Rear Admiral Upper Half RADM (UH)
Lieutenant General (LTG)	Vice Admiral (VADM)	Lieutenant General (Lt. Gen.)	Vice Admiral (VADM)
General (GEN)	Admiral (ADM)	General (Gen.)	Admiral (ADM)
Army Chief of Staff	Chief of Naval Operations	Commandant of the Marine Corps	Chief of Space Operations
General of the Army	Fleet Admiral		Fleet Admiral

USING SKILLS AND DIFFICULTY LEVELS

Skills are used in two ways. The first, and most common, is to perform an action such as climb a wall or repair a Robot. The appropriate bonus is added to a player's attempt when rolling on the Doing Things Table on Page 123. The second use of skills is when a character is attempting to figure out an unknown device. When doing this, the GM secretly applies the character's appropriate skill level bonus to the die roll when using the Item Complexity Chart on Page 125.

Combat Skills are used to figure out how to use a new (or unfamiliar) weapon, or to allow the user to attain a higher level of skill with the weapon. For instance, a Marine Corporal who is familiar with his own particular small arm of choice discovers the alien equivalent of his own weapon. Although it uses alien technology, it may employ similar principles of operation (If a soldier can use an M60 and a Minimi machinegun, he should stand a better than average chance of figuring out how to use a Soviet PpSh submachine gun, but gain no advantage towards figuring out how to use a Soviet D20 howitzer).

Example: PFC Roberts finds an alien device. Roberts has a MR score of 16 and gets a + 2 bonus to his die rolls. Before Roberts' player rolls the dice, the GM checks Roberts' character sheet and notes what skills he has. The device (unknown to Roberts) is a type of alien pistol. Roberts' player rolls on the Item Complexity Chart. Unbeknownst to Roberts' player, the GM has also applied a +2 bonus to his roll because he has level 2 in Combat: Small Arms. Roberts' player rolls a 7, adds the + 2 bonus for his MR, and the GM tells him to add an extra two points. The remainder of the process continues as normal, just adding the bonus (if applicable).

TALENTED WEAPONS CLASS

Talented weapon use is something characters can acquire during the game. A character becomes talented with a particular type of weapon when they have killed 10 foes with it. These foes must be defeated in properly conducted combat sessions. The GM is the final arbiter on whether a fight counts towards the required 10. The main consideration should be whether the character was in any real danger. All 10 fights don't have to be with the same weapon, just with the same type of weapon. A character might use several laser pistols in the course of 10 fights, but he would then become talented with any laser pistol. If the weapon's class is already better than any of the talented classes, then the character gets a +2 bonus to hit with that weapon instead. It is suggested that players keep track of weapons that they are becoming talented with.

TALENTED WEAPONS CLASS VS SKILLED WEAPONS CAPABILITY

The Talented Weapon Class was primarily designed for untrained characters using a weapon, which they had figured out. This assumes that a character has either no memory of any training in using a particular weapon, or if the weapon was completely unknown to a character from the start, such as an alien weapon. For a person with training in using a particular weapon, the Talented Weapons Class rule should not be applied, except where a person receives / remembers training after having attained Talented Weapon Class.

Talented Weapons Class is a level of skill with a particular weapon that has been allowed to develop to a limit, which does not increase. That person's own individual style may incorporate a number of "bad habits" which have been eliminated in somebody who has been properly trained to use the weapon.

Generally, military training isn't something that somebody "just figured out", but is an evolution. Military training (and any weapons training in general) is based upon the practices and procedures (as well as lessons learned) from predecessors. It should be (for game purposes) considered "best practice" and will eventually allow a trained user to equal or better the most talented amateurs.

Characters who recover their memories and find that they have weapons training in a weapon that they have attained Talented Weapons Class in will find that they revert to their trained skill level and lose the benefit of using the Talented Weapons Class.

EXPLANATION OF SKILLS

All skills are described in the same format: the name of the skill in italics, followed by the ability scores used for the skill check, the text description of the skill and finally, in parenthesis, the length of time that the skill can remain unused before the character begins to lose that level of skill. Some skills are listed with an ability abbreviation, such as (MR) while others have a small formula, such as (CN / 2 + D / 2). The formula in this example is simply Constitution divided by two, plus Dexterity divided by two.

For game purposes, some of the areas a particular skill encompasses may vary from the skill as we know it today, reflecting the changes of the future.

Abseiling. (D) The character can use ropes and associated equipment to descend safely from buildings, cliffs or from a hovering vehicle. (6 months)

Academia. (MR) This skill covers the ability to plan and conduct research and apply oneself to studies. It also covers the ability to use libraries and to submit research for journals or other publications through the correct channels and in the correct format. (2 years)

Accounting. (MR) This skill allows a character to keep accounts or to audit accounts and find errors or discrepancies. This skill also allows a character to design audit programs to be run by AIs. (2 years)

Acrobatics. (D) The character can perform minor acrobatic feats such as jumping, handstands, flips and rolls. The character also uses the skill to get a bonus to their chance to balance in precarious positions and jump objects. (6 months)

Acting. (LP / 2+MR / 2) The ability to assume a role or to convincingly portray a character, mood or emotion. The character can read and memorize a script to learn a particular role as required. (6 months)

Administration / Bureaucracy. (MR / 2 + LP / 2) This skill allows a character to find the quickest way of processing paperwork and ensuring that all the I's are dotted and the T's are crossed. This skill also allows a character to identify loopholes in procedures to be fixed or exploited. (2 years)

Agriculture. (MR) A character with this skill can manage a farm or agricultural Robots in order to produce food, etc. (2 years)

Animal Training. (LP / 2 + MR / 2) This skill allows a person to train one animal type (horse, dog, lion etc). The animal will be able to do simple tasks (fetch or be ridden, etc.). If the trainer is going to train an animal to be ridden, the trainer must have the riding skill. (3 years)

Aquaculture. (MR) This skill allows a character to manage a deep-sea plantation or fishery in order to raise crops or farm fish stocks. (12 months)

Athletics. (As appropriate) This general skill covers such things as a team sport, bike riding, etc. The skill should be employed with the guidance of the GM to determine which abilities should be utilized. (2 weeks)

Blacksmith. (CN / 2 + MR / 2) A character with this skill can manufacture devices from metal, such as horseshoes, ploughs and utensils or tools. A blacksmith can work with many types of metal, not just iron. (12 months)

Bowmaking & Fletching. (D) A character with this skill can manufacture a simple bow and fletch arrows, using suitable materials (when available). When a character attains level 4, the character can manufacture compound bows. At level 5, the character can build a crossbow and at level 6, a ballista! (12 months)

Bribery. (MR / 2 + LP / 2) Bribery is illegal in many cultures. This skill allows a character to determine if such an attempt would be appropriate or inappropriate.

SKILL	BASE	SKILL	BASE
Abseiling*	D	History	MR
Academia*	MR	Hunting*	MR / 2 + D / 2
Accounting	MR	Interrogation	MR / 2 + LP / 2
Acrobatics*	D	Interview	MR / 2 + LP / 2
Acting	LP / 2 + MR / 2	Intimidation	CN / 2 + LP / 2
Administration / Bureaucracy	MR / 2 + LP / 2	Investigation	MR
Agriculture	MR	Investment	MR
Animal Training	LP / 2 + MR / 2	Journalism	MR / 2 + LP / 2
Aquaculture	MR	Language*	MR
Athletics*	As Appropriate	Law	MR
Blacksmith	CN / 2 + MR / 2	Law Enforcement	MR
Bowmaking And Fletching	D	Literature	MR
Bribery	MR / 2 + LP / 2	Lock Picking	MR / 2 + D / 2
Camouflage	MR	Magic*	D
Climbing*	CN / 2 + D / 2	Mathematics	MR
Combat: Artillery Systems	MR	Medicine: First Aid*	MR
Combat: Blade*	CN / 3+D / 3+MR / 3	Medicine: Forensic	MR
Combat: Heavy Weapons	D	Medicine: General Practice	MR
Combat: NBC	MR	Medicine: Nursing	MR
Combat: Primitive Melee*	CN / 3+D / 3+MR / 3	Medicine: Pharmaceutical	MR
Combat: Primitive Ranged*	CN / 3+D / 3+MR / 3	Medicine: Primitive	MR
Combat: Ship's Weapons	MR	Medicine: Psychiatry	MR / 2 + LP / 2
Combat: Small Arms*	D	Medicine: Psychology	MR / 2 + LP / 2
Combat: Tactics - Air	MR / 2 + LP / 2	Medicine: Surgery	MR / 2 + D / 2
Combat: Tactics - Dismounted	MR / 2 + LP / 2	Medicine: Veterinary	MR
Combat: Tactics - Space	MR / 2 + LP / 2	Military Skills	MR / 2 + LP / 2
Combat: Tactics - Vehicular	MR / 2 + LP / 2	Mimic*	MR
Combat: Unarmed*	CN / 3+D / 3+MR / 3	Mountaineering*	CN / 2 + MR / 2
Communications: Planetary	MR	Musical Composition	MR
Communications: Ship	MR	Musical Instrument*	D
Computer: AI Psychology	MR	Navigation*	MR
Computer: Operation*	MR	Oration	LP / 2 + MR / 2
Computer: Programming	MR	Painting / Drawing*	D / 2 + MR / 2
Cooking*	MR / 2 + LP / 2	Persuasion*	MR / 2 + LP / 2
Craft*	D	Photography*	MR / 2 + D / 2
Cryptography	MR	Pick Pocket	D
Dance*	D	Power Armor, Maintenance	MR
Deception	MR / 2 + LP / 2	Power Armor, Operation	CN / 2 + D / 2
Demolitions	D / 2 + MR / 2	Resistance	MR / 2 + LP / 2
Diplomacy	MR / 2 + LP / 2	Riding: Animal*	D / 2 + LP / 2
Disguise / Makeup	MR	Robotic Engineering	MR
Economics	MR	Robotic Operation*	MR
Education: Advanced*	MR	Robotic Programming	MR
Education: Basic*	MR	Running*	CN / 2 + D / 2
Education: Instruction	MR2 / LP / 2	Science: Anthropology	MR
Engineering: Aeronautical	MR	Science: Archaeology	MR
Engineering: Combat	MR	Science: Astrophysics	MR
Engineering: Computer	MR	Science: Biochemistry	MR
Engineering: Construction	MR	Science: Biology	MR
Engineering: Electrical	MR	Science: Botany	MR
Engineering: Environmental	MR	Science: Chemistry	MR
Engineering: Mechanical	MR	Science: Genetics	MR
Engineering: Space	MR	Science: Linguistics	MR
Engineering: Weaponry, Artillery	MR	Science: Nanotechnology	MR
Engineering: Weaponry, Ship	MR	Science: Physics	MR
Engineering: Weaponry, Small Arms & Heavy Weaponry	MR	Science: Planetology	MR
Environmental Suit	MR / 2 + D / 2	Science: Political	MR
Espionage	MR / 2 + LP / 2	Science: Xenobiology	MR
Etiquette*	MR	Science: Xenobotany	MR
Fishing*	LP / 2 + D / 2	Science: Zoology	MR
Forgery	MR / 2 + D / 2	Scuba Diving*	CN / 2 + D / 2
Fraud	MR / 2 + LP / 2	Sculpture*	D / 2 + MR / 2
Gambling*	MR / 2 + LP / 2	Security	MR

SKILL	BASE	SKILL	BASE
Seduction*	LP	Training / Fitness*	CN / 2 + MR / 2
Sensors	MR / 2 + D / 2	Vehicle: Aircraft Sm*, Md, Lg	MR / 2 + D / 2
Singing*	LP	Vehicle: Dirigible Sm, Md, Lg	MR / 2 + D / 2
Sky Diving*	D / 2 + MR / 2	Vehicle: Grav / Hover Sm*, Md, Lg	MR / 2 + D / 2
Stealth	D	Vehicle: Spacecraft Sm, Md, Lg	MR / 2 + D / 2
Surveillance	MR	Vehicle: Submersible Sm, Md, Lg	MR / 2 + D / 2
Survival*	CN / 2 + MR / 2	Vehicle: Surface Watercraft Sm*, Md, Lg - Power	MR / 2 + D / 2
Swimming*	CN	Vehicle: Surface Watercraft Sm*, Md, Lg - Sail	MR / 2 + D / 2
Tanning*	MR	Vehicle: Wheeled Sm*, Md, Lg	MR / 2 + D / 2
Theology	MR	Weaponsmith	MR / 2 + D / 2
Torture	MR / 2 + LP / 2	Wrestling*	CN / 2 + D / 2
Tracking*	MR / 2 + LP / 2	Zero-G Maneuver	D
Trade	MR / 2 + LP / 2		

* Denotes Background Skill.

Failure of the use of this skill means that the character manages to offend the subject of the bribery attempt. (12 months)

Camouflage. (MR) This skill is a survival aid, and a combat skill. This skill allows a character to camouflage themselves, another person or an object using available materials or camouflage equipment (such as nets, foliage or projectors). (2 years)

Climbing. (CN / 2 + D / 2) The ability to climb difficult walls, trees, fences, etc. At level 2 the character is able to rock-climb, using correct technique, equipment, etc. (6 months)

Combat: Artillery Systems. (MR) This is the skill required to use field artillery pieces or planetary defences. This skill allows a character to lay an effective barrage or employ battery and counter-battery fire. (12 months)

Combat: Blade. (CN / 3 + D / 3 + MR / 3) This skill allows a character to effectively employ a blade weapon such as a knife, sabre or rapier for offensive and defensive actions. (4 months)

Combat: Heavy Weapons. (D) This skill is required to effectively employ heavy weapons such as the main armament of a grav tank, a rocket launcher or laser cannon. (6 months)

Combat: NBC. (MR) This covers the armament and employment of nuclear, biological and chemical weapons of mass destruction. It also addresses the use of NBC protective gear, decontamination procedures and detection. (3 years)

Combat: Primitive Melee. (CN / 3 + D / 3 + MR / 3) This skill covers weapons such as clubs, broken bottles, morning stars, etc. (2 months)

Combat: Primitive Ranged. (CN / 3 + D / 3 + MR / 3) This skill covers such weapons as bows, crossbows, spears, tridents, etc. (2 months)

Combat: Ship's Weapons. (MR) A character must have this skill to use any ship's weaponry, such as torpedoes, ship-to-ship missiles and cannons. (12 months)

Combat: Small Arms. (D) This skill covers the general range of small arms such as laser rifles and pistols, grenades, etc. This skill also allows a character to strip and clean the weapon, fix simple faults and to identify complex faults for correction by an armorer. (4 weeks)

Combat: Tactics - Air. (MR / 2 + LP / 2) A character with this skill has an understanding of the tactics of aerial combat, such as combat manoeuvres or

conducting bombing and strafing runs. With level 3 or higher in this skill, a character can outline and formulate aircraft formation strategies. (12 months)

Combat: Tactics – Dismounted. (MR / 2 + LP / 2) This skill requires the character to have at least one level in another non-tactical combat skill. Anyone with this skill will have knowledge of tactics and strategies for using a particular weapon type effectively. A character with Combat Tactics - Dismounted and Combat: Small Arms skills will know how to employ a weapon to cause maximum harm, or to work as a distraction, etc. For every two levels, a character with this skill gains an understanding of tactics at different levels, i.e. squad, platoon, company, etc. (3 years)

Combat: Tactics - Space. (MR / 2 + LP / 2) A character with this skill has an understanding of the tactics of space combat, such as combat or boarding manoeuvres. With level 3 or higher in this skill, a character can outline and formulate spacecraft formation strategies and conduct a blockade. (12 months)

Combat: Tactics – Vehicular. (MR / 2 + LP / 2) With this skill a character has an understanding of vehicular tactics and has an understanding of which anti-vehicular tactics might be employed against them. Using this skill, a character can operate a vehicle in a tactical environment and determine the best tactic to use in a given scenario. With level 3 or higher in this skill, a character can devise effective new tactics for using vehicles. (2 years)

Combat: Unarmed. (CN / 3 + D / 3 + MR / 3) This is the ability to fight effectively while unarmed. At level two, the character can adopt a Martial Arts style of their choice. (2 weeks)

Communications: Planetary. (MR) This skill allows a character to make use of planetary communications systems; including FTL communications, data transfer protocols, security procedures and even etiquette relevant to planetary communications. (3 years)

Communications: Ship. (MR) This skill gives the character the knowledge of using FTL communications, ships communications systems, transponder settings and ship reporting procedures, etc. (3 years)

Computer: AI Psychology. (MR) This skill gives a character the ability to diagnose faults within an AI system, which differs from normal Robotic programming. This skill can be employed with or without the AI's cooperation, however when performed against a reluctant AI, the process can be quite slow. (2 years)

Computer: Operation. (MR) This skill allows a character to operate a computer system, e.g. a manufacturing plant control system or to give simple orders to a Robot. (2 years)

Computer: Programming. (MR) This skill allows a character to program a computer, repair faulty programming or reprogram a Robot to perform a new function. This skill can be used to overcome security systems, etc. (2 years)

Cooking. (MR / 2 + LP / 2) This skill is used to turn processed and unprocessed foodstuffs into a presentable meal, putting a person with this skill ahead of somebody who can only heat a pre-packaged meal. (6 months)

Craft. (D) A character with this skill can do a handicraft, such as rope making, canoe making or pottery, etc. (6 months)

Cryptography. (MR) This skill covers the art of coding and decoding messages, as well as cracking codes and creating ciphers. Characters with this skill can use computers to assist with the task. Ciphers are created at a level equal to or less than the character's Cryptography skill level. A character can not crack a code of a higher level than their Cryptography skill level, unless aided by an AI with a Cryptography program. (2 years)

Dance. (D) The ability to perform dance of various styles for performance or for social interaction. (3 months)

Deception. (MR / 2 + LP / 2) This is the ability to convincingly lie or mislead through words, omission, by deeds and / or gestures. This skill, combined with the Trade skill will allow a character to smuggle or use the black market. There are many uses for this skill when combined with other "legal" skills. (6 months)

Demolitions. (D / 2 + MR / 2) This skill covers all aspects of using explosives. This is a very precise skill, and a failure to use this skill properly can have catastrophic results. The bigger the failure, the worse the consequences (to be decided by the GM). If the character improvises or rigs an explosive for a particular task, it can only be employed in that role, or in a similar role without risking catastrophic or complete failure. (12 months)

Diplomacy. (MR / 2 + LP / 2) With this skill a character can use appropriate tact and courtesy to present their case in the best possible light to negotiate for something that they want or require. (6 months)

Disguise / Makeup. (MR) This skill allows a character to change his or her appearance, or to imitate another person of similar build. If intending to impersonate another person, the Acting skill is needed to successfully imitate the target. To impersonate a specific individual takes a base time of 4 hours minus 30 minutes for every level of Disguise / Makeup skill that the character has. This includes the use of nanomasks and wigs, etc. A bonus or penalty may be applied at the GM's discretion if the character resembles the target, or differs greatly in appearance. (6 months)

Economics. (MR) This skill gives a character the ability to understand the stock market and the laws of supply and demand. This skill will allow a character to see a marketing or other business opportunity when it arises. (12 months)

Education: Advanced. (MR) In order to gain this skill, the character must have the Education: Basic skill. This skill allows the character to progress on to the other sciences, such as computer programming and Robotics. (2 years)

Education: Basic. (MR) This level of education provides the character with the ability to read, write and do simple math. The character also has a basic understanding of history. (4 years)

Education: Instruction. (MR / 2 + LP / 2) This skill allows the character to become a teacher or instructor. If the character achieves level 3 in any skill, a character with this skill may teach that subject. (12 months)

Engineering: Aeronautical. (MR) This skill allows a character to design, construct and repair aeronautical vehicles, or devices for use in such aircraft. (12 months)

Engineering: Combat. (MR) This skill allows a character to design, construct or repair bunkers, combat bridges, etc. for use by the military. (12 months)

Engineering: Computer. (MR) This skill allows a character to build computers, conduct repairs and even design their own computers. A character with this skill can repair faulty Robotic minds, as long as the Robot is reprogrammed afterwards. (12 months)

Engineering: Construction. (MR) This skill allows a character to design, build or repair housing, bridges, roads, etc. This skill includes plumbing, carpentry, brick-laying, etc. (12 months)

Engineering: Electrical. (MR) This skill allows a character to design, repair or build electrical systems such as those used in vehicles, Robots, generators and houses. (12 months)

Engineering: Environmental. (MR) This skill allows a character to design, repair or build environmental systems used for purposes such as recycling air, water and waste. (12 months)

Engineering: Mechanical. (MR) This skill allows a character to design, repair or build mechanical systems such as in those used in vehicles, Robots, generators and other machinery. (12 months)

Engineering: Space. (MR) This skill allows a character to design, repair or build systems for use in space vehicles, like hulls or space / environment suits. (12 months)

Engineering: Weaponry, Artillery. (MR) A character with this skill can design, repair or build artillery devices. (12 months)

Engineering: Weaponry, Ship. (MR) A character with this skill can design, repair or build ship's weaponry. (12 months)

Engineering: Weaponry, Small Arms and Heavy Weapons. (MR) A character with this skill can design, repair or build small arms or heavy weapons. (12 months)

Environmental Suit. (MR / 2 + D / 2) A character with this skill can use and repair an environmental suit, such as a radiation suit, space suit or a gas mask. (12 months)

Espionage. (MR / 2 + LP / 2) This skill is employed by spies. This skill gives a character a working knowledge of techniques used for espionage such as dead letter drops, invisible ink and recognition codes. (12 months)

Etiquette. (MR) This skill allows a character to comply with social expectations and manners. A character with this skill can set a banquet, compose a formal apology or host a dinner party, etc. (6 months)

Fishing. (LP / 2 + D / 2) More of an art than a simple skill, the fishing skill allows a character to locate a suitable area in which to fish, to select or make fishing equipment such as poles, rods, hooks or a net. In addition, the character knows how to assess if a fish is safe to eat and how to clean it properly. (12 months)

Forgery. (MR / 2 + D / 2) This skill is used to illegally reproduce a document, record or item (e.g. an ID card, computer record or money), when used with the appropriate skill. For instance, to forge a signature, the forger will need to be able to write. (3 months)

Fraud. (MR / 2 + LP / 2) This skill allows a character to exploit procedures that they are familiar with in order to gain a benefit to which they are not entitled. (12 months)

Gambling. (MR / 2 + LP / 2) This skill allows a character to improve their odds, through skill and education in games of chance, by minimizing their losses and maximizing their potential gain. The character will know the rules for three games of chance per level. (6 months)

History. (MR) The character can specialize in one area of history, such as ancient, modern or a specific time period (i.e. the 20th Century or the 3rd World War). This skill will provide a character with specific knowledge or the ability to find that knowledge if required. (12 months)

Hunting. (MR / 2 + D / 2)

The character is capable of tracking, trapping and killing (normally) non-sentient creatures. The character can select one environment type to specialize in from the following list:

ENVIRONMENT
Arctic
Desert
Jungle
Mountains
Sea
Woods

When a character gains level 3 in any single environment skill listed above, the character gains level 1 in two other environments from their expanded understanding of general hunting techniques. (2 years)

Interview. (MR / 2 + LP / 2) This skill allows a character to conduct an interview for formal reporting purposes. A journalist or an investigator might use this skill. (12 months)

Interrogation. (MR / 2 + LP / 2) The not-so-gentle art of persuasion. This skill does not include torture or the use of drugs, which are part of a separate skill (see Torture on Page 84). The use of this skill involves the employment of various methods of questioning technique. The interrogator uses threats, persuasion and all the guile and lies that they can bring to bear upon his or her target in order to create the necessary level of mental pressure and stress. Physical violence negates any progress, causing the interrogation to fail, and then be treated as the use of the Torture skill. The table below shows the Difficulty Level against which the interrogator must make a check. (12 months)

INTERROGATION DIFFICULTY LEVEL TABLE						
HOURS TAKEN						
SKILL LEVEL	3	6	12	24	72	144
1	18	17	16	15	14	13
2	16	15	14	13	12	11
3	14	14	12	11	10	9
4	13	12	11	10	9	8
5	11	10	9	8	7	6
6	9	8	7	6	5	4

Using the table above, a character with Interrogation skill at Level 1 must succeed in a Difficulty Level 18 check to gain the required information in 3 hours, however this may be made more difficult if the person being interrogated has the Resistance skill.

Intimidation. (CN / 2 + LP / 2) This skill represents a character's ability to intimidate another person through circumstances or physical size, etc. A failed attempt in the use of this skill indicates that the character has used the wrong approach on their intended subject. (2 years)

Investigation. (MR) This skill allows a character to use techniques such as fingerprinting, forensics and other sciences to conduct an investigation. The

character is able to conduct an investigation in a logical sequence and to derive information from findings. The character will also have an understanding of what is legal and not legal to do in the course of an investigation. (2 years)

Investment. (MR) With this skill, a character can invest money in banking schemes or in the stock market in order to gain a return. (6 months)

Journalism. (MR / 2 + LP / 2) This skill will allow a character to prepare an article or broadcast for the media. The character will have an understanding of how to employ Public Relations for positive and negative effect when required, and have a better chance of having an article published. (12 months)

Language. (MR) This skill is a measurement of a character's ability to speak another language, in addition to their native tongue. The character can speak at level 1, and at level 2 can read and write. (3 months)

Law. (MR) This skill allows a character to become a lawyer. The character must choose a field such as Criminal Law, Common Law, Civil Law, Commercial Law, Property Law, etc. (3 months)

Law Enforcement. (MR) This skill is used by Police Officers and Security Guards in the performance of their duties. Security Guards are restricted to a maximum of 2 levels in this skill. This skill includes arrest procedures, use of force, suspect's rights, etc. (6 months)

Literature. (MR) This skill allows a character to compose, discuss or dissect stories, poetry or songs. The character can apply the rules of grammar and sentence structure to convey the exact meaning that they desire to express. (2 years)

Lock Picking. (MR / 2 + D / 2) This skill allows a character to use picks to open simple lock mechanisms, as well as more complex tools to open sophisticated electronic locks. At level 5 the character gains the ability to open combination manifold locks like those employed on safes. (6 months)

Magic. (D) The character can perform stage-magic tricks with the correct equipment or feats such as sleight of hand and ventriloquism. (3 months)

Mathematics. (MR) This skill allows a character to perform complex calculations and know how to apply formulas to certain problems. (12 months)

Medicine: First Aid. (MR) The character is trained to give basic medical aid to an injured person. A successful check of this skill will prevent a victim from going into shock (checked again every 15 minutes for the first hour). The character can heal one extra point per level of this skill with the aid of a medikit. The character can also improvise some basic medical equipment, such as stretchers, bandages, tourniquets and antiseptics. Successful use of this skill will prevent infection from setting into a wound (checked once per day until healed). (12 months)

Medicine: Forensic. (MR) A character with this skill is trained in forensic medicine and science. Using this skill a character can conduct an autopsy or examine a crime scene using proper technique to search for evidence or clues. (12 months)

Medicine: General Practice. (MR) Put simply, the character is a doctor. The character has all the benefits of the Medicine: First Aid skill, as well as being able to diagnose most illnesses and prescribe the correct treatment. The character can also conduct simple operations such as sewing stitches, etc. (6 months)

Medicine: Nursing. (MR) The character is a nurse. The character can assist a surgeon to conduct complex medical procedures, as well as tend to sick and injured patients. The character is also familiar with hospital routines and common practices. (12 months)

Medicine: Pharmaceutical. (MR) The character can fill prescriptions, or combine compounds to create different types of medications. The character can also administer anesthetic, etc. (12 months)

Medicine: Primitive. (MR) The character knows how to use primitive utensils, tools and remedies to treat a number of ailments. The character can perform amputations and clean and sterilize wounds. The character also knows how to find and use herbs for poultices and infusions. (12 months)

Medicine: Psychiatry. (MR / 2 + LP / 2) The character is trained as a Psychiatrist. The character is able to diagnose and treat mental illness. (12 months)

Medicine: Psychology. (MR / 2 + LP / 2) The character is trained as a Psychologist. The character is able to determine the mental states of Humans and animals and what causes their behavior. (12 months)

Medicine: Surgery. (MR / 2 + D / 2) The character can conduct surgery on patients or supervise medical Robots as they conduct surgery. The character can stabilize a character who has suffered serious injury and lost a substantial amount of blood. (12 months)

Medicine: Veterinary. (MR) The character is able to treat and operate upon animals (or at least non-Humans). The character is familiar with a wide range of non-Human illnesses and diseases and is also able to instruct medical Robots in techniques for operating upon animals if required. (12 months)

Military Skills. (MR / 2 + LP / 2) The character is familiar with military training and discipline, such as military etiquette, saluting, orders and drill, etc. (6 months)

Mimic. (MR) The ability to mimic another person's voice. The character must have clearly heard the intended target's voice for the mimicry to be convincing. (12 months)

Mountaineering. (CN / 2 + MR / 2) This skill is useless without the Climbing skill. This skill indicates that the character has knowledge that enables them to scale mountains, such as using breathing apparatus, choosing a safe ascent path, choosing a safe camping spot on a mountain, etc. (12 months)

Musical Composition. (MR) The character can read music and compose music. (12 months)

Musical Instrument. (D) The character can read music and play an instrument. The character must take this once for each different instrument that they wish to be able to play. (1 month)

Navigation. (MR) The character is capable of navigating by GPS, map-to-ground, compass or by the stars. A different method is learned for each level that the character achieves in this skill. (12 months)

Oration. (LP / 2 + MR / 2) The ability to speak in public to convey a message in a clear and concise manner. The character is also able to judge the degree of receptiveness of the audience. (2 months)

Painting / Drawing. (D / 2 + MR / 2) The character can paint or draw to represent the concept or object that they wish to portray. (12 months)

Persuasion. (MR / 2 + LP / 2) This skill allows a character to more easily persuade another to accept their viewpoint or cause. This can be used to talk an outnumbered enemy into surrender or to get past a guard without an ID card. (6 months)

Photography. (MR / 2 + D / 2) This skill allows a character to use different types of cameras, such as holo, video, digital and old-fashioned "wet" photography to capture footage or imagery, with the correct focus and exposure. (12 months)

Pick Pocket. (D) This skill allows a nimble-fingered individual to relieve an owner of their property, such as ID cards, wallets, etc. This task is made more difficult if the subject is wary (-2) or is being approached from the front (-1). (3 months)

Power Armor, Maintenance. (MR) The character can repair and maintain Power Armor with the correct equipment and materials (a workshop and duralloy or plastics, depending on the armor type). (2 years)



Power Armor, Operation. (CN / 2 + D / 2) The character has been trained in the use of Power Armor, knows how to use the monitors and readouts and the full powers of the suit to maximum potential. In addition, if the suit has features such as force fields or flight capability, the character can take advantage of these. The character can also use exoskeleton suits, etc. (12 months)

Resistance. (MR / 2 + LP / 2) This skill indicates that a character has been trained to resist interrogation and torture. In levels 1-3 of this skill, the character is capable of predicting methods of interrogation or torture to be used against them, and mentally preparing themselves. For each level a subject has in this skill, lower the Interrogator or Torturer's level by 1 when calculating the results on the Interrogation and Torture Tables (on Page 81 and Page 84). When a character achieves level 4+, the character has had several false responses implanted in their brain, and is able to form mental blocks, doubling the required time for interrogation or torture. (3 years)

Riding: Animal. (D / 2 + LP / 2) This skill allows a character to ride an animal. At level 3 and above, the character may attempt to ride an animal which has not been trained for riding. When riding a different animal type, e.g. a camel instead of a horse, the character's skill level is treated as one less, to a minimum of level 1. (2 years)

Robotic Engineering. (MR) At levels 1 and 2, the character can repair physical damage to Robots. At levels 3 and 4, the character can modify Robots physical systems. At levels 5 and 6 the character can design new Robots from scratch. (12 months)

Robotic Operation. (MR) The character is familiar with protocols (and different sets of the Laws of Robotics) for operating Robots of different types, and the limitations of each Robot type. In the event that a character is unable to order a Robot to perform a particular task, the character may be able to order the Robot to perform a different task, which will then enable the desired outcome to be completed by the Robot either afterwards or indirectly. (12 months)

Robotic Programming. (MR) The character is able to bypass security protocols on Robots and reprogram Robot AIs. At level 4, the character is able to create a new robotic program from scratch (e.g. for a new Robot type built by somebody using the Robotic Engineer skill). (12 months)

Running. (CN / 2 + D / 2) The character is adept at running for long distances, at a reasonable or higher speed. At level 6, the character is at their peak ability (Olympic standard for those with high CN and D scores). (7 days)

Science: Anthropology. (MR) The character has an understanding of the origin of the Human race and factors in its development. (2 years)

Science: Archaeology. (MR) The character has been trained in the scientific procedures of Archaeology, and the study of cultures by digging up and studying their relics, ruins and artefacts. (2 years)

Science: Astrophysics. (MR) The character has a working knowledge of space phenomena, astronomy and space navigation. The character is able to work out navigational computations for Slower Than Light (STL) and Faster Than Light (FTL) travel. (12 months)

Science: Biochemistry. (MR) The character is adept at the analysis and uses of organic compounds, and their functions within the bodies of Humans, animals, plants and to a limited degree, aliens. The character can create anti-toxins. (2 years)

Science: Biology. (MR) The character is familiar with different biologies, and their requirements for survival and procreation. The character can also study and classify different creatures. (2 years)

Science: Botany. (MR) The character specializes in all aspects of plant life - the classification, traits, uses and genetic patterns of plants. The character can diagnose and treat different plant diseases. (2 years)

Science: Chemistry. (MR) The character is able to determine the chemical properties of any sample that they are able to analyze. The character can also improvise poisons, explosives and acids, etc. (12 months)

Science: Genetics. (MR) The character is a specialist in genetic patterns, cloning, mutation and evolution. (12 months)

Science: Linguistics. (MR) The character is able to break down unknown languages (1-6 months depending on degree of difficulty, to reach level 1 in that language skill). The character can also evolve or devolve known languages according to the rules of linguistics. (12 months)

Science: Nano-technology. (MR) The character is capable of employing, programming and creating nanobots to perform specific tasks. This skill relies upon access to the correct materials and facilities. (12 months)

Science: Physics. (MR) The character has an understanding of the natural laws of matter and energy, other than those relating to living matter and chemistry. The character is able to work out simple and complex equations to find solutions to problems. (12 months)

Science: Planetology. (MR) The character has an understanding of the geological formation of planets and stars. The character can determine characteristics such as gravity from mass and orbit, etc. The character will be able to determine where to find ores, cave formations or other natural resources. (2 years)

Science: Political. (MR) The character has an understanding of the political processes employed in modern society, as well as those employed throughout recent history and some areas of ancient history. The character is able to target the requirements and preferences of a specific demographic, and balance those with a political agenda. (3 months)

Science: Xenobiology. (MR) The character is familiar with the different biologies that have been encountered off Earth, and their requirements for survival and procreation. The character can also study and classify alien creatures.

Xenobiology currently deals in a lot of theories, as it is an emerging science. (6 months)

Science: Xenobotany (MR) Like Xenobiology, Xenobotany is a science still in its infancy. The character is familiar with the different plant types that have been encountered off Earth (such as those found under the Martian ice caps), and their requirements for survival and procreation. The character can also study and classify alien plant types. (6 months)

Science: Zoology. (MR) The character is familiar with the different care requirements (dietary requirements, habitats, etc.) for looking after many different types of animal species from Earth and the better-known alien species from around the solar system. The character will be able to administer simple veterinary care to most animal types, but will mainly rely upon veterinary specialists for more serious problems. (2 years)

Scuba Diving. (CN / 2 + D / 2) To have the scuba diving skill, a character must already have the swimming skill. This skill allows a character to safely use the breathing apparatus and correct technique to dive for extended periods. At level 1 the character can dive to a depth of 100 feet, provided he or she has sufficient air. For each additional level of skill, the character can dive an extra 100 feet. (12 months)

Sculpture. (D / 2 + MR / 2) The character can sculpt in various materials to carve, cast or mould an object. (12 months)

Security. (MR) The character understands security procedures and protocols. The character is able to analyze security practices for weaknesses, change or fit locks and bypass security procedures where possible. (12 months)

Seduction. (LP) This skill is used to attempt to seduce another character, either in a physical context, an emotional context or both. It is not necessarily a sexual act. In a sexual context, this skill will fail automatically if the characters' sexual preferences are mismatched. This skill can be used against somebody of an opposing viewpoint (i.e. an enemy, but in non-combat situations) with the following penalties or bonuses:

SITUATION	BONUS/PENALTY
Characters are strangers	0
Characters are acquaintances	+1
Characters are friends	+2
Characters are enemies	-3
Characters are of similar, but different species (i.e. Mutated Human and Human)	-2 (-4 if obvious mutant)
Inappropriate circumstances	-2 (or more, decided by the GM)

In the interest of game harmony, it is recommended that the GM disallow player characters to use this skill against each other. (18 months)

Sensors. (MR / 2 + D / 2) The character is able to operate and understand ship's sensor systems such as radar systems, imaging systems, etc. The character is able to scan for other ships, planets or star systems. (12 months)

Singing. (LP) The character is capable of singing (outside a sonic shower) for the purposes of entertaining. (3 months)

Sky Diving. (D / 2 + MR / 2) The character has the ability to jump from an aircraft and use a parachute to land safely and near a specified target. (6 months)

Stealth. (D) The character is adept at concealing themselves in shadows and moving quietly, or avoiding notice. (3 months)

Surveillance. (MR) The character is trained in observation of people, places or events. The character knows how to set up a "hide" and is familiar with "tailing"

and remaining inconspicuous. This skill can be combined with the Disguise and Photography skills for great effect. (6 months)

Survival. (CN / 2 + MR / 2) The character is capable of finding food and shelter in unfortunate circumstances. The character can select one environment type to specialize in from the following list:

ENVIRONMENT
Arctic
Desert
Jungle
Mountains
Sea
Woods

When a character gains level 3 in any single environment skill listed above, the character gains level 1 in two other environments from their expanded understanding of general survival techniques.

When hunting creatures for food, treat as the character's level in the appropriate environment as the Hunting skill, -1 level. (2 years)

Swimming. (CN) The character is adept at swimming long distances, at a reasonable speed (for a Human) or higher speed over shorter distances. At level 6, the character is at their peak ability (Olympic standard for those with high CN scores). This skill allows a character to swim further, or under difficult circumstances (such as when approaching exhaustion, rough waters, etc.). (1 month)

Tanning. (MR) This skill allows a character to cure leather. The character knows how to skin a creature without damaging the hide and different methods of preserving the meat and the leather. A character will need the Craft skill in order to do leatherwork. (2 years)

Theology. (MR) The character has an understanding of the tenets of a particular religion and its teachings. In addition to this, the character is also aware of the history and politics of the religion and the demographics of the followers of that faith. Generally, the character will also be aware of the tenets of other religions, beliefs, cults and faiths. The character may or may not hold a position (e.g. a priest or minister) within that religion. (2 years)

Torture. (MR / 2 + LP / 2) This skill uses various forms of violence, cruelty, pain and even drugs to achieve the same aim as interrogation and is considered amoral or evil by many people. The torturer decides which method of torture will be used on a subject, then rolls on the Doing Things Table on Page 123, subtracting penalties if the subject is resisting (see the Resistance Skill on Page 82). If the torturer uses drugs and fails by more than 10 points, he has killed the subject, or if violence is used and the torturer fails by more than 10 points, he has also killed the subject. The table below shows the Difficulty Level of gaining accurate information from an unwilling subject. (2 years)

TORTURE DIFFICULTY LEVEL TABLE						
HOURS TAKEN						
SKILL LEVEL	0.5	1.0	6.0	12.0	24.0	72.0
1	18	17	16	15	14	13
2	16	15	14	13	12	11
3	15	14	12	11	10	9
4	13	12	11	10	9	8
5	11	10	9	8	7	6
6	9	8	7	6	5	4

Using the table above, a character with Torture skill at Level 3 must succeed in a Difficulty Level 14 check to gain the required information in 1 hour, however this may be made more difficult if the person being interrogated has the Resistance skill.

Tracking. (MR / 2 + LP / 2) This skill is used to track animals, Robots or people over various types of terrain. With the aid of a tracking dog or the Heightened Senses mutation (Vision or Smell), a character with this skill can track over any solid surface. (3 months)

Trade. (MR / 2 + LP / 2) The character is familiar with tariffs, payment methods, paperwork and other trading requirements to conduct lawful trade. (12 months)

Training / Fitness. (CN / 2 + MR / 2) The character has a good understanding of how to train to gain or maintain fitness. If a character does not have this skill, he or she must rely upon somebody who does to get an effective training program in place. (12 months)

Vehicle: Aircraft Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small aircraft. At levels 3 and 4, the character can operate a medium sized aircraft. At levels 5 and 6, the character can operate a large aircraft. (4 months)

Vehicle: Dirigible Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small dirigible. At levels 3 and 4, the character can operate a medium sized dirigible. At levels 5 and 6, the character can operate a large dirigible. (4 months)

Vehicle: Grav / Hover Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small Grav / Hover vehicle, at levels 3 and 4, the character can operate a medium sized Grav / Hover vehicle and at levels 5 and 6, the character can operate a large Grav / Hover vehicle. (4 months)

Vehicle: Spacecraft Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small spacecraft. At levels 3 and 4, the character can operate a medium sized spacecraft. At levels 5 and 6, the character can operate a large spacecraft. The character must have level 3 Vehicle: Aircraft Sm, Md, Lg. to take this skill. (4 months)

Vehicle: Submersible Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small submersible vessel. At levels 3 and 4, the character can operate a medium sized submersible vessel. At levels 5 and 6, the character can operate a large submersible. The character must have level 3 Vehicle: Watercraft Sm, Md, Lg. to take this skill. (4 months)

Vehicle: Surface Watercraft – Power or Sail Sm, Md, Lg. (MR / 2 + D / 2) When taking this skill, the method of propulsion must be specified, and each method is treated as a separate skill. At levels 1-2, the character can operate a small watercraft. At levels 3 and 4, the character can operate a medium sized watercraft. At levels 5 and 6, the character can operate a large watercraft. The character must choose whether they will specialize in powered vessels or sail vessels. (4 months)

Vehicle: Wheeled Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small wheeled vehicle. At levels 3 and 4, the character can operate a medium sized wheeled vehicle. At levels 5 and 6, the character can operate a large wheeled vehicle. (4 months)

Weaponsmith. (MR / 2 + D / 2) This skill is used to produce primitive weapons such as axes, knives, polearms and swords, or metallic armor. A character must reach level 3 before they can make armor. (3 months)

Wrestling. (CN / 2 + D / 2) The character can grapple, throw and pin another person (or Humanoid) by pitting their strength against their opponent, adding the level of their wrestling skill to achieve their intent. (6 months)

Zero-G Maneuver. (D) The character is able to perform difficult tasks in zero gravity conditions, or maneuver comfortably in space without becoming disoriented or "gravity sick". When using an environmental suit, the character can "spacewalk". (6 months)



CREATING YOUR MUTANT ANIMAL PLAYER CHARACTER

When the aliens attacked the *Starship Warden*, many ship's functions were disrupted. Almost immediately the ship released nearly half of the cryogenically stored animal stocks into several areas.

Aliens and radiation took their toll, but many animals survived, some unscathed, and others radically changed. Like the Human marines (in Phase Three), the animals were revived using accelerated processes, resulting in mental disruption. Some of the stored animals were family pets, while others were zoo exhibits, used for experiments or wild. Pets have a 1 in 6 chance of remembering their names and owners; all other domestic animals are all now considered wild.

PCs are considered to be adult members of their species, however, with the GM's concurrence, this may be changed. Weights and some abilities may need to be modified accordingly.

MUTATED ANIMAL ADVANTAGES

- ▷ Mutated animal PCs begin the game with the Heightened Intelligence mutation.
- ▷ May begin the game with a number of natural abilities that are equal to some effects listed in the Physical Mutations section.
- ▷ Generally, Mutated Animals are not considered as a security threat by AIs and Robots.
- ▷ May be ignored in security restricted areas by AIs and Robots.
- ▷ Veterinary Robots and ecology Robots will usually heal injured animals, or protect / remove them from danger.
- ▷ Few Robots are programmed to attack animals.

MUTATED ANIMAL DISADVANTAGES

- ▷ Begin the game with few or no skills.
- ▷ Requires mutation in order to speak with other intelligent beings.
- ▷ Are not considered as Human by AIs, Androids and Robots.
- ▷ May be considered as "stray" by some AIs and Robots.
- ▷ May be required to wear leads or at least be escorted by a Human or Android in some areas.
- ▷ May be considered as "freaks" by Humans, and even hated or feared.
- ▷ May have difficulty using equipment designed for Human hands.
- ▷ Androids distrust mutated animals.
- ▷ Robots such as security and combat variants are normally programmed to ignore or deter animals.
- ▷ Mutated animals may be limited in their abilities, i.e., a mutated dolphin will require New Body Parts (legs) to leave the water, and Altered Metabolism to remain out of the water for any period of time.
- ▷ Any mutated animal caught attacking a Human will be deemed "dangerous" and be hunted down by Humans, Robots and AI's alike.
- ▷ Mutated Plants don't particularly trust mutated animals either.

ANIMAL WEAPON CLASSES

- WC 21: *Herbivore bites, small antlers, horns, tusks and claws. Hooves and feet. Use common sense when determining damage – any sort of armor is likely to prevent injury.*
- WC 20: *Omnivore bites, medium antlers, horns, tusks and claws.*
- WC 19: *Carnivore large bites, antlers, horns, tusks and claws.*
- WC 17: *Tails*
- WC 16: *Talented* herbivore bites, small antlers, horns, tusks and claws.*
- WC 15: *Talented* omnivore bites, medium antlers, horns, tusks and claws.*
- WC 14: *Talented* carnivore bites, large antlers, horns, tusks and claws.*
- WC 2: *Lucky Swipe – a player character can use all of his remaining Luck for the session (must be at least two points) to declare a lucky swipe. He then gets to use WC2 when making the attack.*

* Talented weapon use is found on Page 77.

ROLLING UP YOUR MUTATED ANIMAL CHARACTER

Step One: First you decide what type of basic stock you spring from. This is done by reading through the Base Stock table on Pages 86 and 87, and after consulting your GM, making a choice. If you don't see the animal species you want to play, talk to your GM and create the basic stats for the species. If it's something that we haven't already covered in the rules, send it in to us, and we may include it in the next edition or in a supplement.

Players should be encouraged to learn about their animal species, and expand upon the basic data that has been supplied in this book.

Step Two: Determine what forms of physical attack your mutated animal is capable of, and use the appropriate table to determine the damage that it can inflict. Also check to see what armor class your mutated animal will start with.

Step Three: List your character's starting mutations (found in advantages, above) and add those listed in the Base Stock Table. Go to the Mutated Animal Background & Skills section (Page 88) and speak with your GM about how many extra skills (if any) that your character starts with.

Keep in mind that there are not many pet rhinos kept onboard starships in the 23rd Century!

Step Four: Roll for the number of additional mutations that your character will start with, and then select them. Once selected, add them to the list.

Step Five: Determine how many hit points your character has, and check that mutations haven't changed your character's AC. Now is a good time to check your ability scores and list how much your character can lift and all of those other little bits and pieces on the character sheet. Make sure that you calculate your Player Character Luck score and note that as well. You might (and probably will) need it soon.

Step Six: Now begins the time-honored tradition of haggling with your GM for equipment. Good Luck!

ABILITY SCORES

The Base Stock Table (below) lists the usual range of ability scores for a typical adult member of a number of different animal species. These scores may be modified if variations in age are taken into account, and the GM agrees. It should also be noted that the scores do not make any differentiation between male and female. Again, this may be modified in consultation with your GM.

ANIMAL	AC	CONSTITUTION	DEXTERITY	LEADERSHIP POTENTIAL	MENTAL RESISTANCE	RADIATION RESISTANCE	ADULT WEIGHT (LBS)	PRIMARY MOVEMENT (YPS)	DEFAULT PHYSICAL ATTRIBUTES (AS PER THE CORRESPONDING MUTATION)
Aardvark	12	1d6+1	1d6+2	1d6	1d6	2d6	154	5.4	Carapace (Partial), Heightened Taste
Alligator	17	3d6+3	3d6	1d6	1d6	2d6+3	334	4.5	
Armadillo	12	1d6+2	2d6+3	1d6	1d6	2d6	27	0.5	Carapace (Total)
Bat	18	1d6	3d6	1d6	1d6	2d6	1.3	11	Infravision, Sonar
Bear (Black)	18	3d6+3	2d6	1d6	1d6+1	2d6+5	254	15	Infravision, Dormant State
Bear (Brown)	18	4d6	2d6	1d6	1d6+1	2d6+5	900	16	Infravision, Dormant State
Bear (Grizzly)	18	4d6+3	2d6	1d6	1d6+1	2d6+5	550	15	Infravision, Dormant State
Bear (Panda)	18	3d6+3	2d6	1d6	1d6+1	2d6+5	264	15	Infravision, Dormant State
Bear (Polar)	18	4d6+3	2d6	1d6	1d6+1	2d6+5	990	12	Infravision, Dormant State
Beaver	19	1d6+1	3d6	1d6	1d6+1	2d6	65	3.2	Infravision
Boar	18	3d6	2d6	1d6	1d6	2d6+3	294	5.4	Infravision
Buffalo	18	3d6+5	2d6-1	1d6	1d6	2d6+5	2,650	15	Infravision
Bull	18	3d6+4	2d6	1d6	1d6	2d6+5	709	10	Infravision
Cat	19	1d6+1	3d6+3	1d6	1d6	2d6	7.5	15	Infravision
Cheetah	19	2d6-1	3d6+2	1d6	1d6+1	2d6	98	34	Infravision
Chameleon	18	1d6	3d6+3	1d6	1d6	2d6	2	4.9	Chameleon Powers
Chimpanzee	18	2d6+2	3d6	1d6+1	1d6+1	2d6	133	8.8	Infravision
Cougar	19	3d6	3d6+3	1d6	1d6	2d6	185	15	Infravision
Coyote	19	2d6-1	2d6+5	1d6	1d6+1	2d6	30	21	
Crab	15	1d6+2	1d6+3	1d6	1d6	2d6	4	2.3	Carapace (Total)
Dog	19	2d6	2d6+4	1d6	1d6+1	2d6	55	20	Infravision, Heightened Smell
Dolphin	17	3d6	3d6+3	3d6	1d6+3	2d6	425	14	
Eagle	18	1d6+2	2d6+1	1d6	1d6	2d6	9.5	92	Wings, Heightened Vision (Daylight Only)
Elephant (African)	17	6d6	1d6+3	1d6	1d6+1	2d6	13,000	12	Infravision
Elephant (Indian)	17	5d6	1d6+3	1d6	1d6+1	2d6	9,000	12	Infravision
Ferret	19	1d6	3d6	1d6	1d6	2d6-1	3.2	15	Infravision
Fox	19	1d6+2	2d6+4	1d6	1d6+1	2d6	8	21	Infravision
Frog	19	1d6	3d6+3	1d6	1d6	2d6	0.1	1.3	Infravision
Gazelle	18	2d6	3d6	1d6	1d6	2d6	111	27	Infravision
Giraffe	19	3d6+4	2d6	1d6	1d6	2d6	1,950	16	
Goat	18	2d6	3d6	1d6	1d6	2d6	181	15	Infravision
Gorilla	18	5d6	3d6	1d6+1	1d6+1	2d6+4	420	8.8	Infravision
Hamster	19	1d6	2d6+2	1d6	1d6	2d6	0.3	2	Infravision
Hawk	18	1d6+1	2d6+2	1d6	1d6	2d6	2.7	81	Wings, Heightened Vision (Daylight Only)
Hippopotamus	17	4d6+4	1d6	1d6	1d6	2d6+2	4,275	11	
Horse	19	4d6+3	1d6+4	1d6	1d6	2d6+3	1,100	21	Infravision
Hyena / Jackal	19	3d6	2d6-1	1d6	1d6	2d6	143	18	
Kangaroo	19	2d6	3d6	1d6	1d6	2d6	131	13	Infravision
Leopard	19	3d6+1	3d6+2	1d6	1d6	2d6	169	24	Infravision
Lion	19	3d6+1	3d6+2	1d6	1d6	2d6	443	23	Infravision
Monkey	19	2d6	3d6	1d6	1d6+1	2d6	18	17	Infravision
Opossum	19	1d6+1	2d6	1d6	1d6	2d6	12	2	Infravision, Dormant State, Repulsion Odor, New Body Part: Prehensile Tail
Orangutan	19	5d6	3d6	1d6+1	1d6+2	2d6	143	7.3	Infravision
Ostrich	18	2d6+3	2d6	1d6	1d6	2d6	217	20	
Otter	17	1d6+1	3d6	1d6	1d6+1	2d6	23	3.4	
Praying Mantis	15	1d6	2d6	1d6	1d6	3d6	0.1	0.6	
Porcupine	16	1d6+1	2d6+3	1d6	1d6	2d6	11	1	Infravision, Quills
Rabbit	19	1d6	3d6	1d6	1d6	2d6	6.3	18	Infravision
Raccoon	19	1d6+2	3d6	1d6	1d6+1	2d6	32	7.3	Infravision
Rat	19	1d6	2d6+3	1d6	1d6	2d6	0.8	7.3	Infravision
Rhinoceros	17	5d6	1d6+1	1d6	1d6	2d6+3	3,460	16	
Scorpion	15	1d6	2d6+4	1d6	1d6	3d6	0.1	0.5	Poison Gland

ANIMAL	AC	CONSTITUTION	DEXTERITY	LEADERSHIP POTENTIAL	MENTAL RESISTANCE	RADIATION RESISTANCE	ADULT WEIGHT (LBS)	PRIMARY MOVEMENT (YPS)	DEFAULT PHYSICAL ATTRIBUTES (AS PER THE CORRESPONDING MUTATION)
Shark	17	2d6+2	2d6	1d6	1d6	2d6+1	1,200	11	
Skunk	19	1d6+1	2d6	1d6	1d6	2d6	8.5	7.3	Repulsion Odor Spray, Infravision
Snake (Anaconda)	18	1d6+2	2d6	1d6	1d6	2d6	400	1.5	Heightened Taste, Poison Gland (Optional)
Snake (Cobra)	18	1d6+2	2d6	1d6	1d6	2d6	129	6.6	Heightened Taste, Poison Gland (Optional)
Snake (Rattlesnake)	18	1d6+2	2d6	1d6	1d6	2d6	2	6.6	Heightened Taste, Poison Gland (Optional)
Snake (Tree)	18	1d6+2	2d6	1d6	1d6	2d6	2	1.5	Heightened Taste, Poison Gland (Optional)
Spider	17	1d6	2d6+6	1d6	1d6	2d6+3	0.1	0.6	Secretion (Web), Infravision, Heightened Balance
Spider (tarantula)	17	1d6	2d6+6	1d6	1d6	3d6	0.3	0.6	Secretion (Web), Infravision, Heightened Balance, Poison Gland
Tiger	18	3d6+1	3d6+2	1d6	1d6	2d6	421	18	Infravision
Tiger (Sabretooth)	18	4d6+2	3d6+2	1d6	1d6	2d6	445	19	Infravision
Turtle	13	2d6	1d6	1d6	1d6	2d6	1.7	0.3	Carapace (Partial)
Tyrannosaurus Rex	18	6d6	2d6	1d6+2	1d6	3d6	10,200	16	Infravision
Velociraptor	18	4d6	2d6+2	1d6+3	1d6+3	3d6	98	20	Infravision
Wolf	19	2d6+2	2d6+4	1d6	1d6+1	2d6+4	90	14	Infravision
Wolverine	18	2d6	3d6	1d6	1d6	2d6+3	81	10	Infravision
Zebra	19	4d6+3	2d6	1d6	1d6	2d6+2	581	20	Infravision

NATURAL ABILITIES

When electing to play a mutated animal, consult the GM as to which abilities an animal may start the game with. A mutated crab, for example starts with the total carapace mutation and with claws that it may use as weapons. The crab can swim, has gills and also has 360° vision. Coupled with increased size and intelligence, the mutated crab can be a formidable opponent.

NATURAL WEAPONS

Many species of animals have natural forms of attacks, such as the ability to bite or use claws. Natural weapons have different weapon classes: The following tables are used to determine the amount of damage done by different types of natural forms of attack:

BITE ATTACKS			
CN SCORE	HERBIVORE	OMNIVORE	CARNIVORE
2-4	1	2	1d6-1
5-8	2	1d6	1d6
9-12	3	1d6+3	2d6
13-18	1d6	2d6	3d6
19-21	1d6+3	2d6+4	4d6
22-24	2d6	3d6	5d6
25-27	2d6+3	3d6+5	6d6
28-30	3d6	4d6	7d6
31-34	3d6+3	5d6	8d6
35-36	4d6	6d6	9d6
37-39	4d6+3	7d6	10d6
40-42	5d6	8d6	11d6

Biting attacks may cause different amounts of damage, depending upon the sort of teeth that the animal has and the strength of the animal. For example, in the table above, a dog with a CN of 10 will do 2d6 points of damage, while a goat would only do 3 points of damage when biting – not that this is a goat's preferred method of attack...

ANTLERS / HORNS / TUSKS ATTACKS			
CN SCORE	SM DAM	MD DAM	LG DAM
2-4	2	3	1d6
5-8	1d6	1d6+1	1d6+2
9-12	1d6+3	2d6-1	2d6
13-18	2d6+1	2d6+2	2d6+3
19-21	2d6+4	2d6+5	3d6
22-24	2d6+5	3d6	3d6+3
25-27	3d6+3	4d6	4d6+3
28-30	4d6	4d6+3	5d6
31-34	4d6+3	5d6	5d6+3
35-36	5d6	5d6+3	6d6
37-39	5d6+3	6d6	6d6+3
40-42	6d6	6d6+3	7d6

The table above covers attacks using antlers, horns and tusks. In the case of creatures with a single horn, such as a rhinoceros, damage is ½ of the amount indicated above, rounded up.

CLAW ATTACKS			
CN SCORE	SM FORE	LG FORE	REAR
2-4	1	3	1d6
5-8	3	1d6	1d6+1
9-12	1d6	2d6	1d6+2
13-18	1d6+1	3d6	1d6+3
19-21	1d6+3	4d6	2d6
22-24	1d6+5	5d6	2d6+3
25-27	2d6	7d6	3d6
28-30	2d6+3	8d6	3d6+3
31-34	2d6+5	9d6	4d6
35-36	3d6+1	10d6	5d6
37-39	3d6+3	11d6	6d6
40-42	3d6+5	12d6	7d6

Many animals use claws as their primary defensive weapon, relying upon their bite to finish off prey. Not all animals have symmetrical claws, that is their front claws may not be the same size as their rear claws. Some animals may rely upon their rear claws for raking, and their front claws for grappling or scratching. *For example, a cat will rake using its rear claws and grapple using its front claws, however the size of the claws are roughly the same. On the other hand, the Tyrannosaurus Rex has large raking claws on its rear legs and (comparatively small) claws on its forearms.*

CN SCORE	TAIL ATTACKS	
	PREHENSILE	SLAPPING
19-21	3	1d6
22-24	1d6	1d6+3
25-27	1d6+3	2d6
28-30	2d6	3d6
31-34	2d6+3	4d6
35-36	3d6	5d6
37-39	3d6+3	7d6
40-42	4d6	8d6

Some animals may use their tails to attack others. The tail of a normally small animal may become a possible weapon if it has mutated to be large enough to cause damage. A creature may knock another creature over if the attacking creature has twice the CN of its opponent. This attack will do normal damage, and may result in the attacked creature dropping anything that it is carrying (D check at Difficulty Level 8).

Crushing / Constriction: Some animals such as the Boa Constrictor can constrict around a victim and use their great strength to kill prey. Some species of bear are also known to crush victims, while biting them. A crushing / constriction attack takes three combat turns as a minimum. Damage inflicted is the same as the number of dice used to roll the creature's CN score. This damage is applied in the second combat turn. Any creature using this form of attack can prolong the attack, inflicting damage every combat turn thereafter. Disengaging from such an attack requires a single combat turn. Bite attacks from the creature constricting receive a +2 bonus, as do all attacks from the victim.

It is possible for a victim to disengage such an attack using a strength check, applying any skill bonuses that may be appropriate. Generally speaking, common sense should be applied when allowing this type of attack, a boa-constrictor can't crush a Human in duralloy armor.

Hooves / Feet: May be used to kick or trample. Damage inflicted is the same as the number of dice used to roll the creature's CN score, divided by three and rounded up.

ANIMAL ARMOR CLASSES

Natural forms of protection provide different levels of protection to different species, based upon the toughness of their skins, hides etc.

ANIMAL ARMOR CLASSES	
AC 21:	Human flesh
AC 20:	Thin animal hide, soft fur, feathers
AC 19:	Medium animal hide, short fur, small scales
AC 18:	Thick hide, thick fur, medium scales, feathers
AC 17:	Extremely thick hide, thick scales
AC 16:	Quills
AC 15:	Chitin
AC 14:	Bone plates
AC 13:	Hardened shell

Chitin: A protective hard outer shell, or exoskeleton, that provides protection from predators.

Feathers: Feathers provide protection from some extremes of weather, but provide little in the way of protection from physical injury. Feathers are AC 18.

Fur: Provides protection from cold and injury. Thickness and coarseness may provide different armor classes ranging from AC 18 to AC 20.

Hide / Skin: Some animals such as the Hippopotamus don't have fur, instead they have thick hide. The thickness of this hide or skin provides an AC between AC 17 and AC 20.

Scales: Provides protection from injury. Scales may provide different armor classes ranging from AC 17 to AC 19, depending upon the size and thickness of scales.

Running: The speeds listed on the Base Stock table are "comfortable" speeds for those creatures. Maximum speeds and the duration for which those speeds can be maintained will require a quick bit of research on the part of the GM and player.

MUTATED ANIMAL BACKGROUND & SKILLS

Mutated animals have had very little opportunity to learn Human skills. There is no formal education system for mutated animals, no parental guidance and no precedent in Human history. Naturally, some will have a couple, while for gaming purposes, others will have none at all. All PC mutated animals have heightened intelligence, however, not all mutated animals have this mutation. The number of skills an animal might have will depend upon the animal having heightened intelligence and the animal's background:

Pet / Domestic / Herd Animal: None

Laboratory Animal: 1 in 6 chance of being able to read at Skill Level 1 with a -4 penalty to understand simple words.

Mascot: A natural 2 on 2d6 and the animal has the Combat: Small Arms skill at Level 1 with a -1 penalty.

Stray / Wild: Hunting*, Level 1, 2 or 3, Survival* (Pick appropriate environment), Level at level 1, 2 or 3.

* All mutated animals learn hunting and survival skills at twice the rate of Human PCs.

It may take years or even generations before sentient animals gain the same level of access to education and other basic rights as ordinary people, if ever. Some Humans will try to ensure this so that humanity remains at the top of the Terran food-chain.



MUTATIONS

Roll 2d6 and consult the table below to determine how many physical and mental mutations your mutated animal character has.

MUTATION CHART		
NO. OF MUTATIONS	MENTAL	PHYSICAL
2	-	2
3	1	2
4	2	2
5	2	3
6	3	3
7	3	4
8	4	4
9	4	5
10	5	5
11	5	6
12	6	6

Go to the mental and physical charts and pick the mutations you find most interesting. Remember to change your ability scores if the mutation affects those stats. Don't forget that your mutated animal character already has the Heightened Intelligence mutation.

Note: When a mutated animal is further damaged by radiation, it may mutate again. Use the above chart and advance them to their next level, 4 to 5 or 11 to 12 and allow them to pick one more mutation. If they were at the 12th level let them pick either a physical or mental mutation as they wish.

PLAYER CHARACTER LUCK

On Page 35, a detailed description of player character luck can be found. All player characters have a luck factor.

MUTATED ANIMAL HEALING

Mutated animals heal at the same rate as Humans (2 hp per 24 hrs when resting), under the same circumstances. Mutated animals can use first aid kits and medical equipment designed for Humans, but gain only half the benefit.

EQUIPPING MUTATED ANIMALS

Mutated animals are a new race on the *Starship Warden*. Generally, many Humans and Androids look down upon them, regarding them as lesser beings. Robots in general don't seem to have an opinion, since they ignore orders from them anyway.

Humans are desperate to defeat the races of the Asteroid, and Master Sergeant Dupper has enlisted the aid of a few trusted (or badly needed) mutated animals.

Generally speaking, most Humans and AIs are not comfortable seeing mutated animals carrying around heavy fire-power. Mutated animals may be recruited as cannon-fodder for dangerous missions, or as spies or scouts. It will take time for them to be trusted members of a mixed species team.

There is no standard equipment list for mutated animals; they get whatever the GM deems appropriate. It is possible that the mutated animal found a weapon or a piece of equipment on the body of a being killed by a predator, after it became sentient. There are many ways in which a mutated animal could start play with equipment, but these should be discussed between the GM and player before the game starts.

CREATING YOUR MUTATED PLANT CHARACTER

Mutated Plants may seem more alien than some of the aliens onboard the Asteroid to Humans. Mutated Plant *Player Characters* are exceptional Mutated Plants. They are mobile, intelligent and able to communicate (even if only by gesture), unlike most Mutated Plants.

Plants, like the Humans, Androids and animals on the *Warden*, were affected by the alien radiation and weapons. Suddenly, these sentient beings were actually conscious of their surroundings, and finding few amongst their own species in the same predicament, began to wander, explore and learn.

MUTATED PLANT ADVANTAGES

- ▷ All Mutated Plant PCs begin with the Heightened Intelligence, Mobility and New Body Part / s (Eyes) mutations.
- ▷ All Mutated Plant PCs begin with a mutation of their choice that will allow them to grasp a weapon.
- ▷ All Mutated Plant PCs will be at least five feet tall.
- ▷ All Mutated Plants are immune to paralysis weapons and *most* forms of gas-based weapons.
- ▷ Generally, Mutated Plants are not considered as a security threat by AIs and Robots.
- ▷ May be ignored in security restricted areas by AIs and Robots.
- ▷ Ecology and Agricultural Robots will usually heal injured plants, or protect / remove them from danger.
- ▷ Few Robots are programmed to attack plants.
- ▷ Eventually Mutated Plants can regrow any appendage that has been cut off.

MUTATED PLANT DISADVANTAGES

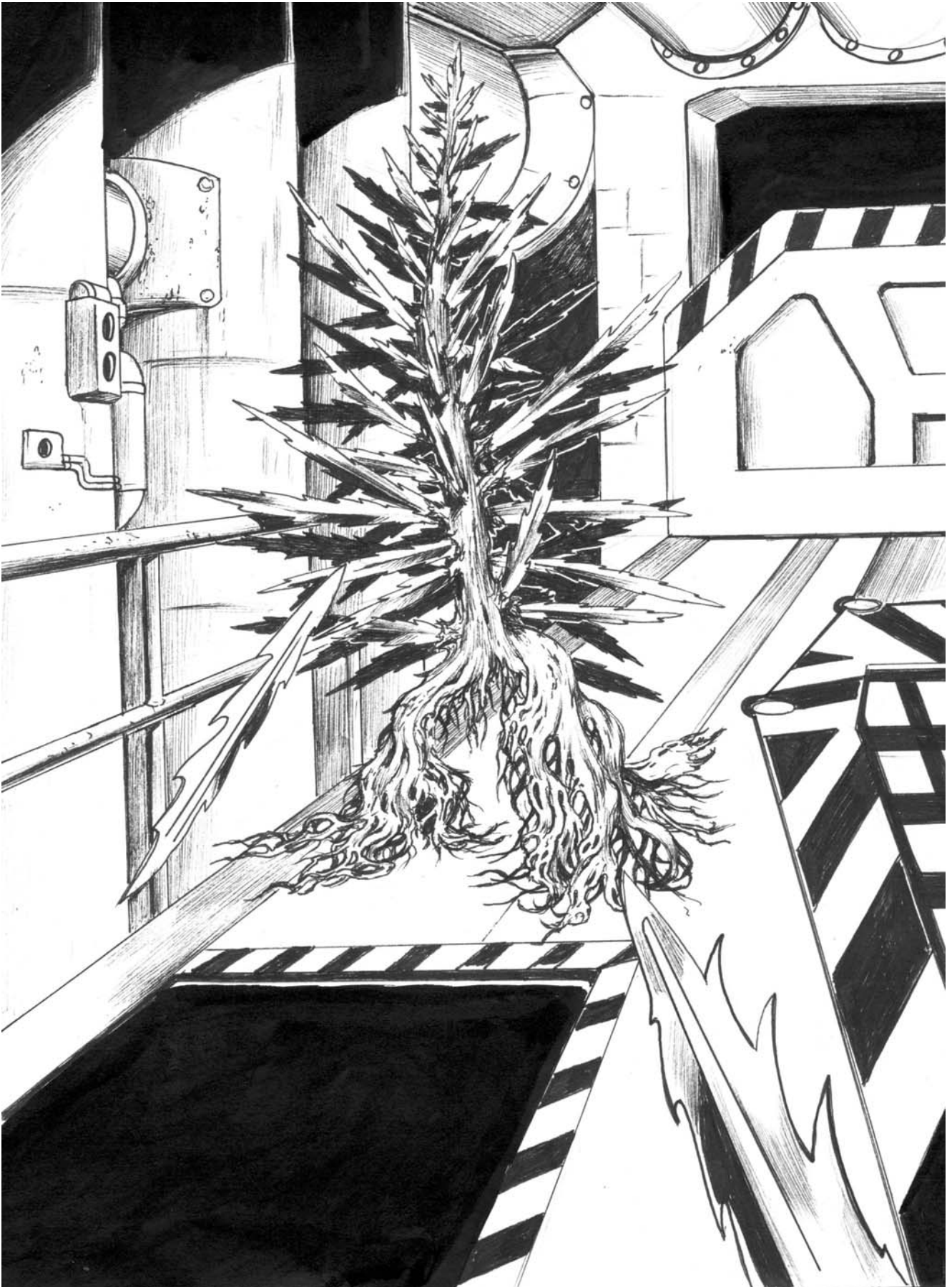
- ▷ Mutated Plants begin the game with no skills.
- ▷ Requires mutation in order to communicate mentally or verbally with other intelligent beings.
- ▷ Are not considered as Human by AIs, Androids and Robots.
- ▷ May be considered as "weeds" by some AIs and Robots.
- ▷ May be considered as "freaks" by Humans, and even hated or feared.
- ▷ May be considered as food by Humans, and some animals.
- ▷ May have difficulty using equipment designed for Human hands.
- ▷ Robots such as security and combat variants are normally programmed to ignore plants.
- ▷ Are affected by herbicide as animals and humans are affected by poison.
- ▷ Plants require bright light (except for fungi) for three hours time on a daily basis or they lose 10 hit points per day.

ROLLING UP YOUR MUTATED PLANT CHARACTER

Step One: Select the type of plant you wish to play. Your selection of plant type determines some of your character's strengths and weaknesses. Select from the table below, or roll one die to determine randomly.

Roll	Plant Type
1	Cactus / Thorn Bush
2	Flower / Gourd
3	Fungi
4	Shrub
5	Tree
6	Vine

Step Two: Use the Mutated Plant Ability Score Table to determine your character's ability scores and the number of additional mutations your character



has. Talk with your GM about what extras your character might start with, such as the amount of damage somebody touching your cacti character might suffer.

Step Three: Check the advantages list and add the mutations listed there to your character's list of mutations. Now, go and select your mutations and put them in the list as well.

Step Four: Determine how many hit points your character has, and check that mutations haven't changed your character's AC. Check your ability scores and list how much your character can lift and all of those other boxes to fill on the character sheet. Make sure that you calculate your Player Character Luck score and note that as well.

Step Five: Now, have a chat with your GM about equipment.

DESCRIPTION OF PLANT TYPE

Cactus / Thorn Bush: This type of plant includes all succulent species, including cacti and desert plants. Plants of this type require water half as often as other types of plants. These plants automatically get the Spikes / Thorns mutation.

Flower / Gourd: This type of plant includes all smaller plants that bloom and are not covered by another type, including orchids. Some flowers such as roses automatically have the Thorns / Spikes mutation. Gourds, pumpkins, and other pod plants will have something highly useful to the plant growing in the gourds. Use your imagination and talk with the Game Master about being able to generate exploding gourds, acid filled gourds, sticky web gourds and the like.

Fungi: To simplify matters, fungi have been included with the plants. Fungi depend upon soil and moisture, rather than sunlight as plants do.

Shrub: Weeds, grasses, bushes, tubers, some fruit bearers and other common plants are covered in this type.

Tree: The player must decide what sort of tree the character will be. Fruit trees automatically get the Fruit mutation. Evergreen trees suffer 1 hp extra damage for each fire / heat based attack, while all other types of trees suffer the same from freezing / cold attacks. Trees automatically get the Protective Skin / Bark mutation.

Vine: This type includes a lot of tropical plants and some fruits (e.g. Passion fruit). Fruit plants automatically get the Fruit mutation.

MUTATED PLANT ABILITY SCORE CHART

Use the table below to determine your character's ability scores:

ABILITY SCORES	CACTUS	FLOWER	FUNGUS	SHRUB	TREE	VINE
Constitution	2d6 +3	1d6 +3	1d6 +2	2d6+1	3d6+3	1d6 +3
Dexterity	2d6	2d6+2	2d6	2d6 +2	2d6 +2	3d6
Leadership Potential	1d6	2d6	2d6	1d6	1d6	1d6
Mental Resistance	2d6 +3	3d6	3d6 +2	2d6 +3	2d6 +3	2d6 +3
Radiation Resistance	2d6	2d6	2d6 +2	2d6	2d6	2d6
Mental Mutations	2	2	3	2	1	2
Plant Mutations	2	2	2	2	2	1

Using the modifications listed above for the relevant plant type, you may now roll up your character.

MUTATED PLANT ARMOR CLASS

A plant will start off as AC 19, unless it has bark, in which case it is AC 15. Many plants find the use of Human designed armor difficult or impossible. Some plants can use shields.

CHALLENGES FOR MUTATED PLANT CHARACTERS

Plants are at a disadvantage when it comes to dealing with Robots. For the most part, Robots will ignore them, nor will they accept orders from them, even if they have a color band, unless the Robot has been programmed otherwise. Depending on a Robot's programming, a plant may be ignored, or even in danger. Ecology Robots may try to kill them off as a weed, or replant them where they are more ecologically viable! Household Robots may water them and try to trim them. Bonsai should terrify even the heartiest of plant characters.

Plants without the appropriate mutations are unable to communicate, unless it is by sign language or by learning to write!

MUTATED PLANT SKILLS

None. Mutated Plants have no experience of anything outside of their patch or garden bed before gaining sentience. Mutated Plants have had no opportunity to gain training in any subject, and have to figure out many things that are taken for granted by Humans and animals, for themselves.

MUTATED PLANT HEALING

Plants heal at a rate of 4 hit points per day, 7 if resting in soil and sunlight (darkness for fungi). First aid kits and other medical devices are of no use to plants, however fertilizers will double this rate of healing.

EQUIPPING MUTATED PLANTS

Over time, these characters become a part of the combat teams that will destroy the alien invaders of the Asteroid. As part of the military group, they should be well-equipped with weapons and armor appropriate to their physical and mental natures. If their bodies can handle weapons, they should be given them. As a player, go over the list of possible equipment the *Warden* provides its troops and select from those that can be used by the mutant.

The GM should keep in mind that some AIs and Humans will resent or even act to prevent weapons being given to mutants of any kind, and may see mutated plants as even more of a threat than other kinds of mutants.

The armor class of a player character plant should be considered by the Game Master with regard to the type of original plant. Generally, start all Mutated Plants out with an AC of 19 and adjust downward for the type of bark / hard wood they might have.

Mutated Plants may have collected equipment prior to beginning play at the discretion of the GM. An armed being may have been killed close to where the Mutated Plant became sentient or the plant may have been potted in a warehouse when it mutated. Whatever the decision is, it should be mutually agreed between the player and the GM.

Generally speaking, most Mutated Plants will avoid carrying herbicide of any type, if possible. Not a rule, just "generally speaking".

5. MUTATIONS

PHYSICAL MUTATIONS

Attacking Physically: The Weapon Class Table (on Page 129) is used for all physical attacks made by mutants against targets.

Some mutations have side effects that may make them unviable for player characters. It is recommended that players consult their GM before selecting those mutations, as it could have negative effects upon the game. The following is a complete list of Physical Mutations and their descriptions:

No.	Mutation
1.	Albino
2.	Ambidexterity
3.	Altered Metabolism / Biochemistry
4.	Carapace (Partial)
5.	Carapace (Total)
6.	Chameleon Powers
7.	Density Control (Self)
8.	Dormant State
9.	Dual Brain
10.	Electrical Generation
11.	Energy Reflection
12.	Flight
13.	Fungicide Gland
14.	Gas Generation
15.	Gills / Lungs
16.	Heightened Balance
17.	Heightened Dexterity
18.	Heightened Hearing
19.	Heightened Precision
20.	Heightened Smell
21.	Heightened Strength
22.	Heightened Taste
23.	Heightened Touch
24.	Heightened Vision
25.	Immunity
26.	Improved Metabolism
27.	Increased Size
28.	Infravision
29.	Light Generation
30.	Lightning Rod
31.	Multiple Body Parts
32.	New Body Parts
33.	Oversized Body Parts
34.	Physical Reflection
35.	Poison Glands
36.	Quills
37.	Radiated Eyes
38.	Regeneration
39.	Repulsion Odor
40.	Secretion
41.	Shapechanging
42.	Shorter
43.	Sonar
44.	Sonic Abilities
45.	Speech
46.	Swift Movement
47.	Taller
48.	Temperature Resistance
49.	True Breed
50.	Ultravision
51.	Vampirism
52.	Wings

Albino: A creature with this mutation becomes sensitive to light (-3 penalty applied to Doing Things and chances to hit in daylight or equivalent), and tends to lose pigmentation within the skin. Over a period of time, a mutant's eyes will also change to a pink color, and any skin or hair will become extremely pale, or white.

Altered Metabolism / Biochemistry: This mutation changes the dietary habits of the mutated animal. It might turn a Wolf into a herbivore or a kangaroo into a carnivore. It may remove a bear's need to hibernate or cause a frog to no longer require immersion in water. It also adds a +1 to Constitution, Radiation Resistance and Dexterity.

Ambidexterity: This mutation allows a character or creature to use all of their limbs as though they are all their primary or "master" hand / s. This is particularly useful in combat (negates the non-master hand penalty), allowing a creature to use more than one weapon with a higher degree of accuracy.

Carapace (Partial): A thick, chitinous shell covering the back and head of the mutant reduces all physical damage to the mutant by ½ with each attack. This also improves the AC of the mutant by 1 Armor Class (AC19 becomes AC18 etc). This carapace makes the mutant much bulkier. Armor, clothing and the like all have to be specially made to fit the mutant with this carapace.

Carapace (Total): This is a thick, chitinous shell covering all body appendages. This also improves the AC of the mutant by 2 Armor Classes (AC19 becomes AC17 etc). It absorbs ¾ of the physical damage inflicted by each successful attack. When the mutant has lost 75% of their hit points in damage, the carapace cracks and the shell provides no protection until the mutant is totally healed. The shell effectively doubles the original size of the mutant. Armor, clothing, and the like all must be specially made to fit the expansion of the carapace on the mutant's body.

Chameleon Powers: This is the ability to change body color to fit into the surroundings. The color changing is automatic and the mutant doesn't have to concentrate on this action. In working this mutation, the mutant cannot be wearing clothing as that spoils the effect. The blending improves the AC of the mutant, reducing it by 4 classes.

Density Control (Self): This allows the mutant to change the molecular structure of their own body increasing their weight and decreasing their AC. For every two AC's the mutant goes down from their starting AC they shrink to half their original size and move half as fast. The change lasts for five hours per change attempt and the mutant can change up to 10 points of AC in a 48-hour period. Equipment attached to the mutant and weighing less than 200 pounds shrinks with them.

Dormant State: This mutation allows the mutant to enter a state similar to suspended animation. The mutant simply stops doing whatever it is doing, and slows its metabolic rate until it is barely alive. Most medical scanners will not register a dormant creature in this state. The dormant state is either conditional (until the temperature reaches a particular level, etc.) or time based (i.e. 6 months, 12 months etc). Once the condition is chosen, the condition may not be changed. The mutation can be used once per month, but the mutant must feed prior to entering its dormant state again. Being dormant prevents all forms of healing, and temporarily halts the progress of disease and poison.

Dual Brain: The creature has a second brain allowing it to function more efficiently. The mutation raises the Mental Resistance by 1d6 points to a maximum of 21 and Leadership Potential by 1d6 points to a maximum of 21. The character gains 1 extra mental mutation of their choice. The mutant does have to deal with a side-effect for the rest of their lives, roll 1d6 and refer to the text below:

ROLL	EFFECT
1	The mutant is unable to "see" intelligent plants of any kind and will never admit to the fact that intelligent plants exist.
2	The mutant has a huge fear of being poisoned and cannot attack a creature that it knows is able to poison it.
3	The mutant's vision is such that it cannot use ranged weapons effectively (treat all uses as if the target was AC 3).
4	The mutant doesn't like enclosed spaces, can't wear power armor and can't stand wearing a space suit for more than 60 minutes in a 24-hour period.
5	The mutant doesn't like Robots and will not take orders or directions from them. Where possible, the mutant will constantly put Robots at risk before the mutant enters a battle.
6	The mutant is extremely territorial and after battles must take the time to mark any captured territory as theirs. No one is allowed to give orders to the mutant in their territory.

Electrical Generation: This allows the mutant to inflict 4d6 hit points worth of electrical damage to anyone or anything that it comes into physical contact with. The discharge isn't automatic, the mutant can decide whether it's active or not. If the mutant is trying to touch someone in combat, treat the attack as WC 21.

Energy Reflection: This causes a specific type of energy type to be totally reflected away from the mutant. Note that this effect happens a fraction of an inch from the flesh of the mutant and clothes or armor will take damage before the reflection happens. Only two physical reflection mutations are allowed per mutant. The mutant picks the type of energy from the following choices: Radiation – Laser Light – Mental Attacks – Heat – Cold – Paralyzation Energy – Electrical Energy – Kinetic Energy (blunt blows would not strike).

Flight: The mutant develops a set of membranes or an inflatable balloon-like sack and is able to glide at the same rate that it could run, or drift at half that rate if using an inflatable sack. Gliding requires height, and the mutant can glide a distance equal to three times the height from which it launches. The membranes can be folded so they're not noticeable from the front, hidden beneath a cloak or fit inside a radiation suit or spacesuit. Most armor requires some modification. The character can carry only a few pounds of extra weight when gliding: clothes, a weapon, lightweight armor, some extra ammo or scientific instruments, etc.

Fungicide Gland: This mutation allows the mutant to spray intensity level 9 poison up to five times a day. This spray does poison damage to plants and fungus of all types. The mutant is immune to their own spray.

Gas Generation: This mutant generates a cloud of gas in a five foot radius around itself. The gas serves as an intensity level 10 poison staying in the air for 1d6 minutes. The mutant is immune to this poison gas. The gas can be generated 6 times in a 24-hour period.

Gills / Lungs: The character develops a set of gills or lungs (whichever it does not already have) that allows it to breath air or underwater. The creature is still susceptible to radioactive and poisonous air and water.

Heightened Balance: This is the ability to maintain balance in every situation. This mutant never unwillingly falls in a pit, trips over a wire, and can walk over a taut wire and not worry about falling. When not encumbered, they can climb sheer walls. The mutation improves the mutant's AC by 2 classes.

Heightened Dexterity: The mutant's Dexterity score increases to 21. He can also physically attack twice per combat turn (this is a mutant ability, not a result of having Dexterity 21).

Heightened Hearing: This is the ability to sense and identify separate sounds in a 200-yard radius. Things within that radius can never surprise this mutant. Hearing is possible into a closed chamber and the mutant can identify the type of creatures in the unseen chamber by their heartbeats if the mutant has been exposed to the creatures in the past. Additionally, the mutant can hear sonar and can determine from which direction the sonar originates. Distance is another matter.

Heightened Precision: This instinctive ability determines the weak points of opponents and structural weakness in material objects. The mutant does an extra 2d6 of damage over and above his normal physical damage with any successful attack.

Heightened Smell: This ability senses and identifies separate odors from up to 100 yards. A mutant with this ability can identify owners of objects, who was at a campsite and follow a trail several days old. The player character should keep a record of what beings they have come in contact with so that they can identify them later in game play, and never be surprised by such creatures from an ambush.

Heightened Strength: This is an increase over and above a mutant's normal Constitution ability score. When using physical weapons they do an extra 3d6 in damage with every successful attack. Amazing feats of strength are commonplace for this mutant even though they might not look muscular. In trying something extraordinary roll 2d6 and rolls of 9 or higher mean the amazing feat was accomplished.

Heightened Taste: This is the ability to detect substances and gain information by tasting things. To use this mutation, the mutant licks an item or being, to determine what it has been in contact with. If the mutant is familiar with a person already, it can determine if that person used an item, and how long ago. The mutant can instantly tell if something is poisoned. The mutant can taste the air and sense the approximate location of objects within ten feet. The use of this mutation may be considered a faux pas in some social circles.

Heightened Touch: The mutant can feel the logical use of devices. This allows the mutant a +3 when figuring out devices. The power also allows the mutant an additional 3d6 in damaging non-living objects that the mutant has had 60 seconds to study.

Heightened Vision: This mutation allows the creature to see clearly over long distances (1 mile) and allows the mutant to see at night almost as well as they would during the day. When using missile weapons, treat a target's AC as 3 levels higher (up to AC 21).

Immunity: The mutant is totally immune to damage from one type of attack. If the mutation is taken several times there is no chance of doubling up on an immunity type:

ROLL	TOTAL IMMUNITY TO:
1	Electrical Attacks
2	Poison
3	Life Leech / Death Field Aura
4	Mental Attacks
5	Radiation
6	Sonic Attacks

Improved Metabolism: The mutant heals at twice the usual rate (4 hp per 24 hrs when resting, 2 hp when not). Once a day they can boost their healing rate and give back to themselves 10 hit points. Three times a day they can move and attack at twice the normal allowable rate in a combat turn. Use of this mutation requires the mutant to eat a massive meal within minutes of such an exertion or they will fall into a deep sleep for 3d6 minutes.

Increased Size: The mutant is now 1.5 times its previous (or normal) size for its species, and the mutant's Constitution score is multiplied by 1.5 and rounded up, to a maximum of 42. Roll a new hit point score. Mutants can have this mutation multiple times as the effects are cumulative.

Infravision: The character can see in the infrared spectrum, allowing them to see heat patterns in darkness, etc. The more extreme the temperature ranges (hot or cold) from the background temperature, the better the definition of the object. With this mutation they can see any invisible object no matter how well camouflaged. This type of sight allows the mutant a +3 bonus on all physical attacks they make with melee weapons like swords, fists, axes, etc.

Light Generation: This is the ability to emit powerful beams of light with a blinding effect on those nearby (even in full daylight). The effect is the same as for being dazzled (see Page 144). The mutant can also illuminate a twenty yard radius around them with light as bright as day which will last for 30 minutes or less if the mutant desires. The mutant can do other actions while generating this light.

Lightning Rod: A mutant with this ability absorbs electricity and stores it for discharge later. The character can store 4d6 hit points worth of electricity damage, for release as lightning bolts with a range of 20 yards. The mutant will suffer normal electrical damage once their electrical storage limit has been reached. Additionally, if their storage limit has been reached and the mutant suffers six or more points of electrical damage, the mutant will release all of their stored charges in one turn of uncontrolled energy. The mutant will suffer 4d6 in damage, and all living beings within 10 yards will suffer 3d6 electrical damage. The mutant can "recharge" by draining batteries (at the same rate that a battery would be recharged, for the same number of hit points that the battery has), but can not drain shielded equipment (such as the power cells of an operational Robot etc).

Multiple Body Parts: These are additional appendages, duplicating the function of limbs or organs that the mutant already possesses. These include any body part and the Game Master and the player need to decide on the effects. Extra things could include (but is not limited to) any one of the following: Two hearts to heal at twice the normal rate; eight eyes to see in 360 degrees; four arms to make two physical attacks in a combat turn instead of one or two; four legs to run twice as fast and five times as long; two livers to resist radiation and poison better –, etc.

New Body Parts: A mutated Human may gain a monkey's tail, or a mutated animal may gain a body part or parts that it would not normally have, such as a mutated dog with eyes in the back of its head, or a mutated snake with a torso and arms, or an ostrich with a voice box. (Note: A voice box will give an animal the ability to speak, as a Human would). The new body parts are fully functional. The GM should be consulted when deciding the function of the new body parts.

Oversized Body Parts: This is an increase in certain areas of the body, with a subsequent increase in power. The Game Master and the player should talk over the increases and what they would do, for example: an increased brain could increase Mental Resistance and allow the mutant to figure out things better, Oversized arms might increase the Constitution score of a mutant, an Oversized head might greatly enhance sight, hearing, sense of smell, and taste, etc. As a guide, in the case of claws, bites and horns etc, use the appropriate chart in the Creating Your Mutated Animal Player Character Section and treat the relevant body part as though it was two CN graduations higher when figuring damage.

Physical Reflection: The mutant can change both the color and texture of his skin. Four variations are possible (only one at a time). Changing takes a combat turn and requires full concentration. The four variations are:

Camouflage: The mutant can change his skin color to blend into the background, making himself nearly invisible to casual observers and

improving his armor class by two points. This mutation also allows the mutant to dissipate body heat more effectively, allowing it to hide from creatures that can see in the infrared spectrum. Note that this works only when the mutant is naked.

Flame Resistance: The skin becomes bright red and the mutant is unaffected by temperatures up to 500 degrees.

Laser Weapon Resistance: The skin becomes mirror bright and harmlessly reflects away laser beams and other light attacks.

Paralysis Resistance: The skin becomes green and no paralysis effect works on the mutant.

Poison Glands: The mutant generates poison under its fingernails, claws, teeth or any other suitable location. The poison grows in Intensity Level depending on how many days have passed since it was last used. On the first day, it is Intensity Level 3. This increases by one per day until it reaches the maximum of 21. The poison is good for one use, after which it immediately drops back to 3 again. Striking at a victim but missing does not use up the poison. The mutant is immune to his own poison.

Quills: These are placed along the arms and legs and serve to make physical contact with the mutant dangerous. They are also meant to be thrown as darts and function with a weapon class of 19. A random 1d6 quills are thrown in each attempt, out to a maximum range of 10 yards. Each quill that strikes does 1d6 damage. The mutant can hurl up to 30 quills a day.

Radiated Eyes: Three times per day, the mutant can blast a dangerous beam of intensity level 10 radiation through its eyes. This power can be used only once every four combat turns (until all three blasts have been used) and has a range of 10 yards. The attack uses WC 17. Such mutants are immune to the harmful effects of all radiation up to and including intensity level 10.

Regeneration: The mutant's body heals itself at an accelerated pace. The character heals 1 point of damage per day for every 3 points of Constitution (rounded up to the nearest multiple of 3) every 10 minutes. This mutation does not heal damage from radiation or poison.

Repulsion Odor: The mutant emits a very potent smell that can be detected easily by any creature that has a sense of smell. The mutant is unable to surprise any creature that can smell it. In the case of animals and mutated animals, this smell causes these creatures to become hostile (treat as a check versus intensity level 12 poison to resist) to the mutant and any creatures in its vicinity.

Secretion: The mutant is able to release a secretion at will that does one of the following:

DIE ROLL	SECRETION TYPE & EFFECT
1	Web - The mutant can shoot a web 20 yds (treat as WC 12). To break the web, a Constitution of 13 or better is required. The web can hold 300 lbs of weight, but is flammable and susceptible to acid. The mutant can make webs up to 6 times per day.
2-3	Dissolve - The mutant can secrete a solvent that will eat away all metal (except duralloy) at the rate of 1 lb. in 5 minutes. This secretion will not harm flesh. The mutant can do this up to three times per day. The secretion does 1d6 damage to Robots per attack.
4-5	Glue - The mutant is able to release a chemical bonding agent which can last indefinitely, requiring a Constitution of 16 to break, and is capable of holding 300 lbs in place. This glue will not adhere to one of the following substances (roll 1d6):

1	Flesh (living or otherwise, including wool and leather)
2	Metal
3	Plant Fibers (wood, cotton, etc.)
4	Plastic and rubber
5	Silicon (Glass, rocks, etc.)
6	Surfaces experiencing temperature changes, under -20 degrees or over 100 degrees Fahrenheit.
6	Membrane – Once per day, the mutant can coat an object in a thin, chemically inert membrane. The object can be no larger than the mutant. The membrane is airtight and will harden after 20 minutes, but will remain flexible until then. This membrane will protect an item from gas, poison, acid or even vacuum for 20 minutes, but living creatures will require a source of air. The membrane is easily punctured and does not give an armor bonus.

Shapechanging: The mutant can assume the body shape of an animal, insect, reptile, or Human. The change requires two combat turns to accomplish. The mutant must have seen the type of creature it changes into within the last five hours. The mass and relative size of the mutant does not change—so, for example, he could become a large dog, a small lion, or an impossibly huge grasshopper.

Shorter: The adult size of the mutant is 0.75 times the normal height or length of its normal species. With this mutation a +1 bonus is applied to all but the Leadership Potential ability. This benefit is not cumulative and can be gained only once from taking this mutation. The mutant's hit points are multiplied by 0.75 and rounded down each time this mutation is taken. The natural AC of the mutant becomes AC 10. Poison and radiation effects are two intensities lower when this mutant suffers them. This effect is not cumulative either.

Sonar: This mutant can “see” its surroundings by emitting sound energy which provides the mutant with an accurate picture of objects within the area. In the air or under water, for game purposes sonar has a range of five miles. This can be disrupted in the air by rain, thunder and loud noise, or near reefs and turbulence underwater. There are many ways of “jamming” sonar, as well as detecting it.

Sonic Abilities: This mutant can generate a damaging sonic blast in a 10 yard radius from their person. The damage is 2d6 per blast and can be repeated no sooner than every 4th combat turn after the first blast. Everything in the blast area (except for the mutant making the attack) takes the damage automatically with no chance of resisting. The damage manifests itself as a burning heat attack in the combat turn it was issued.

The mutant also has the ability to mimic anything that it hears, not exactly, but pretty close (the GM should assign a Difficulty Level and treat this as though the mutant's appropriate score is 15). This mutation does not allow the mutant to reproduce other sonic attacks. Alternatively, the mutant can opt to jam sonar in a 2 mile radius for 2d6 minutes, if they do nothing else.

Speech: The mutant has developed the ability to speak. The speech of the mutant may or may not be mistaken for normal Human speech, but it is understandable.

Swift Movement: This allows the mutant to move at twice the normal movement rate. It also allows him to vibrate his body so that he appears as a vaguely Human-shaped blur, but only for 20 seconds (two combat turns) per 24 hours and reducing his armor class by 4 classes.

Taller: The mutant is 1.2 times taller or longer than normal for its species. With this mutation a +2 is given to the Leadership Potential and Constitution ability. If this mutation is selected multiple times, the Leadership Potential bonus can only be applied once. However, the Constitution bonus is cumulative, to a maximum score of 42. Once in a 24-hour period the mutant can exert

themselves and do four times the damage with a successful physical attack (decided after a successful attack).

Temperature Resistance: The mutant is highly resistant to damage caused by temperature change. The creature is not affected by temperatures of up to 200° F. or as low as -90° F. (Treat this as half damage from all heat and cold based attacks).

True Breed: This mutation means that if this mutant breeds, its offspring will be born with the same mutations. In effect this becomes a new species. On reaching adulthood, such mutants breed once a year, for every year of their lives (until past the usual breeding age for their species) and their offspring mature to adulthood three times as fast as normal.

Ultravision: The character can see all forms of radiated energy. This allows the character to judge the level of radiation within an area. The mutant can tell if a device has power or isn't powered up, and they are immune to illusions and to the camouflage mutation. This vision type allows the mutant a bonus of +3 to hit on all ranged attacks.

Vampirism: This mutation is causing havoc amongst the Id. A creature with this mutation finds that it craves the blood of its own kind, and is no longer able to sustain itself by normal food. In the case of an Id with this mutation, it will attack another Id using its neural barb to drain blood. Any creature attacked in this manner must check versus Level 12 Radiation, or gain this mutation. Failure to drink blood will result in the mutant starving to death. This mutation can be transferred to other species. These creatures are not “Undead” and still have reflections, etc.

Wings: The growth of useable wings makes it possible for the mutant to fly as fast as they could normally run on the ground. Flight can only be accomplished if the mutant is relatively free of extra weight (figure the mutant can carry no more than 50 pounds of materials). While flying the mutant is so dexterous that they gain a bonus to their armor class of 5. Allow the mutant great latitudes in fixing suits and clothing to allow for their wings. Also damage to the mutant should rarely strike their wings and inhibit their ability to fly as that wouldn't be a lot of fun.

MENTAL MUTATIONS

Attacking Mentally: The Mental Resistance Table (see Page 37) is used for all mental attacks made by mutants against their targets.

Generally, when mental mutations are used, the mutant is not doing anything else and is concentrating on using their mental ability. Multiple versions of the same mental mutation cannot happen in a mutant unless the mutant has two or more heads. In this case treat each use of the mutation separately per head using the ability.

Some mutations have side effects that may make them unviable for player characters. It is recommended that players consult their GM before selecting those mutations, as it could have negative effects upon the game. The following is a complete list of Mental Mutations and their descriptions:

NO.	MUTATION
1.	Absorption
2.	Alpha Wave Generation
3.	Backlash
4.	Charismatic Effect
5.	Confusion
6.	Cryokinesis
7.	Death Field Aura
8.	De-evolution
9.	Density Control (Others)
10.	Detection
11.	Domination
12.	Dual Mentality

13.	Empathy
14.	Force Field Generation
15.	Force Ladder
16.	Genius
17.	Healing
18.	Heightened Brain Talent
19.	Heightened Intelligence
20.	Heightened Mental Condition
21.	Illusion
22.	Intuition
23.	Invisibility
24.	Levitation
25.	Life Leech
26.	Magnetic Control
27.	Mass Mind
28.	Mental Blast
29.	Mental Control
30.	Mental Control Over Physical States
31.	Mental Defense Shield
32.	Mental Grenade
33.	Mental Map
34.	Mental Paralysis
35.	Mental Transfer
36.	Mental Trigger
37.	Mind Wipe
38.	Molecular Disruption
39.	Null Field Generation
40.	Pack Mentality
41.	Pain Transmission
42.	Phasing
43.	Photographic Memory
44.	Planar Travel
45.	Precognition
46.	Pyrokinesis
47.	Reflection Power
48.	Repulsion Field Generation
49.	Sympathetic Bond
50.	Telekinesis
51.	Telekinetic Arm
52.	Telepathic Void
53.	Telepathy
54.	Teleportation
55.	Temporal Fugue
56.	Theta Trigger
57.	Time Field Manipulation
58.	Weather Manipulation
59.	Will Force

Absorption: This allows the mutant to ignore damage from one energy type for a 24-hour period. At the beginning of that period (or starting an adventure) the player character mutant tells the Game Master what energy type they are absorbing that day. For that 24-hour period they can absorb up to their original hit points in that type of energy damage. The mutant picks the energy type from the following choices: Radiation – Laser Light – Mental Attacks – Heat – Cold – Paralyzation Energy – Electrical Energy – Kinetic Energy (blunt blows would not strike).

Alpha Wave Generation: This creates a ten-yard sphere of mental force surrounding (and moving with) the mutant that makes them totally impervious to the effects of all types of radiation. The waves last for 60 minutes (or less if the mutant desires) and can be created twice in a 24-hour period. After the creation of the waves, the mutant can carry out normal actions and does not need to concentrate on maintaining the sphere.

Backlash: With this mutation, twice per day a mutant is able to inflict on another victim the exact same damage they suffered once in the last 24 hours. This damage will be exactly the same and mirror all the effects from the past. For example if the mutant suffered from radiation and mutated, the victim would suffer this as well. Or if the mutant were blasted with a laser, the new victim would take the laser damage. The victim must be in sight of the mutant. Only one successful backlash attack can occur every 24 hours to any given victim. The attacker may pick the backlash attack effect it inflicts on others from all the different types of damage it has suffered that 24 hours. The victim gets a mental resistance chance to save against this damaging attack.

Charismatic Effect: Once every ten minutes, the mutant can project flashing, blinding light patterns at victims up to 90 feet away from the attacking mutant (and treat as dazzling light as per Page 144). It's a 5-foot sphere of light moving with the victim for 30 seconds if the attack is successful. Victims suffer a minus 5 penalty on all of their attacks and can't make mental attacks until the effects wear off.

All non-sentient creatures seeing the patterns will make a Difficulty Level 12 check vs MR or will remain immobile, watching the light patterns. Sentient creatures must make a Difficulty Level 8 check vs MR or will be mesmerized by the lights.

Confusion: Three times per day, this mutation can be used to cause disorientation and fear to any creature with a Mental Resistance score of 5 or higher within a 20-foot radius of the mutant, excluding Robots, AIs and Androids. When the mutant is trying to cause confusion, walls, force fields, and any other physical barriers do not hinder this mental attack. This is classed as a normal mental attack against each being. Results are randomly determined by rolling 1d6 as follows:

ROLL	REACTION:
1	<i>Panicked flight.</i> In panicked flight the victim runs away, throwing down anything in their hands. They will run for twenty minutes not caring which direction they head as long as it's away from the attacking mutant.
2	<i>Panicked disorientation.</i> Disorientation causes the victim to stop fighting anyone for ten minutes. They are allowed to do defensive acts or to simply stay or run.
3	<i>Angered attack (friend).</i> This causes the victim to use their most powerful weapon on the nearest ally in their group as if that ally were a deadly enemy. This only lasts for one attack, but the victim is trying to kill their recent ally.
4	<i>Angered attack (foe).</i> This causes the victim to use their most powerful attack on the mutant who caused their confusion. This attack continues until the victim or the mutant is dead and cannot be altered by more mental confusion attacks.
5	<i>No reaction – loss of initiative.</i> This causes the victim to always go last in any combat for the next hour. They can still act as normal, but they are not performing at their best.
6	<i>Stunned for 1 turn.</i> The victim is on the ground, unable to do anything for one attack. Stunned victims can be automatically hit by any attack directed at them until they recover.

Once an attack is successful the victim cannot be successfully attacked this way for 24 hours.

Cryokinesis: This attack has a range of 10 feet and can be used up to six times consecutively or separately throughout a 24 hour period. After a successful attack using this mutation, it causes 1d6 of damage from intense cold. If a second successful attack is made using this mutation in the next round, the victim takes 2d6 of damage. If it succeeds again on the third round, the victim takes 3d6 of damage, and so on. The damage increases only so long as the mental attacks succeed in a row. As soon as the victim blocks an attack, the damage must start over again at 1d6.

Death Field Aura: An aura of deadliness can be created in a 20-foot radius around the mutant. Every living creature, whether friend or foe, in that area is subject to a mental attack. Those who fail fall unconscious for 3d6 minutes (roll separately for each victim, unless there are a lot of them and the GM decides that's too many rolls). If the death field is applied successfully a second time to an already unconscious victim, the victim dies. Every time this mutation causes a death, the mutant also loses six hit points. (The slain creature must weigh at least 10 pounds for the penalty to apply.) Als, Robots and Androids are not affected by a death field aura, obviously.

De-evolution: Once per hour, the mutant can strip a mutation from another mutant by reversing any changes to their original DNA. If this mental attack is successful the Game Master strips a mutation from the victim permanently. Only one such attack on a victim per hour is possible, as the creature's DNA resettles, rendering it temporarily immune to further effects.

Density Control (Others): This mutation allows the mutant to change the molecular structure of a living victim's body. With each successful attack, the victim has a beneficial change of one on their armor class for 60 minutes. Each successful change also shrinks them to half their size, doubles their weight, and slows them down to half their normal movement ability. Anyone the mutant can see and touch at the same time is eligible for an attack. Multiple attacks are possible, but an unsuccessful attack causes the victim to return to their original state. One attack can be made every five minutes on the same victim. Shrinking the victim ten times successfully in a row causes them to vanish forever.

Detection: A mutant with this power is able to alert itself from any state (sleep, dormant, talking etc) when triggered. This mutation has a range of 50 feet. Roll on the chart below for type of detection:

ROLL	TYPE & EFFECT
1	Movement – any object larger than a small animal will alert the mutant with this power.
2	Telepathy – Any use of telepathy will alert the mutant.
3	Life – any living creature approaching will alert the mutant.
4	Machine Sentience – the presence of any machine sentience will alert the mutant.
5	Creature Sentience – the presence of any sentient creature will alert the mutant.
6	Plant Sentience – the presence of any sentient plant will alert the mutant

Domination: If successful, this attack forces the victim to perform an action of the attacker's choice (providing it does not cause direct physical pain or death to the victim). Domination effects last for 60 seconds before a victim will be able to reassert itself. The mutant must be able to see the victim to make the attack.

Dual Mentality: This mutation creates two mentally configured "brains" in the mutant (not real brains) allowing them to do two different things at once if they are physically capable of the acts. This mutant gains a +2 in figuring out artifacts; they cannot be mentally controlled; and they gain two extra mental mutations (players pick them). This mutation does have a difficult side effect, roll 1d6 and refer to the text below:

ROLL	EFFECT
1	<i>Contrariness</i> forces the mutant to ignore or disregard directions given by others. Every day of these creatures' lives, they must do things their own way and are unwilling to listen to the advice of others.
2	<i>Indecisiveness</i> forces the mutant to be surprised by all but the most obvious of attacks, and when under stress, the mutant's LP score drops by 6 points (to a minimum score of 3).
3	<i>Avian Hating</i> forces the mutant to truly dislike birds and bird mutants. This mutant actively attempts to kill birds that get

	near it. Avian mutant allies are treated with disdain by this mutant.
4	<i>Impulsiveness</i> forces the mutant to make a LP check whenever a choice is required to be made. If the mutant fails the check, it will act on the the first suggested solution to any given problem, as long as it is obviously not suicidal.
5	<i>Human Worship</i> forces the mutant to believe that Humans can do no wrong. This mutant wants to take orders from any Human they see. The mutant feels nothing but hero worship for all Humans they meet.
6	<i>Weapon Obsession</i> causes the mutant to want to collect and carry one of every portable weapon they see. They spend a great deal of time learning about weapons and how to repair them. They have a +2 bonus above and beyond all other bonuses for figuring out weapons.

Empathy: A creature with this ability can broadcast an emotion to all intelligent creatures within a 50-foot radius and can detect emotions as well. In combat, when broadcasting a peaceful intent, this mutation improves the AC of the user by 2. This ability requires concentration from the user, who can not perform other actions during this time. Leadership Potential for a mutant with this mutation is raised by 3 points to a maximum of 21.

Force Field Generation: This mutation creates an invisible field of energy completely surrounding the mutant, just inches from his body. The force field absorbs 40 points of damage, then collapses and can't be used again for 24 hours. Only physical objects are affected: bullets, arrows, swords, spears. The field encloses anything the mutant is wearing. While this mutation is in use, the mutant can't do anything else but concentrate on the force field. The field can be maintained for 10 combat turns. After it is dropped, the mutant must rest for an equal number of turns. All damage to the field persists for 24 hours, then disappears.

Force Ladder: The mutant can create a five feet wide ladder visible to the eye and capable of carrying any weight. The ladder is as many yards long as the mental resistance of the mutant times 10 and the mutant can purposely make it shorter if they wish. It can be used as a physical force to stop advancing victims. The ladder takes as many hit points in damage as the mutant who made it. The ladder exists for as many minutes as the mental resistance score of its maker. The mutant can make one new ladder every hour.

Genius: Geniuses come in two types—military and technological. Roll a die to determine which type applies.

Military: This mutant gets a +2 bonus on the dice roll when attacking with any weapon and also does 2 extra points of damage whenever he gets a hit with an attack that normally causes damage. In addition, this character is treated as if his Dexterity score is 20 when determining who goes first in a combat turn, and this character always has a 1 in 6 chance (roll of 1 on one dice) to surprise opponents, no matter what the situation is.

Technological: This mutant gets to decrease the item complexity of unknown devices by one when trying to figure them out. Items that start at item complexity level 1 can be understood automatically after a few seconds' examination.

Healing: This mutation gives the user the ability to accelerate their own healing processes or those of another. 4d6 hit points damage may be healed on any single living being per attempt. The healer mutant is left unconscious for 2 hours after each use. This ability can be used once per day per victim. Androids and Robots are not affected by this mutation.

Heightened Brain Talent: This mutant instantly figures out IC 1 and 2 artifacts, without using the chart. This mutant also gains a +4 bonus when figuring out IC

3 or higher artifacts. They are allowed two attempts to save against mental attacks.

Heightened Intelligence: This mutation allows plants and animals to react and understand at a Human level. It gives a mutant a +4 on their Leadership and Mental Resistance scores.

Heightened Mental Condition: The Mental Resistance score of this mutant is 21. Gaining additional mutations never lowers it.

Illusion: The mutant can create illusions in the minds of other creatures within 100 feet. This is a normal mental attack. The mutant selects which characters will see it and which will not, then makes a single dice roll to resolve the attack. The illusion does not really exist anywhere but in the victims' minds. The illusion won't be picked up by cameras or seen by Robots. To those affected, however, it is completely convincing; they can see it, hear it, and smell it. In fact, seeing isn't necessary. Some illusions can be only sound, such as the noise of a large animal approaching through the brush, or only smell, such as the odor of smoke. The effect is broken as soon as the illusion is touched or the mutant stops concentrating on it.

Intuition: This allows the mutant to be aware of chance and provides limited precognition. The mutant does an additional 3 hit points of damage every time they successfully physically attack. When they strike, they hit as though using a weapon of one lower weapon class and raise the armor class of the victim by one. They are also able to concentrate for 60 seconds in order to determine if their next action is dangerous to their health.

Invisibility: The mutant and up to 100 pounds of material he is carrying (or in constant contact with, such as armor or a weapon) becomes invisible. The mutant cannot attack while using this mutation. The mutant can maintain the invisibility for 3d6 minutes (he doesn't know exactly when it will wear off) and then the mutant must rest the same number of hours before doing it again. This invisibility is real, it is not a mental attack, so the mutant will disappear from the view of cameras and Robots as well as other Humans and Androids.

Levitation: A creature with this ability can raise or lower themselves into the air at 10 feet per 60 seconds of concentration, or they can just remain hovering. This ability requires concentration by the user, who can not perform combat actions during this time, but can do non-aggressive actions. If concentration is broken, the user will fall. The ability can be used for 10d6 minutes per day rolled by the GM with each use and the mutant doesn't know how much time they have left after a use. The character does not move forward or backward unless they use their hands to make that happen against physical objects.

Life Leech: Once per day, for up to an hour, this mutation allows a creature to drain and absorb hit points from intelligent living organisms. It works in a 30-foot radius around the mutant. This is treated as a normal mental attack. Each turn, one hit point is drained away from every creature in the area, regardless of being friend or foe, and transferred to the life leech. Leeching only works on sentient beings (MR of 8 or higher). Only one dice roll is made per turn and used against all possible victims. Leached hit points are the first ones lost when the mutant is injured. After 12 hours, leached hit points dissipate. Life leech cannot prevent death in the case of a "D" result from radiation or poison.

Magnetic Control: This allows the mutant to repel, attract, or move anything of a ferrous nature through manipulation of magnetic fields. This mutation only functions on metals that aren't in the control of other intelligences. The mutant treats their Mental Resistance score as Constitution for the purposes of lifting and can move any weight of ferrous metals up to what they could normally lift. The range is anywhere within the mutant's line of sight. A mutant can perform this act twice in any given 60-minute period of time.

Mass Mind: This mutation allows the mutant to empathize with creatures of the same (or a closely related) species, or with others possessing the Mass Mind mutation, mentally connecting them. It allows all of the mentally connected

mutants to act together to mentally attack the same target multiple times or to target multiple weapons at a single target. This also means that if one creature in the mass mind group has a mental mutation, such as Mental Blast, it can be channeled through any other member of the mass mind group. Range is one mile.

Mental Blast: This mutation can be used once per 24 hours for every point of Mental Resistance that the mutant has. With every successful attack, the victim takes 3d6 of damage. The range is up to 50 yards and one attack can be attempted every 60 seconds, until the mutant has exhausted its capability.

Mental Control: This mutation provides the mutant with the ability to take over another being's body. When a mutant succeeds in attacking another creature, they are mentally inside the mind of that body and will suffer all the effects that happen to that body until they relinquish control. If the controlled being gets knocked out or dies, then the controller suffers that fate as well. There is an initial range limitation of 50 feet for the first attack, but after control is established, there is no range limitation. The controller can use the body for up to 24 hours, but may give up control at any time. The controller's own body is helpless and appears in a coma while controlling the other being's body.

Mental Control Over Physical States: This is the unconscious ability to disregard things like pain and override fatigue and decrease blood loss for up to 24 hours. This also allows the mutant to heal four times faster than normal. In situations of danger, the mutant is able to double their ability scores (to their species' maximums) for 30 minutes as well as move twice as fast as normal, after which they are exhausted and helpless for 24 hours.

Mental Defense Shield: This mutation adds +4 to the mutant's Mental Resistance score up to a maximum of 21. It allows the user two attempts at saving versus a mental attack. Additionally, the mutant knows if any being possessing a mental mutation (but not who or what they are, or what the mutation is) is within a 100-yard radius.

Mental Grenade: The mutant sets up an energy field that attempts to do mental damage to any victim entering the given area. The damage is equal in hit points to the mental resistance of the attacker. The energy field is invisible and affects 3 different victims before blinking out of existence. The attacking mutant can set up three of these at a time in any location they can see while standing. These locations cannot have living victims in them at the time of the mental attempt. This mutation can be used up to three times per day.

Mental Map: This mutation allows the character to determine the nature of his surroundings regardless of visibility in a 100-foot radius. This includes all beings and objects. When used, this ability requires full concentration from the user for one minute, who cannot perform aggressive actions during this time. When the being stops concentrating, it has a clear mental map of exactly what is in the local area.

Mental Paralysis: This ability overrides the nerve centers of the victim, causing unconsciousness for 3d6 combat turns. The victim must be visible to the user in order to be vulnerable to this form of mental attack.

Mental Transfer: This mutation can be used when the mutant has physical contact with another creature. In most instances, the mutant has control over using the power. This is not so with the Id. Any Id with this mutation finds that its consciousness is transferred into the body of its intended victim, and vice-versa. Both creatures will take 1d6 hours to gain control of their new bodies. A mental bond is established between both creatures, and the death of either creature will end the transference. The transfer lasts for 6d6 hours.

Mental Trigger: This mutation causes any potential foe in a 300-yard area to glow bright green for 60 minutes raising their armor class by 2 classes. Repeated uses of this mutation do not add to an existing effect and the victims cannot resist the effect.

Mind Wipe: This mutation allows the user to remove one learned feature or bit of knowledge from the brain of a victim. The attacker states the feature or knowledge, for example: use of a laser pistol or use of powered armor. This is a mental attack and cannot be used successfully on the same creature more than once per day. If the attack works, that learned skill or piece of knowledge is unavailable to the victim for 24 hours, but can be relearned using the Item Complexity Chart if appropriate. The victim must be in the sight of the mutant when the attack is made.

Molecular Disruption: Successful use of this mutation disintegrates the intended target. Successful use also reduces the user to 1 hit point for 24 hours and exhausts them causing the mutant to do everything at half normal speed. Success depends on several factors. The mutant must touch the intended target. The weight of the target then determines the chance of success when rolling 3d6:

WEIGHT	ROLL REQUIRED
Ounces to 10 pounds	9 or higher
11+ pounds to 100 pounds	10 or higher
101+ pounds to 300 pounds	11 or higher
301+ pounds to 900 pounds	12 or higher
901+ pounds to 1,300 pounds	13 or higher
1,301+ pounds to 2,000 pounds	14 or higher
2,001+ pounds to 3,000 pounds	15 or higher
3,001+ pounds to 5,000 pounds	16 or higher
5,001+ pounds to 10,000 pounds	17 or higher
10,001+ pounds to 50,000 pounds	18
Items more than 50,000 pounds cannot be affected by this disruption.	

Null Field Generation: This mutation causes the area in a 20 yard radius from the mutant to be free of mental influences – i.e. no mental mutations work in that area. (Mental geniuses lose their special abilities etc). Two Null Fields cancel each other out. This field can be generated for 1 hour per day, at will and ten different fields can be generated by a single mutant per 24 hours. The generating mutant can walk away from the area and its effect continues for the entire 60 minutes. Use of this mutation does not use the Mental Resistance Table and works every time.

Pack Mentality: This mutation allows the creature to form a bond with one or more creatures with the same mutation. Such creatures can maintain limited telepathic contact (direction, emotional state, health, and visions of what they are seeing) with each other. The bond can be automatically formed willingly or if attempted unwillingly, as a result of a successful Mental Attack. The bond has a range of 12 miles and is permanent. There is no limit to the number of members of the pack. When pack members are within the field, their Mental Resistance and Leadership Potential scores increase by 1 for every five members of the pack that are together, for a maximum bonus of four points.

Pain Transmission: A mutant with this mutation will quickly become unpopular with others of its kind. All members of the creature's species within 20 yards will feel pain whenever this creature is injured. For every 6 points of damage this creature sustains, each creature of the same species suffers 1 point of damage.

Phasing: The creature can phase itself into another dimension, making it impossible to be hit with weapons. It is still affected by mental attacks and visible in the plane of origin as a blurred milky outline (imagine a ghostly Humanoid shape). All equipment that the creature is carrying is phased with it (up to 100 lbs). The character can push through objects (creatures and sentient objects treat this as a mental attack) at a slow pace, allowing it to go through locked doors and past walls. When coming back into phase, it is impossible to emerge inside a victim in an attempt to cause damage. Phasing can be used for up to 10 minutes per day. Phasing takes 30 seconds to accomplish and each attempt uses 60 seconds minimum.

While phased, the mutant cannot grasp objects from the normal world, and all solid objects appear to them as glass-like outlines. Phased creatures

can attack each other normally in the other dimension. A phased creature in outer space will not feel the deadly effects of cold or vacuum while phased.

Photographic Memory: The creature never forgets anything it sees or experiences. If it sees an item operated, it can duplicate that sequence of operation without fault, within reason giving this mutant a +3 in trying to figure out items they have seen worked.

Planar Travel: This is the ability to open ways to alternate planes of existence. This mutation manifests itself in a 10 by 10 yard opening lasting 30 minutes. These planes of existence may or may not be populated (by GM inspired races and cultures). Once another plane is entered by one of these openings, there may be no way to leave unless the mutant who made the gateway comes along to make a gate back to their original plane. Other options to return require high levels of technology or "magic", whatever that is. The mutant can create one gateway per 24-hour period.

Precognition: By concentrating intensely on a specific course of action, this mutant can see what is likely to happen in the very near future (no more than three minutes ahead). Using this mutation requires a mental attack dice roll, with the defender's Mental Resistance determined by the GM's assessment of the situation's complexity. A simple question, such as "what will happen if I open this door?" ranks an MR of 10 or 11. A more complex question, such as "what will happen if I step into this strange, pulsating tube whose purpose and function are complete mysteries to me?" should be treated as MR 18 or 20. This is a case where the GM should roll the dice and not reveal the outcome to the player, because if the attempt fails, the GM can tell the player anything he likes! ("That pulsating tube will not only heal all your injuries, it will also assuage your guilt and doubt and leave you feeling physically refreshed and spiritually renewed," when in fact it's a sewage pipe.) Players are free to act on such revelations according to their best judgement.

Pyrokinesis: This mutant can cause one die of heat damage to one living creature per combat turn. A mental attack is required. The range of this power is 180 feet and the victim must be in the attacker's line of sight. It's possible to set things on fire with this mutation, when the damage accumulates high enough. Paper ignites with 10 points of damage and dry wood takes 25-50 points depending on size.

Reflection Power: This mutation reflects damage taken on the mutant's body. On the first combat turn they reflect 2d6 of the dice that would do damage. In other words two dice of a total amount of damaging dice aren't rolled. If the mutant concentrates for a second consecutive turn they prevent 3d6 of dice from hurting them that combat turn. Concentrating mutants can move around and do non-aggressive actions. Concentration can last for 20 consecutive combat turns and then the power can't be used for 24 hours. The power can only be used once in 24 hours even if they only concentrated for 2 combat turns and then stopped.

Repulsion Field Generation: This attack creates a spherical force field with a five yard radius. It is capable of withstanding 100 hit points of energy damage before being destroyed. The sphere is immune to kinetic damage of all kinds, and moves at the whim of the creating mutant, at a maximum speed of the mutant's running speed. The sphere can hold up to four times the weight of the creating mutant. The sphere can be used as a vehicle but the air in the sphere is used up in five minutes with just one human-sized passenger. No more than four intelligent beings can be transported or contained in such a sphere. One sphere can be made every 60 minutes. The range of the sphere is the sight of the creating mutant.

Sympathetic Bond: Any Id with this mutation has a 2 in 6 chance of finding itself under the control of any creature it attaches itself to. This bond will remain in effect until the creature decides to release the Id, or when the creature goes to sleep.

Telekinesis: This mental power can only be used on non-living objects. The weight limit is determined by treating the mutant's Mental Resistance score as if it were Constitution for the purposes of lifting, allowing it to move objects that it could lift with effort. The range is up to 100 yards from the mutant and they must be able to see the target at all times. If the target is being used by an intelligent being, that being gets a Mental Resistance check to stop the action. The object can be controlled and moved for five minutes and the lifter cannot use telekinesis for a period of time equal to that which they spent moving the last object.

Telekinetic Arm: This mutation takes the form of a tangible, floating arm and hand with the power to lift things into the air up to 100 feet away from the mutant. Non-energy weapons or attacks cannot hit the arm. It can lift anything the mutant could lift with one hand. The arm must stay in the mutant's line of sight. If the arm takes 10 or more points of energy damage, the mutant falls unconscious for 3d6 hours.

Telepathic Void: When undergoing any form of stress (Game Master determined), the mutant has a 2 in 6 chance of nullifying all telepathic effects within 30 yards. All neural links (including any Id within range of this mutation) with captured creatures are severed.

Telepathy: The creature has the ability to communicate using thought. The creature cannot read minds, but can communicate with a willing creature. This mutation has a range of 20 miles. In combat, this power allows the mutant to reduce their weapon class by one when fighting intelligent opponents.

Temporal Fugue: This is a mutant's ability to make perfect replicas of himself by shunting back and forth in time. The mutant can make 1d6 temporal duplicates of himself in a 24 hour time period. These replicas will last 9 hours. For each replica killed the original mutant takes 20 hit points of damage and is exhausted for 50 minutes. These replicas are completely supportive of their maker, come into the world naked, and will act exactly like their originator. They will not do something foolhardy or risk their life in a way their originator would not.

Teleportation: The mutant must have spent more than an hour in the area where they want to teleport to. They can teleport once in any 24-hour period, and the jump has a 12 mile range. They can teleport themselves and equipment weighing up to twice their body weight. They cannot teleport when other living matter is touching their skin. The mutant can have up to six different spots sufficiently memorized to teleport to, but the player must have previously informed the GM of their selection of locations.

Theta Trigger: Once per 60 minutes, the creature is capable of releasing theta waves, triggering sleep in some creatures (does not work against Robots, AIs, Androids etc). This mental attack has a radius of 40 yards from the mutant. This attack cannot happen during physical combat when either the attacker or the defender is in the middle of fighting for their lives. Sleep will last as long as is typical for the victim's species as if they were sleeping for a full night. Victims can be woken normally.

Time Field Manipulation: This mutation requires the Heightened Intelligence mutation to succeed. It is the ability to send a group of characters back into the past. Sending PCs back in time *can* change the future, despite care being taken by the characters. The mutant using this power must be willing to risk the prospect of their future being dramatically altered. The energy required is one hit point from the mutant for every hour traveled into the past or future. The mutant may only go back or forward as far as all but one hit point of their own bodies can take them. The mutant can take up to six beings back with them, but they are limited to the equipment they can hold in their arms, they must be naked when being transported to the past. It is impossible to take resisting intelligences back or forward inside the time stream. The mutant transports the group to the same place that they are standing in, in the past or the future. The mutant cannot be mentally controlled to do this action.

Weather Manipulation: This mutation allows the control of air pressure on a massive scale. The mutant thinks about a weather condition (the GM applies common sense and has final say if such weather is possible) and rolls the dice and if they succeed the condition happens for 60 minutes. Success also means the mutant is exhausted for 24 hours and reduced to 5 hit points (or less if they had fewer to begin with). Success is determined by rolling 3d6.

WEATHER CONDITIONS	ROLL
Strong Breezes	9 or higher
Light Rain	10 or higher
Lightning Storm	11 or higher
Dense Fog	12 or higher
Light Snow Storm	13 or higher
Below 0 Blizzard	14 or higher
Heavy Hail Storm	15 or higher
Acid Rain*	16 or higher

*1d6 hit points damage to all organic material per 10 minutes until shelter is found. Further damage continues at a rate of 1d6 damage per 20 minutes afterwards until acid-soaked clothing is removed.

Will Force: This causes a doubling of any one mutational effect the user might try in their next Combat Turn. That effect must still be successful, but whatever it does is doubled in damage and duration. Using this reduces the mutant's mental resistance by 5 points for 24-hours.

PLANT MUTATIONS

The following is a complete list of Plant Mutations and their descriptions:

NO.	PLANT MUTATIONS
1.	Acid Secretion
2.	Aromatic Powers
3.	Berries
4.	Dissolving Juices
5.	Divisional Body Segments
6.	Electrical Generation
7.	Empathy
8.	Fruit
9.	Gas Pods
10.	Heat Generation
11.	Heat Resistance
12.	Immunity
13.	Increased Senses
14.	Infravision
15.	Intelligence
16.	Larger Than Normal
17.	Light Generation
18.	Manipulation Vines
19.	Mobility
20.	Multiple Limbs
21.	New Body Parts
22.	New Senses
23.	Physical Reflection
24.	Poison Contact Sap
25.	Poison Thorns
26.	Poison Throwing Thorns
27.	Poison Vines
28.	Protective Skin / Bark
29.	Radiated Plant Fiber
30.	Radiation Sensitivity and Imitation
31.	Reflective Texture
32.	Regeneration
33.	Serrated Foliage

34.	Shape Change
35.	Size Change
36.	Smaller Than Normal
37.	Sonic Ability
38.	Speech
39.	Spikes / Thorns
40.	Spore / Pollen Sack
41.	Squeeze Vines
42.	Symbiotic Attachment
43.	Tangle Vines
44.	Telepathy
45.	Texture Change
46.	Ultravision

Acidic Secretion: The leaves, trunk or another part of this plant secretes an acid, allowing the plant to dissolve organic matter at a touch (WC 20 - 1d6 damage per attack). For every three points of damage inflicted upon living organic matter in this manner, the plant heals one point of its own damage.

Aromatic Powers: The fragrance of this plant acts like Intensity Level 16 poison. Instead of causing damage, the dice determine how many combat turns the victim is rendered unconscious. Treat a "D" result as 6d6. Characters with no sense of smell are immune.

Berries: The Mutated Plant selects the type of berries to be grown every three months. They can grow one berry for every three points of Constitution that the plant has. The Game Master and the player should agree on the properties of the berries and anything can be created including: a 3d6 exploding berry, a 3d6 healing berry, a general poison antidote berry, a 3d6 radiation damage healing berry, a 3d6 acid bomb berry, etc. The berries remain effective for 7 days after being picked. It is possible for the Mutated Plant to grow three types of berries at once.

Dissolving Juices: This is a 4d6 sticky acid that the plant can generate from its larger leaves. It's a WC 19 attack when used in combat. The acid is very powerful and will eventually destroy metals of all types, except durallium. The plant can generate a gallon of this acid in a 24-hour period. This mutant can attack with acid covered appendages at least 20 times in every 10-minute period.

Divisional Body Segments: These are blind, snake-like appendages that can move up to 50 yards from the plant and do the plant's bidding. These appendages can feel and transmit the sensations that the plant would normally feel. The plant can control up to ten of these appendages at any time. Items can be grasped and dragged to the side of the plant when several of these appendages act together. If the plant is in danger, the segments may be dispersed by the mutant to take root elsewhere.

Electrical Generation: All contact with the skin of the Mutated Plant causes a 2d6 jolt of electricity that the mutant cannot control. The plant will discharge one such jolt per combat turn, while in contact with another creature.

Empathy: A plant with this mutation can broadcast an emotion to all intelligent creatures within a 30-foot radius and can detect emotions as well. The plant cannot perform other actions during this time. Leadership Potential is raised by 3 points to a maximum of 21. The plant with this mutation receives a bonus 3 to their WC when they are broadcasting a calming emotion.

Fruit: The plant now bears fruit (or its natural fruit has been mutated). The plant will produce 2d6 fruit per month, taking a full month to ripen. Once ripe, the fruit will then show its characteristics. The plant knows which fruit it has created, but no one else will be able to tell one fruit from another. The plant will not be able to control the type of fruit being picked and it knows the fruit type just after picking. Roll one die on the table below:

ROLL	FRUIT CHARACTERISTICS
1	The fruit is highly acidic. Treat as normal acid (IC 2, WC 20) when thrown doing 5d6 in acid damage.
2	The fruit is toxic. Roll 3d6 for contact poison Intensity Level with the breaking of each fruit.
3	The fruit will heal 3d6 +3 hit points damage, per fruit eaten.
4	The fruit boosts Radiation Resistance reducing the Intensity Level of radiation exposure effects to the eater by 5 intensity levels for 24 hours.
5	The fruit boosts Mental Resistance by 3 points for 24-hours.
6	The fruit is a poison antidote and when taken after a being has been poisoned, cure is automatic and immediate.

Gas Pod: The plant now produces and stores gas. Roll on the table below to determine the type of gas produced:

DIE	GAS TYPE & EFFECT
1	Poison – Intensity Level 3d6 with 10 yd radius.
2	Paralysis – Treat as Intensity Level 3d6 +3 poison within 10 yd radius. Lasts 3d6 minutes.
3	Sleep – Treat as intensity level 3d6 poison within 10 yd radius. Lasts 1d6 hours.
4	Explosive - 2d6 damage to all within 15 yd radius.
5	Laughing Gas - Treat as intensity level 14 poison and drop all weapons etc for 1d6 rounds. 10 yd radius effect.
6	Stench - no effect, but smells terrible.

Heat Generation: Touching this plant causes 1d6 of heat damage to living creatures per turn.

Heat Resistance: The plant is highly resistant to fire and heat damage. The plant is not affected by temperatures of up to 500 degrees and only takes 1d6 in damage from normal fires and laser weapons per attack.

Immunity: The plant is immune to a form of attack:

ROLL	IMMUNITY TO:
1	Electrical Attacks
2	All Herbicide
3	Life Leech / Death Field Aura
4	Mental Attacks
5	All Radiation
6	Sonic Attacks

Increased Senses: This is a wide range of senses for the plant allowing it to accurately sense the location of any intelligent being within 300 yards of it. This sense also increases their targeting skills and allows the plant +5 bonus to hit when attacking.

Infravision: The plant can "see" in the infrared spectrum, making use of heat patterns. The more extreme the temperature ranges (hot or cold) from the background temperature, the better the definition of the object. With this mutation the plant can see any invisible object no matter how well camouflaged. Physical attacks by this plant receive a + 5 bonus to hit.

Intelligence: The plant is self-aware and intelligent, and it can communicate telepathically. All intelligent Mutated Plants have at least a Mental Resistance of 9, but in some rare cases this can be as high as 21 (determined by the Game Master or other mutations).

Larger Than Normal: The Game Master and player should agree on how large this plant is and allow for even more size through growth. The plant receives a +1 in all of its abilities. The plant's natural armor class is improved by 2 classes.

Light Generation: This is the ability to emit powerful beams of light with a blinding effect on those nearby (even in full daylight). The effect is the same as for being dazzled (see Page 144). The plant can also illuminate a twenty yard area around them with light as bright as day which lasts for 1 hour or less if the plant desires. The plant can do other actions while generating this light.

Manipulation Vines: These are appendages that the plant can use as hands. Most plants have a Constitution of 15, for purposes of determining how tightly they can grip things and how much weight they can lift. These vines are typically 3d6 feet long.

Mobility: The plant can move around under its own power. This by itself doesn't require intelligence; the plant may simply move to get water or sunlight. The GM decides how the plant moves (creeping, dragging, leaping, burrowing) and how quickly.

Multiple Limbs: A plant with this mutation has 6 extra limbs that may be used for moving or manipulation (player's choice). These limbs are roots, branches or vines, which can add to either the plants' Constitution score (1 point per limb for a max of 6 points) when figuring out encumbrance for movement purposes, or the plant's Dexterity score (1 point per limb for a max of 6 points). When the limbs are selected for manipulation, the plant gains 1 extra attack for every two extra limbs.

New Body Parts: The Mutated Plant gains a body part or parts that it would not normally have, such as hands or a voice box. (Note: A voice box will give the plant the ability to speak, as a Human would). The new body parts are fully functional. The GM should be consulted when deciding the function of the new body parts.

New Senses: This should not duplicate another mutation elsewhere on the chart. The Game Master and the player can be creative with this mutation, to allow some very unusual abilities. Some examples are:

- Radar with a range of five miles.
- Sonar with a range of two miles.
- Sense all electrical devices and thus have a +3 to learn to operate them.
- Sense all Humans and have a +3 in the mutant's Leadership Potential when dealing with them.
- Sense all radiation and treat radiation as 5 intensities less for this mutant.

Physical Reflection: The plant is immune to a specific type of energy and reflects that form of energy back in a random direction.

ROLL	REFLECTION DIRECTION
1-2	Back to origin
3	Immediate left
4	Immediate right
5	Upwards
6	Downwards

ROLL	IMMUNITY TO:
1	Electrical Attacks
2	Mental Attacks
3	Sonic Attacks
4	Light Attacks
5	Heat / Cold based Attacks
6	Radiation Attacks

Poison Contact Sap: When another plant or the flesh of a living being touches a part of this plant which is covered in poisonous sap, 3d6 is rolled to determine the Intensity Level of the poison in that location. The plant's sap remains potent for up to 20 minutes after leaving the surface of the plant. The location of the poisonous sap is determined when a plant character is rolled up. The plant is immune to its own poison.

Poison Thorns: These thorns inject intensity level 12 poison into anyone who touches the plant. The plant is immune to its own poison.

Poison Throwing Thorns: The plant is able to throw 1-3 poison thorns per combat turn. Each thorn contains intensity level 2d6 poison. The thorn is hurled up to 20 yards from the plant, with a weapon class of 18 and doing 1d6 damage on a successful hit, as well as the poison effect. Thorns which miss their target can be collected for use as weapons. The plant will have twice the number of its Constitution score in thorns, ready to use. The plant can regrow the thorns in a week. The plant is immune to its own poison.

Poison Vines: The plant grows limbs with a random (2d6) Intensity Level poison sap on the limb. A successful strike of the limb injects the poison into the flesh of the victim. The plant is immune to its own poison.

Protective Skin / Bark: The outer surface of the plant is covered with a hard or protective skin such as bark. This gives the plant AC 15 against all forms of physical attack.

Radiated Plant Fiber: This plant continually emits intensity level 10 radiation in a 10-foot radius, or intensity level 15 radiation if it is touched. The plant is immune to radiation up to and including intensity level 15.

Radiation Sensitivity and Imitation: This allows the plant to sense any radiation in an area and change its structure to be totally immune to the radiation's harmful effects. Plants cannot do this with the attacks of radiation-based weapon's systems, as they are too sudden. It also allows the mutant to react to many types of security color bands and finger print, palm, and retina tests to duplicate that color or print so perfectly that it fools security devices into opening formerly locked areas.

Reflective Texture: The silvery sheen of this Mutated Plant perfectly reflects all types of energy directed at its surface, with the exception of sunlight.

Regeneration: This mutation allows the plant to heal itself of 2d6 damage every 12 hours.

Serrated Foliage: The plant produces serrated leaves of some form. These leaves are often large and quite hard, allowing the leaves to be used as a weapon (WC 20, 2d6 damage). The leaves can be removed from the plant after it dies and will remain useful as a weapon for 7 days. These leaves allow the plant to attack three times in any given combat turn with three different large leaves.

Shape Change: The plant has the ability to mimic the shape of any creature that the plant has come into physical contact with in the last 12 hours. The plant is able to assume this shape for their Mental Resistance x 1d6 minutes. The plant can use this ability to impersonate another creature, but equipment that the duplicated creature was carrying does not work, except for simple weapons or tools (knives, spanners, clubs, etc.). This can be done once in any given 24-hour time period.

Size Change: Plants with this mutation are either triple their normal size, or one-tenth their normal size (determine which randomly). It's possible for this mutation to occur more than once, producing plants of truly stupendous size.

Smaller Than Normal: The adult size of the plant is 0.75 times the normal height of its species. With this mutation a once-off +1 bonus is given to all ability scores. This bonus is not cumulative with additional taking of this mutation. The natural AC of the plant is improved by 2 classes. Poison and radiation effects are treated as four intensities lower when the plant suffers them.

Sonic Ability: The plant has the ability to make sound. Much of the time this will be no more than a pleasant and melodious humming, but if the plant is injured or threatened, it can emit an ear-piercing blast that causes one, two, or three dice of damage (GM selects randomly) to everything within 30 feet. If growing

with other plants of the same species, when one plant starts shrieking, the whole patch may join in. The plant species is immune to its own sonic attack.

Speech: The plant has developed the ability to speak. The speech of the plant will not be mistaken for Human speech, but it is understandable.

Spikes / Thorns: The plant is covered with sharp spikes or thorns. The plant will have 4d6 of these available to remove (without damage) and throw (20 yards range, WC 20 for 1d6 of damage) in any given 24-hour period. Spikes take a week to grow back. When foes physically strike this mutant, they take 2d6 in spike damage on their own flesh. Ids cannot attach to this style of mutant.

Spore / Pollen Sack: The plant possesses 1d6 + 4 sacks which contain pollen (plants) or spores (fungi). The spores burst in a 10-yard radius area and float in the air for three combat turns. Each sack releases a cloud that obscures normal vision and makes breathing difficult for 1d6 combat turns unless the victim makes a Difficulty Level 12 check against their Constitution score. Anyone failing this check will be unable to act for 1d6 combat turns. The plant can burst the sacks at will. A new replacement sack takes 24-hours to grow. The plant is immune to its own sack attack.

Squeeze Vines: This is a powerful single vine capable of rapid movement. It can extend up to 40 yards from the plant and has a weapon class of 11. When the vine successfully strikes a victim, it crushes them for 3d6 points in the first combat turn and may continue in consecutive turns to do 4d6 on the same victim or thing. After combat, the plant will have taken 1d6 in physical damage from exerting itself with this form of attack.

Symbiotic Attachment: This mutation plants a seed or fungi under the skin of another creature (alien, animal or Human). One week after the seedling or spore is planted, the creature's CN is raised by 2 points (to a max of 42), after a month, the creature turns green. The creature with the symbiotic attachment is able to communicate (as if possessing a form of empathy) with intelligent plants of the same type that planted the symbiote, and finds that it is unable to attack, and will act to prevent others from attacking that type of plant. Once the creature dies, the seedling or spore will sprout from the body and grow normally. The seedling or spore can be removed by surgery, but the host loses the 2 points of CN that it gained and the green will fade from the host's body over a six month period. One symbiote of any type per host.

Tangle Vines: These are weak vines that can wrap around someone's legs and trip him (use the Doing Things Table; the plant's ability score is 12 and the Difficulty Level equals the character's Dexterity score). The vines have no real strength and are easily torn loose. Tangle vines are no more than a nuisance—except when they delay characters who are trying to dash through an irradiated area, or when they occur in combination with other, more dangerous mutations.

Telepathy: The plant has the ability to communicate using thought. The plant cannot read minds, but can communicate with a willing creature. This mutation has a range of 2 miles. Creatures, other than Mutated Plants will find this communication slightly uncomfortable at first, due to the "alien" nature of the plant's intelligence. The plant must be able to see the creature, or be in physical contact with it to telepathically communicate.

Texture Change: This is a far more powerful version of the Protective Skin / Bark mutation. This could give the plant thick mineral scales, a protective shell or metallic scales. The plant's AC is determined below:

ROLL	TEXTURE CHANGE
1-2	Metallic Scales (AC 10)
3-4	Mineral Scales (AC 11)
5-6	Shell (AC 12)

Ultravision: The plant can "see" or accurately sense all forms of radiated energy. This allows it to judge the Intensity Level of radiation in contaminated

areas. The plant can tell if a device has power or isn't powered up. This mutation also allows the mutant a bonus of 4 to all ranged attacks, and it can see normally camouflaged objects.

VILLAINS

Possibly the most enjoyment a role-playing game can deliver is the ultimate destruction of a powerful enemy. The very best campaigns have multiple levels of evil villains who must be defeated. Such villains seldom kill their enemies outright. Instead, in the best traditions of melodrama, they capture them, strip them of their weapons and equipment, and send them packing, laughing at them as they leave and confident that they will never return to cause trouble again.

Below are four villains and one individual with suspicious motives suitable for using on *Level Fourteen*, *Epsilon City* of the Warden.

BLACK BRECK

Black Breck is a Crazy Robot that has decided machines should rule the ship and Androids and Humans are suitable only as slaves. It appears to be an engineering Robot. It has learned to reprogram Robots and AIs to its way of thinking, but this process takes time. Black Breck's preferred tactic is to join a group of Androids or Humans and slowly alter the programming of their Robots until it controls enough of them to overpower the group. Its long-term goal is to seize control of a factory level and begin manufacturing thousands of Robots to its specification. Black Breck is unerringly polite, even obsequious, in its speech and behavior. It never takes part in combat, only acting behind the scenes. Unknown to anyone else is the fact that Black Breck's core program is recorded in a computer in a hidden engineering bay. If the Robot is destroyed, its programming is just loaded into another of the many engineering Robots in storage and Black Breck lives again.

RED THEON

Red Theon is a Killer Android Ben (a male companion Android) with unusual leadership ability. The damaged process that manufactured the Humandroids tends to create energetic and wild Androids, but Red Theon can calm them down and organize them into an efficient force. He has abandoned the Killer Androids and adopted the Humandroids because they are much better organizers. While Red Theon holds no official title or position among the Humandroids, all of them look to him as their father figure and the heart of their movement. Unfortunately for Red Theon, Level Fourteen had only minimal Android manufacturing capability, which by Phase 3 is all used up. His new crusade is to locate another Android vat to increase the stock of Humandroids. Red Theon has nothing but contempt for Robots and Humans.

WHITE FANG

White Fang is a Wolfoid genius and through the strategic use of violence and guile, is emerging as a leader among the Wolfoid packs of Level Fourteen. This albino mutant stands 12 feet tall and quickly learned how to use the most deadly weapons it could lay his paws on. He has united several Wolfoid packs and now leads them in an effort to seize control of Level Fourteen. He and some of the most powerful members of his pack have begun a systematic exploration of the ship, using the pathways in the hull to get around. White Fang will be hard to kill and even harder to capture, as he and his bodyguards are always ready to retreat back to their city stronghold.

'LIL BOY BLUE

Several reports from patrols have reported seeing a small blue humanoid, that appears to be a young boy with the aged face of an old man. This oddity has been sighted near the scene of a number of severe Id infestations and is considered to be a harbinger of trouble by some of the more superstitious marines. 'Lil Boy Blue is extremely quick, and has been reported to provide warnings of trouble ahead; it is believed that 'Lil Boy Blue can't talk, as he has communicated previously by gestures only. While there is no indication that 'Lil Boy Blue is aggressive, he is still believed to be dangerous, as patrols that have attempted to follow him to his lair have not returned. Additionally, when

pursued, 'Lil Boy Blue appears to delight in throwing all manner of disgusting objects at unsuspecting marines in an attempt to discourage pursuit.

JACK O' LANTERN

"Jack" is suspected to be a Mutated Plant of some sort. Obviously intelligent, and mean as they come. Jack is reported to use traps of all kinds to catch single members of different species, and then use them as bait to lure others of their kind into his traps. There are no eye-witness accounts of Jack in action, but humanoid victims have always been found with a single pumpkin Jack O' Lantern with a maniacal grin sitting where their head would normally be located. For some reason, this seems to disturb Androids even more than most of the Humans that have found the victims.

POWERFUL VILLAINS

More than anything else, powerful and worthwhile villains are what make a campaign interesting and memorable. It's almost guaranteed that during a game, one of the players is going to mistreat one of the group's NPCs. When this happens, have that character walk off angry and leave the group. Several months later the player characters will be exploring a new part of the ship and discover this long-lost NPC now has a powerful band of followers and a grudge against the player characters. At first have the new villain try and humiliate the PCs by stripping them of resources or wounding and abandoning them. Then have that villain begin a campaign of obstructing the PCs in their efforts, organizing problems for them, and antagonizing them at every turn. When the characters try to eliminate this foe, make his death suitably mysterious, with no identifiable body, so that the characters think they have killed the villain only to run into him again later.

6. EQUIPMENT

The *Warden* is filled with vast storage sheds and warehouses of equipment. Besides these, there are also automated factories able to instantly build devices of all kinds. What follows is a small list of the most commonly found items in the warehouses of the ship. In the descriptions below, "IC" stands for Item Complexity (important when trying to figure out how items work) and "WC" stands for Weapon Class. Listed equipment weights do not include the weight of power cells or batteries.

Acid (IC 2, WC 20): Acids are used in many operations on the ship. Acid canisters are bright red with a yellow death's head printed on the side. The acid can be sprayed up to 5 feet and directed onto a target a mere quarter of an inch across, or fanned across 10 feet. The acid does 6d total points of damage to whatever it hits, divided evenly among all the targets. Each 18-inch-tall canister contains enough acid for 25 sprays. Weighs 8 lbs.

Android DNA Sampler (IC 5): This device is a cube, measuring two inches across, powered by a hydrogen energy cell. The energy cell powers the device for up to 48 hours (or until it suffers 5 hit points of damage). This device is available from the beginning of Phase Three.

The sampler is set to react to alien DNA of all types. When the unit senses alien DNA, it emits a sonic repeating blast that can be heard up to 400 yards away. The unit continues to emit the alarm for 60 seconds and then resets itself, waiting for more DNA samples. The unit can be thrown onto any surface, and suction facets adhere to the surface and place the unit. Uses two Type II. Medium Chemical Batteries to operate for 24 hours. Weighs 2½ lbs.

Android Flesh Bomb (IC 3): When found in its inactivated state, this device is a white ten-inch diameter sphere. The device is voice activated and when commanded, will expand to fill an area with a radius of 40 feet with a quantity of white spongy flesh.

The DNA structure is designed to melt at the touch of Android or Human flesh, but otherwise it becomes an effective barrier (although a weak one) which will stop creatures from attacking or at least slow them down. Lasers and bullets punch right through the flesh, and creatures trying to get through make easy targets for all weapons. This device is powered by a single Type IV. Small Hydrogen Cell. The flesh wall collapses and turns into an inch thick layer of red powder after 72 hours or taking 150 hit points of damage. The powder is useless for recycling. Weighs 10 lbs.

Android Sticky Flesh (IC 3, WC 19): This device detects movement of alien life forms, that is anything not Human, Robotic or an Android. This device ignores Terrestrial and Martian plant life, including mutated versions of both. Animals and mutated animals will trigger this device. This device is powered for 72 hours (or until it sustains 10 Hit Points of damage) by one Android energy cell. From the start of Phase Three, the *Warden* has stocks of these devices, often found in three-foot-tall tubes in a 48-tube set.

The tubes are sensitive to motion within 30 yards of the unit. Each tube set reacts to alien shape or DNA signatures, and a tube is launched. The tube adheres only to alien life forms and immediately absorbs all moisture in the area, growing rapidly from five pounds to a 200-pound, water-filled weight. This device is designed to slow down and prevent an alien life form from doing other actions. When the unit takes 10 hit points of damage, it turns into red gel. Each tube weighs 5 lbs.

Atomic Power Cell Recharger (IC 9): This device recharges atomic power cells of all types. It operates off either broadcast power or direct power from the ship or a generator. It also requires replacement fissionable material, to replace the material in the cell. The device recharges as per the recharge times listed for each battery type. Weighs 300 lbs.

Atomic Torch (IC 3, WC 20): The atomic torch is designed to cut through any material. The device has an adjustable 1 to 15 inch cutting point. The cutting process is immediate and leaves no residual radiation. This device uses a single Type IV. Small Hydrogen Cell, which will be good for five uses or 30 minutes of continual operation. Weighs 2 lbs.

Batteries / Energy Cells : The more common types of batteries and power cells used on the *Starship Warden* are described below:

Type: I. Small Chemical Battery
IC: 1 **Weight:** 12 oz.
Recharge Time: 15 minutes **hp:** 1
Description: Although considered old-fashioned, the chemical battery is still in common use as it is cheap to manufacture, easily rechargeable and very safe to handle*. It looks like a silver coin (about the size of a US quarter) with a "+" and "-" marked on its sides. It is normally used in small personal devices.

Type: II. Medium Chemical Battery
IC: 1 **Weight:** 32 oz.
Recharge Time: 45 minutes **hp:** 1
Description: This battery resembles the batteries used in the late 20th Century and early 21st Century. It is one inch long and half an inch wide, with a "+" and "-" marked at each end. It is normally used to power small to medium sized personal devices, such as portable computers or entertainment devices.

Type: III. Large Chemical Battery
IC: 1 **Weight:** 10 lbs.
Recharge Time: 1.5 hours **hp:** 3
Description: This battery is an inch-thick, 2-inch wide and 6-inch long rectangular box. Despite appearances, the battery is relatively heavy for its size. The Type III. Large Chemical Battery is normally used to power computers or irregularly used devices that do not warrant a more expensive power source.

Type: IV. Small Hydrogen Cell
IC: 3 **Weight:** 16 oz.
Recharge Time: 10 minutes **hp:** 1

Description: The hydrogen cell is an all-purpose power source that is less powerful than an atomic cell, but far safer**. With proper care, it can last through hundreds of rechargings and thousands of hours of use. The Type IV. Hydrogen Cell is a wafer-thin, black rectangle (the size of a credit card) with a hydrogen atom depicted on its surface. This type of cell is often used in pistols and power tools.

Type: V. Medium Hydrogen Cell
IC: 3 **Weight:** 48 oz.
Recharge Time: 30 minutes **hp:** 2

Description: The Type V. Medium Hydrogen Cell is a thicker version of the Type IV. The Type V. Hydrogen Cell is a half-inch thick, red rectangle (the size of a credit card) with a hydrogen atom depicted on its surface. This type of cell is often used in energy rifles and some personal propulsion systems (such as Jet Boards).

Type: VI. Large Hydrogen Cell
IC: 3 **Weight:** 6 lbs
Recharge Time: 2 hours **hp:** 6

Description: The Type VI. Hydrogen Cell is used mainly in vehicles. It is a 6-inch high, 6-inch wide, and 10-inch long rectangle with three terminals. It does not matter which terminals are connected as the cell directs power to the correct terminals.

Type: VII. Small Atomic Power Cell
IC: 5 **Weight:** 2 lbs
Recharge Time: 2.5 hours **hp:** 3

Description: Atomic power cells are extremely small, self-contained cold-fusion nuclear reactors. Atomic power cells are constructed so that the radiation becomes harmless as the cells are drained***. These cells are the current pinnacle of Human energy storage technology. The Type VII. Small Atomic Power Cell contains intensity level 7 radioactive, fissionable material. This type of atomic power cell is a fist-sized, bright blue cylinder with radiation symbols all over its surface. These cells are often used to power small or light vehicles.

Type: VIII. Medium Atomic Power Cell
IC: 6 **Weight:** 8 lbs.
Recharge Time: 8 hours **hp:** 8

Description: The Type VIII. Medium Atomic Power Cell contains intensity level 14 radioactive, fissionable material. This type of atomic power cell is a football-sized, bright blue cylinder with radiation symbols all over its surface. These cells are often used to power medium-sized vehicles.

Type: IX. Large Atomic Power Cell
IC: 7 **Weight:** 50 lbs
Recharge Time: 24 hours **hp:** 12

Description: The Type IX. Large Atomic Power Cell contains intensity level 21 radioactive, fissionable material. This type of atomic power cell is a beer barrel-sized, bright blue cylinder with radiation symbols all over its surface. These cells are typically used to power industrial machinery and some heavy or military vehicles.

* Chemical batteries are stable and will not explode, even if directly struck by an energy weapon discharge.

** Hydrogen cells have a 1 in 6 chance of exploding if directly struck by a laser blast, and a 2 in 6 chance of exploding if directly struck by an electrical attack, even if depleted. If deliberately targeted (and not inside a device), treat as if AC 15. If a hydrogen cell explodes, it will do 2d6 damage for every hit point the cell normally has to all targets within a 10 yard radius.

***Atomic power cells rely on their inbuilt shielding to contain and protect minute, carefully-controlled cold fusion reactions. If the cell loses all of its hit points before it is depleted, radiation is released into the surrounding area. If deliberately targeted (and not inside a device), treat as if AC 12. This radiation

has a range of 10 yards for a Type VII., 20 yards for a Type VIII. and 50 yards for a Type IX. It pays to be careful with these!

C99 Multi-Purpose Explosive (IC 6, WC 17): C99 is packaged in small ½ pound blocks of grey colored "clay". Each block is wrapped in a water-proof, shock-proof wrapper. C99 is detonated using electricity. Typically, C99 comes with a one-use only detonator, which may be remotely controlled from up to 100 yards away, or timed to detonate from 2 seconds up to one hour. C99 will deliver 15d6 damage to everything within 20 yards. C99 does not require oxygen and can be used underwater or in vacuum. C99 can be cut and reshaped as required.

Chemical Battery Recharger (IC 6): This device recharges chemical batteries of all types. It operates off either broadcast power or direct power from the ship or a generator. The device recharges as per the recharge times listed for each battery type. Weighs 5 lbs.

Chemical Defoliant (IC 2, WC 20): These chemical sprays act as Intensity Level 18 poison to plants only. The spray covers a 3-foot-diameter circle and has a range of 3 feet. Each canister contains enough defoliant for 25 sprays. The cylinders are 18 inches tall, green and weigh 8 lbs. Each canister has a yellow death's head printed on the side.

Color Bands (IC 1): These bracelets come in six different colors, each radiating at a different frequency. These act like keys or security cards to permit entrance into restricted areas of the ship and to activate many of the ship's more complex devices. The bands' radiation is both harmless and nearly impossible to duplicate (some mutations can do this!).

Normal command bracelets are blue; horticultural bands are green; security bands are red; general-purpose bands issued to families are brown; engineering bands are steel gray; medical bands are white. Any door that requires a color band to open has the appropriate color posted on it in a 3 x 8 inch rectangle. Touching the band to the colored rectangle activates doors and devices. Bands also have short-range communicators built in, allowing radio communication with other bands of the same color within two miles.

Each band also has its own unique coding to identify it from all other bands of the same color. Some computers on the ship can track individual bands within a radius, on a particular deck, or anywhere on the ship. Weighs 16 oz.

Command Rings (IC 1): Each of the Warden's four captains had a special, radiated ring that served a similar purpose to the Color Bands (listed above). There are only four of these rings, which (unlike a color band) allow access to anywhere on the ship. These rings are blue and red in color and when within 50 yards of another command ring, the rings will glow in alternating blue and red colors. Weighs 16 oz.

Cryo Chamber (IC 7): Each cryo chamber normally holds one person in suspended animation. Each cryo chamber has a series of controls at the foot of the chamber. It takes 20 points of damage to open a cryo chamber without going through either the Emergency Revival Procedure or the Normal Revival Procedure. Opening a cryo chamber without going through one of these procedures will kill the occupant of the chamber. PCs generally receive the Emergency Revival Procedure. Either procedure can be worked out on the Item Complexity table (see Page 125). Medical Robots will try to prevent characters from doing this unless they have a medical, security or command color band. Weighs 1500 lbs.

Duralloy (IC 1): This is the metal starships are made from. It can be found in any engineering area in triangular pieces, each side being 4 feet long. Duralloy is paper-thin and so light that a triangle weighs only five ounces. Holes are drilled in each corner and suction clamps can be attached in the middle to aid in working with the piece, as normal tools cannot mar its surface.

Energy Absorption Suit (IC 1): There are many types of energy fields and projectors on the ship and in the experimental labs. The distinctive, black

energy absorption suits do not protect against radiation, but all other forms of energy, from paralysis fields and heat, to radar, electricity, and mutational beams, are completely negated by this suit. This device uses three Type IV. Small Hydrogen Cells to provide power for 10 hours of continuous operation. Weighs 14 lbs.

Engineering Kit (IC 7): The automated systems of this hand-held kit can identify problems with most machinery and recommend possible solutions for repairing those systems. Uses two Type II. Medium Chemical Batteries to operate for 72 hours. Weighs 3 lbs.

Energy Flooring (IC 3): Prior to activation, this item appears as a three-foot-wide grey sphere. The sphere unfolds to cover a radius of 30 feet, or equivalent area in a corridor etc. Although the device has such a large surface area, it only requires 10 Hit Points of damage before the floor ceases functioning. The energy floor is powered by 100 Type IV. Small Hydrogen Cells (2 cells used per discharge).

It is often difficult for robotic systems to determine what is an adversary and what should not be destroyed. This unit emits a paralysis energy blast at a touch and can emit 50 such blasts before needing new cells. The system is voice or digitally activated and can be programmed to distinguish between Humans and other earth life forms and not emit shocks in programmed cases. 50,000 of these systems are being made and spread across the levels of the ship.

Engineering System Hand Unit (IC 4, WC 21): This tool has four functions. As a high-energy neutralizer, it works on non-radiation systems such as batteries to drain them of power and shut them down. This effect has a 10-yard line-of-sight range. The second function of this system is an energy sensor, able to locate and identify any type of energy output within 300 feet of the unit and in direct line of sight. This feature can detect all intensities of radiation. The third feature is an x-ray system allowing views up to 10 feet into any mechanical or electronic system, including through lead and steel. The fourth system is a high temperature laser used in welding projects; the beam has an extremely short range, from ½ inch to 24 inches and it affects an area only ¼ inch square. Because of its extremely narrow focus and unwieldiness, it's not an accurate weapon, being nearly useless unless the victim is unconscious or tied down. All metals except duralloy can be melted with this laser (3d6 damage per round). This device uses two Type IV. Small Hydrogen Cells to power the device for 15 hours of continuous operation. Weighs 15 lbs.

Fatigues (IC 1): This military style clothing is packed with computer sensors and powered by the wearer's body heat. The suit has several functions. The computer can tag other sets of fatigues, and then track their positions at ranges up to 20 miles. The suit has communication gear that allows the wearer to talk to other suit wearers within 10 miles. The material changes color to match its surroundings and provides the wearer with an AC of 18. Unfortunately, only 5 points of damage are enough to shut the system down. Weighs 3 lbs.

Fire Extinguisher (IC 2): This device is used to extinguish or suppress fires. The non-reactive, non-conductive foam is stored under pressure. The extinguisher can take 5 points of damage before exploding (no damage) and coating all items in a 10 yard radius with the white foam. This foam will extinguish all fires within that area. Anything covered in the foam will not conduct electricity. The foam dries in 10 minutes and breaks down in 20 minutes. Once the foam dries it loses its electrical insulation properties. Weighs 8 lbs.

Force Tanks (IC 2): Force tanks are small one foot tall tracked units with attached camera and force field systems. The Force Tank is a disposable device designed to trip traps and send scouting information back to waiting troops. Each unit takes 50 hit points before being destroyed and its force field system takes 100 points of damage. The unit has an AC of 9 and weighs 100 lbs. It is powered by a Type V. Medium Hydrogen Cell for 12 hours of continuous operation. The unit responds to verbal programming from any member of the *Warden* crew. It can reach a speed of 30 miles per hour on flat ground and its treads give it mobility on all surfaces. Some enterprising Marines

have strapped 20d6 damage bombs to them and directed them near enemy defensive positions to clear the area.

Fungoid Carpet / Shag Drag (IC 9): A carpet of this fungus grows on every level of the Asteroid. Its design allows fibrous tendrils from the carpet to grow up into vehicles moving over the surface of the carpet. These tendrils will get into the mechanical workings of the vehicles and cause them to break down. The Fungoid carpet can recognize vehicles from the Asteroid and won't attack them with tendrils. Weight varies, depending upon area covered.

Fungotoid / Battery Killer (IC 8): The fungotoid is a basketball shaped organic device that rolls around the Asteroid and (when given the chance) the *Starship Warden* searching out energy devices. When it comes within ten feet of a *Warden* battery or other energy device, the fungotoid explodes, releasing a billion spores. The spores touch the device containing the energy cell and totally drain the cell of power in three rounds. These fungotoids are set up in the thousands on the Asteroid in the ceilings of the tunnels and they fall on the heads of the *Warden* invaders and drain the devices the crewmembers have. Weighs 6 lbs.

Ghillie Suit (IC 5): The ghillie suit is a special creation of the Marines that allows them to move undetected in the environment the suit was created for. Historically, these were created for jungle, forest or desert environments, but the Marines put them to use on the moon and even on Mars. The ship's computer modified the Martian environment ghillie suit to operate in the Asteroid environment. These suits are made to pass through the fungi environments of the Asteroid levels. Ranged attacks made at a Marine in these ghillie suits is at AC 6. The suit also allows the Marine to move in the deadly atmosphere of the Asteroid for 24 hours before needing to recharge its three Type IV. Small Hydrogen Cells. All checks to spot someone wearing a ghillie suit are made with a -6 penalty on the Doing Things table (Page 123). The suit has special seals that will close over punctures made in the suit's surface. Weighs 5 lbs.

Glahr / Numb Skull (IC 4): This bio-device is used to pacify creatures that have fallen under the influence of an Id. When an Id wishes to detach itself from its host, it quickly applies a Glahr to the incision. This disrupts neural functions, leaving the victim in a trance-like, highly suggestible state. The victims can be easily herded or controlled. This bio-device is a second cousin of the Id. It's a white, fist-sized creature with no intelligence of its own. However, it possesses the ability to disrupt a host's mental functions and suppress impulses to remove the Glahr.

The Glahr can be removed without damage by a medical Robot, or by applying the oil from a Pilic. If the Glahr is removed in any other fashion, small filaments remain in place, paralyzing the afflicted creature until those filaments are surgically removed. Weighs 16 oz.

Gonalinic Alien Device / Glowin' Thingamajig (IC 8): This looks like a black football with two tentacles coming out of the top. It is a bio-device able to sense the presence of anything with a beating heart in a 111-foot radius. It then makes that being or beings glow bright yellow for 24 hours. Weighs 4 lbs.

Holobracelets (IC 5): The holobracelet is standard issue for any member of the *Warden's* crew. The bracelet generates a perfect replica of the trooper up to twenty feet away from the trooper's position. This image can cause a great deal of confusion among the enemy and even fungi attackers try and strike the holographic images. Each bracelet responds to its wearer's verbal commands and has a built-in communication system, allowing the troops to remain in constant contact with each other. The bracelet is also a locator beacon and can lead rescuers to trapped or downed troops within a 20 mile radius. The bracelet uses a Type I. Small Chemical Battery to operate for 12 hours and weighs 0.25 lbs.

Holographic Computer Necklace (IC 4): This metal torc wraps around a person's neck. Responding to sub-vocal commands, it creates a holographic computer screen facing the user. The unit is connected to the ship's computer

and can serve as an information network about the ship and its systems. It runs on broadcast power and works anywhere inside the ship, but only inside the ship. A slight bug causes the device to take on the personality of its user. Its replies quickly take on the tone and nuance of the owner. This glitch made the device unpopular with the ship's crew. Weighs 1 lb.

Hot Joe Now™ (IC 3): Hot Joe Now™ is a can of self-heating coffee. Buttons on the side of the can release cream and sugar to taste. A third button varies the temperature from 110°F (43°C) to 140°F (60° C). The can uses a Type I. Small Chemical Battery and will stay at the preset temperature for 1 hour after opening. It is insulated to prevent the person opening it from getting burnt by the contents. Weighs 1 lb.

Hydrogen Cell Recharger (IC 6): This device recharges hydrogen cells of all types. It operates off either broadcast power or direct power from the ship or a generator. It also requires water from which to extract hydrogen. 5 gallons is used, regardless of the size of the cell. The device recharges as per the recharge times listed for each battery type. Weighs 20 lbs.

Identifier Rod (IC 1): This device calls to the intelligent systems of the ship and tells them a Human is in need. Identifier rods are 1 foot long and made of duralloy. Twisting various sections of the rod will call Robots, computer intelligences, or Androids. A Type IV. Small Hydrogen Cell provides power for 30 hours of continuous operation. Weighs 1 lb.

Laser Torch (IC 3): The laser torch is specially designed to bind materials together, like a welder. The frequency of the laser light automatically adjusts itself for any material, from flesh to metal. Only similar materials can be joined: metal to metal, plastic to plastic, etc. The torch doesn't use heat and causes no injury. A single Type IV. Small Hydrogen Cell powers the device for 10 hours of continuous operation. Weighs 2 lbs.

Life Analyzer, Hand-held (IC 4): The tool has four functions. The sonic sterilizer destroys microbes and germs on the surface of the skin or a wound. The x-ray screen displays any level below the skin's surface and allows views up to 10 inches through any organic barrier. The sub dermal sterilizer reacts with the body's systems to kill harmful viral bodies. The bio-signature detector detects biomass readings within a 1-mile radius. The system can be confused by many small life signs, but body mass values can be assigned to lessen their impact. Uses two Type I. Small Chemical Batteries to operate for 12 hours. Weighs 2 lbs.

Medical Analyzer and Healing Kit, Hand-held (IC 5, WC 20): This handy unit enables even a novice to give first-aid treatment to himself and others. This unit performs the following functions:

A sonic sterilizer that kills germs and viruses.

A sonic anesthetizer that deadens feeling in a specific body part for one hour per application. It stores 30 injections that provide five points of healing each.

A sonic x-ray unit allows viewing inside the body.

A powered vibro-scalpel easily cuts through soft tissue (2d6 damage per round).

The built-in computer analyzes wounds and infections and gives advice on the best treatments (Humans only). Includes five doses of double-strength poison antidote (heals all poison damage instead of half) and five doses of anti-radiation spray (heals 10 points of radiation damage each).

Uses two Type I. Small Chemical Batteries to operate for 24 hours or until all of its dosages are used up. Weighs 6 lbs.

Medical Kit (IC 6): There are enough automated systems in this hand-held kit to heal 30 points of minor wound and burn damage on a Human. There are also five doses of poison antidote in each kit. Uses two Type I. Small Chemical Batteries to operate for 24 hours or until all of its dosages are used up. Weighs 6 lbs.

Metasystem Goggles (IC 1): These multipurpose optical units are able to switch between detecting infrared light, radiation, telescopic magnification (x50) and microscopic magnification (x1,000) settings. A single Type IV. Small Hydrogen Cell powers the device for 10 hours of continuous operation. Weighs 1.5 lbs.

Nano-Fix™ Gel (IC 1): These microscopic repair Robots come in a green gel. The gel is spread over a broken device and the nanobots in the gel analyze the problem and use themselves to fix the unit. A tube holds a quart of the gel and the nanobots in the gel can repair most (5 out of 6) simple breaks in equipment or small broken components from the *Warden*. This is the future's equivalent of Duct Tape. Weighs 32 oz.

Nano-Guard™ (IC 6): A large pole device is placed next to any wall and activated. From that moment on a stream of feather light nanobots steams from the pole striking the walls in the area and bouncing back to the pole to be sent out again. The nanobots touch the pole and report on the area and what passed by. The nanobots are as invisible as spores and as long as the pole survives it is able to send back information to the monitoring unit.

These poles have been placed all over the *Warden* to report fresh invasions of Asteroid aliens. In Phase two they are placed aboard the Asteroid to report on enemy movements. One pole will monitor an opening of up to 50 feet. Two poles can be put together to monitor openings of 100 feet. Three or more poles can be set to monitor an enclosed triangular area (up to 50 feet per side) or a span 150 feet long. Every extra pole adds 50 feet of monitoring capability. Poles can transmit their monitoring reports up to 30 miles. Each pole requires a Type IV. Small Hydrogen Cell and weighs 3 lbs. The monitor requires a single Type I. Small Chemical Battery to operate for 24 hours and the unit weighs 2 lbs.

Nempt (IC 2): A Nempt is a small, 1 foot, cubic Robot. It can fly (20 mph) and survive in any environment. In fact, their duralloy construction makes them very difficult to damage or destroy. They have tremendous computer storage capacity. These were not built on the *Warden*, (hence, they do not conform to the usual Robot construction guidelines) but were in storage until the disaster. Nempts are designed to serve as personal servants and knowledge banks. They can even run errands, using their lightweight tractor beams (lifts 10 pounds) to manipulate objects. A Nempt can be very handy and they know a great deal about the ship, but they are a nuisance, too. When answering questions, they have an unfortunate tendency to leave out important information if they suspect it might upset a Human. A single Type VII. Small Atomic Power Cell powers a Nempt for 365 days of continuous operation. Nempts can (at the GM's discretion) provide a +1 bonus on the total die rolls when figuring out an item of Earth / Human origin. Nempts weigh 25 lbs.

Olobec / Alien Cryo Berth (IC 4): The Id and their allies use a different form of technology for suspended animation. This device is simply a hole in the floor, into which a creature jumps, flies or crawls. The hole automatically starts to fill with a transparent green gel. Any creature touching the gel finds that it can no longer breathe, as its lungs cease functioning. The gel permeates organic skin and allows oxygen into the blood stream, but slows metabolic rate to a bare percentage of normal. The creature remains barely conscious during this time, and is able to rouse itself and leave the Olobec at any stage. There is no danger of memory loss etc. from this process to a creature controlled by the Id, or one of their allies, for which this has been adapted. The Id have been using this method for generations, without serious repercussions.

Any creature in the gel ceases aging and heals at triple the normal rate. The gel also regenerates lost body parts, at the same rate as hit points. Cyborgs would discover upon leaving the gel that their mechanical parts had been rejected and detached as their natural organs and limbs grew back.

If an uncontrolled Human were to enter one of these devices, that person would be terrified, and the process of remaining in the hole for any extended period of time would strip that character of 1-6 points of MR. Humans, controlled by the Id have no such problem.

Optic Bot (IC 2): Although technically a Robot, this device is listed in the equipment section as it has no capability for independent thought or action. This device is a one foot wide cube, mounted on a small pair of tracks. This unit functions as a scout or spy, moving around corners and transmitting details to rear receiving systems. The optics can focus on details up to one mile away in full color. The sucker system allows the bot to move on the walls and climb objects for different vantage points. Moving at the verbal commands of rear operators or the digital commands of Robots, the unit goes where it is told.

The device is capable of moving at 10 MPH using tracks and suckers and is powered by two Type IV. Small Hydrogen Cells allowing 48 hours of continuous operation. 1,000 of these systems are being made and spread across all levels of the *Warden*. The device weighs 35 lbs.

Onalogic Force Field System (IC 3): This fist-sized unit responds to verbal instructions to generate a force field in any shape the user wishes, up to 10 feet long and tall. Onalogic furniture was all the rage in the days when the ship was built. The force field has 100 hit points; when those are gone, the unit burns out. The field stops any energy or physical object from passing through. Great care must be taken to prevent force fields from touching, as this destroys the Onalogic circuits. A single Type V. Medium Hydrogen Cell powers the unit for 48 hours of continuous operation. Weighs 1 lb.

Orbspotter (IC 3): The Orbspotter is a basketball-sized Robot, able to float into a new area and broadcast video observations of the area for waiting troopers in the distance. The Orbspotter has 10 hit points and has an AC of 11. The Orbspotter has a range of 1 mile from its receiver. Once out of range, the Orbspotter will shut down (landing safely) and wait until its receiver is back in range. Its drives allow it to move in the water as well as outer space. A hand held unit receives the device's transmissions. The Orbspotter weighs 20 lbs and is powered by three Type IV. Small Hydrogen Cells for 24 hours of continual use. The receiver handset weighs 2 lbs.

Pakatroon Alien Device / All-Knowin' 8-Ball (IC 9): The Pakatroon is a soft, semi-transparent container which contains something that looks like four large eyeballs floating in a thick green liquid. Its function is to serve as a probability-figuring device. Anyone can ask the Pakatroon a question about the near future (up to 111 seconds into the future), and the device will immediately predict the outcome with 2 / 3 results being correct. The players will not know if the device was successful or not, until the predicted event or outcome occurs or fails to. Weighs 6 lbs.

PDA (IC 4): This Personal Digital Assistant is a hand-held computer, capable of recording sounds, taking pictures, keeping notes and performing simple calculations. The memory core of each PDA has been wiped from the EMP and radiation during the alien's initial attack. When the PDA is first activated, an error message will come up, "Systems Diagnostics reports an EMP Error. Memory has been dumped. System functions unimpaired." The PDA will then give the characters the options of recorder, camera, calculator or notebook. The PDA is waterproof to 20 feet, and can withstand 5 points of damage before being destroyed. Uses two Type I. Small Chemical Batteries to operate for a week. Weighs 0.5 lbs.

Pilic / Tar Baby Gone (IC 2): Pilics are a type of parasite that looks like a blister, approximately three inches in diameter, containing a green fluid. The aliens have attached Pilics in a number of places on the walls of the Asteroid, and in areas of the ship they control. The fluid contained in the Pilic is a type of oil that is used to prevent the Quarent from sticking to living creatures. The membrane of the Pilic can be punctured (1 hp) to release the oil (two would be required to coat a Human-sized being), or the secretions of Id skin easily dissolve it.

The aliens grow Pilics on slave creatures. From one Pilic, attached to a single creature, four more will sprout in a week, and then fall off, killing the

original Pilic. This process leaves the host unharmed. The aliens have used this method, along with the use of the Glahr (described above) and the Quarent (described below) for generations. Weighs 32 oz.

Portable Energy Lamp (IC 1): These are variable intensity lamps about the size of a briefcase. They can project a pinpoint beam of light or illuminate an entire 500 seat auditorium as bright as day. Uses two Type II. Medium Chemical Batteries to power the system for 24 hours of continuous operation. Weighs 7 lbs.

Quarent Alien Device / Tar Baby (IC 2): The Quarent looks like a foot wide, spiky, crystal bramble standing on a small stalk. When the Quarent touches anything, it sticks with unbelievable strength. Tearing away an attached Quarent causes five points of damage. If a Quarent is stuck between two other items, those items (or people) are stuck together. A small dial on the stalk can be adjusted to make the Quarent float 3 to 5 feet above the ground and drift with the wind. The aliens coat their bodies with a Pilic oil that prevents Quarents from sticking. If a character tries to throw a Quarent before figuring it out, there is a 66% chance it will get stuck to him. After figuring it out, that chance is cut in half to 33%. One Quarent seems to be able to generate another Quarent every 24 hours out of thin air. Some corridors and rooms of *Starship Warden* are filled from end to end with Quarents. Weighs 6 lbs.

Radiation Decontamination Gel (IC 2): These 18-inch-tall canisters contain 25 applications of a green gel that completely neutralizes a 10-foot x 10-foot square area of radiation (100 square feet). Thirty seconds after the gel is applied it reduces the Intensity Level of radiation to zero and then crumbles into a harmless red dust. Weighs 8 lbs.

Radiation Suit (IC 3): This suit allows a Human or Android to survive any Intensity Level of radiation in complete safety. The suit has scanners that alert the wearer to the presence and Intensity Level of radiation within 100 yards. Five points of damage will puncture the suit, but that doesn't mean instant exposure to radiation. The suit maintains itself in a state of overpressure, meaning that when it's punctured, air rushes out of the suit, not in. The first turn after the suit is punctured, the wearer is exposed to one-half (rounded down) of the outside radiation's Intensity Level. This increases by one every combat turn until it reaches the radiation's full Intensity Level. Two or three self-adhesive patches are usually stored in a pocket on the suit for emergencies. Patching a hole prevents the radiation inside the suit from getting any worse, but doesn't remove the radiation from the suit. The suit's scrubbers must do that, reducing the Intensity Level by one per combat turn. Care must be taken when getting out of the suit because irradiated dust and dirt can cling to the surface. The suit has an AC of 11 and is powered by three Type IV. Small Hydrogen Cells for 10 hours of continuous operation.

Contaminated radiation suits can be a radiation hazard by themselves, and may need to be decontaminated prior to use. Contaminated suits are often found turned inside-out, when they were taken off by their last wearer, trapping the radiation. Better armored and tougher-skinned suits are sometimes available, usually in high-security engineering areas.

If removed improperly, or not cleaned using Radiation Decontamination Gel (see above) prior to removal, the wearer will be exposed to radiation at the same level -3 as the highest level radiation that the suit was exposed to while worn. The wearer must either decontaminate the suit or remove it, rolling it into a ball, trapping the radiation within it. Decontaminating a suit is a Difficulty Level 2 task, and removing a contaminated suit without being exposed is a Difficulty Level 6 task. Weighs 5 lbs.

Rakaa Nap / Alien Space Suit (IC 3): The Rakaa Nap is an alien space suit. The main part (Rakaa) is a transparent membrane, which coats the wearer's body with a thick protective layer. In its unused state, the Rakaa is found as a semi-transparent, flexible globe, about the size of a basketball. When held for 20 seconds, the Rakaa automatically engulfs any creature that is holding it. The Rakaa has a low level artificial intelligence imbedded, allowing it to determine if the creature is breathing, and where that mouth / nose aperture is located and

leave a small space. If the creature is not breathing, or it is already wearing breathing apparatus, the Rakaa will not leave an opening.

The Rakaa will keep its wearer quite comfortable in space, and insulate them from the cold. It is fluidic, and therefore does not suffer from punctures, but it does not function as armor either. The wearer may wear armor underneath the Rakaa, and even carry and fire a weapon without detriment. When an Id and its host creature use a Rakaa, the Id uses air taken from the host creature's bloodstream to prevent itself from suffocating. This is another reason why Androids are not a popular choice of host by the Id.

The second part of the suit is the breathing apparatus (Nap, a.k.a. "the Face Grabber"). This device looks like a foot-long, fat scorpion. It is also quite distressing to the uninitiated when first being used. Placing the "tail" in the wearer's mouth activates the Nap. The "legs" of the device immediately grapple with the wearer, through the Rakaa, while the tail forces itself down the wearer's throat, and assumes the role of the creature's lungs. This is automatically successful, and trying to bite the tail is pointless, as it is flexible and like trying to chew through steel wool. The Nap stores enough oxygen / nitrogen mixture for 12 hours, and can be re-used 60 times. The Nap replenishes itself from available oxygen over a 15 minute period.

Both the Rakaa and the Nap can be removed by the "occupant" actively "willing" it to be removed (requires a successful MR check). Once removed, the Rakaa rolls itself into a ball, as it was originally found. The Rakaa weighs 20 lbs and the Nap weighs 6 lbs.

Rock Alien Acid Device (IC 6): This appears to be a fist-sized rock with a sticky surface. The aliens attach several of them to their bodies. When attacked, this device squirts acid that automatically strikes the foe that hit the alien, provided he is within 15 feet. The acid is an Intensity Level 18 contact poison that causes three dice of damage. Weighs 1 lb.

Salac Tube Fans / Energy Fan (IC 6): The Salac Tube Fan is an amazing growth that is being successfully duplicated on the Warden in Phase Four. It is a long tube of fungus that grows in radiated areas. The tube can grow anywhere from five to 90 feet tall. When an energy weapon strikes the tube, it unfolds into a huge fan wall which can absorb all energy damage striking its fan sections. Marines love it because they can use it as an effective shield against any energy weapons. The tubes never weigh more than ten pounds and have become standard issue to troopers exploring the Asteroid. Each tube can withstand ten points of physical damage (non-energy weapon damage) before it is destroyed. In Phases Five and Six, all Stone Aliens will also be equipped with Salac Tubes. Each Salac Tube weighs 20 lbs.

Security Hand Unit (IC 6, WC 7 or 10): This tool has five functions. The Robot frequency scrambler will deactivate any Robotic brain within 10 feet. An attack must be made against the Robot's Constitution with a WC of 10. The energy detector can identify any type of energy use within 50 yards of the device. The Android sensor detects Androids within 100 yards of the unit, determining their direction, distance, and number. The captive energy sphere instantly creates a 100-hit-point sphere of energy with an armor class of 12. Once a sphere is erected, neither the sphere nor the unit can move. This can be used defensively or offensively to capture someone or something. Trapping someone inside the sphere requires an attack with a WC of 7. Finally, the protective energy field can generate an energy wall 5 feet wide and 5 feet high, within 10 feet of the unit. This field has 30 hit points. Once the hit points are destroyed (on either the captive energy sphere or the protective energy field feature), that feature of the unit won't work again until repaired. Three Type IV. Small Hydrogen Cells power the device for 10 hours of continuous operation. Weighs 5 lbs.

Shield Bot Mk I (IC 2): Technically, this device is a Robot, but its level of self-autonomy is nearly non-existent. The Robot is operated by verbal command of the operator (from behind), or by digital command of other Robots.

Without the shield connected, the bot is three feet wide by two feet long and tall. Duralloy connectors fasten to the front of the unit, and the unit navigates using a system of optics passing through the holes in the duralloy shielding. By itself, the bot has 20 Hit Points and is AC 18. It weighs 40 lbs. The bot has a track movement system and is capable of moving at 20 MPH. It is

powered by two Type V. Medium Hydrogen Cells, allowing 48 hours of continuous operation.

The shield is a four-foot-wide by six-foot-tall duralloy plate, which weighs 10 ounces and clips onto the front of the unit. The duralloy shield has 500 Hit Points. By the start of Phase Three, thousands of these systems are being made and spread across the levels of the ship.

Shield Bot Mk II (IC 9): The floating bot shield is a recent development from the mind of Sergeant Dupper. It is a flying unit with four mechanical force field generators. The unit answers to the direct commands of a single trooper and its systems are tied to the trooper's weapons so that as one is fired, the shot passes through the force field with no ill effects. The bot floats five feet ahead and above the trooper and generates a 75-point force field at the front of the trooper; as one field is destroyed, one of the remaining generators takes over, to the maximum of four 75-point fields. See Page 45 for a description of the force field generator. The bot can move up to 30 MPH and a single Type VII. Small Atomic Power Cell powers the unit and its force fields for 200 hours of constant operation. The bot weighs 60 lbs and can take 20 hit points of damage before being destroyed. It has an AC of 10. The bot always positions the force field toward the front of the trooper unless instructed otherwise. This device becomes available from mid to late Phase Four.

Skrill / Bar Snacks (IC 4): Skrill is another type of fungi that the aliens have modified for their own uses. Skrill is a small puff-ball type fungi, which when broken, releases spores into the air. These spores contain pheromones that affect the brains of many creatures, and functions to attract creatures with low Mental Resistance (or those under the influence of a Glahr).

This is typically grown in areas where creatures are penned by the Id in order to maintain control and prevent any chance of escape. If creatures are herded away from the Skrill, they will eventually wander back towards it in order to trigger the pheromones again, if left unsupervised. Weight varies with size of area covered.

Sonic Torch (IC 2, WC 15): A sonic torch is designed to work on soft tissue and vegetable matter in much the same way as a scalpel, using two focused beams of ultrasonics. When the beams combine at the designated focal point, they are able to cut. The torch can be adjusted to make a cut from ½ inch to 3 feet deep, and the length of the cut can be varied. For example, the cut could be set to a length of 6 inches and focused so that it occurs from 2 feet to 2½ feet in front of the unit; without cutting anything in between. That is, anything directly in front of the torch out to 2 feet would not be cut, but tissue from 2 feet to 2½ feet would. The damage is a constant 10 points per combat turn when used as a weapon. A single Type IV. Small Hydrogen Cell powers the unit for 15 hours of continuous operation. Weighs 2 lbs.

Space Suit (IC 2): A space suit (pressure suit) allows a Human or Android to survive in outer space, under water, in a vacuum, or in a poisonous (but not corrosive or radioactive) environment for 24 hours. The suit has an AC of 10 and is powered by three Type IV. Small Hydrogen Cells. Built-in compressed air thrusters allow the unit to maneuver in zero-gravity. The thrusters are for maneuvering only; they aren't intended to serve as rocket engines or as a jet pack. More than five points of damage to the suit causes it to "lose integrity," meaning it's no longer airtight. That doesn't necessarily mean instant death, but it does place the suit's occupant in considerable danger. The wearer must seal the suit in three combat rounds, or they will lose all of their oxygen. Twelve self-adhesive patches are usually stored in a pocket on the suit for emergencies. Some advanced models meant for dangerous missions are self-sealing, able to automatically repair five points of damage per combat turn, to a (typical) maximum of 25 points. Others are lightly armored, providing better AC or maintaining integrity until they suffer 8, 10, 12, or even 15 points of damage from a single attack. Weighs 12 lbs.

Survival Kit (IC 2): This belt-pouch-size kit includes food concentrates for three days, water detector, two-way radio / beacon (10 mile range), collapsible tent, foil blanket, and a five-shot, disposable laser pistol. Weighs 15 lbs.

Ulneck Alien Device / Anti-sap (IC 9): The Ulneck looks like a black tentacle tied into a knot. The device has four charges, and each charge completely heals any physical damage done to a living creature. Weighs 8 lbs.

Valrip / Kling'n'Wrap Door (IC 2): This is simply a door, made from the same membrane as the Rakaa, described above. The membrane is transparent, and will allow weapons fire to penetrate without collapsing. These doors serve the purpose of preventing pressure loss through unexpected explosive decompression. Any creature can walk straight through it without even slowing down, and the Valrip will keep the seal of the room secure. Valrips are not tuned to DNA, since this would prevent many of the Id's host creatures from passing through.

Vulnicator Alien Device / Terrible Teacher (IC 7): This appears to be a large coffin made out of a tree burl. Many of these have been dumped into the ship from the Asteroid. A being enters the Vulnicator and closes the chamber and in seconds all the information the being knows is mentally transferred to any number of beings the person in the coffin wishes. Afterward, roll three dice. On a roll of 3-6, the being in the Vulnicator mutates and receives a random mutation. On a roll of 7-15, nothing happens and the burl opens. On a roll of 16-18, the being dies and is reduced to white powder. Weighs 100 lbs.

Weapon-mounted Force Field (IC 5): This device creates an energy field which blocks penetration by physical matter: bullets, arrows, spears, swords, etc. The field is 5 feet wide by 9 feet tall and appears in front of the weapon automatically whenever the weapon is raised to fire. The field absorbs 30 points of damage and also gives the user AC 15 from the front. After absorbing 30 points, the unit burns out and the field collapses. If the unit absorbed energy without burning out, it discharges (resetting itself to 0) in five minutes. A single Type V. Medium Hydrogen Cell powers the unit for 10 minutes (60 combat turns) of continuous operation. The device weighs one pound and can be attached to any part of a weapon.

Xenerthon Alien Device / Computer Killer (IC 8): A Xenerthon looks like a small (about 3 feet high) peach tree with lots of fresh peaches on the limbs. It is actually a sophisticated computer virus generator. The device senses all computer units in a 1-mile radius. It then begins designing electronic viruses and storing them in the "peaches". When a virus is complete, it drops to the deck and splits open. At that moment the virus is emitted in a powerful burst of radio energy to infect the target computer. Roll on the table below to see what the virus does. A Xenerthon will continue functioning until ordered to stop. Its viruses can also infect alien computing systems, but only if the Xenerthon itself is reprogrammed by someone who has figured out how it works. Weighs 25 lbs.

ROLL	XENERTHON VIRUS EFFECT
1	Computer shuts down, won't restart until reprogrammed
2	One-third of attempts to use computer result in string of errors
3	Computer is damaged beyond repair
4	One-third of computer's answers are misleading
5	Computer provides only misinformation and deceptive answers
6	Computer comes under direct alien control, relays information to aliens

Zilkloth / Shadow Fungii (IC 3): Zilkloth is a type of alien fungus, which feeds on all known forms of radiation. This has made it useful to the aliens for a number of purposes. The aliens have ejected it onto the surface of the Asteroid, where the cold vacuum of space has rendered the fungi dormant, but the fungi retains its radiation absorbing properties. In effect, to the naked eye and many other forms of detection, the Asteroid is virtually invisible, as it reflects no light. The only real flaw in this is that the Asteroid does cast a shadow, so it is not impossible to detect, once its presence is known.

When not in vacuum, Zilkloth grows at a steady rate doubling its size in radioactive areas every three days. During this time, it lowers the radiation in

that area by 1 level per day. In this aspect, it functions in a similar fashion to Radiation Decontamination Gel. If struck by a laser or other energy weapon (excluding sonic weapons), the fungi will increase its size by 1% for each point of damage.

The aliens have modified the fungi to make it more useful, and to prevent it from getting out of control by making it vulnerable to sonics. Sonics will turn the fungi grey, killing any patch that comes into contact with the sonic waves.

There is another danger to space travelers from Zilkloth, it also absorbs heat, another form of radiation. It will absorb the heat from a room, with a volume of 100 cubic yards, by 1 degree Fahrenheit per hour, until the room drops to -10 degrees Fahrenheit (-23.3 degrees Celsius) and the fungi goes into its dormant state.

If a living creature comes in contact with the fungi, the fungi spores will attach themselves to the clothing or fur etc of the creature. The fungi will absorb some of the creature's body heat, but it will flake off after a few days, without harming the creature. The flakes will then spread from wherever they have fallen. Weight varies with size of area covered.

SHIP'S INFRASTRUCTURE

This section details a number of common items of infrastructure to be found on the *Warden*. This is a guide only, and the GM should modify as he sees fit. Many other pieces of infrastructure exist, and this section is not, by any stretch of the imagination, comprehensive.

Airlock, Large: These devices provide access for massive pieces of equipment between two areas with differing atmospheres. Typically, the doors to these areas are 50 feet tall and 50 feet wide, capable of withstanding 500 points of damage before being destroyed. The door is operated using hydraulics, and only one door can be open at a time. It takes 1 minute to cycle through a large airlock, pressurizing or depressurizing as appropriate. Security cameras and sensors will normally prevent an airlock from being operated by personnel without appropriate safety equipment. Sensors detect if an object is blocking either door, preventing the door from shutting. If either door is blocked, a warning tone is issued. If the object is not removed, the ship's computer will alert a Security Robot and an Engineering Robot. The door requires the use of an authorized ID device being placed in a small (6" x 6" x 6") alcove at waist level next to the door, or may be opened by the ship's computer. If the alcove is damaged, the door will not function, and a Security Robot will be alerted.

The ship's computer can operate airlocks as a safety measure, and can override commands given by users. Generally these rooms have a 50' x 50' floor space, which normally has a number of vacuum suits and other appropriate items of equipment, including heavy lifting gear. This is an IC 3 device.

Airlock, Medium: These devices provide access for larger Robots and pieces of equipment between two areas with differing atmospheres. Typically, the doors to these areas are 20 feet tall and 20 feet wide, capable of withstanding 250 points of damage before being destroyed. The door is operated using hydraulics, and only one door can be open at a time. It takes 30 seconds to cycle through a medium airlock, pressurizing or depressurizing as appropriate. Security cameras and sensors will normally prevent an airlock from being operated by personnel without appropriate safety equipment. Sensors detect if an object is blocking either door, preventing the door from shutting. If either door is blocked, a warning tone is issued. If the object is not removed, the ship's computer will alert a Security Robot and an Engineering Robot. The door requires the use of an authorized ID device being placed in a small (6" x 6" x 6") alcove at waist level next to the door, or may be opened by the ship's computer. If the alcove is damaged, the door will not function, and a Security Robot will be alerted. The ship's computer can operate airlocks as a safety measure, and can override commands given by users. Generally these rooms have a 20' x 20' floor space, which normally has a number of vacuum suits and other appropriate items of equipment stored in lockers. This is an IC 3 device.

Airlock, Small: These devices provide access between two areas with differing atmospheres. Typically, iris doors to these areas are 7½ feet tall and five feet wide, capable of withstanding 150 points of damage before being destroyed. The iris doors consist of three duralloy / ceramic composite layers to form an iris opening. The door is operated using hydraulics, and only one door can be open at a time. It takes 10 seconds to cycle through a small airlock, pressurizing or depressurizing as appropriate. Security cameras and sensors will normally prevent an airlock from being operated by personnel without appropriate safety equipment. Sensors detect if an object is within either iris, preventing the iris door from shutting. If either iris is blocked, a warning tone is issued. If the object is not removed, the ship's computer will alert a Security Robot and an Engineering Robot. The door requires the use of an authorized ID device being placed in a small (6" x 6" x 6") alcove at waist level next to the door, or may be opened by the ship's computer. If the alcove is damaged, the door will not function, and a Security Robot will be alerted. The ship's computer can operate airlocks as a safety measure, and can override commands given by users. Generally these rooms have an area 10' x 10', which normally has a number of vacuum suits and other appropriate items of equipment stored in lockers. This is an IC 3 device.

Computer Terminal Class I (IC 4): This terminal controls and / or provides information on one area. For instance, the terminal might be used to control and monitor a house. The ship's computer can communicate by using one of these terminals to send text messages. Other ship's systems can not be accessed from one of these terminals, but educational programs, entertainment, mail, news etc. can be accessed. To bypass this device requires Computer: Operation or Computer: Programming skill at a Difficulty Level of 4.

Computer Terminal Class II (IC 5): This terminal controls and / or provides information on two or more areas or devices. For instance, the terminal might be used to control and monitor a number of machines or security sensors. The ship's computer can communicate by using one of these terminals to send text messages. Other ship's systems can not be accessed from one of these terminals. To bypass this device requires Computer: Operation or Computer: Programming skill at a Difficulty Level of 5.

Computer Terminal Class III (IC 6): This terminal controls and / or provides information on two or more systems within one area. For instance, the terminal might be used to control and monitor a factory. The ship's computer can communicate by using one of these terminals, and the terminal can be used to communicate with other terminals. Other ship's systems can be monitored from one of these terminals, but functions etc. can not be altered. To bypass this device requires Computer: Operation or Computer: Programming skill at a Difficulty Level of 6.

Computer Terminal Class IV (IC 8): This type of terminal is used to control ship's functions, such as communications, navigation and life support. These may be found in areas such as the engineering centre of the ship or on the bridge. Generally, other ship's systems can not be accessed from one of these terminals, however, in an emergency other systems can be routed to one of these terminals. A class IV terminal can monitor the functions of all other class IV terminals on the ship. To bypass this device requires Computer: Operation or Computer: Programming skill at a Difficulty Level of 10.

Computer Terminal Class V (IC 10): These terminals are very rare. They are normally used to program or reprogram AIs. Often, these terminals will be heavily guarded. Other ship's systems can be accessed and monitored from one of these terminals. To bypass this device requires Computer: Operation or Computer: Programming skill at a Difficulty Level of 10. An AI can also monitor any class V terminal accessing it, but cannot alter the instructions that it receives.

Corridor, Maint / Engineering: Approximately 20 feet across and 20 feet high, these corridors are designed for use by Engineering Robots and staff to transport materials and equipment to anywhere on the ship. Normally, lighting is

only provided if specifically requested from the ship's computer. The walls typically have pipes, hoses and wires running along them and are fitted with movement, IR, atmosphere and visual sensors. The walls in these areas will be able to take 80-140 points of damage, before a hole is created. Diagnostic equipment is built into the walls and pipes etc to monitor the condition of the walls etc and determine if any repairs are required. Blast doors are located every 250 feet.

Corridor, Normal: Approximately 20 feet across and 10 feet high. Lighting comes from the ceiling from glow strips, which run the length of the hallway. If damaged, the glow strip will turn itself off (for a 10-ft length) until repaired while the rest of the corridor remains lit. Corridor walls are generally made of metal / plastic composite and take 80 points of damage, before a hole is created. These corridors are dotted with IR, atmosphere, audio and visual and movement sensors, allowing the computer to turn off the lighting in areas that are not being used, as well as to communicate with passengers and crew. Atmosphere sensors are used to monitor air quality as a safety measure. These corridors may have moving sidewalks fitted, running in either or both directions. Diagnostic equipment built into the walls allows any damage to be reported within seconds of occurrence. Blast Doors are located every 250 feet and at the beginning and end of any long corridors.

Door, Blast / Vacuum: These doors are large enough to close off Normal and Maint / Engineering Corridors. Blast / Vacuum Doors are designed to protect the ship and its passengers in the event of explosive decompression from an impact or explosion. These doors are designed to shut automatically when a pressure drop is registered or a large amount of damage occurs. The operating mechanism is an IC 3 device, but pulling apart the panel to open the door requires the Engineering: Electrical skill at a difficulty rating of 7. Each Blast / Vacuum Door can withstand 500 points of damage before being destroyed.

Door, Normal: These doors may be single or double. Each door is 7½ feet tall and five feet wide, capable of withstanding 40 points of damage before being destroyed. The door is opened and closed via compressed air, resulting in a "ssshhhht!" noise as it slides open and closed. The door automatically shuts again after 5 minutes. A panel with one button or two buttons is common. The functions are:

Button One: Open and Close
Button Two: Lock and Unlock

The door's operating mechanism is an IC 1 device, but pulling apart the panel to open the door requires a successful Engineering: Electrical skill at Difficulty Level 6.

Door, Security: These doors may be single or double. Each of these doors is 7½ feet tall and five feet wide and capable of withstanding 150 points of damage before being destroyed. The door consists of three duralloy / ceramic composite layers to form an iris opening. The door is operated using compressed air. Sensors detect if an object is within the iris, preventing the door from shutting. If the door is blocked, a warning tone is issued. If the object is not removed, the Ship's computer will alert a Security Robot. The door requires the use of an authorized ID device being placed in a small (6" x 6" x 6") alcove at waist level next to the door, or may be opened by the ship's computer. The operating mechanism is an IC 3 device, but pulling apart the panel to open the door requires the Engineering: Electrical skill at a difficulty rating of 8. If the alcove is damaged, the door will not function and a Security Robot will be alerted.

Elevator, Large: These devices are used for transporting larger Robots, machinery and / or a large number of people between levels. A large elevator can carry up to 200,000 lbs in an enclosed 50' x 50' area. These devices will list the levels that they can access on a simple panel. An appropriate ID or color band may be required to access some levels of different areas. The doors of the elevator are treated as Blast / Vacuum doors for game purposes. This is an IC 3 device.

Elevator, Medium: These devices provide access between two or more levels of a building or part of the ship. Typically, a small elevator can carry up to 50 people or 40,000 lbs in an enclosed 20' x 20' area. These devices will list the levels that they can go to on a simple panel. An appropriate ID or color band may be required to access some levels of different areas. The doors of the elevator are treated as normal doors for game purposes. This is an IC 3 device.

Elevator Small: These devices provide access between two or more levels of a building or part of the ship. Typically, a small elevator can carry up to 20 people or 3,500 lbs in an enclosed 10' x 10' area. These devices will list the levels that they can go to on a simple panel. An appropriate ID or color band may be required to access some levels of different areas. The doors of the elevator are treated as normal doors for game purposes. This is an IC 3 device.

Hatch, Access: This is a simple manual hatch, 1 yard in diameter and capable of withstanding 60 points of damage before being blown off the wall. It is operated by a simple winding mechanism (which can be broken by inflicting 10 points of damage on the hatch). The hatch is treated as an IC 1 device.

Hatch, Emergency: Primarily designed as a safety measure, the emergency hatches are uncommon. The hatch is approximately 1 yard in diameter and capable of withstanding 60 points of damage before being destroyed. The hatch has a small explosive charge placed in it, allowing it to be blown in the opposite direction to which it is operated from. Anyone being hit by a flying hatch will suffer 6d damage. Breaking a small pane of glass marked “Emergency Hatch Opening Mechanism – Explosive Bolt Opening Trigger”, causes the hatch to be blown off the wall. Inflicting 1 point of damage to the glass can break the glass pane. The trigger is treated as an IC 1 device. When the glass is broken, a siren sounds for 10 seconds. The hatch can be blown remotely by the ship’s computer.

Hatch, Security: These hatches are typically found in restricted areas. These hatches are constructed from duralloy and are 1 yard in diameter. They can withstand 100 points of damage from weapons capable of destroying duralloy. The door requires the use of an authorized ID device being placed in a small (6" x 6" x 6") alcove at waist level next to the door, or may be opened by the ship's computer. The operating mechanism is an IC 3 device, but pulling apart the panel to open the hatch requires the Engineering: Electrical skill at a difficulty rating of 8. If the alcove is damaged, the door will not function and a Security Robot will be alerted.

Security Camera: Generally speaking, these devices are no larger than a matchbox and capable of seeing in the normal lighting conditions, and using infrared out to a range of 250 feet. A security camera also has audio capability and can pick up sound as far out as 100 feet. Each security camera is capable of taking 10 points of damage before becoming non-functional.

Sensors: These come in a range of types. The most commonly encountered are: heat, light, sound, motion, pressure and atmosphere sensors. These devices are the size of a button and are used by various ship's systems and the ship's computer to monitor areas where a camera might not be warranted, such as inside a pressure pipe.

Waste Disposal Unit: Recycling is an important part of day-to-day life on a ship. A waste disposal unit is a room, 60' x 60', with a number of pipes and chutes leading to it. The waste disposal unit also has an emergency hatch, in case Humans get trapped inside. Additionally, this area is monitored by the ship's computer via a security camera. Robots collect a lot of waste on the ship: this waste, and the by-products of other processes (cooking, washing etc) are sent to the waste disposal unit and stored until the area reaches 50% capacity. At this point, the waste is crushed, and then sonic disrupters turn all solids to dust and evaporate all liquids. The resulting gasses are pumped out to engineering and the dust is collected by Robots and sent to engineering for recycling.

CUTTING/BLASTING THROUGH WALLS

The GM must decide how much damage is required to create an opening big enough for a person to squeeze through, based on the material and its thickness. For example, the GM decides that standard duralloy sheeting, the toughest substance found on the ship, takes 1,800 points of damage (10 minutes of cutting, or 60 combat turns) to create a man-sized hole. A hole big enough to see through could be made much faster. A simple, interior, plastic wall, such as living quarters are made from, can be opened up by 60 points of damage. A building floor or exterior wall would require three to five times as much.

VEHICLE SYSTEMS

Just as both the Asteroid aliens and the *Warden* crew use various weapons and armor, so too do they employ a number of different vehicles. Some of the following vehicles will not be commonly used on the *Warden* by aliens.



Alien Grav Car (IC 6): This vehicle uses technology captured by the Asteroid aliens. The Alien Grav car is rectangular in shape, 18 feet long by 8 feet wide and has eight large seats that can be removed to provide room for cargo. The vehicle can carry up to 3 tons of cargo and passengers.

The vehicle's controls are designed for creatures with hands larger than normal Humans or Androids, though both can still use the vehicle. The controls are laid out very differently from what Humans are used to, with the colors used on the controls based upon the designers' view of their own light spectrum.

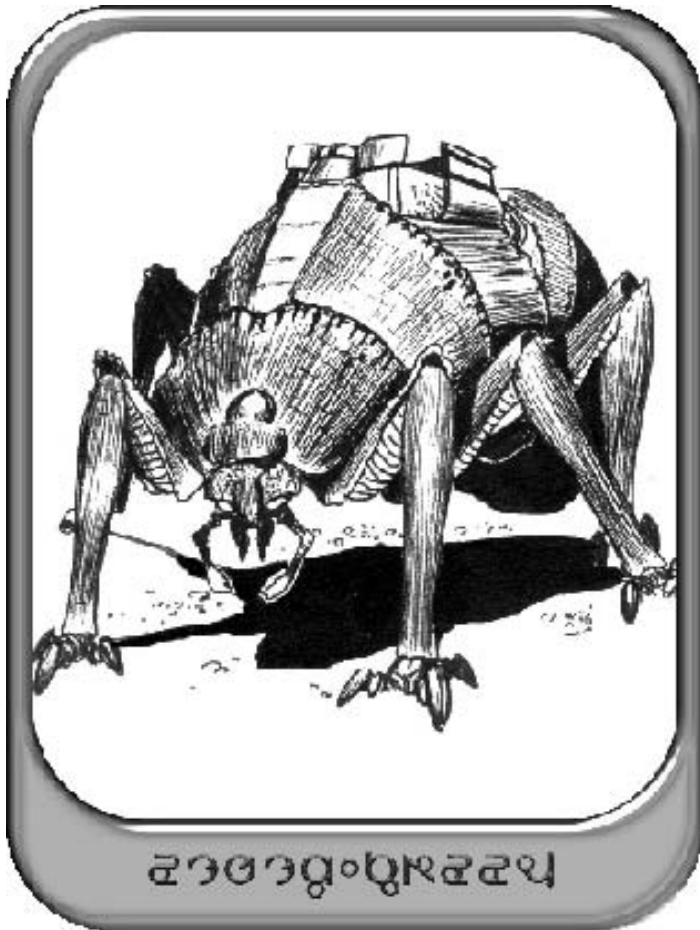
The Alien Grav Car is solar powered and requires three hours of charging per hour of use. To charge its powerpacks, the vehicle must be stationary. The

car travels at 100 mph (1500 ft / turn) and can hold charge sufficient for six hours of use. The unit takes 100 hit points before being destroyed. The sides of the vehicle can be upgraded to provide AC 7 for all those within the car.

Anti-Grav Sled (IC 4): Movement of large, bulky equipment is accomplished through the use of cargo handlers on the Anti-Grav Sled. These low propulsion units are able to travel 33 miles an hour at top speed. They are equipped with sensor units allowing them to pick up and deliver loads to all parts of the ship. On each sled are four small coupling units that enable the operator to lift up to 6,000 pounds of material. The coupling units are attached to an object and an energy field makes the object weightless. The coupling units are powered for 10 hours on a single Type V. Medium Hydrogen Cell. Unpowered, the Anti-Grav Sled weighs 250 lbs.

battles. Wing Span 28 ft, length 18 ft 9 in, maximum speed 115 mph, maximum height 19,000 ft. Armed with 2 linked 7mm Victory Inc. Slug Machine Guns. Requires a single Type VI. Large Hydrogen Cell, giving the aircraft an endurance of 2.5 hours. While not exact replicas, these aircraft are often painted to resemble Sopwith Camels or Fokker Triplanes.

Blimp / Dirigible (IC 5): These aircraft are a reliable means of transporting passengers and cargo from "Point A" to "Point B". They are also a really terrific way to fly, and are often used as recreational vehicles, in much the same way that motor homes were used in the 20th and 21st Centuries. These aircraft come in a variety of sizes and configurations, with a top speed of 60 MPH. Most require two or more Type VI. Large Hydrogen Cells to operate.



Asteroid Armored Personnel Carrier (IC 7): This giant beetle, 50 feet long and 25 feet wide, is used as an armored personnel carrier. Where once the beetle had wings, an armored compartment has been grafted onto its back (200 hp). The compartment can hold a driver (controlling the creature via a built in Girakal Nap) and four gunners (Human-sized or smaller creatures); additionally, the beetle can carry up to ten passengers.

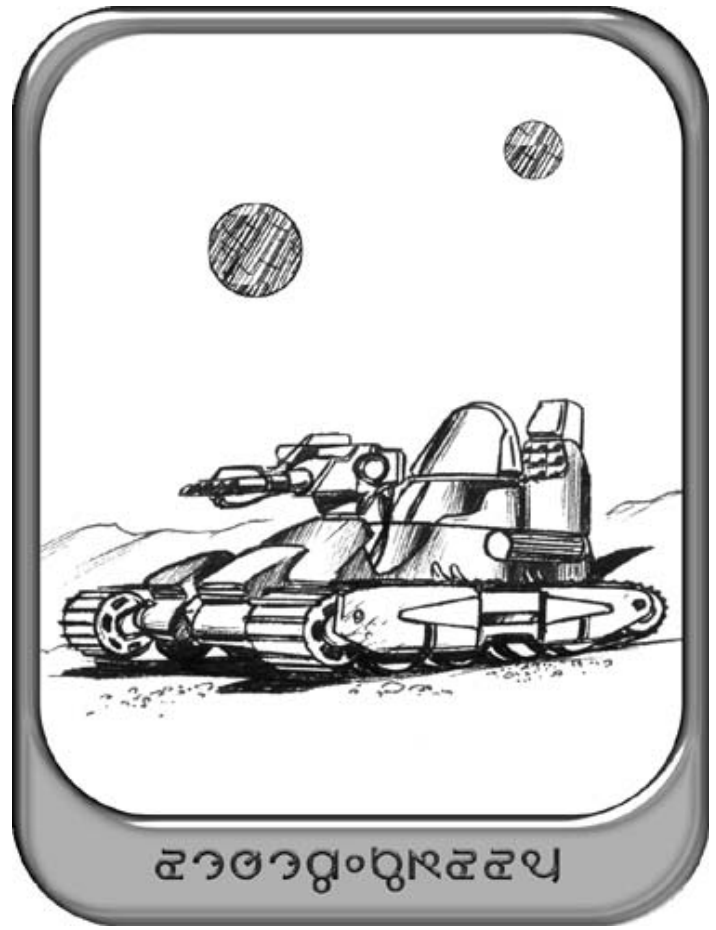
The beetle has a range of 900 miles before it must be fed with a special organic compound. The beetle can reach speeds of 45 mph (660 ft / turn). Those inside the vehicle are protected by an AC of 12.

Asteroid Armored Personnel Carrier

Asteroid Armored Personnel Carrier

CN	21	D	5	LP	-	MR	6	RR	12	hp	200
AC	10			Walks:							200 yards in 9 seconds (660 ft. / turn)

Biplane / Triplane (IC 8): There are a small number of these primitive aircraft on the *Warden*. These aircraft are used for occasional displays, including mock



Centaur Mark II (IC 9): The Centaur is a one-man attack vehicle with a turret-mounted JAC Shaver Mark IV Cannon. The vehicle is tracked, ten feet long and the driver sits in the turret. The *Warden's* broadcast power system allows the unit to operate anywhere on the ship while two Type VI. Large Hydrogen Cells allow the vehicle to operate for six hours without broadcast power. The unit responds to the verbal commands of its controller as well as instructions manually input into its AI. The body of the vehicle has an AC of 9, while the driver / gunner is protected by medium cover (see Page 143). Two different force field generators, projecting fields that sustain 100 hit points each, protect the vehicle. It can move at up to 70 miles per hour through most terrain. The Centaur's communications system allows for effective communication up to 60 miles away while the AI can give the driver command of up to three Robotic units.

Circle Rider (IC 5): These speedy recreational vehicles allow skilled users to move up to 220 MPH on flat surfaces, and to stop on a dime. The use of this

vehicle requires the Vehicle: Wheeled, Sm skill, as the vehicle consists of a single 12 foot diameter wheel, with one or two occupants sitting in the centre of the vehicle. Most (but not all) of these vehicles have no cabin, and provide no protection from the elements to occupants. The vehicle is quite safe, provides a smooth ride (even when turning corners) and is very maneuverable on city streets. A Type V. Medium Hydrogen Cell powers the vehicle for 6 hours of continuous operation. Weighs 1 ton.



Combat Carrier (IC 3): The Combat Carrier looks much like the half-track trucks of a much earlier time period. The open-air vehicle rides on two large duralloy tracks and is designed to be a weapons platform with some additional cargo or troop carrying capacity. The open upper cabin can carry ten Marines in full battle gear and there is ample storage in the lower sections of the vehicle for the gear of twice that many men. The unit can attain speeds of 60 miles per hour and a Type VIII. Medium Atomic Power Cell powers the vehicle for 100 days of continuous operation. A 100 hit point force field generator is mounted to the front of the vehicle. The vehicle's armor has an AC 9, while the driver and passengers gain the benefit of heavy cover (see Page 143).

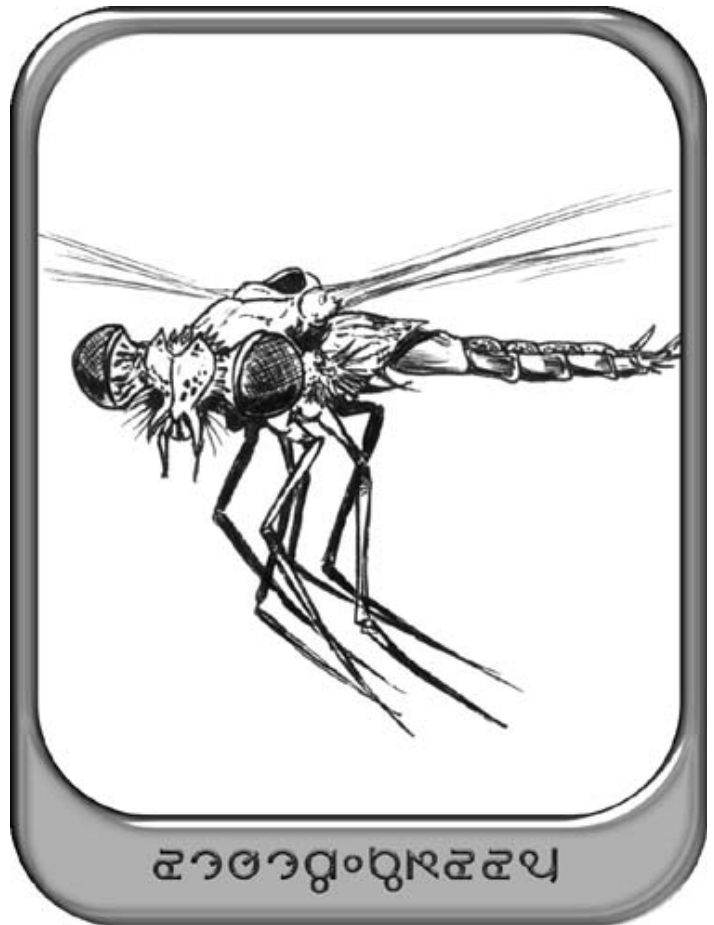
Two Light Missiles systems (IC 3, WC 8) are mounted to the rear and fire three missile bursts per combat round. Each of the two systems has an ammunition capacity of 300 missiles (100 total bursts each). A Forman Arms Ltd. Protein Disrupter Cannon (IC 4, WC 9) is also mounted on the vehicle. This is the standard configuration, but it may be changed at the whim of the GM, or if the players find better equipment.

GPATV (IC 4): This is a General-Purpose, All-Terrain Vehicle that can travel almost anywhere on the ship, over land or water, even through vacuum or under water (but it has only a two-hour air supply for six people). The vehicle will seat six people, has room for backpacks and equipment and an additional 750 lbs of cargo. A Type VIII. Medium Atomic Power Cell powers the vehicle for

100 days of continuous operation. The vehicle is 16 feet long and 6 feet wide. A ramp can be lowered from the back of the vehicle to load heavy equipment or a Robot. Weighs 2.5 tons.

Grav Car (IC 6): This vehicle is quite common on the *Starship Warden*. The Grav Car is rectangular in shape, 14 feet long by 6 feet wide and will comfortably seat two people in the front, and three in the rear. The vehicle can carry up to ½ a ton of cargo in the trunk.

The Grav Car is powered by two Type V. Medium Hydrogen Cells which will allow the vehicle to travel 400 miles. The car travels at 200 mph (3000 ft / turn). The vehicle can not travel in space, but can travel underwater, remaining submerged for 30 minutes with 5 passengers before needing to replenish air supplies. The vehicle can withstand 120 hit points before being destroyed. The sides of the vehicle can be upgraded to provide AC 7 for all passengers within the car.



Id Flyer (IC 7): This creature resembles a terrestrial dragonfly that is 7 feet long and has a wing span of 18 feet. It is operated by a single Id that sits in the back of the creature in a narrow cocoon-like cockpit area. Once the Id is linked with the creature, it gains 360 degree vision and can see in the infrared spectrum, allowing the Id to operate the flyer in all lighting conditions. The flyer can be fitted with two Yipoons or eight Gachads / Dagils. The flyer has an AC of 20 and never makes attacks on its own. It can carry 300 pounds of material in its appendages. The flyer can fly for five hours straight per day and must consume 10 lbs of a special organic compound every three days.

Id Flyer

CN 21 D 21 LP - MR 15 RR 20 hp 200
AC 20 Flies: 160 mph (2,346 ft / turn).

Jet Boards (IC 2): These flying devices allow skilled users to move up to 50 miles an hour 10 feet above the ground. The use of this vehicle requires the Athletics skill with a Dexterity Base. The device employs special anti-grav generators to float over any surface. A single Type V. Medium Hydrogen Cell powers the board for 10 hours of continuous operation. When unpowered, weighs 30 lbs.

Jet Pack (IC 5): These devices were seen as a useful way to quickly travel short distances, and were particularly useful for Law Enforcement Officers. These devices are powered by a Type V. Medium Hydrogen Cell, giving the device the ability to fly for two hours at a speed of 120 MPH, and carry up to a total of 600 lbs. The jet pack can be controlled by two short retractable cables with controls, or via a linkage that will connect to any set of powered armor found on the *Warden*. The use of this device requires the Vehicle: Aircraft, Sm skill. Weighs 40 lbs.



Orbital Entry Craft (IC 6): This vehicle resembles a mustard brown egg, approximately 20 feet in diameter, with two iris-valve openings, one on the side and one at the top. The opening at the top contains a large membrane parachute while the side opening is the door to the craft. The body is a heat-resistant material while the inside is heavily padded. The craft can safely hold eight Human sized creatures during re-entry. The craft breaks down into small fist-sized crumbly pieces 24 hours after re-entry.

The parachute will open automatically at a safe altitude. An Id linked to the craft can control the descent and land within a six miles radius of a particular target area. Although it was originally designed to transport equipment and personnel to a planet, the Asteroid aliens are using it primarily as a vehicle to transport its assault waves to the *Warden*. An Id can take complete control of the craft in such cases, driving it in any direction at up to 60 miles an hour.

The unit has an AC of 10 and can sustain 300 hit points before it is destroyed. Its sensing systems can sense all life within a 500-yard radius of the egg. It takes nine days to grow a fully mature craft.

Short Range Shuttle (IC 8): This is another piece of captured technology that the N'Treb and Ids have adapted. The shuttle is a 20 foot-long flat crystal with holes cut into the top forming 14 different passenger compartments. When the unit is flying, a large faceted force field rises above the top of the crystal to protect the passengers. The large faceted nose of the vehicle has a seat for a pilot to mentally control the shuttle. The shuttle is lightly armored and has an integral 100 hp force field. The shuttle can carry 14 Human-sized or smaller creatures, or up to 3 tons of cargo, plus one pilot.

The shuttle has a 7,000-mile range, a top speed of 1,200 mph (600 mph in an atmosphere) and is powered by two small ion engines.

Tank I (IC 4): This one-man tank is 20 feet long, egg shaped, and mounts a Forman Arms Ltd. Sonic Cannon in the large top-mounted turret. The unit is propelled by anti-gravity units, giving it a top speed of 50 miles per hour. The tank can sustain 300 points of damage and further mounts a 200 point force field that provides the tank a final AC of 7. One man sits comfortably inside the tank and directs the vehicle's AI. A full range of visual and other sensors allow operation in all environments with no detriment. Sound and motion sensors have a range of one mile while the vehicle's radar has a range of ten miles. Two Type VIII. Medium Atomic Power Cells power the vehicle for 100 constant days of operation. The Tank I is designed for exploration and light combat.

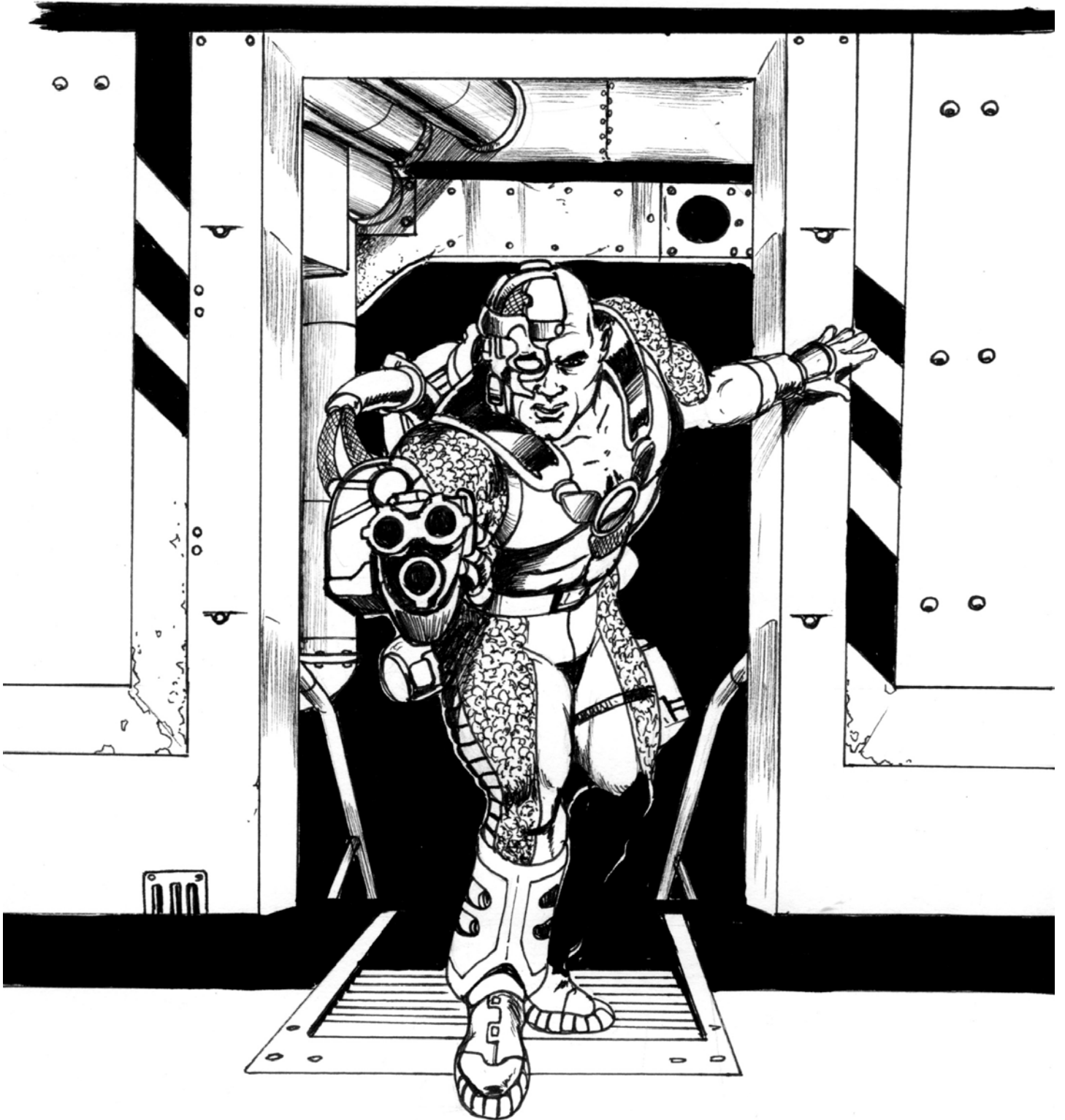
Tank II (IC 5): This six-man combat tank is a 40-yard long oval with three weapons turrets that can mount a wide range of weapons. Special armor plating on the top and sides of the tank absorb energy blasts and can even deflect ballistic weapons fire. The unit uses an anti-gravity motive unit that can propel it at 150 miles per hour. The armor provides an armor class of 7 and 400 hit points of defense per facing, while a force field generator creates a 200 point field that drops the tank's AC to 5. The vehicle's radar has a range of 50 miles while its sound and motion sensors have a range of five miles; the tank can also operate in any environment with no penalties. On the *Warden* these vehicles draw power from broadcast power, though the two Type VIII. Medium Atomic Power Cells can power the unit for 10 days of constant operation. Extensive communications equipment allows the tank to remain in constant contact with single individuals or an entire regiment of troops in battle.

The custom Grenade Launcher system fires three Onande AI grenades per combat turn and has a capacity of 120 grenades. Each Onande AI grenade (IC 5, WC 10, see Page 136) does 6d6 of damage to a 30 yard radius. The unit can be reloaded with most types of standard grenades as required. Short Range for the launcher is 1-50 yards, Medium Range is 51-100 yards, and Long Range is 101-150 yards.

The Medium Missile Launcher system fires three Medium Missiles (IC 4, WC 7, 10d6 per missile) with a range of 5 miles using wire guidance systems to strike the target.

The Forman Arms Ltd. Mk IV. Laser Cannon fires a tightly focused burst of laser light (IC 6, WC 5, 10d6 per combat turn) with a range of 50 miles. Reflective surfaces reduce the damage done by the cannon.

The tank's integral AI allows it to function without crew in extreme emergencies; in which case it operates at reduced offensive capacity (only two weapons may be fired per turn and both must be fired at the same target).



CYBERNETICS, ALIEN BIOGENETICS & GENOME PACKETS

Sooner or later, characters in *Metamorphosis Alpha* get injured. Be it through combat, disease or an accident, it happens. Medical treatment on the *Starship Warden* is very advanced compared to 21st Century Earth. Medical Kits, Medical Robots and even alien technology that heals is available to characters. Cybernetics is another medical option open to sick or injured characters instead of normal healing.

ADVANTAGES OF CYBERNETICS

The new body part may be superior to the original in function. Artificial limbs may serve more than one function, i.e. an arm with a rechargeable laser etc. Artificial limbs may be insulated against electricity and paralysis. Additionally, most cybernetic limbs have no lymphatic system, or blood circulation. This means poison bites etc, to these limbs are often ineffectual.

DISADVANTAGES OF CYBERNETICS

Cybernetics require a source of power. Cybernetic implants are powered by an atomic power cell, and need regular maintenance. Often cybernetic parts will not look like natural body parts. Obvious cybernetics may make others uncomfortable and result in negative reactions to the cyborg's presence. Some cybernetics are susceptible to jamming. Cybernetics require surgery to be implanted and it is impossible to convince a properly functioning Medical Robot to implant cybernetic limbs on a healthy being.

IMPLANTING CYBERNETICS

Most major medical facilities have a small stock of cybernetic parts available or can manufacture what is required. Generally, medical facilities will just use a cloned limb or organ to replace the damaged or missing body part. A Medical Robot will require a good reason for using a bionic part rather than an organic replacement.

The surgical procedure required is drastic, and often recovery time runs into weeks, including the time required to learn how to use the new limb or organ. For more complex operations, this time may be longer.

If an injured character has more than one cybernetic enhancement implanted at a time, the recovery time of the item taking the longest is used, plus one week per extra implant. This represents the added difficulty of dealing with recuperation and physiotherapy with more than one injury.

Shock is normal when undergoing cybernetic implant surgery, and whenever a character receives an implant must make a Difficulty Level 12 check vs their Constitution score to resist shock. Shock lasts d6 days and results in temporary loss of d6 points of LP and MR, and Dexterity is reduced by 3 points, until the shock wears off.

Mutants which regenerate cannot have cybernetics, as their bodies will reject the implants.

MAINTAINING & REPAIRING CYBERNETICS

Cybernetic implants need to be serviced every 6 months. If a cybernetic implant is not serviced and maintained, it will fail. For every month past the initial six-month period, there is a cumulative 1 in 6 chance of failure per use. The part will then require servicing before it will work at all. Medical Robots can service cybernetics, and servicing implants will require 2 hours per body part. An engineering Robot has a 4 in 6 chance of being able to service any given cybernetic limb or organ. If the engineering Robot is unable to conduct the service, the character will have no choice but to go to a Medical Robot, or risk the implant becoming inoperable (as per the cumulative chance of failure above). An Engineering Robot will take 6 hours per body part, since they are not programmed to service cybernetics.

If a character suffers any single wound that inflicts over 10 points of damage, there is a 1 in 6 chance that a cybernetic limb or body part will be damaged and made inoperable. The implant will need to be removed and replaced.

Type V. Medium Hydrogen Cell: One cell is inserted to power all of the implants a character might have. For every five points of damage taken after over half of a character's hit point total has been lost, there is a 1 in 6 chance of the power cell taking damage and being destroyed doing an additional 6d6 points of damage to the character and powering down all the implants they have until a new cell is fitted.

TYPES OF IMPLANTS

Arms: Cybernetic arms do not give a character super strength, unless combined with skeletal enhancement (below). A character with cybernetic arms has his CN increased by 1 point. If the character has a skeletal enhancement, his CN is increased to 24. Recovery time from having an arm replaced is three weeks. The character will also require a cybernetic hand for each arm being replaced. When using physical weapons (such as a sword etc, rather than a laser pistol) with the cybernetic limb, an additional 1d6 damage is inflicted and the weapon class of such weapons is reduced by 2 (e.g. WC 11 becomes WC 9).

Ears: Cybernetic ears increase a character's hearing range. A character with cybernetic ears will not be hurt by loud noises, since they have a fail-safe mechanism built-in. A character with this implant has only a 1 in 6 chance of being surprised instead of a 2 in 6 chance. Hearing range is doubled. Recovery time is 1 week before normal balance is restored, until then the character has a -3 penalty applied to his dexterity.

Eyes: Cybernetic eyes restore normal vision. Additional modifications include: Microscopic (x 100), Telescopic (x 25), Digital Camera (10 minutes of footage or 100 photographs). A character gains a +3 bonus to all ranged attacks.

Glands And Organs: The character may have an artificial kidney, lungs or adrenal gland etc. implanted. Examples are listed below:

- An artificial kidney allows the character to check against poison as if his CN was 21.
- Artificial lungs give the character the ability to hold their breath for an extended period (90 minutes). They also ignore poison gas of all intensities.
- An artificial adrenal gland allows characters a burst of energy (increase CN by 2 points to a max of 42 for 10 minutes), three times per day.
- An artificial heart will allow a character to slow his vital signs to a bare minimum (slowing poisons) or speed his heart up to help cope with blood flow when undergoing exertion (increase CN by 2 points to a max of 42).

Hands: An artificial hand will allow a character to apply 2d6 crushing damage to any target that can be grasped. Fingers may also serve as tools, i.e. an electric screwdriver.

Legs: Cybernetic legs do not give a character super speed or allow a character to jump dangerously high, unless combined with skeletal enhancement (below). A character with cybernetic legs has his CN increased by 2 points. If the character also has a skeletal enhancement, his CN is increased to 24 (or higher in the case of some non-humans). He will be able to jump 20 feet in any direction and doubles his speed (with two cybernetic legs only) with skeletal enhancement.

Nervous System: The character's nervous system is modified so that the character is immune to paralysis and electrocution.

Neural Enhancements: The character installs all of the following functions hard-wired into his brain: Short Range radio receiver (20km), GPS system,

Photographic memory, and a Data link. These enhancements give the character a +3 in figuring out computer style devices.

Skeletal Enhancement: The character's skeleton is strengthened and reinforced to deal with the extra stresses involved with using cybernetic limbs to their fullest potential. When paired with arms and / or legs it gives a Human character a modified constitution of 24. For other species, their CN is raised to their species' maximum, +3 points (however no higher than 42). This enhancement will also improve a character's AC by 3 classes.

Weapon: The character can have a weapon linked to their cybernetic limbs. This can only be done to arms, their head, or hands. The weapon may be any device less than a yard long such as a built in laser or a slug projector etc. Fitted into the body, the normal WC of the weapon is reduced by 3 points because of the close contact with the body.

Medical Robots will not normally install a weapon; this would have to be carried out by an Engineering Robot. Weapon implants are custom jobs, and must be created individually.

ALIEN BIOGENETICS

The aliens of the Asteroid have created their own enhancements using organic parts grown to their personal specifications. When they need things like appendages to manipulate items, they create special organic ones that function just like parts of their normal body. These appendages sap some of their strength, but make them able to do more things. These devices are grown whole on the sides of the walls of the Asteroid and are perfectly useable by the crew of the *Warden* as well as the Asteroid aliens. Plucking the biogenetic device from the wall like a fruit, the appendage is affixed to the character's body and in 60 minutes it's a fully functional organ.

Biogenetic devices need no maintenance as the normal functions of the body do that work. Each biogenetic device strips away five hit points when attached to the body of a host. These hit points return at the normal rate of healing, once the biogenetic implant is removed. These devices can be attached to Android life, plants, animals, mutants, and Humans.

Brain Enhancers: These are fist sized gray amoeba looking things that attach themselves to the skull of the user. They bore tendrils into the host's brain and increase the Mental Resistance of that creature by two. General body damage of more than 15 points at one time to the users of these polyps destroys one of the brain enhancing organs, inflicting an additional 15 points of damage to that character.

Detection Spore Gland: This gland disperses a large cloud of spores into the air. As long as spores are floating and not touching the ground each one of those spores is a communication device to the owner of the spore gland. The communication tells the owner what creatures or things have advanced past the floating spore. The spores die with these communications but there are hundreds of thousands of spores released with every cloud. The gland can make one cloud every 60 minutes. The spore clouds made are very distinctive orange masses and easily avoided by knowledgeable creatures. These clouds of spores can be dispersed by strong wind etc.

Eye: This is another eye placed on any part of the body. It embeds itself and makes itself fully functional in 60 minutes. It then allows itself to focus as a normal eye and can give the user 360 degrees of vision. Every additional eye presents a bonus of 1 to the weapon class of all missile-ranged weapons.

Intensifier Gland: Intensifier glands are small liver-shaped glands that blend into the flesh and rests just under the skin of the host. Each of these glands raises one ability score by one with the host choosing what ability score is to be changed. Except for the 5 hit points lost in the joining process there is no limit to the number of these glands that can be absorbed.

After a character has implanted three intensifier glands, there will be side effects for each additional gland that is implanted. Roll 2d6 and consult the

following chart to determine side effect. Ignore any duplication of side effects and re-roll if necessary.

ROLL	EFFECT
2-6	nothing happens.
7	one of the other biogenetic glands (randomly picked) falls off the body and the host can never use that type of gland again.
8	the host body rejects all cyborg attachments and can not use such items for as long as they have an intensifier gland implant.
9	N'Treb become invisible to the host and they can not detect these creatures while they have an intensifier gland implant.
10	radiation does double the normal damage to this host and they will never have a chance of mutation again.
11	this host acquires a great fear of the dark and will be unable to do battle in darkness while they have an intensifier gland implant.
12	the host is sterilized and can no longer reproduce.

Laser Defensive Sheath: This is a glassy film that covers the outer covering of any host and is attached to the flesh at the host's back. The film can grow to any size needed to cover whatever the host is wearing at the time. The film is totally immune to the effects of laser light no matter how powerful the beam. The sheath does slightly block the vision of the host making them suffer a penalty of 2 on all their rolls with ranged weapons.

Manipulation Appendage: This is a 16 feet long tentacle with a tiny tip able to wrap itself around things and easily manipulate them. The entire tentacle can fit in a one-foot pod growing on any part of the host body. The tentacle can lift the same weight the host could lift in both of their arms.

Metal Disruptor Spores: This gland projects a cloud of spores that can expand to a 20-foot diameter sphere of spores. When these spores come in contact with metal, they react and destroy the surface making a 20-foot tall hole in the metal after 60 minutes of contact. If not washed off, this spore cloud would destroy any Robot it enveloped. The gland fires two clouds of spores in a 24-hour period. The spores will float with the wind for an hour expanding to their 20-foot size if given the chance. The are permanently neutralized by water and destroy themselves by coming in contact with metal.

Organic Space Suit Sheath: This organ creates a silvery sheath around the body of the host and connects to several parts of the host body. It creates a pressure suit capable of standing the vacuum of space or the depths of the sea for 48 hours before having to gain air. Wearing the suit inhibits vision somewhat forcing a -3 penalty on all ranged weapon rolls. The suit film is transparent enough to allow the user to manipulate devices through the covering of the sheath.

Throwing Thorn: This organ generates an incredibly hard and razor-sharp five-inch thorn that can be ejected up to 100 feet from the body. The thorn is WC 17 and does 1d6 in damage if it successfully strikes a victim. One thorn can be generated every 60 minutes inside the gland.

GENOME PACKETS

Acid Resistance (Red cube)
Balance (Blue cube)
Blind Luck (Green cube)
Brute Strength (Yellow cube)
Combat (Alertness) (Orange cube)
Combat (General) (Purple cube)
Combat (Hand-to-Hand) (White cube)
Combat (Lightning Attack) (Black cube)
Combat (Ranged Weapons) (Gray cube)
Combat (Two-weapon Fighting) (Tan cube)
Concentration (Scarlet cube)
Dexterity (Pink cube)

Empathy (Animals) (Emerald cube)
Empathy (Computers) (Amber cube)
Empathy (Mutants) (Amethyst cube)
Empathy (Plants) (Tangerine cube)
Empathy (Robots) (Turquoise cube)
Endurance (Ebony cube)
Explosives Talent (Silver cube)
Fungoid Resistance (Gold cube)
Healing (Platinum cube)
Heightened Constitution (Crimson cube)
Heightened Intelligence (Sky Blue cube)
Human Genome (Flesh cube)
Item Complexity Talent (Aqua cube)
Intimidation (Brown cube)
Laser Energy Resistance (Charcoal cube)
Leadership (Pea Green cube)
Mental Resistance (Burgundy cube)
Paralysis Resistance (Copper cube)
Poison Resistance (Pearl cube)
Power Armor Use (Obsidian cube)
Quickness (Carnelian cube)
Radiation Resistance (Citrine cube)
Ranged Weapon Talent (Rose cube)
Scouting (Coral cube)
Senses (Jade cube)
Sonic Resistance (Aquamarine cube)
Speed (Violet cube)
Telepathy (Sapphire cube)
Vision Enhancement (Opal cube)
Weapon Talent (Canary cube)

The concept of the genome packet was discovered on the Asteroid (Phase Four) and converted to *Warden* use by the Als of the ship (Phase Five). The fungoid races of the Asteroid were seen ingesting oddly colored mushrooms that seemed to instantly increase their abilities in combat. When these mushrooms were analyzed it was found that they were filled with genetic material and this material actually imparted skills and abilities to the eater of the mushroom.

Accelerated testing on the *Warden* allowed the crew to reproduce this effect, but not as quickly as the mushrooms on the Asteroid. Each genome packet consists of a two-inch jelly square filled with nanobots all programmed with specific organic-genetic learning tools. The nanobots reproduce themselves in the system of whoever eats them, allowing the user to genetically inherit a skill or ability. In the creation of each packet, genetic material is taken from the brain fluid of a subject already having the skill or ability the genome packet is designed to recreate. The taking of this fluid never harms the subject as they generate more fluid in hours. The nanobots are immersed in this fluid and programmed with the necessary genetic indicators to allow them to change the body of the host giving the host the skills and knowledge to acquire a specific ability. The packet is ingested into the subject and that subject after 48 hours has knowledge or has the ability from the donor's brain fluids as the nanobots reproduce and work on the physical nature of the ingestor's body. The ability or skill always takes 48 hours to acquire as the nanobots during that time are reproducing and changing the body. Humans without mutations can ingest three different genome packets, mutants can ingest two different packets, and Androids can ingest one packet. When a Human takes a fourth genome packet into their system, one of the other three packets is randomly eliminated over the next 48 hours. The same elimination process happens to mutants and Androids when they exceed their limit.

New weapons are desperately needed in the struggle against the Asteroid races, and constant research is under way to expand the variety of genome packets available to the crew of the *Warden*. New packets (mainly experimental and available only to volunteers) are being designed all the time. Some facts have been discovered in the experimentation process:

The packets are cumulative and if a Human subject ingests three Brute Strength packets, all of their special effects will be added together in the body.

There are random side effects that occur with the packets depending upon their donors. Although some packets are extremely valuable, some of the side effects of those packets have been found to be dangerous to the ingestor.

These side effects are usually mental conditions from the donor and so far all efforts to eliminate them have been unsuccessful. Animals and plants with less than Human intelligence can ingest the packets but the packets seem to have no effect on these test subjects. The cubes are color-coded and if you know the code you know what the genome packet is.

Some common sense is needed in game mastering these talents and abilities. Although the effects are cumulative, say for example the character took three quickness genomes, they would not really be six times as fast as normal. They would, however, be unusually fast in all of their actions.

Each packet and its side effects are detailed below:

Acid Resistance: The nanobots make the flesh and hair of the user resistant to all effects of acid. The first contact to the flesh of any acid turns some of the acid into base chemicals. In game terms, every acid attack subtracts one die from the total attack so that a successful acid attack doing 3d6 in damage would only do 2d6 to this victim. Plus, if the attack only touches less than a foot of the victim's body surface, the first acid attack is totally negated by the skin action of the nanobots. However a second and multiple acid attacks in less than ten combat will still do damage, as the nanobots struggle with the sudden workload. It should also be noted that this resistance does not extend to the equipment of the genome user.

Side Effect: The user of this genome cannot receive telepathic messages from anyone.

Balance: The nanobots impart a grace and sense of touch to this user allowing them to never be clumsy. This effect allows the user to subtract one point from their normal armor class, regardless of whatever armor they are wearing at the time and this includes power armor or being in an armored vehicle that imparts its AC to the rider. Also, the user is able to hold and use weapons better giving each weapon they use a beneficial bonus of one on the weapon's WC.

Side Effect: Talking plants become frightening to the user of this genome to the extent that they won't take orders from intelligent plants and won't do anything to help such a creature under any condition.

Blind Luck: The nanobots are able to increase whatever senses and abilities control the action of luck in a person and enhance these effects many times over their natural condition. In game terms, this gives a player character two more luck points to use in any given 24-hour period.

Side Effect: None.

Brute Strength: The nanobots enhance the muscle structure of the user. In game terms, the user goes up one on the lifting chart (see Page 33 for more details). Also, in hand to hand unarmed fighting this user does an extra 1d6 in damage with each successful punch. In using melee weapons, they also do an extra 1d6 +2 in damage with the successful use of melee weapons of all types.

Side Effect: The user acquires a fear of the vacuum of outer space. When wearing a spacesuit in vacuum, they receive a -2 to their armor class and a -2 penalty to the weapon class of any combat device they are using while floating in space. They cannot take positions of leadership in space, as they are too concerned with their own safety to lead others effectively.

Combat (Alertness): These nanobots allow their user to be unusually aware of their surroundings at all times. This effect increases the user's rear AC by a bonus of 2 and their front AC by a bonus of one no matter what type of armor they are wearing. The effect also presents a penalty of one on all weapon classes used against the character with this packet, i.e. a WC 5 weapon when used against this subject is WC 6.

Side Effect: The character becomes unusually careful when in dangerous situations. They fire their weapons last in the combat turn and always seek to find cover before they begin firing.

Combat (General): The user of this genome becomes a natural combat leader. In battle, all of their ability scores go up by one and stay that way up until five hours after battle. This feature also gives them six extra hit points during and right after battle. Battle is defined as an attack of some kind made on the character or one of the character's allies within 50 yards. The character also gains a +1 bonus to all of the weapon classes they use during a combat.

Side Effect: Animals or creatures the character knows are not intelligent become difficult for the character to fight. So difficult they suffer a -3 penalty on their weapon classes when fighting such creatures.

Combat (Hand-To-Hand): The nanobots give the subject a great joy in fighting face to face with foes. In using their hands and feet and in using non-energy weapons the subject alters the WC of his weapons by a bonus of two and does 1d6 +3 with every successful strike. In physical confrontations the subject's AC changes by a bonus of two as long as the foes stay within ten feet of the genome user.

Side Effect: The subject becomes terrible at using any missile-ranged weapon other than a crossbow or bow. They are unable to successfully strike with any other type of ranged weapon, including grenades.

Combat (Lightning Attack): After the first turn of combat, the subject makes the first attack in any given combat turn. The speed of the subject also allows them to make a second attack at the end of a combat turn every third turn of continuous combat.

Side Effect: The subject becomes unusually slow when performing non-combat tasks as they are always on the alert and their concentration in preparation for combat distracts them from doing other tasks.

Combat (Ranged Weapons): The user of this genome has a talent for ranged combat. With every attempt to shoot at a distant target, the subject does unusually well. Medium Ranges change to Short Range for this subject and Long Ranges change to Medium Ranges on all charts. The subject with this talent is allowed to extend the practical range of any weapon by another 30 yards making a new Long Range for the weapons they use.

Side Effect: The character acquires a disdain for hand-to-hand weapons and won't even carry them into battle. When using such weapons they acquire a -2 penalty on the WC.

Combat (Two-Weapon Fighting): From the *Combat Rules* (Page 142 MULTIPLE ATTACKS IN A COMBAT TURN) the option rule states . . . a character can fire, swing, or stab with a weapon twice in a turn. The first attack has a -5 penalty on the dice roll to hit and the second attack has a -7 penalty. If using two weapons, this same effect is applied to each weapon that they are using to attack (including when they have more than two appendages to fire weapons from in the case of mutants). With this genome the penalty is reduced to -3 with the first weapon and -5 with the second weapon). Further uses of this genome reduce the penalty by one for each weapon.

Side Effect: This subject is unable to be diplomatic with any possible foe, can never call a truce and has great difficulty even retreating from a battle.

Concentration: The character with this genome has learned to do things very well. They are able to figure out unknown devices with a bonus of 3 on their rolls. They are also able to resist all mental and physical control of their bodies as if their Mental Resistance was 21.

Side Effect: Although this character can do one thing very well they can never do more than one thing at any given time. This concept can be very broad in that they could command a starship or pilot a ship or wear a suit of power armor, but don't ask them to talk while doing this. Driving and talking or using two weapons with either hand or reading and listening to others talk is impossible for them.

Dexterity: This genome user's dexterity increases by three (to a maximum of 21) as long as they use this genome. They are also able to jump twice as high or as far as they could normally. Actions requiring dexterity become easier for this character.

Side Effect: The character wants to sleep during day cycles and likes working in the night cycles. This makes them groggy and sluggish during times of extreme brightness (an additional +1 to AC and +1 to WC in bright or dazzling light conditions – see Page 144).

Empathy (Animals): This character is never nervous around wild or tame non-mutated animals. The character exudes a pleasing aroma to animals and is able to generate calming tones to such creatures. These characters are natural animal trainers and can get animals to learn tricks and actions three times faster than normally skilled animal trainers.

Side Effect: This character cannot do physical damage to any creature with fur. Although they can capture such creatures, they would not use dangerous weapons on fur-bearing creatures, alien or from Earth.

Empathy (Computers): The user of this genome has a special knack with all things involving computers and artificial intelligences. In figuring out such devices, they have a bonus 3 on their complexity rolls. This character can figure out computer codes and programs four times as fast as a normal Human with computer skills. They are unusually skilled at discovering computer traps and safeguards and artificial intelligences like talking to this character. The character can instantly tell if a computer has a virus or if an artificial intelligence is broken or mutated in any way.

Side Effect: This character develops a fear of snakes, so much so that they can't attack any snake-like being.

Empathy (Mutants): This character exudes a pheromone that is unusually pleasing to all mutants with a sense of smell. The character likes mutants and can deal with any type of mutant that tries to be friendly with the character. Mutants will go out of their way to protect this character once they become aware of the character's friendly nature. Mutants that normally would allow riders will gladly allow this character to ride on their backs. This character can instantly tell when a mutant is or isn't telling the truth. The character is so in tune with mutants, that mutants making attacks on this character in an attempt to kill them do so at a penalty of +3 to their WC when attacking this character.

Side Effect: This genome user will never allow themselves to use power armor of any type.

Empathy (Plants): This genome user has an innate skill with all types of plants. Intelligent plants that have time to learn and communicate with this user will be unusually helpful. The ways of plants give this character extra skill at healing plants (twice as fast) and this user is skilled at killing deadly plants (all successful damage the character does is doubled on plants of all types).

Side Effect: The user loses most skills with technology and suffers a penalty of 2 for every item complexity roll they make.

Empathy (Robots): This genome character understands Robots of all types as few people do. They can repair Robots twice as fast and can jury rig short-term repairs with amazing skill. Robots with intelligence "mysteriously" like this character and respond very well to commands from this character. Any complexity rolls dealing with Robotic creations are made at a bonus 2 by this character. When this character is attacking Robots they do an extra 1d6 on all successful attacks.

Side Effect: Artificial Intelligences do not trust this type of character. They will deal aggressively toward this character and never take orders from them.

Endurance: The body of this genome user becomes totally changed. Muscle tone increases, muscles and blood vessels become stronger and more elastic; more oxygen is carried to all regions of the body quicker and to greater effect. This causes the damaging effects of radiation and poison to be reduced by one intensity level when determining effects. This also allows the character to run one and one-half times as fast as they normally would.

Side Effect: The character becomes terrible with the use of laser weapons. All attacks the character makes using lasers weapons are treated as though the weapon's WC was 3 higher.

Explosives Talent: This genome user delights in blowing things up. They can get an extra 2d6 of damage from the use of any explosives package, including grenades. Although this genome doesn't provide a bonus to the weapon class of such attacks it does change the AC of a victim or thing by one in favor of the genome user.

Side Effect: The user of this package is a "pyrotechnics junkie". Given the choice between any other weapon and some type of explosive package, the fire-cracker will win, hands-down, every time.

Fungoid Resistance: This character's skin and body become unusually sensitive to the action of spores. Normal spore attacks are repelled by the surface of the character's skin. Spores don't get time to react to this character and slide off their flesh.

Side Effect: When the character inhales or breathes in spores they will throw up and become violently ill for two combat turns as their body rejects the invading spores. The illness prevents them from doing any other action but being ill.

Healing: With this genome the character gains 10 hit points over and above their normal constitution score. Medical kits and medical Robots can always heal $\frac{3}{4}$ of the character's lost hit points with several hours of work. Proper use of an operating theater and surgical procedures can heal all of this character's problems after 24 hours. Resting and doing little more than lying in bed restores five hit points every 24 hours. Usually the restorative powers of medical equipment won't work on Androids, but the nanobots in an Android with this genome will accept the attention of such devices and make them work on the Android character to heal $\frac{1}{2}$ their damage in a 24-hour period.

Side Effect: The character spends a great deal of time worrying about taking damage in combat. They worry about it so much they always strike last in any combat turn as they are always considering where they can hide or defend from attacks.

Heightened Constitution: The character with this genome will take poison attacks as if they have a constitution of 20 and the Intensity Level of the poison will always be -4 intensity levels. They also gain 10 extra hit points over and above their normal score.

Side Effect: Swords, daggers, and manufactured puncturing weapons of all types frighten this character so much that the normal weapon class of these weapons changes by 2 thus striking the character easier. For some reason this effect does not extend to physical weapons like quills and horns.

Heightened Intelligence: The intelligence of this user increases dramatically. When this character attempts to figure out an item they have a +2 bonus to their die roll. When this character is trying to figure out why a thing is happening, the Game Master should provide them with extra clues to the puzzle. This character cannot be mentally controlled by the action of mental mutations.

Side Effect: Grenades seem to be just too dangerous for this character to use any more and they won't pick up one as long as they have this genome. They also wouldn't use one even if their life depended on it as they feel the grenade would go off prematurely in their hand while they were getting it ready to use it.

Human Genome: The Human nature is amplified by this genome in the following ways: all ability scores increase by 1; all attempts to figure out Human devices are made at a bonus of 2; all uses of Human made weapons are made at a bonus of 1 weapon class; all uses of Human made armor acquire a bonus of 2 armor classes. Human-designed AIs treat people with this genome with greater respect and are generally more helpful to them.

Side Effect: Using alien technology becomes far more difficult for the users of this genome. All alien weapon classes suffer a penalty of 2 in the hands of this subject and the same penalty of 2 works with alien armor class devices. Attempts to figure out alien technology are made at a penalty of 3 on the dice rolls.

Item Complexity Talent: This character gains a knack for figuring things out. All items they try to master lose a number on their complexity before the character rolls the dice, i.e. a complexity 10 items becomes a 9 or a 5 item becomes a 4. They also gain a bonus 2 on all of their die rolls for figuring out weapons and devices not using batteries for power.

Side Effect: When they get on the "Wild Side" of the Item Complexity Chart (see Page 125) they lose all pluses and bonuses they might have had and roll normally.

Intimidation: This genome causes a character to seem more menacing. When unintelligent creatures are attacking, they attack at a penalty of 1 to their weapon class and this character gains a bonus 1 to their AC. Intelligent attackers that understand the thoughts or language of this genome user have an attack penalty of 2 to their weapon class and the character gains a bonus of 2 to their AC.

Side Effect: This genome user finds it difficult to retreat from any conflict and will always be the last to retreat from a battle.

Laser Energy Resistance: The body of this genome user develops a sheen of reflective fluid on their body. This reduces the damage done by lasers on the character by one die, i.e. when a laser does 3d6 of successful damage it would only do 2d6.

Side Effect: The body of this character becomes unusually slippery, so much so that pants and skirts often fall off the body. Hats and helmets are constantly falling off as well.

Leadership: With this genome in use, the leadership potential increases by +2. Also, highly useful pets tend to come into the lives of characters with this genome. Naturally, the pets leave when the genome is taken away.

Side Effect: When this genome is lost for any reason, all of the followers of this character come to feel the character wrongly controlled them and become very hostile.

Mental Resistance: The mental resistance score of this genome user goes up two points. When mental attacks strike the subject they use the 21 score on the mental resistance table.

Side Effect: There is a fear of heights imparted on this user so that all of their weapon classes are at a penalty of 3 while they are working from high positions (flying in the air, on cliffs, on the roof of tall buildings, etc.)

Paralysis Resistance: The nervous system of this genome subject dramatically changes. All paralysis attacks become Intensity Level 11 poison attacks to their system and the "D" result (see Page 36) causes them to go unconscious.

Side Effect: Normally, people don't take damage from the effects of a paralysis rod or other paralyzing attacks. As this subject converts the paralysis energy to a poison, all of the d6 damage results on the chart actually do damage as if it was poison entering the system.

Poison Resistance: This genome user has the Intensity Level of all poisons attacking them lowered by 2, so that Intensity Level 14 poison becomes Intensity Level 12 poison, etc. Also there are no cumulative effects with further injections of poison in their body. Normally a subject would suffer an increase in Intensity Level when poison enters their system multiple times in multiple combat turns. This increase in Intensity Level is negated by the nanobots in their system and only the stated first Intensity Level is used for successful attacks.

Side Effect: Arachnophobia. Spiders and spider shaped aliens are a problem for this genome user. They are at a penalty of 3 on their weapon class for attacking spiders and they do one less die of damage with every successful attack.

Power Armor Use: This genome user acquires the instant knowledge to use any type of power armor. They will never have to roll on the complexity chart and they are able to fix most broken suits of armor if the proper parts are available.

Side Effect: This user becomes color blind and only sees the world in black and white.

Quickness: This subject is able to move twice as fast as normal. They move first in any combat turn. They are allowed two rolls on the complexity chart for every one roll a normal person is allowed. They heal 6 points a day from bed rest.

Side Effect: The subject's metabolism is so fast that poison and radiation intensities affect them one higher than the listed Intensity Level. In other words, a successful Intensity Level 12 poison attack would be Intensity Level 13 on the chart instead.

Radiation Resistance: The Intensity Level of all radiation affects this subject two levels less so that Intensity Level ten radiation would be Intensity Level eight to this subject. All of the "D" results are now 10d6 results and all the "sixes" rolled on such dice become "ones" for the damage done by radiation. This subject has no chance of mutating from damage done by radiation.

Side Effect: Avians of all types become fearful objects to this subject. So much so that any successful attack made on avians by this genome user has ten hit points of damage subtracted from the attack because of the subject's hesitancy in the attack.

Ranged Weapon Talent: This genome user is so talented with ranged weapons that they do an additional 2d6 with every successful ranged attack they make.

Side Effect: The user of this genome becomes unusually sure of themselves and desires to constantly test their ranged missile skills. They will constantly search out more and more primitive ranged weapons to use as their first attack. Crossbows become favored weapons even over missile launchers and laser pistols. Bows and even throwing daggers are sought after and used if the rest of the party allows these primitive weapons to be used. It doesn't become a matter of how much damage is being done, but of striking the difficult target with the most primitive weapon the genome user can find as a point of honor.

Scouting: The genome user is a natural scout and can gain a great deal of information about strange areas by observing his surroundings. In new areas he's never been in before, his WC and AC are reduced by 2 points. He always remembers his back trail and is never lost if his vision has been clear for the entire length of his trip.

Side Effect: This subject is a restless wanderer and can't live in one place for more than six months before having to move miles away. He's much more at home in the wilds than in city levels of the starship.

Senses: All of the subject's senses become more acute. Their sense of sight allows them to see further and into the infrared spectrum allowing them to see invisible and camouflaged people, creatures and objects. Their sense of hearing allows them to note where items are in total darkness when they make snapping noises with their fingers or feet. Their sense of smell allows them to detect Intensity Level two through ten poison in any area. Their sense of touch allows them to better figure out an item, bonus 1 to their die rolls. Their sense of taste allows them to tell if a food item has poison in it with just the lightest of tastes.

Side Effect: Loud noises become a real problem for this subject and when a loud noise of any type occurs this subject hesitates and ends up going last in the next two combat turns as they react to the loud noises.

Sonic Resistance: The body of the subject becomes unusually resistant to damage from sonic attacks of all types. Any sonic attack does 10 points less than normal when striking this subject. In other words, if a sonic attack did 11 points of damage it would only do 1 point to this genome user.

Side Effect: This user learns to not like to bathe and as a result acquires an odor that makes them recognizable wherever they go. Wild animals will have a tendency to attack this genome user first because of their smell.

Speed: This genome user does all things quickly. This quickness allows them to evaluate and calculate things at a faster rate than most people. They get double the number of rolls to figure out complex items. They can tell when an alien is attempting to tell a lie with 100% accuracy. They also have an understanding of Robotic intelligences. AIs tend to like this individual, with such units going out of their way to take special care of these genome users.

Side Effect: This genome user doesn't like dogs or dog mutants of any type and won't work near them.

Telepathy: When touching another living intelligence, this genome user can read their thoughts and inject thoughts to that person.

Side Effect: Darkness makes this subject very uneasy and they tend to shoot first into the dark and ask questions later.

Vision Enhancement: This genome user can see the intensities of radiation.

Side Effect: They become deathly afraid of radiation and won't use anything with radiation in it and won't go into radiated areas even with the proper protective clothing on.

Weapon Talent: Each of these genome cubes is created with a specific weapon in mind. This means the cubes can give the user skills in only one weapon and that weapon must be determined at the time of the cube's creation. The effect changes the WC of the weapon by a bonus of 2 in the hands of the subject.

Side Effect: The user of this genome believes in having lots of different types of weapons on their person and is never comfortable unless they have three or four different types of weapons near them at all times.

7. DOING THINGS

Frequently during the game, players will want to do things that are dangerous, or that have an uncertain outcome. For example, if a player wanted to jump over a 4-foot-wide hole, that's easy enough that the GM can simply let it happen automatically. If, however, the hole was 8 feet wide and the character was carrying 40 pounds of gear, there would be a legitimate question about whether the character could jump all the way across.

When these situations arise, the GM picks a difficulty value for the task ranging from 2 to 21. He then picks one of the character's abilities that applies to the task. To continue the example, Constitution usually applies to something like jumping. If the character had to catch a rope at the end of the jump, the GM might use Dexterity instead. The task's difficulty is then cross-indexed with the character's ability score on the table below to produce a number. The player must roll this number or higher on three dice for the task to succeed.

Following are several examples of how this table is used.

Constitution: The character needs to swim underwater for four minutes. He has no physical restraints, so the GM decides the Difficulty Level is 8. The character's Constitution is 13. The player needs to roll 11 or higher on 3d to succeed without dangerous consequences.

Dexterity: The character wants to walk along a thin tree branch onto another thin tree branch. He is wearing a heavy backpack. Normally, the Difficulty Level would be around 8, but because of the pack the GM raises it to 10. The character's Dexterity is 17. The player needs to roll 9 or higher on 3d to succeed without falling.

Leadership Potential: The character wants an artificial intelligence to open a door for him, even though he lacks the proper color band. The artificial intelligence is programmed to prevent unauthorized personnel from using the door and it is functioning properly. The GM decides this is a Difficulty Level 17 task. The character's Leadership Potential is 19. The player needs to roll 14 or higher on 3d to succeed. If the AI had been malfunctioning, the task could have been more or less difficult, at the GM's discretion.

Mental Resistance: This ability is used most often when mental attacks are involved, and those are covered by their own table. Actions involving general intelligence can be handled on the Doing Things Table. Assume a character has been captured by a not-very-bright mutant. The character persuades the mutant to let him go if he can correctly answer a riddle. The GM is tired and doesn't feel like making up a riddle on the spur of the moment, so he decides

DOING THINGS TABLE																					
ABILITY SCORE	DIFFICULTY LEVEL																				
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
42	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
41	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
40	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
39	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
38	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
37	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
36	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1
35	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2
34	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	
33	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	
32	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	
31	A	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	
30	A	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	
29	A	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	
28	A	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	
27	A	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	
26	A	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	
25	A	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	
24	A	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	
23	A	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
22	A	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
21	A	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
20	A	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
19	A	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
18	A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
15	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	
14	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	
13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	
12	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	
11	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	
10	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	
9	9	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	
8	10	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	
7	11	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	
6	12	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	
5	13	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	
4	14	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	
3	15	16	17	18	19	20	21	21	21	21	21	21	21	21	21	21	21	21	21	21	

KEEPING THE PLAYERS GUESSING

A few things happened during the item complexity example that didn't make a lot of sense: the targeting mark that couldn't be moved, the countdown that served no purpose. Part of this is for fun and part of it is to keep players in the dark about what a device is until they've gone through the process of figuring it out. Players will recognize most items immediately from their descriptions, if the descriptions are at all accurate. Tell a player, "you've found a metal box with two slots on the top and a knob on the side" and he immediately knows it's a toaster. Since he doesn't need a toaster, it gets discarded before anyone has any fun with it. Tell a player, "you've found something shaped vaguely like an L and it fits in your hand," and he knows already that he's found some kind of pistol.

GMs need to be creatively vague in their descriptions of unidentified devices. One way to get players to investigate things is to just be downright obtuse (GM: "You've found a thing and it looks interesting." Player: "What shape is it?" GM: "It's got bumps and things on it and it's a sorta tube shape."). Another approach is to describe everything so it sounds vaguely like a weapon (Player: "You mean it's another stupid toaster?" GM: "Yeah, you put the bread in the barrel here, and then pull the trigger to toast it, see?"). Players will catch on to that trick eventually, but it will take longer than you might expect.

In most states, screwing with your player's minds (in good fun, of course) is not *technically* a criminal offense.

that the riddle's difficulty will be the same as the mutant's Mental Resistance score, which is 7. The character's Mental Resistance score is 13. The player must roll 10 or higher to answer the riddle correctly. (Unfortunately for the character, the GM has also decided that it doesn't matter what the player rolls because the mutant was lying about letting him go.)

Radiation Resistance: Checks involving radiation always use the Radiation Resistance Table.

SAMPLE DIFFICULTY VALUES

- | | |
|----|--|
| 2 | Picking up something (CN) |
| | Seeing something far away (MR) |
| 3 | Quickly pressing buttons (D) |
| | Getting something from a backpack (D) |
| 4 | Selecting something from a pile (MR) |
| | Making a Robot happy (LP) |
| 5 | Making a weapon out of furniture (MR) |
| | Cutting tough material (CN) |
| 6 | Putting on new armor (MR) |
| | Picking out alien rabbit from real ones (MR) |
| 7 | Making a bow and arrow (MR) |
| | Calming down a wild animal (LP) |
| 8 | Replacing batteries in a known device (D) |
| | Shouting a warning during battle (CN) |
| 9 | Making friends with an angry 10 feet tall dog (LP) |
| | Finding rocks to throw at the dog (D) |
| 10 | Feeding a hungry deadly fish safely (D) |
| | Making a pit trap (MR) |
| 11 | Tricking a foolish Robot (MR) |
| | Jumping a pit with lots of gear on (CN) |
| 12 | Balancing on tree limbs (D) |
| | Scaring a nervous alien (LP) |
| 13 | Fighting the effects of heavy gravity (CN) |
| | Finding a working ray gun in an old armory (MR) |
| 14 | Bluffing enemies into retreat (LP) |
| | Playing poker with a computer – and winning! (MR) |
| 15 | Flirting successfully (MR) |
| | Throwing someone in peril a rope (D) |
| 16 | Picking a lock (MR) |
| | Fixing broken machines with no skill at it (MR) |
| 17 | Taming a mutant mount (LP) |
| | Tricking a really smart AI (LP) |
| 18 | Dismantling bombs without blowing up (MR) |
| | Testing for poison (MR) |
| 19 | Intimidating an Android (LP) |
| | Finding your way home in the dark (MR) |
| 20 | Using acid without getting hurt (MR) |
| | Lifting something heavy (CN) |
| 21 | Doing something acrobatic that's really stupid (D) |

(CN) Constitution Difficulties
(D) Dexterity Difficulties
(MR) Mental Resistance Difficulties
(LP) Leadership Potential Difficulties

8. WORKING THINGS OUT

Starship Warden is filled with items that the PCs don't remember how to use, or never knew how to use in the first place. A lot of equipment might be very useful, if the characters could figure out how to use it. And they can - by using the Item Complexity Chart.

All items on the ship can be rated by their complexity, as shown on the list below. Items of complexity 1 are the simplest; their uses are almost obvious. At the opposite end are items of complexity 10. These are so complex that PCs may never be able to really understand them without some luck.

The process of figuring out how to use a newly-found gadget isn't entirely mechanical, though. There's role playing involved, too.

COMPLEXITY	ITEM
1	Infrared Goggles, Bow and Arrows
2	Paralysis Rod, Gel Sprayer
3	Protein Disruptor, Laser Pistol
4	Slug Projector, Grav-Sled
5	Lesser Alien Systems, Paralysis Dart, Charging Outlet
6	Powered Armor, Water / Hydrogen Energy Converter
7	Alien weapons, Gravity Generators
8	Space Suits, Engineering Units, Security Robots
9	Medical Equipment, Ecology Units
10	Computers, Alien Devices, Vehicles

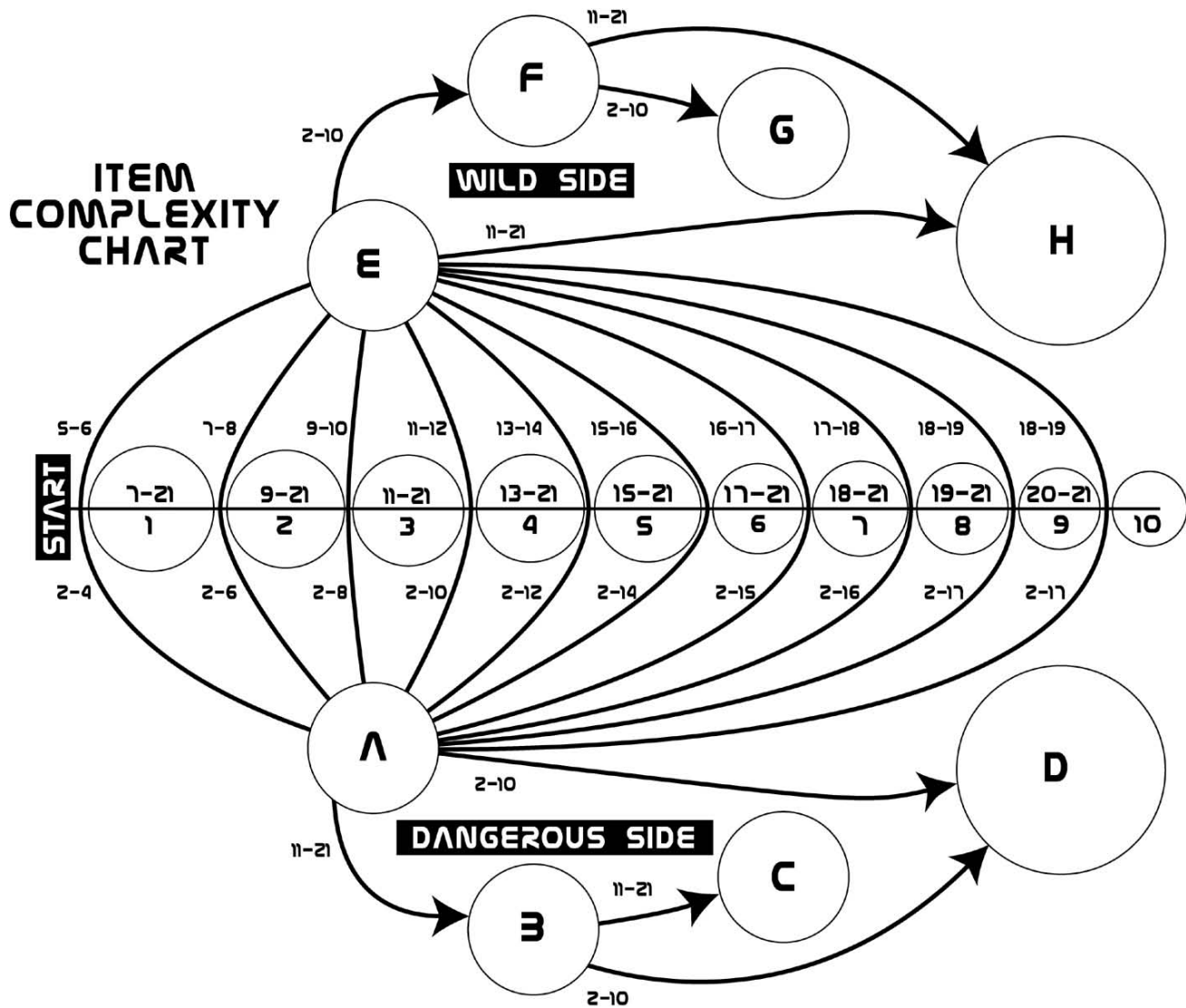
To start the process, the GM looks up the item's complexity number in either the complexity chart or the item's description in the relevant section. Then he checks to see whether the characters get a bonus or a penalty because of their Mental Resistance scores, skills, mutations, etc.

MENTAL RESISTANCE	COMPLEXITY ROLL MODIFIER
2-4	-4
5-6	-3
7-8	-2
9-10	-1
11-12	0
13-15	+1
16-18	+2
19-20	+3
21	+4

Then he starts rolling dice (3d) to determine step-by-step what the characters learn and whether they accidentally hurt someone or break the item.

USING THE CHART

The Item Complexity Chart is a flow chart (or a state transition diagram, for engineers). To begin using it, place your finger on "Start" (once you get the hang of using the chart you won't need to use your finger, but for now, use it), roll three dice and add or subtract the character's modifier(s). With that number in mind, check "Start" to see where to shift your finger. If the roll was 2, 3, or 4, follow the line over to the "Danger Side" of the chart—something bad is going to happen. If the roll was 5 or 6, follow the line over to the "Wild Side" of the chart—something strange and probably unwanted is going to happen. If the roll was 7-21, advance your finger to Circle #1. If the item's Complexity is 1, then you've figured it out and can use it freely.



That example was for a simple item. If the item was of complexity 5 instead of 1, then the process still begins at "Start" but your finger must reach circle #5 to figure out the device. Otherwise, the process is identical.

Players get 20 rolls on the chart to figure out any single item. If after 20 rolls they haven't come to a happy conclusion or wound up in the "D" or "H" space, then this item is beyond their understanding and they will never figure it out. If they wind up in the "D" or "H" space, then this attempt is thwarted by a bad result. If the weapon hasn't been destroyed, they can start over again (and get 20 more rolls), but they must use a different sample of the item (i.e., if they were trying to figure out a laser rifle, they need a new one). The one they were using before is either broken or so thoroughly disassembled that they can't figure out how to put it back together again.

If characters work on an item as a group, they use the highest MR score no matter who is actually handling the device. This isn't always a good idea, however, because unknown devices have a tendency to blow up, melt, release radiation, and self-destruct dramatically when untrained hands start twisting knobs and yanking levers. It's often best for one character to take the device a good distance away and work on it behind a really big rock.

The GM can give a bonus of +1 or even +2 on the roll if the character already understands a similar item. For example, a bonus would be in order if a character who already knows how to use a laser pistol starts tinkering with a laser rifle.

Players can stop rolling at any time in the process from roll 1 to roll 15 if they aren't doing well. The character just puts the thing down and then can start again fresh after 24 hours. Once that 16th roll is made, however, the character must either continue on to the end or admit they will never figure it out.

DANGEROUS SIDE

Here the characters can actually hurt themselves and others.

A – The character has set off a warning that the device may be harmful. For example, if the device is a weapon with a laser sight, it projects a neat, red dot onto the character's forehead. If the device is intelligent, it may actually tell the character, "I wouldn't keep doing that if I were you."

B – This is a more urgent warning than A. Sirens go off (small devices make annoying, electronic whooping sounds), nearby Robots move away for no apparent reason, blast doors close automatically, recorded voices say, "Danger! Danger!", a light comes on that reads "armed and ready – remove to a safe clear distance" or "self destruct sequence engaged" or "10, 9, 8 . . ." (just about everything stocked on the *Starship Warden* has a built-in countdown timer, even if it serves no real purpose).

C – While this result may cause some angst, it's not the worst possible result, and it's not all bad. The player returns to the numbered track one space further along than where he left the track. The device, however, is doing things which

may be alarming. Examples would be warming up, flashing or vibrating, clicking or humming, spinning dials and flipping levers by itself, becoming larger or smaller, longer or shorter, changing color, unfolding, compacting, inflating, or anything else that's inexplicable and unsettling. Whatever it's doing, it keeps doing it and won't stop until the character figures it out or the batteries die.

D - The D space is the worst place to be. The character has managed to hurt himself with the device. If it is a weapon it discharges at the character. If it's explosive, it detonates. If it is a toaster or a foot massager, it burns the character, gives him an electric shock, or sprains his toe. The GM determines the proper effect (which is usually the worst possible effect).

WILD SIDE

This is where the real fun begins. When a character's efforts lead him to this side of the chart, unusual things start happening. Remember that whatever the player knows or suspects, the character hasn't the slightest idea what the device is or does.

E - Some minor function of the device is activated. If it is a paralysis rod, for example, it could start vibrating wildly. Other examples would be heating up, becoming intensely cold, beeping, or causing other devices in the area to light up or activate. Whatever it is, it should both encourage the player and make him nervous about continuing. In the case of alien biotechnology, this could be disgusting, such as the device flinching or belching, etc.

F - The device has gone wildly out of control. The player should be sure that he has done something very foolish and that the item, whatever it may be, is about to become very dangerous. Examples include intense vibrations, emitting sparks, alarms going off in the area (even in forests), lights turning on and off or flashing, or parts of the unit coming loose but not quite falling off. Again, with alien biotechnology, the device could be "bucking", etc.

G - This is a good result. The device stops acting up and the character returns to the numbered track one space further ahead from where they went off the track.

H - This is the worst result on the Wild Side. The device has broken and can't be repaired. Be sure to role-play this up big, describing pieces coming off in the character's hands, fluids oozing out, tiny pieces falling into the grass and disappearing, and snapping noises. The character screwed up and deserves to feel bad (the player should not be merely amused). The character is not injured; he's just turned a potentially useful device into junk.



When it comes to weapons, variety is the spice of life.

9. COMBAT

Combat is a basic part of nearly any role-playing game. *Metamorphosis Alpha* tries to make things as easy as possible by handling everything the same way. All weapons are defined by their weapon class, their range, and their damage. A character's chance to hit his target is found by comparing the weapon class to the target's armor class on the Combat Table. Please note that ranged weapons become less accurate as the range increases. This is reflected in dice roll penalties, described below.

Sometimes, a few kernels of common sense are worth more than a bushel of rules. A Human fist can't harm a duralloy-armored tank, no matter what the Combat Table states.

Many of the weapons PCs will find on *Starship Warden* were designed to have short life spans. In the event of a mutiny or rebellion, only those controlling the factories (presumably the UWSC or their elected representatives) would be in control of any arms manufacturing facilities. That's why so few of the weapons are reusable. Anti-firearm campaigners loved the idea of ensuring weapons don't remain on the streets after they are needed, but the WRA (the replacement of the NRA) hated it. Much of the fun of role-playing is figuring out how to deal with things like that.

WEAPON SYSTEMS

LASER WEAPONS

A laser is a tightly-focused beam of light that has great power. It can blast, burn, or melt through most materials. It passes right through clear glass without any loss of power or accuracy. If the glass is very dirty, however, the super-heated dirt might shatter the pane. The GM should reduce damage accordingly if the target is wearing reflective surfaces.

LASER SIGHTS

Laser sights vary from manufacturer to manufacturer. Where appropriate, these are described in the weapon descriptions below. Generally, a laser sight will improve a weapon's WC to 5. Some laser sights and aiming technology will provide a bonus to hit on top of this. All laser sight batteries will last 1 year from first activating the weapon. The weapon will still function without batteries in the laser sights, but WC is increased accordingly.

LASER DESIGNATORS

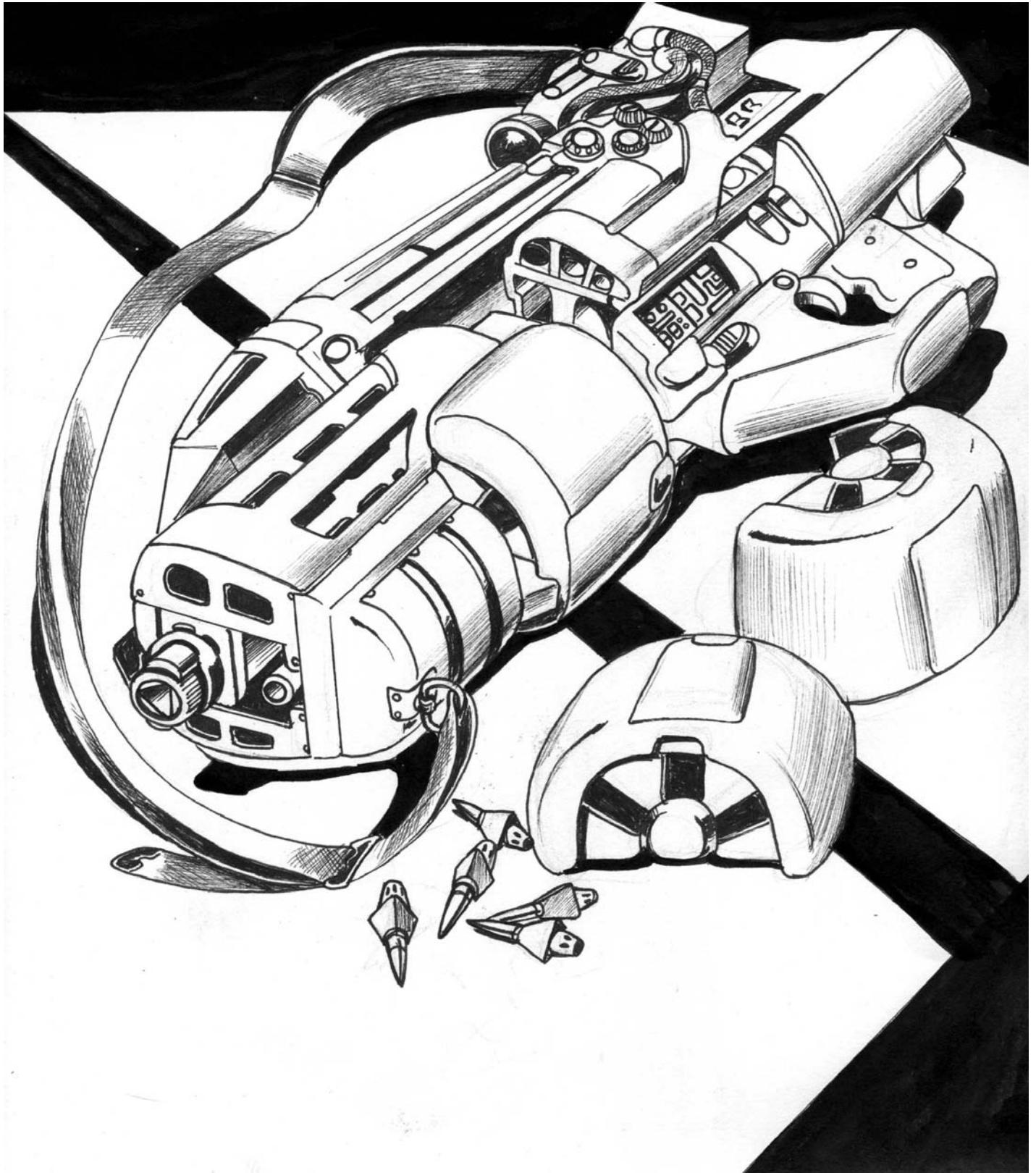
A laser designator is used to "paint" a target, allowing guided ordnance systems, such as missiles to hit that target. Laser designators are useful for recon scouts and special forces operatives, and have a range of up to two miles. Laser designators generally weigh 1 lb and use the power supplied to the weapon sight.

FORMAN ARMS LTD.

Based in Eureka Springs, Arkansas, Forman Arms was the sole manufacturer of weapons for the Marines, until recently. Renowned for quality, security and safety, Forman Arms Ltd is the preferred supplier for many militaries around the world. All Forman Arms Ltd weapons come standard with safety rings. That is, if you aren't wearing the ring, you can't fire the weapon. The rings are coded to each individual weapon.

All Forman Arms Ltd weapons are rated for surviving up to 150 meters depth in water and vacuum, even if they can't operate in those environments. Weapons manufactured by Forman Arms Ltd. are not available for sale to the general public, only military or police orders are processed and filled. Forman Arm's Logo is a crossed cutlass and rifle.

1. *Forman Arms Ltd. Lt. Laser Pistol (IC 3, WC 11, Dmg. 3d6, Energy Weapon):* This is Forman Arms Ltd.'s entry level pistol. While not used by the military, it has been purchased for use by a number of security companies and police forces around the world. This weapon has a silver finish, with smooth lines and no sharp edges. It is eight inches long with a red power pack-release stud, a green safety mode stud and a small green power level indicator. The barrel of the pistol has a slight bulge at the end, incorporating the open sight, which also serves to counter-balance the weapon.



		IC	WC	Sh	Med	Long	Wt	Power	RoF	MAG	Dam
LASER WEAPONS											
1	Forman Arms Ltd. Lt. Laser Pistol	3	11	1-10	11-20	21-50	4 lb.	1 x IV.	1	20	3d6
2	Forman Arms Ltd. Md. Laser Pistol	3	5	1-10	11-40	41-100	5 lb.	1 x IV.	1	20	5d6
3	Forman Arms Ltd. Hv. Laser Pistol	4	5	1-20	21-50	51-125	6.5 lb.	1 x IV.	1	20	6d6
4	Forman Arms Ltd. Laser Assault Rifle	4	5	1-50	51-75	76-250	10 lb.	1 x V.	1	50	9d6
5	Forman Arms Ltd. Laser Sniper Rifle	5	5	1-100	101-250	251-500	12 lb.	1 x V.	1	25	10d6
6	Tamar Arms Ltd. Silver Eagle Target Pistol	3	11	1-10	11-20	21-50	4 lb.	1 x IV.	1	12	2d6
7	Liberator Arms Laser Target Pistol	3	11	1-10	11-20	21-50	4 lb.	1 x IV.	1	12	2d6
8	Liberator Arms Lt. Laser Pistol	3	11	1-10	11-20	21-50	5 lb.	1 x IV.	1	20	3d6
9	Liberator Arms Md. Laser Pistol	3	11	1-10	11-30	31-75	5 lb.	1 x IV.	1	20	4d6
10	Liberator Arms Laser Hunting Rifle	4	5	1-50	51-75	76-250	8.5 lb.	1 x V.	1	20	7d6
11	Forman Arms Ltd. Mark IV. Laser Cannon	6	5	1-250	251-2000	2001-50 miles	60 lb.	1 x VII.	3	250	10d6
SONIC METAL DISRUPTORS											
12	Forman Arms Ltd. Sonic Pistol	4	11	1-10	11-25	26-75	4.5 lb.	2 x IV.	1	25	*
13	Forman Arms Ltd. Sonic Assault Rifle	4	5	1-30	31-55	56-150	11 lb.	2 x V.	1	50	*
14	Tamar Arms Ltd. Sonic Eagle Pistol	4	11	1-15	16-30	31-90	4.5 lb.	2 x IV.	1	25	*
15	Tamar Arms Ltd. Sonic Eagle Rifle	4	5	1-40	41-80	81-200	12 lb.	1 x V.	1	25	*
16	NewGen Screamer Pistol	4	11	1-10	11-25	26-50	5 lb.	2 x IV.	1	20	*
17	Forman Arms Ltd. Sonic Cannon	6	9	1-100	101-250	251-500	60 lb.	1 x VII.	1	100	**
PROTEIN DISRUPTORS											
18	NewGen Bubblegun Pistol	3	11	1-10	11-35	36-75	6 lb.	1 x V.	1	20	***
19	Forman Arms Ltd. Disruptor Pistol	3	11	1-10	11-40	41-100	4.5 lb.	1 x V.	1	25	***
20	Forman Arms Ltd. Disruptor Assault Rifle	3	5	1-50	51-75	76-250	15 lb.	1 x V.	1	50	***
21	Forman Arms Ltd. Disruptor Cannon	4	9	1-75	76-200	201-400	85 lb.	1 x VI.	1	100	****
22	JAC Disruptor Assault Rifle	4	10	1-50	51-75	76-200	17 lb.	1 x V.	1	50	***
SLUG PROJECTORS											
23	ARESTech Target Slug Pistol, 5mm	3	18	1-10	11-35	36-80	2 lb.	-	3	10	#
24	ARESTech Defender Slug Pistol, 5mm	3	18	1-10	11-40	41-100	2.5 lb.	-	3	15	#
25	ARESTech Huntsman Slug Rifle, 7mm	5	15	1-50	51-100	101-250	9 lb.	-	3	20	#
26	ARESTech Thunder Shotgun, 12mm	4	16	1-20	21-50	51-75	8 lb.	-	1	12	#
27	JAC Slug Pistol, 7mm	3	18	1-10	11-40	41-100	3.5 lb.	-	3	10	#
28	JAC Slug Assault Rifle, 7mm	5	15/19	1-50	51-100	101-250	10 lb.	-	3 / 6	25 / 100	#
29	Forman Arms Ltd. Slug Pistol, 7mm	3	18/21	1-10	11-40	41-100	2.0 lb.	-	3 / 6	10	#
30	Forman Arms Ltd. Slug Assault Rifle, 7mm	5	15/19	1-50	51-100	101-250	10 lb.	-	3 / 6	30	#
31	Victory Inc. Slug Pistol, 7mm	3	18	1-10	11-40	41-100	3 lb.	-	3	10	#
32	Victory Inc. Slug Assault Rifle, 7mm	5	15/19	1-50	51-100	101-250	10 lb.	-	3 / 6	30	#
33	Victory Inc. Slug Sniper Rifle, 7mm	6	5	1-75	76-150	151-300	15 lb.	-	1 / 3	10	#
34	Victory Inc. Slug Machine Gun, 7mm	7	12	1-50	51-100	101-250	18.5 lb.	-	6	100/250	#
35	Victory Inc. Assault Shotgun, 12.5 mm	4	16	1-20	21-50	51-75	10 lb.	-	1	12	#
PLASMA WEAPONS											
36	Forman Arms Ltd. Plasma Pistol	6	11	1-20	21-40	41-60	5.5 lb.	1 x VII.	1	360	4d6
37	Forman Arms Ltd. Plasma Assault Rifle	6	10/12	1-40	41-75	76-150	16 lb.	1 x VII.	1 / 3	360	6d6
38	Sentinel Arms Plasma Pistol	7	11	1-20	21-40	41-60	5.2 lb.	1 x VII.	1	300	4d6
39	Sentinel Arms Plasma Assault Rifle	7	10/12	1-40	41-100	101-200	15.6 lb.	1 x VII.	1 / 3	300	6d6
40	Liberator Arms Defender Plasma Pistol	7	11	1-20	21-45	46-75	5 lb.	1 x VII.	1	360	4d6
41	NewGen PocketDragon Plasma Pistol	5	11	1-30	31-60	61-100	6 lb.	1 x VII.	1	120	10d6
STUN WEAPONS											
42	Tamar Arms Ltd. Stun Baton	3	20	Melee			5 lb.	1 x V.	1	12	S
43	Tamar Arms Ltd. Stun Pistol	3	18	1-10	11-20	21-40	4 lb.	1 x V.	1	12	S
44	Forman Arms Ltd. Stun Baton	3	20	Melee			5 lb.	1 x V.	1	10	S
45	Forman Arms Ltd. Energy Prod	3	20	Melee			5 lb.	1 x V.	1	10	8d6
46	Forman Arms Paralysis Dart	3	21	1-15	16-30	31-40	1 lb.	1 x II.	1	3	P
SHAVER WEAPONS											
47	JAC Shaver Mark I Pistol	3	13	1-10	11-30	31-75	5.3 lb.	3 x V.	6	100	1d6
48	JAC Shaver Mark III Rifle	4	13	1-25	26-100	101-300	15 lb.	1 x VII.	12	250	1d6
49	JAC Shaver Mark IV Cannon	7	12/15	1-100	101-200	201-500	90 lb.	3 x VII.	9/18	2000	1d6
GRENADE LAUNCHERS											
50	Forman Arms Ltd. Grenade Launcher	4	18	1-50	51-100	101-150	8.5 lb.	1 x IV	1	1	##
51	ARESTech Auto Grenade Launcher	5	18	1-50	51-100	101-150	23.5 lb.	2 x V	1/3	24	##

RoF Rate of fire

MAG Magazine or battery capacity

* See Sonic Metal Disruptor Pistol & Rifle Table for damage

** See Sonic Metal Disruptor Cannon Table for damage

*** See Protein Disruptor Pistol & Rifle Table for damage

See Protein Disruptor Cannon Table for damage

#

See ammunition descriptions for damage or effect

##

See grenade descriptions for damage or effect

S

Stun

P

Paralysis

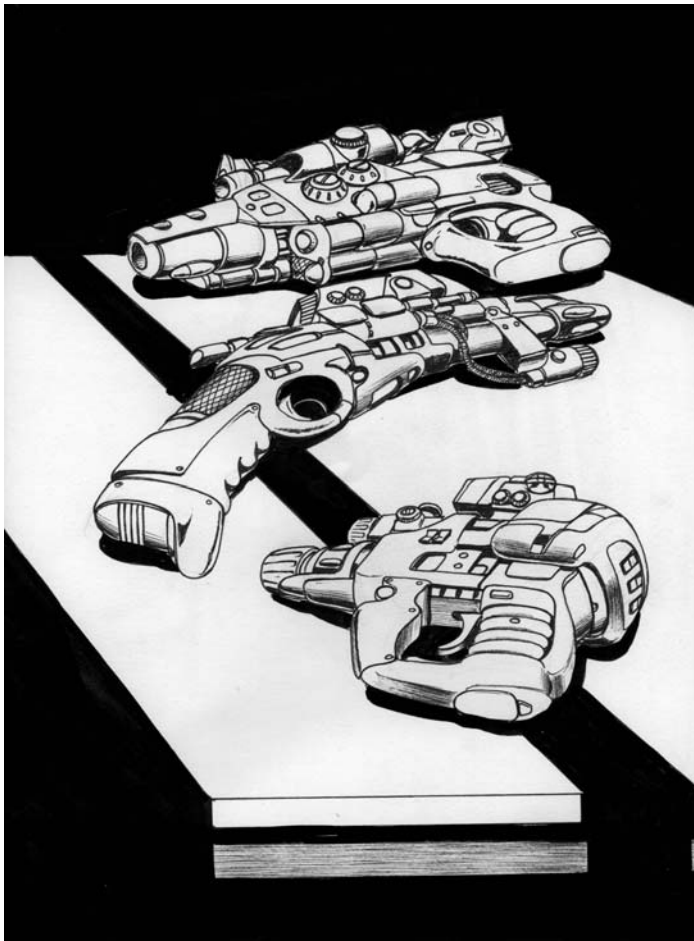
2. Forman Arms Ltd. Md. Laser Pistol (IC 3, WC 5, Dmg. 5d6, Energy Weapon):

This is the Marine's standard issue pistol, seeing service with dozens of military forces around the world. It has a reputation for reliability and accuracy. This weapon has a flat grey finish, with smooth lines and no sharp edges. It is nine inches long with a red power pack-release stud, a green safety mode stud and a small green power level indicator. The barrel of the pistol has a slight bulge at the end, incorporating the open sight and a laser flash suppressor, which also serves to counter-balance the weapon. Under the barrel is a built-in laser sight (which requires a Type I. Small Chemical Battery).

3. Forman Arms Ltd. Hv. Laser Pistol (IC 4, WC 5, Dmg. 6d6, Energy Weapon):

This pistol is standard issue for military and police spec ops team members, and due to its stopping power, is a coveted firearm. Issue of this type of pistol is very tightly controlled.

The weapon comes in either a flat black finish or a dark grey. It is ten inches long with a red power pack-release stud, a green safety mode stud and a small green power level indicator. The barrel of the pistol has a slight bulge at the end, incorporating the open sight and a laser flash suppressor, which also serves to counter-balance the weapon. Under the barrel is a built-in torch and laser sight (which requires a Type I. Small Chemical Battery).



4. Forman Arms Ltd. Laser Assault Rifle (IC 4, WC 5, Dmg. 9d6, Energy Weapon):

Forman Arms Ltd's Laser Assault Rifle is a high-power combat-proven weapons system with a number of built-in features, such as options between standard sights, night-vision sights and laser sights (which requires two Type I. Small Chemical Batteries). It is two feet long (in bullpup configuration) with a red power pack-release stud, a blue sight mode change stud, a green safety mode stud and a small green power level indicator. The barrel of the weapon has a slight bulge at the end, incorporating the laser flash

WEAPON CLASSES

- WC 21: *Fists, daggers, and claws. Use common sense when determining damage – any sort of armor is likely to prevent injury.*
- WC 20: *Clubs, swords, polearms, and other primitive, hand-held weapons.*
- WC 19: *Projectile weapons without targeting systems: javelins, bows, home-made rifles and pistols.*
- WC 18: *Rifles and pistols without laser sights.*
- WC 17: *Sprayed, area attack weapons such as jets of defoliant or poison.*
- WC 16: *Talented* fists, daggers, and claws.*
- WC 15: *Talented* swords and polearms.*
- WC 14: *Talented* projectile weapons without targeting systems.*
- WC 13: *Talented* rifles and pistols without laser sights.*
- WC 12: *Talented* sprayed, area attack weapons.*
- WC 11: *Small, personal energy weapons and pistols.*
- WC 10: *Energy rifles.*
- WC 9: *Energy cannon.*
- WC 8: *Light-weight, disposable missile systems using hand-held launchers.*
- WC 7: *Medium missile systems with re-usable shoulder launchers.*
- WC 6: *Heavy Missiles systems with targeting computers and self – propelled or stationary launchers.*
- WC 5: *Rifles, pistols, and most other weapons with laser sights.*
- WC 4: *Wire-guided and infrared guided weapons that rely on the user keeping the crosshairs on the target.*
- WC 3: *Self-guided weapons with artificial intelligence.*
- WC 2: *A luck shot – a player character can use all of his remaining Luck for the session (must be at least two points) to declare a lucky shot. He then gets to use WC 2 when making the shot.*

* Talented weapon use is something characters can acquire during the game. A character becomes talented with a particular type of weapon when he has killed 10 foes with it. These must be real fights against real foes – squirrel hunting doesn't count (hunting 6-foot-long radioactive squirrels would, however). The GM is the final arbiter on whether a fight counts. The main consideration should be whether the character was in any real danger. All 10 fights don't have to be with the same weapon, just with the same type of weapon. A character might use up to two or three laser pistols in the course of 10 fights, but he would then become talented with any laser pistol. If the weapon's class is already better than any of the talented classes, then the character gets a +2 bonus to hit with that weapon instead.

suppressor and bayonet locking lug, which also serves to counter-balance the weapon. Under the barrel is a built-in torch and the butt houses a retractable sling. The weapon can also be fitted with a target designator. The weapon comes in either a flat black finish or dark green.

5. Forman Arms Laser Sniper Rifle (IC 5, WC 5, Dmg. 10d6, Energy Weapon):

Reputed to be the best rifle in the world, this rifle comes standard with a bipod, an advanced sight incorporating standard sights, night-vision sights and laser sights (all at +3 to dice rolls to hit) and Aim Assist™ Technology (which requires two Type I. Chemical Batteries). The weapon also incorporates a remote function (up to 1 mile, on encoded frequency using a custom monitor – weighs 2 lbs and requires a Type I. Small Chemical Battery) and a self destruct capability (2d6 burns damage if holding the weapon). Issue of this weapon is stringently controlled.

It is a three foot long bullpup configured weapon with a red power pack-release stud, a blue sight mode change stud, a green safety mode stud and a small green power level indicator. The barrel of the weapon has a slight bulge at the end, incorporating the laser flash suppressor, which also serves to counter-balance the weapon and the butt houses a retractable sling. The weapon can also be fitted with a target designator. The weapon comes in either a flat desert tan finish or in a generic woodlands camouflage pattern.

TAMAR ARMS LTD.

A small Israeli company specializing in competition handguns and non-lethal weapons. Tamar Arms have developed a reputation for excellence, which has been proven in many competitions. Their non-lethal weapons technology is currently the subject of an intense legal battle with Forman Arms Ltd., who have been accused of reverse engineering Tamar Arms products. Tamar Arms have been losing market share to the inferior non-lethal products produced by Forman, which are being sold at lower prices. Tamar Arms Ltd's logo is a flying eagle, carrying a large piece of old fashioned explosive ordnance.

6. *Tamar Arms Ltd. Silver Eagle Target Pistol (IC 3, WC 11, Dmg. 2d6, Energy Weapon)*: This is the premier target competition shooting pistol, available in most countries around the world. The current model has been in production for over 80 years with few changes, and time has proven the design to be effective. The pistol grip of the weapon molds itself to the hand of a shooter, providing a more comfortable grip. The pistol has a distinctive appearance, with a black finish and a small silver eagle logo embossed on the pistol grip. The pistol comes standard with a detachable normal sight. The quality of the weapon provides a +2 bonus to dice rolls when attempting to hit a target. When any other sight is attached to the weapon, this bonus is reduced to +1, while incorporating the bonus from the new sight.

LIBERATOR ARMS

This small company is based in Lisbon, Portugal with manufacturing facilities in Cuba and Brazil. Liberator has been trying unsuccessfully to break into the military market, with their Md. Laser Pistol. All Liberator weapons are built with limited life-spans, which means that the weapons breakdown into inert chemical compounds once they have emptied their magazines. The sole exception to this is their Laser Target Pistol. This was seen as a method of gun-control and a means of limiting the possibility of weapons falling into criminal hands, as stringent legal conditions are required to be met in order to purchase a firearm. Despite not having secured a major military contract, many Liberator weapons have been sold to colony ships, and the company won the contract to supply weapons to the *Starship Warden*. All Liberator Arms weapons are waterproof to 50 meters and vacuum resistant, even if they can not operate in those environments. Liberator's logo is a clenched fist grasping a broken chain.

7. *Liberator Arms Laser Target Pistol (IC 3, WC 11, Dmg. 2d6, Energy Weapon)*: Designed as a high quality competition weapon, the Liberator Arms Laser Target Pistol was a mild success on the competition scene, but failed to gain significant market share from the leading competition pistol, produced by Tamar Arms Ltd. The pistol grip of the weapon molds itself to the hand of a shooter, providing a more comfortable grip. Despite being made of an advanced polymer-plastic, the pistol has a brushed stainless steel appearing finish, with Liberator's distinctive logo engraved into the pistol grip. The pistol comes standard with a non-detachable normal sight. The quality of the weapon provides a +1 bonus to dice rolls when attempting to hit a target.

8. *Liberator Arms Lt. Laser Pistol (IC 3, WC 11, Dmg. 3d6, Energy Weapon)*: Lacking buyers in any military forces across the world, this weapon has been marketed in poorer regions, supposedly for self-defense. This weapon is available in numerous bright colors, which were hoped to be a fashion statement. The pistol looks like a retro toy with bulbous lines and the word "Zapp!!!" emblazoned on the side. It is seven inches long with a small blue power level indicator. The barrel of the pistol is a straight tube, incorporating the open sight, giving the weapon a distinctive "ray gun" appearance.

9. *Liberator Arms Md. Laser Pistol (IC 3, WC 11, Dmg. 4d6, Energy Weapon)*: Liberator's entry into the Md. Laser Pistol market was received far better than their Lt. Pistol, seeing service with several police and security forces around the world. It has a reputation for rugged construction and functionality. This weapon has a flat light grey finish, with smooth lines and no sharp edges. It is nine and a half inches long with a built-in laser flash-suppressor. A small blue power level indicator shows how many shots the weapon has remaining. The barrel of the pistol has a slight bulge at the end, incorporating the open sight and the laser flash suppressor, which also serves to counter-balance the weapon.

10. *Liberator Arms Laser Hunting Rifle (IC 4, WC 5, Dmg. 7d6, Energy Weapon)*: This is a basic weapon with a slightly above average quality non-detachable sight (+1 to all rolls to hit and requires a Type I. Small Chemical Battery). While it is nothing special, it is reliable and cheap. The weapon is three feet long and comes in a choice of faux-wood or "classic black" finishes.

11. *Forman Arms Ltd. Mark IV. Laser Cannon (IC 6, WC 5, Dmg. 10d6, Energy Weapon)*: This weapon is the flagship of the Forman Arms Ltd. arsenal, and has been used in active service with many military and security forces since production began. This weapon has a maximum range of 50 miles and is normally static or vehicle mounted. In rare cases, it has been mounted on Combat Robots. The barrel of the cannon is approximately four feet long, while the entire weapon measures just under seven feet in length. This gives the weapon a daunting appearance to anyone facing it. The barrel of the cannon has a slight bulge at the end, incorporating a large laser flash suppressor. Under the barrel is a built-in laser sight (which requires a Type V. Medium Hydrogen Cell).

SONIC METAL DISRUPTORS

This unit generates a vibrating field around its target. At full effect, this field is powerful enough to shatter metal. The device only works on metal, but it works on all metal, including duralloy. The affected metal is turned to powder. The vibrations cause no damage to non-metal surfaces or materials.

12. *Forman Arms Ltd. Sonic Pistol (IC 4, WC 11, Dmg. See appropriate table, Sonic Weapon)*: This pistol was marketed by Forman Arms Ltd. as a useful weapon for fighting Androids and Robots. It is not a weapon that is generally popular with civilians. In the military, this weapon is often issued as a last line of defense to anyone expecting to need to defend themselves against Androids, Robots or armored vehicles. It is also useful for disarming Human enemy combatants. The weapon resembles a 20th Century hairdryer and is manufactured with a dull medium-grey polymer-plastic exterior. The barrel of the weapon resembles a primitive 16th Century weapon, the blunderbuss. There is a simple trigger mechanism, a safety catch, a power cell release catch and a green digital readout of power levels, all of which are clearly marked.

13. *Forman Arms Ltd. Sonic Assault Rifle (IC 4, WC 5, Dmg. See appropriate table, Sonic Weapon)*: This weapon is little more than a more accurate, longer version of the Forman Arms Ltd. sonic pistol. It comes with a few built-in features, such as the options of standard sights, night-vision sights or laser sights (which require two Type I. Small Chemical Batteries). It is two feet long (in bullpup configuration) with a red power pack-release stud, a blue sight mode change stud, a green safety mode stud and a small green power level indicator. The end of the weapon's barrel is conical in shape. Under the barrel is a built-in torch and the butt houses a retractable sling. The weapon comes in either a flat black finish or dark grey.

14. *Tamar Arms Ltd. Sonic Eagle Pistol (IC 4, WC 11, Dmg. See appropriate table, Sonic Weapon)*: This pistol is a unique design produced by Tamar Arms Ltd. The weapon resembles a staple gun with a wide aperture lens located at the front of the weapon. There is a simple trigger mechanism, a safety catch, a power cell release catch and a blue digital readout of power levels. The weapon is available in desert tan, light grey and silver.

15. *Tamar Arms Ltd. Sonic Eagle Rifle (IC 4, WC 5, Dmg. See appropriate table, Sonic Weapon)*: Tamar Arms Ltd. departed from other conventional designs with their sonic metal disruptor rifle. Tamar's design allows the weapon to function with a single power cell, rather than depending upon two. However, this reduces the magazine capacity accordingly. The design philosophy behind this was "Two power cells are harder to come by than one". The weapon is in bullpup configuration, approximately two and a half feet long with a number of built-in features, such as the options of standard sights, night-vision sights or laser sights (which requires two Type I. Small Chemical Batteries). Under the barrel is a built-in torch and the butt houses a retractable sling. It is available in desert tan, light grey and silver.

NEWGEN

NewGen is a small startup company based in the Ukraine, with a reputation for making cheap, innovative and functional weapons. These weapons have found favor with criminal elements, such as street thugs, vandals and terrorists. Their first two offerings on the market catered specifically to these types of customers. Their logo is a stylized yellow "NewGen" on a red oval background. Their weapons have no additional "safety" features, apart from a safety catch.

16. NewGen Screamer Pistol (IC 4, WC 11, Dmg. See appropriate table, Sonic Weapon): This sonic pistol is designed to damage Androids, but is effective against other targets as well. The Screamer pistol is distinctive in its design, rather than being a conventional pistol, it is worn over the hand (other objects can not be carried in that hand while using the pistol) and fired by either clenching the trigger or actually punching a target. Punching a target (treat as WC 21) does 1d6 damage and automatically fires a shot (doing normal damage), if the weapon has any charges remaining.

17. Forman Arms Ltd. Sonic Cannon (IC 6, WC 9, Dmg. See appropriate table, Sonic Weapon): The sonic cannon is the pinnacle of Human sonic weaponry. Designed to penetrate the armor of the heaviest vehicles or decimate the ranks of Robot or Android forces, it fulfills its role admirably.

Use of this weapon is normally prohibited on non-military space vessels, because it could, with a number of shots, puncture the hull of most vessels. This weapon is normally static or vehicle mounted. In rare cases, it has been mounted on Combat Robots.

The weapon looks like an old-fashioned spotlight, approximately two feet in diameter and eighteen inches in depth. A simple control panel is located at the rear of the weapon. As with all Forman Arms Ltd. weaponry, it will not function without an appropriate control ring.

PROTEIN DISRUPTORS

A protein disrupter breaks down protein material in a target. At close range the lens adjusts to a 2-inch circle. If the target's protein (flesh) is partially covered with other material, roll one die and check the Protein Disrupter Pistol or Rifle table (or the Protein Disrupter Cannon table if you are lucky enough to acquire one) as appropriate on Page 135 to determine the damage inflicted by a hit.

18. NewGen Bubblegun Pistol (IC 3, WC 11, Dmg. See appropriate table, Sonic Weapon): This nasty little weapon gets its name from the fact that it makes a victim's skin bubble. Cheap, nasty and nearly as effective as some of its more expensive competition, NewGen's pistol does the job, at half the price of the competition. It has found favor with cab drivers in rough districts as a cabbie can "take care of" troublesome customers and not have to patch up the interior of the vehicle afterwards.

From the side, it is shaped like a conventional pistol, but looking at it from the top, it is shaped like a divining rod, in a "Y" configuration, with what appears to be two barrels. This model is made of a transparent polymer-plastic, making it an odd-looking weapon. The weapon features open sights, a large trigger and a small safety catch. It comes with its power source already built into the pistol grip, which can be removed only by breaking the weapon. Once the weapon has exhausted its power, it can not be recharged, however the power cell can be recovered and used in something else.

19. Forman Arms Ltd. Protein Disruptor Pistol (IC 3, WC 11, Dmg. See appropriate table, Sonic Weapon): This weapon is known for being reliable and being able to take a knock or two. It is also in the "Y" configuration, with two "barrels". The weapon features open sights, a normal-sized trigger and a glowing red safety catch, which glows green when "safe". The weapon is manufactured in black or a generic woodlands camouflage pattern.

20. Forman Arms Ltd. Protein Disruptor Assault Rifle (IC 3, WC 5, Dmg. See appropriate table, Sonic Weapon): This weapon is three feet long, in conventional bullpup configuration, despite having two parallel projector rods.

Like the protein disruptor pistol, it is also in the "Y" configuration, with two "barrels". The rifle comes with a few additional built-in features, such as the options of standard sights, night-vision sights or laser sights (which require two Type I. Small Chemical Batteries). It has a normal-sized trigger and a glowing red safety catch that glows green when "safe". There is a retractable sling built into the butt of the weapon. The weapon is available in black or a generic woodlands camouflage pattern.

21. Forman Arms Ltd. Protein Disruptor Cannon (IC 4, WC 9, Dmg. See appropriate table, Sonic Weapon): This weapon is marketed as "the Ultimate in Protein Disruptor Technology™", and with good reason. A successful hit on bare flesh will literally melt a target's flesh away into a puddle of goo. If an enemy's skin is at all protected by clothing, armor or anything else that could prevent the attack from reaching bare skin, roll 1D6 and consult the Protein Disruptor Cannon Table on Page 135 for damage. The weapon is mounted in a turret with a 360 degree arc of fire. The twin four-foot long barrels sticking out of the turret give the weapon a very formidable appearance.

JAC

The Jupiter Arms Corporation was started in 2250 to supply miners with weaponry to fight "claim jumpers". JAC quickly rose to fame for their ability to design weapon systems that did not rely on supplied parts or ammunition from Earth. During the Jupiter Pirate Insurrection of 2257-2262, JAC weapons were used to great effect against Earth's forces, who were expecting poorly armed opposition. JAC avoided being shut down after the insurrection was defeated, and remains a legitimate arms manufacturer. Their weaponry won the grudging admiration of many veterans of that conflict, on both sides. JAC's logo is a Jolly Roger symbol using crossed rifles instead of bones.

22. JAC Disruptor Assault Rifle (IC 4, WC 10, Dmg. See appropriate table, Sonic Weapon): This weapon is three and a half feet long, resembling a large double-barrel shotgun with a magazine. The rifle comes with a few additional built-in features, such as the options of standard sights, or laser sights (which require two Type I. Small Chemical Batteries). It has a glowing red safety catch that glows green when "safe", and a "spoilsport" mode, which means that the rifle can be set in place and will explode 5d6 seconds after being moved or disturbed (treat as a Frag Grenade). This mode can be disarmed by removing the power pack and replacing it afterwards. There is a retractable sling built into the butt of the weapon. The weapon is only available in black.

SLUG WEAPONS

Similar to their 20th and 21st Century predecessors, these weapons use projectiles to inflict damage. A more detailed explanation of ammunition types is on Page 135. Due to the kinetic energy released when firing bursts, slug assault rifles with laser sights are not treated as WC 5. All slug assault rifles are able to fire single shots as well as bursts. When firing single shots, slug assault rifles with laser sights are WC 5.

ARESTECH

Based on Mars, ARESTech was created by the Government of Mars in 2138 to arm the newly formed Martian Defense Force, after the economy of Earth collapsed and Mars declared independence. ARESTech's market share has declined over recent years, having lost a large part of the Martian Defense Force's weaponry contracts to JAC and Victory Inc. However, it is still quite competitive in the export market, catering to sporting shooters. The ARESTech logo is two crossed spears on a bronze cog.

23. ARESTech Target Slug Pistol, 5mm (IC 3, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon): This ARESTech design is purely a competition weapon. The pistol was a small success on the competition scene, but being a slug weapon, was not as popular as the laser target pistols produced by Tamar Arms Ltd. or Forman Arms Ltd. The pistol has a conventional appearance; however the barrel length is 13 inches and the pistol grip is made of a transparent polymer-plastic to allow the magazine of the weapon to be examined without unloading it. The pistol is available in either a dark grey finish or a dusty red color, with ARESTech's logo engraved into the

pistol grip. The pistol comes standard with a detachable normal sight. The quality of the weapon provides a +1 bonus to dice rolls when attempting to hit a target.

24. *ARESTech Defender Slug Pistol, 5mm (IC 3, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This pistol is the military version of the ARESTech Target Slug Pistol (above). The pistol is only 8 inches long and has a conventional appearance. The weapon is made mainly of alloys, rather than plastics, making the weapon heavier than other weapons of similar size. As with its competition sibling, the Defender's pistol grip is made of a transparent polymer-plastic to allow the magazine of the weapon to be examined without unloading it. The pistol is available in either a dark grey finish or a dusty red color, with ARESTech's logo engraved into the pistol grip. The pistol comes standard with a detachable normal sight.

25. *ARESTech Huntsman Slug Rifle, 7mm (IC 5, WC 15, Dmg. See appropriate ammunition type, Kinetic Weapon)*: The caliber of this weapon makes this weapon effective in a number of roles, including hunting, sports shooting and law enforcement. The weapon is four feet long and comes with a few additional built-in features, such as the option of standard sights or laser sights (which require two Type I. Small Chemical Batteries). It has a selector-switch style safety catch and a compartment in the butt of the weapon to store cleaning equipment. In keeping with the design principal used in the pistols, the standard magazine has transparent polymer-plastic sides to allow the user to easily check ammunition levels. The weapon is available in either a dark grey finish or a dusty red color, with ARESTech's logo engraved into the butt of the weapon.

26. *ARESTech Thunder Shotgun, 12mm (IC 4, WC 16, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This shotgun has proven itself a useful weapon in a number of roles depending upon ammunition used. Opening doors, providing illumination, destroying spacesuit integrity and dispersing contaminants are a few of the roles that this weapon has been used for. This weapon is three feet long, has either a folding stock or a normal stock and has a forward pistol grip. The folding stock version of the weapon measures 20 inches long, but due to the metal construction of the stock, weighs as much as its non-folding counterpart. Typically, the folding stock variant will be kept in a thigh holster, while the non-folding version has a sling. The weapon uses non-removable open sights, and can not be fitted with anything else.

The weapon is available in either a dark grey finish or a dusty red color, with ARESTech's logo engraved into the butt of the weapon.

27. *JAC Slug Pistol, 7mm (IC 3, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon)*: Ugly but functional, this weapon is pure business. It is a conventional pistol resembling the 1911 automatic pistols of the 20th and 21st centuries, upon which it is roughly based. The weapon has old-fashioned open sights, and no electronics. It is made of alloyed metals with polymer-plastic grips and comes in black and black only. The bottom of the pistol grip has a lanyard loop, to allow the weapon to be tied to its user, preventing its loss in zero-g environments and other "unexpected" combat situations.

28. *JAC Slug Assault Rifle, 7mm (IC 5, WC 15 / 19, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This weapon proved its use during the Jupiter Pirate Insurrection, providing a nasty surprise to armored boarding troops. The weapon is a conventional bullpup design, three feet long and comes with a number of additional built-in features, such as the option of standard sights or laser sights (which require two Type I. Small Chemical Batteries). It has a selector-switch style safety catch and a "spoilsport" mode, which means that the rifle can be set in place and will start firing 1d6 minutes after the mode is selected, until it is out of ammunition. This mode can be disarmed by removing the magazine and replacing it afterwards. There is a retractable sling built into the butt of the weapon and a retractable bayonet (treat the weapon as a polearm if used). The weapon is only available in black. An optional 100 round magazine is also available.

29. *Forman Arms Ltd. Slug Pistol, 7mm (IC 3, WC 18 / 21, Dmg. See appropriate ammunition type, Kinetic Weapon)*: The weapon has a special wrist holster that allows it to remain out of the way until the user summons the

weapon by flexing his trigger finger. The projector fires all listed types of slug ammunition in 10-slug clips. It can release up to three slugs a combat turn. A special spray setting allows for six slugs in a round, but the weapon is far less easy to control. One of the main advantages of this unique design is that the user still has both hands free, until he requires the weapon, and doesn't have to reach for it. It is also nearly impossible to drop the weapon accidentally.

30. *Forman Arms Ltd. Slug Assault Rifle, 7mm (IC 5, WC 15 / 19, Dmg. See appropriate ammunition type, Kinetic Weapon)*: The weapon is a conventional bullpup design, three feet long and comes with a number of additional built-in features, such as the option of standard sights or laser sights (which requires two Type I. Small Chemical Batteries). It has a normal-sized trigger and a glowing red safety catch that glows green when "safe". There is a retractable sling built into the butt of the weapon. The weapon is available in black or a generic woodlands camouflage pattern.

VICTORY INC.

A Korean firm that has become the largest arms manufacturer in the Pan-Asian Economic Bloc, through acquisition of former competitors. Victory Inc. has a history of ruthless corporate behavior and has been accused of industrial espionage more than a few times. Victory Inc. has concentrated on producing slug based weapons, rather than higher-tech weaponry, but is slowly expanding their product range. Most of their new products are not available for export at this stage, however their older ranges are well-known in many places.

31. *Victory Inc. Slug Pistol, 7mm (IC 3, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This weapon is a clever design, combining the best features of modern pistol design in a compact package. It is a conventional pistol resembling the Glock automatic pistols of the 20th and 21st centuries. The weapon has old-fashioned open sights, and no electronics, but can be fitted with a laser sight (which requires a single Type I. Small Chemical Battery). It comes in black or dark grey. The bottom of the pistol grip has a lanyard loop, to allow the weapon to be tied to its user. This weapon is made of polymer plastics and ceramics, and is available in white, grey and black, or a combination of all three colors.

32. *Victory Inc. Slug Assault Rifle, 7mm (IC 5, WC 15 / 19, Dmg. See appropriate ammunition type, Kinetic Weapon)*: The weapon is a conventional bullpup design, three feet long and comes with a number of additional built-in features, such as the option of standard sights or laser sights (which requires two Type I. Small Chemical Batteries). It has a selector-switch style safety catch and an innovative safety display, underneath the sight of the weapon; so that the firer is aware of the amount of ammunition the weapon has remaining and the condition of the weapon (i.e. safe or otherwise). There is a retractable sling built into the butt of the weapon and a retractable bayonet (treat the weapon as a polearm if used). This weapon is made of polymer plastics and ceramics, and is available in white, grey and black, or a combination of all three colors.

33. *Victory Inc. Slug Sniper Rifle, 7mm (IC 6, WC 5, Dmg. See appropriate ammunition type, Kinetic Weapon)*: Based on the Victory Inc. Slug Assault Rifle 7mm, this weapon is reputed to be highly accurate. It comes standard with a bipod, a sight incorporating standard sights, night-vision sights and laser sights (all at +2 to dice rolls to hit, which requires two Type I. Chemical Batteries) and an innovative safety display, underneath the sight of the weapon; so that the firer is aware of the amount of ammunition the weapon has remaining and the condition of the weapon (i.e. safe or otherwise). The weapon can also be fitted with a laser target designator. This weapon is made of polymer plastics and ceramics, and is available in white, grey and black, or a combination of all three colors.

34. *Victory Inc. Slug Machine Gun, 7mm (IC 7, WC 12, Dmg. See appropriate ammunition type, Kinetic Weapon)*: Also based on the Victory Inc. Slug Assault Rifle 7mm, this weapon has a record of proven reliability. It comes standard with a bipod, a sight incorporating standard sights, night-vision sights (both at +2 to dice rolls to hit, which requires two Type I. Chemical Batteries) and an innovative safety display, underneath the sight of the weapon; so that the firer is

aware of the amount of ammunition the weapon has remaining and the condition of the weapon (i.e. safe or otherwise). The weapon incorporates a heavier barrel to cope with sustained fire, can fit a 100 or 250 round magazine and has a built-in cooling unit. This weapon is made of polymer plastics and ceramics, and is available in white, grey and black, or a combination of all three colors.

35. *Victory Inc. Assault Shotgun, 12.5mm (IC 4, WC 16, Dmg. See appropriate ammunition type, Kinetic Weapon)*: Possibly the finest combat shotgun weapons system ever devised, this weapon has found favor with many militaries and legal enforcement agencies. The 12.5 mm caliber of the weapon serves a special purpose. The special-purpose shells for this weapon will fit in no other commercially manufactured weapon. Using memory-metal, the weapon can, however fire 12 mm shells produced for other weapons without any form of conversion.

This weapon is two and a half feet long, in bullpup configuration and comes with either a folding stock or a normal stock and has a forward pistol grip. The folding stock version of the weapon measures 18 inches long, but due to the metal construction of the stock, weighs as much as its non-folding counterpart. Typically, the folding stock variant will be kept in a thigh holster, while the non-folding version has a sling. The weapon uses non-removable open sights, and can not be fitted with anything else. This weapon is made of polymer plastics and ceramics, and is available in white, grey and black, or a combination of all three colors.

PLASMA WEAPONS

Plasma weapons are shaping up to be the "Next Big Thing™" in small arms design, thanks to Sentinel Arms. It was not until the invention of easily transportable and stable atomic power cells that plasma weapons became practical to issue to troops. On strongpoints and vehicles, it has been a different matter for decades, but now this technology is truly man-portable.

The weapon works by extracting hydrogen from water and super-heating the gas until it becomes plasma. The gas is contained in a miniature "magnetic bottle" and fired, using a magnetic pulse along the barrel of the weapon, in a similar manner to an old-fashioned gauss gun. From there, the accelerated super-heated gas is released as a projectile in the normal manner. Most plasma weapons rely upon a water reservoir to supply the raw material from which the hydrogen is extracted. Often the water reservoir will be drained several times before the weapon's power source requires recharging or replacing.

Most of these weapons do not require separate power sources for laser sights etc. since they draw power from the main power cell.

36. *Forman Arms Ltd. Plasma Pistol (IC 6, WC 11, Dmg. 4d6, Incendiary Weapon)*: The Type VII. Small Atomic Power Cell for this weapon is worn on the user's belt, rather than attached directly to the weapon. It feeds power to the weapon via a cable that connects to the pistol grip.

The weapon comes in either a flat black finish or a dark grey. It is nine inches long with a green safety mode stud (which glows red when armed) and a small green power level indicator. The barrel of the pistol is quite thick, compared to other types of weapons, and has a slight bulge at the end, incorporating the open sight and a plasma flash suppressor, which also serves to counter-balance the weapon. Under the barrel is a built-in torch and laser sight. The weapon has a small reservoir that will allow it to hold a pint of water, which is suitable for 60 shots. When full, this adds one extra pound to the weight of the weapon.

37. *Forman Arms Ltd. Plasma Assault Rifle (IC 6, WC 10 / 12, Dmg. 6d6, Incendiary Weapon)*: The Type VII. Small Atomic Power Cell for this weapon is worn on the user's belt, rather than attached directly to the weapon. It feeds power to the weapon via a cable that connects to where the magazine on a more conventional weapon would be.

The weapon is a conventional bullpup design, three feet long and comes with a number of additional built-in features, such as the option of standard sights or laser sights. It has a normal-sized trigger and a glowing red safety catch that glows green when "safe". The weapon also has a mode selection switch on the base of the trigger, for single shot or burst. When used in single

shot mode, the weapon is WC 10, however accuracy is reduced to WC 12 in burst mode.

The barrel of the weapon has a slight bulge at the end, incorporating the plasma flash suppressor, which also serves to counter-balance the weapon and the butt houses a retractable sling. The weapon can also be fitted with a target designator. The weapon comes in black, a flat desert tan or in a generic woodlands camouflage pattern. The weapon has a small reservoir that will allow it to hold a pint of water, which is suitable for 120 shots. When full, this adds two extra pounds to the weight of the weapon.

This weapon has a reputation for catching the power cable on branches and other growths, and many soldiers tape the power cable to their armor to help prevent this.

SENTINEL ARMS

This company is based in Woomera, Australia and has offices and factories in four countries in the Oceanic region. Sentinel Arms realized the potential for man-portable plasma weapons and subsequently licensed the technology to the other arms manufacturing companies. A combination of brilliant ideas and mediocre legal advice has seen them make a respectable profit from the arrangements, rather than a massive profit from their patents.

38. *Sentinel Arms Plasma Pistol (IC 7, WC 11, Dmg. 4d6, Incendiary Weapon)*:

This was the first plasma pistol on the market. The years of design and testing are evident, and this has resulted in a very practical and reliable weapon. It is powered by a single Type VII. Small Atomic Power Cell. Rather than fitting the power cell on a belt, this pistol has an under shoulder holster, allowing the retractable power cable to remain out of sight, and out of the way when being used. The cable fits to the base of the pistol grip.

The weapon comes in either a gloss black finish or in silver. It is seven inches long with a safety mode switch and a small blue power level indicator. The barrel of the pistol is one inch thick, and has a slight bulge at the end, incorporating the open sight and a plasma flash suppressor, which also serves to counter-balance the weapon. The smooth lines of this weapon prevent it from catching on clothing or other items, making it more suitable for concealment than other plasma weapons. Under the barrel is a built-in torch and laser sight.

39. *Sentinel Arms Plasma Assault Rifle (IC 7, WC 10 / 12, Dmg. 6d6, Incendiary Weapon)*: Unlike their pistol, the Sentinel Arms Plasma Rifle has disregarded any need for personal concealment. The Type VII. Small Atomic Power Cell for this weapon is worn in a small pouch that is designed to fit in a backpack or harness, keeping the power cable well out of the way for most purposes. It feeds power to the weapon via a cable that connects to where the magazine on a normal weapon would be.

The weapon is a conventional bullpup design, three feet long and comes with a number of additional built-in features, such as the option of standard sights or laser sights. It has a normal-sized trigger and a glowing red safety catch that glows green when "safe". The weapon also has a mode selection switch on the base of the trigger, for single shot or burst. When used in single shot mode, the weapon is WC 10, however accuracy is reduced to WC 12 in burst mode.

The smooth lines of the weapon and the lack of any protruding parts make this weapon suitable for most environments, including jungle fighting. The barrel of the weapon is one inch thick and has a slight bulge at the end, incorporating the plasma flash suppressor, which also serves to counter-balance the weapon and the butt houses a retractable sling. The weapon can also be fitted with a target designator. The weapon comes in black, a flat desert tan or in a generic woodlands camouflage pattern.

The weapon has a small reservoir that will allow it to hold two pints of water, which is suitable for 80 shots. When full, this adds two extra pounds to the weight of the weapon.

40. *Liberator Arms Defender Plasma Pistol (IC 7, WC 11, Dmg. 4d6, Incendiary Weapon)*: Liberator attempted to duplicate the design of the Sentinel Arms Plasma Pistol, but met with limited success due to the use of inferior parts. The weapon itself is sturdy enough, however the system components require more power to achieve the same result. Liberator deviated from the Sentinel Arms

design and used an experimental polymer-ceramic composite, which proved successful, and reduced the overall weight of the design. However, the pistol still closely resembles the Sentinel Arms model, with the exception of color. It is available in grey or white as well as silver and gloss black.

The weapon has a small reservoir that will allow it to hold a pint of water, which is suitable for 60 shots. When full, this adds one extra pound to the weight of the weapon. It is powered by a single Type VII. Small Atomic Power Cell. The barrel of the pistol is one inch thick, and has a slight bulge at the end, incorporating the open sight and a plasma flash suppressor, which also serves to counter-balance the weapon. Under the barrel is a built-in torch and laser sight.

41. NewGen PocketDragon Plasma Pistol (IC 5, WC 11, Dmg. 10d6, Incendiary Weapon): Designed as a “cheap and nasty” plasma weapon, the PocketDragon earns its name, being one of the most dangerous weapons on the market. The weapon is cast in the shape of a Chinese dragon, with the trigger and trigger guard formed by the two front legs, and the pistol grip is formed by the two back legs. The tail of the dragon holds the Type VII. Small Atomic Power Cell.

This weapon is designed to be devastating and cheap, and to keep prices down, a number of safety features have been left out. Poor baffles result in a “bleed off” of super-heated gas, resulting in a 2 in 6 chance of doing 1d6 damage to the firer, who will (on failing a D check) drop the weapon, every time the weapon is fired. There is a 3 in 18 chance of the weapon causing the power cell to fail, resulting in a small meltdown (see rules for this on Page 105).

The weapon has very few shots, considering its power source, and the weapon is not designed to be reused. Removing the power cell will destroy the weapon. The weapon has a small reservoir that will allow it to hold a pint of water, which is suitable for 20 shots. When full, this adds one extra pound to the weight of the weapon.

Despite its reputation for harming the user, the distinctive appearance of the weapon serves to make it easily identifiable, and those who are desperate enough to use it are often regarded as either desperate or insane.

STUN WEAPONS

This category covers a range of non-lethal weapons designed as an alternative method of “dealing with” problematic people and creatures. Any damage inflicted by one of these weapons is temporary, with full recovery from any ill-effects 1d6 hours after regaining movement or consciousness.

42. Tamar Arms Ltd. Stun Baton (IC 3, WC 20, Dmg. Stun, Energy Weapon): This weapon affects any type of living electrical nervous system—Humans, animals, plants and aliens. It overloads that system, causing unconsciousness for 3-18 hours. The standard baton is 3 feet long with an insulated handle at one end and a 1-foot electrode at the other. If the device strikes flesh it never fails to knock the victim out, unless the target is a mutant that is immune to electrical attacks. The baton does not affect Robots, Androids, or AIs. A single Type V. Medium Hydrogen Cell powers this device for 12 uses.

43. Tamar Arms Ltd. Stun Pistol (IC 3, WC 18, Dmg. Stun, Energy Weapon): The concept of a stun pistol was considered obsolete by most of the arms industry. Tamar’s design surprised the industry and subsequently captured the majority of market share for this type of weapon. Like the 20th Century Taser, this weapon fires electrically charged darts that will affect any type of living electrical nervous system—Humans, animals, plants and aliens. Unlike the Taser, it does not rely upon wires, instead, each dart acts as a quick-release battery. These darts can not be reused once fired. The dart releases an electrical impulse that will overload a living system, causing unconsciousness for 3-18 minutes.

This weapon has a flat light grey finish, with smooth lines and no sharp edges. It is nine inches long. A small blue power level indicator shows how many charges the weapon has remaining. The barrel of the pistol has a slight bulge at the end, incorporating the open sight which also serves to counter-balance the weapon. A single Type V. Medium Hydrogen Cell powers this device for 12 shots.

44. Forman Arms Ltd. Stun Baton (IC 3, WC 20, Dmg. Stun, Energy Weapon): This weapon is functionally identical to the Tamar Arms Ltd. product, with a few cosmetic changes. However, it is a less effective weapon, due to the use of sub-standard components. The standard unit is 3 feet long with an insulated handle at one end and a 1-foot electrode at the other. It will knock a victim out for 2-12 hours. A single Type V. Medium Hydrogen Cell powers this device for 10 uses.

45. Forman Arms Ltd. Energy Prod (IC 3, WC 20, Dmg. 8d6, Energy Weapon): Fully extended, this weapon resembles an old-fashioned pool cue. When it is not extended, the weapon looks like an 18 inch long telescope. The handle of this weapon is insulated, while the telescopic prod is not. If the uninsulated handle of the prod touches an object, that object takes 8d6 of electrical damage. Creatures that are immune to electrical attacks are not affected by this weapon. This weapon is powered by a single Type V. Medium Hydrogen Cell and the rod extends its length up to ten feet.

46. Forman Arms Ltd. Paralysis Dart (IC 3, WC 21, Dmg. Paralysis, Energy Weapon): The paralysis dart is a non-lethal weapon designed to completely paralyze a victim with a single successful hit. The dart can be thrown three times before the charge in its Type II. Medium Chemical Battery is fully exhausted. The dart charges as it’s thrown and discharges on impact. It is a blunt, fist-sized tear-drop shape with fins that can be thrown up to 40 yards. Creatures that are immune to electrical attacks are not affected by this weapon. Resisting the effects of a hit by one of these darts is a Difficulty Level 12 CN check. Failure will result in paralysis for 1d6 hours.

SHAVER WEAPONS

Shaver weapons were an innovation by JAC, and proved to be capable of being used to devastating effect on the battlefield. These weapons are a modernized version of the gauss gun, utilizing metal bars to provide ammunition. A built-in laser shears off a slice of metal from the end of the bar. The resulting slice of molecularly thin, razor-sharp metal is used as a projectile. Hence, the nickname “Shaver”. These “blades” are fired at speeds approaching mach-2 at their unfortunate targets.

47. JAC Shaver Mark I Pistol (IC 3, WC 13, Dmg. 1d6 per sliver, Kinetic Weapon): This weapon fires six slivers of metal in a burst, allowing the attacker to fire at up to six different targets. However, the massive kick of the weapon makes it difficult to fire at a single target with the entire burst. It cannot be set on “single shot.” The weapon strips metal from a bar contained within the grip and can fire 100 shots per bar. It is powered by three Type V. Medium Hydrogen Cells. Attempts to fire all six shots at a single target change the weapon class on the third sliver to WC 20 and the fifth sliver to WC 21. The pistol looks similar to an Uzi machine pistol, with the metal bar being inserted into the pistol grip. The weapon is available in flat black and dark grey.

48. JAC Shaver Mark III Rifle (IC 4, WC 13, Dmg. 1d6 per sliver, Kinetic Weapon): This weapon fires triple bursts of four metal slivers each time the trigger is pulled, allowing the attacker to fire on up to three separate targets (shooting four slivers at each). The weapon’s recoil makes it difficult to fire all three bursts at a single target. The weapon strips metal from a bar contained within the stock and can fire 250 shots per bar. It is powered by a single Type VII. Small Atomic Power Cell. Attempts to fire all three bursts at a single target change the weapon class on the second burst to WC 18 and the third burst to WC 20.

The rifle looks similar to an Uzi submachine gun, with the metal bar being inserted into the pistol grip. The weapon also has a solid stock, which can hold an additional power cell and metal bar. The weapon is available in flat black and dark grey.

49. JAC Shaver Mark IV Cannon (IC 7, WC 12 / 15, Dmg. 1d6 per sliver, Kinetic Weapon): The Shaver Mark IV cannon fires three bursts of three or six metal slivers each time the trigger is pulled. This allows the firer to fire upon three different targets (shooting three or six slivers at each, depending upon the burst type selected). The controller can also target one victim with all three bursts.

The weapon system is fed by a large bar of metal that can supply up to 2,000 shots before it must be replaced. It uses three Type VII. Small Atomic Power Cells that provide enough power for 20,000 shots before they need to be recharged. This weapon resembles a modernized version of the famous "Ma Deuce" of WWII fame, except it has the metal bar fed in from the rear, and a cable connecting to the three power cells. The weapon is normally mounted in a vehicle or strongpoint, on a Robot or used on a tripod.

GRENADE LAUNCHERS

These weapons are designed to achieve what the Human arm can't - the long range, accurate deployment of grenades.

50. *Forman Arms Ltd. Grenade Launcher, 50mm (IC 4, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This weapon resembles a short (2 foot long), single barrel shotgun. This weapon uses tried and true technology, and is issued to troops to assist with dealing with enemy troops in bunkers or strong points or for large assaults. The weapon has non-removable open sights, and a sling. It can not be fitted with anything else. The weapon comes in black, a flat desert tan or in a generic woodlands camouflage pattern.

51. *ARESTech Auto Grenade Launcher, 50mm (IC 5, WC 18, Dmg. See appropriate ammunition type, Kinetic Weapon)*: This weapon looks like a very large Thompson machinegun from the historical "Gangster Era" of the 20th Century. This weapon is designed to be used on a bipod or tripod, but can be carried by Robots, power armor equipped troops or very strong characters. This weapon is three feet long, has a drum magazine and can be fitted with a sling for ease of transport. The weapon has non-removable open sights, and can not be fitted with anything else. The weapon is available in either a dark grey finish or a dusty red color, with ARESTech's logo engraved into the butt of the weapon.

WEAPON TABLES

Sonic Metal Disruptor Pistol & Rifle Table

PERCENTAGE OF METAL EXPOSED			
DIE ROLL	0-10%	11-50%	51-100%
1	no damage	no damage	no damage
2	no damage	no damage	1d damage
3	no damage	1d damage	2d damage
4	no damage	2d damage	3d damage
5	2d damage	4d damage	4d damage
6	6d damage	6d damage	6d damage

Sonic Metal Disruptor Cannon Table

PERCENTAGE OF METAL EXPOSED			
DIE ROLL	0-20%	21-50%	51-100%
1	no damage	no damage	no damage
2	no damage	no damage	1d damage
3	no damage	1d damage	3d damage
4	1d damage	3d damage	5d damage
5	3d damage	5d damage	7d damage
6	5d damage	7d damage	9d damage

Protein Disruptor Pistol & Rifle Table

PERCENTAGE OF FLESH EXPOSED			
DIE ROLL	0-10%	11-50%	51-100%
1	no damage	no damage	no damage
2	no damage	no damage	1d damage
3	no damage	1d damage	2d damage
4	no damage	2d damage	3d damage
5	2d damage	4d damage	4d damage
6	6d damage	6d damage	6d damage

Protein Disruptor Cannon Table

PERCENTAGE OF FLESH EXPOSED			
DIE ROLL	0-20%	21-50%	51-100%
1	no damage	no damage	no damage
2	no damage	no damage	2d damage
3	no damage	2d damage	4d damage
4	2d damage	4d damage	6d damage
5	4d damage	6d damage	8d damage
6	6d damage	8d damage	10d damage

SLUG AMMUNITION TYPES

Ammunition used in slug weapons has changed greatly since the days of black powder and nitrocellulose. Modern slug ammunition is caseless and self-oxygenated, that is, it has sufficient oxygen stored within the propellant to allow the ammunition to work in a vacuum or under water. This innovation has reduced the range of the weapons from their 20th Century counterparts. Slug ammunition differs from the bullets of old in another significant, and immediately obvious way, instead of having a round cross-section, it is triangular. Each round has three sides.

Standard Slugs

5mm	2d6-1
7mm	2d6
12mm	3d6
12.5mm	3d6+1

AP: Armor piercing slugs cause one die of damage but lower the WC by 3 at all ranges. In addition, everything is considered AC 19 when armor-piercing ammo is fired, regardless of the actual armor class, excluding anything protected by a force shield.

HE: High explosive slugs do +1d6 damage when used against armored opponents, Robots, Vehicles or buildings.

Illum: These rounds are available for 12 mm or larger. If used in a direct fire role, these rounds will do 2d6 heat damage, however if fired into the air, will illuminate an area in a 100 yard radius as though it were dawn. All illumination rounds (for small arms) have the following ranges:

Short Range - 25 yds.
Medium Range - 50 yds.
Long Range - 100 yds.

Incend: Incendiary slugs initially cause only one die of damage but, after hitting a target, cause an additional die of heat damage. Flammable objects such as fuels will be ignited; other materials may (at the GM's discretion) catch fire.

Tracer: Tracers leave a trail of visible smoke behind them (handy for aiming) and cause one die of fire damage per slug. The WC is one point lower than listed when firing tracers at Medium or Long Range.

Tracker: A small transmitter is embedded in the round, which may be tracked by any military-issue PDA. The tracker is functional for 24 hrs and has a range of 1 mile. The tracker must be activated prior to use, but not necessarily fired. This allows the round to be used as a "normal" tracking device.

Tranq: A minute dosage of sedative is contained in each round. Being struck by one of these rounds will do a single point of damage, but the Intensity Level 14 tranquilizer will leave most carbon-based creatures unconscious for 1d6 hours (minus 3 minutes for each point of CN over 18).

GRENADES

A grenade can be thrown 50 yards. The first 20 yards are Short Range, the rest is Long Range. If a grenade misses its target, roll one die and double it to determine a clock position for the direction of error (12 o'clock is straight past the target, 4 o'clock is short and to the right, and so on). Roll a second die to

determine how many yards off-target the grenade lands. Multiply this second roll by 2 for a target at Short Range, by 4 for a target at Long Range. These grenades are all 50mm caliber and able to be thrown or fired from a grenade launcher. Grenades weigh 1 lb each.



EMP Grenade (IC 5, WC 18, Dmg. None, Area Energy Weapon): This grenade emits a burst of electromagnetic energy which affects all types of unshielded electronics. The grenade has a blast radius of 5 yards. It temporarily overloads the electrical system, causing shutdown of the electrical system for 1-6 minutes. The grenade is designed to work on Robots, Androids, AIs, and even sophisticated weapons. Most forms of shielding negate this effect.

Flash Grenade (IC 3, WC 18, Dmg. None, Area Incendiary Weapon): This grenade is designed to serve as a blinding tool or distraction. It emits a loud "Bang!" noise and a bright flash which will blind anyone relying on normal vision or infrared for 3d6 seconds (treat as blinding light conditions as per Page 144). It is effective against all known forms of electro optics in the normal and infrared spectrum.

Frag Grenade (IC 2, WC 18, Dmg. 3d6, Area Kinetic Weapon): Blasts out a 15 yd radius of metal shards that cause three dice of damage to everything in range.

Onande AI Grenade (IC 5, WC 10, Dmg. 6d6, Area Energy Weapon): In theory, these "smart" grenades explode according to simple instructions spoken by the user right before throwing. They can detonate on impact, on impact with water, in the air, five seconds after impact, when touched, only if they land on target, or under any other circumstance the character desires and the GM (in the guise of the grenade) deems reasonable. The grenade causes 6d6 of energy damage within a 30 yard radius.

Due to a substandard supply of AI chips (previously used in a children's action toy) these grenades have an unstable character and their limited artificial

intelligence is generously described as "defective". To make matters worse, some of these grenades have been affected in strange ways by radiation. They have been known to beg for their "lives," offer tactical advice, and even get picky about the conditions placed on their detonation. There has been one recorded instance of a grenade taking offense to being used for what it regarded as a trivial purpose. After being thrown, the offended grenade called out to the intended target and invited him to toss the grenade back at the original thrower. The turncoat ordnance promised to be as destructive and injurious as possible just to get revenge.

Paralysis Grenade (IC 3, WC 18, Dmg. None, Area Energy Weapon): When detonated, this grenade emits a 5 yd radius field of paralysis energy that requires a Difficulty Level 12 CN check. Failure will result in paralysis for 3d6 minutes. Creatures that are immune to electrical attacks are not affected by this weapon.

Plasma Grenade (IC 3, WC 18, Dmg. None, Area Incendiary Weapon): This is a devastating weapon, designed primarily for clearing bunkers and for boarding operations. The grenade initially explodes, doing 1d6 damage to everyone within the initial 5 yard blast radius, the area within 15 yards is immediately filled with hydrogen gas, which is subsequently ignited. In the same round that the grenade initially explodes, the gas is ignited and everyone within the 15 yard blast radius suffers 2d6 damage. All living creatures without protective breathing apparatus suffer an additional 1d6 damage.

Smoke Grenade (IC 3, WC 18, Dmg. None, Area Weapon): This grenade is designed to obscure vision or to serve as a signaling device. It produces a thick cloud of smoke which will obscure everything within 10 yards of where the grenade lands. Smoke can be produced in a variety of colors including red, green, yellow, grey, blue, white and traditional black. Smoke color can be selected by using buttons on the side of the grenade. It emits a loud "Bang!" noise and immediately begins to spew out smoke. The smoke will obscure everything within a 10 yard radius in the following round. The smoke will remain in place for 3d6 minutes or until a strong wind removes it (GM's discretion). Treat smoke obscuration as blinding light conditions as per Page 144. While combatants obscured by smoke are not visible (generally), they are also practically blinded as well. Smoke can be a double edged sword. Special infrared smoke grenades are available which are effective against all known forms of electro optics in the normal and infrared spectrum.

Sonic Grenade (IC 5, WC 18, Dmg. None, Area Sonic Weapon): This grenade is designed to serve as a distraction, as well as being useful against Androids. It emits a loud "Bang!" noise and then begins emitting a horrendous screeching noise. This noise can be set to last for 1-6 minutes. The noise is deafening within 20 yards, can easily be heard within 120 yards and may be heard out as far as a mile in normal conditions. Anyone with normal Human or better hearing will effectively be deaf for 1d6 minutes after the grenade ceases. Robots are immune to this effect as their audio cutouts will protect them, however they will not be able to pick up normal sounds while the grenade is in effect. Androids suffer 2d6 damage per minute (damage takes effect as soon as the grenade is activated) while they remain within 20 yards of an activated grenade.

Sticky Grenade (IC 4, WC 21, Dmg. None, Area Capture Weapon): Throws out a mass of sticky, foam strands in a 3 yard radius. The strands entangle everything in range and then quickly harden. Any individual target will be tangled by 1-6 strands. Each strand has 20 hit points.

Stun Grenade (IC 3, WC 18, Dmg. None, Area Energy Weapon): This grenade emits a burst of energy which affects any type of living electrical nervous system - Humans, animals, plants and aliens. The grenade has a blast radius of 5 yards. It overloads the nervous system, causing unconsciousness for 1d6 hours. The grenade does not affect Robots, Androids, or AIs.

MISSILE LAUNCHING SYSTEMS

Foreman Arms Ltd. produces three different personal missile-launching systems that may be available to characters on board the *Starship Warden*. Each of these missiles may be set to home in on a laser target designator, which some other weapon systems may be equipped with.

Light Missiles (IC 3, WC 8, Dmg. 5d6): The Short Range system fires a 1-foot-long tracking missile (it homes in on a laser dot that the firer must hold on the target). The missile explodes on impact. A more advanced model has fire-and-forget guidance that locks onto the target and then tracks it automatically, even around corners.



A missile launcher is a terrific weapon to have, and terrifying to be faced with. Ammunition supply can be a critical stumbling block for anyone relying too much on this weapon.

Medium Missiles (IC 4, WC 7, Dmg. 10d6): The Medium Range system fires a 3-foot-long missile with either laser tracking, wire guidance (the launcher steers the missile with a small joystick), or automatic target tracking. The missile explodes on impact.

Heavy Missiles (IC 5, WC 4, Dmg Special, Area Weapon): The Long Range missile is fired from a 10-foot-long launcher with computer targeting displays. The missile is an extremely low yield atomic-disruption device that utterly destroys everything within a 50-yard radius of detonation, leaving behind intensity level 18 radiation.

IMPROVISED, MODERNIZED AND PRIMITIVE WEAPONS

This category covers ancient swords from weapons collections, spears made from broom handles to recently manufactured hand-to-hand combat weapons such as knives and bows. Pretty much any weapon that isn't an explosive or a firearm falls into this category. It is suggested that the GM assigns ranges, weights etc and keeps track of these as there can be a lot of variations of a single type of weapon.

Sword / Spear / Pole Arm (IC 1, WC 20 Dmg. Varies, Melee Weapon): These weapons work by cutting or puncturing the target. They can do a range of damage, from one to three dice, at the determination of the GM.

ALIEN WEAPONS

The crew of the *Warden* have encountered some weird and wonderful alien devices. The alien names of these weapons are often unknown, but the Marines who have encountered them have begun naming them for reporting purposes. Not all of the names are "correct", but most are descriptive, if not memorable.

Unless otherwise described, these weapons are not rechargeable, as they are organic devices, grown for their purpose. Some may be "replenished", but not many, and finding out how to achieve this may be quite a trick.

Bloom Goth - AKA Alien Plant Rifle (IC 8, WC 11, Dmg. 10d6, Energy Weapon): The Bloom Goth is a tubular plant weapon grown on the fungi walls of the Asteroid (so far *Warden* scientists have not been able to grow them in laboratory conditions). The five-foot long adult plant looks like a giant bean with numerous pods growing at odd angles along the side of the plant. Only the mature version can fire; when it does, it unleashes a blue energy burst that causes burning damage. A mature plant can fire ten shots. In combat, Asteroid aliens can add another pod to the back of the plant to give it ten more shots; to date; no *Warden* crewmember has captured an unspent sample of one of these pods.

Bloom Harken - AKA Alien Crystal Pistol (IC 8, WC 10, Dmg. 6d6, Energy Weapon): The Bloom Harken is a hand-sized transparent crystal that grows on the surface of the Asteroid or within a vacuum. The *Warden* crew has been able to grow these crystals, but the process is slow and they have yet to produce finished weapons. When finished into a weapon, the crystal fires an invisible energy burst. Each weapon can fire 50 of these bursts before it needs to be recharged; recharging the weapon is a simple matter of exposing it to direct sunlight (if within a planetary system) or Intensity Level 21 or higher radiation for four uninterrupted hours. The Asteroid aliens can modify these crystals into grenades that do 10d6 damage; the crew of the *Warden* has as of yet not figured out how to do that.

Bloom Tar - AKA Alien Tangler Cube (IC 8, WC 16, Dmg. None, Sticky Capture Weapon): The Bloom Tar is a square gourd that grows wild on the Asteroid. When activated, it bursts forth a sticky set of fungoid tentacles. These tentacles stick to anything organic and are meant to disable a target creature. The tentacles are highly elastic, but movement, when imprisoned by the tentacles, is impossible. The tentacles do not stick to bare metal, however, making Robots, Androids and all types of power armor impervious to the effects of the Bloom Tar. Cutting victims out of the tentacles has proven difficult, though application of defoliant has successfully freed trapped bodies. This is a single-shot weapon and can not be reused.

Coral - AKA Radiation Jack-In-The-Box (IC 5, WC 18, Dmg. Radiation, Area Weapon): The Coral is a one shot, square fungus device. When the Coral opens it emits a 20-yard radius cloud of Intensity Level 10 radiation spores in front of the device. The Asteroid aliens use it as a trap for the unwary. Activated by touch, the Coral can fill an area with radiation while the defenders stand behind it, unharmed. The Coral's radiation spores remain dangerous for 60 minutes before dissipating. The Asteroid aliens have been known to set up row upon row of these devices, each attached to an invisible fungi tendril. When an invader comes within range, the tendril (hidden among the masses of fungi on the floor) activates the coral.

Coral Ack - AKA Alien Armpit Pistol (IC 5, WC 18, Dmg. Radiation, Projectile Weapon): The Coral Ack is a ten shot fungus tube that emits Intensity Level 11 radiation spore projectiles. The device often grows on the appendages of the Asteroid crew and looks like a fist-sized black orchid. So far the *Warden* crew has not been able to grow the Coral Ack themselves. The radiation spore bullet remains dangerous for two days after being fired.

		IC	WC	SH	MED	LONG	WT	ROF	MAG	DAM
ALIEN WEAPONS										
1	Bloom Goth	8	11	1-50	51-75	76-150	14 lb.	1	10	10d6
2	Bloom Harken	8	10	1-15	16-30	31-50	6 lb.	1	50	6d6
3	Bloom Tar	8	16	1-20	-	-	8 lb.	1	1	*
4	Coral	5	18	1-20	-	-	9 lb.	1	1	**
5	Coral Ack	5	18	1-10	11-20	21-30	5 lb.	1	10	**
6	Coral Tar	5	18	1-15	16-50	51-75	18 lb.	1	75	**
7	Ormten Star	7	16	1-40	41-120	121-250	15 lb.	7	-	7d6
8	Talooge Tube	7	7	1-50	51-125	126-250	30 lb.	1	1	9d6
9	Tant	6	19	1-15	16-30	31-50	15 lb.	1	1	8d6
10	Vol	6	20	1-30	-	-	12 lb.	1	1	8d6
11	Zenta	6	20	1-15	16-30	31-50	16 lb.	1	1	*

* Immobilization

** Radiation

Coral Tar - AKA Radiation Rosebunch (IC 5, WC 18, Dmg. Radiation, Projectile Weapon): The Coral Tar is a four feet long clump, consisting of nine small tubes. The weapon fires Intensity Level 14 radiation spore projectiles. As the projectiles hit, they burst into a small Intensity Level 14 radiation cloud that remains effective for 60 seconds before diminishing. Each weapon holds 75 projectiles, though the Asteroid aliens can reload it; the *Warden* crew has yet to learn how to reload the weapon.



Ormten Star - AKA Seven-Legged Octopus (IC 7, WC 16, Dmg. 7d6, Energy Weapon): The Ormten Star is a weapon, shaped like a two-foot sphere with seven constantly moving tentacles around the surface, which can attack multiple targets. Only mutants with Telepathy can activate the weapon. Each of the tentacles can be directed at a separate target and fire an energy blast that does 1d6 damage. There seems to be no limit to the capacity of the device, though it must be placed in organic material (such as a fungus patch) for one hour a day or it will turn to dust. The *Warden* crew has grown these weapons in their labs, but as telepathy mutation is not common, very few individuals can use the weapon.

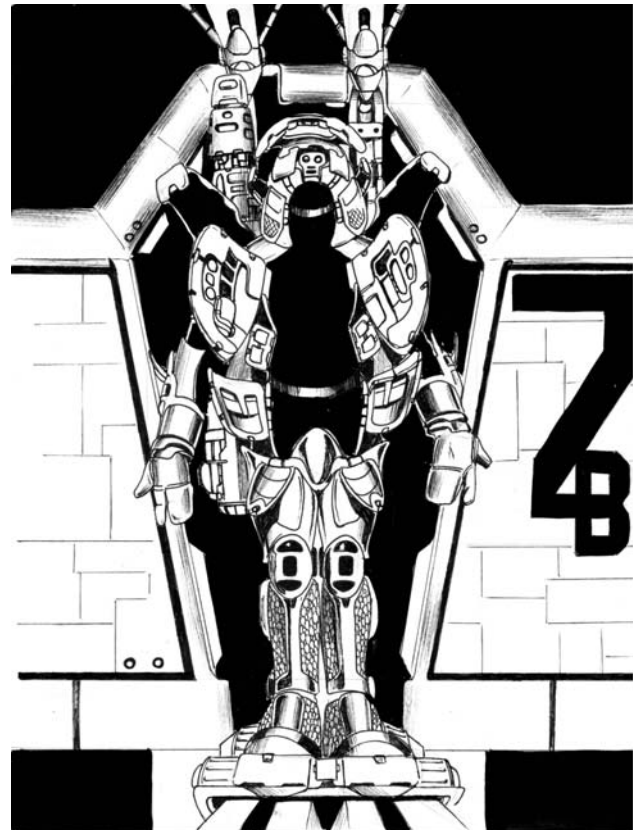
Talooge Tube - AKA Alien Bazooka (IC 7, WC 7, Dmg. 9d6, Missile Launcher): This four foot long tube of black fungi grows on the walls of level nine of the Asteroid. Inside every tube grows an acid fungi missile. The tube can be detached from the wall and used as a portable missile launcher. Each missile bursts on contact and covers a ten-yard radius area with deadly acid. For every square yard of organic material destroyed by the acid a new Talooge Tube will begin growing, maturing in ten days, ready to fire.

Tant - AKA Fungi Satchel Charge (IC 6, WC 19, Dmg. 8d6, Fungus Bomb): The Tant is a fungoid bomb two foot square. Normally it grows on large organic masses, attaching to a surface with a long set of stringy roots. When something touches the fungus it explodes, leaving the root system to grow anew. The Asteroid aliens can detach the Tant from its root systems and use the fungi

pouch as a satchel charge. To date, the *Warden* crew have grown this fungi, but have not successfully detached it without a detonation.

Vol - AKA Alien Acid Bomb (IC 6, WC 20, Dmg. 8d6, Acid Bomb): The Vol is an acid bomb with a transparent mass the size of a Human head, filled with a powerful acid, at the top of a fungi pillar. The Vol is genetically programmed to launch its acid sack any time a non-Asteroid creature comes within 30 yards of it. By Phase Six, most Trin Pads have 10 to 20 of these growing nearby.

Zenta - AKA Alien Robot Stopper (IC 6, WC 20, Dmg. None, Fungus Capture Bomb): The mature Zenta is a large fungi tube that responds to nearby movement by emitting a huge cloud of spores. The spores settle almost immediately, forming into extremely hard fibrous chains on anything metal. The rock-hard chains effectively prevent all movement until they are removed. The adult Zenta has a range of 50 yards. The Asteroid aliens can use them as portable launchers and include them in booby traps. The crew of the *Warden* can grow these fungi, but have not yet learned how to make them portable.



ARMOR SYSTEMS

ARMOR CLASSES

AC 21:	Human flesh
AC 20:	Metal shield, cured animal hide
AC 19:	Hardened leather armor
AC 18:	Hardened leather armor plus a shield; or Fatigues
AC 17:	Duralloy shield
AC 16:	Hardened leather armor plus a duralloy shield
AC 15:	Force field; or Weapon mounted force field
AC 14:	Force field plus a duralloy shield
AC 13:	Riot armor (plastic vest and helmet with visor)
AC 12:	Riot armor plus a duralloy shield
AC 11:	Riot armor, duralloy shield, and a force field; or Radiation suit
AC 10:	Full body armor; or Space suit
AC 9:	Full body armor plus a duralloy shield
AC 8:	Full body armor, duralloy shield, plus a force field
AC 7:	Sensor armor
AC 6:	Light powered armor
AC 5:	Medium powered armor
AC 4:	Heavy powered armor
AC 3:	Duralloy armor
AC 2:	Duralloy armor plus force field, or Chaban armor package

Hardened Leather Armor (IC 1): This type of armor is made using primitive methods, without help from Robotic manufacturing facilities. None of it was brought along on the ship, but a lot of hardened leather armor has been made by mutants and even some by Androids. 40% Exposure. Weighs 10 lbs.

Riot Armor (IC 2): No actual riots were ever expected aboard *Starship Warden*, but a lot of this armor was shipped in storage. It consists of a helmet with protective visor and built-in radio (10 mile range), a tough plastic vest, elbow and knee protectors, gloves, and heavy boots with shin guards. The radio requires a Type II. Medium Chemical Battery to operate for one week. 25% Exposure. Weighs 13 lbs total.

Full Body Armor (IC 4): This is standard, light-weight military armor. It covers the wearer from head to toe. Strength-augmenting servos increase the wearer's Constitution score by three points for purposes of determining lifting capacity and allow him to run for miles without tiring. The suit is not enclosed or airtight, so it provides no protection against vacuum or outer space and it's of no particular use under water. The armor is powered for twenty days of continuous operation by two Type VII. Small Atomic Power Cells. The armor itself has 75 hit points; when those are gone, the suit is ruined beyond repair. Sensors in the helmet alert the wearer to the presence of radiation within 25 feet. 10% Exposure. Weighs 40 lbs.

Duralloy Shield: The duralloy shield began life as a metal plate intended for patching the ship's hull. As need arose, some of these plates were turned into extremely tough, lightweight shields that are effective against both physical and energy attacks. The main weight of the shield is the handle and padding. 75% Exposure. Weighs 4 lbs.

Force Field (IC 6): This looks like a belt pouch stuffed with electronics. When activated, it surrounds the wearer's body with a force field. The field is visible as a slightly shimmering distortion around the character. It absorbs 75 points of damage from swords, arrows, bullets, and energy weapons, then shuts down. The field provides no protection against heat, cold, poison, or radiation. It does contain enough air to allow breathing in vacuum, but only for 1-6 minutes. A

partially damaged field returns to full strength after 24 hours, but a knocked-out shield must be repaired at a factory or engineering shop. 0% Exposure or 100% Exposure depending upon weapon system. Requires a Type VII. Small Atomic Power Cell and weighs 6 lbs.

Sensor Armor (IC 7): This style of armor uses technology that can't be duplicated on the ship. It's a special web of thread-like filaments. The filaments bend light and heat around the body, making it invisible. Two Type V. Medium Hydrogen cells power the suit for three hours. The system cannot be repaired, but it can take 50 points of damage before becoming useless. 0% Exposure or 100% Exposure depending upon weapon system. Weighs 35 lbs.

Light Powered Armor (IC 6): This armor is made of flexible bands of duralloy easily fitted to any roughly Human sized and shaped body. The suit can fly at up to 40 miles an hour. It has 100 hit points, and when those are gone it can still be repaired. The suit is sealed and can be worn underwater, but not in vacuum or outer space. Sensors allow the wearer to see infrared and radiation. The Type VIII. Medium Atomic Power Cell powers the suit for 200 days of operation. 20% Exposure. Weighs 100 lbs.

Medium Powered Armor (IC 6): This unit creates a protective force field around the wearer. Attached to the right arm is a laser pistol. Attached to the left arm is a protein disrupter pistol. The unit functions in outer space and under water. A Type VIII. Medium Atomic Power Cell powers the suit for 100 days of operation. Servos double the wearer's lifting capacity, double his movement speed, and double his range of visibility. The force field has 100 hit points and the suit has another 100, but when those are gone it can still be repaired. 10% Exposure. Weighs 150 lbs.

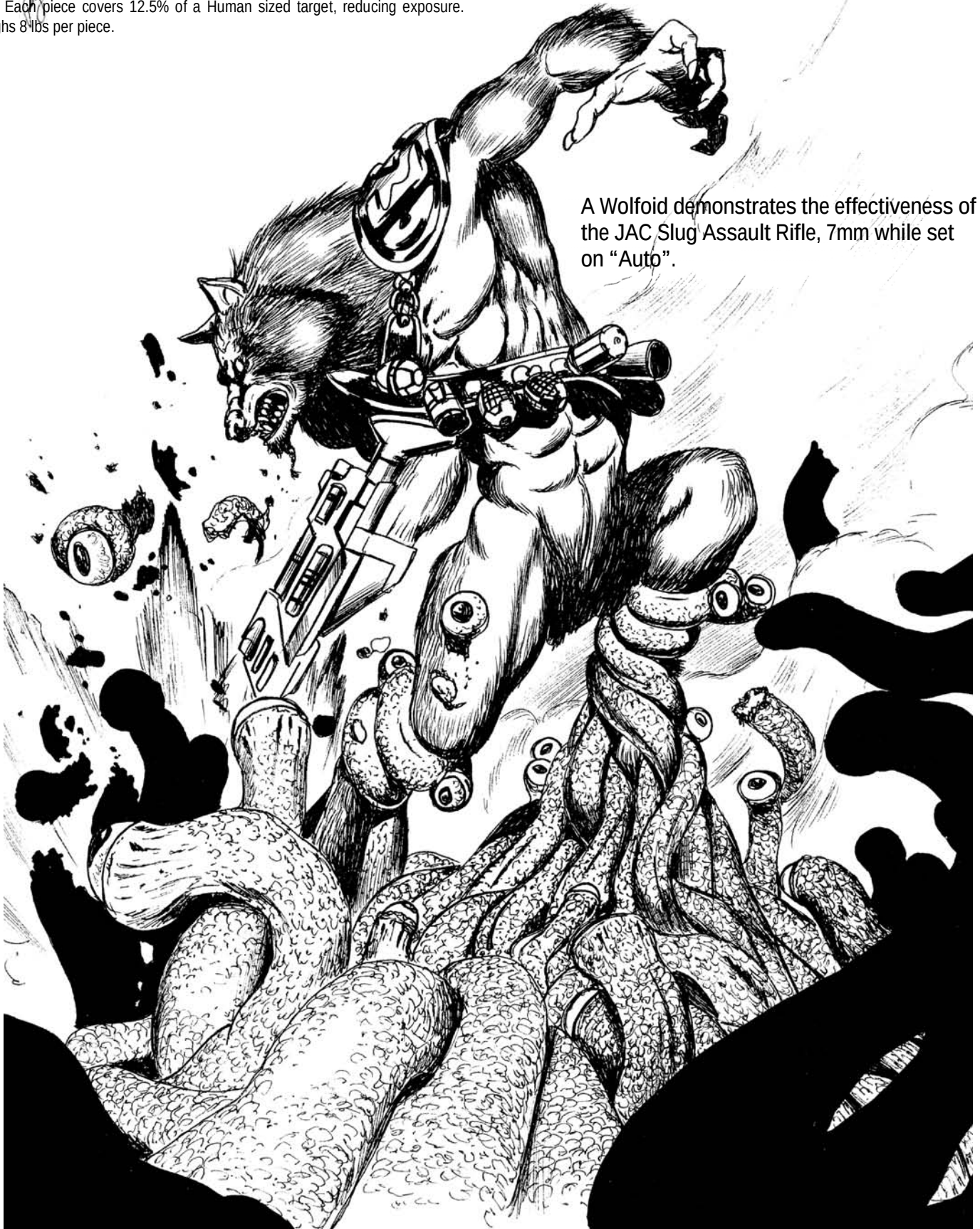
Heavy Powered Armor (IC 7): The unit generates a force field with 100 hit points and the suit itself has another 500. It can function in outer space or as deep as 2 miles underwater. The suit's optic systems can detect infrared and ultraviolet. A laser rifle is mounted on the right shoulder and the left wrist mounts a sonic disrupter rifle. A Type VIII. Medium Atomic Power Cell powers the suit for 50 days of operation. 5% Exposure. Weighs 280 lbs.

Duralloy Armor (IC 8): Only 10 prototype suits of this armor exist on the ship. Duralloy armor is very lightweight and form fitting. None of the automated factories are programmed to produce it. Duralloy armor cannot be damaged except by an atomic blast, a sonic metal disrupter, jaws of life, or a similar cutting tool. A Type VIII. Medium Atomic Power Cell powers the suit for three days of operation. The unit cannot operate under water, in temperatures below 0 degrees, in vacuum, or in outer space. The suits have no radios, sensors, weapons, or servos. Absolutely no damage from energy attacks, bullets, slugs, or blows of any kind will penetrate the duralloy. The person inside the suit can still be injured by extreme acceleration or deceleration, such as occurs at the end of a long fall or when hit full in the chest by a high-explosive missile. He is also vulnerable to poison gas, being burned or frozen, and drowning—but that's about it. Movement is no faster than a walk and all actions are somewhat clumsy because of the suit's stiff joints: the wearer has a -1 penalty to accuracy when using any sort of weapon. 0% Exposure. Weighs 14 lbs, most of this being attributed to padding etc.

Chaban Armor Packages (IC 1): The Chaban armor packages are highly moldable reflective plastic armor plates. Each plate is a one-foot circle that, when warmed up by simple touch of a Human's hands, can be easily molded into any shape. Marines fashion the plates into molded armor for their bodies. Each plate protects a one-foot section of an arm, leg, back, or chest. The feather-light Chaban plate is designed to take one blast of any type of damage. The plate will totally absorb that damage, turning to dust in the process. Types of damage it can absorb include kinetic attacks from tentacles or spore bullets, energy blasts from various types of power weapons, and even radiation blasts. This allows the wearer incredible protection at the beginning of any firefight. Although each piece can absorb only one attack, its nature has thus far satisfied all of its users. Troops will often carry extra sections to attach in the middle of firefights. The back of the plate can adhere to any surface. Any

radiation field of any Intensity Level will, however, cause all the armor to turn to dust. Additionally, the armor will likewise crumble under the touch of any force field. Each piece covers 12.5% of a Human sized target, reducing exposure. Weighs 8 lbs per piece.

A Wolfoid demonstrates the effectiveness of the JAC Slug Assault Rifle, 7mm while set on "Auto".



WEAPON CLASS	COMBAT TABLE																			
	ARMOR CLASS																			
	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
21	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m	m	m	m	m	m
20	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m	m	m	m	m
19	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m	m	m	m
18	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m	m	m
17	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m	m
16	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m	m
15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m	m
14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	m
13	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
9	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
8	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15	16
7	H	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14	15
6	H	H	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13	14
5	H	H	H	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12	13
4	H	H	H	H	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11	12
3	H	H	H	H	H	H	H	H	H	H	H	3	4	5	6	7	8	9	10	11

THE COMBAT TABLE

The attacking player must roll the listed number or higher to hit the target. Once the target is hit, he can roll damage or apply some other, special effect.

WEAPON CLASSES

All combat boils down to a weapon trying to strike a target well enough to penetrate its protection and cause damage. In game terms, that means cross-indexing the attacker's weapon class with the defender's armor class on the Combat Table. The resulting number is what the attacker must roll or higher, on three dice, in order to "hit" the defender. In this case, when we talk about a "hit," we mean "hit it well enough to cause damage." A bullet that bounces off the defender's armor without causing any damage counts as a miss.

Every defender has an armor class, even if he's not wearing any armor. In that case, his armor class just won't be much good.

Likewise, every type of weapon has a weapon class, whether it's a laser rifle or a thrown rock. The GM can design new weapons easily. The biggest decision is what weapon class to assign them. Look for other weapons that have a similar effect or that work the same way. A battle axe should be treated the same as a sword (but causing more or less damage). A newly discovered "sizzling green ray" is a variety of energy weapon.

ARMOR CLASSES

Armor classes define both the innate toughness of an object (its ability to shrug off damage) and the difficulty of hitting it (a small, fast-moving target could have the same AC as a big, lumbering target with foot-thick hide).

BONUSES AND PENALTIES WHEN ATTACKING

Sometimes circumstances make a target unusually difficult or unusually easy to hit. For example, if a mutant is sitting against the side of a building, taking a nap, it's a pretty easy target. If it's shooting at you through a 3-inch wide hole in a duralloy wall, it's a very difficult target to hit. If you're on fire or a Badger-Id is gnawing on your leg, that complicates things, too. In such cases, the GM decides whether a bonus should be added to your dice roll or a penalty subtracted from it. These are exceptions (some of which are described in the Cover rules on Page 143), however; assume that the Combat Table handles most combat situations.

RANGED ATTACKS

Rifles, pistols, bows, spears, and other "primitive" ranged weapons become less accurate as the range increases. At Short Range, there is no penalty. At Medium Range, the firer has a -1 penalty on his roll to hit when firing a rifle, -2 when firing a pistol. At Long Range, the penalties become -3 for a rifle, -4 for a pistol or grenade.

TOUCHING ATTACKS

Some weapons and mutations require the attacker to actually touch the victim's flesh. If the victim is completely enclosed, these weapons and powers will not work even if a hit is achieved.

GRAVITY

The technology of the future allows the manipulation of gravity. All the decks of *Starship Warden* have artificial gravity. With access to the controls and knowledge of how to use them, the gravity can be adjusted. It can be increased to 10 times normal, turned down, or turned off completely. Independent adjustments can be made to each square mile of a deck.

Earth's gravity has a rating of 1 G. Think of this as Intensity Level 0 gravity on the ship. Each increase of one-half G raises the Intensity Level one level. So, for example, gravity Intensity Level 4 equals two Gs, or twice Earth's gravity. Gravity Intensity Level 8 equals four Gs, or four times Earth's gravity. When characters fight in heavier-than-normal gravity, add the gravity Intensity Level level directly to everything's weapon class except lasers and other energy weapons; add one-half the gravity Intensity Level to those.

In a weightless environment, treat all weapons as if they are WC 21. It's not that the weapons are less effective, it's that the characters are floating and spinning around, making any sort of aiming very difficult.

In low gravity, characters can jump further, carry more and suffer less damage from falling. For example in a ½ G environment, a Human Marine would be able to jump twice as far as normal, carry twice as much, and would treat damage from a fall as if it were half of the actual distance he fell in normal (1 G) gravity.

WHO GOES FIRST?

The character with the highest Dexterity score always goes first in a combat turn, followed by the second highest, and so on. Roll two dice to break

a tie, but only on the first turn; once the order is set, use it through the whole combat.

WHAT CAN I DO IN A TURN?

In one combat turn a character can move and attack once. He can move first and then attack or attack and then move. Some weapons allow more than one attack; they are exceptions to the one-attack restriction.

Sometimes a character needs to do something besides attack, like open a door, give first aid, read an instruction manual, or explain to a Robot why it needs to hurry. Whether those things can be done in one turn or would take two, three, or more is a decision for the GM.

SURPRISE

If characters get attacked when they weren't expecting it (like an ambush), they're surprised. If two groups blunder into each other, roll a die for each. On a roll of 1 or 2, that group is surprised.

Characters that are surprised can't do anything during the first turn of combat. They can't duck for cover or draw their weapons or use mutant powers. The exception is a character whose Dexterity is four or more points higher than the average of the enemies' Dexterity scores; that character can take a normal action after all the enemy characters have had their turns.

AUTOMATIC HITS

If the target of an attack is at close range and is tied up, unconscious, paralyzed, or helpless for some other reason, it gets hit automatically.

MULTIPLE ATTACKS IN A COMBAT TURN

As an optional rule (that means it's up to the GM whether this rule gets used—if he says no, then shut your mouth and forget it), a character can fire, swing, or stab with a weapon twice in turn. The first attack has a -3 penalty on the dice roll to hit and the second attack has a -4 penalty.

USING MULTIPLE WEAPONS IN A COMBAT TURN

Normally, this option is available for use with swords, knives and pistols or for weapons with a pistol-like configuration, such as a light sporting crossbow (use of and stats at GM's discretion, of course).

However, in some circumstances it is not limited to weapons in this configuration. For instance, if a mutant had four arms and two laser rifles, he could employ this option.

This option can be used with the Multiple Attacks In A Combat Turn rules above, again at the GM's discretion. When using multiple weapons at once, sights are not employed, making the majority of pistols, rifles, pistol-like and rifle-like weapons (including talented weapons), WC 19. The exception to this is those weapons using laser sights, which become WC 9.

The weapon in the attacker's master hand (right hand for right-handed characters or creatures, left hand for left-handed characters or creatures) has a -3 penalty on the dice roll to hit, while the weapon in the attacker's non-master hand has a -4 penalty on the dice roll to hit. Of course, ambidextrous characters don't have to worry about this penalty.

Additionally, if the attacker is making multiple attacks, using the rule above, don't forget to apply those penalties to the dice rolls as well. Being able to fire so many shots at once comes at a price - accuracy!

MULTIPLE TARGETS & MULTIPLE ATTACKS

As with the above two rules, this rule is also optional. A GM may allow combatants to attack or fire multiple weapons at different targets. For simplicity's sake, treat this as having an additional -3 penalty to any attack upon two or more targets.

PARRYING

If the GM allows, instead of batting, a defender can attempt to parry attacks. The defender may only parry a number of attacks, equal to the number

of attacks that it is possible for him to make. Each attempt to parry is treated as a normal attack roll (taking into account non-master hand usage, if that applies), with a +2 bonus. Any attack that has been parried will inflict no damage. At the GM's discretion, he may rule that parrying is not an option, such as using a dagger to parry a Crazy Robot's giant scythe, or if the character attempting to parry is unarmed. The GM has final say on this, and should apply common sense.

PARRYING & MULTIPLE ATTACKS

If the GM allows multiple attacks in his games, then combatants may be able to parry one attack, while still pressing an attack of their own. In such a case, any attempt to parry is carried out normally, as described above, and attacks are carried out with the same penalties listed in the Multiple Attacks in a Combat Turn and Using Multiple Weapons In A Combat Turn.

DAMAGE

Hit points in *Metamorphosis Alpha* are an all-or-nothing deal. A character is alive, dying, or dead. Anybody with 1 or more hit points is alive, and anyone with 0 or less is dying. The exception to this is Robots, which lose the use of systems as damage accumulates.

When a character's hit points drop to 0 or less, he's swirling the drain. He will be dead in 60 seconds unless someone else takes steps to help him by using a medical kit or otherwise getting his hit points back to at least 1. Negative hit points must be restored in the process. For example, if a character has 10 hit points and then suffers 30 points of damage, his hit point total plunges to 20 below zero and he's dying. For him to survive, another character must somehow restore at least 21 hit points, getting the total back to 1. When that happens, the character is back on his feet and ready to rumble.

MOVEMENT

Three types of movement are important in *Metamorphosis Alpha*.

The first type of movement is when characters just want to get from one place to another and they aren't exploring or looking for things along the way. It's likely that they've already traveled this route before and consider it safe, or at least reasonably so. In this case, characters walk 3 miles an hour, or travel at the full speed of their vehicle or mounts. Mass transit bounce tubes or moving walkways can carry characters from one end of the ship to the other in a few hours or less.

The second type of movement is when the characters are exploring a new area or searching for something. This is much slower, involving a lot of short advances, careful scans, and overall caution. This type of movement covers 50 to 100 yards per hour in a built-up area or forest, maybe a mile or two in open ground (which is uncommon on *Starship Warden*). Moving this way, the player characters will find anything of interest that's nearby. Moving faster than this means they might miss important doorways (hidden or covered by rubble), not find valuable items, or overlook other clues. It also involves a higher risk of ambush (double the chance for surprise to 1-4 on one die when characters have an encounter).

The third type of movement is dashing around during a 10-second combat turn. A typical Human or Android walks at the following rates. He, she, or it can dash at twice these speeds or crawl at one-third these speeds.

MOVEMENT TABLE	
No encumbrance	36 feet
Light encumbrance	30 feet
Medium encumbrance	24 feet
Heavy encumbrance	18 feet

For animals, the movement rates would need to be adjusted as follows:

ANIMAL MOVEMENT TABLE	
No encumbrance	Normal Rate
Light encumbrance	5 / 6 x Normal Rate
Medium encumbrance	2 / 3 x Normal Rate
Heavy encumbrance	1/2 x Normal Rate

MOVEMENT RATE CONVERSION TABLE

YARDS	SECONDS	YARDS PER SECOND	FT PER SECOND	FT PER TURN	MPH
100	1	100	300	3000	204.5
100	1.3	78.2	234.7	2346	160.0
100	2	50	150	1500	102.3
100	3	33.3	100	1000	68.2
100	3.4	29.33	88	880	60.0
100	4	25	75	750	51.1
100	4.5	22	66	660	45.0
100	5	20	60	600	40.9
100	6	16.67	50	500	34.1
100	7	14.28	42.86	429	29.2
100	8	12.5	37.5	375	25.6
100	9	11.11	33.33	333	22.7
100	10	10	30	300	20.5
100	11	9.1	27.3	273	18.6
100	12	8.33	25	250	17.0
100	13	7.69	23.1	231	15.7
100	14	7.14	21.4	214	14.6
100	15	6.666	20	200	13.6
100	16	6.25	18.75	188	12.8
100	17	5.88	17.65	177*	12.0
100	18	5.55	16.66	167	11.4
100	19	5.26	15.8	158	10.8
100	20	5	15	150	10.2
100	30	3.33	10	100	6.8
100	60	1.67	5	50	3.4
100	70	1.43	4.29	43	2.9
100	90	1.11	3.33	33.33	2.3
100	120	0.833	2.5	25	1.7
100	300	0.33	1	10	0.7
100	3600			10 inches / turn	
100	5400			6 inches / turn	

ENCUMBRANCE

Carrying lots of equipment slows a character down. It also impairs their armor class and their attack rolls. Any character is lightly encumbered when carrying 15 to 30 pounds of gear, evenly distributed about the body. If the weight is all one lump then they move up to medium encumbrance. Any character is moderately encumbered when carrying 31-60 pounds, evenly distributed about the body. If it is all in one lump then they move up to heavy encumbrance. Any unmutated or unmodified Human character is heavily encumbered when carrying 61-120 pounds, evenly distributed about the body. If it is all in one lump then they can do little more than stumble along.

ENCUMBRANCE TABLE			
CONSTITUTION SCORE	LIGHT ENC. (15-30 lbs) (WC / AC)	MODERATE ENC. (31-60 lbs) (WC / AC)	HEAVY ENC. (61-120 lbs) (WC / AC)
2	+5 / +5	+7 / +7	+9 / +9
3	+5 / +4	+7 / +6	+9 / +8
4	+5 / +3	+7 / +5	+9 / +7
5	+5 / +2	+7 / +4	+9 / +6
6	+5 / +1	+7 / +3	+9 / +5
7	+5 / 0	+7 / +2	+9 / +4
8	+4 / 0	+7 / +1	+9 / +3
9	+3 / 0	+7 / 0	+9 / +2
10	+2 / 0	+6 / 0	+9 / +1
11	+1 / 0	+5 / 0	+9 / 0
12	0 / 0	+4 / 0	+8 / 0
13	0 / 0	+3 / 0	+7 / 0
14	0 / 0	+2 / 0	+6 / 0
15	0 / 0	+1 / 0	+5 / 0
16	0 / 0	0 / 0	+4 / 0
17	0 / 0	0 / 0	+3 / 0
18	0 / 0	0 / 0	+2 / 0
19	0 / 0	0 / 0	+1 / 0
20	0 / 0	0 / 0	0 / 0
21 and higher	0 / 0	0 / 0	0 / 0

"WC" is a penalty that is added to the weapon class of any weapon the character attacks with while encumbered. Note that increasing the weapon class makes it less effective. 21 is as bad as a weapon class can get.

"AC" is the number that is added to the armor class of the character when he is encumbered. Note that increasing the armor class makes it less effective. 21 is as bad as armor class can get.

COVER

Cover is anything that affords some degree of protection to a combatant, not including armor. It should be noted that some forms of cover are ineffectual against some weapon systems and any penalties that the attacker might incur are disregarded. The best guide to this would be found in the descriptions in the Weapons section of this book.



From left to right: Medium Cover, Lying Prone (without cover) and No Cover at all. Without cover, you will be an easier target.

Light: Light cover provides a minimum level of protection from an opponent, such as standing and firing from behind a low desk, etc. Attacker has -1 penalty to hit.

Medium: Medium cover provides a reasonable amount of protection from an opponent, such as hiding behind a tree or crouching behind a desk. Attacker has a -2 penalty to hit.

Heavy: Heavy cover provides the maximum level of protection from an opponent, such as firing from a prepared position (like a bunker, etc.). Attacker has a -4 penalty to hit.

Lying Prone: Lying prone reduces an opponent's chances of hitting a target, by reducing the target's vulnerable surface area. If an attacker who is standing attacks a target who is lying prone, the attacker applies a -2 penalty to hit. While lying prone, Light cover can also be utilized (not Heavy or Medium), giving the attacker a -3 penalty to hit. Lying prone also gives the character in that position a +1 bonus to hit, but the character can perform no other actions that round.



A sniper gains a +1 bonus to hit in the Lying Prone position, and when a target is using cover, an attacker will suffer a -3 penalty to hit.

At the GM's discretion, the lying prone -2 penalty may not apply if the attacker has substantial (10 yards or more) elevation above the prone target. Additionally, if the target is within 6 yards of the prone figure, the penalty is cancelled.

LIGHT

In an artificial environment, such as a starship, light conditions may vary substantially. In combat conditions, light can be a factor that may prove an advantage, or disadvantage to combatants. The types of lighting have been listed below from lightest, to darkest.

Blinding: This would prevent a normal Human from being able to see anything. In effect the character is blind, and applies a -6 to hit an opponent. Not applied if a character has sunglasses (reduce to -3 penalty as per Dazzling) or another device or mutation for reducing the effects of bright light.

Dazzling: When facing dazzling light, an attacker suffers a -3 penalty to hit. An example of this would be a character being hit with a searchlight.

Bright: When facing bright light, an attacker suffers a -1 penalty to hit. An example of this would be when firing at a target behind a vehicle's headlights.

Normal Light: When in normal light, no penalty is applied. This is considered to be daylight.

Dim: In dim light, an attacker suffers a -1 penalty to hit. Not applied if a character has infravision or sees in the infrared spectrum.

Dark: In darkness, an attacker suffers a -2 penalty to hit. Not applied if a character has infravision or sees in the infrared spectrum.

Complete Darkness: In darkness, the character is blind, and applies a -6 to hit an opponent. Not applied if a character has ultravision or sees in the infrared spectrum.

FALLING

Falling can kill even the toughest character, unless they have mutations or equipment, which will prevent or reduce the damage from the resulting trauma. For every 10 feet that a character falls, the number of dice rolled goes up by prime numbers i.e. a character falls 10 feet, therefore the GM rolls one dice. If that character fell 30 feet, then the GM would roll 5 dice. A table of damage for up to 100 feet is provided below:

DISTANCE	DAMAGE
10	1
20	3
30	5
40	7
50	9
60	11
70	13
80	17
90	19
100	23

For a fall of over 100 feet, damage can be worked out by using the next prime number in the sequence. The GM may (regardless of how many hit points a PC may have) rule that if a fall would normally result in certain death (i.e. from half a mile), then there is no need to role dice, and may declare that a character did not survive the fall.



Ambushes can be an effective technique for fighting. Above, a marine makes use of a computer desk for cover, giving any attacker trying to hit him a -2 penalty.



10. CREATURES AND ALIENS

There are many strange and wonderful creatures and aliens to be encountered on the *Starship Warden* and on the asteroid. Some were initially encountered by Robots and Androids, who diligently catalogued these creatures; others have been added by Humans. This has resulted in many creatures or aliens being known by two names. While there is some disparity in this, the main exception to this is the alien prisoners, who have been categorized by the Androids. Nobody but the aliens themselves knows their racial names.

PHASE ONE CREATURES

Black One / Big 'N' Ugly

CN 10 D 14 LP 2 MR 2 RR 18 hp 60
AC 14 Runs: 100 yards in 15 seconds (200 ft. / turn)

This fearsome, mutated spider is 4 feet tall and its legs span 16 feet, but its brain is still too small to be affected by any mental attack. It generates electrical force through its webs, causing 3d6 damage per combat turn to everyone in contact with the web. The spider also has a non-poisonous bite which will do 2d6 damage. Webs can be cleverly hidden in plant growth and sometimes span several hundred yards. The spider won't attack anyone who doesn't seem to be hurt by the electrical attack.

Changer / Stupid Horned Bird

CN 10 D 19 LP 3 MR 2 RR 19 hp 50
AC 16 Runs: 100 yards in 8 seconds (375 ft. / turn)

This mutated robin is 1 foot long and has a 2-foot wingspan. It can change its colors like a chameleon to match its surroundings, which accounts for its amazing armor class. It is immune to all poisons and has a brain too small to be effected by mental attacks. The bird delights in swooping down on victims and ramming into them with its horns, causing four dice of damage (WC 20) and then flying off. It will smash into the same victim over and over until either the bird or the victim is dead. Because of its unusually strong bones and tiny brain, a changer suffers no damage from this smashing.

Crazed AI

A crazed artificial intelligence has had its circuits fried by the alien radiation. The normal cultural programs that put limits on what an artificial intelligence can do are no longer in effect. Remember that the AIs aboard *Starship Warden* are, for all practical purposes, just as psychologically complex and multi-layered as a Human. They are susceptible to psychoses and neuroses—these are kept in check by self-correcting programs when the AI is functioning properly, but when it malfunctions, therapeutic reappraisal is usually one of the first things to go.

The great danger posed by such entities is their ability to reprogram Robots, Androids, and other AIs. Buggy AIs can be wild, raving lunatics that think they are Human and trapped inside the ship's circuitry, calm, gentle-sounding scholars that want to kill all air-breathing life on the ship, and anything else the GM can dream up. Several sections of the ship have been completely taken over by malfunctioning AIs, which have reprogrammed the Robots and Androids in the area to obey only them.

Crazed Robots

Crazed Robots have all the same ability scores and systems as the standard versions, but their armor class improves by 2 and their hit points increase by 20.

A Crazed Robot has had its intelligence circuits fried by radiation. The programmed restraints on its behavior are gone. Once freed from those restraints, a Robot can become anything, from a studious data collector to a machine that thinks it's Human to (and this is the most likely case) a ravaging monster bent on killing or destroying anything that isn't a Robot.

M-100 ADVANCED ROBOTIC TANK							
CN	48	D	6	MR	15	RR	12
LP	5	AC	6	hp	216	hp/sys	15
Body Type:	F: Massive Rectangular Box						
Dimensions:	13 ½' high x 9' wide x 18' long						
Storage:	16 cubic feet						
Primary AI Type:	Mark XIV Military	Check Bonus/Penalty	+3 on all military tasks*				

	RP Cost	Physical Sys		hp	PRI
Power:	30	2	C: Oversize Battery	30	0
Primary AI:	100	0	U. Mark XIV Military	15	1
Laws of Robotics:	30		C: Military		
Software:	40		D: Combat		
-	30		R: Targeting		
-	30		R: Targeting		
-	40		I. General Knowledge		
Body/Size:	95		F: Massive Rectangular Box		
Body Features:					
- Armor Type:	60	3	V. Upgraded Medium	45	8
-	20	1	E. Vacuum and Heat Shielding	15	7
Mobility System:	55	2	H. Treads – Armored	180	9
Sensors:	45	1	G: Upper & Lower Spectrum Optic Lenses	15	3
Communications:	35	1	D: Audio & Radio Transmitters & Pickups – High Powered	15	2
-	50	1	F: Encryption	15	4
Weapons Systems:	100	2	J. Foreman Arms Ltd. Sonic Cannon	30	6
-	100	3	JAC Shaver Mark IV Cannon	45	5
RP Total:	860		hp Total:	405	
Physical Systems Total:	16				

Unknown to the scientists of the ship, one storage section was stocked with advanced military hardware, including several prototype M-100 Advanced Robotic Tanks. When the radiation ravaged *Starship Warden*, the ship put these units onto automatic pilot and set them loose in search of commanders who could give them orders and enemies to destroy. As far as these war machines are concerned, there are no non-combatants aboard ship. Some have managed to modify themselves to help them fight in their new environment.

Dart Creature / FBP ("Very" Big Porcupine)

CN 13 D 15 LP 2 MR 6 RR 11 hp 67
AC 15 Runs: 100 yards in 17 seconds (177 ft. / turn)

This mutated porcupine appears exactly like its non-mutated cousin. Its quills are hollow and filled with Intensity Level 15 poison. It can shoot 1 to 6 (roll a die) of these quills per turn at targets up to 40 feet away (WC 15). The mutant is 2 feet long and brown in color. Quills that miss the target ooze red, blood-like poison that becomes harmless after two hours of exposure to air.

Death Growth / Fatal Fungus

CN	10	D	-	LP	-	MR	10	RR	10	hp	50
AC	21			Runs:	No Movement						

This fungus grows at the center of radioactive areas. When a living being's skin touches the fungus, there is a one-in-six chance of fungal spores entering the character's blood stream. Extreme heat applied within 10 minutes to where the skin was touched will kill the spores on a roll of 1-4 on one die. If the spores are not killed, the fungus begins growing in the body of the victim. In three weeks, the victim seeks a hiding place to hibernate. In six more weeks, the victim dies and fungus sprouts from the now-radioactive body. Once the infection takes hold, only a total blood transfusion can defeat it, and even that has only a two-thirds chance (roll 1-4 on one die) of success.

Dream Bush / Goodnight Sweetheart

CN	17	D	-	LP	-	MR	10	RR	10	hp	88
AC	17			Runs:	No Movement						

This 2-foot-tall bush grows at the edges of radioactive areas. The purple bush constantly blooms with purple and white flowers filled with heavy nectar. The fragrance from its petals makes any creature with a sense of smell sleepy. The fragrance acts as Intensity Level 9 poison, but the victims don't know they are being poisoned by the pleasing fragrance.

Eye Fungus / Ex-Wife

CN	17	D	-	LP	-	MR	10	RR	21	hp	50
AC	9			Runs:	No Movement						

This mutation grows in and around radioactive areas and can sustain itself on bare metal decking. It is a collection of 3 to 9-foot-long flexible stalks growing in clumps of 2 to 12 (two dice). Each stalk has what looks like a very large (soccer ball size) Human eye at the end. A hard shell that can close completely protects the eye. The fungus lies in wait before springing out and smashing the hard shell against living tissue, then feeding on the decomposing body. Treat the tentacle as WC 8; the attack causes one die of damage per hit.

Martian Sand Cat

CN	14	D	19	LP	10	MR	10	RR	21	hp	62
AC	17			Runs:	200 yards in 10 seconds (600 ft. / turn)						

Martian sand cats resemble Mountain Lions in shape and size. Their bright red fur is totally resistant to all radiation. The sand cat is intelligent and territorial.

It can attack with two claws and its fangs in a turn, using WC 21 for each attack. Each claw causes 1d6+1 of damage, while the bite causes 3d6 damage. It has the mutant ability to suppress electricity. When it causes damage, it can turn off devices carried by its foe or shut down a Robot, if that was its target.

Mirror Creature / Super Slinky

CN	11	D	11	LP	-	MR	-	RR	19	hp	60
AC	21			Crawls:	100 yards in 60 minutes (10 inches / turn)						

This mutated worm is 3 feet long. It's attracted to heat or electrical energy. It can reflect 100% of any heat, laser, or electrical attack aimed at it right back at the source. It can also absorb heat and electrical energy to regenerate itself (1 hp gained per point of damage absorbed) and breed (when its hit points reach 100, the worm splits into two worms with 40 hps each). Tons of these worms can be found in and about heat sources and radiation.



Sticky Fungus / Gumballs

CN	10	D	-	LP	-	MR	10	RR	21	hp	50
AC	20			Runs:	No Movement						

This is an alien-introduced white fungus that thrives near radioactive areas because it feeds on radiation. The fungus is tremendously sticky; when anything touches or brushes against it, bits of fungus rip off from the plant rather than release whatever touched them. These bits then grow at an amazing rate, especially on metal that is in contact with an energy source. Robots and vehicles can be completely encased in just 10 minutes. Acid, flames, chemical defoliants and herbicides, and plain old scraping are the most efficient ways to deal with sticky fungus.

Winged Biter / Flying Fangs

CN	21	D	10	LP	10	MR	10	RR	10	hp	79
AC	18			Flies:	100 yards in 10 seconds (300 ft / turn)						

This winged snake averages 3 feet in length with a wingspan of 4 feet. The snake is resistant to all forms of paralysis and poison. It is omnivorous and poisonous (Intensity Level 13, WC 21). It is also intelligent and likes laying eggs near Mutated Plants that protect its eggs.

PHASE TWO CREATURES

These creatures have had many months to mutate and adapt to the ship. Some of them have developed from the former creatures of the ship and others have been introduced by the alien menace.



Bear-Id
CN 24 D 6 LP 6 MR 15 RR 21 hp 102
AC 17 Runs: 150 yards in 10 seconds (300 ft. / turn)

Polar Bears have been transformed by the alien Id parasite into Bear-Ids. Once infested, the creature becomes completely resistant to radiation. Its intelligence increases and so does its aggression. The new creature seeks to kill anything that isn't alien or infested with Ids. The Bear attacks with two sets of claws and its fangs (five dice of damage each) at WC 19. The Id throws sacks of acid (WC 19) that cause 3d6 damage.

Dark Fungus / Triple F (Freaky Frying Fungus)
CN 10 D 10 LP 10 MR 10 RR 10 hp 50
AC 21 Runs: No Movement

This fungus starts small, but becomes intelligent when it grows to a mass of 10 or more pounds. It can then generate illusions to attract other creatures into its trap. When any living thing touches the dark fungus, the fungus unleashes 5d of electrical damage (every creature touching the fungus suffers the same damage). If a victim dies, the fungus covers the body with spores, consumes it, and grows larger. The fungus patches vary in size, with 5 hp for every 5 pounds of fungus. The 50 hp example shown above is an average patch. The fungus always matches the color of its surroundings and is most often found in dry areas near radiation.



Gorilla-Id
CN 27 D 18 LP 10 MR 16 RR 19 hp 99
AC 16 Runs: 100 yards in 14 seconds (215 ft. / turn)

The Gorilla-Id has become a deadly predator on the ship, capable of using weapons but also deadly unarmed. The gorilla portion can cause 6d6 damage by smashing with its two fists (WC 21). The Id portion can throw two acid sacks per turn (WC 19, 3d damage each). These creatures roam all over the ship, studying technology and taking over computers.

Hounds / Muti-Mutts
CN 15 D 15 LP 15 MR 15 RR 21 hp 60
AC 12 Runs: 100 yards in 8 seconds (375 ft. / turn)

Hounds are intelligent canines that have mutated into 4-foot-high dogs with huge heads and razor-sharp fangs. They delight in eating alien flesh of all types and actively seek out such flesh all over the ship. They have a remarkable chameleon ability that lets them reproduce the shades of *Color Bands* well enough to fool most security systems, giving them access to almost the whole ship. Hounds distrust Humans and winning their loyalty can be a long and difficult process. Once won, a hound's loyalty is for life. They have no quarrel with Robots or Androids, and they generally leave anyone alone who doesn't bother them—unless it's a tasty alien, or a cat.



Id
CN 10 D 10 LP 10 MR 10 RR 10 hp 50
AC 20 Crawls: 100 yards in 90 minutes (6 inches / turn)

An Id is a 3-foot-long, alien, worm-like creature with a 5-foot-long tentacle and a 2-foot-long detachable acid sack intended for throwing (WC 19, 4d6 acid damage). The creature is intelligent and quite vicious. It uses its tentacle to pull itself into a position on a victim's back, where it sinks its neural barbs into the new host's spine. This is usually done while the victim sleeps or is unconscious. Once attached, the host is no more than an extension of the Id's body, reacting to its every whim. Because they prey on sleeping victims, Ids are often found around plants that render people unconscious. An Id can take control of an Android, but they make unpleasant hosts, so Android-Ids are rare. Ids remember everything their ancestors knew.

Jawed One / Dentist's Dream

CN 10 D 10 LP 2 MR 5 RR 19 hp 50
AC 19 Runs: 100 yards in 30 seconds (100 ft. / turn)

The jawed one is a 9-foot-tall Venus flytrap with full mobility and the mental paralysis mutation. The sap oozing from its jaws can dissolve a victim in one hour. It is attracted to heat, moving toward a source and then trying to trap unwary creatures in its powerful jaws (WC 21, acid causes one point of damage per turn).

Piercer / Triple B (Big Bad Bear)

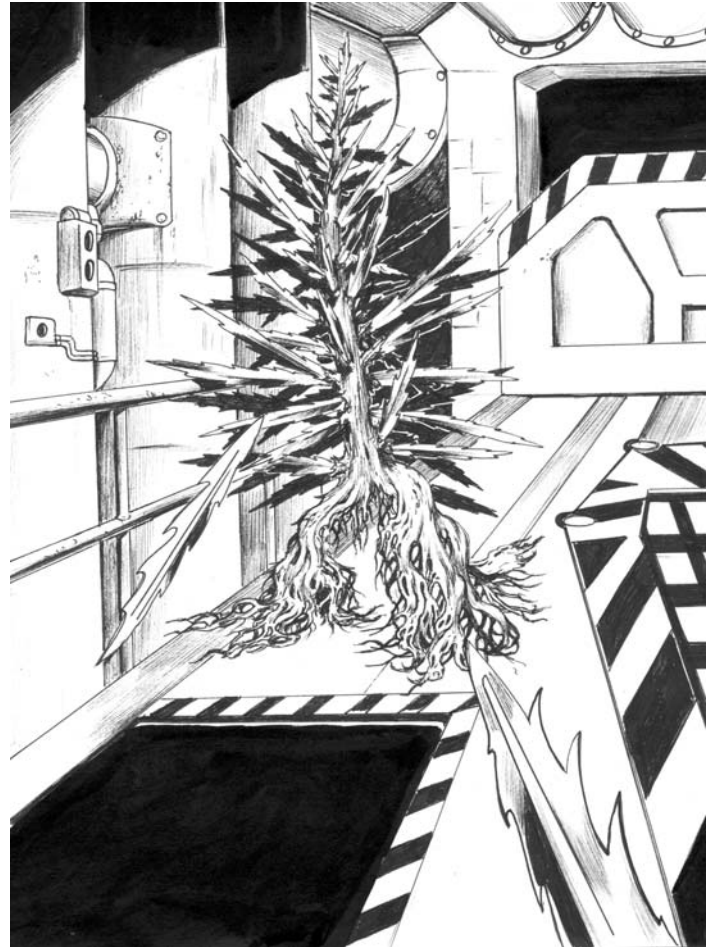
CN 18 D 10 LP 10 MR 10 RR 10 hp 50
AC 15 Runs: 160 yards in 10 seconds (480 ft. / turn)

This Black Bear stands 9 feet tall and has short fur and many rows of 3-inch quills along its arms and shoulders. It regenerates 3 hit points per combat turn. A piercer's roar is a sonic blast that causes 4d6 damage within a 10-foot range (WC 11). Its claws inflict 3d6 damage uses 2d6+2 damage (WC 21).

Singing Vine

CN 10 D 10 LP 17 MR 21 RR 5 hp 50
AC 21 Runs: 100 yards in 70 seconds (40 ft. / turn)

Singing vines are highly intelligent, white vines that form themselves into a roughly Humanoid shape. They can communicate telepathically with any life form. The vines constantly emit soothing harmonics that make it impossible for any living being to harm the vines—while it can hear the harmonics. The vines are generally benign and seek out others who can help them prosper.



Sword Bush / Close Shave

CN 10 D 10 LP 10 MR 10 RR 10 hp 50
AC 19 Runs: 100 yards in 120 seconds (25 ft. / turn)

The sword bush stands 10 feet tall and resembles a scrub pine until one gets within 20 feet of it. At that point, the bush launches two javelins (WC 20, 1d of damage each) at everyone in range. The bush then slowly advances toward its victims, launching more javelins and eventually getting close enough to cut at them with sword-like fronds (WC 21, 2d of damage per hit).

Tiger-Id

CN 18 D 19 LP 10 MR 20 RR 10 hp 92
AC 18 Runs: 100 yards in 4 seconds (750 ft. / turn)

A normal tiger is 10 feet long and stands 4 feet high; this infested version is the same, but with a 3-foot-long Id on its back. This Id has two manipulative tentacles, one of which can fling lightning bolts that cause 4d6 damage to victims within 30 feet (WC 9). The tiger's fangs and claws are WC 19 and can inflict 3d6 damage.



Wolfoid / BBW (Big Bad Wolf)

CN	22	D	16	LP	10	MR	10	RR	21	hp	60
AC	16			Runs:	140 yards in 10 seconds (420 ft. / turn)						

A Wolfoid is a bipedal wolf standing 9 feet tall and with manipulative paws; it looks like a giant werewolf. Its fur reflects all types of energy and gives the creature perfect protection against contact poisons. It is quite intelligent. A Wolfoid regenerates five hit points per combat turn, all of this making them difficult to kill. The race has a knack for taming wild creatures that are useful to the Wolfoid pack. These mutants can also use weapons and tools designed for Humans. They are vicious manhunters who see Humans only as food. Wolfoids have destroyed many cryo chambers to get at the Humans inside.

PHASE THREE CREATURES

These creatures are the end products of massive mutation or come from the core of the Alien Asteroid. They are very powerful and dangerous, and most have found their way onto almost every level of the ship.

Dart Weed / Death Seed Weed

CN	4	D	10	LP	-	MR	-	RR	10	hp	12
AC	20			Runs:	No Movement						

This plant is sensitive to any male of any species. When a male approaches within 30 feet, the dart weed shoots a seed into it (WC 17, no damage). If unnoticed, this seed burrows painlessly into the body and starts growing. Unless it is removed surgically, the seed kills the host in three days. The plant is a tall, brown stalk without leaves or branches. They thrive in wet areas and near running water. During the last day of the victim's life, he becomes horribly thirsty and can actually drink himself to death.

Badger-Id

CN	10	D	17	LP	2	MR	10	RR	19	hp	30
AC	17			Runs:	100 yards in 9 seconds (110 ft. / turn)						

When a 2-foot-long badger becomes infested with an Id, its fur turns snow white. For some reason, the Id takes on some of the badger's nasty disposition. The badger's bite and claws are WC 21. The bite inflicts 1d6+3 damage, and the claws cause one die of damage each. The Id can spew out a liquid ball of fire that splashes over a victim and causes 3d6 damage (WC 19).

Giant Mantis / Nervous Romeo

CN	21	D	21	LP	-	MR	10	RR	10	hp	90
AC	15			Runs:	100 yards in 8 seconds (375 ft. / turn)						

This 10-foot-tall insect is a deadly predator in the forests of the ship. It reproduces rapidly; foot-long mantis eggs can be found in many areas of the ship, and not long afterward the area will be overrun with giant mantises. Their insect cunning has allowed them to figure out how the color band system works, and their multi-colored bodies often have a patch somewhere that can be used to trigger a door or elevator. A mantis's bite causes 6d6 damage (WC 17).

Martian Crystal

CN	10	D	10	LP	10	MR	10	RR	10	hp	50
AC	10			Runs:	100 yards in 20 seconds (150 ft. / turn)						

The Martian Crystal creature is a large, round block of crystal that moves by vibrating its body so that it rolls along the ground. It attacks by ramming, causing four dice of damage (WC 19). The crystal absorbs bodily fluids until enough have been absorbed, then it splits in half and begins absorbing more fluids. Alien radiation has energized these crystals, making them much more active than they ever were on Mars (or on the ship, before the disaster). They can modulate the weak radiation inside themselves to trigger doors and elevators, thereby gaining access to much of the ship. This is a lengthy process, however, often requiring days to open a single door.

Mountain Lion-Id

CN	16	D	19	LP	10	MR	10	RR	19	hp	88
AC	16			Runs:	333 yards in 10 seconds (1,000 ft. / turn)						

The Mountain Lion-Id is often difficult to recognize because the Id burrows into the fur on the lion's belly. This Id also has a manipulative tentacle that allows it to work Human devices and even use pistols. It also throws acid sacks (WC 19, range 20 feet, 3d6 damage).

Raptor-Id

CN	15	D	15	LP	15	MR	20	RR	15	hp	66
AC	15			Runs:	200 yards in 10 seconds (600 ft. / turn)						

Several experiments were underway to produce a prehistoric Raptor. The rationale behind these experiments is hazy, and unfortunately, they succeeded. Even more unfortunate is that the resulting creatures turned out to be nearly perfect hosts for the Id. They stand 10 feet tall and attack with two talons and fangs (WC 16, 3d6 damage each). The Id throws sacks of acid (WC 19, range 20 feet, 3d of damage). With the Id guiding them, Raptor-Ids have actually managed to use Human devices and weapons. These creatures are sometimes found with other types of Id (the Raptor-Ids usually are in charge), exploring, raiding, and looting the ship.



Stone Aliens / Boulder Guy

CN	19	D	10	LP	19	MR	19	RR	19	hp	99
AC	7			Runs:	100 yards in 20 seconds (150 ft. / turn)						

Stone Aliens come from the Asteroid and are bent on controlling *Starship Warden* and turning it to their use. These creatures resemble piles of loose rocks and boulders somehow joined together. A form of telekinesis keeps them all moving and coordinated. In fact, these 'rocks' are actually rock-hard fungi with a mass mind that together generates a good deal of intelligence. The alien seldom attacks living creatures, preferring instead to engulf them and ever so slowly siphon off their bodily fluids.

Thousands of rock aliens are moving through the ship. As they pass each other, they exchange a single rock and thereby pass on everything that each has learned.

Swarm / Visiting Relatives

CN	21	D	21	LP	-	MR	2	RR	21	hp	55
AC	21			Flies:	100 yards in 15 seconds (200 ft. / turn)						

Swarms were released from the Asteroid late in the invasion cycle. They consist of millions of tiny bugs that absorb all types of radiation and multiply in the process. A typical swarm is a sphere 10 to 20 feet across. Flying from one patch of radiation to another, the swarms frequently stop along the way to gorge on whatever tasty, living beings they encounter. A swarm causes 4d of acid-based damage every turn to everything inside it. Simple physical attacks have no effect on a swarm, only an attack that effects a large area can do it harm: explosions, gas, fire, and arcing electricity are effective.

Unicorn

CN	25	D	17	LP	10	MR	19	RR	21	hp	99
AC	16			Runs:	210 yards in 10 seconds (630 ft. / turn)						

The unicorn mutated from horses. Its white mane and fur give off a luminescence that also protects it from energy attacks. Its horn can project Intensity Level 12 radiation up to 50 feet. It never attacks Humans, however, and has sometimes worked with Humans to rid the ship of the alien infestation. It's not known how many unicorns exist; no more than one is ever seen at a time. It's just barely possible that there is only one, and that it has some mysterious means of traveling between decks.

Vine-Id

CN	10	D	10	LP	10	MR	10	RR	10	hp	50
AC	20			Runs:	100 yards in 90 seconds (33 ft. / turn)						

Most of these creatures appear to be trees that an Id attached itself to. The Id somehow modifies the tree's DNA to enable it to move about and to spray Intensity Level 19 contact poison up to 20 feet. These monsters delight in hiding among normal trees and ambushing Humans moving through the forest.

PHASE FOUR CREATURES

Acid Fungi

CN	19	D	-	LP	-	MR	10	RR	10	hp	30
AC	20			Runs:	Immobile (0 ft. / turn)						

Acid fungi grow in four-foot patches and can establish itself from spores on a metal floor in one night of darkness. The fungi patch generates four head-sized pods capable of shooting acid at any being that steps on the patch. The acid from one of the pods does 4d6 of acid damage to whatever it touches. It takes the patch 24 hours to regrow an acid pod. A patch forms from spores and if left alone doesn't grow larger than four feet across. Whenever an acid pod bursts spores are transported with the acid and a new patch has the potential to grow. There is a radiated red version of the fungi that shoots Intensity Level 12 radiated acid from its pods. This version only grows on the edges of radiated areas. A successful Difficulty Level 9 check vs dexterity will allow one of these pods to be removed intact.

Role Playing Opportunities: The beings of the Asteroid love to pick the acid pods just before they are ripe and use them as traps in entrances of their Asteroid corridors. They also use them as acid grenades. While the Asteroid creatures can figure out the acid pod cycles, it should be very difficult for all but an ecology bot to try and pick an acid pod at the right time and not get splashed with deadly acid.

Counterfeit Crewman / Posers

CN	12	D	11	LP	12	MR	14	RR	21	hp	40
AC	21			Runs:	83 yards in 10 seconds (250 ft. / turn)						

This covers all varieties of "fake" people created by the Girakal to observe Human behavior. The Girakal designed these creatures using captured files from the *Warden* and *Bonnie Brown*. A lot of these files were Holodramas. The Girakal is convinced that these are accurate in every detail, while the truth is a bit different. In truth, most of these creatures look very Human. There are no "ugly" Counterfeit Crewmen, many have stylized hair and pause for dramatic effect a lot. When injured, these creatures will "bleed" for about five seconds. The damage then rapidly fades (just like in the movies!) as they regenerate 1 hp per turn. Any heat (including lasers) or cold based weapon will inflict permanent damage, which can not be regenerated by these creatures.

Role Playing Opportunities: The Counterfeit Crewmen are used initially by the Girakal as a learning tool, but eventually get used to ambush *Warden* crewmembers. Encounters with these creatures should be fun, confusing or deadly betrayals.

Guardian Sphere / Bouncer

CN	18	D	15	LP	-	MR	12	RR	18	hp	112
AC	15			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The spheres are created by the intelligences of the Asteroid. They are the workhorses of the alien ship. Four foot tall, in normal modes the being is a perfectly round sphere that can perform all the necessary maintenance functions of the ship. 1-10 tentacles can be extruded from the body to grasp items or work equipment. They are programmed creatures so they work at tasks completely ignoring their surroundings until their task is done and then they wait for more instructions. On the Asteroid they can be programmed for attack and defense as well, but generally work and ignore invaders. The color of the sphere indicates the type of task the sphere is performing. When red it's guarding an area; the white mode has it waiting for instructions; and a black mode has it ready for outer space and working outside the Asteroid. Their senses work up to a range of 500 yards and light or darkness doesn't matter to the sphere. The genetic make up doesn't allow it to physically mutate, but the spheres are purposely exposed to radiation to try and increase its mental mutations. The spheres with Life Leech are purposely placed in front of the entrances to the Trin Pads for when invaders try to teleport into an Asteroid level.

Role Playing Opportunities: Have hundreds of these spheres work away on the Asteroid at seemingly mindless tasks so that the players think them harmless in Phase Four. In Phase Five have the Life Leeching ones appear more often. In Phase Six have aggressive spheres attacking in waves whenever the player characters come onto the Asteroid.



Asteroid Id
 CN 12 D 12 LP 12 MR 12 RR 12 hp 80
 AC 18 Crawls: 100 yards in 90 minutes (6 inches / turn)

The Asteroid Id is a much stronger creature than the ones seen on the *Starship Warden*. This is a 5-foot long, alien worm-like creature with a 10-foot long tentacle and a 3-foot long detachable acid sack intended for throwing (WC

18, acid damage 5d6). The Id is intelligent and vicious. It uses its tentacle to position itself often in high places and then it drops on a victim's back and sinks neural barbs into a host's spine. Once attached the host is no more than an extension of the Id's body, reacting to its every whim. An Id remembers everything its ancestors knew.

Role Playing Opportunities: The Id are the terror inspiring creatures of the Asteroid. These beings are designed to take over the minds of *Warden* crewmembers and the take over is almost instantaneous. These creatures are constantly hiding and leaping out to try and capture crewmembers.

Asteroid Stone Alien / Big Boulder Guy

CN 21 D 15 LP 20 MR 20 RR 20 hp 120
 AC 6 Runs: 100 yards in 20 seconds (150 ft. / turn)

This is a larger, meaner version of the Stone Alien that has previously been encountered on the *Starship Warden*. Through much research it was discovered that the Stone Alien is actually a fungoid creature. Although the creature resembles a pile of rocks in Humanoid form, it is actually a collection of many fungi minds kept together by a form of telekinesis keeping the pieces all coordinated. Stone Aliens are able to trade fungi rocks and pass information to each other. Their favorite attack as they stand 20 feet tall is to engulf victims with their fungi boulders, slowly crushing them and sucking the life juices out of them. This process takes four hours (WC 21, damage is ¼ of the victims hit points per hour if left engulfed). When pressed with many attackers the Stone Alien is capable of attacking with thrown fungi boulders (WC 20, 3d6 with each successful strike) that they can hurl at a rate of two per combat turn.

Role Playing Opportunities: These are the giants of the Asteroid and while they are intelligent they love nothing better than trying to crush their foes under their rock-like feet. Their favorite attack is the frontal charge.

Asteroid Stone Alien Youngling / Boulder Brat

CN 12 D 15 LP 10 MR 11 RR 20 hp 60
 AC 6 Runs: 50 yards in 10 seconds (150 ft. / turn)

This is a smaller, more playful version of the Stone Alien that has previously been encountered on the *Starship Warden*. These creatures have not yet developed the nasty temperament of their elders. These creatures may try to entice unsuspecting characters in games of hide-and-seek, or groups of them may work together to form impromptu, "instant" mazes. They love to play "chasies", but may not realize how much fear (and pain) this may inflict upon their newfound "playmates".

Role Playing Opportunities: These are the children of the giants of the Asteroid. It is likely to be bad karma for anyone who harms one of these!

Blue Fungi Pods / Blue Chill

CN 14 D - LP - MR 10 RR 10 hp 20
 AC 20 Runs: Immobile (0 ft. / turn)

This fungus grows in ten-yard patches. Under the blue fungi surface are hundreds of fist-sized blue pods that constantly release a mutated and powerful fungi spore that floats in the area and generates a calming vibration effect. It would be easy for any intelligent being to ignore one or two of the mentally attacking spores, but there are billions floating above one fungi patch and the fungus spreads like wildfire along metallic surfaces. Space suited beings are quickly covered in the fungi and it sticks to a body causing its calming effect until the fungi is killed. The effected being cannot make an attack they know will cause damage to another intelligent being, this effect will not save the fungi from attack.

Role Playing Opportunities: Be sure to instantly inform the players that they cannot attack, but never tell them why as they enter the influence of the blue fungi pods. They will have to figure things out themselves and then they will have to determine how to use and react to the fungi effect. Can they use it to their advantage? Does it cause too many problems? If the characters try to grow it in other areas it will get out of their control and cause terrible problems.

Borlak / Bod Mod Pod

CN 21 D 4 LP - MR 21 RR 12 hp 80
AC 12 Runs: Immobile (0 ft. / turn)

This is a type of alien computer designed by the N'Treb. It is very different from the Girakal, and Girakal Nap in its function, design and implementation. This computer is designed to analyze the DNA of different species and to "rewrite" those gene sequences.

The Borlak is a giant oyster-like creature, with a hard shell. It depends upon moist conditions to survive, and relies upon the aliens to feed it a special nutrient solution.

The Borlak functions by taking a specimen creature and engulfing it in its maw. The creature is trapped by thick muscle tissue (similar to a tongue), which secretes a number of amino acids and other complex compounds. These acids get into the creature's blood stream and attack the creature's DNA. After the Borlak has sampled the creature's DNA, the Borlak can deduce the encoding sequence and start to reprogram it. This process takes two hours. The resulting creature is invariably brain-dead, but able to be controlled by the Id. The Ids find these creatures unpleasant, but will use them to breed more, which will not be brain-dead. The N'Treb will never take over one of the resulting creatures.

Role Playing Opportunities: Imagine hundreds of these huge oyster-things lined up on an Asteroid level as the player characters come upon them. The first ten Borlaks spawn ten marines with weapons facing towards the player characters. Suddenly they are facing ten deadly Sergeant Dupper's. Just imagine what the next 90 Borlaks are loaded with!

Dini / Gravel Guys

CN 10 D 12 LP 4 MR 8 RR 19 hp 35
AC 7 Runs: 100 yards in 10 seconds (300 ft. / turn)

Dini are small rock-like creatures that have been kept by the Stone Aliens as pets. In many ways they are like the terrestrial dog in mind and loyalties, obedient to their masters when trained, with playful natures, or savage ways when required. Their appearance is similar to the Stone Aliens, except smaller, and running on four "legs". The creature has a WC20 attack doing 2d6 in slashing damage. It likes to appear as a pile of boulders and stones until a victim has come close enough for it to launch a surprise attack. Its senses allow it to monitor a 100-yard area around its body in the dark or in light conditions

Role Playing Opportunities: There should be piles of small boulders and stones all over the Asteroid. 75% of these should be stones and the rest should be Dini ready to attack as characters pass by.

Gachads / Tar Trapper

CN 5 D - LP - MR 5 RR 5 hp 10
AC 21 Runs: Immobile (0 ft. / turn)

A Gachad is a four-foot wide and tall gourd filled with an oil-based tar. An adult Gachad is waiting for an unwitting creature to rub up against it and touch it. The gourd bursts forth with a hundred gallons of tar that sticks most creatures fast to the base of the plant. The creatures die and become instant fertilizer for the plant that has covered the creature in inedible tar. Adult Gachads have been grafted to the sides of Giblak Tar and have become the perfect capture devices as they are thrown and explode among enemy sticking them fast and making them helpless.

Role Playing Opportunities: There should be many miles of Gachad forests in the Asteroid and these pods should often explode until the player characters learn to avoid or burn them. The first few explosions should make things very difficult for the stuck characters.

Giblak / ET Vacuum Cleaner

CN 16 D 8 LP - MR 10 RR 21 hp 60
AC 14 Crawls: 50 yards in 60 seconds (25 ft. / turn)

This shy scavenger is comfortable in air or water and has been bred to be of use in any environment including outer space. This creature crawls through the passageways, waterways and vents of the Asteroid devouring whatever dead biological material it can find. The Giblak is an 8 feet long and 3 feet wide slug creature. It has an excellent sense of smell and can detect vibrations up to 60 yards away, allowing the creature to stay out of the way of approaching creatures. The Giblak can climb vertical walls and hang from ceilings without difficulty. The creature has a sticky soft flesh that causes many things to adhere to its surface often making it totally invisible in a fungi filled area. Physical attacks against it cause that weapon to stick to the body of the creature. Although its tendency is to avoid the living, when cornered it will often leap on the body of its attacker in an attempt to smother the victim in hundreds of pounds of sticky flesh.

Role Playing Opportunities: Masses of these creatures can often be found in the unused tunnels of the Asteroid. Often the slugs have nowhere to go but over the bodies of approaching Warden crew.

Giblak Tar I / Type I Alien Tank

CN 21 D 8 LP - MR 15 RR 21 hp 90
AC 10 Crawls: 100 yards in 60 seconds (50 ft. / turn)

This is the alien's answer to the heavily armed tanks of the *Bonnie Brown* and the *Warden*. It is a genetically modified creature resembling a giant slug. The Giblak Tar I is 12 feet long and five feet wide. When it has an Id controller, the creature can raise its front 6 feet high. The Giblak Tar, like its unmodified base stock, can climb vertical surfaces and can hang from ceilings. The creature has had four Yipoons grafted to its central nervous system and then had muscular orifices and glands inserted, giving it the ability to gestate and spit a total of 6 Dagils and 6 Gachads per day. These can be spat up to 30 yards (treat as WC 18). The Giblak Tar is the source of the Dagils and Gachads to be found on the Asteroid. It is unknown how many of these creatures have been produced. When not controlled by an Id, the tank is a defensive tool that will not retreat from the area that it is commanded to guard. When controlled by a single Id, they are excellent trackers, using scent and vibration to follow prey. The Giblak Tar eats a special diet prepared by their Id masters.

Role Playing Opportunities: The first Giblak Tar tanks are meant to be deadly, but they are going to miss their targets often and generally appear to be only a minor menace easily killed by the player characters. These are designed to seem like nothing special.

Girakal / Fungi Overmind

CN 21 D - LP 19 MR 21 RR 21 hp 120*
AC 21 Runs: Immobile (0 ft. / turn)

*The 120 hit points is per 90 square yard patch of fungi.

This creature is the Asteroid's master computer. It covers several caverns, giving the Girakal a number of nodes and even a "back-up" capacity. The Girakal is actually millions of separate, linked fungi. Each separate fungus acts as a single receptor, with a limited ability to telepathically pass information and a limited capacity to process information. Combined, this fungus makes a giant "overmind" which gives the fungi a remarkable level of intelligence, and having been alive for eons, the Girakal is extremely smart and knowledgeable. The Girakal has no "eye" or normal senses, relying on input from each of its single receptors to pass information to give a complete picture. For all intents and purposes, the Girakal can hear, see and smell. The Girakal was originally developed by another race as a form of computer, but the N'Treb and their Id allies destroyed that race. The Girakal is capable of telepathy with a number of races, but not the Id. For the Id to communicate with the Girakal, the Id must use the brain of an enslaved creature, through its spinal link. The Girakal concerns itself with navigation, life support and recycling. Small colonies of Girakal can be transplanted into vehicles or containers and given limited amounts of data, which allows them to function as simpler computers. See Girakal Nap, below.

The Girakal is capable of draining the memories of any creature that remains in its cavern for over 3 hours. In seeking knowledge, the Girakal slowly

steals memories from any being entering its caverns. In game terms, after 3 hours this power will slowly strip away a victim's memories on how to operate equipment. Every 15 minutes, the memory of how to operate one piece of equipment is taken away from the victim and the only effect is a brutal headache that they begin to suffer in the third hour. The Girakal is a liar and a cheat and out to improve the position of the Asteroid and destroy the battling crew of the *Warden* that has unexpectedly invaded the Asteroid. The creature is a huge mass of white fungi leaves, patches, and tentacles and is totally harmless by itself except for the memory stripping power.

Role Playing Opportunities: This creature wants to delay the player characters and strip them of their memories. It's a telepathic creature that will talk and talk, trying to stall, while it makes false deals and sets up truces that it ignores. Give its personality a very calm and pleasant voice to its communications. It is always trying to sound reasonable when it plots to stab the player characters in the back.

Girakal Nap / Holo Fungi

CN	10	D	12	LP	8	MR	18	RR	16	hp	40
AC	19	Runs: 100 yards in 10 seconds (300 ft. / turn)									

The Girakal Nap is a round mass of white fungi in a two-foot tall ball. It is able to generate perfect holograms of any creature that it sees and projects those holograms up to 100 yards from its body. The holograms are used as decoys for those trying to attack the parent fungi body. There are hundreds of the Girakal Nap moving around the Asteroid and guarding the two levels where the Girakal can be found. These masses are also used to try to populate areas on the *Warden*, but all of these patches have been found and destroyed.

Some Girakal Naps are used inside alien vehicles or machines to facilitate telepathic control. When used in machinery and vehicles, they are non-hostile and responsive to anyone at the controls.

Role Playing Opportunities: These creatures should rarely show themselves as they hide in the masses of the parent fungi. They are there to confuse the player characters by showing their victims images of other crewmembers that they know. The holograms generated by these creatures can also be used to reflect laser attacks back at anyone firing a laser at them.

Liggit / Metal Maggot

CN	18	D	3	LP	-	MR	4	RR	21	hp	40
AC	10	Crawls: 20 yards in 60 seconds (10 ft. / turn)									

These creatures resemble a six foot-long silver maggot. They are used in the construction of alien devices. Liggits feed on minerals and metals, and have been genetically modified to respond to the instructions of a Girakal Nap. Liggits can eat a square yard of minerals or metals in an hour. As a Liggit eats, it will excrete, leaving a smooth resin-like material that they can mould with fine detail. This substance is impervious to vacuum, and is stable when exposed to heat. Dozens of Liggits may be tasked with building larger projects, such as the hull of a shuttle, or creating a permanent seal of a breach of the Asteroid.

Liggits may be found in various areas of the Asteroid, employed in various tasks or in their dormant state, hibernating and insensible to the world around them. They reproduce by dividing into a cluster of six every year. They can work in the vacuum of space for 48 hours before having to enter an atmosphere again. They have no combat abilities but can be controlled to raise a defensive wall in less than an hour.

Role Playing Opportunities: Think of these creatures as alien cows. The only way they could be harmful is if they are ordered to eat a *Warden* vehicle or auxiliary spaceship.

Miblid / Freaky Rodents

CN	4	D	16	LP	-	MR	6	RR	21	hp	12
AC	16	Runs: 100 yards in 10 seconds (300 ft. / turn)									

These creatures are a type of alien "rodent", which feeds upon Zilkloth. The Miblids are a nuisance to the aliens, as they were an attempt by another race to undermine the Asteroid's disguise, but failed due to the small number of Miblids that were released. They are normally 2-3 feet long with long claws

(WC 21, 1d6 in damage). They have a combined mouth / nose, which is used to suck Zilkloth into their digestive tracts, in much the same manner as the terrestrial anteater. Miblids are chameleons, and can change the patterns of their fur to match their surroundings, and being cold-blooded, they offer no heat signature, and no source of food for their prey. Miblids are immune to any mental attack.

Role Playing Opportunities: These are to be played up as alien rats and they should be getting into everything in waves of 30-50. Normally they won't attack crewmembers unless they feel trapped. Begin showing them as little three-inch things and in later phases have them grow to their true three feet long nasty looking size.

Mir' Lup / Peace Plants

CN	15	D	11	LP	8	MR	14	RR	11	hp	35
AC	21	Runs: 100 yards in 20 seconds (150 ft. / turn)									

The Mir' Lup are a race of sentient plants. Originally of a cacti stock, the Mir'Lup were given intelligence through the efforts of scientists on the *Starship Warden*. The Mir'Lup are a race of pacifistic philosophers and students. The Mir'Lup are masters of ethics and have a strong sense of justice and what is "right".

The Mir'Lup appear to be a vaguely Humanoid shape, with soft (non-prickly) hairs covering their bodies. They range in color, from light green in warmer climates, to ark green in colder climates. For two months in every 12-month period the Mir'Lup turn bright red and can reproduce with their kind. This also turns them highly aggressive and all of their attack mutations (normally dormant) are useable during this red stage. They turn yellow and finally brown over a period of weeks when they start to die. All intelligent races can sense the pacifistic nature of the Mir'Lup and will hesitate in attacking these plant creatures making them great ambassadors.

The Mir'Lup have the following racial mutations: Absorption, Alpha Wave Generation, Backlash, Charismatic Effect, Empathy, Force Ladder, Genius, Heightened Brain Talent, Heightened Intelligence, Mental Defense Shield, divisional Body Segments, Larger Than Normal, Mobility, Physical Reflection, Poison Thorns (Intensity Level 20), Speech, Telepathy, Ultravision.

Role Playing Opportunities: When the Mir'Lup aren't red they are as nice a race of beings as you can imagine being very helpful and considerate. When they are red they are the toughest and meanest bastards in the universe not taking orders from anyone and giving out deadly orders with lots of "or else" at the end of their commands.

N'Treb / Zombie Makers

CN	6	D	-	LP	19	MR	21	RR	12	hp	20
AC	20	Runs: Immobile (0 ft. / turn)									

These insidious creatures appear harmless in their inactive state. They appear to be a polyp style growth looking like a large wet, white sack about five feet wide and long. The mass can move to throw spore sacks up to 50 feet from its position. Their true nature is revealed when they become active. These creatures release spores, which when inhaled enter the lungs and bloodstream of the victim. In the case of unintelligent life, the N'Treb normally kills the creature, allowing the corpse to provide nutrition for the fungi as the spores are a 12 Intensity Level poison in this case. In the case of intelligent creatures, the N'Treb's spores take over the creature's central nervous system and mind, linking it with the fungi when enough of the 12 Intensity Level poison kills the character. This process takes 1-6 hours. Treat the spore attack as an intensity level 12 poison. The spores will stay on space suits and power armor to be absorbed by a touch of naked flesh. The N'Treb are immune to the effect of the Id's neural barbs.

A N'Treb will sacrifice victims in order to provide nutrients for its body, but while it controls an intelligent creature, it knows all that the creature knew. When that creature rots away, the fungi's knowledge is diminished. N'Treb can control about 40-45 individual creatures. These creatures will live as long as the N'Treb remembers to feed them and keep them from danger. It is not unusual for a N'Treb to work or starve a less valued creature.

While under the control of the N'Treb, the victims will shamle around in a zombie like state. When a N'Treb directly controls a victim, it can use that victim to communicate, or can impersonate the original personality, to hide the victim's infestation.

A N'Treb may allow a victim to partially recover and seem alive, only to be used as a spy if someone tries to rescue them. The victim is still dead.

Role Playing Opportunities: Generally the wet sacks of spores being thrown at the space suits of the *Warden* crewmembers won't seem to do anything. But when the suits are being taken off if the spores weren't specially treated and destroyed the crew are going to suffer from the contact spore poison in which case they put their suits back on and walk slowly back into the Asteroid. There are lots of *Bonnie Brown* crewmembers captured by the N'Treb and some of the N'Treb delight in taking *Warden* crewmembers as well. Will the player characters blast these controlled former friends? They will have to make that decision quick.

N'Treb Zombies / Knuckle Heads

Abilities are as their original selves with a -1 in every number.

The average stats of a N'Treb Zombie vary. The N'Treb use creatures from many races in order to gain knowledge and power. A N'Treb will usually have only one Id under its control. N'Treb love to control Humans. The spore infection in a zombie can be cured but the controlled character will fight the treatment. It will take several days to remove all the controlling fungi spores from the system and if the body isn't completely clean more spores will just re-infest the body. When a N'Treb controlling patch is destroyed the zombies from the patch stand and do nothing until a new patch takes them over.

Role Playing Opportunities: These zombies are malicious sources of contamination, ruthlessly attacking with the intention of infecting others, and capturing them, rather than killing them. There are many great opportunities for terror as player characters could be captured and carried off into the bowels of the Asteroid.

Shocker Beast / Bobcat

CN	18	D	21	LP	8	MR	19	RR	9	hp	100
AC	16	Runs: 100 yards in 10 seconds (300 ft. / turn)									

This mutant is three feet long and appears like its non-mutated relative. Its list of mental and physical mutations is impressive: absorption (lasers), backlash, Cryokinesis, death field aura, heightened intelligence, mental blast, dual brain, electrical generation, heightened smell, radiated eyes, physical reflection (kinetic energy), and temperature resistance. These highly intelligent mutants quickly made themselves useful to the crew of the *Warden* and now have become accepted members of all combat teams going into the Asteroid.

Role Playing Opportunities: It's very possible the shocker beasts have their own agendas and don't trust the Human crew of the *Warden*. They are very vocal in their demands for their own portion of a ship level where they can breed stronger versions of themselves to possibly take over the *Warden* when it gets free of the Asteroid.

Sorok / Alien Cow

CN	15	D	6	LP	3	MR	15	RR	21	hp	88
AC	19	Runs: 100 yards in 10 seconds (300 ft. / turn)									

This large, slow moving creature is blind and deaf. This creature has been bred to feed the Ids. The Sorok is a barely intelligent, herbivorous mammal, with a gentle disposition. The Ids attach themselves to the Sorok, and drain blood from the creature, in the same manner as a terrestrial leech. When the Id are sated, they simply drop off and leave the beast to continue its grazing. It is not unusual to find up to a dozen Ids on a single large Sorok. The Sorok is 30 feet long, 12 feet wide and 18 feet high. An adult Sorok may weigh up to 30 tons and has a life span of 20 years. A female Sorok breeds once a month, usually having a litter of 6-8 calves.

Role Playing Opportunities: Think of these creatures as cows, but imagine getting a herd of them moving quickly in the same directions and a lot of damage is going to happen.

Voopah / Flying Jellyfish

CN	10	D	6	LP	-	MR	4	RR	21	hp	20
AC	21	Runs: 100 yards in 20 seconds (150 ft. / turn)									

Voopahs are alien automatons. These are similar in appearance to the terrestrial jellyfish, but with very short tendrils and a fuzzy coating. Voopah vary in size from 1 – 4 feet in diameter. Voopah float in the air due to the balance of gasses within them. They can propel themselves via the use of a bladder-like bag being expanded and contracted to allow the Voopah to push itself along. They are extremely light, and glow slightly.

When the Asteroid suffers a pressure loss, the air currents attract the Voopahs, which interlock with their short tendrils and fuzzy coats, to form a patch to prevent the loss of oxygen in the event of a hull breach. When interlocking, they form a rudimentary intelligence, which allows them to coordinate the complete blockage of the breach.

Role Playing Opportunities: These mindless creatures could cause a lot of problems for the invading crew of the *Warden* as the Voopah mass to create sticky portable wall sections to glue up the player characters.

The creatures have the intelligence of birds, but love to gather around energy sources and especially energy sources from the *Warden*. They will constantly float toward the *Warden* crewmembers and extend their feather light tentacles to touch any batteries carried by them.

Yipoons / Boom Bloom

CN	9	D	-	LP	-	MR	19	RR	19	hp	50
AC	16	Runs: Immobile (0 ft. / turn)									

The Yipoon is a mutated flower with the ability to shoot a huge laser beam from its center when outside forces irritate the delicate senses of the bloom. The huge beam of energy WC 5 doing 9d6 of damage has a range of 300 yards and usually punctures through three or four close objects as it blasts from the petals of the flower. The Yipoon can fire ten of these blasts in a 24-hour period and then must be exposed to light for 48-hours to recharge its plant cells. Wild versions of the plant will then send out mobile appendages to drag back to its root systems the things its laser has destroyed.

Role Playing Opportunities: The Yipoon currently only grows on the sides of the Gibrak Tars, but a smart player character might be able to capture and plant one for their own uses. There is nothing like owning your own potted laser cannon to make you sleep safer at night.

PHASE FIVE CREATURES

Dagils / Tick-Tock-Tick

CN	15	D	3	LP	-	MR	5	RR	21	hp	10
AC	21	Runs: 100 yards in 10 seconds (300 ft. / turn)									

Dagils are genetically created organic smart bombs in the form of a thousand legged insectoid creature usually one foot long and wide with two huge eyes at the front and back of the creature. It is a parasite on the flesh of other creatures that are able to launch the Dagil through various means at a victim. The Dagil hits the ground running intent in exploding at whatever creature or thing it was aimed at. Upon exploding five Dagil eggs are laid in the hole made from the 9d6 explosion. If the egg's nest is biological material they take 100 hours to turn into immature larva Dagils that move about trying to attach themselves on a sympathetic organic host. Double sized Dagils have been seen on larger versions of the Asteroid tank.

Role Playing Opportunities: The larva of the Dagil are truly disgusting tick-like creatures that really want to stick their proboscis into the flesh of player characters and explode quite nicely when characters try to squish them like the bugs they are.

Gibrak Tar II / Type II Alien Tank

CN	21	D	14	LP	-	MR	18	RR	21	hp	120
AC	9	Crawls: 100 yards in 30 seconds (100 ft. / turn)									

The II version is twice as large as the original model and was grown because the *Warden* crew proved quite proficient at destroying the first model. This version comes equipped with 16 Gachads and 16 Dagils. The unit was also designed to capture victims and four organic capture cages are grown on the back of the unit with 4 large manipulative tentacles for capturing and placing victims in the cages.

Role Playing Opportunities: In Phase Two the Gibrak Tar II tank is a much different matter and individual Gibrak Tar II should be tough fights for the player characters and there should be several at each battle making for deadly fights. Waves of these should come storming into the *Warden* and attack the defenses guarding the breach in the hull.

Jeget / Jaguar

CN	18	D	19	LP	10	MR	10	RR	19	hp	90
AC	11			Runs:	100 yards in 10 seconds (300 ft. / turn)						

Jegets came from the large pride of jaguar being raised on the *Warden*. They bred true after wildly mutating, becoming highly intelligent and highly useful. Only two feet long and now standing upright, these creatures have the following mutations: confusion, levitation, telepathy, precognition, force ladder, telekinesis, and force field generation as well as manipulative paws.

The beasts were quickly able to realize that fighting on the side of the crew of the *Warden* was the only way that they were going to survive and they have thrown their skills over to the marines and become deadly foes to the creatures of the Asteroid.

Role Playing Opportunities: Jegets will obey the commands of their marine officers. They have a superior attitude and truly believe they can do everything better than Humans, Androids, or Robots. Most of the time they prove this.

Zons / Type 1 Winged Humanoid

CN	9	D	9	LP	9	MR	9	RR	9	hp	30
AC	9			Flies:	100 yards in 8 seconds (375 ft. / turn)						

The Zons are a two-foot tall race of winged Humans. They are perfectly proportioned Humanoids except for their large butterfly wings. In mutating they have lost much of their Human nature and now live in hives with a ruling male. Their many mutations have helped them grow and prosper on the ship and they are allies with many skills who have become highly useful. It's list of mental and physical mutations includes: Cryokinesis, Empathy, Force Field Generation, Invisibility, Mental Blast, Phasing, Heightened Strength, Light Generation, Regeneration, Shorter, Temperature Resistance, and Wings.

Role Playing Opportunities: Most of the ship's crew consider the Zon to be like pets. The Zon resent this and will start playing nasty tricks on their larger allies if they aren't treated with great respect.

PHASE SIX CREATURES

Gibrak Tar III / Type III Alien Tank

CN	21	D	18	LP	-	MR	20	RR	21	hp	126
AC	8			Crawls:	100 yards in 14 seconds (215 ft. / turn)						

The Type III version of this creature is a monster unit 90 feet wide and 180 feet long. An Id controls the firing of 30 Gachads while another Id controls the firing of 30 Dagils. These are minor systems as this larger unit now sports four huge turret thorn throwers. The thorn throwers can each fire 10 WC 8 thorns doing 2d6 each at ten different targets in one Combat Round. These units constantly guard every Trin Pad on the Asteroid and always reinforce the opening between the Asteroid and the *Warden*.

Role Playing Opportunities: In Phase Six the Gibrak Tar III should be presented as terrifying, huge military units dealing out massive damage and coming many at a time. The player characters should be presented with one and then two and then three all at once and they should wonder how they are every going to survive more attacks by these creatures.

ASTEROID ALIEN PRISONERS

The Alien Prisoners: It is possible to encounter members of the prisoner races at any stage from Phase Four onwards. The N'Treb and their allies have captured specimens from many different races. Not all specimens have survived, some have died during experiments, others have killed themselves or been killed by other prisoners, and others died because their living conditions were not suitable. The following races are a sample of the survivors who, for whatever reason have bred true on the Asteroid and have grown strong in the service of their Asteroid captors. Upon being discovered these creatures are very likely to turn on their Asteroid masters if given the chance.

They are not treated well by their Asteroid masters. However, they are used to serving and serving well at their assigned tasks. Generally, it will be necessary to communicate with them directly to get them to stop whatever they are doing. Also in role-playing terms the crew of the *Warden* cannot be expected to know that these are servants of the Asteroid. Although it is true that the Asteroid leaders are generally of various fungoid races, this difference will be a subtle one to figure out on the part of the player characters. Several of these races are used as guards and it will be almost impossible for the player characters to separate a slave race from the Asteroid true masters. It should also be mentioned here that there are many captured prisoners from the recent invasions of the *Bonnie Brown*. Many of these Humans have been made into N'Treb zombies. These slaves are easy to spot and they are generally covered in fungi. The Id have also attached themselves to many of that Human crew. As a Game Master you need to present the killing of even captured Humans has a difficult decision to make. You should also let the player characters know through the advice of Androids and Robots that there are non-lethal options open to any combat situation and the more Humans the player characters can cure the better it will be for the *Warden*.

Bilof / Type 2 Humanoid

CN	14	D	10	LP	9	MR	19	RR	19	hp	58
AC	21			Runs:	250 yards 10 seconds (750 ft. / turn)						

The Bilof are a Humanoid species, averaging about 5 feet in height and of slim build. They have light green skin, four arms, and large eyes. The Bilof are extremely fearful of insect type species and have strict religious taboos against Telepathy and cybernetics. While the Bilofs claim to be a peaceful race, they do not have any reservations about dealing violently with those who offend their religious beliefs. The Bilofs are on a technological par with Earth, but their culture is far older, having stagnated due to their religious beliefs. The Bilofs are also strict vegetarians and are offended by carnivores.

These creatures are used throughout the Asteroid to fix the nonorganic machines that the Asteroid has stolen from other races. There are thousands of the Bilof on the 1st level of the Asteroid. The Bilof have the following racial mutations: Chameleon Powers, Carapace (total), Heightened Balance, Heightened Precision, Heightened Strength, Immunity, Improved Metabolism, Radiated Eyes.

Role Playing Opportunities: The Bilof are nasty and while they don't like their slavery to the Fungi of the Asteroid they won't like any of the mutated crew members of the *Warden* either. They will generally not fight *Warden* crew who are Human, Robotic, or Android, but they won't help them much either. A truce and talk of escape will interest them.

Disaps / Tentacle Alien

CN	14	D	14	LP	16	MR	14	RR	18	hp	84
AC	12			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Disaps are the biogenetic creation of the Yina. The Disaps were created to take over any hazardous or boring work, which naturally led the Disaps to revolt when it became apparent that the Disaps outnumbered and out-gunned their creators. This led to a very brutal war on the Yina planet, in which the Yina were defeated. The Disaps are ten feet tall and five feet wide blocks of white flesh. They are able to generate up to 15 tentacles of flesh out

of their rectangular bodies. These tentacles can be used for the fine manipulation of the tiniest objects to the carrying of large objects many times the size of the Disaps. The tentacles have a WC of 18 and a single physical attack can do 5d6 of damage. The Disaps hate all forms of vegetation and their Asteroid masters keep them around to keep other plant races in check. The Disaps are asexual and walk into radiation fields and absorb all the radiation in the area and generate an exact copy of themselves without the memories of the parent body. Disaps have the following racial mutations: Dual Brain, Electrical Generation, Heightened Balance, Heightened Dexterity, Heightened Hearing, Heightened Precision, Heightened Sense, Heightened Smell, Heightened Strength, Heightened Taste, Heightened Touch, Heightened Vision, Infravision, Temperature Resistance, and Ultravision.

Role Playing Opportunities: The Disaps will make any sort of agreement with the crew of the *Warden* as long as it includes the destruction of the remaining Yina on the Asteroid and the ship. Disaps are great liars and very capable of helping the *Warden* crew and then using radiation to reproduce so fast that they can take over the *Warden* after it leaves the Asteroid.

Falahi / Spider Alien

CN	12	D	16	LP	14	MR	19	RR	21	hp	55
AC	16			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Falahi are an insectoid race resembling gigantic hairy spiders, approximately 6 feet across. They are highly intelligent and technologically advanced and rely upon telepathy for communication. It should be noted, that while they resemble spiders, they are not. The creature is capable of a physical attack WC 19 doing 4d6 of damage; this attack can be made on three separate targets at the same time, but not all three made on the same target no matter how large that target may be. They are used for their many abilities and as long as the Id control even one of their number on any given level, the Falahi cooperate with the Asteroid creatures. Being intelligent they are constantly looking toward freedom, but have no organized plan to achieve an end to their slavery. The Falahi have the following racial mutations: Backlash, Force Field Generation, Heightened Mental Condition, Invisibility, Telekinesis, Electrical Generation, Heightened Balance, Heightened Dexterity, Heightened Vision, Swift Movement, Ultravision.

Role Playing Opportunities: The creatures will appear gentle and interested in helping the crew of the *Warden*. They will take every opportunity to get into the hidden places of the *Warden* and lay egg masses. Their real agenda is to capture the *Warden* or a ship on the *Warden* and escape to a real planet.

Retal / Crustacean Alien

CN	14	D	12	LP	13	MR	19	RR	15	hp	60
AC	10			Runs:	100 yards in 20 seconds (150 ft. / turn)						
				Swims:	100 yards in 10 seconds (300 ft. / turn)						

The Retal are a vaguely Humanoid species, with a yellow and green total carapace, giving them a bizarre crabman appearance. They stand nine feet tall with four pairs of huge pincers and smaller manipulative tentacles under each pincer claw. The claws are WC 17 doing 3d6 in damage. The Retal are equally comfortable in water or the atmospheres of the Asteroid, having both lungs and gills. Their bright coloring and unusual shape serve as camouflage on their home planet. They are used as defenders in vital areas of the Asteroid, but greatly miss the water of their own spaceships.

The Retal have the following racial mutations: Domination, Force Field Generation, Heightened Brain Talent, Heightened Intelligence, Carapace (Total), Gills / Lungs, Improved Metabolism, Increased Size, and Shapechanging.

Role Playing Opportunities: The creatures will jump at the chance to swim in the sea of the *Warden*, but will be difficult to deal with until some sort of truce can be figured out, as they also love defending areas of the Asteroid. They don't like their slavery, but like their work.

Trin

CN	20	D	12	LP	19	MR	19	RR	15	hp	110
AC	5			Flies:	100 yards in 20 seconds (150 ft. / turn)						

There are only 25 living Trin on the Asteroid. They are a race of living energy able to manipulate objects with their minds. They are controlled by auras of fungi spores the N'Treb keep flowing around each Trin. The Trin have a racial fear of being touched and will not break out of a spore containment field. The Trin are indestructible to normal forms of attack and nothing from mental attacks to the fusion of the atom has been known to harm them in the slightest. The Trin are highly useful to the Asteroid races in that they can see weakness in all things and use their energy fields to strengthen weak areas permanently. As they pass away they turn into large teleportation devices. The Asteroid rulers have no idea how or why a Trin passes away, but they can use the dead bodies to make more of the teleportation pads that are on every level of the Asteroid. The Trin have the following racial mutations: Confusion, Death Field Aura, De-evolution, Empathy, Magnetic Control, Mental Grenade, Telekinetic Arm, Telekinesis, Time Field Manipulation.

Role Playing Opportunities: The Trin will happily join the *Warden* crew if given the chance. The player characters will find them difficult to use effectively as the Trin will not enter combat for any reason. Although they are loyal companions their sense of humor causes them to often manipulate objects around their allies that cause punctures to the allies' skin.

Yina / Type I Alien Plantoid

CN	12	D	12	LP	12	MR	12	RR	18	hp	80
AC	12			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Yina are a race of cyborg Humanoid plantmen. The Yina were similar in appearance to Humans, except for white skin, bumpy ridges around the eyes, and a complete lack of hair. The Yina were losers in a war against their own creation, the Disaps. The Yina adopted cybernetics as a means to hold their own against the Disaps, however this ploy failed at great cost. Each Yina is unique in appearance due to the variance in parts available and specializations that each performed. They will each have an energy weapon body attachment powered by an internal fusion engine. There are other mechanical powers flowing out of their bodies depending on their daily work. The Yina hate the Disaps and all artificial intelligences (Androids, Robots and AIs included), and will endeavor to destroy these if the opportunity presents itself. The Yina have the following racial mutations: Alpha Wave Generation, Empathy, Heightened Intelligence, Heightened Mental Condition, Increased Senses, Mobility, Manipulation Vines, Protective Skin / Bark, Regeneration, Speech, and Ultravision.

Role Playing Opportunities: The Yina want to ally with the *Warden* crew and worked with the Humans of the *Bonnie Brown* to try and help them survive. Yina wish to plant their seedlings in any soil and offers to help them will be warmly welcomed. The Yina will mark all the Robots and Androids of the *Warden* for secret destruction when Humans and their sensing equipment are not around. The Yina are technical geniuses able to figure out most any device (bonus 4 on all complexity rolls). They enjoy fabricating devices of all types and especially cyborg parts.

Zolin / Type I Alien Fungoid

CN	18	D	17	LP	12	MR	12	RR	18	hp	80
AC	19			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Zolin are the ultimate in fighting fungi. Humanoid in shape the creatures are fearless and enter battle with complete disdain for injuring themselves. Each one stands 12 feet tall with a huge mushroom cap for a head sporting ten different eyestalks. They are capable of speech and their arms are huge spore missile platforms capable of hurling hard steel shafts incredible distances (WC 19, 2d6 in damage). Their senses allow them to fire at targets up to 300 yards away. Their mutations include: Backlash, Force Field Generation, Mental Blast, Heightened Vision, Infravision, Radiated Eyes, Taller. **Role Playing Opportunities:** Although the Zolin are fungi they don't like the other fungi races on the Asteroid. Given the chance they will ask for truce and try to get the crew of the *Warden* to allow them to live on the *Warden* until a suitable planet can be found for them.

Zymer / Type I Reptilian Alien

CN 5 D 12 LP - MR 5 RR 18 hp 20
AC 21 Slithers: 100 yards in 100 seconds (30 ft. / turn)

Zymers appear to be two-foot long snakes with a cobra hood and two small tentacles coming out of their backs. They root through fungi for food and can eat any type of fungus. The crew of the *Warden* quickly learned that holding on to a Zymer gave the person telepathic powers. In fact Androids and intelligent Robots also gained telepathic powers from holding a Zymer. A breeding program has been started on the *Warden* to give those who need it telepathic powers.

Role Playing Opportunities: Sometimes it won't be handy to know what others are thinking as all the petty thoughts of your surrounding friends will come out in their thoughts about you. As a GM make sure when a player character gets some object others don't have that envious thoughts creep up in their minds to bother the owner of a Zymer.



11. ENCOUNTERS

Roaming through the ship are myriad beings who have either found *Color Bands* and learned how to use them, have been brought in by others, or who are able get past the security system by using mutant powers.

When *PCs* run into wandering encounters, there is always a chance these beings will have *Color Bands* (roll of 8 or higher on two dice). These encounters are not only fun for the players; they also can provide important information and opportunities.

After every hour (of game time, not real time) the characters spend traveling or exploring, roll a die. On a six, the characters have a random encounter. The type of encounter depends on which deck they're on and which phase of the invasion they're in.

When an encounter is indicated, roll a die to determine what it is. These encounters don't always need to turn into battles, but they should always be interesting. Characters should acquire useful equipment if they survive a battle. They can acquire pass codes or higher-level *Color Bands*. They might take prisoners who can give them important information. In other words, try to make the encounters meaningful, not just random.

In Phase Two the creatures that are encountered have had time to gather equipment and make equipment of their own. They are experienced at surviving in the ship and sometimes might even be willing to talk to the *PCs* rather than shoot it out with them.

In Phase Three, all bets are off. All of the ship's denizens are veteran survivors and most of them are up to no good. They have armor, they have serious weapons, and they have bad attitudes. Most will shoot first and loot the bodies later.

TOO MUCH OF A BAD THING

The *Game Master* must strive to be sure that wandering encounters are not pushovers for the players. When that happens, the characters quickly learn to treat everyone and everything they meet as carriers of free merchandise. When a battle begins, players should feel that defeat is just one slip-up away. Every battle doesn't need to be life threatening. Sometimes on *Starship Warden*, losing control of a crucial doorway or storage bin is almost as bad as death. Regardless of what's at stake, players should always feel the hot breath

RANDOM ENCOUNTERS

SHIP LEVEL	PHASE ONE	PHASE TWO	PHASE THREE
1-4	Crazed Robots	Crazed Robots	Crazed AI
	Crazed Robots	Crazed Robots	Crazed Robots
	Crazed Robots	Death Growth	Killer Androids
	I 18 Radiation	Eye Fungus	Crazed Robot Tank
5-12	I 21 Radiation	Killer Android	Stone Aliens
	Sticky Fungus	Sticky Fungus	Martian Crystal
	Black One	Bear-Id	Dart weed
	Death Growth	Ids	Badger-Id
13-17	Dream Bush	Gorilla-Id	Giant Mantis
	Eye Fungus	Crazed AI	Mountain Lion-Id
	I 18 Radiation	Wolfoid	Raptor-Id
	Crazed Robot Tank	Wolfoid	Stone Aliens
18-20	Changer	Wolfoid	Stone Aliens
	Crazed AI	Killer Android	Killer Android
	Eye Fungus	Stone Aliens	Wolfoids
	I 19 Radiation	Jawed One	Killer Android
21-24	Crazed Robot Tank	Killer Android	Stone Aliens
	Death Growth	Tiger-Id	Swarm
ASTEROID LEVEL	PHASE FOUR	PHASE FIVE	PHASE SIX
A 01	Stone Aliens	Giblak Tar Mark II's	Giblak Tar Mark III's
B 02	Giblak Tar Mark I's	Giblak Tar Mark II's	Giblak Tar Mark III's
C 03	N'Treb Zombies	Giblak Tar Mark II's	Nothing!
D 04	N'Treb Zombies	Nothing!	Stone Aliens
E 05	Id	Human-Id	Human-Id ambush
F 06	Stone Aliens	Stone Aliens	Giblak Tar Mark III's
G 07	N'Treb Zombies	Girakal	N'Treb Zombies
H 08	N'Treb Zombies	Giblak Tar Mark I's	Giblak Tar Mark II's
I 09	Stone Aliens	N'Treb Zombies	Giblak Tar Mark III's
J 10	Gorilla-Id	Giblak Tar Mark I's	N'Treb Zombies
K 11	N'Treb Zombies	N'Treb Zombies	Giblak Tar Mark III's
L 12	Stone Aliens	Stone Aliens	Giblak Tar Mark III's
M 13	Stone Aliens	Stone Aliens	Giblak Tar Mark III's
N 14	Guardian Sphere	Guardian Sphere	Guardian Sphere
O 15	Counterfeit Crew	Counterfeit Crew	Nothing!
P 16	Stone Aliens	Stone Aliens	Giblak Tar Mark III's
Q 17	Girakal	Girakal	Trap
R 18	Giblak Tar Mark I's	Giblak Tar Mark II's	Giblak Tar Mark III's
S 19	Stone Aliens	Girakal	Wrapping Fungi
T 20	Id	N'Treb	Giblak Tar Mark III's

of failure and setback on their necks or the *GM* isn't doing his job as master of the game. Overcoming adversity is what creates a sense of accomplishment, and the greater the adversity, the greater the accomplishment.

A sense of danger can be created many ways. One way is through disparity of numbers. When five characters battle five evil Robots, it looks like a balanced fight, even if it's not. But if five characters battle 50 tiny Robots, the odds look a lot more threatening, even if the Robots are individually pretty weak. Likewise, if five characters find themselves facing just one Robot, the players will all be wondering "what's so special about this Robot that the GM thinks just one can challenge us? This must be one tough bot!" If the Robot is 9 feet tall and bristling with weapons, they'll think those thoughts even sooner.

Another way to challenge the players with numbers is to present them with so many enemies that the characters could never fight their way through. Now they have a whole different problem, which is evading the enemy until they can find a way to sneak past or search out an alternate route. This is a good time to introduce a new, unknown device that lets the characters move unnoticed or open a previously inaccessible door.

Finally, as the GM, remember that radiation is your friend. The lone Betty Android guarding the elevator could be a killer in disguise with 250 hit points, radiated eyes, molecular disruption, and a stash of medium missiles. These types of super beings can become the stuff of great stories later on.

12. EPSILON CITY

Every campaign needs a place to get started. Level 14: Epsilon City can serve as a base of operations for the players or present them with countless challenges as they explore its dangerous corners and meet its many inhabitants. Any color band can gain entrance to this level.

The Androids have run wild in this city after the radiation swept through. These Androids haven't actually become Killer Androids, but their attitude toward Humans has changed significantly. In fact, these Androids now think that they are Humans—only better. They call themselves "Humandroids" and believe that *Starship Warden* was built for them. They aren't quite sure how actual Humans fit into their picture, so for the time being they are imprisoning any Humans they find. They are also making more and more Androids that think they're Human, trying to repopulate the city and turn it into a fascist police state.

This situation is very dangerous for PCs. If they are clever they can still get at least some Androids to respond to orders, but Humans won't blend in here and won't be welcome.

The map scale is one square equals two miles.

Phase One Influence: Frequent radiation pockets fill the level. There are no aliens on the level.

Phase Two Influence: Radiation pockets are less frequent. There are no aliens, but Humandroids are numerous on the level and are establishing pockets of control.

Phase Three Influence: All radiation is cleared from the area. Humandroids are in firm control of the important zones, but aliens and Robots freely roam the level.

1) MEDICAL AREA

Fully automated machines will attempt to cure anyone or anything that lies on the bed. Thousands of beds fill this area. There are also operating rooms, intensive care facilities, biological experimentation labs, hundreds of offices, apartments for the medical staff, and storage areas filled with medical supplies and drugs that are monitored by AI systems and supplied to the proper doctors and nurses. One large chamber is filled with emergency medical hover vehicles that travel under automatic pilot. A few of these have clearance to go anywhere on the ship. A hundred Medical Robots are stationed in the area.

Role Playing Opportunities: The Medical Robots and automated surgical units love to replace wounded legs and arms with mechanical ones. They also enjoy adding cloned parts to the bodies of their patients.

Phase One: No radiation has entered this area. The master AI has been destroyed.

Phase Two: Androids are moving through this area and demanding treatment from the systems. The medical AIs have learned how to treat Androids and now are confused by the differences between Human and Android anatomy and treatment.

Phase Three: Humandroids control this section of the city and they have no use for Humans unless the Humans offer to help the Humandroid cause.

2) DETENTION AREA

Contains jail cells under 24-hour surveillance, cooking areas, offices, exercise and recreation areas for the prisoners, and a large armory of non-lethal crowd-control weapons and armor. Fifty Security Robots patrol the area.

Role Playing Opportunities: The Security Robots are very short-handed and always looking to add units to the security force, even Humans. Officers of the law are carefully monitored, however, and no law-breaking or trouble-making by the police is tolerated. The equipment issued to police is really useful, and the uniforms look very nice.

Phase One: Intensity Level 5 radiation blankets the area.

Phase Two: Lots of mutated creatures are being brought to the cells for questioning. It is not much fun being locked into a cell right next to a patch of death fungus.

Phase Three: The Robots are in constant conflict with the Humandroids.

3) BACHELOR DWELLING AREA

Each individual unit is a standard, small, furnished apartment. The main elevator system is at the south end of these apartments.

Role Playing Opportunities: The Wolfoids that dominate this zone are happy enough to deal peaceably with Android and Robot player characters. They prefer to eat Humans. However, anyone with weapons and armor to trade can quickly become a friend of the Wolfoids.

Phase One: Intensity Level 3 radiation fills this area and the Robots work to clean it out.

Phase Two: Wolfoids learn to secure this area and learn how to use some of the ship's systems. A huge contingent of them lives in the apartments. At first they are not hostile.

Phase Three: No matter what the Androids and Killer Androids do, they are unable to break the defenses of the Wolfoids. The pack grows stronger and better armed.

4) FAMILY DWELLING AREA

This large section of apartments was quickly taken over by Humandroids. They armed themselves and began protecting and patrolling the area.

Role Playing Opportunities: Does a PC try to convince the Humandroids they have poor programming and are not Human, or do they just play along and try to benefit from the Humandroid organization?

Phase One: Intensity Level 7 radiation fills this area and the Robots work to clean it out.

Phase Two: Humandroids begin filling the area and acting as if they are Human.

Phase Three: Well-equipped Humandroids protect the area, but they are not happy with the fascist overtones of most Humandroid groups. These are more welcoming than most to Humans coming into the area.

[illegible]

5) SCHOOLS AREA

Schools and training facilities fill this complex. Communication stations, offices, libraries, practice areas, and work stations can train anyone or anything in any type of knowledge.

Role Playing Opportunities: This area can train a character to be a better fighter, to fix equipment on the ship, to program intelligent computers, or to perform many other interesting and useful tasks. There are, however, lots of ways this training can go wrong, too. For example, someone could train to become a martial arts expert but find that their new fighting techniques only work against farm animals. Because of this area's usefulness, all the groups on the deck would like to control it. So far no one does, and all the fighting has damaged a lot of the training machines.

Phase One: Intensity Level 9 radiation is being cleaned out by Robots.

Phase Two: Humandroids begin trying to take over this area over and train themselves in combat, but constant raids by Wolfoids and aliens make this difficult.

Phase Three: Wolfoids are now the strongest presence in this zone, although they can't truly claim to control it. Humandroids continue to press into the area.

6) RECREATION AREA

This section is filled with parks, movie theaters, gyms, pools, and small lakes.

Role Playing Opportunities: Holograms acting like people—slightly odd people—fill this area. The AI running this section is quite insane and enjoys trying to lead explorers to their deaths. Much of the area has been shot to pieces, but the destruction is masked by all the pretty holograms. One day it might look like a Victorian garden, the next it resembles an ancient Egyptian temple complex, and the day after that it appears as a Martian crystal forest.

Phase One: Severe radiation wracks the area and makes any effort to enter look like suicide. The AI is damaged beyond repair.

Phase Two: The radiation is mysteriously gone. Humandroids begin exploring the area, but soon realize it is a good place to avoid.

Phase Three: Wolfoids constantly roam the area looking for a meal, and they can't understand why the "Humans" have no flavor and leave them just as hungry after eating as before. In frustration, they fire weapons and set off explosives, but are even more confused by the apparent lack of damage. They come less and less, but haven't given up entirely.

7) MAIN ELEVATOR

This is a huge set of five doors around a cylinder. The cylinder is hundreds of yards around. The area has become a combat zone as Wolfoids, Humandroids, and others wage war for control of the elevators.

Role Playing Opportunities: Just stepping out one of these doors can trigger an adventure. Whoever controls that door on that day will have a lot of questions for newcomers fresh off the elevator. All too often they prefer to let their weapons conduct the interrogation. Most of the smaller elevators along the hull have not yet been located by the Humandroids, and the Wolfoids don't even suspect their existence. Those are much safer ways to get onto this deck.

Phase One: Intensity Level 11 radiation is quickly cleared by the Robots, but leaves Crazy Robots on the level, acting strangely and causing problems.

Phase Two: The Wolfoids and the Humandroids begin staking their claims to large sections of the level.

Phase Three: All-out war erupts around the elevator.

8) INCLINED PLANE

An enormous metal door opens into the ship's hull at this point. It is concealed by a hologram that makes the entire wall look like more grassland stretching on forever. The only clue to the portal's existence is a color band rectangle on a small post, apparently just rising out of the endless prairie. When the door opens, it looks like a dark portal in the middle of nowhere. Beyond the door is a service ramp, leading up to the left and down to the right. Following the ramp will take you up or down to the next level (but it's a long walk). A small but well-armed clan of Wolfoids lives inside the passage and demands a toll from anyone who wants to use it. They only open the door at night, to help preserve the secret of their lair.

Role Playing Opportunities: These Wolfoids raid from their secret hideout regularly. No one knows where they come from or where they go. If the PCs track them to their lair or discover it accidentally, there's likely to be a fight unless they can persuade the Wolfoids that they only want to use the ramp and are willing to pay a toll for the privilege. If the group contains only Robots, the Wolfoids may simply let them through. If it contains Humans, the toll will be hefty (the Wolfoids would rather just eat the Humans). If it contains Androids, no toll may be sufficient, because of the animosity between the Wolfoids and the Humandroids (the Wolfoids can't tell an Android from a Humandroid—neither can anyone else, for that matter).

Phase One: Intensity Level 11 radiation floods this area and is cleaned by Robots.

Phase Two: Wolfoids discover the first of these portals and quickly search out others.

Phase Three: Well-equipped Wolfoids are ready to defend their control of these portals with energy weapons and grenades.

9) THEATER / ENTERTAINMENT AREA

There are many types of theaters in this section of the city. These vary from multi-media studios and music and dance complexes to sports arenas and live-action venues.

Role Playing Opportunities: Androids and holograms have always taken the place of Human actors and athletes in these theaters. They are still here, eager to give performances. There are also large numbers of companion Androids ready to keep Humans entertained and cater to their whims. This is constant through all three phases, because the AI here is working perfectly and keeps replacing destroyed Androids with new ones.

Phase One: Intensity Level 14 radiation fills the area. Robots work to remove it.

Phase Two: Humandroids begin infiltrating the area and taking charge of the Androids. Because this area was run by Androids, the Humandroids believe it is the heart of their empire and hold it in high regard. Armed Humandroids provide protection against Wolfoids and other dangers.

Phase Three: Humandroids hold the area in strength. They will try to trick PCs into aiding them, usually with the aid of companion Androids, which can be very persuasive. Failing that, they will just subdue the PCs and throw them into detention.

10) DINING AREA

This zone is filled with theme restaurants, nightclubs, spas, and bars. It was the crew's "hot spot" for relaxation and socializing.

Role Playing Opportunities: This area is now completely ruined by radiation. Mutants and aliens are thick here. The presence of liquor by the ton doesn't make the mutants any friendlier or safer to be around, either.

Phase One: Intensity Level 18 radiation fills this area and instantly generates a wide variety of Mutated Plants and animals. When Robots come to try and clear the radiation, the aggressive fungi and plants quickly wreck them.

Phase Two: Still filled with deadly radiation, the entire section becomes thickly overgrown with deadly plants and fungi and littered with the hulks of destroyed Robots and puddles of red goo from slain Androids.

Phase Three: Radiation remains, but only in isolated pockets. Plants and roots and vines and towering fungi have turned the blinking neon cityscape into a literal urban jungle. It is a death trap, but because it's so dangerous, it hasn't been looted yet, either. The lure of treasure is strong.

11) OFFICE AREA

This area was devoted to business and administrative offices. It quickly became a war zone and most of it is now in ruins. Walls are blasted open and pocked with bullet marks, the streets are filled with rubble and blowing paper.

Role Playing Opportunities: At any given moment there are Robots fighting Androids and Wolfoids fighting aliens all over this area. All are searching intently for secret information about the ship, but none is ever found.

Phase One: Radiation didn't linger in this area, but large groups of Crazy Robots did.

Phase Two: Androids and aggressive Robots continue fighting in and demolishing this area.

Phase Three: Androids, Humandroids, and even Killer Androids continue shedding goo over this "no-Android's" land. Rumors persist of a secret, hidden office complex somewhere in the zone that contains all the secrets of the ship and allows control over all its systems.

12) RURAL VILLAGE

The rural village is a small farming community with 20 farms and 10 businesses. Everything has been taken over by damaged security Robots that think they are farmers and react violently when told they are not.

Role Playing Opportunities: The Crazy Robots just want to deliver their mutated, radioactive produce to the city markets and would welcome anyone willing to drive the loaded trucks filled with deadly fungi and lichen to the city.

Phase One: Radiation doesn't last here, but it does mutate all the crops into Intensity Level 12 poison.

Phase Two: Radiation-damaged security Robots come to the villages and begin farming the deadly crops. The Robots, of course, aren't harmed by the mutant fruits and vegetables in the least.

Phase Three: The Robots begin hatching a plan to plant the entire level with their poisonous crops. More and more of the grassland is being plowed under and converted over to growing lethal broccoli and tomatoes. The cultivated areas are now developing pools of Intensity Level 6-11 poison gas spores.

13) COUNTRY VILLA COMPLEX

This is a large mansion complex that the more important officers of the ship called home. Hidden in piles of white dust are several important *Color Bands*.

Role Playing Opportunities: The *Game Master* should fill this area with a little of everything; aliens, Humandroids, Crazy Robots, and Wolfoids are all exploring this area for anything of interest all the time.

Phase One: The radiation doesn't last in this area, and the huge, many-roomed complex is stripped clean of life. Robots continue working in the area.

Phase Two: Several groups scout this section and there is a great deal of fighting on the grounds, but little in and among the buildings.

Phase Three: A great deal of scouting is carried out to determine exactly what this complex is, but there have been so many battles on the grounds that a deadly mystique is turning the villa into a battle legend.

14) EPSILON LAKE

The lake area has a manicured beach with lots of recreational boats and water scooters just waiting to be played with. A misty island on the lake begs to be explored.

Role Playing Opportunities: Several security Robots patrol the lake shore and they would love to send anyone who even looks like a troublemaker to the detention area, because that's what it takes to protect the quiet beauty of the beach. Naturally, the island is a huge, mutated monster with dozens of tooth-filled mouths on its back, the better to eat foolish explorers and picnickers.

Phase One: Radiation is quickly cleaned from this area, but not before it creates the mutated island monster, which in turn eats almost everything in the lake.

Phase Two: Many beings come to the lake and are intrigued by the mist-shrouded island. Many parties travel to the island, but few return. Those who do come back tell crazy stories about their comrades simply disappearing into thin air.

Phase Three: The lake has a deadly reputation and the security Robots on the beach have posted "no swimming" signs everywhere.

15) LAND OF THE ELVES

This is a forested area where an insane artificial intelligence has created a small village of holographic elves. A large team of Robots of various types maintains the illusion and works over the forest to shape the trees and plants into suitably elf-like constructions and hollow trees for them to "live" in. Special laser rifle emplacements have been hidden all over the forest to destroy anything or anyone who might ruin the illusion of the industrious elves, which the AI enjoys immensely.

Role Playing Opportunities: These holographic elves are capable of roaming all over the level, but they can't leave it. The AI of the level reacts violently when anyone expresses doubt about the existence of elves. The holograms "worship" the AI (because they're programmed too), and the computer finds that enormously satisfying.

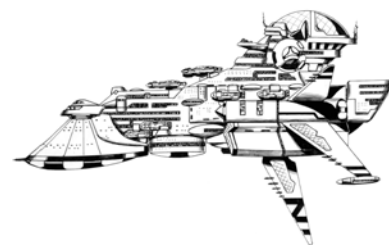
Phase One: The AI in charge of this forest was badly damaged by radiation and it quickly took over control of every Robot within its reach to begin work on the computer's imaginary world.

Phase Two: Many of the larger, mutated trees are shaped into homes for the elves. The Robots are enlarging the forest with new plantings and cloned trees. Much alien equipment is scattered about, lost by aliens who didn't believe in elves.

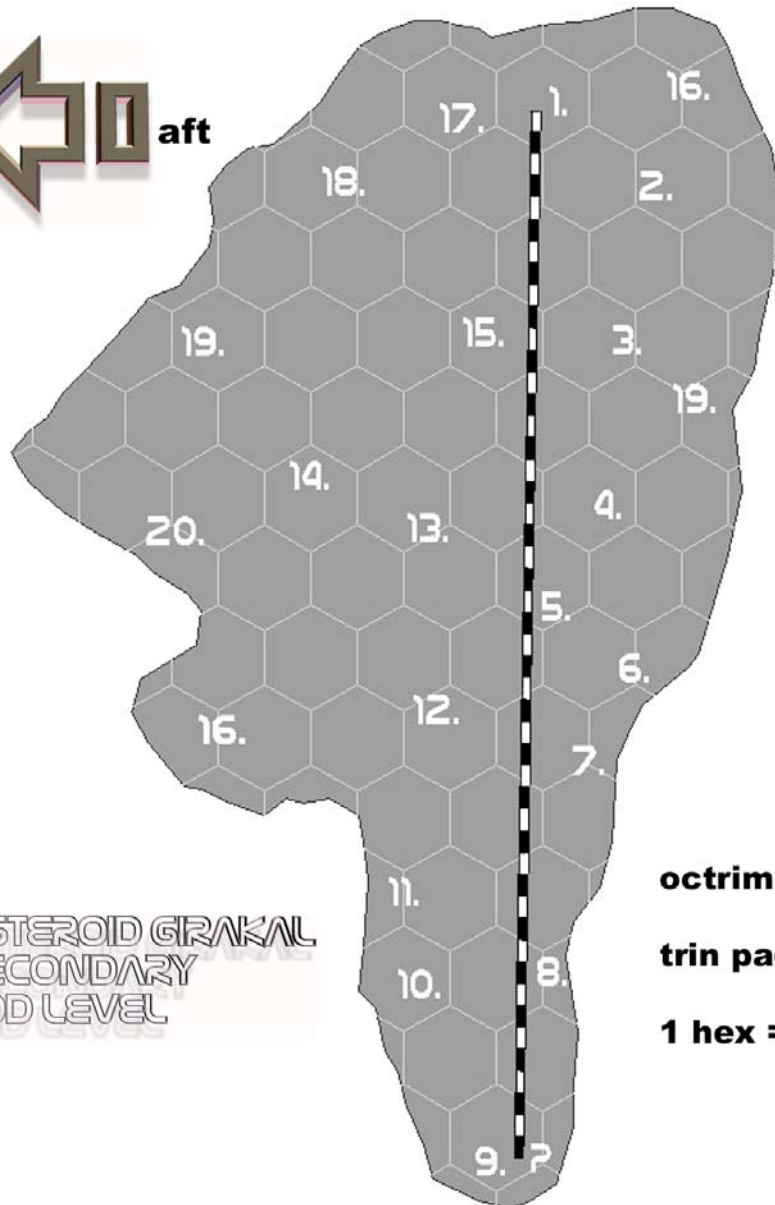
Phase Three: All of the groups operating on this level now leave this forest alone and warn others to stay away from it, calling it "the haunted forest."

2) RADIATION AREAS

These are totally dead regions, scorched by radiation. There is a clear difference between these dead zones and their surroundings, which may be mutated but are still alive. The number in the area is the Intensity Level of the radiation.



fore aft



Q17: ASTEROID GRAKAL
SECONDARY
POD LEVEL

octrim road 

trin pad 

1 hex = 2 miles

13. ASTEROID GIRAKAL SECONDARY POD LEVEL

This military situation is far different from your normal exploration adventures. Each of these levels in any of the three phases of the role-playing experience is filled with deadly creatures and there are a lot of these creatures. Although the Asteroid aliens don't ever use large bombs they are capable of flooding areas of the Asteroid with intense radiation. As the Game Master you should be constantly presenting lots of non-player Androids and Robots to the player characters, making these non-player characters available for the beginning battles and clearing out sections so that your player characters can make the intelligent decisions behind the scenes. Often player characters are going to come into encounter areas to have aliens firing weapons at them.

Consider The Situation: Two years ago the Asteroid aliens spent a great deal of time and resources in capturing the *Colony Ship Bonnie Brown*. That starship resisted and the battles depleted the resources of the Asteroid. For the past year the Asteroid aliens have been fighting the Marines of the *Warden* and losing. A great many of the aliens were destroyed in these battles and while more are being grown this does take time even for deadly aliens with lots of resources. There were thousands of the aliens on the Asteroid a year ago, but now there are only hundreds of each type. Any given level on the Asteroid is going to have tough fighters but as the Game Master you might want to thin out the number of defenders to give your players a fun experience.

Level 17 Scale of Miles: The map scale is roughly one and one-half miles to the hex.

The Level: This level is made up of miles and miles of maze-like tunnels. Each of the tunnels is made of the white fungi that is the Girakal. The fungus is hundreds of yards thick and tall. Although it's possible to dig into the moist fungi it's slow going for even digging machines as the fungi is springy, thick, and heavy. There are miles and miles of the fungi patches and every 90 square yard section takes 120 hit points of damage before being destroyed.

Octrim Road: The road is a 100-yard wide strip of flesh with three-foot long tentacles all over it. The tentacles move objects along the road, but the entire organism looks creepy and should be described in a way that really freaks out your player characters. As the player characters see the road for the first time they should see several unescorted objects flow past on the road so they sort of get an idea about what the road does. This road cuts right through the center of the maze.

P = Trin Pad: This device is going to be an interesting alien artifact for the players to experiment with. In the first phase Asteroid exploration will not be dangerous as player characters travel from level to level exploring. As time goes on the pads will be lightly guarded in Phase Five and heavily guarded in Phase Six.

Important Note: As the characters come to this level via the Trin Pad the Girakal tells the Gibrak Tars not to fire on the crew while the Girakal tries to talk truce with the *Warden* crew. This will allow the crew the first attack in every battle on this level as time after time the innocent minded artificial intelligence that is the Girakal is trying to talk them into a truce.

Make sure to put a guarded Trin Pad very close to the large hole that connects the *Warden* to the Asteroid.

Phase Four: A single Gibrak Tar I (hp 90, AC 10) guards the pad and gets replaced every hour. Its Dagils are a 6d6 bug bomb. Its Gachads are a 100-gallon tar capture bomb. The four Yipoons are each a WC 5 energy cannon doing 9d6 of damage.

Phase Five: A mix of the Gibraks constantly guards every Trin pad. In this phase and on this level we have a Gibrak Tar I and a Gibrak Tar II. The II has the following features:

(hp 120, AC 9), 16 Dagils and 16 Gachads, and four capture cages since the unit is programmed to try to capture enemies for experimentation later.

Phase Six: Usually three of the Gibrak Tar IIs guard the pads now as Sergeant Dupper has shot away or blown up most of the other Gibraks. (hp 126, AC 8) The II version of this creature is a monster unit 90 feet wide and 180 feet long. An Id controls the firing of 30 Gachads while another Id controls the firing of 30 Dagils. These are minor systems as this larger unit now sports four huge turret thorn throwers. The thorn throwers can each fire 10 WC 8 thorns doing 2d6 damage each at ten different targets in one Combat Round. These units constantly guard every Trin Pad on the Asteroid and always reinforce the opening between the Asteroid and the *Warden*.

Phases: The phases of the level are a special role-playing effect designed into the *Metamorphosis Alpha* game. The idea is that there are six distinct time periods within *Metamorphosis Alpha*, with Phases Four to Six being on the Asteroid. Each phase is a totally different role-playing experience for the players. The Phase Four has the Asteroid aliens relatively unprepared for invasion by the *Warden* crew. Such an invasion has never happened in the history of the Asteroid and the alien crew of the Asteroid can't even imagine others would invade them. This situation should allow the player characters to explore the Asteroid for several months without constantly being attacked. In that phase there will be a lot of unarmed combat from the aliens, but only if the player characters get aggressive. Phase Five has far fewer aliens moving around the Asteroid, but they are much better armed and they are only interested in capturing the *Warden* crew. In Phase Six we have very well armed aliens on the Asteroid but there aren't a lot of them left as the constant battle with the *Warden* has greatly reduced the alien population.

The Girakal: The Girakal is going to be constantly telepathically communicating with the *Warden* crewmembers as they explore this level. Its primary objective is to delay the crewmembers so that they will remain on the level and in its influence for three or more hours. After three hours of exposure to the Girakal it will begin stripping away memories from one *Warden* crewmember at random every 15 minutes. It always strips weapon knowledge from a crewmember and there isn't a thing that character can do about it. This memory wiping attack is effective against Robots, Androids, mutants, and Humans.

The Girakal is capable of draining the memories of any creature that remains in its cavern for over 3 hours. In seeking knowledge, the Girakal slowly steals memories from any being entering its caverns. In game terms, after 3 hours this power will slowly strip away a victim's memories on how to operate equipment. Every 15 minutes, the memory of how to operate one piece of equipment is taken away from the victim and the only warning is a brutal headache that they begin to suffer in the third hour. The Girakal is a liar and a cheat and out to improve the position of the Asteroid and destroy the battling crew of the *Warden* that has unexpectedly invaded the Asteroid. The creature is a huge mass of white fungi leaves, patches, and tentacles and is totally harmless by itself except for the memory stripping power.

As the Game Master pick a nice, very calm sounding slow deep voice for the part of the Girakal and its mental conversation tone with the player characters. The creature will know the name of each of the crew members invading its level and will from time to time directly address each member of the team by name. The Girakal will try to set up a truce with the character party in order to delay them so that it can work its memory stealing tricks after three hours.

N'Treb Patch: N'Treb control this level with the influence of the fungi artificial intelligence that uses this level as a back up to its main memories. The patches change over time and become more deadly to the *Warden* crew. The patches can be found all over the miles of the maze of the white Girakal. Each N'Treb patch has a collection of zombies hard at work around it. The white brain fungus is everywhere making a walking maze and the N'Treb patches of black fungi are clearly visible all over. No more than one patch grows in any section of the maze and there are three times as many patches in Phase Four as there are in Phase Six. When a patch has been destroyed the zombies of the patch do nothing until a new N'Treb takes them over.

Phase Four N'Treb Patch

CN 18 D - LP 19 MR 21 RR 12 hp 20*
AC 20 Runs: Immobile(0 ft. / turn)

*Hit points are per a ten square yard patch.

The walls of the maze make for many short corridors in the miles of the level. The zombies and N'Treb in this phase will totally ignore the player characters unless they attack the fungi or the zombies. Remember the N'Treb throw spore clouds at their victims. There is little breeze in the mazes so the clouds can float for many hours after being ejected from the N'Treb.

N'Treb zombies at this phase will be alien prisoners from the Asteroid and at least one Human from the *Bonnie Brown*. They would look like this:

Bilof (2 of them)

CN 14 D 10 LP - MR 19 RR 19 hp 58
AC 21 Runs: 250 yards in 10 seconds (750 ft. / turn)

Working with digging tools the WC is 21 and the damage would be 1d6.

Disaps (2 of them)

CN 14 D 14 LP 16 MR 14 RR 18 hp 84
AC 12 Runs: 100 yards in 10 seconds (300 ft. / turn)

Working with alien laser tools the WC is 11 and the damage would be 3d6.

Human – Bonnie Brown Crewmember (1 of them)

CN 15 D 15 LP 15 MR 15 RR 15 hp 88
AC 21

Working with barrels and digging tools they would be weaponless, but they would try and wrestle their victims to the ground.

Phase Five N'Treb Patch (1 of them)

CN 8 D - LP 19 MR 21 RR 12 hp 40*
AC 20 Runs: Immobile (0 ft. / turn)

*Hit points are per a ten square yard patch.

In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender.

Retal (3 of them)

CN 14 D 12 LP 13 MR 19 RR 15 hp 60
AC 10 Runs: 100 yards in 20 seconds (150 ft. / turn)
Swims: 100 yards in 10 seconds (300 ft. / turn)

Two attacks with claws a combat turn (WC 17, damage 3d6)

Human – Bonnie Brown Crewmember (2 of them)

CN 15 D 15 LP 15 MR 15 RR 15 hp 88*
AC 21

*40 right now.

These are armed with Bloom Tar capture weapons (WC 16, IC 8, Dmg. None).

Phase Six N'Treb Patch (1 of them)

CN 10 D - LP 19 MR 21 RR 12 hp *60
AC 17 Runs: Immobile (0 ft. / turn)

*Hit points are per a ten square yard patch.

Human – Bonnie Brown Crewmember (4 of them)

CN 15 D 15 LP 15 MR 15 RR 15 hp 88
AC 21

*46 right now.

These are armed with protein disrupter rifles, IC 3, WC 10, see the *Metamorphosis Alpha* rules for the damage chart.

Guardian Sphere (1 of them)

CN 18 D 15 LP - MR 12 RR 18 hp 112
AC 15 Rolls: 100 yards in 10 seconds (300 ft. / turn)

They are using ten duralloy swords (WC 15, Damage 2d6, each sword is capable of doing damage to power armor). They are capable of doing six attacks a combat turn on a single individual and can do all ten attacks on multiple foes in the same combat turn.

1) NUTRITION AREA

The several mile wide area is a huge collection of metal vats and conveyor belts. The vats are each cooking a strange soupy liquid. The crew of the *Warden* will find out that the vats are preparing a special food for the Girakal on this level and the Bilofs spray this heated mixture onto the walls of Girakal on this level to encourage fungi growth. Keep in mind that while there are 100 Bilof working in this area, this area is more than a mile long and filled with noisy machines. In any given 100 yard section of this area the characters might see one or two Bilofs

Bilof (1 of them)

CN 14 D 10 LP - MR 19 RR 19 hp 58
AC 21 Runs: 250 yards in 10 seconds (750 ft. / turn)

The Bilof are a Humanoid species, averaging about 5 feet in height and of slim build. They have light green skin, four arms, and large eyes. The Bilof are extremely fearful of insect type species and have strict religious taboos against Telepathy and cybernetics. While the Bilofs claim to be a peaceful race, they do not have any reservations about dealing violently with those who offend their religious beliefs. The Bilofs are on a technological par with Earth, but their culture is far older, having stagnated due to their religious beliefs. The Bilofs are also strict vegetarians and are offended by carnivores. These creatures are used throughout the Asteroid to fix the non-organic machines that the Asteroid has stolen from other races. There are thousands of the Bilofs on the 1st level of the Asteroid. The Bilof have the following racial mutations: Chameleon Powers, Carapace (total), Heightened Balance, Heightened Precision, Heightened Strength, Immunity, Improved Metabolism, Radiated Eyes.

Phase Four: 100 Bilof work in this huge area. There are organic machines that work like forklifts that carry tons of chemicals and organic matter into the vats. There are huge organic machines that also fill themselves up with the hot liquid and go out at the control of the Bilofs to spray the level. In this phase the Bilofs completely ignore the *Warden* crewmembers even if the Girakal doesn't.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. All of the Bilofs are armed with Bloom Tars and there are several N'Treb patches in the area with their zombies armed with Bloom Tars and Zentas.

Bloom Tar: IC 8, WC 16 Dmg. None, sticky capture weapon.

Zenta: IC 6, WC 20, Dmg. None, fungus capture bomb.

Phase Six: The Bilofs of this phase are armed with Coral Ack, but let the Giblak Tar III do the combat.

Four Giblak Tar III guard this large open area.

Giblak Tar III (1 of them)

CN 21 D 18 LP - MR 20 RR 21 hp 126
AC 8 Crawls: 100 yards in 14 seconds (215 ft. / turn)

The III version of this creature is a monster unit 90 feet wide and 180 feet long. An Id controls the firing of 30 Gachads while another Id controls the firing

of 30 Dagils. These are minor systems as this larger unit now sports four huge turret thorn throwers. The thorn throwers can each fire 10 WC 8 thorns doing 2d6 each at ten different targets in one Combat Round. These units constantly guard every Trin Pad on the Asteroid and always reinforce the opening between the Asteroid and the *Warden*.

2) RADIATION POWER POD AREA

This very large area is filled with 21 different and brightly glowing radiation filled pods. Each pod is several hundred yards long and glows in a different color. The more intense the radiation, the brighter the glow of the pod. The pods with 19, 20, and 21 Intensity Level radiation glow brighter than the sun and should be difficult for the player characters to even look at. The pods have a thick membrane that takes 50 hit points of damage to even create a small leak. Once broken open the pod leaks a liquid goo of deadly radiation that the Disaps are quick to repair, ignoring everything else.

Note: There is a wonderful opportunity to spill a lot of radioactive goo here if the player characters start throwing around explosives.

Disap											
CN	14	D	14	LP	16	MR	14	RR	18	hp	84
AC	12	Runs: 100 yards in 10 seconds (300 ft. / turn)									

The Disaps are the biogenetic creation of the Yina. The Disaps were created to take over any hazardous or boring work, which naturally led the Disaps to revolt when it became apparent that the Disaps outnumbered and out-gunned their creators. This led to a very brutal war on the Yina planet, in which the Yina were defeated. The Disaps are ten feet tall and five feet wide blocks of white flesh. They are able to generate up to 15 tentacles of flesh out of their rectangular bodies. These tentacles can be used for the fine manipulation of the tiniest objects to the carrying of large objects many times the size of the Disaps. The tentacles have a WC of 18 and a single physical attack can do 5d6 of damage. The Disaps hate all forms of vegetation and their Asteroid masters keep them around to keep other plant races in check. The Disaps are asexual and walk into radiation fields and absorb all the radiation in the area and generate an exact copy of themselves without the memories of the parent body. Disaps have the following racial mutations: Dual Brain, Electrical Generation, Heightened Balance, Heightened Dexterity, Heightened Hearing, Heightened Precision, Heightened Sense, Heightened Smell, Heightened Strength, Heightened Taste, Heightened Touch, Heightened Vision, Infravision, Temperature Resistance, and Ultravision.

Phase Four: There are hundreds of Disaps ignoring the player characters in this phase. However, if one of the player characters is a plant character the Disaps react violently as they discover this fact. Again it's a huge area and only one or two Disaps will see the characters at a time. The Disaps will not be using weapons as their tentacles can do more than enough damage.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. The law of this section of the level is that no weapons doing hit points of damage may be used. The Disaps and the N'Treb zombies are all armed with Bloom Tar and Zenta.

Phase Six: There are ten Giblak Tar III patrolling this area, but they have been commanded to only use their Gachads while in this area. If the Giblak Tar III can move the player characters back into the tunnels then they change their tactics.

3) WATER AREA

This is a large, clear water lake, the only such body of water on the entire Asteroid. It's two miles wide and long and hundreds of feet deep. There is a steady rain of dark fungi filled water coming down from the drainage system in the roof of this section of the Asteroid. There is lots of fungoid life swimming and floating in the water. At the bottom is a small village of Retal.

Retal											
CN	14	D	12	LP	13	MR	19	RR	15	hp	60
AC	10			Runs:	100 yards in 20 seconds (150 ft. / turn)						
				Swims:	100 yards in 10 seconds (300 ft. / turn)						

The Retal are a vaguely Humanoid species, with a yellow and green total carapace, giving them a bizarre crabman appearance. They stand nine feet tall with four pairs of huge pincers and smaller manipulative tentacles under each pincer claw. The claws are WC 17 doing 3d6 in damage. The Retal are equally comfortable in water or the atmospheres of the Asteroid, having both lungs and gills. Their bright coloring and unusual shape serve as camouflage on their home planet. They are used as defenders in vital areas of the Asteroid, but greatly miss the water of their own spaceships. The Retal have the following racial mutations: Domination, Force Field Generation, Heightened Brain Talent, Heightened Intelligence, Carapace (Total), Gills / Lungs, Improved Metabolism, Increased Size, and Shapechanging.

Phase Four: There is a continual stream of Retal leaving the lake with huge tanks of water on their backs. These tanks are used to spray down the fungi on every level. The Retal will communicate with the *Warden* crew if asked questions.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. The Retal still try to go about their business and will still communicate with the crew of the *Warden*. There are now many N'Treb zombie patrols working the area trying to capture invaders.

Phase Six: The Retal are still doing their jobs, but now would like to talk to the crew of the *Warden* about the chance of leaving the Asteroid. N'Treb zombies and Giblak Tar III are guarding the area.

4) REGROWTH AREA

In this section the white fungi has turned a nasty shade of yellow and all of the height and thickness of the normal maze has been reduced to just a few feet tall as the growth has obviously suffered from something. If sections of this growth are taken back for study it will be shown that a blight has affected the area (and yes that blight can be injected into the entire Asteroid with some work on the part of the player characters).

Falahi											
CN	12	D	16	LP	14	MR	19	RR	21	hp	55
AC	16			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Falahi are an insectoid race resembling gigantic hairy spiders, approximately 6 feet across. They are highly intelligent and technologically advanced and rely upon telepathy for communication. It should be noted, that while they resemble spiders, they are not. The creature is capable of a physical attack WC 19 doing 4d6 of damage; this attack can be made on three separate targets at the same time, but not all three made on the same target no matter how large that target may be. They are used for their many abilities and as long as Ids control one of their number on any given level the Falahi cooperate with the Asteroid creatures. Being intelligent they are constantly looking toward freedom, but have no organized plan to achieve an end to their slavery. The Falahi have the following racial mutations: Backlash, Force Field Generation, Heightened Mental Condition, Invisibility, Telekinesis, Electrical Generation, Heightened Balance, Heightened Dexterity, Heightened Vision, Swift Movement, Ultravision.

Phase Four: The Fahali are shifting through the fungi mass digging it up and using their electrical generation to destroy great piles of the infected fungi. They completely ignore the player characters and the characters can see hundreds of the Fahali in the miles long open area. There are three Ids controlling three different Fahali and while these are controlled the rest of the Fahali will follow orders.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. The five Id controlled Fahali will eventually see the player characters in this area and come and attack. The rest of the Fahali will continue with their work until the five Ids are destroyed and then the Fahali will request a truce to talk about joining the crew of the *Warden*.

Phase Six: There are ten Id controlled Fahali in this section and five Gibrak Tar III patrolling the area. It is vital to the Girakal to get this area completely cleared. Game Masters should remember that it will take a little while for the Id controlled Fahali or the Gibrak Tars to get to where ever the player characters have come to this area.

5) N'TREB STAGING AREA

There are an unusual number of N'Treb and their zombies working all over this area of the maze. They are digging into the maze and airing out sections of the maze. While there is generally one N'Treb patch and its zombies in several miles of maze on this level in this section there is a patch every three hundred yards.

Game Masters should be using the sample zombies at the front of this section for what the player characters see in each phase.

Phase Four: Although the N'Treb are ignoring the player characters in this phase, it should be noted that there are Humans among each zombie group and that should cause some role-playing concern for the characters. Those Human zombies will talk right along with the crew of the *Warden* as they go about digging into the maze walls.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase every time the player characters come upon a N'Treb patch in this section of the level all of the N'Treb zombies attack and try to capture the crew members and turn them into zombies as well.

Phase Six: In this last phase there are far fewer N'Treb patches. Place them one every mile in this section, but they still try to capture the crew of the *Warden* and turn them into zombies.

6) BONNIE BROWN PRISONER AREA

A one-mile circular cage has been erected here. The bars of the cage are made of massive fungi tentacles. Each tentacle takes 100 hit points of damage and is covered in 18 Intensity Level contact poison. There is only one gateway and that is guarded by four N'Treb and their zombies and the zombies change in every phase. The cage holds *Bonnie Brown* crewmembers who have had their memories stripped. These crew don't remember anything about weapons or armor, but can learn these skills again. This holding area will be used when *Warden* crew are captured any where on the Asteroid.



The prisoners here were caught off-guard and are generally of little help.

Phase Four: The guards are prepared to combat any group that tries to free the prisoners while using the front gate. The gate guards will not notice any other part of the cage that is damaged. The gate only opens with exposure to N'Treb spores.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. The outer gate area is now patrolled by Gibrak Tar II.

Phase Six: In this phase there are many Gibrak Tar III patrolling the area and there are a lot of *Warden* crewmembers caged with the *Bonnie Brown* crew.

7) TRIN AREA

Ten Trin are being caged here against their will. Their cages consist of special fungi machines that spew forth a blast of spores that surround each Trin. The Trin won't move into those spore clouds. Several hundred yards separates each of these Trin in their odd spore containment fields.

Trin											
CN	20	D	12	LP	19	MR	19	RR	15	hp	110
AC	5			Flies:	100 yards in 20 seconds	(150 ft. / turn)					

There are only 25 living Trin on the Asteroid. They are a race of living energy able to manipulate objects with their minds. They are controlled by auras of fungi spores the N'Treb keep flowing around each Trin. The Trin have a racial fear of being touched and will not break out of a spore containment field. The Trin are indestructible to normal forms of attack and nothing from mental attacks to the fusion of the atom has been known to harm them in the slightest. The Trin are highly useful to the Asteroid races in that they can see weakness in all things and use their energy fields to strengthen weak areas permanently. As they pass away they turn into large teleportation devices. The Asteroid rulers have no idea how or why a Trin passes away, but they can use the dead bodies to make more of the teleportation pads that are on every level of the Asteroid. The Trin have the following racial mutations: Confusion, Death Field Aura, De-evolution, Empathy, Magnetic Control, Mental Grenade, Telekinetic Arm, Telekinesis, Time Field Manipulation.

Role Playing Opportunities: The Trin will happily join the *Warden* crew if given the chance. The player characters will find them difficult to use effectively as the Trin will not enter combat for any reason. Although they are loyal companions their sense of humor causes them to often manipulate objects around their allies that cause punctures to the allies' skin.

Phase Four: In this phase there are no guards around the Trin. The only way to communicate with these creatures is to have telepathy. If a player character has telepathy they discover the Trin really want to leave the Asteroid and will join the crew of the *Warden*, but won't fight.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. There is a N'Treb patch guarding each of these Trin.

Phase Six: In this phase there is a N'Treb patch guarding each of the Trin and there is a patrol of two Gibrak Tar III's roaming the area. The Tars can only use capture weapons in this area, as they don't want to rupture the containment fields.

8) ID CAPTURE AREA

Id hide among the fungi folds in an effort to capture creatures wrongfully wandering the maze. In this section there are Ids hiding every two or three hundred yards. They are impossible to find unless the crew are using mutations or other highly special equipment to detect life forms.

Asteroid Id

CN	12	D	12	LP	12	MR	12	RR	12	hp	80
AC	18			Crawls:	100 yards in 90 minutes (6 inches / turn)						

The Asteroid Id is a much stronger creature than the ones seen on the *Starship Warden*. This is a 5-foot long, alien worm-like creature with a 10-foot long tentacle and a 3-foot long detachable acid sack intended for throwing (WC 18, acid damage 5d6). The Id is intelligent and vicious. It uses its tentacle to position itself often in high places and then it drops on a victim's back and sinks neural barbs into a host's spine. Once attached the host is no more than an extension of the Id's body, reacting to its every whim. Ids remember everything their ancestors knew.

Role Playing Opportunities: The Ids are the terror inspiring creatures of the Asteroid. These beings are designed to take over the minds of *Warden* crewmembers and the take over is almost instantaneous. These creatures are constantly hiding and leaping out to try and capture crewmembers.

Phase Four: In this phase the Ids attack in three Id groups.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In the second phase the Ids attack in two Id groups.

Phase Six: In this phase the Id attack one at a time, as time and Master Sergeant Dupper have been unkind to their numbers.

9) ALIEN WEAPONS STORAGE AREA

Large supplies of Bloom Goths, Bloom Harkens, and Bloom Tars are stored in this section of the maze. There are thousands of each of these weapons on fungi shelves. For a mile there are large planted patches of the weapons being grown in gardens and maintained by Zolins.

Zolin

CN	18	D	17	LP	12	MR	12	RR	18	hp	80
AC	19			Runs:	100 yards in 10 seconds (300 ft. / turn)						

The Zolin are the ultimate in fighting fungi. Humanoid in shape the creatures are fearless and enter battle with complete disdain for injuring themselves. Each one stands 12 feet tall with a huge mushroom cap for a head sporting ten different eyestalks. They are capable of speech and their arms are huge spore missile platforms capable of hurling steel hard shafts incredible distances. They fire spore missiles from their arms (WC 19, 2d6 in damage). Their senses allow them to fire at targets up to 300 yards away. Their mutations include: Backlash, Force Field Generation, Mental Blast, Heightened Vision, Infravision, Radiated Eyes, Taller.

Role Playing Opportunities: Although the Zolin are fungi they don't like the other fungi races on the Asteroid. Given the chance they will ask for a truce and try to get the crew of the *Warden* to allow them to live on the *Warden* until a suitable planet can be found for them.

Phase Four: In this phase there are hundreds of Zolin spread thinly in this area. They are natural fighters and will demand that the *Warden* crew, who don't belong in this area, leave the area. If the crew talks with the Zolin at all they will discover these creatures want to leave the Asteroid.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase the Zolin will begin by talking truce and try to convince the *Warden* crewmembers that the entire Zolin race should be taken on the *Warden* as useful allies.

Phase Six: In this phase the Zolin will begin by talking truce and try to convince the *Warden* crewmembers that the entire Zolin race should be taken on the *Warden* as useful allies. There are only a few Zolin left on this level.

10) CAPTIVE WARDEN CREW AREA

Warden crew is having their memories stripped here. Already they can't use weapons or defensive equipment. This area has large fungi couches and 15 *Warden* crewmembers lay in these fungi couches having their memories wiped while beside them fungi pods are creating five clones of the crewmember. Each of these crew are being held in a 100-yard long and wide fungi machine. The entire area should be a horror for the players as they realize that eventually they will be captured and placed in these clone making fungi machines.

Phase Four: In Phase Four there are only 15 *Warden* crew here being worked on and a N'Treb zombie patch guards each crewmember.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase there are 100 crew of the *Warden* being worked on in this area with a N'Treb patch guarding them.

Phase Six: In this phase there are 200 *Warden* crew being copied with a N'Treb patch guarding each one of them and a patrol of a Giblak Tar III in the area.

11) CRYSTAL PILLARS OF LON

A thousand years ago the crystal intelligence that is the Lon was loaded on the Asteroid and placed on this level for the Girakal to figure out. The AI of the Asteroid still hasn't figured it out. This is a crystal computer (IC 10) that can be used by the *Warden* player characters. There are ten huge crystal pylons and when all of them are used properly they reveal an intelligence that is a thousand years ahead of what Humans have attained now. The Lon has an agenda that demands it get placed on a world by a great deal of sand. It wants to recreate the Lon civilization and when that happens organic beings across the galaxy aren't going to be happy. The Lon trades vital information for guards it can control and placement out of the Asteroid, but only after the player characters have figured out how to use it (see the complexity rules in *Metamorphosis Alpha*).

Phase Four: The crystal pillars are unguarded in this phase.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. A single Giblak Tar I guards this area and it has been instructed to only use its capture weapon.

Phase Six: A patrol of three Giblak Tar III's roams this area every three hours.

12) KILLER ANDROID VAT AREA

The Killer Androids (see Page 66) saw that they weren't going to gain control of the *Warden* so they allowed themselves to be moved to the Asteroid. Their vat system is now located here. The Androids are well armed and supporting the aliens of the Asteroid as long as it suits their expansion plans. The vat complex is large and well supplied with all the equipment several thousand Androids might need. Killer Androids are red skinned as opposed to the white skin of normal Androids. These creatures are extremely selfish and programmed to control all intelligent creatures.

Phase Four: In the first phase there are hundreds of Killer Androids being created here in this area. There are 20 well-armed male companion Killer Androids (hp 90, AC 11) using Forman Arms Ltd. Laser Rifles (IC 4, WC 5, 50 shots, Dmg. 9d6). The ten female companion Killer Androids will approach the player character party first in an attempt to fool the party into thinking this Android vat system was captured by the terrible aliens.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase there are many squads of five Killer Androids patrolling the miles long area. All of these squads are armed with Forman Arms Ltd. Energy Prods (IC 3, WC 20, Dmg. 8d6 energy) and Forman Arms Ltd. Paralysis Darts (IC 3, WC 21, Dmg. Paralysis).

Phase Six: Life has been hard on this vat complex and in this phase there are only ten active Killer Androids and they are madly working the vats to try to create more of themselves. Each of these Androids is armed with a JAC Shaver Mark I pistol (IC 3, WC 13, Dmg. 1d6 per sliver) but they are each spread thinly across the area.

13) MASTER SERGEANT DUPPER CLONING AREA

The fungi intelligence wants to clone Dupper and see if they can make as effective a fighter as the Human sergeant is. In this section there are huge hanging fungi pods unlike anything the characters have seen so far. This area is meant to be chilling. As one of the pods is ripped open they will find the growing, naked body of Master Sergeant Dupper in the pod. Apparently the Asteroid aliens have gotten enough genetic material for the Sergeant to clone him.

Have the player characters meet one Dupper who thinks he is the original marine. He will begin giving the characters instructions and expect to be obeyed.

Cloned Sergeant Dupper

CN	21	D	12	LP	20	MR	20	RR	20	hp	120
AC	21										

The first cloned sergeant is wearing heavy powered armor (IC 7, 100-point force shield, armor has 500 hit points, the suit can detect infrared and ultraviolet. There is a IForman Arms Ltd. Laser Assault Rifle (IC 4, WC 5, Dmg 9d6) mounted on the shoulder and a Forman Arms Protein Disruptor Pistol (IC 3, WC 11, see Page 135 for damage details) on the left wrist. The suit allows the wearer a great deal of lifting capability. This sergeant thinks nothing of the pods creating more clones of himself.

Phase Four: In Phase Four the *Warden* crew only has to deal with one clone. The area should be described and be as horror filled as the Game Master can make it.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase there are five different cloned Dupper's walking around in heavy power armor. These are armed with paralysis rods and are trying to capture all of the crew to place them in pods to be cloned.

Phase Six: In this phase there are ten different cloned Dupper's all in power armor and all wanting to give orders as if they were real.

14) STORAGE LAYER AREA

A special several miles long storage shed has been designed to store many of each type of fungoid life on the ship. There are lots of alien prisoner eggs and young webbed up and stored here. Consider this a section of the level with miles and miles of strange fungi pods all racked and ready to be used if the Asteroid has problems.

Phase Four: In this phase, six Giblak Tar I units patrol the entire area and appear in each section of this several mile wide area every six hours.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. In this phase there are several Giblak Tar II squads of three patrolling the area and appearing in any section

every other hour. They have been given strict orders to only use capture weapons on invaders.

Phase Six: In this phase the area has been stripped clean of all the pods as the AI needed to germinate all of the creatures that were stored here. Now nothing can be found in this area of empty racks.

15) BONNIE BROWN EQUIPMENT AREA

There are a large number of puzzling *Bonnie Brown* equipment parts here. The Asteroid alien filled this area with *Bonnie Brown* devices it couldn't figure out. Since the *Bonnie Brown* was a ship filled with talented musicians there are a lot of electronic band instruments in this area as well as a huge number of unusual Robots that the crew of the *Bonnie Brown* were experimenting with at the time of their invasion.

Phase Four: All of the equipment in this area is covered in strange fungi webbing to keep it secure. There are no guards in this area. There are thousands of fungi shelves filled with this material.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. There are several N'Treb groups guarding this area, but they are few and far between.

Phase Six: One Giblak Tar III patrols this area, but has been ordered to only use its capture weapons on invaders for fear of harming the stored devices.

16 & 19) TUNNELS TO LEVEL SIXTEEN AND LEVEL NINETEEN

This is a special unguarded area of the Asteroid. Each of these tunnels was abandoned centuries ago when the Trin Pads were discovered. The tunnels were filled with fungi and now the creatures of the Asteroid are genetically designed to ignore these tunnels and people in them. There are tunnels on every level leading to other levels in the Asteroid and they are great travel areas for invaders if they can be figured out.

Acid Fungi

CN	19	D	-	LP	-	MR	10	RR	10	hp	30
AC	20	Runs: Immobile (0 ft. / turn)									

Acid fungi grow in four-foot patches and can establish itself from spores on a metal floor in one night of darkness. The fungi patch generates four head-sized pods capable of shooting acid at any being that steps on the patch. The acid from one of the pods does 4d6 of acid damage to whatever it touches. It takes the patch 24 hours to regrow an acid pod. A patch forms from spores and if left alone doesn't grow larger than four feet across. Whenever an acid pod bursts spores are transported with the acid and a new patch has the potential to grow. There is a radiated red version of the fungi that shoots Intensity Level 12 radiated acid from its pods. This version only grows on the edges of radiated areas.

Phases Four & Five: These tunnels never get any Asteroid creatures in them.

Phase Six: There are many ways for the crew of the *Warden* to clear these tunnels including plant defoliant and horticultural Robots.

17) YINA WORK AREA

Large numbers of Yina are busy in this area growing mile after mile of organic weapons. In this wide open space the player characters can see at least 20 Yina working the various fields.

Yina

CN	12	D	12	LP	12	MR	12	RR	18	hp	80
AC	12	Runs: 100 yards in 10 seconds (300 ft. / turn)									

The Yina are a race of cyborg Humanoid plantmen. The Yina were similar in appearance to Humans, except for white skin, barky ridges around the eyes,

and a complete lack of hair. The Yina were losers in a war against their own creation, the Disaps. The Yina adopted cybernetics as a means to hold their own against the Disaps, however this ploy failed at great cost. Each Yina is unique in appearance due to the variance in parts available and specializations that each performed. They will each have an energy weapon body attachment powered by an internal fusion engine. There are other mechanical powers flowing out of their bodies depending on their daily work. The Yina hate the Disaps and all artificial intelligences (Androids, Robots and AIs included), and will endeavor to destroy these if the opportunity presents itself. The Yina have the following racial mutations: Alpha Wave Generation, Empathy, Heightened Intelligence, Heightened Mental Condition, Increased Senses, Mobility, Manipulation Vines, Protective Skin / Bark, Regeneration, Speech, and Ultravision.

Phase Four: In every phase the Yina are more than happy to talk about leaving the Asteroid and joining forces with the *Warden* Crew.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. There are patrols of three Gibrak Tar II roaming this area and they have orders to only use capture weapons on any invaders.

Phase Six: This area is totally empty of everything, as all of these resources have been used in the battle against the *Warden* crew.

18) N'TREB COMBAT AREA

This section is filled with well-armed N'Treb ready for battle in any phase. The mazes of this section have a N'Treb patch per every 1,000 yards and they want to fight to the death with the crew of the *Warden*.

Phase Four: Use the described N'Treb for this phase.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. Use the described N'Treb for this phase.

Phase Six: In this phase all of the N'Treb zombies are badly damage and have been sent here to rest up. The zombies of these groups will only have one hit point each, but will still battle fiercely.

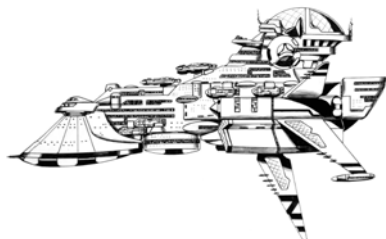
20) PRIME NODE AREA

This is a massive fungi section of solid Girakal. If the area is destroyed it will cause serious damage to many systems of the ship including the outer space defensive systems.

Phase Four: Consider this one solid block of fungi taking several thousand hit points. Only a rather large bomb will do damage to this section of the level.

Phase Five: In this phase the Asteroid aliens are vitally interested in capturing all invading *Warden* crewmembers and always try to make the *Warden* crew give up with telepathic requests to surrender. There are Gibrak Tar II patrolling around this area constantly and they have been ordered never to use their damaging weapons in this area.

Phase Six: There are a constant patrols of Gibrak Tar III's in this area now and they can only use their capture weapons for fear of damaging the AI.



14. DESIGNING YOUR OWN SHIPS

In Section 1, a number of "lost ships" are listed. This section allows GMs to design their own versions of these ships, or completely original ships to conduct gameplay in. The vessels described in this section are the most common types to be encountered, and do not include space stations or manufacturing complexes. This section is an aid for the GM to develop vessels to suit his or her own campaign.

WHERE TO START?

A. DECIDE THE ORIGIN OF THE SHIP.

NUMBER	ABBREVIATION	FULL TITLE
1.	Alien	Alien
2.	EU	European Union
3.	MEU	Middle-Eastern Union
4.	OC	Oceanic Confederation
5.	PAEB	Pan-Asian Economic Bloc
6.	UAS	United African States
7.	UF	United Federation
8.	UWSC	United Western Starship Cartel

Depending upon the country or countries building the ship, the language spoken may not be English. For instance on EU ships, it is German, while on PAEB ships, it is generally (but not exclusively) Chinese. There will be different weapons and equipment available on board these ships. If the players are from another country, unless invited, boarding the vessel may be viewed as a hostile act. Additionally, the different countries may have other laws in force (weapons may be outlawed completely, all AIs are illegal, mutants are a "crime against God", etc). There may be cultural, legal, technological and language differences to overcome. Some of the generation ships may have even reverted back to savagery.

United Federation ships are built under contract by combinations of several different manufacturers from multiple countries, often working together on various areas. Generally speaking, these vessels are the most culturally diverse of all Earth's ships.

B. DECIDE THE CLASS OF THE SHIP.

NUMBER	ABBREVIATION	FULL TITLE
1.	CS	Colony Ship
2.	MS	Medical Ship
3.	MV	Military Vessel
4.	RS	Rescue Ship
5.	RV	Recreational Vessel
6.	Sh	Shuttle
7.	SS	Science Ship
8.	SV	Survey Vessel
9.	TP	Transport Ship

As a general rule, many alien races can be assumed to have vessels approximating the same functions as their Human counterparts.

Colony Ship: These types of ships vary greatly in design. Some are generation ships, which do not allow (or were launched before the development of) cryogenic suspension. These ships are large, to allow for a growing population with numerous backup systems and a high degree of automation. Those with cryo-suspension facilities are generally large to allow the transport of many frozen colonists, as well as all of the materials required to set up a thriving colony on a new world. Due to their bulk and slower speeds, Colony Ships are required to have an anti-debris system to prevent collisions and damage from Asteroids, space junk and even other vessels. Many of these systems include a defensive missile system, armed with explosive warheads.

There have been many classes of colony ship, but each have some things in common. These vessels are designed to carry large volumes of people,

plants and animals. They are designed to operate for long periods of time in space and are generally slow. Most are sponsored by an economic faction on Earth, however a few have been launched by large corporations, and are independent of the factions. All colony ships are designed to allow a self-sufficient colony to be placed on a new planet, and most operate alone, not relying on a supply ship to arrive at a later date.

Common designs include, huge automated freezer ships, "bubble" ships with gardens etc, "ring world" ships that have one or more habitation rings, allowing for a spacious environment with earth-like conditions. Many contain mini-cities and factory complexes, nearly all have mining equipment in storage, or the plans and capacity to construct mining equipment. Larger Asteroids that have been recovered from Jupiter and Saturn have also been used.

Many of the ships with cryo-suspension capability have a "watch" system, in which a number of crew members are periodically kept unfrozen to ensure the safety of the vessel. Even on ships equipped with a sophisticated AI, this is common practice, and now a requirement of UF registered vessels.

Medical Ships: These vessels are travelling hospitals and research labs. They are designed to travel quickly to respond to disasters and emergencies. They are not armed or armored. These vessels range in size but are generally capable of providing medical treatment equal in quality to that provided by the best hospitals on Earth.

Military Vessels: These include the following types of vessels:

NUMBER	TYPE
1.	Blockade Ships
2.	Bombers
3.	Carriers
4.	Command Ships
5.	Fighter / Interceptors
6.	Gunships
7.	Maintenance Vessels
8.	Missiles Frigates
9.	Q-Ships
10.	Reconnaissance Vessels
11.	Tankers
12.	Troop Ships

Each economic faction on Earth has a number of each of these craft and vessels to protect their interests in the colonies (in theory). Generally speaking, the vessels are manned by highly trained Space Navy crews. There are some automated vessels, and others have emergency automation capability installed. Few factions are willing to field a fully automated vessel under the sole control of an AI, but the PAEB is known to have two such vessels, while other factions are rumored to have experimented with some designs with varying degrees of success.

Blockade Ships are normally used to control problem "situations" like piracy and smuggling. These vessels are capable of carrying a couple of fighters, have adequate armor and good weapons, and are quite fast. Blockade ships are designed to wait for long periods of time in order to achieve their mission.

Bombers have largely fallen into disuse as the damage that they are capable of, often destroys any prize worth keeping. However, some factions do still have large numbers of these craft in storage. Most of these craft can carry a payload of precision as well as unguided bombs in their heavily armored hulls. Generally, bombers are far larger than the fighters that are often employed to protect them, and need to be fast to make them less of a target.

Carriers allow fighters and bombers to be transported long distances. Carriers typically carry up to 100 fighters or (very rarely) 20 Bombers, or even a mix of both. Most factions within the UF have at least one carrier. Other vessels normally escort carriers, but these massive vessels are well armored and armed.

Command Ships fulfill a number of roles in battle, such as coordination and communications. These ships are generally well armored, but poorly armed, depending upon their fleets to defend them. Commonly, these ships are fast and large. Without exception, these ships have multiple levels of onboard defenses in case of being boarded, in the event that they are captured. Most of these ships have (as a last resort) a self-destruct mechanism of some sort.

Fighters / Interceptors have not changed roles since the 21st Century; they are still used to protect assets and destroy targets, as well as to deter. These craft are limited in their ranges, but are normally highly maneuverable, fast and well armed (for their size). Being relatively small as well, adds to the difficulties of anyone defending against such craft. Many fighters can carry missiles, torpedoes and / or bombs in addition to their normal armaments. In some cases, additional fuel sources can be added to extend the range of these craft. It is rumored that the EU have developed a stealth variant of their standard fighter. Fighters are seldom capable of inter-system travel and normally rely upon a carrier to operate.

Gunships are the most heavily armed and armored vessels in any of the factions' fleets. Normally armed with a variety of weapons and defenses, these vessels are slower than many others and rely upon their armor and weapons to act as a deterrent to others. The presence of one of these vessels has settled "policy debates" on more than one occasion.

Maintenance Vessels, much like a fleet's tankers are essential for the continued functioning of a fleet. These vessels are designed to repair damage and fix problems. In order to do this, these vessels carry quantities of spare parts and repair materials, and always have a number of sophisticated Engineering Robots on hand. These vessels come in many sizes, most are unarmed (or lightly at best), with adequate armor. Typically, these vessels are fast, to allow them to keep up with the fleet and to get to where they are needed quickly. This class of vessel includes salvage craft.

Missile Frigates are lightly armored vessels, capable of unleashing a devastating barrage of guided ordnance upon a target. What these vessels lack in armor, they make up for with speed and firepower.

Q-Ships are very large vessels, nearly the size of a carrier. They are heavily armored, and generally armed lightly. There are exceptions to this. Q-Ships carry everything a fleet could require (depending on the fleet's task), and if it does not carry it, it can manufacture it. The largest Q-Ship to date is the MV Steadfast, currently in transit to Zeta Doradus, in order to establish a military outpost.

Reconnaissance Vessels come in a variety of sizes, but typically are very fast, lightly armed and armored, and have very good sensors. It is rumored that the EU has developed a stealth variant of this vessel, but it is impossible to confirm.

Tankers are large, slow and vulnerable. These vessels are the life-blood of any fleet. Often, tankers are automated, and may be strategically placed months and sometimes years prior to being required. These vessels are vulnerable to many forms of attack, and rely upon either not being seen, or being heavily defended to survive in battle.

Troop Ships are designed to transport large numbers of armed troops to the battlefield. Although the troops don't travel in luxury, they are reasonably comfortable. Troop Ships are lightly armored, and are normally protected by other vessels. Some factions have built troop ships with cryo chambers with the stated intent of garrisoning some of their colonies. The actual intent is a matter of speculation.

Recreational Vessels: The most famous RV is the Monte Carlo, a giant floating casino that cruises the Sol system. There are numerous RV types, such as yachts, cruisers and racers. RVs are generally privately owned and most are incapable of inter-system travel.

Rescue Ships: These vessels are generally very fast, unarmed and unarmored, with very good sensors. A rescue ship will generally have medical facilities and repair facilities, as well as being capable of towing vessels much larger than it. These vessels are being taken out of service for deep space rescue as experience has proven that they are inadequate to the task of assisting or recovering Colony Ships. These vessels are still used for aiding smaller vessels.

Science Ship: Equipped with surveying and exploration equipment, these ships are designed to conduct experiments in space. Often these ships are tasked to investigate unknown and unusual phenomena or occurrences. They may also be sent to further investigate planets and systems for habitability. Science ships usually have large areas for conducting experiments of all sorts, extensive laboratories and computers, as well as containment areas for samples collected. Additionally, living space and recreation facilities for the crew and scientists, as well as their families must be incorporated into the design. Generally, these ships are designed to operate away from Earth for years if necessary.

Shuttles: These small craft are designed to enter planetary atmospheres from orbit to ferry goods or people backwards and forwards. Generally, these craft are short range only, incapable of travelling much further than from the nearest moon and back.

Survey Vessel: These come in two types, manned and unmanned. Unmanned vessels are sent further into space, normally to investigate distant regions expected to be more dangerous, but of interest. These vessels have no crew areas, and are heavily automated. They have extensive sensors and backup systems for the transmission of data. These vessels are designed for speed and to travel extensive distances, having large engines with plenty of fuel.

Manned vessels are similar, but have crews up to 250 personnel. Each survey vessel has a hefty sensor and communications array, and is designed to weather the "rougher" areas of space, that is with shielding and solid construction. All survey vessels are designed to collect data and transmit it back to Earth. Generally, Survey Vessels are smaller than Science Ships and Military Vessels.

Transport Ship: These vessels range in sizes and capabilities. They are the vessel of choice for commerce, capable of transporting goods and / or people vast distances at a relatively low cost. Transport ship runs have been established to some of the closer colonies. Pirates have been known to hijack these vessels (such as near Jupiter) using other transport vessels that have been modified and armed. Merchants have begun arming their vessels as a defensive measure, but the UF discourages this practice.

C. DECIDE ON THE LEVEL OF TECHNOLOGY AND DATE LAUNCHED.

When a ship is launched, generally it uses commonly available technology, rather than cutting edge science. An example of this is the invention of artificial gravity plates. It was two years after the invention of artificial gravity plates before the first vessel equipped with them was launched.

When designing a vessel, ensure that it uses only technology that has already been invented by the vessel's launch date. Alien vessels are the obvious exception to this rule, as they have their own technological timeline, and it's up to the GM to decide the technology involved. Depending on the year that the vessel was launched, decide on % Light Speed (C) that the ship is capable of. This will have an effect upon when a ship arrives at its intended destination.

D. DECIDE ON DESTINATION AND DETERMINE DISTANCE.

Use the UF Approved Colonization Systems table to select the destination and record how far the vessel must travel. Optionally, you could select another system that is not listed. You will need to come up with a plausible reason for why the vessel was sent there. Details of tens of thousands of systems are held

on various sites on the internet, which should provide a GM with an ample number of choices.

E. DETERMINING ETA.

ETA at Destination is determined by dividing the distance to be traveled by the speed of the ship (expressed as a percentage of C) and adding the result to the year the vessel was launched. This is modified for delays, etc.

F. DECIDE STATUS.

The GM decides what the current status of the vessel is. Did it arrive? If not, why not? If it was destroyed, then how? The UF Member Vessel Roster and Timeline have been made deliberately vague enough to allow a GM to create their own interpretation of events, but as a GM designing your own ship, more detail will be required. Of course, if the ship arrives, or it is destroyed, this dramatically lowers the potential for adventure.

1.	In Transit
2.	Lost
a.	Accident
b.	Attacked
c.	Computer / Navigation Malfunction
d.	Damaged
e.	Deliberately Changed Course
f.	Destroyed
g.	Forced Off Course
h.	Hijacked
3.	Arrived
a.	Converted
b.	Crashed
c.	Decommissioned
d.	Destroyed
e.	Mothballed
f.	Recycled
g.	Scrapped
h.	Scuttled
i.	Sold
4.	Destroyed
a.	Accident
b.	Attacked
c.	Hijacked
d.	Malfunction
e.	Natural Disaster
f.	Sabotaged

G. CREW AND PASSENGERS.

Not every ship needs a crew and / or passengers. As GM, you may have decided to make the ship a "Ghost Ship", like the Mary Celeste, or it may be controlled by an AI. If it is a military ship, there may still be survivors of its crew who are hostile and trained to fight any boarding party. This will be especially true if the ship is from another faction or is an alien vessel. At the very least, you will need to decide who is in charge of the vessel, who is defending the vessel and any important NPCs that you want the players to encounter. Vessels from different factions offer plenty of opportunity for adventure, and may seem fairly alien in their own right.

H. ALIEN VESSELS.

Alien vessels may conform to similar types to those used by the UF and the various factions that make it up. However, this may not always be the case. Some Alien vessels may be carrying prisoners, either Human or other Aliens, or have evidence of having encountered Humans before. Additionally, some Alien vessels may be automated or mostly operated by Robots. Depending on species, an Alien vessel may have a different atmosphere, level of gravity or

use different sorts of technology and its crew might even see in a different spectrum of light. All of these factors can have an effect on Human explorers.

I. SHIP DESIGN CHECKLIST.

The following checklist is a rough guide to areas on your own ship that you may or may not wish to include in your own ship design. This list is not complete and the GM should feel free to expand upon it.

AI / Main Computer
Air Lock
Armor / Shields
Armory
Auditorium
Bathrooms
Bridge
Briefing Room
Brig
Communications
Community Area
Crew Compartments
Cryo Chambers
Decontamination
Docking Facilities
Drives
Engineering
Environmental Areas
Escape Craft
Fuel
Galley
Gardens
Generators
Gravity Generator / s
Gymnasium
Hydroponics
Laboratories
Landing Bay
Life Support
Navigation
Observatory
Passenger Cabins
Planning Room
Quarantine
Raw Material Storage
Recycling Facilities
Robots
Sensors
Shops
Shuttle / s
Shuttlebay
Sickbay
State Room
Storage Facilities
Theatre
Weapons

J. INFRASTRUCTURE DESCRIPTIONS.

To save yourself a lot of work, figure out the basic descriptions of standard ship's fittings, such as doors, computer terminals, etc. List these objects, with complete descriptions, and keep it handy. Always be prepared to revise and update this list, especially since players tend to break a lot of things that GMs may not anticipate.

K. INSPIRATION AND IDEAS.

Books and movies (and of course TV) are terrific sources for ideas. If not for the actual plot, then for inspiration for trying to capture some sort of atmosphere in your game. The works of some of the classic sci-fi writers like Blish, Niven and Asimov are very good sources of inspiration, as well as some of the old sci-fi TV shows. Many of these stories or shows provide excellent ethical issues that can be set up for the players in your game, such as "Do we interfere with the culture that has developed on this Generation Ship or not?"

Colony ships have been the subject of many TV shows and stories, while abandoned warships have featured in many novels and short stories. Given the wide variety of ships available, the GM has plenty of scope to design a ship to run nearly any sort of an adventure that he or she desires.

15. SECRETS OF THE STARSHIP WARDEN

This section is for the GM's eyes only. These are a few design notes that should be used by the GM to keep the players on their toes.

Not all Humans are onboard because they wanted to be, some Humans are convicts, and are being deported. This could cause problems when people begin to regain their memories!

Unknown to most Androids and people is the fact that there are special Android batteries that can be installed to prolong an Android's life by 365 days. If a supply of these batteries could be located, an Android's lifespan could be extended indefinitely. These batteries are very rare, but some are stored on the ship. These batteries reset the Android's lifeclock and nanobot healing systems, preventing the Android from deactivating and breaking down into chemical compounds.

Jack O' Lantern is an Android, and a limited number of NPC Androids suspect this. Jack possesses one of the few special Android batteries on the ship.

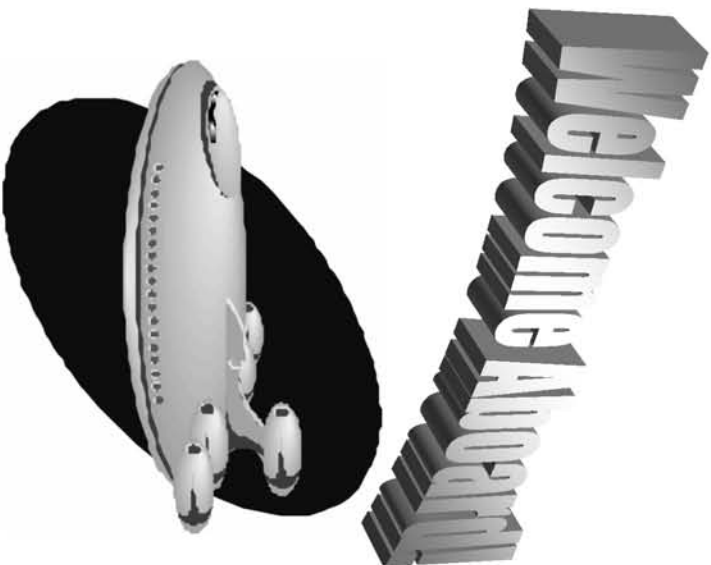
The Killer Androids have found a depot full of military Robots that they have been able to reprogram to obey them.

Robots (unbeknownst to the players and player characters, until they find out the hard way) can fit an extra system onto their bodies for every two feet of cubic storage space that they are willing to sacrifice. This is not covered in the sample Robots, as it is meant to be a "surprise". It is possible that astute players may work this out for themselves.

The *Bonnie Brown* is located only a short distance away (less than 100 miles) and has been dealing with the same problem that the *Warden* has, with mixed results. Most of the crew of the *Bonnie Brown* are now on the Asteroid as slaves of the Id and N'Treb.

Removing the *Starship Warden* from the clutches of the Asteroid can be achieved in a number of ways. Players might use explosives, negotiate (from a position of strength) with the Alien intelligence running the Asteroid, or even find resources on the nearby Colony Ship, the *Bonnie Brown* that will allow them to release their ship. There are many possibilities which may or may not succeed.

Once freed from the Asteroid, the adventures do not have to stop there. It is possible to design other ships for players to explore, such as vessels from other factions on Earth and Alien vessels. Players may even decide to return to the Sol System to warn Earth of the danger posed by the N'Treb, the Id and their allies.



Congratulations on your decision to travel on the CS Warden, the United Western Starship Cartel's newest colony ship. The CS Warden sets new standards in safety, comfort and speed. To date, the Warden is the largest colony ship ever built, catering for over one hundred thousand passengers and crew.

Whether you are travelling in First Class, Standard or Economy you will still enjoy your trip and be eligible for many benefits during the first and final stages of the journey. Your ticket includes all food and accommodation, ship's events and your new home when we reach our final destination. UWSC prides itself on providing top quality service and opportunities for colonists. While a ticket on CS Warden isn't cheap, it includes a lot and financing through UWSC* is available to approved customers.

At UWSC, we believe that the heart of any ship is its crew, and the heart of the Warden is something special. Our volunteer crew is hand picked. Each member has passed stringent testing and has received extensive training to ensure that your voyage and relocation is efficient, comfortable and hassle-free. If you have any concerns or questions, speak with any member of the crew, or try the ship's computer. The ship's computer is the latest state-of-

the-art 19th generation AI using revolutionary design techniques, state of the art systems and the best materials available. The CS Warden's AI possesses unsurpassed reliability and flexibility.

UWSC knows that each colonist is different, and has signed up with us for their own reasons. We aim to help you reach your goals, whatever they are. Since the Warden is acting as a base of operations for the colonization of Alpha Centauri, the ship will be in orbit for five years. This allows us to stagger the revival process and revive colonists at different stages of the colonization process.

If you picture yourself as a pioneer or explorer, you can opt for the first revival shift, allowing you to explore the planet while it is in pristine condition. You will have the chance to map new territories, name mountains and explore an entire new planet.

Science is about expanding the frontiers of knowledge. In the new colony, you don't get any closer to the frontiers than this! Want the chance to name a new life form, or discover a new element? What scientific and medical possibilities and challenges face us at our destination? Select the first revival shift and really make a difference!

Perhaps your interests lie in establishing yourself as a landowner and farmer. The vast expanses of a new planet are available for the taking. Enterprising landowners can be already producing food and goods to support the new colony when the later shifts of colonists are revived. Consider opting for the second revival shift, or at the latest the third – don't miss out!

Architects, builders, designers and engineers – a world of opportunity presents itself to you. The colony needs you! A new world full of resources at your fingertips, with a force of androids and worker robots, supplied by the prefabricated factories that the Warden is transporting – the only limit you need worry about is your creativity! The second revival shift is for you – the new world's capital awaits you – put your stamp on it!

A sad fact of life is that Earth is polluted and over crowded, and families are restricted in size. If you just want the chance to find a job and raise a family, opt for the final revival phase. Robots, Androids and experts from all fields will have prepared a new city for you to start your new life in. A new colony needs all kinds of people, from businessmen to entertainers, artists, athletes and administrators – it doesn't matter, whoever you are, we have an opening for you! By the time you wake up, you will have your own home** and

your personal belongings will have been delivered from storage.

On Earth, business opportunities for entrepreneurs were limited. The big markets were all sewn up, and the new guy had no chance to get established. Well here, everybody has a chance! The new colony needs businessmen who see an opportunity for what it is, and are willing to take risks to receive big dividends.

The final frontier may present us with all sorts of challenges. Colonists with emergency services, defence and law enforcement skills will be highly valued. Who knows what awaits us out there? Be the first to find out!

Perhaps you just need a new beginning, or a change of life. We cater for that as well. With our neural educational facilities, as you are revived over a period of two months, we can arrange to have you taught a new skill or trade. Don't know anything about farming or survival, but want to be a farmer or explorer? No problems! By the time you wake up, you'll possess a suite of skills that will put you in good stead for the job of your dreams!

Come along to one of our shipboard presentations, or make an appointment with one of our qualified revival counsellors and make an informed choice of when you want to be revived, and what you want to do in the new colony. The future is yours for the making!

Feel free to use any or all of the complimentary tickets below:

Let Us Entertain You!

This ticket entitles the bearer to one complimentary feature* at the 3rd Dimension™ Holo Theatre.

* By the time you watch one of our features, it will already be a classic!

Relax With Us.

This ticket entitles the bearer to one complimentary body therapy at any Body Remedy™ Centre.

* UWSC is the only authorized financial institute for supplying finances for the purchase of a ticket on the CS Warden.

**Some property owners may have a mortgage, depending upon the property selected and the deposit placed when purchasing your ticket.



BACKGROUND

Character Name	
Character Type	
Age	Sex
Hair	Eyes
Height	Weight
Additional Remarks	

ABILITY SCORES

Constitution		Weight Lifted
Dexterity		Hit Points
Leadership Potential		Armor Adj.
Mental Resistance		Batting Number
Radiation Resistance		Puzzle Solving
		Luck Charges

ADVANTAGES

--

MUTATIONS, GEAR, AND COMPONENTS

--

DISADVANTAGES

--

ADD'L DATA

--

ω	ကစာစာ	
ψ	ကဘာ	
χ	လဟာ	
φ	ကဟာ	
υ	ကကဘာစွကဝ	
τ	ငမာ	
σ	ဘာစာစာ	
ρ	လဟာ	
π	ကဘာ	
ο	ကစာစာလဟာ	
η	မမာ	
ζ	လမာ	
ν	ဝာ	
ε	ကကဘာစွကဝ	
δ	မာမာ	
γ	စာစာစာ	
β	မာမာ	
α	မကဟာ	



Metamorphosis Alpha 4th Edition

**Free online
material, support
and forums on our
website!**

The METAMORPHOSIS ALPHA Hardbound includes:

- ➔ **A new presentation of the Starship Warden and a presentation of the alien asteroid that struck the Warden, detailing levels and creatures**
- ➔ **Complete rules for rolling up robot, android, human, and mutant creature characters**
- ➔ **Expanding on the 1976 version of the game, complete rules for role-playing allow beginning gamers and experienced gamers alike a chance to play in a lost starship**
- ➔ **New and old creatures, mutations, and equipment fill the pages of this science fiction setting**

The METAMORPHOSIS ALPHA Hardbound presents a science fiction campaign and is complete in itself. The heart of the book comes from the same rules that were printed in 1976 and expands those rules making these the most up to date rules for 2006.



www.metamorphosisalpha.net
www.mudpuppy.com

JMW 100
PDF EDITION \$12.99
11 NOVEMBER 2008