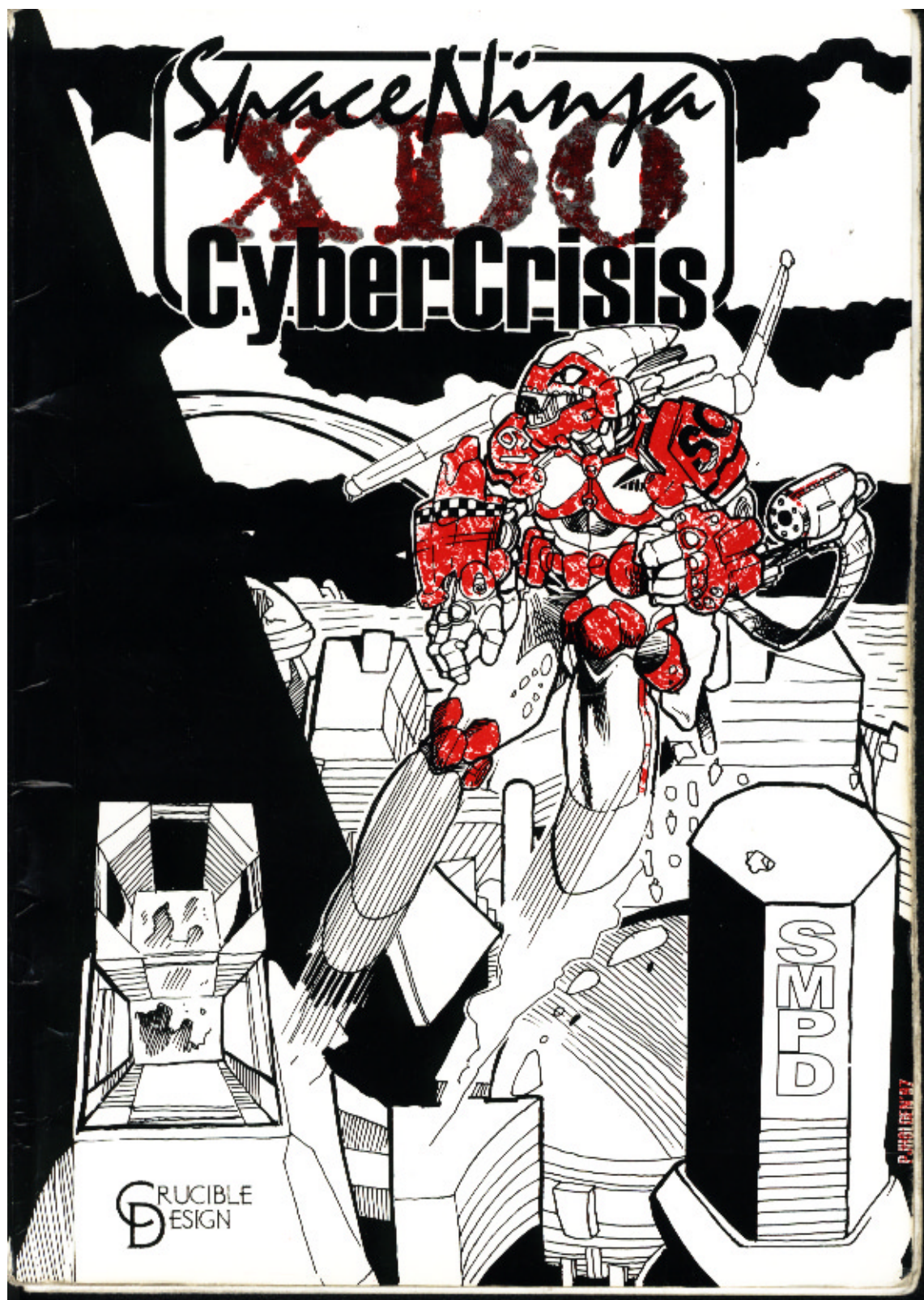


Space Ninja XDOO CyberCrisis



CRUCIBLE
DESIGN

PHOTOGRAPH

Credits

Concept	Matt Johnston
Design	Matt Johnston
Proofing	Gavin Bell, John Fleming, Colin Johnston, Matt Johnston, Eamon Watters.
Thanks	Lesley McLarnon, Wasteland Games (for their credits page)
Cover Art	Paul J. Holden
Interior Art	Paul J. Holden
Play-testing	The Demon Dogs from the Sixth Hell
Produced by	Crucible Design

This game is protected by the Intergalactic Copyright Convention. Tea-Leafing this material will result in the release of the Demon Dogs from the Sixth Hell who will chew on your droopy bits. Indeed they may do more than just chew them. Reproduction of material from this book by any means without written permission from Crucible Design is expressly denied, except for parts used in reviews of the game. Character sheets may be copied for personal use only.

SpaceNinjaCyberCrisis XDO is possibly a trademark of Crucible Design for their roleplaying game. That's except for those of you who have copyrighted the words 'space', 'ninja', 'cyber' and 'crisis' in any and all forms. I suppose it's a fair cop then.

Contact	Crucible Design	The Artist:	Paul J. Holden
	13 Prospect Park		17 Sunnyside Park
	Lisburn		Belfast
	Co. Antrim		BT7 3DT
	Northern Ireland		
	BT28 3HR		

SpaceNinjaCyberCrisis XDO is published by Crucible Design
SpaceNinjaCyberCrisis XDO is Copyright © 1997 by Crucible Design
ISBN 1 901042 02 2

First Edition, First Printing published 1997

Printed in Northern Ireland by
Northern Whig
107 Limestone Road,
Belfast

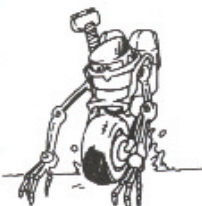


Table of Contents

Section	Page	Contents
I	4	The SNCC XDO Comic
	8	Introduction
	9	Character Generation
	12	Game System
	14	Combat
	17	Kit
	19	Weapons
II	20	Meka-Tek
	22	Advanced Meka-Tek
III	25	Gamemaster Section
	28	San Metro 2019 Background
	38	The Boom Boys
	42	Events and Adventures
	44	Gamemaster Characters
	46	The Future of San Metro
	48	Doing it yourself
	49	Character Sheet
	50	System Reference Sheet



Disclaimers

We'd like to add that everything in this game is not real even if you saw it yesterday sitting on your doorstep. We don't want to know about those things.

This game is designed to be read by mature readers or at least people with their head screwed on. If you are mad or have mad people in your immediate family we advise you to put the book down.

I made this all up. Don't go worshipping me as an oracle or anything. Unless you want to send cash which will be taken. Thank you.





Introduction

This is a game set in a world filled with beautiful cyborgs, cute robots, superfast cyberbikes, powered exoskeletons, giant mechanoids, speed lines, comical pets, maniac villains and demons with amazing groinal powers.

This is 2019. Welcome to the Future.

This is a roleplaying game. Roleplaying is a form of interactive and narrative storytelling. It is essentially improvisational theatre with rules, a creative and challenging entertainment medium. It's also a lot of fun.

In no other entertainment form can you identify with the protagonist as much, feel the thrill as a villain is vanquished, mourn for a fallen comrade. Players of this game must identify with their characters. Characters make friends, save lives, live in exciting times but they also fall in love, get married, have kids, grow old and die. This is what makes a roleplaying game different from any other type of game. The game is not about dice, high scores and racing around a board. A "Go to Jail" card is much more involving if your character has to say farewell to family and friends and experience the inside of a jail cell.

Roleplaying is a fun and worthwhile hobby. Nothing more.

The World of 2019 is filled with adventure. Technology has soared while megacorporations vie for primetime advertising with organised religions. New designer drugs, deadly viruses and biological machines feature in this world where crime, violence and treachery are the norm.

It is a world infected with anime and manga!

But What is Roleplaying

We'll have to assume that you either have roleplayed before or are starting to play with an established group. There is no point in us delving into that subject seeing as there have been a hundred attempts to define the practise and few are, in my opinion, exactly right.

Character Generation

First you need 2 six-sided dice, a blank character sheet, pencil and extra paper. There are ten traits on the character sheet, each with a starting value of 3. There is also a statistic called Meka-Tek which begins at 0. LifeNotes add extra colour to a character but their flavour may not be what the Gamemaster is looking for. See the "Boom Boys" on page 38 for an example of a team vetted by a Gamemaster.

1. Concept

Think of a character that would be fun to play and that would fit into your Gamemaster's game. He might have the idea that the players are part of a team, perhaps a police squad or hi-tech vigilante hit squad. You might consider skipping ahead and using the LifeNotes tables to give you some extra ideas.

2. Meka-Tek

Meka-Tek is the ability of the characters to understand and use the new advanced technologies that make cyborgs, powered exoskeletons and robots possible. It begins at level 0 and acts as a modifier to any skill roll using this technology. This is also the only statistic that can be negative, acting as a negative modifier. This statistic can start with values from -4 to +6. By reducing the statistic extra points can be gained for use with the traits; by increasing it, less points are available for traits but a character will be better able to deal with the new technology.

3. Traits.

There are ten traits (listed below) and each starts with a value of 3. Each character has 20 skill points which must then be divided between these traits to represent learned skills, additional talents and experience.

- CloseCombat** - fighting in close quarters, armed or unarmed
- GunPlay** - using any ranged weapon such as bows, firearms
- B&E Action** - breaking and entering, thieving, pickpocketing
- Stealthing** - moving silently, hiding yourself, concealing items
- Movement** - for running, swimming, skiing, skating, driving
- Awareness** - searching, scanning, listening, being observant
- Streetwise** - dealing, getting information on the mean streets
- Persuasion** - charm, command, bargain, bribe, blackmail
- Technology** - using modern and advanced technology
- Research** - using computers or libraries to obtain data

These 20 skill points must be allocated in blocks of 2 points and a maximum of 6 points added to any trait (starting characters only have a maximum trait level of 9!). There may be as many as 24 points or as little as 14 points if the character has a positive or negative Meka-Tek value. A trait score of 7 gives your character approximately a 58% chance of success.

Optional Rule

A character may be awarded more points than the initial 20 if the GM wishes to run a more powerful campaign. This also gives the effect that characters are more experienced and this may help players enjoy play. A maximum of 30 points is recommended in order to prevent the game from becoming overbalanced.

4. LifeNotes

Every player can roll once on each of the LifeNotes tables. The tables provide a little background and colour to a character and can give a player some extra points to enhance his character's traits. Some of these results have more game effect than others but all should coincide with an event in the characters life. Rolling on the tables is optional but if a roll is tried on one table, the other must also be used and then the consequences must be kept.

3d6	Positive LifeNotes
3	Has secret alien/demon/magic powers yet to be discovered.
4	Raised by Dragon Tongue Warriors of Shen Shen Temple.
5	Brilliant Scientist. Research and Technology difficulties one less than normal.
6	Rich, never needs to work. Gets 1d6x1d6x1000 Beans
7	Reputation as best in field despite ability and actions.
8	Friends in one industry (crime, entertainment, etc.) who can do favours.
9	Looks and Charisma. Always gets the best dates and seats in the theatre.
10	Hardware. Character starts with 20K of Meka-Tek equipment.
11	Extremely Beautiful. Remembers a time when they were an ugly duckling.
12	Exceptional. One trait raised by 1d6+1 points. May go above 9!
13	Tough Skin! Has the equivalent of 1 point of armour at all times.
14	Cool Under Fire. Never gets effects of panic or stress when under pressure.
15	Robot. May be public (subject to discrimination) or secret. 2d6 options may be taken.
16	Streetwise. Knows the word on the street and the names of the major players.
17	Veteran. You were in the War. You have forgotten more than most know. (Gunplay +4)
18	Cyborg. Body is partially Meka-Tek. 1d6+4 Cyborg options may be taken.

The effects of this roll should be described in detail and resolved before the roll on the next table. In particular if a character becomes Rich on this table and then later Owes Money on the negative table, the debt must be paid during play and not before the game begins.

Some players may find these choices limiting and the Gamemaster is empowered to add more choices to this list or decide if a player has a better idea as long as it does provide the same amount of boon or handicap as the one rolled.

3d6	Negative LifeNotes
3	Terminally ill. Symptoms may strike at any (dramatic) moment.
4	Bad Luck. Random bad events happen to this character and others near him.
5	Hunted by National Intelligence agencies with orders to shoot first.
6	Descended from aliens/demons/tourists who interbred millennia ago.
7	Family murdered by organised crime family.
8	Career cut short by being framed by corrupt cops.
9	Gave up everything for The Cause. Choose a suitable Cause.
10	Owes (1d6) ² x 1000 Beans to vicious loan sharks/bank/parents.
11	Odd speech. Beeps, toots and whistles during sentences. Please roleplay this.
12	Scarred/Disfigured by past event. Has traumatic flashbacks.
13	Lazy. Loses 1d6 skill points due to laziness/poor attention span.
14	Childhood sickness. Gunplay, CloseCombat and Movement limited to 7.
15	A cult decides you must be sacrificed to bring about the New Age. Nutters.
16	Parents disappeared into the Spire five years ago. They have not returned.
17	Fetish. This can be for guns, knives, cars or little girls in sailor suits.
18	You awoke 1 year ago on a hill near San Metro. This is not quite your world.

5. Character Sheet

This is for recording the details of your character. Not much has to be mentioned save for the important Traits boxes and the Damage Record. Traits have been covered above and the Damage Record is easy to grasp. Each character has ten damage boxes. As you take damage and fill them in, you progress from Light (boxes 1-3) to Serious (boxes 4-6) to Heavy (boxes 7-9). The final box is very important. When you have taken ten points of damage and filled in all ten boxes then your character is dead!

6. Finishing Touches

The character is almost complete. Just finish filling in the character sheet, give him some money (1d6 x 1d6 x 100 Beans or 1d6 x 1d6 x 1000 if he is rich!) and then buy some kit (see page 17). Make sure you use all of your points, counted your Meka-Tek modifier properly and made sure that the Gamemaster approves.

Game System

The XDO System used by SpaceNinjaCyberCrisis XDO is very simple, very fast and...uh...very simple. First you take the trait score, roll 2d6 and if the total of the two dice is lower than the trait score then you have succeeded! There are some complications which will be dealt with shortly. Some of these describe the quality of the success or failure if that is necessary or provide for opposed actions, time limits or the difficulty of a certain task.

Success: This can be described by a simple formula.

$$\text{Trait} \geq \text{Sum of } 2d6$$

Quality of Success

A player must roll as low as possible in order to get the greatest quality of success. The difference between the trait score and the actual total of the two dice determines the quality of the success, for example, if a trait score is 8 then a roll of 2 will be a 6 point success while a roll of 6 will be a 2 point success. If the points of success are greater than 5 then it is considered to be a Great Success.

Difficulty

A task may be difficult and that modifies the chance of success as well as the quality. A difficult task may lower the trait score by 2 points, also reducing the chance for a Great Success. The Gamemaster must decide the difficulty of the task and therefore the modifier.

Difficulty	Modifier	Example
Easy	+2	Driving above 50mph
Medium	0	Driving above 100mph
Difficult	-2	Driving while shooting a gun.
Formidable	-6	Driving while shooting accurately
Impossible	-10	Driving and actually hitting something

Meka-Tek Modifier

When using any item described as a Meka-Tek device then this modifier is added to the total. Remember that this may actually reduce the final amount of success points and perhaps even cause a failure.

Opposed Tasks

Sometimes you have to succeed at a task better than an opponent. All this means is that you roll a lower number than the opponent. For those people using the quality of success rules you could add that the quality of success must be better.



Combat

The Combat System is an extension of the main rules described above. There are some extra modifiers for range, additional rules for damage and healing and some descriptions of common weapons in the world of SNCC XDO.

Range

Some weapons have range. Some are just used in close combat (within 2 metres) and use the CloseCombat trait for deciding whether or not a blow lands. The ranged weapons use the GunPlay trait whether they are bows, crossbows, spears, firearms, laser guns or throwing knives. If you roll under your GunPlay trait you have hit...at Medium Range.

Medium Range (MR) is anywhere from 10 metres to 100 metres. At this level there is no modifier to hit. You either do or you don't. **Short Range (SR)** is between 1 cm and 10 metres. Some weapons can't be used at 1 cm distance and this is listed in their description. **Long Range (LR)** is between 100 metres and 400 metres where it gets a little harder to hit things. **Extreme Range (XR)** is anything beyond 400 metres to about 1000 metres. Anything beyond this is deemed almost impossible to hit anyway though with luck and enhancement this may be actually possible!

Difficulty	Modifier	Range
Easy	+2	Short Range (1cm - 10m)
Medium	0	Medium Range (10m - 100m)
Difficult	-2	Long Range (100m - 400m)
Formidable	-6	Extreme Range (400m - 1000m)
Impossible	-10	How far?! (1km+)

Damage (and Stun)

If a hit has been scored then the damage is rolled. Damage is a number of dice allocated for each weapon. For example, a Light Pistol does 1d6 damage. Each time a character is hit, the Gamemaster rolls 1d6 and the Player marks that number of check boxes on his character sheet. When the tenth box is checked then the character is pushing up daisies. But there are ways to delay this seemingly inevitable end....

Some GMs may wish to impose penalties on characters who have taken certain levels of damage. A character with only Light damage suffers no penalty. Serious damage increases task difficulties by one level and Heavy damage increases difficulties by two levels. Dead characters find action very hard.

Some weapons (such as the NeuroWhip) do Stun Damage. This is treated as normal damage (you tick off the boxes) but fades after one hour leaving only a mild headache and muscle cramps. "Dead" characters are merely unconscious.

Dodging/Parrying

These are the best ways to avoid harm. Dodging can only be used against GunPlay weapons (bows, pistols) while parrying can only be used against CloseCombat weapons. This division seems a little artificial but it's the way this world works! To Dodge a character must roll under his Movement trait and to Parry a character must roll under his CloseCombat trait. Simple. For extra complexity a GM might demand that the defending player gains a better quality of success than the attacker.

Armour

Armour is the second best way to stop being hurt. Armour subtracts from damage. A pistol shot does 1d6 damage and, for example, scores a 4. The victim is wearing a 2 point armoured vest so the pistol only does 2 points of damage and only 2 boxes are checked off. The problem with armour is that damage from Ranged weapons always does a minimum of 1 point regardless.

After each fight where armour is hit, roll 2d6. If the dice come up doubles, the armour has saved its last and must be repaired/replaced. Keep a note of the result on the dice and multiply it by ten for the cost of repairs for normal armour and by 100 for Meka-Tek armour!

Healing

If you must get hurt and you can't avoid it then read on. Healing is the way to get your character back up to fighting strength. Healing comes under the Technology trait as a First Aid kit is the minimum piece of equipment required. Successful use of a First Aid kit will heal one damage box worth of damage and up to 3 boxes can be healed using this type of kit. Each kit is expended after use. Medical kits have 10 uses and can heal up to 5 boxes before being expended. If both are used then an upper limit of 5 boxes healed is enforced. Only long term healing and convalescence can heal more than this.

While convalescing a character heals one box per week of hospital. The doctors will heal the first 5 boxes in one day (unless already treated as above) but the rest must come through recuperation and rest. If a character does not receive this medical treatment then he will heal no further. If a character lives in a poor, unclean environment during his recovery then his condition will actually worsen by one box per week. The lesson here is don't get hurt in the first place.

Perils

There are other ways to get hurt than being shot or stabbed. Poison will do up to its rating in damage at a rate of 1 point per turn (so a 10 point poison will kill). Fire burns 1 damage box per turn unless put out. Drowning and suffocation causes 1 box per turn until air is reintroduced or Heavy Damage is received. At that point the character loses consciousness. Recovery from suffocation is also 1 box per turn if it

has not reached Heavy Damage. Falls cause one point of damage per 20 feet of fall and can be reduced by half if a character makes a successful Movement roll. Being hit by a moving vehicle causes 1 point of damage per 10mph the vehicle was travelling. A GM may also wish to increase or decrease the damage depending on the size of the vehicle or if there are big spikes sticking out of it...

Explosives

An explosive is rated as having a Damage and a Range. When a bomb goes off, everything within 1 metre of the bomb takes the Damage rating. When this has been done, everything within the Range rating (including those within the 1 metre radius) takes the Damage rating. For example, a grenade has a rating of 1d6 (10). If a man stands on a grenade when it does off (or is less than 1 metre from it) he takes 1d6 damage. Once that is calculated then everything within 10 metres (including the man) takes 1d6 damage. The net result is that the man takes 2d6 and everything within 10 metres takes 1d6.

Death

When a character has filled in his last box he is clinically dead. CPR, Alien technology and magic will revive him but most doctors will give up.



Kit

As mentioned on page 6, characters get 1d6 x 1d6 x 100 Beans with which to buy equipment. Rich characters get 1d6 x 1d6 x 1000 Beans. If an item has an asterisk it takes up 1 ESpace (for Power Armour), 2 asterisks mean 2 ESpaces.

Item	ES	Cost	Description
Stuff			
Electronic Compass	*	5	Digital display, points to North.
ElectroBinoculars	*	20	8 x 100 Mag.
LowLite Sights	*	30	Amplifies ambient light.
Motion Sensor	*	5	Detects movement via air movement
Tool Kit (Specialist)	**	10	Mechanical, Electrical, etc.
Bug and Tracker	*	3	5km range.
Disguise Kit	*	5	5 uses before makeup exhausted.
Handcuffs (5, plastic)	*	5	Formidable to break.
Gas Mask	*	3	Protects from gas attack.
Flashlight	*	1	8 hour batteries.
Diagnostic PDA	*	10	Hand Computer with Sensors.
Clothing/Armour			
Rags		1	Fashionable for the grunge scene.
Casual		10	Jeans and a T-shirt.
Smart		25	Trenchcoats, Suits and Leather Jackets.
Fashionable		40	Clothes that look good/silly.
Armoured (2)		+50	Armoured version of above.
Biker Leathers (1)		20	Full Leather Suit.
Biker Armour (2)		40	Kevlar-reinforced Leather Suit.
Combat Suit (3)		50	Bulky, commercially available.
Military Armour (5)		70	Bulky, not commercially available.
Nights on the Town			
Live Concert/Movie		5	Entertainment, Refreshments extra.
Live Sport Event		10	Watch rowdy nonsensical activities.
FastFood/Drink		1	Processed wood chips with flavouring.
Restaurant		5	Meal containing natural ingredients.
Popular Restaurant		10	Meal that you have to wait for.
Housing			
Gutter		-	Free but not waterproof.
Street Tent	**	-/10	2 beans for tent, 10 bean fine if caught.
Coffin per night		2	7' x 3' x 3' box with a TV. Sleep tight.
Hotel room per night		10	12' x 12' room with a TV. Sweet dreams.
Slum Aptmt/month		100	Two small rooms and cockroaches.
Good Aptmt/month		1000	Two small rooms.
Penthouse/month		10K	Two small rooms, two big rooms.

Item	ES	Cost	
Vehicles			
Moped	50	50mph, 200 miles range, 1 person.	
MotoBike	150	100mph, 300 miles range, 2 people.	
SportRacer Bike	300	200mph, 300 miles range, 1 person.	
Mini Car	200	100mph, 300 miles range, 4 people.	
Sedan	1K	150mph, 500 miles range, 4 people.	
Van	1.5K	100mph, 500 miles range, 8 people.	
Sports Car	2.5K	250mph, 500 miles range, 2 people.	
Truck	4K	150mph, 1000 miles range, 3 people.	
Turbine Plane	5K	800mph, 2000 miles range, 6 people.	
Turbine Helicopter	7K	400mph, 2000 miles range, 4 people.	
Medical			
First Aid kit (1 use)	* 3	Heals 1 box then expended.	
Medical kit (10 uses)	** 40	Heals 1 box per use.	
Medical PDA	* 30	Adds 3 to Technology for healing rolls.	
Cryonics	100	Freezing for terminally ill cases.	
Day of Medical Care	20	Permits recuperation.	
Sedative (10 doses)	* 5	Each dose causes 1d6 of stun.	
GoGo (5 doses)	* 10	Each doses eliminates 2d6 stun.	
PainStop (10 doses)	* 10	Allows ignoring of injury penalties.	
Space Gear			
Emergency SpaceKit	** 50	Protection versus vacuum for 30 mins.	
EVA SpaceSuit	100	2 hour protection, manoeuvre jets.	
Armoured SpaceSuit (3)	500	2 hour protection, 3 weapon mounts.	
Computers			
Pocket Computer	* 10	Hand Computer/Personal Organiser.	
Desktop Computer	500	Multifunction workstation.	
SuperComputer	50K	Room-sized super game console.	
Personal Kit			
CellFone™	* 2	Worldwide coverage.	
Headset Comms	* 10	Handsfree for radio/phone.	
Walkie Talkie	* 5	10 mile range radio.	
DataCorder/Player	* 5	Audio/Video recorder, uses Datacards.	
DataCard	1	1 hour data per card.	
Music Instrument	** 30	Guitar, Tuba, Drum set, etc.	
Services			
CellFone™Service/month	10	Mobile phone rental for one month.	
Standard Fone/month	3	Land line rental for one month.	
Taxi (anywhere in city)	5	Safe. 20 B minimum for outside city.	
Public Transport	1	Unsafe. But takes you anywhere.	
Groceries (month)	40	You gotta eat.	
Utilities (H ₂ O,TV/month)	5	Water, electricity and TV all cost Beans.	

Weapons

Weapons are listed below with their Damage, Cost and Min-Max Ranges. Most personal firearms use caseless ammunition though some older designs use a superlight plastic casing to help protect the propellant in wet or dangerous conditions. The body of the weapon is commonly ceramic with only a ceramo-metallic barrel. Each weapon on this page takes up 1 ESpace (see later).

Item	Damage	MinRng	MaxRng	Ammo	Cost
Fist/Kick	1d6/3	SR	SR	-	-
ElectroNux	1d6 stun	SR	SR	-	5
Knife	1d6/2	SR	SR	-	3
Nunchaku	1d6	SR	SR	-	8
Neurowhip	2d6 stun	SR	SR	-	15
Sword	1d6	SR	SR	-	10
Heavy Bat	1d6/2	SR	SR	-	5
Light Pistol	1d6	SR	MR	10	30
Combat Pistol	1d6+2	SR	MR	10	40
Heavy Pistol	2d6	SR	MR	10	60
Submachine gun	2d6	SR	MR	10 bursts	40
Shotgun	1d6+1d6	SR	MR	10	30
Combat Rifle	2d6+2	MR	XR	20	80
Machine Gun	3d6	MR	XR	100	70
Grenade Launcher	0	MR	XR	5	40
Grenades	1d6 (10)	MR	XR	1	5
Bow	1d6+1	MR	LR	1	8
Crossbow	1d6	SR	LR	6	20
Rocket Launcher	0	MR	XR	4	100
Rockets	2d6 (20)	-	-	1	20

When players get weapons, armour, vehicles and other stuff you should make sure that they give it a brand name. Brand names come free.

Sample Names

Vehicles	Sumarii, SonnenTagg, Chatanoog, Barsoom, Spectra
Computers	Maple, InterBusiness Ltd., Delta, Casel, ClamShell
Electronics	Samisen, Sumarii, Maple, Casel
Medical	Royale, Sumarii, Matsushita, Kalen, Moon
Clothes	Genetti, Ferri, Calosi
Spacesuits	INASA, Lock, Fangia
Weapons	Beren, ShokSamas, Surenyi, PigNAPoke, Naimann
Armour	Alto, TsumTsum, Lock
Communications	PersComm, CellLite, CoolComm
Drugs	Matsushita, Kalen, Moon

Meka-Tek

Fifteen years ago the science of Meka-Tek was discovered. Meka-Tek brings together some complex principles alongside some simple ones. In layman's terms it ignores the boring parts of science and engineering so that cyborgs, powered armour and transforming jet bikes are suddenly made possible.

Basic Meka-Tek

Basic Meka-Tek includes fun items like energy weapons (ranged and melee), cyborgs, intelligent robots and small Meka-Tek vehicles. The beauty of Meka-Tek is that the power source is self-recharging. If your batteries run out just leave it alone for a few hours and it will recharge itself.

Energy Weapons include both laser guns and "energised" swords, whips and the like. The actual design and function is up to the Gamemaster but if you follow the basic guidelines below then you won't go far wrong. The guidelines refer to man-portable energy weapons not those found on huge vehicles. A recharged battery costs only 10 Beans but they all recharge themselves in one hour.

Item	Damage	MinRng	MaxRng	Ammo	Cost
Energy Pistol	1d6	SR	LR	100	1K
Energy Rifle	1d6x2	SR	XR	100	1.5K
Energy Gun	1d6x3	MR	XR	100	3K
Energy Grenades*	2d6(20)	MR	XR	1	500

*Energy Grenades are expended after one use but the casing can be recovered and will recharge for another use in 1 hour.

Cyborgs are generated like normal characters except that they can have some additional points here and there. Cyborgs must rest to allow their Meka-Tek powercells to recharge though they can operate without any loss in performance for up to 48 hours. During rest they recharge two hours of activity per one hour of rest.

Cyborgs have 1d6+4 points of Meka-Tek to enhance their bodies with. this can be used to add storage, equipment or armour depending on function. Each option takes 1 or more points to install and any with an asterisk (*) can be taken multiple times. A human body can only take up to 10 points of options.

Some options may not be available if the cyborg wishes to keep his nature hidden. Storage is impossible to hide. Armour can be concealed under normal-looking flesh when it is at 3 points or less. Large concealed weapons can be noticed as well under a basic examination. A Cyborg can opt to have these devices mounted externally but this leaves him open to public scrutiny.

Option	Cost	Description
1 pt cyborg armour	1*	looks like normal flesh up to 3 points.
Storage Area (1kg)	1*	sliding panel in arm, leg, gut, head.
Small Weapon (concealed)	1	any weapon described as a pistol, knife.
Large Weapon (concealed)	2	any weapon described as a rifle, sword.
Comms/Sensors (1 item)	1*	anything that takes 1 ESpace.
Enhanced Trait +1	1*	stealth, movement, gunplay etc. (not Meka-Tek)
Exo-Armour	5	attaches to outside of cyborg. See rules below.

Exo-Armour is a special kind of option only open to cyborgs. This is a shell of armour that can house other options, usually concealed weapons, enhancements and additional armour. Exo-Armour can house an additional 10 points of options but fills 5 points bringing the total room for options to 15. Exo-armour does not look remotely human.

Robots are generated just like Cyborgs and can use any of their options (except Exo-Armour) but there are a few more options only available to robots. They start with 2d6 points of Options just like cyborgs. They may also take negative Options to simulate the odd habits of these mechanical creatures. Players can take Robot characters if they want to but robots are rather unpopular in 2019.

Option	Cost	Description
Different Layout	2	Brain in chest, sense of smell in fingers
Remote Bits	2	Can detach hands, eyes for remote operation
Comical	-1	Prone to comical behaviour (toots, whistles)
Stealth Capability	3	Cannot be detected while operating
Inhuman Appearance	-1	Obviously not human
No Advanced AI	-2	Cannot learn from experience
Reduced Size (x 1/2)	1*	Robot is half human size but full capability
Increased Size (x2)	1*	Robot is double human size
JumpJets (5 jumps)	3	Can jump 100 feet 5 times.
FlightJets (1 hour)	5	Can fly at 100 mph for one hour.
Radio control	-2	Can be controlled by an outside agency.
SuperStructure	5	Doubles number of damage boxes to 20.

Most people do not really believe that robots have higher brain functions. They assume that robots have simplistic algorithms with heuristic data that simulate normal human ability. Modern Meka-Tek robots have true artificial intelligence and it is known that they dream, show emotion and forget things. They are, in most senses, almost completely human. The memory loss is an unavoidable side-effect of the 4-dimensional neural net powered by the Meka-Tek. As the AI learns, it breaks down some older memory links, forgetting things.

Meka-Tek Vehicles

These are silent, fast vehicles with more capabilities than average fuel guzzling cars and trucks. Meka-Tek vehicles can commonly reach speeds greater than 200 mph with minimal effort, manoeuvre on a penny and leap into the air without obvious assistance. The Turn modifier is the modifier for driving which is used to offset the penalties for driving really fast. The better the Turn value, the more maneuverability of the vehicle. All Meka-Tek vehicles recharge in one hour. The Space statistic refers to how much room is on the vehicle. The first number refers to normal occupancy, the second to cargo space and squeezing people in!

Item	TopSpd	Turn	Range	Space	Cost
MekaBike	400mph	+4	1000 miles	1+1	4K
MekaRacer	500mph	+4	1000 miles	2+1	9K
MekaCar	300mph	+2	1000 miles	4+2	5K
MekaTruck	200mph	+2	2000 miles	4+20	8K
MekaHoverlPad	300mph	+6	5000 miles	4+2	12K
MekaPlane	1500mph	+4	5000 miles	2+2	15K

A Driver with Meka-Tek of -2 and a Movement trait of 7 driving a MekaTruck at Top speed might have a finally modified trait of 1 meaning that there is no way that he can drive that fast! Either he should get to know the technology better or he should just slow down! The calculation is shown below for clarity.

Meka-Tek +Movement +MekaTruck + Driving Difficulty (-2) + (7) + (2) + (-6)

Of course Meka-Tek is much more versatile than just recreating old technology better and faster.

Advanced Meka-Tek

This section details the more advanced technology based upon Meka-Tek. Powered armour, transforming vehicles and adaptable armour are just some examples. Spaceships have become a very real possibility and their statistics (were they ever to be built) are listed below. A Gamemaster should use all these examples as springboards for additional designs of his own!

Adaptable Armour

The possibility that Armour might learn to handle different attacks became a real possibility with Meka-Tek. Adaptable Armour comes pretreated against lasers, bullets, knives, fire and radiation. Adaptable Armour starts with a protection value of 5 against the above and also protects against the rigours of vacuum and gas attacks. If the attack is a new kind then the armour starts at 1 and increases from there. Once the attack stops then that kind of attack is then added to the list of

pretreated attack forms and automatically protects at strength 5. Adaptable armour has its faults; in the early stages an armoured man was caught in a particularly heavy rainstorm. The armour detected traces of acid in the rain and encased the man to protect him. No problem except that the rainstorm lasted four days and during that time he was completely immobile. Of course that sort of thing could never happen these days!

Powered Armour Exoskeletons

These were the second thing that the military thought of after they were introduced to Meka-Tek making a soldier faster, tougher and more accurate. These are large loadlifter-like armoured machines that require a human operator to fit inside it. The Enhance statistic is how the armour enhances the performance of the wearer. It is applied to the CloseCombat, GunPlay, Movement and Awareness traits. Some versions of the armour may also be fitted with JumpJets or FlightJets and Speed is listed in miles per hour. Each ESpace on the Armour can fit one item from the kit and weapons list such as a weapon or scanner or communications unit. The Structure statistic is how many points of damage the suit can take - attacks against the suit ignore the Protect value. Sometimes it might be easier to destroy the armour not kill the wearer.

Some options from the Cyborg and Robot lists may also be added. Each option costs 1K per option point and takes up 1 ESpace. Suitable options are: Radio control, Stealth, Remote bits, Flight Jets and Jump Jets. Other features of the Powered armour can be modified. Enhance costs 2K per point, Protect at 2K per point and Structure at 1K per 10 points. All P.A.E. can lift up to 1 ton of material as well. this strength can be doubled at a cost of 3K.

Power armour does 1d6 points of damage with a punch or kick. This is often a last resort as Armours tend to rely on their mounted weapons.

Item	Enhance	Speed(Flight)	Protect	ESpace	Structure	Cost
Scout	+2	70 (200)	3	3	25	10K
Free Bird	+2	70 (500)	3	2	25	12K
Trooper	+1	50	5	4	50	10K
Battler	+2	50	6	5	50	12K
Sarge	+3	50 (100)	6	5	75	15K
Shock	+5	50 (50)	Adapt	5	100	25K

There are other brands of Armour other than these Military classes. One such example is the Lock Carapace used by the Boom Boys on page 42. There are different ideas on what Powered Armour can do and these should be examined in your game. Military designs are also ugly and bulky.

Giant Armour

A logical extension of the Powered Exoskeleton by increasing size and armour. They are larger, heavier and slower but also stronger and they can carry much more stuff. The enhance only changes CloseCombat and GunPlay but all Giant Armours can lift and carry up to ten tons of material. Giant Armour is also larger than 12 feet in height. A Giant Armour does 2d6 damage with a punch or kick but usually relies on its mounted weaponry.

Item	Enhance	Speed(Flight)	Protect	ESpace	Structure	Cost
DestroBot	0	50	5	10	75	25K
RoboTank	+2	50	10	10	100	50K
MegaLode	+4	50 (5 Jumps)	10	10	200	100K
RoboBattler	+5	100 (10 Jumps)	15	20	200	1M

Giant armours can also use options but at ten times the cost. Enhance cannot be increased. All Giant Armours are Military in origin.

Transforming Vehicles

Meka-Tek vehicles are not constrained by normal limits of mechanics. Any vehicle can be transformed into any other through the application of Meka-Tek. A MekaBike can transform into a suit of Powered Armour through the sacrifice of 1 space from both vehicle and armour. A MekaCar can become a suit of powered armour through the sacrifice of two spaces. A MekaTruck or Plane can change into a Giant Armour though the sacrifice of 5 spaces. The exception is the RoboBattler which cannot be transformed. Transforming vehicles are identifiable as things like wheels, cabs and wing mirrors are apparently hard to conceal in the finished armour. The development and construction cost is the sum of the costs of the two forms plus 10K.

Meka-Tek in 2019

Meka-Tek may be beyond anything thought possible but it is still subject to economics. Corporations have access to advanced military hardware including Meka-Tek RoboBattlers. A MekaCar would be created for 5K. A basic level Exoskeleton (such as the Trooper model) would be developed for 10K. It might be sold for 15K or more. RoboBattlers just couldn't be bought, only developed.

Player characters can develop Meka-Tek by gaining Stars in stead of Beans. (Beans are the main currency - a small plastic token.) Stars are special development points that are gained by characters through extended play - see page 25. Each Star counts for 1K of Beans in development costs. Your Gamemaster should help you decide how long it will take to develop an item of Meka-Tek. It is obvious that only individuals with huge resources can afford Transformables. They quickly become plot devices and hugely expensive toys that players cannot afford to lose.

Gamemaster Section

This section contains some extra rules for campaign play and the original background for SNCC XDO. Some Gamemasters may have noticed that there is an assumption that you know all the roleplaying conventions and terminology that has been developed by this peculiar subculture. It is assumed that you have played before, are likely to play again and know how to read a 4-sided-dice. This isn't really a game for beginners in term of explanations but it is a simple, fast game that an inexperienced group could play providing they managed to get a convincing description of what roleplaying actually is.

Rewarding Players and Their Characters.

It has become traditional in games that players and their characters get some sort of reward for playing well. In some games, "playing well" means killing monsters while in others it means exploring the darkest reaches of your own soul as a way to recognise some sort of internalised demons. For SNCC XDO, just have fun.

In SNCC XDO, rewards come in two forms. Player Rewards and Character Rewards

Player Rewards

After a particularly good session you should be able to hand out some small reward token to each player. The best things to use are small self-adhesive gold stars. The player should stick these to the top of his character sheet and keep a record of how many he has received and how many he has spent (see below). Never award more than one Star in a session and give all players the same number. Remember to praise the players who earned their Stars but do not chastise those who gain the Stars for just 'being there'. Players should never have more than 3 Stars stored up.

Stars are used by players to add new things to their characters and increase the 'reputation' of the character. One Star can be used for many things.

You can use a Star to:

- Negate 1000 Beans of development cost.
- Heal 1-3 damage boxes at any time (1d6 / 2).
- Prevent death instead allowing for incapacitation.
- Discover an amazing coincidence (useful in detective stories).
- Increase a Trait by 0.1 points (10 times = +1 full point)
- Gain a speciality* for a Trait (+2 to success when used)

*Specialities add a little realism to the game. One example would be if one of the Boom Boys, a mechanic called Tenser Williams, decided to specialise his Research skill into Meka-Tek. One Star would mean that all of his successes were raised by two points thus increasing the chance of Great Success.

Character Rewards

This may sound similar but it refers to items or states that exist only in the game world. Your character does not talk about Stars to his friends, but he does talk about new technology, relationships and Beans. Technology is present in the form of Meka-Tek - literal plot devices that can be given and taken away during a single game session. Relationships describe contacts that a character might develop in a game with other characters. This could be as simple and uncomplicated as a mechanic who always fixes his Barsoom Sports car really cheaply or it could be the character meeting Ms. Right and making a good first impression. Players should act out their role, safety and local decency laws permitting. Not the other way round. Characters also need money, one of the motivating forces for the Boom Boys (see page 38) is that they seek to right wrongs. But they can't do it for free so they also hire themselves out to private and public entities to do "missions". The typical Bean reward for a single mission should depend on the amount of danger, the costs involved and how badly the client needs the job done. For example, the Boom Boys charge 1K for an appearance, 5K if there is conflict, 10K if they actually have to use their weapons, 20K if they have to fight aggressively and 50K if they have to instigate the whole incident. That said, if the cause is just and the clients worthy, they may do the entire operation free of charge. That's because they are nice fellas.

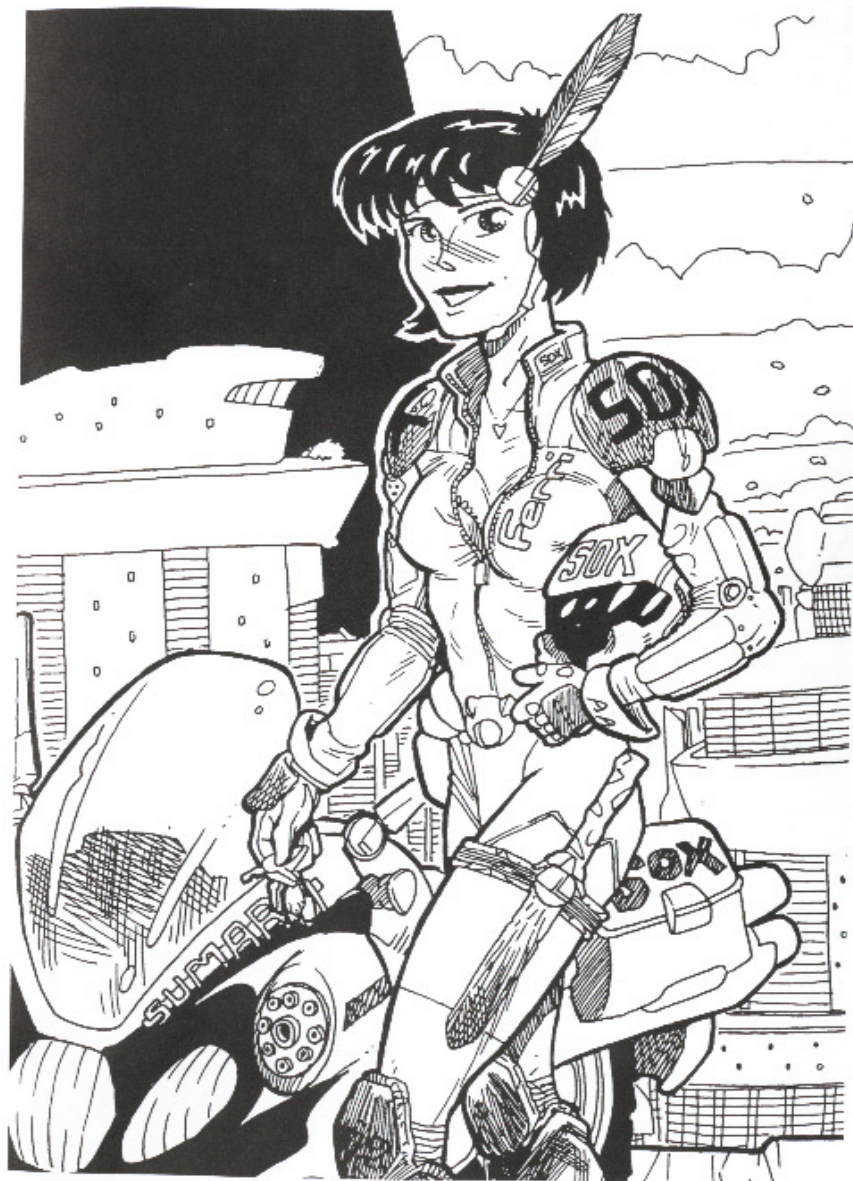
Campaign Play

If your game lasts more than a couple of nights and your players manage to store up more than two Stars then you might have started a campaign. This is where you play the same game, using the same characters (usually), in the same game world, for enjoyment. It's just like picking up where you left off rather than starting from scratch again. It's what makes the difference between some series on television. Some never really change from week to week but others have ongoing plots and characters that don't just appear for one episode, get killed/kidnapped/swindled and are never seen again. What we are talking about is continuity. You can tell if you have continuity if the characters in your favourite television show actually change from week to week or do they just seem to start afresh every week without a reflection on the past week's events. Continuity is good.

Roleplaying Icky Things

This isn't about playing a character who is half-slime-mould-half-biscuit. This is about roleplaying emotions and romance. Don't force players into it. They will realise they can play any character when they mature. If you decide that two characters are lovers you may be surprised when the kneejerk reaction hits you. Be sensible. Your own emotions are hard enough to express but to express false emotions in front of a critical crowd? Some people would rather just take up acting.

Have fun!



San Metro 2019 Background

This is a basic game background for SNCC XDO. It has heroes, villains and a background that includes Drama, Romance, Meka-Tek, Adventure, Violence, Giant Robots, Small Robots, Big Guns, Transforming CyberBikes, Huge Explosions, Outrageous Property Damage, Killer Cyborgs, Alien Invasions and Ancient Demons.

SAN METRO 2019

San Metro is a huge city located somewhere on the planet Earth. It contains a cosmopolitan population of humans and cyborgs as well as a few hundred sentient robots. The architecture is vast and modern with towers of glass and steel though at the same time filled with narrow streets, alleys, slums and gothic cathedral buildings. There are 45 Million inhabitants within the City and 10 Million commuters who arrive in the city before 9 am and have left by 6 pm. The skyline is dominated by these towers and the weblike links of high-rise skywalks. Vehicles crawl on the ground and buzz in the air like insects around the giant skyscrapers.

The sky is blue and usually cloud-free except in the evening when bands of cloud help to create some spectacular sunsets. The air is clean and mostly scent-free thanks to ten years use of air scrubbers which have removed the stain of earlier technologies from the atmosphere.

Dominant landmarks are:

PersComm Tower - A huge tower topped with a revolving restaurant that serves those who can afford it. Only a few of the workers can actually afford to eat here. PersComm is the largest telecommunications company in the world. They provide television, entertainment, telephone and satellite communications.

Sumarii Building - A large cube-shaped frame of offices and skywalks with a massive fish tank at its centre that is visible from both within and outside the building. Thousands of fish idle in the clear waters browsing around the Coral, the crowning glory of the tank. Most development and manufacturing work is located at boring grey buildings outside San Metro. This building is purely for shows, public relations and charity events.

San Metro Police Tower - A hexagonal tower framed with lights and surrounded by a buzzing traffic of police air traffic drones and Meka-Tek Hover cars. Public broadcasts are handled by the huge vidscreens that line the sides of the building. These vidscreens are used for advertising when not in use officially.

San Metro Arch - In 2002 when the city received its charter the event was celebrated with the construction of the San Metro Arch, a silver arch that spans San Metro Bay. The arch is inscribed with the names of all the builders who helped construct the city and the arch itself. Its a common target for anarchists and terrorists who would wish to make a statement to the city.

San Metro Bay Marina - The Bay Marina is a wonderful piece of art. A glass sculpture with an inbuilt fountain sits on the shore. Water is pumped from the bottom of the bay, filtered until crystal clear and then sprayed in a fine mist over the top of the marina creating prismatic mesmerising refractions of light (rainbows) that play on every surface. One of the most refreshing experiences must be sitting on your boat in the fine mist spray from the fountain on one of the hot days when the temperature soars from the reflections of the sun off the office blocks in the city.

The Spire - Half a mile of black steel and plastic reach into the air and point accusingly at the heavens. Every day hundreds of pilgrims troop into the Spire carrying their prized possessions and then troop back out again. There is only one door and no windows and the Spire receives no power from the city grid. They receive no food deliveries and no other supplies other than water which is shipped in by tanker rather than being piped.

Living and Dying in 2019

What is life like in San Metro? Those that live within the city have adapted to its hive mentality and enclosed lifestyle. Some never leave their highrise apartment buildings and those that do often never actually go outside preferring to do their travelling on the enclosed and underground tube trains that whizz about the city.

A typical day for a citizen of San Metro might be waking at 6 am to be ready for work at 8 am. His job might be servile but most of those jobs have given to robots. Our citizen works in the Waterworks department of the Sumarii building cleaning algae buildups from the filters and helping cultivate protozoans which feed the fish and keep the water clean. He makes about 1200 Beans a month which pays for his nice apartment and his groceries and still gives him enough to go out, buy a suit and enjoy a game of Live Football at San Metro stadium. He takes the tube to work but walks home taking time to appreciate the view and wander past the malls. He's a quiet bird with a few close friends and no family. His friends all live in the city and have varied interests and jobs - he met them all through San Metro's Friends Outreach Program which aims to help reduce the feelings of isolation that some people develop when in such a crowded city environment. He met them via a phone call first of all and then through scheduled outings. He expects a promotion in the next couple of years but otherwise his life is quite contented. His favourite television programmes are Football at Ten (a sports review show), The Beedles (soap opera), 187 Ferment Road (situation comedy) and Interview Tonight! (interviews with stars).

of film and media). He eats a wide variety of food depending on which of the hundreds of shops he stops in on the way home. All in all his quality of life is probably better than average.

Our citizen is much like everyone else. He doesn't trust cyborgs and he doesn't like robots. Thankfully the existence of aliens is still secret or he would probably be intimidated by them as well. He isn't interested in religion or anything like that and finds the Spire to be an ugly monstrosity, a blot on an otherwise perfect landscape.

ORGANISATIONS

There are several powerful organisations in San Metro. They exert their influence directly and indirectly. Some are legal, some illegal and some are just above the law.

San Metro Police Department - A well-armed, quick-response police force with a reputation for violence and corruption. Led by Captain Justin Drago, an honest cop with a huge problem on his hands. He has to report to Commissioner Blanchard, a corrupt politically-minded fat man with his hand in every scam in the city. Drago smokes big cigars and worries about his nerves. Other notables are Detective Peter Forte, a violent corrupt cop with a penchant for shooting witnesses. He represents everything bad about the SMPD. A young rookie called Jonny Lee has already made a name for himself by providing leads on the Boom Boys vigilante squad. The PD is equipped with two man patrol cars, sportbikes and a small number of MekaHoverPads all armed with front-mounted machineguns.

Special Operations Executive (SOX) - A branch of the Military that has increasing interest in new and innovative developments in Meka-Tek. Their interest is on equipping the modern soldier with the most advanced killing technology. There are two types of official SOX operations. Red Ops deal with overt military action while Black Ops deal with the more covert side of military action. SOX are rumoured to employ foreign mercenaries and deal in arms with the most unscrupulous agencies. A notable SOX operative is Commander Daniel Morgan. Morgan is a handsome, well-built, highly trained killer who works for SOX in an innocuous role as a Advisory Liaison for the San Metro Police Force. Morgan has the authority to call in a ten man squad of Black SOX Operatives who will be flown in within the hour complete with advanced Meka-Tek (Battler) Armour.

The Criminal Element - Often referred to but never in public, Simon Moon is the most powerful crime lord in the city of San Metro. His enforcers have access to the most advanced military hardware - something that greatly annoys the SOX. It is also becoming clear that Moon's men have been developing their own Meka-Tek designs. Moon is often seen at City Charity Functions with his beautiful aide, Antonia Ferri, who provides his legal and public relations backup. Moon's enforcers

are commonly slow and stupid but can arrive in great numbers though they can be easily demoralised. The greatest danger from Moon comes in the form of HardCase, a hi-tech mercenary who sports an armoured Meka-Tek chassis with twin machineguns, smoke grenades, jump rockets and a two hour oxygen supply.

The University of San Metro - The one million students who live and work in the area of the University can provide a lot of problems for any organised force. The University is the world's greatest Meka-Tek research centre led by Professor Jeremy Hammond. There is also a major biotectonics research centre which has been working on biological alternatives to cyborgs. The Dining Halls were also the worlds first recipients of Meka-Tek robots back in 2004. The Chair of the University is Dr. Anderson King, a portly and cheery gentleman with greying hair and a keen interest in SportBike racing. The University Observatory has recently received a huge grant from the City Board to improve the power of their optical and radio telescopes. They are currently planning the construction of the VAST (Very large Assisted Scanning Telescope) which will require six years to build and several million Beans.

San Metro Board of Directors - San Metro is a corporate city. It has a board of directors who meet infrequently and discuss pressing matters for the city. Of late they have only met socially but they might be pressed to meet were the city in danger or if someone was acting against their wishes. Hi-tech vigilantes come under the latter category as many of the directors are not as squeaky-clean as you might believe. The Chairman is Erol Yann, a slender, powerful man with steely eyes and spindly fingers. He is a keen astronomer and can often be found at the University Observatory watching the skies. His rival on the Board is Sydney Goldman, a lawyer under the pay of Simon Moon. He is pushing for increased cutbacks in health and education and an increase in construction subsidies. A third faction on the Board is Anthony Hauss who has been a Spire Thrall for the last eighteen months.

The Church of the Spire - The Spire encloses the main place of worship for the Church of the Spire, a judeo-christian sect that believes the Day of Judgement should have been at the end of the War. It wasn't and they blame the corrupt politicians and violent way of life in 2019 for preventing the Second Coming. They all expected to be whisked up to heaven that day and were understandably disappointed when it didn't happen. The Spire are known to have questionable methods of worship and protest favouring animal sacrifice and bombing respectively. Proof that the Church put these loonies up to these actions is not forthcoming.

LOCATION AND HISTORY OF 2019

The City of San Metro sits on a wide bay on an undisclosed island. The whole area is a relatively new development after the War. Even so old buildings have survived alongside the newer complexes though there is a movement to crush the remains of the old city with the building of the new.

The War

The War took three years and killed forty million people. No-one likes to talk about it these days - especially those who were involved. The original cause is unknown but thought to be land rights at one of the polar ice caps. The wounds of the War live on in the crippled veterans that walk the streets and redevelopment projects which suck millions of Beans every year. Even the location has been struck from the memory of the public and is referred to only as The Jungle. Luckily the War occurred before the days of Meka-Tek or else the cost might have been much higher.

(The likelihood of people forgetting such a massacre is unlikely but in the world of 2019 it is unimportant which country fought which, where it all happened and even in which country lies San Metro. It is all history.)

The Prophecy

The War was predicted by a young girl three days before the first arguments started. She predicted the end of the War, the slow recovery and then the encroaching darkness that would destroy the new city, San Metro. She even named the city three years before anyone had even thought of it. Some people took notice but most ignored her.

One group who recorded her speeches were the Church of the New Day. They had just been disappointed with the non-event that was meant to be their Judgement Day and they greeted this new End with open arms. The date was wrong or so they claimed. In researching the strange and esoteric references that the girl spat out in a terrible voice the Church Elders managed to catch a glimpse of what the future may hold and were consumed by it. Through Meka-Tek stolen from various sources the Church has managed to construct a gate to another place. A place that has not existed for a billion years. They have welcomed the inhabitants of that other place into our world and gave them new homes in the bodies of the young and misguided. From a benign doomsday cult, they became the Church of the Spire, a modern day Hell. Every soul that enters their Spire is changed.

The Horde

Perhaps ten thousand people have been changed already by the grip of the Spire. Each person hides a familiar spirit in the cavities within their bodies that just waits to burst free and consume other bodies. These things can be detected by surgical examination (They do have the sense to hide in nooks and crannies) or by X-Ray but

only the SOX have been made aware of them and even Morgan, their man in the field, has not been informed of the danger. The Horde look like nothing on earth resembling a skinless cat with starfish spines but they can warp and mutate the bodies of those they possess into inhuman beasts. They will stay within those bodies until they begin to lose when they will flee and attack another. Possession by the Horde requires that you come into physical contact with an infected person. The Victim must then roll 2d6 and score lower than the number of damage boxes that they have left unchecked. If the roll is successful then the Victim is safe from the Horde and they know that something tried to GET them. If the roll is unsuccessful then the Victim is welcomed into the family.

Warping a body can be done at any time by the Horde. It is done infrequently because the body is not really usable as a disguise afterwards but when this happens it is obvious that the time for subtlety has passed. The body stretches, splitting skin and tearing muscle as bones grow out of proportion and claws burst from the fingertips. The skull becomes elongate and bony ridges appear on the spine, sticking through the now-weeping flesh. The body receives the equivalent of a +4 Enhance to their Movement and CloseCombat and the equivalent of 5 points of armour all over.

Killing the Horde is almost impossible as it can only be done through the use of Meka-Tek and no-one on Earth has used Meka-Tek in this way before. You have to defeat their host body and then when the screaming goblin makes its exit you have to entrap it in a Meka-Tek Zero-Space Gateway. This technology is not known on Earth. Perhaps an interstellar neighbour has one?

Where do the Horde come from? Some say they are demons from another dimension, others might maintain that they are time travellers from another time in this dimension. Whatever their origin it is clear that they are malevolent.



Aliens

There are Aliens in 2019 as there are Robots and Demons. The alien presence is hard to detect in that they do not fly around in Saucers or other craft but they can be seen easily because their hair colours, skin and eyes are different. Assaulting someone because they have golden eyes is frowned upon especially with the fashion-conscious and body-modifying rich youth that waste time and money in San Metro.

Aliens are more than just a plot hook or an excuse to parade exotic beauties and bizarre monsters. They are perhaps the only thing that can save San Metro and the rest of the world from Horde domination. Aliens can fill any role you need. Allies, Enemies and even Player Characters can be aliens from another world.

Aliens are mostly harmless. Except for the big spiky ones that eat people.



Alien Invasion

The massive mothership of a humanoid alien race, the **Jireugi**, entered our solar system four years ago and, six months later, entered orbit around our planet under the protection of a highly advanced stealth device. They have been sending their agents to the planet to see whether or not it would be habitable and if humanity would accept them. They are a peaceful race, adept in Meka-Tek but afraid that they may precipitate a conflict. So far they have decided to remain undercover.

With just a cursory examination, Jireugi are almost indistinguishable from normal humans. Careful study will reveal differences in dentition (their diet contains a higher percentage of raw meat than ours) and despite their efforts to use disguises their natural hair and eye colours would be described as extraordinary. Through their advanced science they are capable of interbreeding with humans.

The Jireugi are highly religious, worshipping a compassionate god who has led them across a terrible void to a land of water and fruit. They have been instructed by age old scripture to join with the inhabitants of this new home in peace and harmony. The minor detail that humans can't even live among themselves in peace and harmony has been made brutally apparent to the Jireugi.

All is not rosy. The Jireugi have an enemy called the **Makki** who has just caught up with them. They are a race of vaguely humanoid warriors who reproduce asexually from eggs carried by drone workers. They can pass for human in a dark alley but under any scrutiny their alien nature is apparent. Where the Jireugi are benign and peaceful, the Makki are cruel and warlike. The Makki might fit into human society a lot better from a certain point of view.

The Makki follow a succession of god-kings and god-queens who hand down a line of secrets to hand-picked "nobles" who then quarrel for the next seat of kingship. Duelling for position is common and deaths in the nobility are frequent but due to the high birth rate, necessary for survival. Thousands of years of this internal plotting has bred an aggressive but very successful race.

Both alien races have access to Meka-Tek. Jireugi use Meka-Tek devices to aid them while the Makki use inbuilt Meka-Tek cybernetics. Their war has gone on so long that no-one remembers how it started. The Makki, driven by some bloodlust, seem to have an age-old hatred of Jireugi. If questioned they mock their captors and they are remarkably resistant to torture.

Both alien races are aware of humanity, the presence of Meka-Tek on Earth and the subtle invasion of the Horde. Even the Makki admit that the Horde are a greater enemy and should be dealt with first and this can perhaps be the only bargaining chip that characters will have with the Makki. Makki history crystals depict ancient

battles against shapechanging demons that poured out of a mighty black spire terrifyingly similar to the spire that looms over San Metro. The demons destroyed the Makki homeworld and cursed them to find homes out among the stars.

Aliens as player characters? Just make them up the same way. Each race has slightly different advantages and disadvantages but both should prove interesting to play. Also don't feel restricted to just these two races. There could be a hundred million intelligent races out there in space who know about Meka-Tek and Spacejumps.

Jireugi Characters

Jireugi have slightly different starting statistics. For a start their society has wholly embraced Meka-Tek and their Meka-Tek statistic is never negative. They also only pay half normal development costs for all Meka-Tek. Their CloseCombat, GunPlay and Streetwise cannot be raised higher than 7 during character generation.

Jireugi armour is faster and tougher than human Meka-Tek. As a guideline always increase their Enhance by 2 and double their flight speed. They commonly have an additional 50 points of structure. They don't tend to use Giant Armours, they are solely the province of humanity. Jireugi only use energy weapons but theirs are more versatile, able to double their damage by expending an extra energy point, e.g. a Jireugi Pistol does 1d6 damage and has 100 shots. If the user wishes he may inflict 2d6 damage but each use expends 2 normal shots.

Roleplaying the Jireugi can be challenging as they are very human in their outlook with similar obsessive passions and short attention spans. Their religion demands many rituals but few other demands. They do not eat root vegetables according to their faith. Their confidence is often seen as arrogance and they can be very critical of the abilities of other races. Jireugi characters must have a good reason for wanting to leave the safety of the MotherShip which has nurtured them all their lives.

Makki Characters

The Makki also have different starting statistics. Their starting values for GunPlay and CloseCombat are 5. A Makki also can have 1d6 points of Cybernetic Options (page 20) at no extra cost. They may also have Exo-Armour for free!

Makki weaponry is comparatively underpowered but they are masters of BioMeka. This means that they prefer to take all of their weaponry as internalised options. They may take any Cyborg option and Robot options such as Different Layout and Stealth. The most common option is the Makki form of Exo-Armour which holds up to 20 options. The Exo-Armour is often indistinguishable from the formed and shaped Makki carcass meaning it can be hard to tell if a Makki is wearing his Exo-Armour or not.

Roleplaying the Makki is more fun than it seems. As a race they favour direct action and decisive leaders. Their boisterous nature serves them well in informal situations and all Makki gatherings could be described as informal. They could also be described as brawls. Makki characters need no reason to wander around but they tend to wander in large groups which means that a lone Makki must have a good reason. He must also have a good disguise.

Other Aliens

Both the Jireugi and Makki are very similar to humanity and this game is not meant to be a detailed treatise on xenopsychology or the cultural differences. If an alien spends a couple of minutes comically trying to use a food mixer as a weapon then its being done right.

Other aliens can be weirder. Knock yourself out. The only thing they need is access to Meka-Tek Spacejump technology. If they don't have it then there is no way for them to get to Earth.

A future supplement for SpaceNinjaCyberCrisis will include more aliens and their relationships with the Makki, the Jireugi and Humans, the newcomers to the stars. It details the advancement of the campaign against the Horde.



Characters in the 2019 campaign

We present the Boom Boys, the premier hi-tech vigilante squad in the turbulent world of SpaceNinjaCyberCrisis XDO.

The Boom Boys

The Boom Boys are a team of hi-tech vigilantes. They work outside the law to bring a little more justice into a corrupt world filled with cops on the take, cyberdemons and drug lords. They also operate as a covert action strike team for the highest bidder although they maintain a code of not attacking innocents.

The Boom Boys are:

Joachim Summers - Leader of the Boom Boys. Otherwise a flamboyant entrepreneur with an eye for the ladies and a grudge against organised crime. He is very rich (1000 Beans in his pocket!) and makes sure that he gets the best. He revels in the use of the Carapace.

Tenser Williams - Inventor of the Lock Carapace, their Meka-Tek powered armour suits. Tenser is officially dead and sees himself as the guy who builds the arrows for Robin Hood. Tenser never has any money because he spends it on gadgets.

Aaron Thackeray - Professional salesman and media bopper. He's responsible for putting the Boom Boys in contact with lucrative contracts as they also operate as a small elite mercenary unit. A lover not a fighter, Aaron can get tickets to any show or party. No occasion is above him.

Hank DiGriz - The essential grizzled P.I. who made too many enemies and now works in the Boom Boys so he can again make a difference. Hates the name Boom Boys but then he's not paying the bills. Hank gets impatient when it looks like they are doing more talking than fighting.

Jerry Marathon - The gangster who came in from the cold and deserted his old ways when his hands started to get dirty. He acts as the eyes and ears of the Boom Boys in the criminal underground. Jerry is not completely trustworthy but he has yet to let them all down. He usually manages to redeem himself despite his slightly suspect behaviour.

Shenter Dreen - An ex-cop canned by corrupt cops. Spent five years in jail and now works with the Boom Boys in an attempt to gain revenge and clear his name. Shenter has a highly developed sense of personal justice and revenge. He is, perhaps of all of the Boom Boys, the one most likely to strike with deadly force.



Character Statistic Notes:

Name: Joachim Summers **Meka-Tek:** 2
Description: Leader and Entrepreneur
Allegiance: Boom Boys, The Good Guys
CloseCombat: 7 (Carapace)
GunPlay: 7 (Carapace) **Equipment:**
B&E Action: 5 Lock Carapace + spare battery
Stealth: 5 Carapace Beam Gun
Movement: 3 ElectroNux
Awareness: 5 Snazzy suits
Streetwise: 3 Nice suburban home with pool
Persuasion: 7 (Charming) Black limo
Technology: 5
Research: 3

Name: Tenser Williams **Meka-Tek:** 4
Description: Engineer and Worry-Wart
Allegiance: Boom Boys, The Good Guys
CloseCombat: 3 **Equipment:**
GunPlay: 5 Lock Carapace
B&E Action: 5 Carapace Beam gun
Stealth: 5 Neurowhip (2d6 stun)
Movement: 5 Mini-toolkit in pocket
Awareness: 5 Huge toolkit (carried)
Streetwise: 3 Workshop with cot
Persuasion: 3 Chatanooga Moped
Technology: 7 (Innovative)
Research: 7 (Eclectic)

Name: Aaron Thackeray **Meka-Tek:** 0
Description: Frontman and Sales Professional
Allegiance: Boom Boys, The Good Guys
CloseCombat: 5 **Equipment:**
GunPlay: 5 Alto BP Vest (1)
B&E Action: 3 PigNAPoke (Light Pistol)
Stealth: 3 Powerful Clamshell
Movement: 5 Spectra Vision (sports car)
Awareness: 7 (Psychology) Excellent apartment
Streetwise: 5 Best seats in any theatre, concert
Persuasion: 9 (Salesman)
Technology: 5
Research: 5

Name: Hank DiGriz **Meka-Tek:** 0
Description: Private Investigator and Professional Grumbler
Allegiance: Boom Boys, The Good Guys
CloseCombat: 3
GunPlay: 3 **Equipment:**
B&E Action: 5 TsumTsum Vest (1)
Stealth: 5 Ginger Protector (Light Pistol)
Movement: 3 Cheap suits (6)
Awareness: 9 (Good ears) P.I. Office with bed sofa
Streetwise: 7 (Good talker) Stack of unpaid bills
Persuasion: 5
Technology: 3
Research: 7 (Thorough)

Name: Jerry Marathon **Meka-Tek:** -2
Description: Ex-Gangster and Informant
Allegiance: Boom Boys, The Good Guys
CloseCombat: 3 **Equipment:**
GunPlay: 5 ImpactProof coat (2)
B&E Action: 5 Surenyi Auto (Heavy Pistol)
Stealth: 7 (Shadowing) Knife (MemoryPlastic)
Movement: 5 NeckWire (Garotte)
Awareness: 5 Tacky clothes
Streetwise: 7 (Street Dealers) Slow moped
Persuasion: 7 (Sexual) Crap apartment, broken fridge
Technology: 5 and b/w teevee.
Research: 5

Name: Shenter Dreen **Meka-Tek:** 0
Description: Ex-cop and Ex-convict
Allegiance: Boom Boys, The Good Guys
CloseCombat: 5 **Equipment:**
GunPlay: 7 (Pistols) Light Armour (2)
B&E Action: 3 Beren Light 20 (Heavy Pistol)
Stealth: 5 ShokSAMAS 00 (Shotgun)
Movement: 3 Utility Belt with 3 bombs,
Awareness: 7 (Clues) 2 vials of acid and a
Streetwise: 5 shot of whiskey
Persuasion: 5 Poor apartment in a slum
Technology: 3 Barsoom Regular (Sedan)
Research: 7 (Detective)

The Lock Carapace

The Lock Carapace is a power armour suit that provides enhanced speed and strength as well as considerable armour. There are only two suits in existence, one owned by Tenser and the other by Joachim. A third is in production for Shenter and will be in operation by the time that Tenser gains 5 more Stars.

Item	Enhance	Speed(Flight)	Protect	Space	Structure	Cost
Lock Carapace	+3	50	5	5	30	10K

Typical options on the Carapace are Energy Rifle, Sensors and JumpJets. The Carapace has a battery life of six hours and then the armour freezes. There is a fault in the powercell as well which means that there is a chance it will short out every time it takes a hit. to simulate this, roll 2d6. On a 12, the unit has frozen.

The Boom Boys have been in operation for almost two years now and have yet to make any sort of impact on the criminal and corrupt world of San Metro. Even with their contacts in all walks of life they have found it very difficult to even scratch the surface. The Police seem to have made it their duty to track down the Boom Boys rather than catching real criminals.

Events and Adventures:

Double Bluff

The Marina was completed in 2009 which means that in two weeks time there will be a celebration of the completion of the project. This also means that security will be high in order to protect the building and the distinguished guests. But the Marina is not in danger here. HardCase and six goons attack the SMPD and steal five million Beans worth of GoGo and copies of the latest designs for SMPD Meka-Tek.

Edge of Human

A group of war veterans who have been augmented with cybernetics are being hunted down by something. The attacker leaves no fingerprints, no tracks and seems to be able to fly. In these days of Meka-Tek this is not really surprising but it is very difficult to track down. The murderer is a cyborg with only slivers of flesh clinging to his metal bones. He was a member of their unit who was left behind in the jungle. They thought he was dead but he's back. And he blames his old friends.

A hole in your SOX

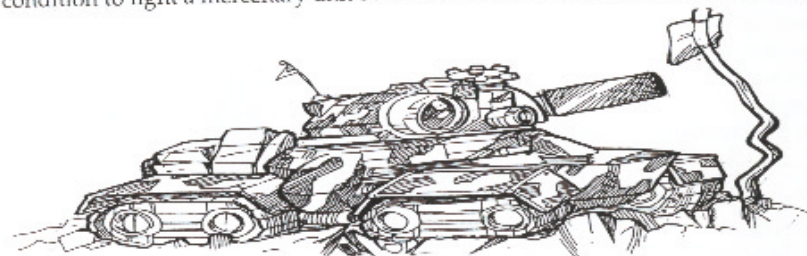
The latest SOX design has been compromised. Morgan and his armoured heavy hitters have descended on San Metro to retrieve all copies. They will harass anyone who has an advanced Meka-Tek design and talk only after expending thousands of rounds of ammunition. Moon is innocent of the intrusion, it was actually perpetrated by hackers at the university who are trying to cover their tracks.

BoomBoom

Someone has blown up the Boom Boys van. It could be the SOX, the Police, Moon's enforcers or someone else.... There's a new bad boy in the world. He's a psychopath called NutCracker, an assassin with a talent for high-powered weaponry and a desire for a challenge. He wants to use the Boom Boys as a bolster to his reputation and he'll use any other hi-tech group as target practice. Nice man.

RoboWar

Some fool has fitted a Basic AI (an artificial intelligence without ability to learn) into a RoboTank. This wasn't bad in itself but a maniac calling herself The Widow has taken control of the simple AI brain and is sending it into San Metro downtown wrecking and destroying. The control can be tracked down to a small apartment in a rundown city block. The Widow is seventy years old and is actually a widow. She is being evicted from her home and feels decidedly bitter about it. She figured out how to control the brain by taking a Meka-Tek correspondence course. She's in no condition to fight a mercenary unit but she will use the RoboTank to defend herself.



GoGo! GetEm!

GoGo! is a pretty good vice as drugs go. It gives you the same addiction cravings and the same relief but if you want off it you can negate the physical effects by just going to the doctor and getting a simple injection. Someone has engineered a new strain of GoGo! The effect is the same right up until the simple injection is administered. Then it acts like a stimulant and the hapless user is provoked into fits of rage, their CloseCombat and Movement traits rise by 3 points and they attack anyone wearing primary colours. Obviously the pushers have to be tracked down and beaten to a pulp. This is more fun if it occurs to a player character obviously.

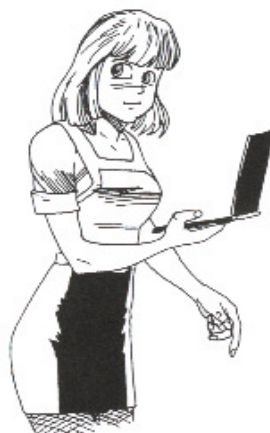
In-Spired by Angels

One character has dreams of a beautiful woman telling him of dangers hidden within the Church of the Spire. He has visions of damnation and death and worse still when he looks at some people he can see a little demon sitting on their shoulder whispering bad thoughts. This is quite unbalancing. In reality Jireugi Scientists have developed a hypnosis that can affect perceptions. They are testing it out on one apartment block. This is a good way to introduce characters to the Horde invasion.

Gamemaster Characters

Rather than go through the whole effort of making up non-player characters for use in this game we provide some basic templates below. These templates may not be as detailed or as finely crafted as a character belonging to a player. These are often the shopkeepers, gangland hoods, comical robots and soldiers of anime fame.

Name: Tara Franks
Type: Corp. Exec.
Damage Boxes: 8
CloseCombat: 3
GunPlay: 3
B&E Action: 3
Stealth: 3
Movement: 3
Awareness: 7 (Office Gossip)
Streetwise: 5
Persuasion: 7 (Management)
Technology: 5 (Company products)
Research: 3
Stuff: Penthouse Apartment
 ClamShell Computer
 Barsoom Sports (red)



Name: Daniel Morgan
Type: SOX Liaison
Damage Boxes: 10
CloseCombat: 9 (Killing moves)
GunPlay: 7 (Sniping)
B&E Action: 5
Stealth: 7 (Tailing)
Movement: 5
Awareness: 7 (Spot Weakness)
Streetwise: 3
Persuasion: 5
Technology: 5
Research: 3
Stuff: SOX MekaCar
 Lots of cool weaponry
 House in suburbs



Name: ERNIE
Type: MultiPurpose Bot
Damage Boxes: 20
CloseCombat: 5 (Entanglement)
GunPlay: 3 (Welder)
B&E Action: 5 (Computers)
Stealth: 3
Movement: 3
Awareness: 7
Streetwise: 3
Persuasion: 3
Technology: 7 (Bot Tools)
Research: 3
Stuff: Belligerent Attitude
 Various Bot Tools
 Extendable Appendages

Name: Jurati Bedein
Type: Jireugi Scout
Damage Boxes: 10
CloseCombat: 5 (NeuroWhip)
GunPlay: 3
B&E Action: 7 (Infiltration)
Stealth: 7 (Sneaking)
Movement: 5
Awareness: 7 (Detail)
Streetwise: 3 (Humans)
Persuasion: 5
Technology: 7 (Jireugi Tech.)
Research: 3
Stuff: Personal Diagnostics Unit
 Jireugi Scoutsuit (Freebird)
 Neurowhip (2d6 stun)



The Future of San Metro 2019

The Horde step up their efforts and start to induct children and whole families. The Makki recognise this as the beginning of the End and attack from their base in the Jungle. The governments of Earth interpret this wrong and launch attacks against the Makki until the Jireugi intervene and direct the Earth assault against the growing Horde population. The SOX is betrayed from the inside by Spire agents and Morgan and his heavy-hitters go on the run eventually meeting up with the Boom Boys and another mercenary squad, The Scavengers.

The next few years show Morgan, the Boom Boys and the remainder of the decimated forces of the Jireugi and Makki employing guerilla warfare against the now Worldwide Church of the Spire.

Good junctures for playing SNCC XDO are:

2019 The beginning of the invasion. The Horde are spreading slowly, wary of this new place but their numbers are still in the thousands. They are successful at infiltrating towns and villages but less so with military installations

2021 The Horde have infiltrated the SOX. Morgan is brought up on charges of insubordination and his promotion deferred. The Boom Boys suffer major setbacks when their Carapaces are destroyed by Joachim's girlfriend who has been turned by the Horde. The Makki make themselves known to Earth.

2023 Tenser suffers a heart attack but recovers enough to start to build himself a Makki-inspired cyberbody. The Jireugi withdraw from Earth leaving a rag-tag group of guerilla fighters and rebels. The Makki, ever the contrary, arrive with two more legions of troops to help fight the Horde menace.

2025 The War officially begins with half of the Earth fighting the other half. Horde troops murder and pillage everything they find.

2030 The War ends though there are so few people that no-one notices. The Boom Boys, Morgan's Black SOX and some alien forces survive. There will be other wars.

Your characters can have a place in this future and perhaps become more famous than the Boom Boys or Morgan. Perhaps some of your characters belong to a Makki Strike Team or a Jireugi Mobile Infantry. The future is mutable. **The future is yours.**



Creating your own niche in 2019

The trick about creating your own SpaceNinjaCyberCrisis XDO campaign is personalising your world of 2019. Make sure you know the background quite well, the relationships between the major forces in the City and how your players' characters fit into it all.

Keep the plots dynamic, the maniacs mad, the heroes wacky and weird, the villains dastardly and dramatic and the cast in thousands. Stay up late watching genre films and reading genre books. Overdo it.

For the actual gaming, use Akira and Blade Runner for the visuals, Bubblegum Crisis and Appleseed for the flavour and Ghost in the Shell and AD Police for further reference.

Recommended Reading and Viewing

Appleseed	Ghost in the Shell
AD Police	Bubblegum Crisis
Dominion Tank Police	Oh! My Goddess
Battle Angel Alita	Blade Runner (the film)
Akira	Robotech/Macross
Dirty Pair	Cyber City Oedo 808
Battle of the Planets	Robocop I
Tokyo Babylon	Mai the Psychic Girl

The beauty of these sources is the wealth of material that can be found in local book shops, on the internet and on "insomnia teevee". The only reservations about Manga and Anime is that the dialogue loses something in the translation and the accents are terrible.

Other Roleplaying Games of use:

Recommended reading in the area of other roleplaying games would include many different styles of game and approaches but they all have something valid to bring to SNCC XDO. None of these are in the manga/anime genre but that is why they can add something

Over the Edge	- Atlas Games
SLA Industries	- Jageeda Publishing
Heretics	- Wasteland Games
Feng Shui	- Daedalus Entertainment

SpaceNinjaCyberCrisis

Name

Picture

Description

MEKA-TEK

Stars

Damage Record

- ☐ ☐ ☐ Light
☐ ☐ ☐ Serious
☐ ☐ ☐ Heavy
☐ Dead

Notes

CloseCombat

Awareness

GunPlay

Streetwise

B&E Action

Persuasion

Stealthing

Technology

Movement

Research

Equipment

Notes

SYSTEM REFERENCE SHEET

Character Generation

Spread 20 points between the ten traits using any remainder for Meka-Tek. Each trait starts at 3 and can be raised in blocks of 2 to a maximum value of 9. Meka-Tek starts at 0 but may be reduced to -4 or increased to +6 using these points.

Basic System

First you take the trait score, roll 2d6 and if the total of the two dice is lower than the trait score then you have succeeded! The difference between the trait score and the actual total of the two dice determines the quality of the success. If the points of success are greater than 5 then it is considered to be a Great Success. The difficulty lowers the trait score by the appropriate amount.

Difficulty	Modifier	Example
Easy	+2	Driving above 50mph
Medium	0	Driving above 100mph
Difficult	-2	Driving while shooting a gun.
Formidable	-6	Driving while shooting accurately
Impossible	-10	Driving and actually hitting something

Sometimes you have to succeed at a task better than an opponent. All this means is that you roll a lower number than the opponent. When using any item described as a Meka-Tek device then this modifier is added to the total.

Combat

The Combat System is an extension of the main rules described above.

CloseCombat occurs usually within 2 metres of each other. Ranged weapons use the following table.

Difficulty	Modifier	Range
Easy	+2	Short Range (1cm - 10m)
Medium	0	Medium Range (10m - 100m)
Difficult	-2	Long Range (100m - 400m)
Formidable	-6	Extreme Range (400m - 1000m)
Impossible	-10	How far?! (1km+)

Damage is a number of dice allocated for each weapon. Each time a character is hit, the Gamemaster rolls that number of dice and the Player marks that number of check boxes on his character sheet.

To Dodge a character must roll under his Movement (Ranged Attacks) and to Parry a character must roll under his CloseCombat (CloseCombat). A GM might demand that the defending player gains a better quality of success than the attacker.

Armour

Armour subtracts from damage point for point. Damage from Ranged weapons always does a minimum of 1 point. After each fight where armour is hit, roll 2d6. If the dice come up doubles, the armour has saved its last and must be repaired.

Healing

Healing comes under the Technology trait as a First Aid kit is the minimum piece of equipment required. Successful use of a First Aid kit will heal one damage box worth of damage and up to 3 boxes can be healed using this type of kit. Each kit is expended after use. Medical kits have 10 uses and can heal up to 5 boxes before being expended. If both are used then an upper limit of 5 boxes healed is enforced.

Perils

There are other ways to get hurt than being shot or stabbed. Poison will do up to its rating in damage at a rate of 1 point per turn (so a 10 point poison will kill). Fire burns 1 damage box per turn unless put out. Drowning and suffocation causes 1 box per turn until air is reintroduced or Heavy Damage is received. at that point the character loses consciousness. Recovery from suffocation is also 1 box per turn if it has not reached Heavy Damage. Falls cause one point of damage per 20 feet of fall and can be reduced by half if a character makes a successful Movement roll. Being hit by a moving vehicle causes 1 point of damage per 10mph the vehicle was travelling. A GM may also wish to increase or decrease the damage depending on the size of the vehicle or if there are big spikes sticking out of it...

Explosives

An explosive is rated as having a Damage and a Range. When a bomb goes off, everything within 1 metre of the bomb takes the Damage rating. When this has been done, everything within the Range rating (including those within the 1 metre radius) takes the Damage rating. For example, a grenade has a rating of 1d6 (10). If a man stands on a grenade when it does off (or is less than 1 metre from it) he takes 1d6 damage. Once that is calculated then everything within 10 metres (including the man) takes 1d6 damage. The net result is that the man takes 2d6 and everything within 10 metres takes 1d6.

STARS

You can use a Star to:

- Negate 1000 Beans of development cost.
- Heal 1-3 damage boxes at any time (1d6 / 2).
- Prevent death instead allowing for incapacitation.
- Discover an amazing coincidence (useful in detective stories).
- Increase a Trait by 0.1 points (10 times = +1 full point)
- Gain a speciality* for a Trait (+2 to success when used)

This Sheet may be photocopied for personal use.

SpaceNinjaCyberCrisis XDO

Crucible Design hope you really enjoyed this game and will play it again and again. If you don't want to do that then we can suggest some other things!

Buy one of our other games!

The 23rd Letter

£9.99 (+P&P)

CD.120

Be part of a psychic conspiracy that threatens to shake the world apart. Play a government agent, a rogue psychic or a human caught up in a secret war. Fight monsters and free yourself from mental domination. The Psilent War has begun. Whose side are you on? Second Edition.

The Project Sourcebook

To be announced

CD.111

A supplement for The 23rd Letter. More details about the role that your government plays in the secret war. Do they know? Do they care? Will you help them hide a great secret? Will you kill to reveal that secret? What side can you afford to take? Also includes errata and updates plus a lot more psychic abilities and equipment!

QABAL

To be announced

CD.210

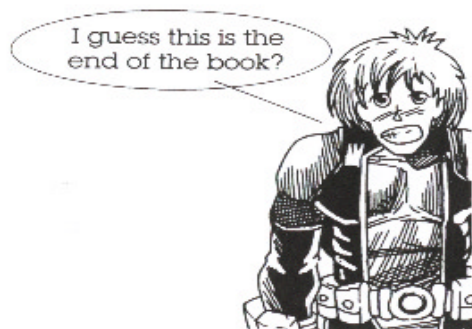
An all-consuming and terrible desire for the original sin - knowledge. A thousand years of magic is waiting out there, ripe for the picking, and only you and a handful of others know the Keys that can open the tombs of lost kings and magicians. There are other things out there as well, things that gnash and chew. A game about magic and how easy it is to forget who and what your friends really are.

Write to us and tell us what you think!

Our address is at the front of the book! We welcome any thoughts or observations even if you just want to pick holes in our grammar and spelling. We also welcome email and have a web page with a survey form you can fill in if you are on-line.

Thanks for bearing with us.

We've had a lot of fun!



SpaceNinja CyberCrisis

A game set in a world filled
with beautiful cyborgs, cute
robots, superfast cyberbikes,
powered exoskeletons, giant
mechanoids, speed lines,
comical pets, strange aliens,
maniacal villains and demons
with amazing groinal powers.....

Dive in.

SpaceNinjaCyberCrisis XDO is
a complete game. No other books
are needed for play.

SNCCXDO
CD.210

ISBN: 1 901042 02 2

CRUCIBLE
DESIGN

£7.99 stg.

SpaceNinjaCyberCrisis

Name

Picture

Description

MEKA-TEK

Stars

Damage Record

- | | |
|--------------------------------------|-------------------------------------|
| <input type="checkbox"/> CloseCombat | <input type="checkbox"/> Awareness |
| <input type="checkbox"/> GunPlay | <input type="checkbox"/> Streetwise |
| <input type="checkbox"/> B&E Action | <input type="checkbox"/> Persuasion |
| <input type="checkbox"/> Stealthing | <input type="checkbox"/> Technology |
| <input type="checkbox"/> Movement | <input type="checkbox"/> Research |

- ☐☐☐ Light
☐☐☐ Serious
☐☐☐ Heavy
☐ Dead

Notes

Equipment

Notes