RIFTS
SOURCEBOOK

By Kevin Siembieda

Warning!

The fictional world of Rifts® is quite violent and deadly. It is an exotic realm where magic is as real as technology, and demonic creatures plague humankind.

Some parents may find the violence and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Note that none of us at Palladium Books condone nor encourage the occult, the practice of magic, the use of drugs, or violence.

RIFTS SOURCEBOOK ™

Dedicated with great fondness to Julius Rosenstein who is the friend and the "source" who introduced me to role-playing.

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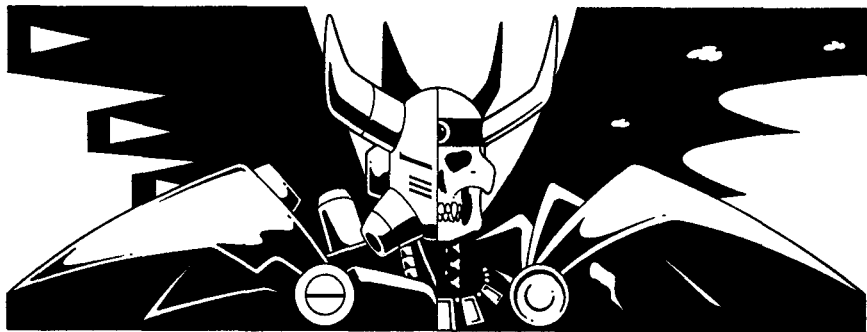
RIFTS SOURCEBOOK
Number One

Contents

Quick Find Table

Things to Come

As many of you stalwart fans may already know, **Rifts** is a runaway mega-hit! Of course we thought it would be a hit, but we're not exactly unbiased, you know. After all, we were the people who had spent years breathing life into this baby. But we never expected to sell the first press run of ten thousand copies within the first three weeks and nearly another ten thousand over the next few months. Whew! And there is no sign of the excitement letting up either. Needless to say we are delighted.

With such an instant hit, the fans want instant supplements. The first words out of everybody's mouth, fan and retailer alike, is "When's the first supplement coming out?" Followed by, "When's the world book coming out?" followed by, "We want more ... and we want it now!"

Well, as you know, Palladium Books never rushes out product just to make a buck. Likewise, I have a very complete vision of the **Rifts** world and ideas for tons of source material to excite and tantalize. Unfortunately, I also supervise the production of every Palladium product, as well as run the company; so you'll have to be a bit patient, 'cause I ain't no super powered D-Bee or time-distorting wizard (boy, I wish I was).

Now, here's the plan. The flood of fan letters and inquiries seem to indicate that everybody wants more data on the world, along with more robots, equipment and monsters. To satisfy this demand, I have written the book you hold in your hands, the **RIFTS Source Book.** In it, I have included the section on *robots* deleted from the RPG due to lack of space, along with *more* weapons and equipment, monsters, and some additional insight into the world and the Coalition. Much of this material is pre-sented as a direct response to our *fans' requests*. In order to do this, we had to slot the *source book* in before the *RIFTS World Book* or *RIFTS Conversion Book.*

Now as foolish as this will sound, somehow I originally thought there would be one, all encompassing, world book. Ha! The world of **Rifts** is so rich and colorful, with zillions (yes zillions) of great, new ideas, that there will have to be several world books. Books like the **RIFTS World Book One: The Vampire Kingdoms.** You'll see aspects of vampires (and vampire society) that you've never dreamt about!! This book will also depict some specific cities, ley lines, villains, monsters, new O.C.C.s, races, etc., throughout Central America (maybe parts of South America too). Future World Books will include Atlantis, the New West, the Magic Zone, England, and other parts of the planet.

How soon will these books come out? Probably not as quickly as most fans would like, but I assure you they will be worth the wait. Three **Rifts** books are scheduled for 1992.

The RIFTS Conversion Book was released after the first world book, only because it seems that most of the **Rifts** players want to see more of the world than conversions. So you got it. Watch out for *Mutants in Orbit* which has data on Rifts Space and *Rifts Sourcebook Two: The Mechanoids* and *Rifts Atlantis.*

Answers to some often asked Questions about RIFTS®

Over the past months, since **Rifts'** release, we've been buried under a ton of joyous fan letters. Along with glorious praise there are often questions. The following are some of the questions we seem to hear time and time again.

Question: Does the P.S. damage bonus apply to M.D.C. weapons like the vibro-blade?

Answer: NO! P.S. damage is S.D.C. damage and cannot be applied to mega-damage weapons. First, the S.D.C. damage bonus would not damage an M.D.C. structure even if that bonus was +15 or even higher. Remember, S.D.C. damage never does structural damage to a mega-damage structure. Second, if you are inflicting *mega-damage* on an S.D.C. structure the mega-damage is inflicting such a degree of damage that it is probably destroyed in one or two strikes and counting a few extra S.D.C. is probably a wasted effort.

Of course, M.D. bonuses from power armor, bionics, and robotics *is* added to the mega-damage total inflicted by M.D.C. weapons like the vibro-weapons and hand to hand combat. Please note that M.D. hand to hand bonuses are not applied to long range weapons like rail guns or energy weapons.

S.D.C. damage comes into play when using ancient style weapons like knives, swords, clubs, etc., as well as 20th century automatic weapons and fisticuffs. Hand to hand combat is also when one would apply P.S. bonuses. The P.S. bonus results from a character's physical strength. With the exception of supernatural and/or magic creatures, humans and most flesh and blood creatures are not mega-damage creatures and can never possess the degree of super-human power needed to inflict mega-damage without physical augmentation!

Question: Does the P.S. bonus apply to bite attacks and claws?

Answer: The P.S. bonus does NOT apply to bite attacks (jaw power alone), but does apply to claw attacks because one is using his full body strength/P.S./muscles.

Question: Why would anybody ever want to use an S.D.C. weapon when they can have a mega-damage weapon? ——— —

Answer: I am a bit surprised at how often this question arises. It's sort of like asking, why go duck hunting with a rifle when you can use a grenade launcher? The answer: maybe because you want more of the duck than a cluster of feathers.

In many instances, mega-damage weapons are *overkill!* They are necessary in the world of **Rifts** because of the incredibly powerful supernatural, magic, alien, and high-tech monsters and villains that exist. However, these weapons are inappropriate when someone does not wish to completely obliterate an S.D.C. structure or kill an S.D.C. creature; most animals, D-Bees and humans are such puny creatures.

Example number one: Your character is out in the wilderness. His food supply exhausted, he goes hunting for food. A jack rabbit leaps out from hiding and the character blasts it with his energy pistol inflicting a mere one (1) point of mega-damage. All that remains of the rabbit is a smear of blood. Suddenly, a deer, startled by the noise, makes a dash through open ground! The character whirls around and blasts it with his mega-damage handgun, inflicting two (2) M.D.! The animal is torn in half by the blast and the medium size tree behind it is also split in half and falls over toward the character (it barely misses him). Behind the tree is a volleyball size swath cut through the bushes, some 50 yards long. At least the character has enough of the deer left to provide food for several days. However, he has made so much noise that every creature within a mile (1.6 km) radius knows he's there. The deer's skin/fur is useless unless he wants to make a scarf or cap, and he narrowly averted being pinned or killed by the falling tree. Furthermore, what if the underbrush had been dry? He could have started a forest fire.

Example number two: You and your team are hunting down a suspected criminal. You've been hired to bring him in alive for questioning (after all, he may be innocent). The trail ends at a ramshackle saloon in a shanty town. Inside the saloon is a host of rough and tumble rogues; among them, your suspect. None are wearing M.D.C. armor, but a few are armed with M.D. weapons. The moment he sees you the suspect pulls out a weapon. It is a mega-damage laser. He shoots and hits. You return fire with a mega-damage assault rifle and strike, inflicting 8 M.D.! The suspect's entire upper torso is vaporized. The shocked tavern patrons flee in terror and you may have just killed an innocent man in the blink of an eye. The repercussions of this incident may lead to the player character who shot the man being charged for murder, and his teammates as accomplices to that murder. Although a more likely scenario, in this wilderness setting, is the victim's gang buddies come looking for revenge.

What if this battle continued? A headhunter dives behind the bar and fires his mega-damage rifle wildly at the attackers. Each shot misses, but punches basketball size holes through the walls and into the street where a fleeing patron is blasted in half. If our heroes(?) return fire they will only inflict more damage and possibly kill innocent people. Even the headhunter behind the bar (who they can kill by blasting through the S.D.C. bar) may be a good guy! All he knows is that a wild group of madmen came in and started blasting with mega-damage weapons. While our heroes are trying to figure out their next move, another saloon patron jumps one of the player characters. He's attacked the most vulnerable looking target, an unarmed, robed fellow. The robed character is a metamorphed dragon. The dragon does *not* want to kill this guy, so he tries to slap him and knock him out. Unfortunately, in the excitement he strikes him too hard (first roll to strike and then roll to *pull punch;* a failed pull punch means he strikes with full force). He hits him in the head inflicting four (4) M.D. points or the equivalent of 400 S.D.C. points! The man's head is torn from the shoulder and bounces off the wall across the room or is splattered like a melon. **Note:** I know these descriptions are fairly graphic and quite disgusting, but this is what would happen when military weapons designed to destroy heavily armored tanks and giant robots are used against ordinary people and S.D.C. structures.

The unrestrained use of mega-damage weapons can result in all sorts of problems. Caution should be exercised. When it is not, the GM should take the situation in hand and respond to it. This next example really happened in one of our play-tests (as did the three day old dragon literally knocking a villain's head off by accident. "Oh!!!" he gasped in surprise. "These humans are so fragile!! They're nothing like dragons!").

Example number three: The group has come to the rescue of a small town that it obviously under siege by some sort of hideous supernatural creature or creatures. Bodies lay everywhere and buildings are on fire. They hear a child scream and dart into the building for the rescue.

Their opponent is a strange demonic creature from a rift (generated via the *Quick Roll Monsters* tables in **Rifts**). The child is on the roof. Two characters fly up to the roof, two others go inside the building. The creature can shadow meld and strikes first. It is a tough villain and our heroes must retreat for a moment and regroup. A moment later, the creature is gone, but they hear the floor boards overhead creak under the heavy weight of their seven foot opponent. They fire energy assault weapons into the ceiling at the source of the creaking (they know the building to be empty). The mega-damage blasts miss the creature (they are shooting blind) and punch big holes into the ceiling/floor above them and through the next floor to the roof! One stray blast hits one of their own teammates, who was, fortunately, the dragon.

Another floor board creaks and they blast again! All shots miss, but the floor/ceiling is so weakened by the blasts that the floor gives way and the creature falls right in the middle of them, along with half the floor and hundreds of pounds of debris. Meanwhile, an enemy gang of high-tech bandits they fought earlier hears the commotion and enters the building to attack our heroes as an act of revenge.

In the ensuing battle, large chunks of this three story, *wood* frame building are being blown to bits. At one point an entire wall is blasted away. Finally, there is this loud creaking noise. Somebody gasps, "More of the monsters?" Ha! "No," the GM replies, "The creaking is much louder and is now accompanied by loud cracking and crashing sounds." You guessed it, the entire building is collapsing. I mean, sheesh, a building can only withstand so much structural damage before it is destroyed. Another play-test group wondered how Coalition SAMAS attac-

kers could have found them in the woods, forgetting in an earlier battle, not far away, they had blasted a score of trees, knocking them down, during the melee.

Players and Game Masters alike must think about the devastating power of their weapons and armor. It is this power that makes petty dictators possible, especially in the wildernesses. One or two mercenaries garbed in M.D.C. armor and armed with mega- damage weapons can walk into a village and declare themselves the rulers. Who can stop them unless the villagers have a champion or protector with superior mega-damage capabilities or magic. They must succumb or flee or assassinate the dictator(s) when he is not wearing his M.D.C. armor at some later period. **Remember,** the average character in simple M.D.C. body armor and M.D. blaster is the equivalent of a 20th Century tank! Power armor or a robot vehicle may be equivalent to a division of 20th Century tanks. And, as good as a tank is, it is not always the weapon for the job.

Question: Does a character have to make a called shot to hit a specific area other than the main body?

Answer: Yes. A called shot must be made to hit a specific target or area such as hand, head, foot, weapon, antenna, etc.

Question: How do you decide what part of the body was hit if it is not a called shot?

Answer: Presumably the shot hits the *main body,* which is the largest body mass and the most likely target.

Question: What happens if a called shot misses?

Answer: If the roll of the die is 1-4 the shot misses completely. Whether the blast hits something nearby is up to the playing style of the GM and the situation.

If the roll is a 5-12 and the target does not dodge, the shot will strike, but misses the intended "called target" and hits the main body instead.

A "called shot" that has a strike roll of 13 or higher, and is not dodged, strikes exactly the target "called for," and does damage to that specific target alone (no main body damage). **Note:** Pluses or minuses may apply to the called shot depending on whether the attack is an aimed, burst or wild shot and depending on the size and/or protection of the target. Penalties are usually noted in the *M.D.C. by Location* part of the robot's or vehicle's description.

Question: Is one's P.P. bonus applied to aimed shots or bursts with modern, automatic and energy weapons?

Answer: No. Physical Prowess (P.P.) bonuses count only in hand to hand combat and weapons like swords, knives, clubs, spears, etc., and also apply to thrown weapons.

Question: What are the effects of depleting the M.D.C. of a particular part of the body?

Answer: In some cases, the *M.D.C. by Location* description will describe the effect of depleting some critical targets such as the head or wing of a robot or body armor. Otherwise, one should presume that depleting the M.D.C. of a particular section *destroys* it! **For example:** Depleting the M.D.C. of a robot's or cyborg's leg or arm means the limb has been blown off or is a mangled piece of slag. Yes, for you grim guys out there, depleting the M.D.C. of a body armor helmet means you destroy the head and kill the person. Of course, if the M.D.C. is reduced

to zero, the person is still alive, but is not protected by M.D.C. armor on that portion of the body. **Note:** Shooting at the head of almost anything has a penalty of −3 to strike. Most robots and power armor will cease to function when all the main body M.D.C. has been depleted, but the pilot may still be alive, especially if there is a reinforced pilot's compartment.

Question: Is the Glitter Boy immune to most types of laser attacks or do lasers inflict partial damage?

Answer: The typical laser weapon inflicts half (1/2) damage because of the highly reflective material and design elements of the power armor. *Variable light frequency lasers* of all kind can be adjusted to a setting that will inflict maximum damage to the Glitter Boys' armor. This usually means the first 1D4 attacks do half damage, until the proper setting is found. To add to the problem, the light frequency to which a GB is vulnerable is deliberately varied from one Glitter Boy suit to another, with about 13 different frequencies known to exist. Thus, if three GBs attack, all three may be vulnerable to a different laser frequency. Particle beam weapons, rail guns, and explosives do full damage. **Note:** Presently, there are only three types of variable frequency laser weapons in North America. The JA-9 Juicer rifle and the new CV-212 and CV-213 (Skelebot) Coalition assault rifles. None are widely produced, as Glitter Boys and laser resistant armor of any kind are comparatively scarce. The conventional laser is much, much cheaper and easier to produce.

Question: Is a Glitter Boy knocked down by the impact of an energy blast or rail gun? What about people in body armor?

Answer: No, the Glitter Body is not knocked down or staggered because of the suit's weight, the anti-sway pylons and recoil thrusters. The same is true of most giant robots 12 feet or bigger.

Characters in M.D.C. body armor and even the light power armor (SAMAS included) may be knocked off their feet from the impact of a mega-damage weapon. Without working up specific rules, the following conditions would cause somebody to be knocked off their feet for a moment.

1) Any blast from a rail gun, mini-missile, rocket, missile, or fusion block.

2) Likewise, any explosion or blast that inflicts more than 20 points of mega-damage will knock the person off his feet.

3) Any mega-damage blast above 4 M.D.C. if the character is off balance, like standing on a ledge or already stumbling or dazed/stunned.

The effect of being knocked off one's feet is the loss of one melee attack or action that melee round. If all melee attacks have already been expended that melee, reduce the actions of the next melee by one.

Question: The Rifts RPG mentions a "Glitter Boy Personal Armor Suit," but there is nothing in the book describing it. What is it?

Answer: Oops. Did that get left out? Ahem, well, the Glitter Boy Personal Armor was the standard issue light body armor of the GB troops before the rifts. It is similar in design to the plate and padded armor of the *Huntsman* body armor **(Rifts,** page 211). It has 25 M.D.C. and weighs about 17 pounds; −10% prowl penalty. This somewhat bulky and old-style armor that has been replaced by the new lighter armors.

Question: What defines light, medium, and heavy body armor, the weight or amount of M.D.C.? ——————————

Answer: The amount of M.D.C. protection compared to the weight. Light Armor: Plastic Man, Crusader, Urban Warrior, CA-2 Light Dead Boy body armor and Dog Pack Riot armor are considered light armors because they weigh under or around 12 lbs and offer 35 to 55 M.D.C. Medium Armor: Juicer plate armor because it provides only 45 M.D.C. and weights 18 lbs. Some might consider the Plastic Man armor to be medium because it provides only 35 M.D.C. and weighs in at 13 lbs. The Huntsman and GB personal armor are also considered to be medium armor. Heavy Armor: The Gladiator (70 M.D.C.), Bushman Composite Armor (60 M.D.C.), CA-1 Heavy Dead Boy armor (80 M.D.C.) and all other types of armor that provide 60 or more M.D.C and weigh over 16 lbs but under 30 lbs (anything heavier is probably considered some sort of power armor or inefficient).

Question: How does mega-damage armor that has an Armor Rating work? Does the it mean that damage is only done if the attacker rolls above the A.R.? ——————————

Answer: No. Cyber-armor is the only mega-damage armor that has an A.R., which means it offers very limited protection. A strike below the A.R. means that the armor takes the damage. Any strike above the A.R. means damage is inflicted to the person (and probably death).

The *Armor of Ithan spell* created by the practitioners of magic in the world of **Rifts** has no Armor Rating and creates a protective covering of M.D.C.; it is different and more powerful than its S.D.C. counterparts found in **Heroes Unlimited** and the **Palladium Role-Playing Fantasy Game** (which have an A.R. of 18).

Question: Aren't characters without M.D.C. armor vulnerable to instant destruction? If so, why ever take the armor off? ——————————————————————

Answer: Yes, characters without M.D.C. armor are vulnerable to instant destruction if hit by a mega-damage weapon. However, one can not wear body armor or sit inside a robot for weeks. It is simply too uncomfortable and dirty to do so. Characters must come out of their armor for some periods of time on a regular basis. Also, some armor, power armor and robots are not suitable for stealth and must be shed if one wants to prowl around unnoticed.

Most of the larger towns and cities have an armed checkpoint where one must check his weapons and armor to avoid possible slaughter in the streets. Those who refuse are sent away. Those who resort to violence are often killed on the spot as a lunatic, spy, or the enemy. Chi-Town and most of the large Coalition cities are the safest places to be without mega-damage protection, but even then the occasional M.D. blaster, vibro-blade, or bionic weapon comes into play. This happened in a town adventure during play-test too. Our unarmored and unarmed heroes (except for a concealed blaster and vibro-blade) are attacked by two members of the criminal body chop shop they have come to investigate. They are being blasted at by a reptilian D-Bee and a cyborg. Both are armed with mega-damage weapons. For a moment the heroes are fearless champions come to save a friend, but suddenly they realize that one hit and they are dead! Wisely, they decide to retreat and sneak back later when they are more *appropiately* dressed and prepared. A lucky shot (natural 20)

kills the D-Bee (whose head was unprotected) as they all dodge out the door.

Game Master Note: A good GM never lets the player characters walk into a situation that is hopeless or automatic death. In the situation just described, I made certain the players knew exactly what they had stumbled into and the possible consequences they faced. I also had the villains react slowly, out of overconfidence, and gave the characters the opportunity to escape. On the other hand, all this said and done, if the players were foolish and continued to fight despite the grim probable outcome, some, if not all, may have been killed. Yet, even if they had been so foolish, I would have kept the door of escape an option or surrender as a means to save themselves (an attempt to escape could happen later). One of my more infamous sayings is, "A good, fair, game master never kills a character. It's the character, acting in anger or foolishness, that kills himself." The only exception is the heroic sacrifice of one's life to save another's. **Remember,** this is heroic adventure in a savage land racked with war. Life and death are a daily occurrence for those who chose a life of adventure and combat.

Question: Which O.C.C.s can convert to bionics?————

Answer: There are only a handful of O.C.C.s that can get bionic implants and limbs. Only the *Borg* can get a full bionic conversion, while the *CS Military Specialist, CS Dog Pack, Cyber-Doc,* and *Headhunter* can receive partial bionic implantation. Perhaps the term "receive" is not entirely accurate. Those aforementioned Occupational Character Classes (O.C.C.s) *automatically get some degree of bionics at their very creation.* However, theoretically, most characters (NOT all) can get bionics at some point in their lives, if tiiey should really desire it. First, remember that most (not all) characters can get *cybernetic* implants and artificial limbs (see cybernetics, pages 230-236, in **Rifts**). The only things stopping a person are money, limited availability of the bionics, and tiieir beliefs/orientation/morals.

Realistically, I don't care how powerful bionics might make a person, the addition of bionics, especially major or full conversion, turns one into something not quite human. A fate that many characters should not wish upon themselves! The psychological and emotional trauma is terrible! No matter how superior the bionics, they are *not* the same as the original five senses. The sense of touch is perhaps the most dramatically and permanently impaired. And what about relationships with the opposite sex, as well as relationships with "normal" people who are likely to see the cyborg as a monster. These are all things that one should consider in the *role-playing* aspect of the character. Comic books and popular fiction seem to paint a lovely picture of bionics as the means to create a super-man. In many respects this is true, and that's why bionics is found in the world of human augmentation mat is **Rifts.** But the cost in humanity and human identity can be horrible (this was the basic premise in the cyborgs gone mad in the **Mechanoid RPGs).**

Characters that can NOT get bionics or cybernetics

Dragons, vampires, and most creatures capable of *metamorphosis/shape changers.* Most metamorphs regenerate their limbs quickly, so they do not need artificial replacements. More importantly, bionic or cybernetic augmentation *destroys* their ability to shape change! Likewise, those of a *supernatural, psychic, or magic* origin (including humans) find that bionics significantly

weakens and often destroys their mystical or supernatural powers; a fate worse than **death**. **For example:** A dragon who gets bionics can no longer shape **change**. They are forever locked into their natural form; an incredible impairment for a creature that is used to the heady freedom that metamorphosis provides. Plus, all its magic will be reduced by half (minor bionics such as two implants or one limb) or completely destroyed (major bionic augmentation) depending on how much bionics have replaced its natural **body**. The illustration of the dragon in **Rifts** depicts it using a goggle type optic system, not a bionic eye. *Vampires,* with their spectacular regenerative powers, can not even get bionics or cybernetics implanted or attached; the body rejects it in favor of its natural form. **(Note:** There will be much, much, much more on vampires in the first **Rifts World Book,** soon!)

Still, if Benny the Ley Line Walker wanted bionics he can get **bionics. Unfortunately,** a single limb (arm or leg) will reduce every aspect of his magic powers, from P.P.E. to spell strength, damage and duration, by half. Anything more will completely and permanently destroy his magic powers (reduce P.P.E. to 1D6). The same is true of psionic individuals (no **I.S.P.**). Thus, to get bionics means the character is abandoning his current O.C.C. to become a **borg**.

Switching to a Bionic O.C.C.

Let us assume that Benny the Line Walker really wants bionics and has the means of getting them. Okay. Give him the bionics. He is now a cyborg. However, even if he is now effectively a *Borg O.C.C.,* the converting character, regardless of his/her original O.C.C., only gets the bionics and their mechanical **powers,** not the skills of the new bionic O.C.C. **(Borg).** No new skills.

The character who starts as one O.C.C. and switches to a Borg (full or partial bionic conversion) keeps his old skills from the original O.C.C., even if they are no longer valid or functional

knowledge, such as spells or special magic or psychic knowledge. **Remember,** psionic and magic characters lose ALL of the mystic and psychic powers of the original O.C.C., forever! Also realize that once the conversion to cyborg is made, the change is permanent. The character can never be a creature of flesh and blood.

Experience levels: Reduce the number of experience points to **zero!** Any previous points were elements of the past O.C.C. left behind. The character now gauges his growth by the experience levels of the new Borg O.C.C., but always starts *at first level* and his total experience points are reduced to reflect that new level; **zero. For example:** Benny the Line Walker has **25,100** experience points as a fifth level Ley Line Walker (only 820 points from sixth level) when he makes the change to a full conversion borg. His new level of experience is a first level Borg. Experience points begin at zero (**0**). No magic powers, minimal P.P.E. (1D6), no new skills, and no experience as a borg. **Old skills** are frozen at the last level of his previous O.C.C. (in this case, 5th level). They do not increase until he reaches the level beyond it, in this case, sixth level Borg. At sixth level, existing skills that are appropriate to the Borg O.C.C. (all conventional skills, excluding only the special magic skills/abilities) now continue to increase with each new level (6th, 7th, 8th, **etc.**). Prior to this, the individual has been learning about his new mechanical body and how best to use it and its powers. Also at this junction point, the character can now select four new skills available to the Borg O.C.C. (not the Ley Line Walker). **Game Master's Option:** The character is forever changed and that change is into something that is no longer completely human. Thus, I suggest having the character roll once on the random insanity table, but this is entirely an option I leave to you and your players; insanity may be inappropriate in some instances.

The Juicer to Cyborg

The Juicer and Crazies O.C.C.s are a bit of an exception. In both O.C.C.s the characters are so dramatically changed and dependent on their augmentation that the conversion could kill them. A conversion from Juicer or Crazies to Borg requires that the character roll three saves versus **coma/death** out of six rolls and at a (minus) - 30% penalty.

If the Juicer survives the operation he is now a **borg.** All of his previous powers as a Juicer are gone forever. Unlike the other O.C.C.s, the Juicer must roll once on the Random Insanity Table. Everything else regarding skills and experience is the same as just previously described.

If the Crazy survives the operation he is is now a **borg.** All of his previous powers as a Crazy are lost forever. However, he retains all of his insanities and will be terribly disturbed that his "special powers" have been stripped away. This will tend to make him a bitter and angry **individual.** Roll once on the Random Insanity Table and once on the Obsession **Table.**

Basic rules of thumb and summary regarding changing from one O.C.C. to a Cyborg/Borg O.C.C.

1) More than two *bionic* implants or a single *bionic* limb requires a change to the Borg O.C.C. **(Headhunter,** CS Military Specialist, Dog Pack, **and Cyber-Doc** are the only **exceptions).**

2) Whatever special powers one had from the previous O.C.C., whether it be magic, **psionics,** or physical augmentation, are

9

permanently lost! The Borg O.C.C. is almost a mechanical Racial Character Class with inherent powers and restrictions that supersede nature; the character is effectively re-created into a creature of flesh and machine.

3) The change means the character switches to the Borg O.C.C. levels of experience and has zero (0) experience points.

4) Only conventional skills and old memories remain. No new skills or the usual Borg training are available.

5) Old skills are frozen until the character reaches the level of his previous O.C.C., then the skills increase as he/she grows in experience as a borg.

6) Cybernetics is NOT the same as bionics and any O.C.C. can acquire cybernetic devices, although some will avoid them. Cybernetic items may not work on supernatural or magic creatures or disrupt their powers the same as bionics.

Question: Can a psi-stalker track a mage, psionic, or supernatural being who is wearing one of the power armors that block psionics and magic such as SAMAS, Glitter Boy, and giant robot vehicles? •

Answer: NO! However, the psionic or mage inside the robot or power armor can not use his paranormal powers to affect anybody outside the armor or bot. Of course, if the individual steps out of the robot for a moment, and is in range of the Psi-Stalker, he may be sensed immediately and the stalker will be on his trail again. Likewise, stepping out and using magic will leave a magic scent and the Psi-Stalker will know that magic was used at a particular location and approximately how long ago.

Question: Can a Psi-Stalker feed on I.S.P. rather than P.P.E.? ————————————————————

Answer: NO! The Psi-Stalker is a P.P.E. vampire that must feed on potential psychic energy, not the inner strength points of a psionic. There is a distinct difference between the two energies even though they are somewhat related.

Question: One of the Shifter's starting spells is "Sense P.P.E.," but it is not described. Is it like the spell in BEYOND THE SUPERNATURAL? ————————————————

Answer: Yes, the spell is basically like the one found in **Beyond the Supernatural.** Its deletion was an oversight. The spell is as follows:
SENSE P.P.E.
Range: 240 feet (72 m) (twice the range as in BEYOND)
Duration: One minute (4 melees) per level of experience.
Saving Throw: Ley lines and inanimate objects have NO saving throw; individuals get the standard saving throw.
P.P.E.: Three

The spell allows the invoker to sense the presence of P.P.E. within a 240 foot (72 m) area. Like a Geiger counter, the individual can tell if he is near or far from the source of the energy, or whether he is going away from it or getting closer. Similarly, it will indicate whether the source has a little or a lot or a huge (ley line or nexus) amount of potential psychic energy. However, while it will indicate the presence of P.P.E., it does not indicate whether the source is magic, psychic, or natural (ley line/nexus point). What this magic does is provide an indication of potential psychic energy within the area, be it in a person, place, animal, supernatural creature, or object (enchantment).

Question: How long does a dragon's Metamorphosis last and how many times a day can he do it? Must the dragon wait a while between each metamorphosis? If so, how long?

Answer: The maximum duration a dragon can maintain a metamorphosis is two (2) hours per each level of experience, within a 48 hour period. Thus a first level dragon can shape change for a *total* of two hours, at second level four hours, third level six hours, Fourth level eight hours and so on. At the end of this period, the dragon will revert to its natural dragon shape whether it wants to or not. Once the dragon has used up all its metamorphosis time, it can not perform another metamorphosis for 24 hours. This means that a second level dragon can perform and/or maintain metamorphosis for a total of four hours within a 48 hour period. Within that four hour period the creature could alter its shape 20 or more times, but once it has used up the four hours, it can not shape change again until 24 hours has passed.

How many times a day can a dragon perform a metamorphosis? As often as desired with some limitations. First, the actual physical change takes about 10 seconds. Second, the dragon can NOT alter its form into a different unnatural shape for 1D4 minutes because it's body needs time to adjust. However, the dragon can *instantly* resume its natural dragon form at will.

Question: What the heck is a D-Bee!?! ——————————

Answer: This is the most often asked question of them all. The general description of a D-Bee was supposed to be in the "Glossary of Terms" in the **Rifts RPG,** but somehow it got left out! How embarrassing.

D-Bee is a slang term that refers to any "Dimensional Being" or D-Bee. A D-Bee can be any *humanoid* creature that is obviously not indigenous to Earth or from another point in time, past or future. Human characters with superpowers would be considered D-Bees because they are obviously NOT human, even though they may have come from Earth's forgotten past (i.e., *Heroes Unlimited).* Intelligent, humanoid, mutant animals not created by the Coalition *(Heroes Unlimited or TMNT)* would also be called D-Bees. As would any humanoid from another planet or other dimension. Likewise, anybody who seems to be human but claims to be from another world or speaks an alien language or possesses unearthly devices is a D-Bee. *Monsters,* meaning beasts that do not resemble **humanoids,** are considered to be inhuman monsters or demons from the **rifts.**

Anybody who is believed to be a D-Bee is generally regarded with suspicion, fear, and hatred by the human supremacists no matter how human the D-Bee may appear. D-Bees are quite commonplace in the inter-dimensional world of *Rifts.*

Question: What are the stats on vampires? ——————————

Answer: I'm afraid you'll have to get the first *RIFTS World Book: The VAMPIRE KINGDOMS.* No, this is not a ploy to get you to buy more **books.** The vampires are going to be so unique and covered in such depth, that we simply cannot reveal anything in advance (which we had planned to **do).** The world book will explore Central and South America, as well as vampires and other menaces. Sorry.

Northern America

The States of the Old American Empire

Outside of the Coalition States and a few pockets of civilization, the Old United States is a **wilderness.** Forests again cover the **land.** Except for some of the alien vegetation that has been added to the landscape, thanks to the dimensional rifts, the land looks much like it did before the Europeans discovered the **Americas;** a lush, green, sprawling wilderness. Generally, the types of vegetation, climate, and wildlife that existed before the coming of the rifts exists in the future world of 102 P.A.

Along the northern states are *mixed forests* of deciduous trees, such as birch, willow, acorn and maple trees, along with pine, spruce and other coniferous trees. The animal life is a varied mixture of deer, beaver, rabbits, raccoons, fox, wolves, wild dogs (once domestic), bear, squirrels, birds and a host of other indigenous animals. Of course, there are also alien animals, predators, and life forms that thrive in these forests. The population in these uninhabited areas is less that one human per 100 square miles **(160 km),** with the exceptions of Minnesota, Illinois and Michigan where there's about one human or humanoid per square mile (1.6 km). D-Bees are a bit more common with an estimated one per 20 miles (32 km). **Territory:** Includes the old American Empire States of Washington, Oregon, Idaho, Montana, parts of Wyoming, North and South Dakota, Minnesota, Iowa, Wisconsin, Michigan, Illinois, Indiana, Ohio, Pennsylvania, New York, **Vermont,** New Hampshire, and Main. **Note:** Minnesota, Illinois, and Michigan contain the greatest concentration of humans in the old United States of America. The Ohio Valley also has a few concentrations of humans and D-Bee humanoids, but is mostly uninhabited wilderness.

The Western Frontier is a wilderness of grasslands, desert, and light deciduous forest. This part of the old empire suffered the greatest when the rifts **came.** Its once great cities were pulverized and are now covered by dirt and vegetation. The great "Plains Dinosaurs," giant mammals and monsters from the rifts are believed to roam the steppes. There is less than one human or humanoid D-Bee per 300 square miles (480 km).

The remaining midwestern and southern states of the American Empire are predominately *deciduous forests,* consisting mainly of hardwood trees such as oak, beech, lime, maple, chestnut and elm. Animal life is similar to the mixed forests, with their share of bear, deer, rabbits, possums, squirrels, wild dogs, wild boar and other indigenous animal life. The human population is less than one per square **mile.** The D-Bee population is about one per every two square miles (3 km). The midwest is the most populated portion of North America! **Territory:** Includes the old American Empire States of Nebraska, Kansas, Oklahoma, parts of Texas, Arkansas, Missouri, Lower Illinois, Kentucky, Tennessee, Louisiana, Mississippi, Alabama, and Georgia.

The Eastern Seaboard territory is a mix of deciduous and sub-tropical **forests. Florida** is a mix of deciduous **trees,** swamp, **sub-tropical** flora, and tropical savanna. It is populated by giant alligators, snakes, dinosaurs, and other more common life forms. The human population along the east coast is less than one person per 50 square miles (80 km). However, the D-Bee population is approximately one per 20 miles (32 km). **Territory:** Includes Florida, parts of Georgia, **the Carolinas,** the Virginias, Maryland, Connecticut, Rhode Island, and Massachusetts.

The Old Canadian Empire

The old Provinces of Ontario and Quebec harbor the most human life. Like the northern states, the wilderness is largely a mixed forest of deciduous and coniferous trees. Animal life is about the same too. The human and non-human population density is less than one per square mile, **with** a handful of population centers like Free Quebec and the City of Iron. **Territory:** Includes the old cities of **Sudbury,** North Bay, Thunder Bay,

Windsor, London, Hamilton, Toronto, Quebec, Montreal, Ottawa, and Chicoutimi.

Everything west of Manitoba is wilderness, with less than one human per every 1000 square miles! The Xiticix dominate southern Manitoba and Saskatchewan, especially in the areas between the pre-rifts cities of Winnipeg and Regina and along the Canadian border with the American Minnesota (around Flanders, Kenora, Ignace, Graham, and the Quetico Parklands). Other monsters from the rifts roam this wilderness.
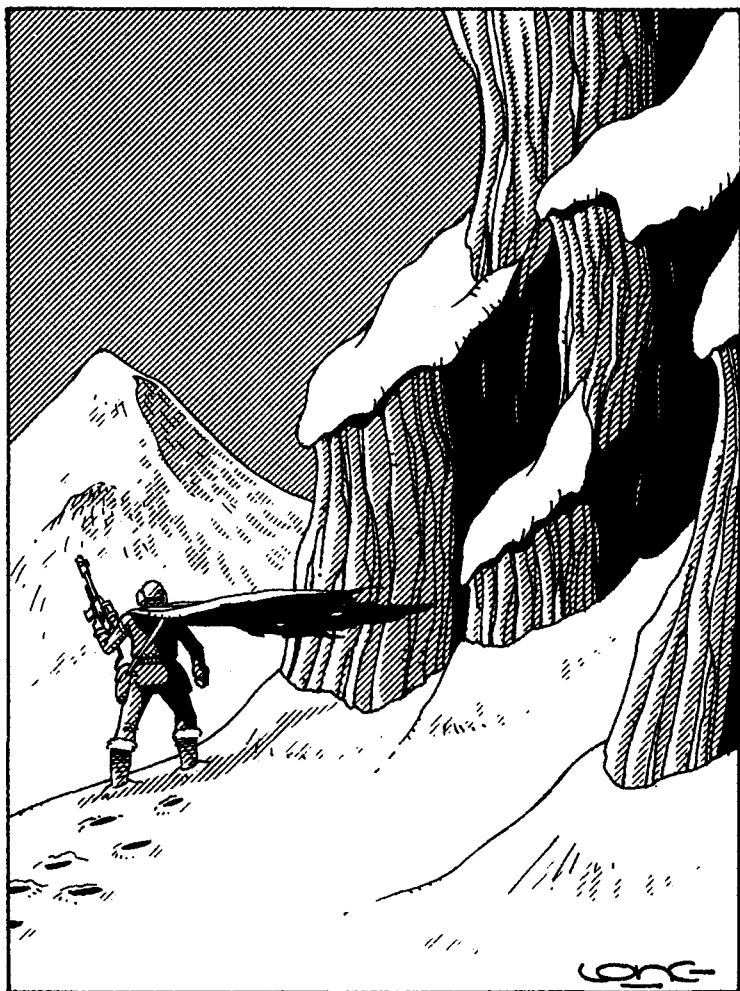
The Provinces of Northwest Territory and Northern Quebec are all tundra and coniferous forest. Large mammals, including moose, elk, bear, lynx, and wolves, are common. The land is virtually uninhabited.

The Southern portions of British Columbia, Alberta, and parts of Saskatchewan are mostly coniferous forest that become increasingly thick as one travels northward. The rifts and ley lines of old Calgary make this portion of the country a hazardous domain for human life. The population is predominately monsters from the rifts. Their exact numbers are unknown.

Central America and parts of South America are explored in the **Rifts World Book: THE VAMPIRE KINGDOMS.**

The Coalition States: Humanity's Salvation(?)

Total Coalition States' Human Population: est. 14 Million

Humankind had teetered on the brink of extinction for over 300 years. Even now, in the year 102 P.A., humankind's existence is not assured. **The Coalition States** is the largest and most powerful nation in the Americas and one of the few collective communities of predominately non-mutant humans. All citizens are true descendants of pre-rift human ancestry and exhibit no signs of mutation, with the occasional exception of psychic powers. An estimated 14 million humans occupy the vast strip of middle America claimed by the Coalition. Perhaps an additional 10 million D-Bees, mutants, and other intelligent non-humans also live in those territories. A fairly impressive number of people, especially for the world of **Rifts.** But remember, the 14 million people are spread across four of the old American States and parts of Canada; approximately 850,000 square miles of land. The average number of people per square mile is a pitiful sixteen (16). Except for urban hubs like Chi-Town and Quebec, where a million or more people live, every Coalition State has thousands of square miles of uninhabited land; in many cases, unexplored land.

For comparison: The pre-rifts population of Illinois (1983) was nearly 12 million, giving it a population density of 206 people per square mile. Mexico City, Mexico, had a population of 14 million; a number of people equal to the combined Coalition States in an area more than 40 times smaller.

Chi-Town (Includes Illinois and Iowa): 5.8 million; Illinois' population density is 88 per square mile. Under a million live in Iowa; population density is one (1) person per square mile.
Missouri: 1 million; population density is 14.5 per square mile.
Lone Star (Texas): 500,000; population density is about 1.5 people per square mile.
Iron Heart (Canada): 2.7 million; population density is 26 per square mile (Iron Heart is a large land area).
Free Quebec (Canada): 4 million; population density is 20 per square mile (the State of Free Quebec is a huge land area with large portions of uninhabited wilderness).

Psychics Population 12% ——————————–

The CS has its share of mutants and humans augmented by cybernetics and/or bionics, but their numbers are few and all look quite human. Official records indicate that twelve percent of the population possesses some measurable degree of psionics (psychic powers are considered a mutation), but the real number is probably an additional five percent. About two percent possess major and master psionics. People considered psionic mutants include those with minor, major and master psychic powers, mind melters, bursters, and psi-stalkers. Most of the latter work in the military.

Although given conditional citizenship, there are frightening restrictions to which psychics *must* adhere. All must submit to *Identification Coding* (I.C.), in which a scannable bar code is tattooed into the skin so that there can be no mistake that these are mutant humans with potentially dangerous psionic powers (see **Rifts,** pages 101 and 102 for more details). Psychics are commonly restricted from business establishments, employment, and public facilities that are available to all normal human citizens. Psionic mutants (and all other mutants) are forbidden, by law, to engage in sexual activity with non-psionics/non-mutants.

D-Bees and Other Mutants
Population: Zero ————————————————

The Coalition government and sanctioned businesses may hire D-Bee and mutants from time to time, but they are seen as worthless scum or pawns by their human superiors. They can never become citizens of the CS nor are they ever allowed within the city limits of a Coalition city or town. Their presence is barely tolerated in the burbs.

Augmented Humans
Population: 50% ———————————————————–

Fifty percent of the Coalition's citizens have some form of cybernetic or bionic augmentation. The majority of these implants are minor or for medical reasons (prosthetics, synthetic organs, etc.). Cybernetic and high-tech medical treatment have increased the average life expectancy of those living in the big cities, like Chi-Town, to 90 years. The smaller CS cities and towns enjoy an average life expectancy of about 80 years.

In the burbs, where crime is abundant, sanitation is poor, disease often runs rampant, and life is hard, the average life expectancy for a male is 50 and for the female, 63. The major cause of death for males is by violence (51%); of those, most will die before the age of 30. The life expectancy for a D-Bee is about the same, although the major cause of death for both D-Bee men and women is by violence (72%).

Borgs, especially full conversion borgs, are new to the Coalition States. Bionic augmentation, in general, is not available, and outlawed, to the average citizen. At this time, bionic augmentation is predominately restricted to the military. Less than one percent of CS citizens possess any degree of bionics. Within the military, there are less than 500 troops with full bionic conversion and under 1000 with partial reconstruction. However, there are plans to triple or quadruple that number for experimental infantry troops in the forthcoming campaign against Tolkeen (Minnesota).

The Roots of Civilization

Towns and villages may not be quite what you think they are. Many people seem to think that any collection of buildings and/or permanent gathering of people constitutes a town. Not true. There are areas in the world today that have greater population densities than some cities, but are not considered to be either a town or city. These are simply communities of independent families living off the lands in the same area.

A town, by definition, must engage in *industry* (even primitive industry like barrel making, carpentry, tailoring, etc.), *services* (mail delivery, repairs, stores, etc.), *trade* (exchanging finished goods or services for raw materials), *administration* (some sort of governing body, king, lord, priest, leader, council of elders, etc.), *research* and *development* (both the town's development and industry's). Without these six conditions, a gathering of people and buildings is not a town. Cities, by the way, are, more or less, big towns, requiring all the same elements as a town. The population of a town can be as little as a few hundred to several thousand. Typically, a city is a sprawling town that has a population of 30,000 or more.

The Coalition and Humanity

Black areas are wilderness and/or environments hostile for humans.

White areas are the territories of the Coalition States. Starting from top right: Free Quebec, Iron Heart, Chi-Town (includes Illinois & Iowa), Missouri, and Lone Star (Texas).

Line areas are lands marked for expansion/conquest by the CS. These areas are inhabited by D-Bees and hostile forces. Coalition troops are already stationed throughout this territory pending an invasion.

Crosshatch areas in Lone Star is the domain claimed by the Pecos Empire. The CS plans on expanding into this territory in the future (about 10 to 20 years from now).

The Black Dots are the locations of the capital cities.

Note: This is the full extent of humanity, other than tiny groups of explorers and settlers scattered across the continent.

Obviously, marriage and childbearing between a mutant and human is not possible. The penalty for breaking this law is to be permanently stripped of citizenship, all property is seized by the State, the offenders are publicly chastised and humiliated, followed by expulsion from the Coalition States. If the mutant/psychic offender forced him or herself on the human, such as physical rape or mind control (rape), the punishment is death! In many respects, psychics and other mutants are second-class citizens, deprived of the full privileges of pure, human, citizens. They also suffer both the physical and emotional cruelness and ridicule that accompanies a society that encourages prejudice.

The Dog Pack mutant animals account for 10 percent of the CS's overall population and that number is growing by the day. But they are effectively a slave race and not citizens, and therefore, not counted as part of the CS's population. Despite the fact that these are intelligent, humanoid creatures, created and employed by the Coalition States, they are considered to be animals. As animals, they have no rights nor human worth. To kill or steal a mutant animal is a serious offense, like stealing a car, but it is an injustice to the animal's owner and the damaging of property, nothing more. Only the Coalition State of Free Quebec has outlawed the creation and "enslavement" of mutant animals and refuses to allow Chi-Town to integrate them into their (Quebec's) military or society. Note: 90% of the mutant animals are owned and regulated by the government. Only the wealthy and some businesses own mutant animals as either pets, security (watchdogs), or labor. All must be registered and licensed with the government.

Grey areas are territories inhabited by humans and major areas of urban development. Note that humankind dominates only a narrow strip of land from Texas northeast to Quebec. Even in this strip of humanity, there are thousands of miles of uncharted wilderness and D-Bee occupation.

The territory controlled by the Coalition States of Iron Heart and Free Quebec are also indicated on the map.

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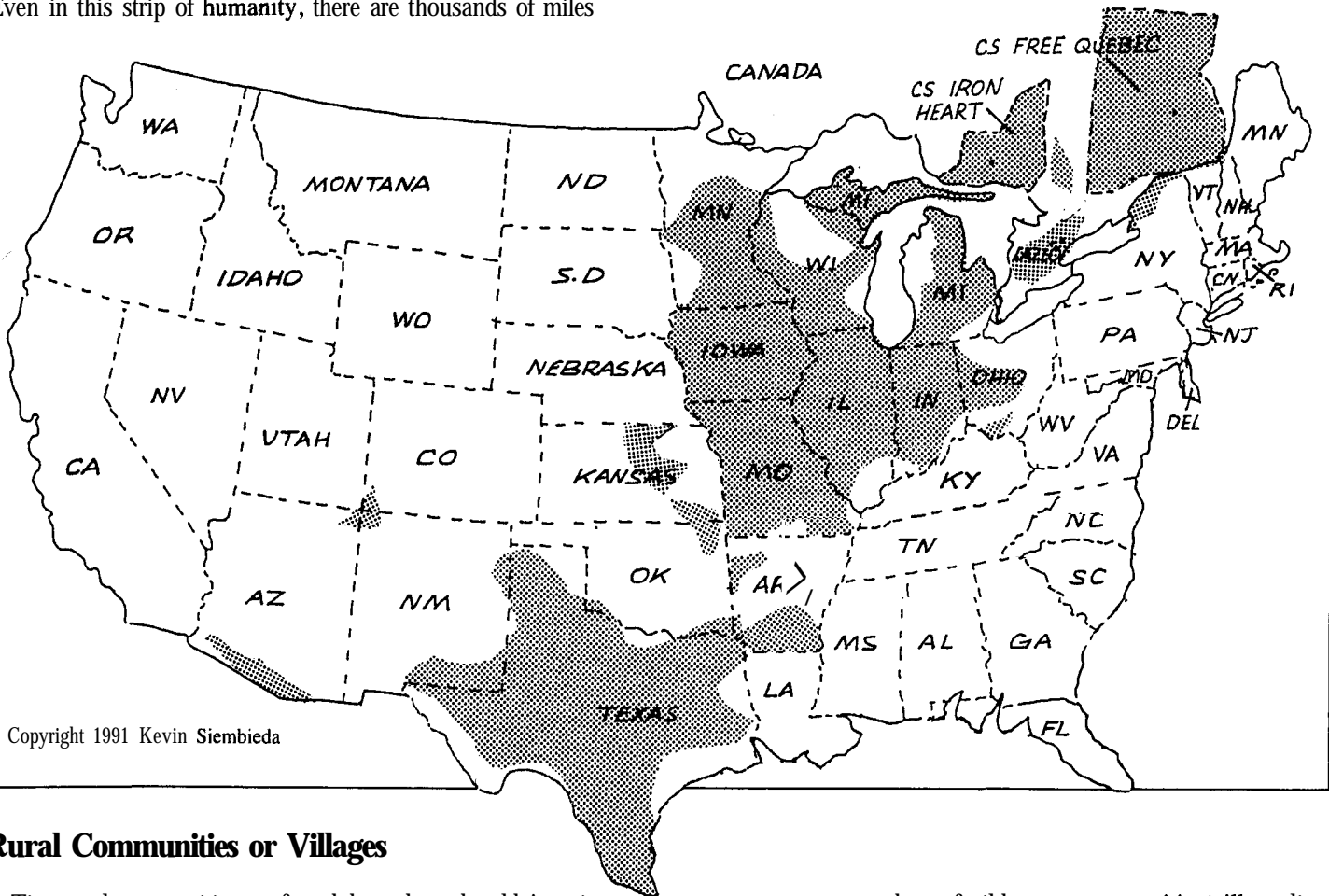
Rural Communities or Villages

Tiny rural communities are found throughout the old American and Canadian Empires. These are frequently clans and families who have built housing or shelters on a plot of land they call their own. Each family tends to their own lives and livelihood, whether it be hunting, fishing, or primitive farming. Friendships may develop and people *may* give each other a helping hand from time to time, but they look out for themselves. There are no formal community rulers, leaders, laws, trade, services, roads or gathering places. Fifty or a hundred families could live in such a community and it still is not a town.

Generally, small rural communities have houses/families scattered acres apart, sometimes miles apart. The larger communities are villages with more families and houses closer together. The people may or may not be related and may practice vastly different ways of life. Religion, race, ethics, and perceptions may be as different as night and day from one house to the other. Likewise, the individual families may casually socialize, as neighbors tend to do, or never visit one another ("Seen a D-Bee in these parts, time and again. I think he's living down by the pond. Seen a hut built there one day when I was hunting. Never met the feller myself.").

One family may be hunters, another farmers, another goat herders or fishermen and so on, but all will live off the land in some way, and none will rely on their neighbors for help. The types of houses may vary from a hunting lodge to farmhouse, from wood to brick, from simple to lavish.

Commonly, members of wilderness communities/villages live a simple, isolated existence filled with long hours of work, whether it be hunting and trapping or plowing the fields. The level of technology is likely to be low, although that is not to say that papa doesn't own a nice, new Triax pulse rifle or a hover vehicle. Of course, some homes may have modern amenities such as electricity from a windmill, motor, solar batteries, fusion, or magic, but most are quite primitive.

The community can be as few as one or two families or a hundred families; most typically range from about a half dozen to four dozen families. The community can be permanent or nomadic, families or clans, or complete strangers attracted by some feature of the land.

Many urban areas will start as a non-related group of people. As the people in the area prosper and families grow, so does the community. Decades or generations later, the little village may have grown into a town or city. The more prosperous the community, the faster the town or city will become larger. Without prosperity, there is no growth. In places of no or little growth, the community will remain small or eventually disappear.

The two major natural resources that attract people to settle in any area are the availability of fresh drinking water and food. A quick look at a map of virtually any country in the world will show that the civilization, is clustered around water. The more advanced the civilization the greater the distance be-

14

comes between easily available water and the location of **cities,** because technology enables the people to access water in other ways via wells, pipelines and dams. A desert is a great example. Towns will be found at the sites of underground water reservoirs and oases. Waterways, such as lakes, rivers, streams, and marshes, also provide food (fish and fish eating birds and mammals) and transportation (boats), as well as a possible defense against enemy ground **troops.**

Availability of food comes in the way of animals to hunt or good land to farm. Historically, agriculture grew out of the demands to feed an ever increasing number of people as successful towns **continued** to grow. Prosperity attracts people from outside the immediate urban community, as well as increases in the natural birth rate of local **inhabitants.** The larger the community, the less likely that the people will be able to *hunt,* fish or gather enough food to support themselves. Thus, the need to work together and cultivate the land. Most thriving cities are agriculturally based. Even the big industrial cities must create products and services to trade or sell for food, making them agriculturally based as well. Without the trade for food, the industrial giant would **crumble,** forced to abandon its manufacturing in order to grow and cultivate crops or watch its people starve.

In a role-playing game context, rural communities and villages, small or large, are not places to buy and sell goods or to booze it up, or find a place to sleep for the night, unless one's idea of a nice place to sleep is a friendly farmer's barn. A typical village is a gathering of houses and families. There are **no** stores, inns, boarding houses, saloons, theaters, armorers, cybernetics,

merchants, nor mayor/ruler or any of the other establishments a traveler expects in a town. Instead, there are only houses, farms, and families. The best one might expect to get in a village is some information (rumors and local gossip) and perhaps trade something of value or some muscle (like a day's work in the field or digging a well) for a hot country **meal.**

Towns and Cities

Towns can be small **too,** but a town is composed of businesses offering goods and services as well as neighborhoods of **families.** Frequently, the town's administrative and business district is found in, or toward, the center of town, with houses and neighborhoods growing around the business district. More than one commercial district may develop, especially in larger cities. Historically, the heart of a town or city is the administrative and commercial area, surrounded by densely grouped older houses, followed by a belt of industrial areas, followed by more, newer housing, and sometimes a newer secondary commercial district. Large cities will have smaller satellite towns and burbs around them that serve as editions of the city **itself,** with their own administrative, business, and industrial centers.

Towns and cities will have a ruler or **administrator(s), laws,** regulations, and often, a militia, if not a law enforcement **force/** police. The mayor, or king, or city council's offices **and/or** palace is usually found in the center of the **city.** Nearby will be the courthouse, administrative offices, jail, public square, meeting house (city-county **building),** and other civic **buildings.** The largest lending institutions, hotels or inns, and market district are also typically found near the center of town. The homes of
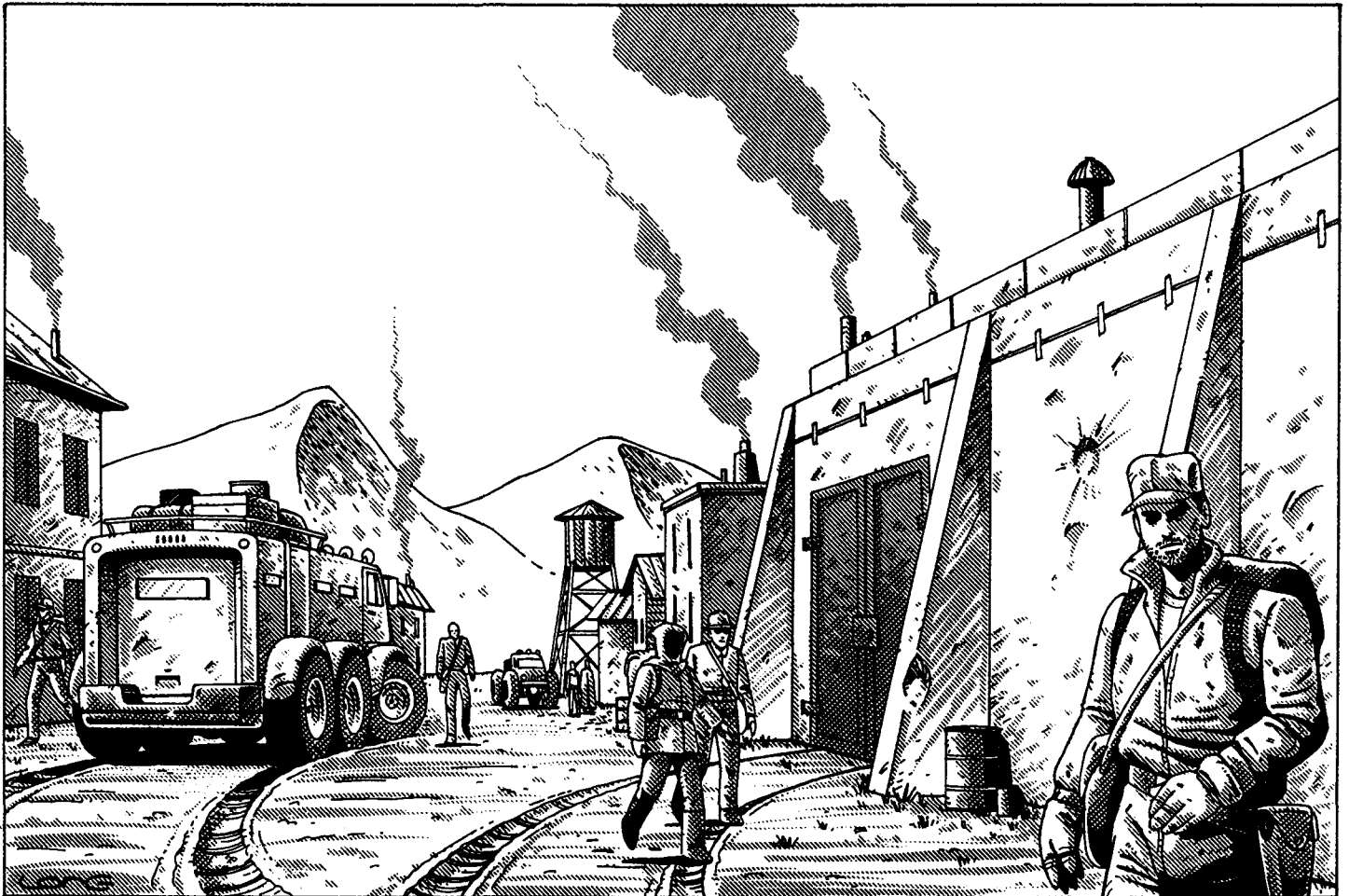
politicians and the wealthy are frequently located near the nucleus of the town or city, as well. The older neighborhoods and industrial follow. In some cities, vagabonds, headhunters, D-Bees, practitioners of magic and exotic travelers are not allowed in the cities and are restricted to a neighboring town outside the city's limits, or to a portion of town allocated on its outskirts, specifically designed for the special needs of travelers of unique and inhuman persuasions. The Coalition cities call such areas "the Mall."

The size and technology of the urban community will frequently reflect the kinds of services and products for sale and purchase. Some towns are quaint, little, Victorian communities, others resemble walled, feudal kingdoms, while others are industrial towns, and still others, like Chi-Town and Free Quebec, are giant high-tech megalopolises. In the world of **Rifts,** the tech levels vary dramatically, from a primitive farming town with no electricity or indoor plumbing to high-tech manufacturing of robots and cybernetics.

Like the rural villages, prosperity depends on the natural resources of the land. But industry and military power can also make a difference. Many of the non-Coalition towns and cities are operated on a feudal system, with kings, landowners, their armies or special protectors, and their working subjects. Supertechnology like bionics and power armor can become a major factor in who runs a town and how it operates. Likewise, magic and other superhuman powers can become important tools or weapons of conquest and politics.

The common problem with poorly planned towns or communities that grew too quickly is sanitation. Some of these places can be smelled miles away. Poor sanitation often leads to disease and infestation by rodents and insects. Streets are frequently too narrow or poorly constructed (or just mud and dirt). And many of the poorer districts are overcrowded.

In a role-playing game context, it is the towns and cities where player characters can purchase and sell goods and services, find a place to spend the night, seek medical attention, repair vehicles, gamble, dance, and so on. Cities will offer the largest variety, have the greatest availability of goods and services, and the greater presence of the black market and criminal elements.

Wildlife

Normal animals that are part of the S.D.C. environment can be found in the pages of Palladium Books's **Monsters & Animals.** Over 300 normal animals are presented, with complete descriptions of habits and habitats. However, the animals (and the 90 monsters) are set in the fictional *Palladium RPG "fantasy" world* and not the planet Earth, before or after rifts. Still, these are real animals and a little common sense and research will enable game masters and players to easily figure out where particular animals are found in the Americas. But being the nice guys us fellows are at Palladium Books, here are some guidelines and comments on animal life in the North American continent.

Using the Palladium (fantasy) world map as a guideline. Animals and monsters found in the *Great Northern Wilderness* are likely to be found in the coniferous forests and tundra of the **Northern United States, Alaska, and Canada.**

Animals listed under the *Eastern Territory, Lopan, Timiro,* and *Old Kingdom* are likely to find their home in the **eastern and mid-western United States and Ontario, Canada.**

Animals found in the *Western Empire* are more likely found in the **western United States and Central America.**

Animals found in the *Yin-Sloth Jungles* can often be found in the jungles and rain forests of **Central America and Florida.**

Animals of Note ————————————————–

Bears: Black and Brown Bears (effectively the same stats) roam throughout Canada, the Northern Americas (including Minnesota, Wisconsin, and Michigan), and in the Rocky mountains (west) and Appalachian and Allegheny mountains (east).

Grizzly Bear: Found in the northwestern United States and northwestern Canada.

Gray Wolf: Same habitat as the bears listed previously. A typical pack will contain 5 to 30 members.

Timber Wolf: Alaska and the Canadian Northwest. Occasionally timber wolves can be found in the same areas as the gray wolf. A typical pack will contain 4 to 24 members.

Coyotes: The western and midwestern United States, Southern Canada and Central America, including California, Texas and Mexico. Hunt in small packs of 3 to 12 animals.

Wild Dogs: Domestic dogs has gone wild and produced a general mongrel that is a bit larger and stronger than a coyote (frequently run with coyotes), but is still smaller than a wolf. A typical pack will contain 10 to 40 members. They are found throughout the United States and Lower Canada.

Red Fox: Throughout the forests of North America.

Tiger: Tigers now prowl the American continent! Escaped zoo animals were able to survive in the wild and have adapted well to the temperate forests of lower Canada, the northern United States, mid-west and eastern seaboard states. None are out west or far north.

Mountain Lion: Same area as the brown bears.

Lynx: Most of Canada, the northern and eastern United States.

Bobcat: Western United States and Canada.

Ocelot: Jungles of Central and South America.

Leopard/Panther: Jungles of Florida, Central and South America.

African Lion: None in the Americas. The same is true of the Cheetah.

Elephant: Another zoo animal survivor; lives in the plains of the American west and Central America. Herds are small, about 4 to 24, and not too commonplace; there are perhaps 400 elephants in all.

Wild Horse: Found mainly in the western plains and southwestern Canada.

Deer: One variety or another of deer are found throughout the USA and Canada. White tailed deer are among the most common throughout North America.

Pronghorn Antelope: The American West and parts of lower Alberta, Canada.

Sheep: The American and Canadian west.

Wild Boar: South eastern America.

Bison: The American west; about 250,000 members strong. Typical herd has 200 to 1200 animals.

Beaver & River Otter: Throughout the USA and Canada.

Badger: Throughout the USA and Canada.

Weasel & Mink: Throughout the USA and Canada.

The Coalition
Good or Evil?

Time line: P.A. 102

The following data and clarifications are meant to supplement the information presented in the **Rifts** role-playing game. There seems to be some confusion about how there can be such a thing as a villain that is not a simple, maniacal, evil monster.

Like the real world, situations are seldom black and white; yes or no. **The Coalition** falls into a void of moral and philosophic grey tones.

In any society you have a collection of people. Within that collection there are good, selfish, and evil individuals. In addition there are the misguided and manipulated. There are the righteous and the humble, the well meaning and the miscreant. You have the caring family man and the thief and murderer living in the same environment. All this is true of the Coalition States.

The average
Coalition citizen

Generally, the average citizen is of a good or selfish alignment. Of course, there is your criminal element and those of evil alignments who prey on others, just as we have in our real world today. However, the majority are well meaning people who try to eke out fruitful, happy lives without ever hurting anybody. Yet, the orientation, beliefs, fears, and morals of the average CS citizen makes them the *enemy* of most psychics, men of magic, mutants, non-humans, and D-Bees. Why? Because they have been taught that these strange people are the enemy and should be feared, shunned, enslaved, or destroyed.

Sadly, prejudice seems to have plagued humankind throughout history. Things have not changed in this future world of **Rifts.** In the case of the Coalition, prejudice and ignorance have become the tools of an unscrupulous ruling government. The average citizen genuinely believes the propaganda and twisted truths that the government feeds them on a daily basis. They genuinely fear non-humans and believe these creatures will subvert their way of life and destroy humans whenever possible. Many have experienced or witnessed attacks by evil non-humans or mystics. Consequently, the citizens are not evil when they notify the police to capture or gun-down a D-Bee. Nor are they evil when they mob and kill an invading wizard or mutant who has snuck into the city. After all, by their perception, the wizard or D-Bee is not a feeling person, but a monster that threatens their lives. At best, the fiend is an enemy spy or scavenging thief who probably has the blood of countless humans on his hands (no doubt killed in their sleep). Is it wrong to lie to the enemy so that he may be apprehended? Is it wrong to kill a murderer or monster?

The problem is a matter of perception and degree. The average citizen's perception is simply different (very different) than those who live beyond the protective walls and borders of the Coalition States. The have come to accept the views of isolation and human supremacy. From our point of view, as the omnipotent reader who sees the over view of the world in far better perspective, we know they are wrong and injust. Non-human characters and practitioners of magic are likely to feel the same. We see the citizens of the Coalition as frightened, uneducated, misguided, often fanatical, and isolated people who fiercely cling to their way of life. They see themselves as the last bastion of humankind fighting for their very existence in a world gone mad. All a matter of perception and degree.

The evil that arises from these twisted perceptions and emotions is the cruelty that comes from such inhumane convictions. Non-humans, wielders of magic and other beings who possess strange powers have become dehumanized. They are not perceived as other intelligent forms of life with feelings and families, but as monsters and the symbols of evil itself. While the world should not be seen as black and white, the Coalition citizens do see life in that simple spectrum. "It's them or us. They are evil. We are good. They are the enemy. We are the righteous heroes; defenders of the truth and people. They crave our destruction. We must destroy them or else be destroyed. They are inhuman fiends; alien monsters invading our human world." As a result, it is easy to hate and destroy, or use and abuse, such a terrible enemy, with no or little guilt ("They would have done far worse to us.").

Fear and hate are great motivators. The corrupt and evil administration of the Coalition knows this and uses them to maximum effectiveness. Without question, the true source of evil is the ruling body headed by Karl Prosek and his son. They deliberately keep the people ignorant (remember, 80% of the population is illiterate) and manipulate the masses with propaganda that feeds their fear and hate. These methods have enabled Prosek to build an ever growing empire and given him the power to control hundreds of thousands of people.

A summary for RPG characters: The average citizen is not inherently evil, but hate filled, terrified and misguided. While they maybe comparatively innocent pawns, the average citizen is still the enemy and a potential threat. This does *not* mean that all Coalition citizens feel this way. Without a doubt, there are those who believe that the general policies and treatment of non-humans is wrong, but they are in the minority; about 5% of the over all population. Of course, Coalition player characters may join this minority when they actually experience life beyond the borders of the Coalition States.

The Average
Coalition Soldier

The average soldier is not much different than the average citizen. These men and women are not inherently evil, but often the unwitting tools of the emperor and the government. Their alignments range the full gamut of good, selfish, and evil. They are soldiers in a war and they are dedicated to crushing the enemy.

Philosophically and historically speaking, the bad guys or evil force in most wars is the loser. Again, we are back to perception and degree. In the *American Revolutionary War,* the British Government was perceived by the colonies as the oppressor and the bad guys. The British government of the day viewed the colonies as rebellious citizens and dissidents; i.e., the bad guys. As things would turn out, the colonies won, became Americans, and despite some further conflicts with the British (like the War of 1812), went on to develop ties of friendship and trade. The same is true of most wars. During the conflict the enemy is the enemy; the bad guys. Afterwards, the winner (and usually self-proclaimed good guy) may make certain overtures to the defeated

that will either result in friendly relations in the future or continued bad feelings and unrest. In most wars, both sides believe themselves to be right and just. Nothing has changed.

Still, it does not matter if the Coalition soldier one is fighting is of a principled good alignment, is a wonderful family man, caring, compassionate, merciful, and hates war, if he is trying to blow your brains out because he believes you are the enemy who threatens all he holds dear. And that is the tragedy of war. It's kill or be killed. The Coalition soldiers are out there to do their job, and that job is all to often acts of aggression against non-humans and magicians. Or in other words, eliminate, exterminate, destroy, kill, or capture the enemy. Like all good soldiers, theirs is not to question why, theirs is just to do or die! In a life and death conflict one tends to try his hardest to defeat the other. There is little time for thoughts of morality when one is wrestling with an opponent who is trying to kill him.

The degree of mercy and cruelty may be a different story. The soldiers are indoctrinated to loathe the enemy. To show no mercy nor kindness to the "inhuman monsters." These sentiments are fueled by combat experience against horrific monsters from the rifts, power hungry sorcerers, and genuinely evildoers. The world of Rifts is one of savagery and the bizarre. There seems to be a never ending number of would-be conquerors and malevolent monsters with a taste for human blood. Under the circumstances, it is easy to forget one's compassion and perspective and give oneself to anger, hatred, and vengeance. After a while, one can become cold and vindictive, honestly seeing all non-human creatures as monsters who must be destroyed without hesitation.

Only CS soldiers sent on special missions, espionage, or deep into the wilderness may have the opportunity to observe and *interact* with the so-called "enemy." An opportunity that may demonstrate that, like humans, not all alien or mutant life forms are inherently evil. That many are good and loving creatures who abhor war and have no desire to destroy humankind. It is among these soldiers that the highest rate of desertion and traitorous actions occur. Why? Because they are given the chance to learn, firsthand, about other life forms, and may come to understand and care about them. Suddenly, the enemy has a face and a name, along with hopes and dreams. Under these circumstances, the CS soldier may begin to question the propaganda and perhaps even his orders. The soldier is likely to faithfully report his findings and make recommendations contrary to the government's policies. This will not be viewed kindly by his superiors. *Reorientation* will be required (after all, it is obvious that the soldier has lost his perspective under the strain of his mission; poor fellow). You see, the current evil, human supremacist forces directed by *Emperor Prosek* do not want to reach an understanding about other races, because it will deplete their power base. If the soldier does not comply, he himself may become the enemy. A moral dilemma may arise that demands that he choose sides, the Coalition or his D-Bee/monster buddies. The choice is always a difficult one, with bitter consequences either way (to hurt/kill your non-human friends or to betray, hurt, or kill fellow humans or CS friends and family).

Playing the CS as the villain
A summary for RPG characters

The *average* CS soldier is not inherently evil, but a trained and dedicated person committed to the his country and beliefs represented by the Coalition States. This also means that the CS soldier is indoctrinated to hate the enemy and crave his destruction even more than the average citizen. The bottom line: a soldier is to follow orders and defend his country and fellow soldiers (humans). The morality of a combat/war situation is often lost in the hail of gunfire and emotion.

Hatred and fear fuels the notions of human supremacy, lending justification to acts of cruelness and depravity. Many times, cruelty may seem justified or even necessary. Remember, the world of **Rifts** is a savage and warlike place with countless inhuman terrors plaguing the land. It is an easy thing to hate all who are different when you've witnessed, firsthand, the death, pain, and suffering non-humans, magicians, and mutants have inflicted on innocent people. It is the proverbial "vicious circle." The tragic stories of soldiers turning a blind eye to cruel and brutal crimes against non-humans and mutants in the Burbs or in the field are one of the lesser manifestations of such hatred and prejudice. Many are the tales of soldiers torturing innocent D-Bees, raping and pillaging pro-magic towns, and spontaneous mass murder of entire non-human villages. Sometimes the acts are done at the command of an evil or maniacal commanding officer. Other times it is blind, prejudice, hate beyond reason, revenge, or the heat of the moment.

Then, there are the acts of cruelty/evil inspired by CS soldiers who are truly creatures of evil. Men, women and CS mutants who are thrilled by combat and derive pleasure by inflicting pain or proving their superiority by hurting others. There are those who love the power that the military gives them; the power of life and death. Or worst of all, the fiends who crave power or glory so badly that they will do anything to get it and anything to prove they have it once they acquire it, and woe to the person(s) who threatens or questions that power.

In a strictly game context, the CS military forces pitted against our player character heroes are likely to be predominately evil or self-serving scum, but this is *not* necessarily the *average CS soldier!* Why? Simply because it is the evil squad or commander that will come to the player group's attention as a perpetrator of evil or horrible atrocities. The military, especially one as aggressive and hate filled as the CS, is the perfect place for people who might be considered cruel or miscreants in polite society. It is equally enticing for vicious opportunists, who see the military as a means to power, fame, glory and even wealth. Remember too, that in the basic context of most RPG *heroic adventures,* the player characters are the heroes who fight against evil and struggle for truth and justice. In this sense, the antagonists whom our heroes are most likely to encounter will be *evil* CS military groups and individuals. However, Game Masters should also include the occasional good, kindly, and friendly person (perhaps even a momentary rescuer or protector) who is also a member of the Coalition military, driving home the point that no group of people is entirely good nor entirely evil.

18

Playing Coalition Soldiers as Good Guy Player Characters

As a player character, the individual is probably a special field operative or espionage agent placed in the more wild and wooly areas to find and/or infiltrate groups of D-Bees, mutants, men of magic, or rebels (ultimately to destroy/betray them later). Or the player character may be assigned to a wilderness outpost that is much more lax in its dealings with non-humans. Either way, the character is likely to start as a loyal CS soldier who is greatly prejudiced against D-Bees and all who oppose the CS or fail to conform. This can be a delightful role-playing element in the playing of the character. However, the CS player character is likely to change his views as the campaign continues and he or she gets to know, like and understand his new, strange allies. This new perspective should be reflected in the character's attitudes by friendliness, diminishing prejudices, and growing knowledge of the world beyond the distorted views of the Coalition.

The soldier character may never feel completely comfortable with monstrous characters and/or may never trust D-Bees or practitioners of magic, but he will not be the unquestioning or gullible pawn of the CS that he once was. Of course, everybody experiences and perceives life differently, so one character may grow against the teachings of the CS while another's similar experiences may only serve to reaffirm the character's distorted beliefs and prejudices.

The CS Government
The source of evil

To complicate matters, the Coalition government is corrupt and predominately evil. Many of the men and women in power are self-serving miscreants who crave power and/or wealth to such a degree that they will do whatever it takes to acquire it and commit worse crimes to keep it. This is not a political statement about our own modern government, but simply the reality of the **Coalition** government and the people who have presently risen to power in this fictional world.

The government is called a republic, with both elected and appointed officials, but is on the verge of becoming a dictatorial monarchy headed by the *Prosek Family* and the *family's friends and supporters.* Modern Earth history has given dictatorships a bad name with the likes of Hitler and others; however, dictatorships can be incredibly powerful and successful political forces. The ancient Romans and Egyptians, to name but two, thrived as dictatorships and built empires that spanned the centuries. The real weakness with a monarchy based dictatorship is that the *blood heir* to the throne may not be the best person for the job, inheriting the position by blood rather than ability. Since such a ruler holds the position for life, he can rule for decades and wreak all sorts of social, military and economic havoc for generations. This can be the motivation for assassination and civil unrest. The likely imbalance from leader to leader, over

such a long period of time, also means that the transition from one ruler/emperor/dictator to another is often a time of instability within the nation, making it vulnerable to attack from within, as well as from outside.

This sort of problem *may* plague the Coalition fifty or a hundred years from **Rifts's** current story line (circa P.A. 102); however, for the time being, the Coalition has a masterful and powerful dictator/emperor in **Karl Prosek.** Unless **Karl Prosek** is killed by the enemy, he will rule and build the Coalition Empire for the next 20 years. He is loved and revered by the people and they willingly give him their complete support and loyalty. His son, **Joseph Prosek II,** will inherit the title Emperor and become an even more capable and cunning ruler than his father. His rule will last over 30 years and fall into the ready hands of his sons, bred from birth for the job. It is only during this third generation of Prosek emperors that the Coalition's power may show weakness and begin to significantly falter.

How far will the empire go? Who will they conquer? How evil will it become? That is up to the various Game Masters and player characters who may become an integral part in the success, change, or destruction of the Coalition (and of course, *Palladium Books* will offer suggestions and depict events that will help move the story along). Right now, our concern is the present.

Karl Prosek and his son are power hungry leaders who have risen through the old government to achieve high positions within it. Eventually, Karl Prosek was able to acquire such a degree of influence that he was able to manipulate and shape the government in his own vision. This shaping also established him as the directing/controlling force behind the Coalition. Each deft move only enhanced his position and power. Recently, "Chairman" Prosek has successfully taken over the government (without the slightest opposition) and has proclaimed himself "Emperor."

Karl Prosek is an evil megalomaniac. His every action is motivated by his lust for power, fame, and glory. He has manipulated the humans of the Coalition States for years and has laid the framework for his *empire* very well. With everything he needs in place, Prosek can now channel his energies toward darker aspirations: the expansion of the empire! A motivating factor will be the extermination of non-humans. Yet despite his constant human supremacist speeches, Prosek is not a dedicated supremacist. That particular emphasis is only a useful means to his ends. Fanaticism is a powerful force that he is only too willing to inflame for his own evil purposes. Hate and vengeance will give him the people's support to invade lands they might otherwise hesitate to attack.

Emperor Karl Prosek is a masterful strategist, administrator, and manipulator, yet his son, *Joseph Prosek the Second,* is a manipulator without peer. His son's skillful efforts as head of propaganda have been instrumental in securing the people of **Chi-Town's** unanimous and undying support, as well as establishing the right "atmosphere" within the government itself. The propaganda machine, and the many loyal spies that it employs, will continue to be an important aspect of the Coalition's continued success.

Karl Prosek and his son's aggressiveness and manipulative ways have encouraged like-minded opportunists to join them in their quest for historical immortality. Prosek's tactics and operations require a certain amount of ruthlessness and aggressiveness. The people he has gathered around him tend to possess these rather dubious qualities. This also means a majority are of selfish and evil alignments. As long as they remain loyal supporters of the Prosek regime, do their jobs well, and make no moves to usurp Prosek's power, they can share in the emperor's power and glory. Most are political movers and shakers who aspire to greatness by riding on the coattails of Emperor Prosek. NONE consider opposing either the father or the son, and many fear both.

The military is another area where Prosek supporters and the power hungry have come to grab their piece of fame and power. Those who do not crave power, fame, or fortune are generally fanatical human supremacists. The army is Prosek's means to continue building and controlling the empire of his dreams. Thus, he takes a keen interest in the military's discipline, orientation (indoctrination), training, skill, and firepower. The average soldier is simply a pawn in his game of conquest and power. The generals and commanders are his knights and bishops, maleficent compatriots who execute the master's every command.

Emperor Karl Prosek

Alignment: Diabolic Evil
Hit Points: 58 S.D.C.: 20
Weight: 165 lbs **Height: 6 ft Age: 56**
P.P.E.: 11
Attributes: I.Q. 19, M.E. 21, M.A. 24, P.S. 13, P.P. 10, P.E. 9, P.B. 11, Spd. 9
Disposition: Stern, demanding, merciless, calculating, manipulative, yet charismatic; seen as a strong leader/father figure. Tends toward megalomania and obsessed with control. His dreams of power and glory are the motivating forces behind his every action. Loves and trusts his son 100 percent.
Experience Level: Tenth (10) level scholar/diplomat/leader
Magic Knowledge: None, other than in a historical or scholarly sense. Uses his practical knowledge about the history of magic and magicians to inflame the people to support his crusade to destroy the practitioners of magic (sees them as a potential obstacle to his climb to power and continental domination).
Psionic Powers: None
Combat Skills: Basic Hand to Hand
Attacks per Melee: Four (4)
Bonuses: Combat: +1 to strike, +2 to parry and dodge, +2 to damage, +4 to roll with impact/pull punch, judo body flip, and critical strike on roll of natural 19 or 20.

Other bonuses: I.Q. +5% skill bonus (included in skills listed), M.E. +3 to save vs psionic attack, M.A. 80% likelihood to evoke feelings of trust or intimidation.
Weapon Proficiencies: W.P. Knife (includes vibro-blades) and W.P. Automatic Pistol, both at 10th level proficiency; W.P. Sword, W.P. Energy Pistol and Energy Rifle are all at 5th level proficiency.
Weapons: Usually carries a .45 automatic pistol (4D6 S.D.C. weapon), S.D.C. dagger (1D6 S.D.C.) and vibro-knife (1D6 M.D.) on his person at all times. When in the field he adds a C-18 laser pistol (2D4 M.D.) and a C-12 heavy laser rifle (his rifle of choice) to his armaments, but can use any of the CS assault rifles, pistols, and vibro-blades. Owns an extensive collection of Pre-Rifts S.D.C. weapons that include knives, swords, revolvers, pistols, and rifles. All are in perfect working condition, complete with ammunition.

Emperor's Body Armor: The emperor's dress body armor is specially reinforced and composed of a new, lightweight molecular armor that affords him greater protection; 100 M.D.C., weighs 15 lbs (6.8 kg), and has all the usual Dead Boy armor features. The armor is always worn when beyond the protective walls of the city and often, even during public addresses.

Skills of Note: Literacy 98%, languages include American, Techno-can, Spanish, and Dragonese, all at 98%; basic and advanced math 98%, lore: demons & monsters 98%, anthropology 98%, biology 90%, computer operation 98%, radio: basic 98%, writing 90%, pilot automobile 98%, pilot hover craft 98%, pilot jet pack 84%, swim 98%, intelligence 73%, wilderness survival 85%, land navigation 77%, concealment 60%, streetwise 60%, and hunting.

Description: Karl Prosek is a powerful and capable leader with a head for strategy and tactics both in the military and political arenas. He is a quick thinker, resourceful, and cunning. His keen mind and unrelenting nature make him a formidable foe and strong leader. He has meticulously and intelligently arranged the power structure of the government and the social, economic structure to support his position of power, as well as having won the hearts and minds of the people 100 percent.

The Emperor is a slim, healthy man in his late 50's. His dark hair is full but greying at the temples, which seems to add to his striking appearance. His wife and youngest son were killed years ago during a terrorist attack by the *Federation of Magic*. His sole surviving heir is his eldest son, Joseph Prosek II, named after his famous grandfather (Karl's father).

Plans for War!

Emperor Prosek has accomplished many great and good things over the years despite his ulterior motives of absolute power. The Coalition States are fairly secure and possess unrivaled military supremacy, thus it is time for the Emperor to begin his campaign of military expansion. This will all be done in the name of humanity and supposedly for the purpose of self-defense and national security. Whatever motives need to be concocted to declare war on neighboring territories will be artfully designed to appear as true and noble as possible. Prosek is cunning and sharp, meaning that he will recognize and seize any opportunity that opens to him and milk it for everything it's worth. He has planned this campaign for years and all has finally fallen into place. He is ready to make his move.

His initial plans are to secure the borders and strategic locations directly around the State of Chi-Town, including Iowa and the Coalition State of Missouri; this stage is nearly complete. Next is to quietly eliminate sources of potential trouble; i.e., non-sympathetic individuals, communities, and organizations. This may include seizing a town for the alleged purpose of their own security/protection, or staging an assassination or full scale battle to eliminate enemy spies, sympathizers, terrorists, men of magic, and non-humans. This activity is well under way and should be complete within a few months.

One strategy currently under negotiation is renewed efforts to sign a formal allegiance (and possible Coalition Statehood) with **Whykin** (formerly Poplar Bluff) on the condition that Whykin joins CS forces in a siege to *eradicate* **The Kingdom of Kingsdale** *(see RIFTS, pages 142-143)*. Kingsdale has been given the ultimatum to stay unallied to any enemies of the Coalition. Furthermore, the CS has strongly implied that it would be best for all parties if Kingsdale considered joining the Coalition States as an annexed member of the Coalition. However, to comply, its predominantly non-human population will have to be banished from the territory or face CS judgement and punishment as enemies of humanity. Needless to say, the ruler of Kingsdale is not eager to accept such an offer. Prosek, and his generals, sees Kingsdale as a threat to regional security, because the kingdom harbors thousands of non-humans and manufactures *bionics, headhunters* and *juicers*; an excellent haven for spies and enemy mercenaries. Fortunately, for Kingsdale, the CS will not attack immediately and will not attack at all until Whykin has joined the Coalition. The CS hopes to avoid combat in the area entirely; not a likely prospect for the future.

The primary target is **Tolkeen** in Minnesota! Prosek intends to add what was once Minnesota to the territory of Chi-Town. Dozens of CS outposts and bases have been established and thousands of troops dispatched to the region. The Coalition will begin their campaign soon, by conquering the smaller, outlying kingdoms and working their way northward to Tolkeen. This will be a long and bloody endeavor. The Coalition's secondary objective is to establish a front-line defense against the Xiticix and eventually wage genocide against the alien insectoids.

The groundwork has been set for the first leg of the Coalition's expansion and Emperor Prosek has already turned his attention to other frontiers. Expeditionary forces are being sent into what was once the western and southern United States. A man always thinking of the future, Emperor Prosek has directed Chi-Town and Lone-Star military to dispatch reconnaissance forces into New Mexico and Central America. The primary objective is to scout the land for future invasion and secondly, to address the rumors of vampires dominating Central America (if so, they are prime locations for liberation by and for humankind!). Rumor has it that a few secret CS outposts have already been established in Central America.

Joseph Prosek II
Head of Propaganda ————————————————

Alignment: Aberrant Evil
Hit Points: 41 S.D.C.: 30
Weight: 182 **Height:** 6 ft 3 inches Age: 24
P.P.E.: 9
Attributes: I.Q. 17, M.E. 23, **M.A.** 19, **P.S.** 18, P.P. 18, P.E. 20, **P.B.** 15, Spd. 15
Disposition: Quiet and calm, yet confident and decisive; exudes strength and leadership. He is also calculating, deceptive, cunning, and merciless. His strategies are elaborate and based on the long term, like a calculated chess move that sacrifices the pawn or the knight to put oneself in better position for a decisive kill. Loves and respects his father; 100 percent loyal.
Experience Level: Fifth (5) level Military Specialist
Magic Knowledge: Only lore and historical data.
Psionic Powers: None
Combat Skills: Hand to Hand: Assassin
Attacks per Melee: Three (3)
Bonuses: Combat: +4 to strike, +2 to parry and dodge, +3 to roll with impact or pull punch, and +7 to damage (S.D.C.).

Other bonuses: I.Q. +3% skill bonus (included in all skills listed), M.E. +4 to save vs psionic attack, M.A. 55% likelihood to evoke trust or intimidation, P.E. +3 to save vs magic and poison.

Weapon Proficiencies: W.P. Knife, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle.

Weapons: Vibro-sabre or other sword, NG-Super laser pistol and grenade launcher *(see RIFTS, page 224),* C-27 plasma cannon or C-10 light laser rifle depending on the situation.

Skills of Note: INCLUDES ALL APPLICABLE SKILL BONUSES. Literacy 98% (special education); demon and monster lore 80% (special education), languages include American, Techno-can, and Dragonese all at 98% (special education), basic math 90% (special education), computer operation 68%, computer programming 58%, computer hacking 38%, cryptography 63%, radio: basic 78%, radio: scrambler 68%, surveillance systems 68%, T.V./video 58%, forgery 53%, pick locks 63%, intelligence 61%, read sensory equipment 68%, weapon systems 73%, pilot hover craft 83%, robot combat elite (SAMAS and UAR-1 Enforcer), and body building.

Description: Joseph Prosek II is the heir apparent to the throne of the Emperor, although it will be a decade or two before his father will step down or die. Currently, he is his father's right-hand man, a capable administrator, good tactician, excellent strategist, and thinks quickly on his feet. With more experience, he will exceed his father as the manipulator supreme and has already been instrumental in winning the hearts and minds of the people. Having won them, they are now his to control for the next generation or two.

Like his father, young Prosek lusts for power and control. However, unlike his father, Joseph views it all as a colossal game, and he is the master of that game. He loves challenges and thrives on competition and crisis (it tests his abilities). Joseph hates defeat and embarrassment, and while it may drive him to anger, he never loses sight of his objective nor is he driven to make a foolish move.

Joseph is often seen in the company of his father or one of their trusted generals. Neither Prosek is seen in public without an entourage of guards and assistants.

General Cabot ————————————

Military Counsel to the Emperor

Alignment: Aberrant Evil
Hit Points: 56 S.D.C.: 24
Weight: 200 lbs **Height:** 5 ft 10 inches Age: 78
P.P.E.: 8
Attributes: I.Q. 19, M.A. 17, M.E. 17, P.S. 12, P.P. 11, **P.E.** 13, **P.B. 8, Spd. 6**
Disposition: Quiet in public, but outspoken when dealing with Emperor Prosek and Joseph Prosek. Clever, experienced, confident, resourceful, imaginative, a true master of military strategy and tactics; a general's general.
Experience Level: Fifteenth (15) Level Technical Officer (tech & science)
Magic Knowledge: None, other than tactical knowledge and lore.
Psionic Powers: None

Combat Skills: Hand to Hand: Expert
Attacks per Melee: Five (5)
Bonuses: Combat: +2 to strike, +5 to parry and dodge, +2 to roll with impact or pull punch, and +3 to damage (S.D.C.).
Other bonuses: I.Q. +5% skill bonus (included in all skills listed), M.E. +1 to save vs psionic attack, M.A. 45% chance to evoke trust or intimidation.

Weapon Proficiencies: All energy W.P.s, W.P. Heavy, W.P. Automatic Rifles, W.P. Blunt

Weapons: Favorite weapons include the Neuro-Mace, C-14 Fire Breather, and NG-57 Ion Blaster (pistol).

Body Armor: Specially reinforced and composed of a new, lightweight molecular armor that affords greater protection, identical in construction to the Emperor's. 100 M.D.C., weighs 15 lbs (6.8 kg), and has all the usual Dead Boy armor features. The armor is always worn when beyond the protective walls of the city and during public addresses.

Cybernetics: Headjack, clock calendar, gyro-compass, bio-system eyes to simulate perfect natural vision with polorization added, artificial kidney and heart.

Skills of Note: Literacy 98%, basic math 98%, advanced math 98%, computer operation 98%, computer programming 98%, computer hacking 90% (special), chemistry 98%, chemistry: analytical 98%, anthropology 98%, languages include American, Spanish, Techno-can, Euro, and Dragonese, all at 98%; demon and monster lore 98%, faerie lore 98%, writing 75%, general athletics, running, swimming 98%.

Description: General Marshall Cabot is an old friend of the family who knew the late Joseph Prosek the First, and was like an uncle to Karl and a great-uncle to Joseph the Second. He loves both father and son, and thinks they are the great saviors of mankind. Furthermore, he is impressed by the empire they have built and believes they have earned everything they have made for themselves, regardless of their methods. Calculated ruthlessness is a virtue in the general's eyes.

General Cabot is a general without peer when it comes to battle tactics, strategy and organization. Even being in his twilight years, the general is still a resourceful, brave and bold soldier who is inventive and never afraid to take a chance, if it seems reasonable. Without a doubt, Cabot is one of the great military minds of all time (he finds it amusing that his pawn, the bombastic General Underhill, should hold that official distinction). General Cabot was instrumental in creating and organizing the Chi-Town military nearly from the beginning, and has shaped it into what it is today. He knows every aspect of its structure, disciplines, resources, capabilities, officers, and troops.

Cabot is one of the few people who the two Proseks confide in completely. He has been as instrumental in creating Chi-Town as a power base for the Coalition States as the two Proseks themselves. He enjoys their trust, affection, power and wealth.
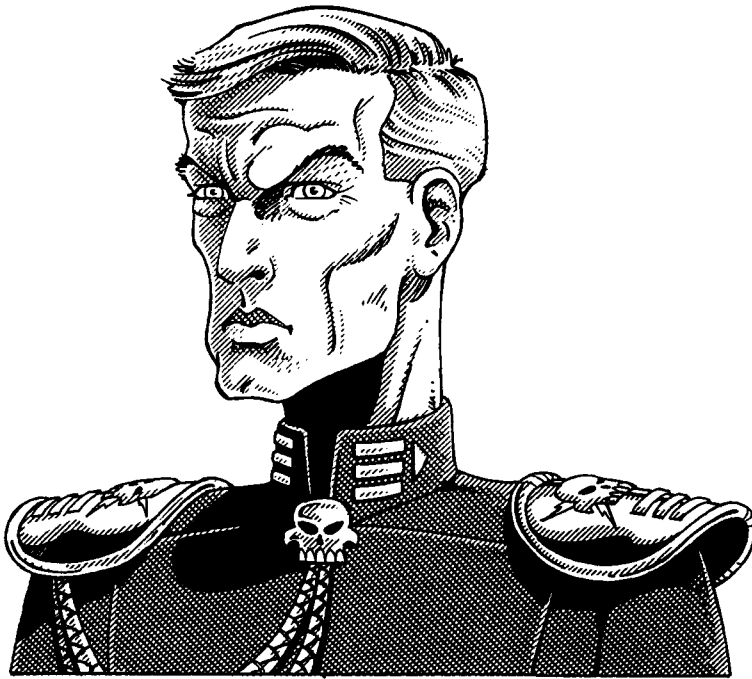
General Ross Underhill
Commander of four
CS Mechanized Infantry Divisions

Alignment: Anarchist
Hit Points: 69 S.D.C.: 40
Weight: 140 lbs **Height:** 5 feet 8 inches Age: 39
P.P.E.: 6
Attributes: I.Q. 14, M.E. 15, M.A. 20, P.S. 22, **P.P.** 18, **P.E. 21, P.B.** 10, Spd.12
Disposition: Loud, gruff, outspoken, honest, fanatically loyal to his soldiers and to humans. Totally merciless and cruel in combat against all non-human adversaries and humans who support non-humans. He is known for his holier-than-thou attitude and flamboyance, making him both a larger than life champion of humankind and an irascible rogue. His men love him and will follow him into hell if he led the way.
Experience Level: 10th level Military RPA Elite Soldier (SAMAS)
Magic Knowledge: None
Psionic Powers: None
Combat Skills: Hand to Hand: Martial Arts
Attacks per Melee: Five (5)
Bonuses: Combat: +4 to strike, +7 to parry and dodge, +7 to damage (S.D.C. damage; P.S. bonus), +4 to roll with impact/punch, +3 to pull punch, critical strike on roll of natural 18-20, judo body throw, all kick attacks, and paired weapons.

Other bonuses: +3 to save vs poison and magic (P.E.), 60% likelihood of evoking trust or intimidation.
Weapon Proficiencies: All energy weapon W.P.s, W.P. Automatic Pistol, W.P. Automatic Rifles, W.P. Heavy, W.P. Knife, W.P. Chain, W.P. Blunt
Weapons: Favorite weapons include neural mace, vibro-knife, C-14 "Fire Breather," the new CV-212 variable light frequency laser rifle, and rail guns. ALWAYS enters combat in SAMAS power armor (in his opinion, power armor is the single greatest piece of infantry equipment ever invented)!

Bionics: Left arm is bionic. P.S. 20, P.P. 18, energy-clip port in arm, laser finger blaster (1D4 M.D.), explosive finger joints (3 on little finger), forearm blaster: particle beam (6D6 + 6 M.D., 1000 ft range). Also bionic lung.
Cybernetics: Gyro-compass, clock calendar, universal head-jack, amplified hearing, and sound filtration system.
Skills of Note: Boxing, body building, gymnastics, general athletics, climbing 85%/75%, swimming 95%, demolition and demolitions: disposal 82% each, robot combat: elite, pilot tanks and APCs 84%, pilot hovercraft 98%, radio: basic 98%, radio: scramblers 85%, first aid 98%, streetwise 52%, wilderness survival 70%, land navigation 68%. The General is illiterate!

Description: General Underhill is a decorated hero of nearly one hundred (94) military campaigns waged against inhuman enemies, including the famous Legion of Dragons and Federation of Magic. He is respected by the people and, thanks to a masterful propaganda campaign by the young Prosek, heralded as the greatest military leader since Joseph Prosek the First (some say the greatest of all time).

Indeed, General Underhill is a superior strategist and a fabulous leader. He is always with his men in the thick of battle and is famous for never demanding of his men anything he would not do himself. He has even been known to defy Emperor Prosek if it meant preventing the futile slaughter of his troops or a tragic tactical error. The Emperor, in turn, has officially acknowledged General Underhill as the greatest and noblest military mind in Coalition history!

Despite the General's loyalty to his troops and his skill as an undefeated defender of Chi-Town and the Coalition States, he is a glory-hound, a fascist, and a fanatical human supremacist; therefore, he is more than a bit of a fool, often controlled by ego and emotion. Most everything about the General is extreme, from his personality to the risks he takes on the field of combat. The calculating Emperor and his right-hand advisor, General Cabot, recognize General Underhill's extreme personality and have fed his egotistical delusions and nurtured his fanatical views to capture the General's complete loyalty and confidence. Emperor Prosek knows the strength and fervor of fanaticism and uses it like a deadly weapon. General Underhill is one such personal weapon … or … perhaps, scalpel used to surgically remove obstacles to his vision of a better world, his world.

General Underhill is currently in charge of securing the perimeter of the Coalition State of Chi-Town as other troops prepare for war against Tolkeen and its supporters. However, Underhill will *not be* included in the siege on Tolkeen. Instead, he is likely to be placed in charge of defending Chi-Town, the capital city, while the larger troops are indisposed in Minnesota. To keep the general from getting bored and discontented, he has also been given authority to organize reconnaissance, seek and destroy squads and Special Forces teams to explore territories and communities rumored to harbor monsters. This includes Kingsdale, the Magic Zone, and New Lazlo (Ann Arbor, Michigan), and what were once the states of Nebraska, Kansas, Oklahoma, and to carry out his own investigations into activities in the Coalition State of Lone Star (Texas).

General Underhill's Mechanized Divisions

The average soldier under General Underhill is usually hand picked, shares the same fanatic fervor, and is a seasoned veteran.

Average Alignment: Anarchist, miscreant, aberrant, and diabolic; 30% are of a good alignment, but all are vehement human supremacists and cruel and merciless toward non-humans.

Average Level of Experience: 4th through 6th level.

Type of Soldier: 10% military specialist, 10% technical officers, 30% infantry (grunts), 25% CS elite **RPA SAMAS** pilots, 20% CS elite RPA robot pilots (5% **UAR-1** pilots, 5% **IAR-2** Abolishers, 5% Spider-Skull Walkers, 5% other armored vehicles), and 5% **borg** soldiers.

Average Hit Points: 30 **Average S.D.C.: 35**

Average Level of Hand to Hand Combat: Expert

Equipment: Soldiers are equipped with the standard items accessible to their area of combat training; heavy body armor, energy assault rifles, **SAMAS,** etc.

Note: General **Underhill** currently commands four infantry divisions, 3456 ground troops.

Colonel Thaddius Lyboc

Chi-Town Espionage Division

Alignment: Miscreant
Hit Points: 59 S.D.C.: 30
Weight: 150 lbs **Height:** 5 ft 8 inches Age: 31
P.P.E.: 12
Attributes: I.Q. 18, M.E. 13, M.A. 11, P.S. 23, P.P. 17, P.E. 18, P.B. 12, Spd. 16
Disposition: Bold, adventurous, a risk taker who enjoys high risks. Cocky, arrogant, conceited, yet secretive and clever.
Experience Level: Seventh (7) level Military Specialist
Magic Knowledge: None, other than some rudimentary history.
Psionic Powers: None, but uses psychics and dog boys on his team.
Combat Skills: Hand to Hand: Assassin
Attacks per Melee: Four (4)
Bonuses: Combat: +3 to strike, +6 to parry and dodge, +4 to roll with impact or punch, +3 to pull punch, **+12** to damage (S.D.C.; P.S. bonus included), **knockout/stun** on natural roll of 17-20, and entangle.

Other bonuses: +4 **I.Q.** bonus (added to all skills), +2 to save vs poison and magic.
Weapon Proficiencies: W.P. Archery, W.P. Knife, W.P. Automatic Pistol and Revolver, W.P. ALL energy weapons.
Weapons: CV-212 variable laser rifle, L-20 pulse rifle (black market), Wilk's 320 laser pistol, **Wilk's** laser scalpel, and Uzi style **sub-machinegun** (S.D.C.). Of course, all CS weapons and explosives are available.
Cybernetics: CS artificial hand and wrist (left), wrist **garrote,** universal headjack, toxic filter, motion detector, clock calendar, and gyro-compass. Black market cybernetic additions: finger gun (two energy blasts, 1D6 M.D.), **cyber-disguise** type **AA-1,** and palm needle with a full set of drugs.

Skills of Note: Literacy 74%, radio: basic 89%, surveillance systems 74%, basic electronics 69%, computer operation **79%,** escape artist **74%,** forgery 64%, intelligence **76%,** pick locks **74%,** pick pockets 69%, paramedic **74%,** robot combat: elite (UAR-1), pilot hover craft 98%, pilot jet pack 70%, boxing, general athletics, body building, prowl **59%,** swimming 84%, weapon systems 84%, demolitions 98%, demolitions: disposal 98%.

Description: Colonel Lyboc is a cunning and deceitful man who enjoys playing games of manipulation and extortion. Many people within the government and industry owe him **favors,** often under the threat of ruination from damaging data he has on them. He is a mean little man who has attained some degree of power and loves to use that power to belittle and hurt **others,** as well as to make himself more powerful and **wealthy. Col.** Lyboc has no aspirations to attain higher rank or recognition for fear that his unscrupulous methods and own illegal activities and affiliations may cause his destruction.

Colonel Lyboc commands a branch of special operatives who act as a sort of unofficial secret police. He is largely responsible for locating and eliminating *Downside* (the poor levels of the city) criminals, black marketers, body chopshops, rogue scholars and scientists, rebels, and renegade or intruding psychics, mystics, mutants, and D-Bees. Lyboc has an impressive record of busts and **accomplishments,** but many are intentionally calculated to garner him publicity and **power/freedom,** or to eliminate competition. You see, in addition to his police/espionage duties, the colonel is a partner in two body chop-shops, has connections with "the" black market (for whom he performs special favors and services in trade for credit, contraband, and their own unique criminal services), sells forged documents, smuggles the occasional wealthy traveler into the city illegally, keeps items confiscated in police actions (before they are accounted for), engages in brutality and criminal misconduct, has unauthorized cybernetic **implants,** and, as stated before, is a master of **extortion.** But there's still more! Colonel Lyboc also has a collection of minor **pre-Rifts artifacts,** including two dozen **books, five** dozen video discs (movies), a few handguns, and even a couple magic **items!** This has gone on for the last six years, but he has so many corrupt government **officials,** police/military personnel, and criminals in his hip pocket that he seems to be unstoppable. If the Emperor or his son have any suspicions (and Joseph **does),** they have turned a blind eye because Colonel Lyboc supplies results and has not yet overstepped the edge of the boundary they are willing to ignore. Those who know, call Lyboc the Prince of the Streets.

The corrupt minions of Colonel Lyboc

Kyle Wilport
Lyboc's Freelance Headhunter

Note: Wilport and his unit of mercenaries are regularly employed by Colonel Lyboc for special assignments in the wilderness and in the **Burbs.** Usually used in delicate espionage operations and the surgical removal of difficult problems (assassination and hunt and destroy operations that are not to implicate CS involvement). Wilport and his mercenaries are sanctioned, freelance operatives of the CS **military,** as well as being regularly employed by Col. Lyboc for his own escapades.

Alignment: Diabolic

Hit Points: 55   S.D.C.: 20

Weight: 190 lbs   **Height:** 6 ft 3 inch   Age:27   **P.P.E.:** 4

Attributes: I.Q. 14, M.A. 15, M.E. **11, *P.S. 24, *P.P. 20,** P.E. 19, P.B. 9, Spd. 16. *Bionic limbs.

Disposition: Bold, adventurous, enjoys high risks. Bold, arrogant, conceited, sadistic (insanity), cruel, vicious, merciless, but discrete. Desires wealth and power, both provided through his affiliation with Lyboc.

Experience Level: Seventh (7) level

Magic Knowledge: None

Psionic Powers: None, but uses psychics and mutants on his team.

Combat Skills: Hand to Hand: Martial Arts

Attacks per Melee: Three (3)

Bonuses: +5 to strike, +6 to parry and dodge, +9 to damage, +3 to pull punch, +3 to roll with impact, +2 to save vs poison and magic.

Weapon Proficiencies: W.P. all three enegry weapons, W.P. Knife, W.P. Automatic Rifle.

Weapons: Triax sniper laser rifle, Triax TX-16 pump rifle, Wilk's 447 laser rifle, Skorpion 61 sub-machinegun (1D8 S.D.C.) and a pair of knives.

Bionics: Both arms and hands are bionic. Features include retractable vibro-blade (2D4 M.D., left arm), knuckle spikes (left hand), razor fingernails (left hand, inflicts 4 S.D.C.), forearm laser blaster (2D6 M.D., 2000 ft range, right arm), E-clip port (right arm), and fingerjack (one for both hands). Implants include calendar clock, gyro-compass, and oxygen storage cell.

Skills of Note: Tracking 65%, detect ambush 70%, detect concealment 70%, land navigation 70%, read sensory equipment 70%, prowl 55%, pilot robot basic, pilot power armor: basic, pilot tanks 70%, pilot jet pack 78%, demon lore 55%, languages include American, Spanish, and Gobblely, all at 90%; literacy 60%, pick locks 65%, pick pockets 60%, streetwise 44%.

Description: Kyle Wilport is a sadistic, sleazeball headhunter who has joined forces with the miscreant, Colonel Lyboc of the CS Secret Police. Wilport is a bully who loves to kill and maim. His favorite jobs are assassination, bounty hunting/tracking, torture, seek and destroy, and intimidation (trashing a place or breaking bones as a warning to somebody). Despite his vicious nature, he is extremely careful (though a risk taker) and discrete. He and his platoon of headhunters have never been accused of any illegal deeds, although all know them to be dangerous, evil, and maniacal. Wilport and most of his men tend to be the wild-eyed lunatic types who don't back down when pushed and fight to kill.

Wilport and his men have a permanent base of operations set up in the worst area of the Chi-Town Burbs. Although the area is dilapidated and surrounded by criminals and vagabonds, Wilport's abode is palatial by contrast. It is large, lavishly furnished, and filled with high-tech luxury items, booze, contraband, and weapons. Everybody in the neighborhood knows whose place this is and stays away from it. The CS police and black market avoid this neighborhood because they know it is Wilport's turf (and therefore, Colonel Lyboc's domain). The headhunters are known throughout the Burbs, consequently, conflicts with them are avoided, and because of the group's political affiliations, they are never investigated for any crimes; not even murder. It is always presumed that they were acting in self defense (or on higher orders). Of course, most people care little about what happens in the poor neighborhoods of the Burbs. The majority of the Dog Pack police force in the Burbs suspect Wilport's Headhunters for many crimes and hate them, but can not raise a hand against them. **Note:** Wilport has 300,000 credits stashed away. His main henchmen, as follow, have 1D6 x 10,000 credits at any given time.

Wilport's Headhunters

Titan the Mutant Brown Bear —————————-
Attributes: I.Q. 7, M.A. 8, M.E. 11, P.S. 30, P.P. 17, P.E. 22, P.B. 5, Spd. 12 (heavy equipment reduces speed to 8).

Mutant Animal Stats: Size level: 13, medium (7 ft 4 inches, 360 lbs), partial speech (guttural), partial hands, partial biped (tends to run on all fours), looks none (looks like a big mutant bear), natural weapons: bite 1D6 S.D.C., claws 1D8 S.D.C., age 19. *(See Heroes Unlimited or TMNT RPG for mutant animals).*

Major Stats: Miscreant evil but completely loyal and obedient to Wilport and best friends with the psi-stalker. Male, 40 hit points, 44 S.D.C., P.P.E. 9. Fourth level Wilderness Scout. Skills of note: Horsemanship, wilderness survival 65%, land navigation 68%, track animals 55%, track (people) 50%, wrestling, swim 55%, and prowl 55%. W.P. Energy Heavy, W.P. Energy Rifle, W.P. Knife/claws.

Combat and Bonuses: Basic Hand to Hand, Three (3) attacks per melee, +1 to strike, +1 to parry and dodge, +15 to damage (S.D.C.), +3 to roll with punch or impact, +2 to pull punch, +4 to save vs poison and magic.

Weapons: Patchwork gladiator armor (70 M.D.C.), C-40R rail gun used as an assault rifle/machinegun (ammo pack and generator on backpack; weight reduces his speed to 8), and tripod mounted weapon (possible only because of Titan's great strength and bulk), L-20 pulse laser rifle, vibro-claws, conventional knife and hatchet, automatic S.D.C. AK-47 assault rifle, and two fragmentation grenades.

Silent Death the Psi-Stalker (a.k.a. Si) ——————
Attributes: I.Q. 10, M.A. 9, M.E. 23, P.S. 20, P.P. 19, P.E. 22, P.B. 7, Spd. 27

Major Stats: Miscreant evil but completely loyal to Wilport and best friends with Titan. Female, 42 hit points, 32 S.D.C., P.P.E. 5, I.S.P. 123. Fifth level "Wild" Psi-Stalker. Skills of note: Horsemanship, wilderness survival 80%, land navigation 80%, detect ambush 55%, escape artist 55%, track animals 40%, track (people) 55%, swim 55%, and prowl 55%. Illiterate! W.P. Energy Rifle and Pistol, W.P. Knife/Vibro-Blades, W.P. Chain, and W.P. Archery.

Psionic Powers: 123 I.S.P., saves vs psi-attack on a roll of 6 or higher, empathy with animals, presence sense, see the invisible, sixth sense, sense magic, see aura, and mind block.

Combat and Bonuses: Hand to Hand: Assassin. Four (4) attacks per melee, +4 to strike, +2 to parry and dodge, +9 to damage (S.D.C.), +3 to roll with punch or impact, +3 to pull punch, +4 to save vs poison and magic.

Weapons: Camouflaged huntsman armor (40 M.D.C.), L-20 pulse laser rifle, Wilk's 320 laser pistol, large vibro-sword, two conventional knives, bow and arrows (8 with explosive heads, 2D6 M.D. each), and automatic .45 caliber pistol (4D6 S.D.C.).

Firefly the Burster ————————————.

Attributes: I.Q. 9, M.A. 8, M.E. 21, P.S. 14, P.P. 11, P.E. 13, P.B. 14, Spd. 10

Major Stats: Anarchist, looks out for herself, but fairly loyal to Wilport, dislikes the psi-stalker. Female, 49 hit points, 20 S.D.C., P.P.E. 7, I.S.P. 151. Sixth level Burster. Skills of note: Horsemanship 70%, wilderness survival 70%, land navigation 66%, swim 90%, prowl 65%, palming 55%, streetwise 50% and literacy 55%. W.P. Energy Rifle and Pistol, W.P. Knife/Vibro-Blades.

Psionic Powers: 151 I.S.P., saves vs psi-attack on a roll of 6 or higher, fire powers *(Rifts, page 103)*, death trance, mind block, levitation.

Combat and Bonuses: Hand to Hand: Basic. Three (3) attacks per melee, + 1 to strike, + 2 to parry and dodge, + 2 to roll with punch or impact, +2 to pull punch, + 3 to save vs psionic attack.

Weapons: Camouflaged Juicer armor (45 M.D.C.), L-20 pulse laser rifle, Triax TX-5 pump pistol, two conventional knives, and an Ingram Model 10 sub-machinegun (4D6 S.D.C.).

Note: Always tries to dress and act stylish and worldly. This means 4D6 x 1000 credits' worth of jewelry and expensive clothing is worn at all times when not in the field and she has an extra 2D6 x 1000 credits stashed away.

Archibald Simonson the Juicer ——————

Attributes: I.Q. 10, M.A. 8, M.E. 9, P.S. 26, P.P. 23, P.E. 24, P.B. 14, Spd. 74

Major Stats: Anarchist, fairly loyal to Wilport, likes everybody in the platoon, especially the psi-stalker and burster (had a brief, friendly romance with both). Male, 64 hit points, 220 S.D.C., P.P.E. 6, Fifth level Juicer; two years old as a Juicer, age 20 years. Skills of note: Gymnastics, boxing, wrestling, wilderness survival 55%, land navigation 57%, swim 80%, climbing 70%/60%, prowl 55%, palming 50%, streetwise 46%. Illiterate! W.P. Energy Rifle and Pistol, W.P. Energy Heavy, W.P. Automatic Rifle W.P. Knife/Vibro-Blades, and W.P. Sword/Vibro-Blades.

Psionic Powers: None.

Combat and Bonuses: Hand to Hand: Expert. Six (6) attacks per melee, + 4 on initiative, + 6 to strike, + 7 to parry and dodge (parries against all attacks, even from behind), + 11 to damage, + 6 to roll with punch or impact, +6 to pull punch, + 4 to save vs psionic attack, + 6 vs mind control attacks, + 5 save vs magic, + 13 to save vs poisons, +38% to save vs coma. Heals four times faster than normal.

Weapons: Camouflaged Juicer armor (45 M.D.C.), JA-11 variable laser rifle, Triax TX-5 pump pistol, large vibro-sword (2D6 M.D.), two conventional knives, and an M-16 assault rifle (4D6 S.D.C.).

Note: Always hyper and looking for something to do, whether it be fun and games, combat, or prowling the streets looking for trouble with gang members, young toughs, borgs, and D-Bees (doesn't like any of them). Good natured, always cheerful and smiling, even during combat.

Miscellaneous Members of Wilport's Headhunters ————————————

Alignments: Anarchist or evil. Experience: All 1D4 + 2

One NG Samson power armor operative

One Flying Titan power armor operative

One Triax Predator X-10 power armor operative

One Hunter MRG robot and pilot

2D6 Headhunter Mercenaries: Gladiator armor or Bushman armor, laser pistol or NG-57 ion pistol and NG-L5 laser rifle, 50% will also have an NG-P7 particle beam rifle or NG-E4 plasma rifle, as well as conventional S.D.C. assault rifle, knife or axe, and four plasma grenades and four smoke grenades. Average experience level: fourth.

1D6 Full Conversion Borgs: Average I.Q. 10, P.S. 24, P.P. 20, Spd. 50 mph (80 km), 1200 lbs. Average level of experience: fifth. LI-B2 light infantry armor (270 M.D.C.). Hand Weapons include NG-Super pistol, Triax TX-16 pump rifle or NG-E4 plasma rifle, two fragmentation and two smoke hand grenades, and an S.D.C. automatic weapon of choice. Bionic features: Full bionic conversion, energy-clip arm port (in weapon arms), one laser finger blaster (1D4 M.D.), retractable finger blades (two on one hand, 2D4 S.D.C.), garrote wrist wire, climbing wire, one forearm mini-missile launcher (3 mini-missiles with 12 missile back pack) or plasma ejector (4D6 M.D.), one secret compartment in each leg, built-in radio headjack, and bionic lung. Optics and sensors: multi-optic eye, radar detector, amplified hearing and sound filtration, clock calendar and gyro-compass.

2D4 Mutant Dogs: Urban Warrior armor or Huntsman armor or repainted CS riot armor, Wilk's laser pistol or CS laser pistol and L-20 pulse laser rifle, 50% will also have an NG-P7 particle beam rifle or C-14 Fire Breather Coalition assault rifle, as well as conventional S.D.C. assault rifle, knife or axe, vibro-blade, knuckle spikes and four smoke grenades. Half are renegade CS created mutants (which means they can never go into a Coalition city) and the other half are D-Bees.

Note: Wilport's platoon also has a Mountaineer A.T.V., four Big Boss A.T.V.s, six hover cycles, and four Highway-Man motorcycles, as well as special items provided for by Colonel Lyboc.

Typical Coalition Squadrons ————————

Tactical Deployment

A typical squad consists of four (4) to eight (8) soldiers. Usually two light infantry, two heavy infantry, one military specialist, one communications or other technical officer, and two special operatives, such as demolitions, espionage, technical, borgs, power armor or robots. The specific types of squads will vary depending on the type of mission and the available manpower.

A typical platoon contains 16 to 32 soldiers and may or may not include SAMAS armor, robots, or armored vehicles.

A typical company is usually composed of three platoons or 96 soldiers. They are likely to contain some number of armored units; at least one spider-skull walker, two Mark V APCs, and a SAMAS squad (4 to 8 Sams).

A typical battalion is usually composed of three companies or 288 soldiers.

A typical division is composed of three battalions or 864 troops. One full battalion is likely to be mechanized.

Common Squads

Reconnaissance Squads

A Coalition reconnaissance squad is a team of soldiers whose job is to explore and investigate a particular region. The investigation may be to search for the enemy (usually to locate and identify; not seek and destroy, although a possible option), monitoring an area (to make certain the enemy is not operating in that area), or the mapping and noting of a region (indicating identifying features and dangers, such as ruins, indigenous life forms, presence of ley lines/nexus points, rivers, swamps, mountains, forest, etc.) for future CS operations. Any one or all of these objectives may be the objective(s) of such a squad. A reconnaissance squad may be short range (working from a large, nearby base) or long range (operating independently in the field, hundreds of miles away from the nearest CS outpost).

Short Range Reconnaissance Squad (human)

4 Light infantry soldiers (Grunts): CA-2 Dead Boy body armor, C-12 laser rifle, C-18 laser pistol, S.D.C. sub-machinegun, vibro-knife, and two fragmentation hand grenades.

2 Heavy infantry soldiers (Grunts): CA-1 heavy body armor, armed with C-14 Fire Breather assault rifle or C-27 plasma cannon, two fragmentation hand grenades. Plus the two-man team operates a CR-1 Rocket launcher (one soldier carries 2D4 mini-missiles, the other carries the CR-1).

1 Military specialist (espionage training and squad leader): CA-2 body armor, vibro-blade of choice, CV-212 variable laser rifle or C-12 heavy laser rifle, C-18 laser pistol, S.D.C. automatic weapon of choice, and three plasma grenades. May wear SAMAS power armor or jet pack (40% chance).

1 Technical officer (communications): Long range radio, radar, and portable computer. Same arms and armor as light infantry.

Note: Travel on foot; no vehicle. Stealth and defensive maneuvers are required. Thus two to four Dog Pack soldiers may be substituted for two light or heavy infantry soldiers.

Dog Pack Reconnaissance Squad, Short and Long Range

4 Light Dog Pack soldiers (1 Lakeland Terrier, 1 Golden Retriever, 1 Airedale Terrier, and 1 Foxhound or Beagle): All these mutant dogs are tough, aggressive, alert, and good to excellent trackers. Except for the golden retriever, the others are all small animals (rarely exceeding five feet six inches), adding to their ability to move about undetected as the lead scouts of the squad. Arms and armor include light riot armor, C-18 laser pistol, vibro-saber, conventional knife, automatic S.D.C. sub-machinegun, fist spikes, and one fragmentation grenade. All have short range radios.

2 Dog Pack soldiers (two of the larger, faster breeds, such as Wolfhound, Elkhound, Greyhound, or Wolf): Light riot armor, C-12 heavy laser rifle, S.D.C. sub-machinegun, fist spikes, vibro-blade of choice.

1 Dog Pack second in command (German Shepherd, or Rottweiler, or Retriever): CA-2 light armor, C-18 or energy pistol of choice, C-27 heavy plasma cannon or C-14 Fire Breather, vibro-blade of choice, neuro-mace, and two fragmentation grenades.

1 Psi-Stalker (squad leader): CA-2 light body armor, CA-18 laser pistol, CA-12 or Coalition assault rifle of choice, second energy weapon of choice (frequently non-CS, such as NG-P7 particle beam rifle or pulse rifle), vibro-weapon of choice, S.D.C. automatic weapon of choice, conventional knife, and two plasma grenades.

Note: Most reconnaissance Dog Packs travel on foot, even long-range patrols; no vehicles. Of course, the types of mutant dogs can be varied among different breeds, some are composed entirely of the same breed, and a few are not led by a psi-stalker. The squad described is simply the *common* mix of soldiers usually deployed by the CS.

Light Mechanized Reconnaissance Squad

2 or 3 SAMAS

2 or 3 Light infantry soldiers (Grunts): CA-2 Dead Boy body armor, C-12 laser rifle, C-18 laser pistol, S.D.C. sub-machinegun, vibro-knife, and two fragmentation hand grenades. May wear jet packs (50% chance) or pilot hover cycles (70% chance).

1 Military specialist (espionage training and squad leader): CA-2 body armor, vibro-blade of choice, CV-212 variable laser rifle or C-12 heavy laser rifle, C-18 laser pistol, S.D.C. automatic weapon of choice, and three plasma grenades. Wears SAMAS power armor or pilots a sky cycle or is a partial conversion borg.

1 Technical officer (communications): Long-range radio, radar, and portable computer. Same arms and armor as light infantry.

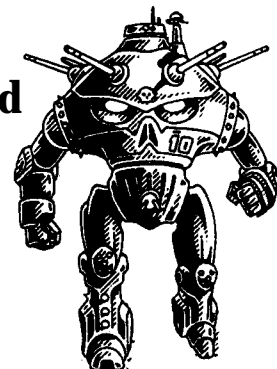**Note:** Used for both short and long range patrols and fly-bys.

Heavy Mechanized Reconnaissance Squad

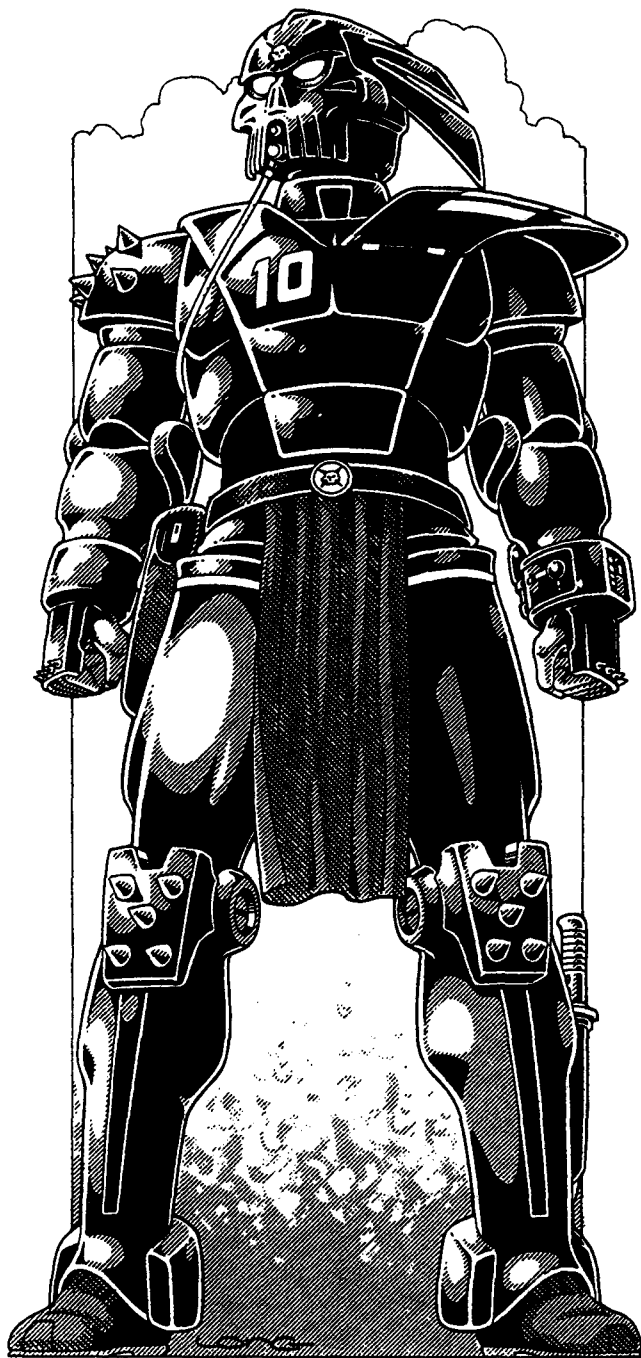### Recon Squad Type A

2 or 4 SAMAS
2 Sky Cycles
2 IAR-2 Abolishers

Note: The UAR-1 Enforcers may be used to substitute for the sky cycles or IAR-2. This force is considered to be fast and mobile, with both ground and air capabilities.

Recon Squad Type B

2 SAMAS
2 IAR-2 Abolishers
2 UAR-1 Enforcers
Note: This force is considered to be a heavy ground force that is sent in to investigate ruins or areas suspected to be extremely hostile.

Recon Squad Type C

1 Spider-Skull Walker
1D4 SAMAS
Troops (inside Walker): 2 to 4 Light infantry soldiers (Grunts). CA-2 Dead Boy body armor, C-12 heavy laser rifle, C-18 laser pistol, S.D.C. sub-machinegun, vibro-knife, and two fragmentation hand grenades.
Note: This is a long-range force used to investigate unknown wildernesses believed to be hostile. The Sams can be substituted with any other type of CS robot vehicle.

Seek and Destroy Squads

A CS seek and destroy team usually an aggressive troop of soldiers whose mission is simply to locate, identify, and destroy the enemy. The squad will generally attack enemy forces two to three times their size if they feel they have military superiority. The espionage aspect comes into play in that they are to slip in and slip out, hitting the enemy before they realize what's happened. Often, seek and destroy missions are top secret and officially denied by the CS government to have occurred.

Light S & D Squad (8 humans)

2 SAMAS
2 Light infantry soldiers (Grunts): CA-2 Dead Boy body armor, C-12 laser rifle, C-18 laser pistol, S.D.C. sub-machinegun, vibro-knife, and two fragmentation hand grenades.
2 Heavy infantry soldiers (Grunts): CA-1 heavy body armor, armed with C-14 Fire Breather assault rifles or C-27 plasma cannon, two fragmentation hand grenades, two plasma grenades. Plus the two man team operate a CR-1 Rocket launcher (one soldier carries 2D4 mini-missiles, the other carries the CR-1).
1 Military specialist (espionage training and squad leader): CA-2 body armor, vibro-blade of choice, CV-212 variable laser rifle or C-12 heavy laser rifle, C-18 laser pistol, S.D.C. automatic weapon of choice, one fusion block.
1 Technical officer (communications): Long-range radio, radar, and portable computer. Same arms and armor as light infantry.
Note: All non-SAMAS troops pilot hover cycles or jet packs. A truck or hover truck may be hidden at the temporary outpost, with food and supplies.

Elite S & D Squad (human & psi-stalker)

2 SAMAS
1 Military specialist (espionage training and squad leader): CA-2 body armor, vibro-blade of choice, CV-212 variable laser rifle or CS assault rifle of choice, C-18 laser pistol, S.D.C. automatic weapon of choice, two fusion blocks. May be in SAMAS power armor or have one bionic implant and two bionic limbs (each limb has one bionic weapon)!
1 Technical officer (communications): Long-range radio, radar, and portable computer. Same arms and armor as light infantry.
2 Heavy infantry soldiers (Grunts): CA-1 heavy body armor, armed with C-14 Fire Breather assault rifle or C-27 plasma cannon, four fragmentation hand grenades, four plasma grenades. Plus the two-man team operates a CR-1 Rocket launcher (one soldier carries 3D6 mini-missiles, the other carries the CR-1).
2 Psi-Stalkers: Light riot armor or CA-2 light body armor, CA-18 laser pistol, CA-12 or Coalition assault rifle of choice, second energy weapon of choice (frequently non-CS, such as NG-P7 particle beam rifle or pulse rifle), vibro-claws,

S.D.C. automatic weapon of choice, conventional knife, and two plasma grenades.

Note: All non-SAMAS troops pilot hover cycle or jet packs. A conventional track or hover truck may be provided.

Light Dog Pack S & D Squad

2 Dog Pack soldiers (Bull Terriers): Light riot armor, C-12 heavy laser rifle, C-18 laser pistol, fist spikes, vibro-blade of choice.

2 Dog Pack heavy weapons (Rottweiler or bulldog): CA-1 Dead Boy armor, C-14 Fire Breather, C-18 pistol, neuro-mace, and two plasma hand grenades.

1 Dog Pack Squad Leader (German Shepherd): CA-2 light armor, C-12 heavy laser rifle, C-18 laser pistol, automatic weapon of choice (S.D.C.), fist spikes, vibro-blade of choice, and four fragmentation grenades.

Full Dog Pack S & D Squad (8)

2 Light Dog Pack soldier trackers (Bloodhounds): Light riot armor, C-10 light laser rifle, vibro-saber, conventional knife, automatic S.D.C. pistol, fist spikes, and one fragmentation grenade.

2 Dog Pack soldiers (larger, faster breeds such as the Wolfhound, Elkhound and Greyhound): CA-2 Light Dead Boy armor, C-12 heavy laser rifle, S.D.C. sub-machinegun, fist spikes, neuro-mace or vibro-blade of choice.

2 Dock Pack heavy weapons (Rottweiler, Bull Terrier, Bulldog, or Retrievers): CA-1 Dead Boy armor, C-14 Fire Breather or C-27 plasma rifle, C-18 pistol, vibro-claws, and two plasma hand grenades. The team also carriers a CR-1 rocket launcher and 14 mini-missiles.

1 Dog Pack second in command (Wolf or sight-hound, like greyhound): CA-2 light armor, C-18 laser pistol, C-27 heavy plasma cannon, S.D.C. automatic pistol, vibro-blade of choice, neuro-mace, and two fragmentation grenades.

1 Psi-Stalker (squad leader): CA-2 light body armor, CA-18 laser pistol, Coalition assault rifle of choice, second energy weapon of choice (frequently non-CS, such as NG-P7 particle beam rifle or pulse rifle), vibro-weapon of choice, S.D.C. automatic weapon, conventional knife, and two plasma grenades.

Note: Most Dog Packs travel on foot; no vehicles. However, the psi-stalker may have a small vehicle, like the hover cycle. Long-range missions may be assigned a small transportation or supply vehicle, like a truck.

Special Forces Espionage Elite

1 SAMAS Infantry soldier.

1 Light Dog Pack tracker (Bloodhound): Light riot armor, C-12 heavy laser rifle, vibro-blade of choice, conventional knife, automatic S.D.C. weapon of choice, fist spikes, and two fragmentation grenade.

2 Psi-Stalkers: Light riot armor or CA-2 light body armor, CA-18 laser pistol, CA-12 or Coalition assault rifle of choice, second energy weapon of choice (frequently non-CS, such as NG-P7 particle beam rifle, pulse rifle, or pistol), vibro-blade of choice, conventional S.D.C. knife or sword, and two plasma grenades.

2 Heavy infantry soldiers (Full Conversion): Average I.Q. 10 or higher, P.S. 26, P.P. 24, Spd. 90 mph (120 km), 1200 lbs. HI-B3 heavy infantry armor (420 M.D.C.). Weapons include CS assault rifle of choice, three plasma hand grenades, and an S.D.C. automatic weapon of choice. Bionic features: Full bionic conversion, pair of additional arms and hands (P.S. 20, P.P. 18, adds one melee attack), energy-clip arm ports (in two arms), one laser finger blaster (1D4 M.D., on one hand), retractable finger blades (three on one hand, 3D4 S.D.C.), retractable vibro-claws (1D6 M.D. on one hand), retractable vibro-blade (2D6 M.D., on one hand), garrote wrist wire, one forearm mini-missile launcher (3 mini-missiles, with 12 missile backpack), two secret compartments in each leg, built-in radio headjack, and bionic lung. Optics and sensors: multi-optic eye, radar detector, amplified hearing, ultra ear, and sound filtration.

1 Military specialist (espionage training and squad leader; Partial Reconstruction): Average I.Q. 14 or higher, P.S. 20, P.P. 18, Spd. 35 mph (56 km), weight 450 lbs. LE-B1 light espionage armor (135 M.D.C.), C-212 variable laser rifle or CS weapon of choice, C-18 laser pistol, S.D.C. automatic weapon of choice, two fusion blocks. Bionic features: Artificial legs and arms, two high explosive finger joints (left hand, little finger), laser utility finger, retractable knuckle blades, wrist climb cord, concealed arm laser rod (1D6 M.D.), wrist needle and drag dispenser, multi-optic eye (1), and one secret storage compartment in each leg. Cybernetic features: Cyber-disguise type AA-1, larynx and voice box, optic nerve video implant, universal headjack, amplified hearing, sound filtration system, motion detector, clock calendar, gyro-compass, molecular analyzer, toxic filter, and an oxygen storage cell.

1 Major psionic technical officer: Average I.Q. 11, area of expertise is usually communications, engineering, or weapons. Weapons and armor are the same as light infantry. Psionic Powers: select eight (8) psi-powers from one of the psionic categories or six (6) total from the three different psionic categories. Do NOT select from the *Super* category! Offensive and sensory powers are the most common among CS Special Forces psychics.

Note: The Special Forces Espionage Elite squad can conduct any type of mission, from reconnaissance to seek and destroy to assassination and theft.

Mechanized S & D Ground Squads

S & D Type A: Mechanized Strike Force
2 IAR-2 Abolishers
2 UAR-1 Enforcers
1 SAMAS **Infantry/scout (grunt)**
1 SAMAS **Military Specialist (espionage training and squad leader)**

Note: One additional SAMAS, IAR-2, UAR-1, or Sky Cycle may be added to the squad.

S & D Type B: Light Mechanized

2 to 4 IAR-2 Abolishers
2 to 3 UAR-1 Enforcers
1 SAMAS **Military Specialist (espionage training and squad leader)**
1 Spider-Skull Walker

S & D Type C: Heavy Mechanized

2 Spider-Skull Walkers
2 or 3 IAR-2 Abolishers
1 or 2 UAR-1 Enforcers
1 SAMAS Infantry/scout (grunt)
1 SAMAS Military Specialist (espionage training and squad leader)

S & D Type D: Cyborg Special Forces

1 UAR-1 Enforcers
1 SAMAS Infantry/scout (grunt)
1 SAMAS Military Specialist: Espionage training and second in command.
2 Light espionage soldiers (partial reconstruction): Average I.Q. 12 or higher, P.S. 20, P.P. 16, Spd. 35 mph (56 km), weight 450 lbs. LE-B1 light espionage armor (135 M.D.C.), C-12 laser rifle, energy pistol of choice (often not CS), S.D.C. sub-machinegun and conventional knife. Bionic features: Artificial legs and arms, finger camera, fingerjack, laser utility finger, retractable knuckle blades (3D4 S.D.C.), wrist climb cord, concealed arm laser rod, built-in radio receiver and transmitter headjack, speech translator, multi-optic eye.

2 Heavy infantry soldiers (Full Conversion): Average I.Q. 10 or higher, P.S. 26, P.P. 24, Spd. 90 mph (120 km), 1200 lbs. HI-B3 heavy infantry armor (420 M.D.C.). Weapons include C-14 Fire Breather assault rifle or C-27 plasma cannon, three plasma hand grenades, and an S.D.C. automatic weapon of choice. Bionic features: Full bionic conversion, pair of additional arms and hands (P.S. 20, P.P. 18, adds one melee attack), energy-clip arm ports (in two arms), one laser finger blaster (1D4 M.D., on one hand), retractable finger blades (three on one hand, 3D4 S.D.C.), retractable vibro-claws (1D6 M.D., on one hand), retractable vibro-blade (2D6 M.D., on one hand), garrote wrist wire, one forearm plasma ejector (4D6 M.D., one arm), one forearm particle beam (6D6 + 6 M.D., one arm) or forearm mini-missile launcher (3 missiles, with 12 missile backpack), two secret compartments in each leg, built-in radio headjack, and bionic lung. Optics and sensors: multi-optic eye, radar detector, amplified hearing, ultra ear, and sound filtration.
1 Military specialist (espionage training and squad leader; Partial Reconstruction): Average I.Q. 14 or higher, P.S. 20, P.P. 18, Spd. 35 mph (56 km), weight 450 lbs. LE-B1 light espionage armor (135 M.D.C.), C-212 variable laser rifle or CS weapon of choice, C-18 laser pistol, S.D.C. automatic weapon of choice, two fusion blocks. Bionic features: Artificial legs and arms, two high explosive finger joints (left hand, little finger), laser utility finger, retractable knuckle blades, wrist climb cord, concealed arm laser rod (1D6 M.D.), wrist needle and drug dispenser, and multi-optic eye. Cybernetic features: Motion detector, universal headjack,

amplified hearing, sound filtration system, clock calendar, toxic filter, and an oxygen storage cell.
Note: The cyborg squads are a new, elite combat force just being introduced by the Coalition. At this point, borg operatives are restricted to Special Forces and the most dangerous of missions. Borg troops presently number under 1300 throughout all the Coalition States, 50% of which are found in the Chi-Town army.

Skelebot Platoons

Contain 16 to 32 robots supervised by one or two humans in SAMAS armor or UAR-1 Enforcer. Even among these large platoons, 20% have no human supervision. **Note:** Skelebots are never used for reconnaissance.

Skelebot Squad

Four to eight skelebots: One armed with a C-27 plasma cannon or CR-1 rocket launcher, while all others are armed with the standard CV-213 variable laser rifle. In most cases, the squad is led/supervised by a human officer in SAMAS power armor. However, at least 25% of all skelebot squads are unsupervised. Unsupervised skelebots are commonly found in the most dangerous or remote regions, where as many as 40% may be unsupervised by a human agent. The squad can be dispatched on a short specific mission, to return to base when accomplished, or sent on long term or multiple missions that can last months or even years.

Mechanized S & D Air Squadron

Type One: Air to Ground

4 to 8 SAMAS: Deployed to combat ground troops and low flying targets. Highly mobile.

Type Two: Air to Ground

Four SAMAS **and Four Sky Cycles:** For city and perimeter patrols, wilderness fly-bys; combines both speed and firepower.
Note: The famous SAMAS are ideal for air to ground combat, but lack the speed to confront jet aircraft or higher flying targets effectively. The Sam's speed is limited to a mere 150 mph (240 km) while the average pre-rifts aircraft range from 300 mph (480 km) to 600 mph (960 km). Military aircraft range from Mach One to Mach Three (about 1075 to 3220 km). The *sky cycles* are adequate deterrents against low flying aircraft (cycles have a speed of 520 mph/832 km, but altitude of 5000 feet (1520 m). High altitude aircraft from any age are comparatively rare in North America, as are ballistic missiles.

Type Three: Air to Air Interceptors

Four to Eight Sky Cycles: Sky Cycles are excellent for intercepting and engaging slow and low flying targets (under one mile/5000 feet/1.4 km altitude), including dragons, flying monsters, enchanted flying objects/wizards, and missiles. The cycles' tiny size, speed, and mobility make them ideal for low altitude dogfights, and maneuvering through cities, ruins, and forest. Can also be used for air to ground attacks.

Type Four: Death's Head Squadron

Four to eight CS Death's Head Transport aircraft are dispatched to combat high flying and speedier enemy aircraft (the DHT can reach Mach One, about 670 mph/1072 kmph). Each DHT carries 36 sky cycles, 12 SAMAS, one spider-skull walker, 36 infantry troops with jet packs, and an additional payload of air to air short-range missiles (payload 12), rather than the standard troops. The smaller air vehicles can be deployed in mid-air. **Note:** The CS is developing an M.D.C. jet fighter that will be capable of Mach Three. **Also note** that Chi-Town has a dozen USA F-14 fighter jets; S.D.C. aircraft modified to fire 12 M.D. mini-missiles, seldom used.

Seek and Destroy Platoon (32 troops, standard)

Standard complements of troops and robots

4 to 6 SAMAS
1 to 2 UAR-1 Enforcer
1 to 2 IAR-2 Abolisher
1 Spider-Skull Walker
1 Mark V APC
1 Elite S & D Squad (8 soldiers)
1 Full Dog Pack Squad (8 soldiers)
6 Light Infantry Soldiers
6 Heavy Infantry Soliders

Fully Mechanized Platoon (32 troops)

8 SAMAS
8 Skelebots
4 UAR-1 Enforcers
4 IAR-2 Abolishers
2 Spider Walkers
1 Mark V APC
8 Heavy Infantry Soldiers

Coalition Skelebots

The CS skelebots are the latest military accomplishment of the scientific geniuses at Chi-Town. The bots are completely automated, meaning they require no human pilot or controller. Each unit is identical except for the identifying number emblazoned on its chest and weapon, and the serial number etched into its internal I.D. plate. ————————————

In keeping with the ominous death's head symbolism, the skelebots are designed to resemble robotic skeletons and are an eerie sight to behold. Each bot is programmed to function as a member of a combat team, communicating silently by means of a scrambled radio broadcasted computer code. In addition to various rudimentary combat functions, each is programmed for standard strategic and tactical field maneuvers that are executed with expert efficiency (standard squad maneuvers, assault and defensive actions). The combat computer automatically selects the best action, working as a team, to contain or subdue the enemy. The combat computer is also programmed to recognize over 2000 enemy targets, from vehicles to insignias.

Chi-Town intends to send the bots into hostile territories on special missions and for the eradication of hostile forces in areas too dangerous for human troops. Areas earmarked for deployment include the western and northern wildernesses and the Magic Zone.

Although wildly supported by Chi-Town, Lone Star, and Fort El Dorado (Arkansas), the skelebots are the subject of at least some controversy, especially from the Coalition State of Free Quebec. Most opponents to the robots feel they have not been satisfactorily tested to be placed into field operation. Fears include robots running amok, killing innocent humans, or even CS troops, and that the bots can be captured, sabotaged, and turned against their creators.

Chi-Town developers are quick to point out the many safety measures they have implemented. First, the robots are designed to recognize all Coalition troops, vehicles and personnel (via uniforms) and are not to attack such troops unless attacked first, and then, only if all reasonable means of identification have failed. Secondly, should a unit go berserk and act contrary to its programming, it can be tracked via an internal homing device and destroyed by detonation of the anti-tampering unit built inside the bot. Thirdly, the selfsame *anti-tampering unit* is designed to detonate if there is any attempt to invade the bot's internal workings, which is necessary to subvert its programming or to effect physical repairs. A secret code and procedure is required to gain access to the skelebot's programming and internals without causing detonation. A related safety feature is that the explosion is contained by the skelebot's exterior armor, preventing injury to those around it, but completely destroying its internal workings, making it a useless ... metal skeleton.

Programming demands that the skelebots obey any recognized Coalition officers above the rank of sergeant, otherwise it will avoid interaction with human Coalition troops. Also, to avoid perceptual problems, the programming and objectives have been kept predominately simplistic. The machines are primarily designed for assault, i.e., seek and destroy operations. Consequently, they are mainly sent into extremely hostile or unfriendly territory to terminate the enemy. The chance of CS troops or innocent humans even being in the area is remote. Furthermore, the skelebots are designed to not attack humans if there is the slightest amount of confusion as to whether the human(s) is friend or foe; such targets are to be ignored.

Still, those uncomfortable with the robots argue that the skelebot is a merciless killing machine that can be programmed to destroy every non-human, alien and monstrous life forms it encounters, without discretion. Even if this were desirable (and a majority of people believe it is), such action without human analysis of the situation could result in unnecessary conflicts with hostile forces that may not have been hostile to begin with.

Chi-Town's generals have two answers. One, the skelebots will usually be programmed to seek out and destroy as few as one to about a dozen specific enemy/targets. This single mindedness should avoid unnecessary violence, complications and distraction. For example: skelebots sent into Minnesota may be programmed to only terminate Xiticix life forms and will ignore all others (of course in practicality, the skelebot's range of possible targets is seldom that narrow and is likely to include all monsters and mutant animals. In some cases the skelebots *will* be programmed to eradicate *all* life not human or clearly Coal-

ition). Second, generally, one or two human operatives will escort each skelebot squad; usually a SAMAS or UAR-1 Enforcer or Spider-Skull Walker. The presence of the human(s) as squad leader or supervisor should eliminate the possibility of any unfortunate action being taken by the skelebots.

Despite all assurances, **the Coalition State of Free Quebec** has expressed great concern over the use of artificial intelligence in war machines without a human pilot to control or countermand its actions. Their objections are twofold. One, there is the usual concern regarding the safety of using unsupervised machines in a combat zone for fear of computer error or enemy tampering that could turn the bots against its own troops.

Secondly, Free Quebec is suspicious of the robots' applications in war; citing that the unmanned units armed with variable frequency laser rifles seem to have been designed to combat the negligible forces that utilize laser resistant armor. Armor used almost exclusively in the construction of *GlitterBoys*. The government leaders at Free Quebec can not help but be concerned that the "skelebots" were designed specifically to combat their substantial force of Glitter Boys, should that day come. The more paranoid among Free Quebec's military cite the fact that Chi-Town and the other Southern Coalition States have petitioned for over a decade that Free Quebec demolish its Glitter Boy troops in favor of the standard CS war machines. Free Quebec has adamantly declined and has continued to maintain its GB troops; one of the few and largest Glitter Boy troops in North America. Only in recent months have the other Coalition States stopped pestering them over the controversy. Shortly afterward, Chi-Town announced the deployment of experimental robot combat units with anti-Glitter Boy capabilities, as well as a new variable light frequency laser rifle for its human troops. The "coincidence" is disturbing and can not be quietly dismissed.

Tactical Deployment

The skelebots are comparatively inexpensive, mass produced units designed with the thought they will have a high mortality/destruction rate considering their intended deployment into extremely hostile environments. The skelebots, while intelligent enough to take protective cover, are not designed for stealth (no prowl or disguise) or espionage. Instead, it is a pretty straightforward infantry unit, operating like its equivalent human counterpart.

A typical skelebot squad is comprised of four (4) to eight (8) bots, one armed with a C-27 plasma cannon or CR-1 rocket launcher while all others are armed with the standard CR-213 variable laser rifle. In most cases, the squad is led/supervised by a human officer in SAMAS power armor. However, at least 25% of all skelebot squads are unsupervised. Unsupervised skelebots are commonly found in the most dangerous or remote regions, where as many as 40% may be unsupervised by a human agent. The squad can be dispatched on a short, specific mission, to return to base when accomplished, or sent on long term or multiple missions that can last months or even years.

Skelebot platoons may contain 16 to 32 robots supervised by one or two humans in SAMAS armor or UAR-1 Enforcer. Even among these larger squads, 20% have no human supervision.

Skelebot companies have not yet been deployed. These large troops will be deployed in major assaults against the enemy and used primarily as a first strike infantry unit. A company is usually composed of three platoons or 96 skelebots.

Skelebot battalions have not yet been deployed. These large troops will be deployed in major assaults against the enemy and used primarily as a first strike infantry unit. A battalion is usually composed of three companies or 288 skelebots.

Note: A division is composed of three battalions or 864 troops. There are no plans, currently, for a skelebot division.

The present number of skelebots in use and in production are as follows:
- One platoon (32) patrols the ruins of Old Chicago.
- One platoon (32) has been assigned to Fort El Dorado.
- One platoon (32) has been sent into Mexico; divided into eight squads, four skelebots per squad; unsupervised.
- One platoon (24) has been sent on a seek and destroy mission into the western United States; divided into four squads of six skelebots per squad; unsupervised.
- One platoon (24) assigned to New Chillicothe.
- One platoon (16) assigned to Wichita Falls Base.
- One platoon (32) assigned to Minnesota Operations.
- Two additional companies (192) are to be sent into Minnesota within the next 60 days.
- One Battalion (288) is complete and in storage in Chi-Town pending assignment.
- Two Battalions (576) are complete and in storage at Lone Star.
- One Battalion (288) is currently in production at Chi-Town.
- Three Battalions (864) are currently in production at Lone Star's superior manufacturing facilities. In fact, an entire factory is now devoted to the construction of the skelebots and two other factories are being converted for mass production; should be in full operation within six months. Current level of manufacturing is approximately three battalions (864 bots) per month. The two additional factories will increase production to about 2592 skelebots per month. *Chi-Town's* limited facilities are limited to the production of 288 skelebots a month.

Skelebots as Player Characters?

Skelebots should <u>not</u> be used as player characters. These particular robots are extremely limited and comparatively dumb. Their level of skills and abilities are rudimentary and the standard program is narrow and restrictive. The skelebot is a killing machine without human ethics or reasoning.

Coalition Skelebot:
Robot/artificial intelligence
Model Type: FASSAR-20
Class: Fully Automated Self-Sufficient Assault Robot
Crew: None; artificial intelligence

M.D.C. by Location:	
Hands (2) — 10 each	CV-213 Laser Rifle (1) — 5
Arms (2) — 30 each	Legs (2) — 50 each
	*Head _ 40
Vibro-blade (2) — 5 each	**Main Body — 130

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases, the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended and even then it will continue to grope around, lashing out and hitting anything it touches. Under these conditions the

robot enjoys no combat bonuses to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is −2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely/useless. **Note: Additional body armor or power armor can NOT be worn by the skelebots.

Speed

Running: 90 mph (144 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely. Leaping: The robot legs, although strong, are not designed for leaping. Leap are limited to approximately 6 feet (1.8 m) high or across.

Flying: None, without the addition of the conventional CS jet pack or vehicle.

Range: The nuclear power pack gives the Skelebot approximately two years of life even under the most strenuous and constant amount of use, nearly three years under less active conditions.

Statistical Data

Height: 7 feet (2.1 m)
Width: 3 feet (0.9 m)
Length: 2 feet 9 inches (0.9 m)
Weight: 390 lbs (175 kg)
Physical Strength: Equal to a P.S. 30
Cargo: None
Power System: Nuclear; average skelebot energy life is two (2) years.
Black Market Cost: Three million credits for a new, undamaged, fully powered unit complete with an assault rifle. Rarely available.

Weapon Systems

1. CV-213 Robot Variable Laser Rifle (1): The CV-213 is the robot modified version of the Coalition's *new* CV-212 variable light frequency laser, designed to overcome laser resistant armor. In the case of the CV-213, the robot's combat computer will automatically analyze an opponent's armor (if not already preprogrammed into its memory) and after one melee round it will instantly adjust to the light frequency that will inflict maximum damage. This is standard equipment for the skelebots and is considered to be a powerful, accurate, and deadly weapon. However, the bot is programmed in the use of all CS and other common assault weapons except rail guns and any can be substituted as needed.

The CV-213 has an additional *robot feature* that makes it the obvious choice for the skelebots. A special connection in the handle allows the robot to link with the weapon. The link ties the weapon directly to the robot, its combat computer, and, most importantly, its nuclear power pack. The link to the power pack gives the weapon an indefinite and constant energy supply. If the link is damaged the CV-213 has an energy clip reserve with a 20 shot payload.

Primary Purpose: Assault
Weight: 7 lbs (3.2 kg)
Mega-Damage: 2D6 M.D. or 4D6 M.D.; two settings
Rate of Fire: Aimed, burst, wild; see Modern Weapons Proficiencies.
Effective Range: 2000 feet (610 m)

Payload: E-clip is 20 or power pack hand link effectively unlimited.

2. 18 inch (0.45 m) vibro-blades (2): Hidden between the slot of each skeletal forearm is a retractable vibro-saber that swings out and down locking into close combat position. The only limitation is no other weapon or item can be held/used in the hand from which the vibro-saber is extended. The blades can be used simultaneously or independently, in this mode the skelebot can still fire a weapon from one hand and use one of the vibro-blades in the other (see illustration).

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 2 lbs (0.9 kg)
Mega-Damage: Vibro-Saber: 2D4 M.D.
Range: Hand to hand, with about a 5.6 foot (1.7 m) reach.
Rate of Attack: Five (5) per melee; hand to hand combat skill.
Payload: Not applicable

3. Energy Rifles and other normal weapons can be substituted in an emergency or as a back-up weapon.

4. Hand to Hand Combat: Rather than use a weapon, the skelebot can engage in mega-damage hand to hand combat using its fists or vibro-blades. **Five (5) attacks per melee!** Equal to Hand to Hand Expert.

Controlled, S.D.C. punch: 2D6 + 15 S.D.C.
Full mega-damage Punch, elbow, knee, or body block: 1D6 M.D.
Kick or head butt: 1D6 M.D.
Vibro-saber: 2D4 M.D.

Bonuses: Include all bonuses from programming, robotics and sensors +2 to strike with an automatic rifle, energy pistol, or energy rifle (see W.P. skills), +5 to strike on an aimed shot, +4 to strike with vibro-blades or hand to hand attack (punch, kick, etc.), +5 to parry with fists/arms, +7 to parry with vibro-blade or knife/sword, +6 to dodge, +4 to parry and dodge attacks from behind (motion detectors), +2 to roll with impact or fall (no pull punch), critical strike on natural roll of 19 or 20. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, bio-manipulation, and S.D.C. attacks. See sensors for optical capabilities.

5. Sensor Systems of Note

Optics: The skelebots have full optical systems, including the visible light spectrum, infrared, ultraviolet, and polarization, passive night vision (light amplification), thermo-imaging, laser targeting, and telescopic. *Telescopic optics* function like built-in binoculars with a range of about two miles (3.2 km). All the other optic systems have a range of about 3000 feet (914 m).

Radar: Can identify and track up to 12 targets simultaneously at a range of two miles (3.2 km). Applicable to flying targets at 500 feet above the ground or higher only. Radar can not track ground movement.

Motion Detector: 100 foot radius (30.5 m), adds to ability to parry and dodge (see bonuses).

Radio Communication: Medium range directional radio for coded messages between skelebots. Range: 10 miles (16 km). Can also scan and communicate via code on conventional radio channels/frequencies; same range. Can also eavesdrop on enemy transmissions and track transmissions (60% success

level) to their source. Range 10 miles (16 km). **Note:** Understands English, Spanish, and Techno-can languages; can identify all others but can not understand or communicate in them.

Speech: The skelebots can not carry on a conversation, although they do understand the spoken word of the common languages. Communicates via radio transmission rather than out loud. However, the skelebots can say the following commands or statements:

"Affirmative."
"Negative."
"Does not compute."
"Error."
"Identify."
"Be silent!"
"Halt! Do not move."

"Remain calm."
"Come with me."
"Move along."
"Surrender or be destroyed!"
"Warning! Enemy! Warning!"
"Attack!"
"All is clear."
"Evacuate the area!"

6. **Skill Programs of Note:** Combat skills: W.P. sword, W.P. blunt, W.P. automatic rifle, W.P. energy pistol, W.P. energy rifle, W.P. paired weapons: means can use two hand-held weapons or vibro-blades in one simultaneous attack (double damage, counts as one attack/melee action) or attack with

one and parry with the other. Hand to Hand: Expert equal to 8th level skill (See number 4 for bonuses).

Other skills: Pilot automobile 96%, pilot hover cycle 96%, pilot jet pack 80%, radio: basic 96%, intelligence 76%, land navigation 86%, climb 96%/86% (4 x faster than the average humanoid). Languages include: English, Spanish, Euro, Dragonese, Gobblely, and Techno-can, each at 96%; basic math 96%.

Programming and memory enables the skelebot to identify all Coalition State military ranks, uniforms, insignia, soldiers, dog packs, robots, power armor, vehicles, weapons, equipment, generals and the Emperor and his son. CS data also includes the location of current Coalition territories and major military bases.

Memory also includes the identification of 2000 different enemy targets including specific races, non-human features and powers, insignia, uniforms, enemy robot and vehicle designs, acts of aggression, and notorious enemies of the State.

Combat programming directs the actions and reactions to encounters and attacks.

Coalition IAR-2 Abolisher Robot

The Abolisher, Infantry Assault Robot (IAR-2), is another giant vehicle that is part of the Coalition States' military forces. Unlike the UAR-1 Enforcer, which is designed specifically to combat ground troops in an urban/city environment, the Abolisher is a frontline *infantry* unit with long-range capabilities and heavy firepower for obliterating enemy troops. The focus of its armaments is anti-robot and anti-tank, hence the six heavy cannons bristling around what appears to be the head. The rim of cannons has given the 30 foot (9 m) robot the nickname "Thorn Head."

In reality, Thorn Head the Abolisher has no head. The heavily armored bot is a massive, humanoid shaped, all terrain assault vehicle designed to withstand heavy bombardment. A head would make the robot too vulnerable. However, in keeping with the frightening Death's Head motif, the Abolisher is designed to look like a massive skull with arms and legs. The two eyes are infra-red and conventional light searchlights for night assaults. The upper skull body can rotate 360 degrees and is operated by a five-man crew. Two soldiers are gunners operating three cannons each, the pilot and the copilot/communications engineer (either the pilot or copilot can fire the small, forward facing, dual laser turret) and the top hatch gunner, usually a SAMAS.

The big guns are devastating weapons that can blast an enemy from all sides simultaneously. The robot's arms and hands are powerful and lethal in hand to hand confrontations (can rotate 180 degrees at the shoulders). On top of the behemoth is a Gunner's Hatch which allows a SAM AS or soldier to perch himself on the head and fire at the enemy from the top of the robot. An inner hatch (50 M.D.C.) locks automatically, preventing the enemy from easy access should the top gunner be killed; the inner hatch can only be opened by one of the pilots.

The only real disadvantage to the 30 foot (9 m) giant is that its incredible weight and large size reduce its speed and maneuvering capabilities. Although great in the field as an outer perimeter defense or as an infantry assault unit (tank with arms and legs), its slowness and size make it an easy target (hence the heavy armor). Unless one wishes to destroy a city, the bot is not well suited for city conflicts. Its weapons are too powerful for use in the city, able to demolish an S.D.C. skyscraper in a melee or two, and its size and bulk makes maneuvering through narrow streets difficult. Still, it is excellent for city defense, being able to be placed wherever needed, and ideal for infantry combat.

IAR-2 Abolisher Assault Robot

Model Type: IAR-2
Class: Infantry Assault Robot
Crew: Five: one pilot, one communications and copilot, two gunners (each operates three cannons), and the top hatch gunner (usually a SAMAS or armored soldier with a heavy weapon). Plus, can seat two additional passengers.

M.D.C. by Location:
Hands (2) — 80 each
Arms (2) — 190 each
Legs (2) — 240 each
Main Cannons (6) — 100 each
Belly Gun (1 turret) — 25
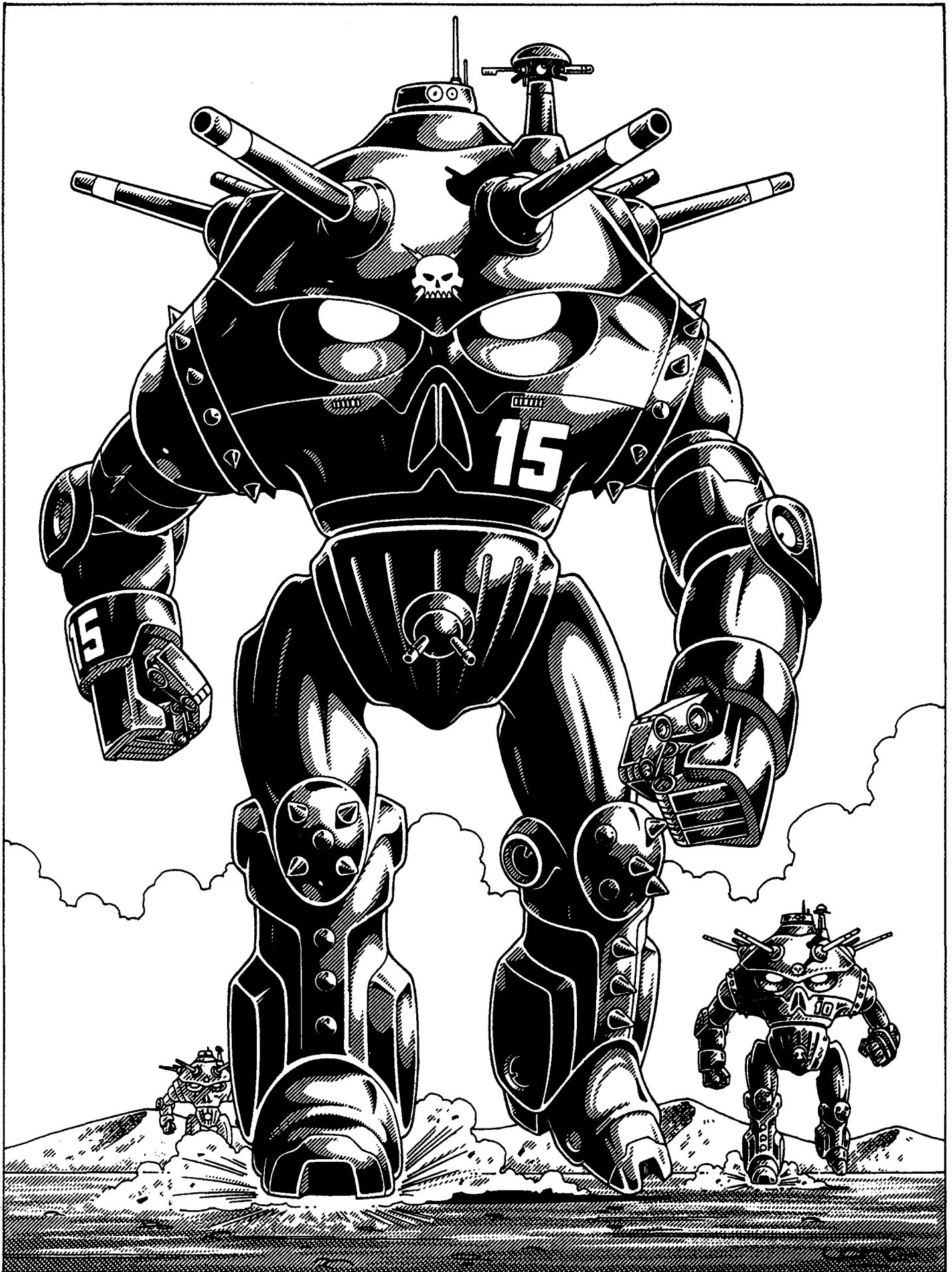Chest Spotlight Eyes (2) — 10 each
*Sensor Turret (left shoulder) — 50
**Gunner's Hatch (1; top) — 75
Inner Hatch (1; top) — 50
***Main Body — 450
Reinforced Pilot's Compartment — 250

* Destroying the top-mounted sensor turret will destroy the main radar and targeting system (no bonuses to strike, parry or dodge). The pilot must rely on his own human vision and less accurate computer and sensory systems. **Note:** The sensor turret is a small and difficult item to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is - 3 to strike.

**Depleting the M.D.C. of the gunner's hatch makes the robot vulnerable to entry by the enemy from the top. The inner hatch has only 50 M.D.C.

***Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely, rendering it useless. **Note:** The chest spotlights are destroyed when the main body has suffered 300 points of damage.

Speed

Running: 70 mph (112 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely. Leaping: Not recommended because of the weight and disproportionately heavy head/upper body. Leaps are possible only from a running start and limited to approximately 20 feet (6 m) lengthwise and height is only five feet or six feet (1.8 m). *The chance of falling is high,* roll percentile for every jump/leap. 1-70% likelihood of falling over. Fall causes the IAR-2 to lose all its attacks for one melee round while the crew struggles to stand the bot back up.

Statistical Data

Height: 30 feet (9.1 m)
Width: 14 feet (4.3 m)
Length: 14 feet (4.3 m)
Weight: 40 tons fully loaded.
Physical Strength: Equal to a P.S. 60
Cargo: Minimal storage space; about four feet (1.2 m).
Power System: Nuclear, average energy life is 20 years.
Black Market Cost: 80 million credits for a new, undamaged, fully powered unit complete with fully functioning weapon systems. Rarely available.

Weapon Systems

1. **C-144 Auto-Cannons** (6): The IAR-2's main weapon is its six automatic, self-loading, cannons. Three cannons are operated by each gunner. In case of an emergency, the pilot and/or copilot can fire the cannons, but the attacks per melee are reduced by half. Each cannon is capable of 90 degree rotation from side to side and up and down. This gives the weapons a fair range of angle and can be used against ground and air targets. However, it also means there is a 20 foot (6 m) blind spot at its feet and directly above its head.
Primary Purpose: Assault; anti-tank, anti-robot, anti-dragon.
Secondary Purpose: Defense
Weight: 2 tons each
Mega-Damage: 2D4 X 10 M.D. per single blast or 4D4 x 10 M.D. per double blast (two cannons firing simultaneously at the same target).
Rate of Fire: 2, 4, 6, or 12 blasts.

Each cannon can fire twice per melee round, for a total of 12 single shots or 6 double shots. However, to rapid fire all 12 (or 6 double) times at the *same* target will mean having to rotate the entire upper body, instantly repositioning each cannon every time, but is less accurate; minus −3 to strike per each blast. This also means the top hatch gunner and the lower laser turret can NOT attack for the entire melee round. Also, the next melee, the IAR-2 can only fire a total of six single shots or three double; however, the following melee it can again fire 12 times.

To fire at one target without rotating the body means two cannons can fire, for a total of two double blasts or four single shots per melee round. Of course, it can train its other four cannons on 2 to 4 different targets simultaneously from the rear and/or sides.
Effective Range: 6000 feet (1828 m)
Payload: Each cannon has a payload of 20 shells each (120 total). If one cannon is destroyed its payload is automatically diverted to the other available weapons. The gunners can also divert payloads from one gun to another (i.e., the forward guns' ammunition is nearly exhausted while the side cannons' payloads are full, they can have the loading system move the side cannons' payload to the front).

2. **CR-3T Dual Laser Turret** (1, **belly gun):** A single double-barreled laser turret is located on the lower, teeth, area of the Abolisher. Its primary use is to disperse enemy ground troops in the blind spot of the main cannons. The turret can rotate 180 degrees.
Primary Purpose: Defense
Secondary Purpose: Assault
Mega-Damage: 4D6 M.D.
Range: 2000 feet (610 m)
Rate of Attack: Two (2) per melee.
Payload: Effectively unlimited.

3. **Top Gunner's Hatch** (1): Designed to allow a SAMAS or other gunman to perch himself on the crown of the robot and fire down from the top of the robot. The outer hatch has 75 M.D.C., the inner hatch locks automatically and has 50 M.D.C.

4. **Hand to Hand Combat:** Rather than use a weapon, the robot can engage in mega-damage hand to hand combat using its fists.
Combat abilities are identical to the UAR-1 Enforcer with the following exceptions.
+ 4 to parry
Restrained Punch: 1D6 M.D.
Full Strength Punch: 3D6 M.D.
Power Punch: 5D6 M.D.
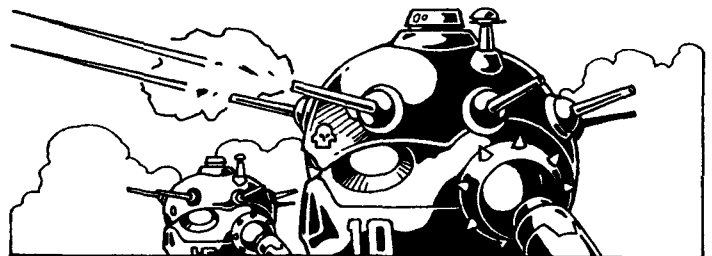Body Block: 2D6 M.D.
Stomp: 2D4 M.D.
Kick: 1D6 M.D.
Leap Kick is NOT possible.

5. **Sensory System:** Identical to the UAR-1 Enforcer. Plus enhanced radar that can identify and simultaneously track up to 96 different targets. Range: 50 miles (80 km). Ground targets are more difficult to track, as usual, unless on open ground and giant size or flying 100 feet or higher.

Power Armor and Robots

Triax Industries

Triax Industries has become increasingly aggressive in their marketing and sale of robots, power armor, and other weapons and equipment in North America. They have an irrefutable reputation for manufacturing the best robots and power armor in the world. However, up until the last year or two, their products were extremely difficult to find, because Triax Industries must export from western Germany; a difficult and dangerous task for many reasons. However, recent events have made Triax items much more accessible.

Triax Industries' other problem is that they are known mainly as the producer of superior robotics systems, not weapons and other more commercial machines such as vehicles, jets packs, etc. Consequently, most natives of the North American continent will choose the comparatively inferior Northern Gun equipment, especially weapons, over the superior Triax products. However, Triax is starting to build a name for itself outside of robotics and their popularity should soon rival Wilk's Laser Industries (still number one in laser technology) and the CS's military equipment (available only on the black market).

The main reason that Triax Industries' products are now more available is that Emperor Prosek has agreed to a little known and informal pact with the infamous New Republic (Germany and Scandinavia). The home of the industrial giant, Triax Industries. Triax has been a scientific leader, developer, and manufacturer for decades in Europe. Its level of technology and industrialization surpasses even that of Lone Star. Triax Industries' weapons and robotics systems are largely responsible for the New Republic's success in establishing itself as a major power in the embattled euro-continent; a savage land far more hostile than the Americas.

The pact includes a limited trade agreement that gives Triax access to less hostile, CS secured, trade routes, occasional CS military escorts, and limited commercial services. The pact also outlines a non-aggression arrangement between the two superpowers and establishes the preliminary basis for creating some measure of joint operations in trade, commercial practices, and military allegiance. This is just the beginning of a *possible* alliance between the two nations which could lead to a unified invasion of hostile territories on both continents. The ultimate purpose is the establishment of joint global domination by the Coalition States and the New Republic. Of course, any significant steps toward uniting the American Coalition States and the Euro New Republic are years away, and may never happen, but the first step has been taken.

Triax T-21 Terrain Hopper Power Armor

The T-21 Terrain Hopper is a lightweight suit of power armor designed for comfort and extreme mobility. It is the lightest available power armor on the market, while still providing maximum protection. It is fast and maneuverable, making it ideal for reconnaissance, rescue, and exploration. Its lightweight and flexibility makes the T-21 especially popular among women, D-Bees of slight build, and wilderness messenger services.
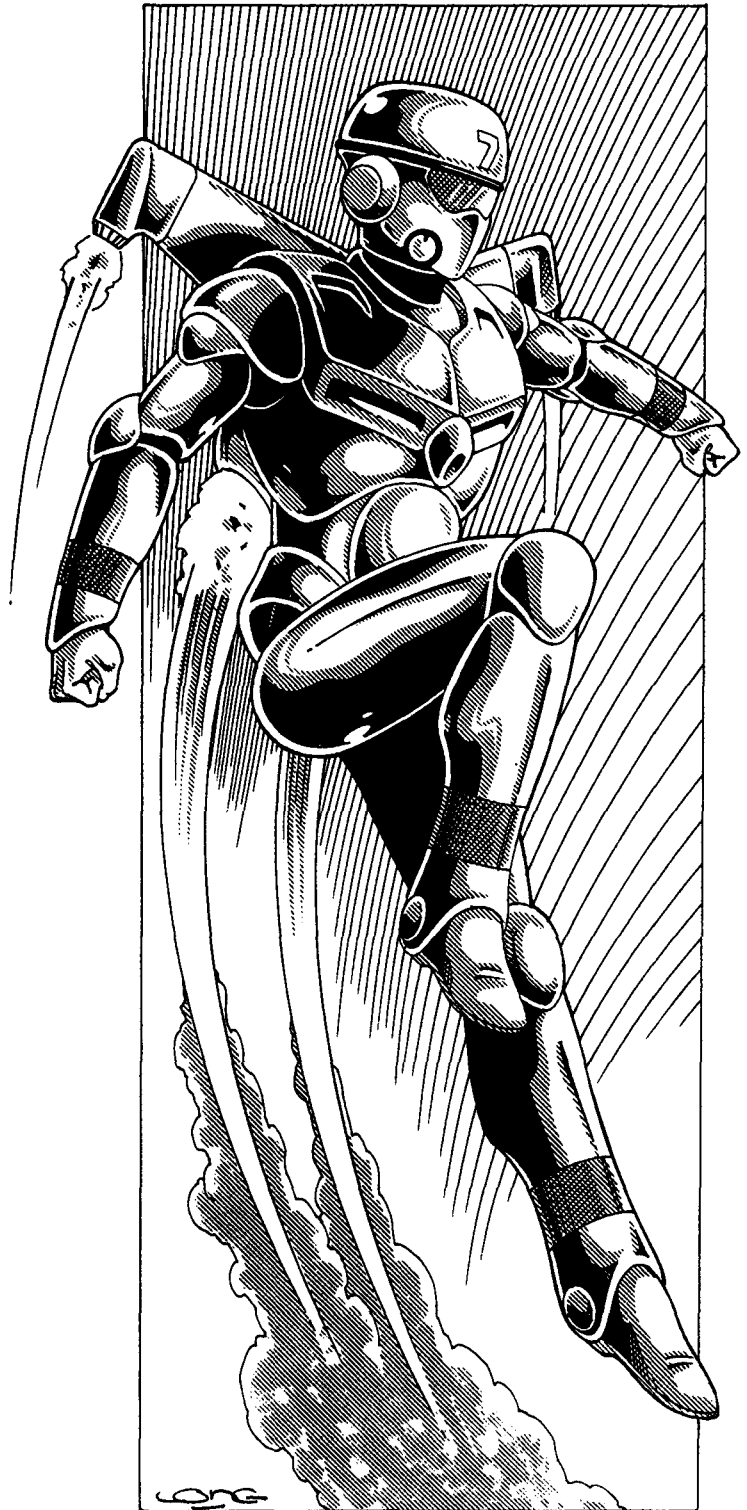
The Terrain Hopper is fitted with a detachable jet pack that provides limited low altitude flight. However, the jet pack is not designed for prolonged flight, but is meant for jet boosted power leaps. In fact, the name *Terrain Hopper* is derived from its ability to hop rather than run or fly. The jet pack is tied directly into the power armor and the boosters will automatically engage every time its operator runs and leaps. Motion detectors and sensors in the feet indicate velocity and the moment when both feet have left the ground. At that moment, the booster jets kick in, hurling the character 20 to 50 feet (6 to 15 m) into the air and in a power leap that carries him or her approximately 300 feet (91.5 m) forward/lengthwise. The jet assisted leaps can be done indefinitely, without fear of overheating and gives the wearer great ground speed and all-terrain capabilities.

Note: The Terrain Hopper does not usually utilize a rail gun. The pilot must arm himself with a hand-held energy weapon.

T-21 Terrain Hopper Power Armor

Model Type: T-21 Power Armor
Class: Strategic Armor Military Exo-Skeleton
Crew: One
M.D.C. by Location:
    Rear Jet Pack (1) — 50 each
    Chest Headlight (1) — 2
    *Head — 60
    **Main Body — 170

* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems: one, no power armor combat bonuses to strike, parry, and dodge, and two, the human head is now vulnerable to attack. **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes and weapon drum). Thus, it can only be hit when a character makes a *called shot* and even then the attacker is - 3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make flight and power jumps/leaps impossible.

Speed

Running: 40 mph (64 km) maximum. Note that the act of running does tire out its operator, but at a fatigue rate 20% less than normal, thanks to the robot exo-skeleton.

Leaping: The integrated jet pack enables the power armor to leap great heights and distances. A height of approximately 15 feet (4.6 m) straight up or lengthwise is possible unassisted by the thrusters. *A jet thruster assisted leap from a stationary position* can propel the unit up to 100 feet (30.5 m) high and across without actually attaining flight or requiring a running start.

Power Jumping and travel: Getting a running start will enable the individual to leap up to 300 feet (91.5 m) lengthwise. The height of the leap is controlled by the pilot and generally ranges between 20 to 50 feet (6 to 15 m), with 20 or 30 feet of height being the norm. By leaping, landing, continuing to run a few dozen yards/meters, and power leaping again, the T-21 pilot can attain and maintain, an impressive ground speed of 170 mph (272 km), even through light forest (speed should be reduced 40% through dense vegetation or hazardous terrain to avoid accidents). Directional control is nearly total, but engaging the jet pack to avoid a collision or bad landing may slow one's speed. Also, the flight capabilities enable the pilot to stop in mid-air if necessary.

Flying: The rocket propulsion system enables the T-21 to hover stationary up to 200 feet (61 m) or fly. Maximum flying speed is 100 mph (160 km), but cruising speed is considered to be around 60 mph (96.5 km). Maximum altitude is limited to about 200 feet (61 m).

Flying Range: The nuclear power supply gives the armor a decade of life, but the jet rockets get hot and need to cool after a maximum of two hours of continuous flight. Remember, traveling by power jumps can be maintained for an unlimited number of hours at 170 mph.

Statistical Data

Height: 7 feet (2.4 m)
Width: 3 feet (0.9 m)
Length: About 2.5 feet (0.63 m)
Weight: 100 lbs (45 kg) with jet pack.
Physical Strength: Equal to P.S. 20.
Cargo: None
Power System: Nuclear; average life is 10 years.
Black Market Cost: 500,000 credits for a new, undamaged, fully powered suit, complete with jet pack. Good availability at Coalition cities; scarce everywhere else.
Weapon Systems: None. The wearer must use a hand-held weapon.
Special Sensors and Optics: The helmet is equipped with full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.
Sensor Bonuses: + 1 to strike is applicable to long-range weapon combat only. Hand to hand: + 1 to parry and dodge, automatically + 2 to dodge while traveling by means of power jumps. See *Power Armor Combat Training* in the Robot Combat section for other bonuses.

Triax X-10 Predator Power Armor ——————————–

If any power armor is a match for the Coalition's SAMAS, it is the Triax *Predator*. This heavily armored, man-size, environmental exo-skeleton offers good mobility and heavy firepower. Although slower and heavier than the SAMAS, the X-10 Predator is as equally powerful in the way of armor, weapon systems, and physical strength. It is ideal in extremely hostile environments. ——————————————————–

X-10 Predator Power Armor

Model Type: PA-X-10
Class: Strategic Armor Military Assault Suit
Crew: One
M.D.C. by Location:
    Shoulder Wings (2) — 30 each
    Main Rear Jets (2) — 60 each
    Lower Maneuvering Jets (2) — 30 each
    Right-Hand Pulse Cannon (1) — 100
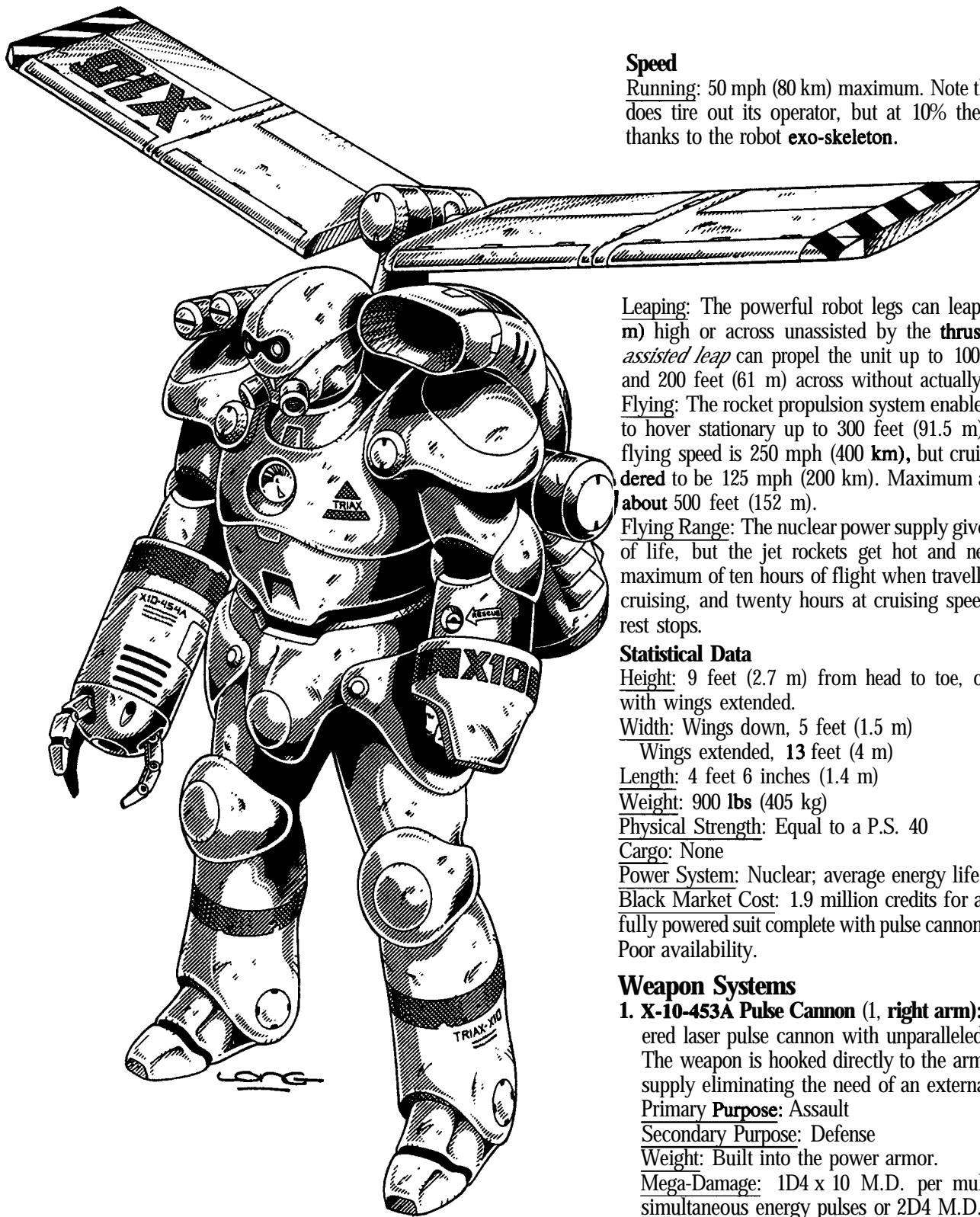   Mini-Missile Launcher (1, right shoulder) — 20
    Chest Headlight (1) — 2
    Left Forearm (1) —70

Shoulders (2) — 150 each	*Head — 70
Legs (2) — 120 each	**Main Body — 350

Speed

Running: 50 mph (80 km) maximum. Note that the act of running does tire out its operator, but at 10% the usual fatigue rate, thanks to the robot **exo-skeleton.**

Leaping: The powerful robot legs can leap up to 15 feet (4.6 **m)** high or across unassisted by the **thrusters.** A *jet thruster assisted leap* can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The rocket propulsion system enables the **X-10** Predator to hover stationary up to 300 feet (91.5 m) or fly. Maximum flying speed is 250 mph (400 **km),** but cruising speed is considered to be 125 mph (200 km). Maximum altitude is limited to **about** 500 feet (152 m).

Flying Range: The nuclear power supply gives the **X-10** a decade of life, but the jet rockets get hot and need to cool after a maximum of ten hours of flight when travelling at speeds above cruising, and twenty hours at cruising speed, indefinitely with rest stops.

Statistical Data

Height: 9 feet (2.7 m) from head to toe, or 11 feet (3.35 m) with wings extended.

Width: Wings down, 5 feet (1.5 m)
  Wings extended, **13** feet (4 m)

Length: 4 feet 6 inches (1.4 m)

Weight: 900 **lbs** (405 kg)

Physical Strength: Equal to a P.S. 40

Cargo: None

Power System: Nuclear; average energy life is 11 years.

Black Market Cost: 1.9 million credits for a new, undamaged, fully powered suit complete with pulse cannon and **mini-missiles.** Poor availability.

Weapon Systems

1. X-10-453A Pulse Cannon (1, **right arm):** This is high-powered laser pulse cannon with unparalleled range and power. The weapon is hooked directly to the armor's nuclear power supply eliminating the need of an external power pack.
Primary **Purpose:** Assault
Secondary Purpose: Defense
Weight: Built into the power armor.
Mega-Damage: 1D4 x 10 M.D. per multiple blast of four simultaneous energy pulses or 2D4 M.D. per single pulse.
Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).
Maximum Effective Range: 4000 feet **(1200** m)
Payload: Effectively unlimited.

2. Dual Shoulder Mini-Missile Launcher: A small mini-missile launcher, holding two (2) mini-missiles, is mounted above the right shoulder.
Primary **Purpose: Anti-Aircraft**
Secondary Purpose: Defense
Missile Type: Any mini-missile can be used, but standard issue is armor piercing **(1D4 × 10** M.D.) or plasma **(1D6 × 10).** Fragmentation will be used for anti-personnel operations.

*Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and **senses.** No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit (shielded by exhaust tube, wings, and shoulder plating). Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -4 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying a wing will make flight impossible. However, even with no **wing(s),** the **X-10** can make jet powered leaps and hover stationary above the ground.

Mega-Damage: Varies with missile type.
Range: Usually about a mile.
Rate of Fire: One or **two**.
Payload: Two

3. **Energy Rifles or Light Rail Guns** and other normal weapons can be substituted in an emergency or as a back-up weapon. Space limitations and the bulk of the armor limit additional weapons to one. The weapon can only be fired by the left hand, thus all right-handed pilots are −2 to strike.

4. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Basic and Elite Power Armor Combat Training* in the Robot Combat section of **Rifts,** page **45**. All abilities are the same except as follows:

   − 1 to dodge **penalty.**
   Normal Punch 1D6 + 1 M.D.
   Claw Punch 2D4 M.D.
   Claw Power Punch 2D6 M.D.
   Claw Crush or Tear 1D6 + 1 M.D.

5. **Sensor System Note:** The **X-10** Predator has full optical systems including laser targeting, telescopic, passive night vision (light **amplification), thermo-imaging,** infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

   Sensor Bonuses: +2 to strike is applicable to long range weapon combat only, not hand to hand. See *Power Armor Combat Training* in the Robot Combat section for other bonuses.

Triax X-1000 Ulti-Max Power Armor ———

The X-1000 Ulti-Max is the most powerful form of power armor ever developed by post-rifts technology. Some feel that it rivals the famous Glitter Boys in sheer **firepower** and armor. Many argue that the Ulti-Max is not power armor at **all,** but a super sophisticated, miniaturized robot. Most consider it to be power armor because of its size of under 20 feet and weight of **2.5** tons, super light when compared to most robot vehicles. **However,** the pilot does sit at a control console and the armor is completely automated. Regardless of whether it is a robot or power armor, the Ulti-Max is a fabulous war machine, offering all-terrain capabilities, heavy armor, and vast firepower. Chi-Town has purchased 24 to add to its own mechanized forces, against **Tolkeen,** and another 12 to be field tested in the western **wastelands.** The Ulti-Max is a pivotal infantry unit in the army of the *New Republic.*

The X-1000 Ulti-Max is so devastating that **Chi-Town** is considering outlawing its sale to independent, non-CS purchasers. The fear is that in the wrong hands the X-1000 could present a serious threat to the security of the Coalition States. The decision to ban the unit from the general market is pending, but likely to pass (this will not please the New Republic). The Emperor had even considered purchasing a division of the robots for the Coalition **States,** but has decided to wait and try to develop **their** own super-armor rather than become dependent on a powerful foreign nation.

X-1000 Ulti-Max Power Armor
Model Type: PA-X-1000
Class: Strategic Armor Military Assault Suit
Crew: One
M.D.C. by Location:
    Rear Exhaust Tubes (2) — 50 each
    Rear Booster Jet (1) — 50
    VX-180 Maxi-Rail Gun (1) — 100
    VX-180 Laser (1) — 15
    VX-180 Targeting System (1) — 20
    Mini-Missile Shoulder Launchers (2) — **150** each
    Forearms (2) — 120 each
    Upper Arms (2) — 100 each
    Legs (2) — 200 each
    Head Spotlight (1) — 10
    Communications Cluster (1, top, rear) — 30
    *Head Sensors (top) — 70
    Main Body — 400
    Force Field — 100
    Reinforced Pilot's Compartment — 80

* Destroying the sensor head of the power armor will eliminate all forms of optical enhancement and sensory **systems.** The pilot must now rely on his own human vision ˜and senses (and the VX-180 rail gun's targeting system). No power armor combat bonuses to strike, parry, and dodge (rail gun bonuses are still applicable if **intact). Note:** The sensor head is a small and difficult target to hit (shielded by exhaust tubes and shoulder plating). **Thus,** it can only be hit when a character makes a *called shot* and even then the attacker is −4 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note:** Destroying the booster jet will not significantly impair the **X-1000's** movements; reduce maximum speed to 40 mph (64 km) and suffers a penalty of - 1 to **dodge.**

Speed
Running: 44 mph (70 km) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is a more cautious 35 mph (56 **km).** Well suited for most terrains including underwater. Not well suited for climbing or mountain terrain, although **the** rear booster jet is helpful in maintaining stability on uneven ground and against concussions from enemy bombardment.
Leaping: Not possible!
Flying: Not possible! The rear rocket system is provided to add stability and **balance,** nothing **more.**

Statistical Data
Height: 16 feet (4.9 m) from head to toe, but the large exhaust tube extends to about 20 feet (6 **m).**
Width: 9 feet (2.7 m)
Length: 6 feet 6 inches (1.9m).   Weight: 2.5 tons
Physical Strength: Equal to a P.S. 40
Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for one rifle, one pistol, light body armor, and canteen and food rations (4 week supply). A two gallon water cooler is built into the unit.
Power System: Nuclear; average energy life is 20 years.

Black Market Cost: 22 million credits average, but has been known to sell for twice as much from time to time, for a new, undamaged, fully powered suit, complete with the VX-180 Maxi-Rail Gun and mini-missiles. Poor availability.

Weapon Systems

1. VX-180 Maxi-Rail Gun (1): This is the standard weapon for the X-1000 Ulti-Max and is one of the most powerful long-range rail guns manufactured in the world. The weapon is hooked directly to the armor's nuclear power supply eliminating the need of an external power pack. Other rail guns can be substituted in an emergency.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Gun: 350 lbs (157 kg), One VX-180 Ammo-Drum: 200 lbs (90 kg); two ammo-drums are standard.

Mega-Damage: A Burst is 40 rounds and inflicts 1D6 x 10 M.D.; can only fire bursts.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Maximum Effective Range: 6000 feet (1828 m)

Payload: 4000 round drum; that's 100 bursts. The second drum feeds immediately after the first drum is exhausted. Reloading a drum will take about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of power armor; a strength of 26 or higher is required.

Special VX-180 Features: 1) The rail gun has its own laser targeting and radar tracking system built into the weapon itself (the large round cylinder). Range: 6000 feet (1828 m). Bonuses: +2 to strike, +1 to parry and dodge.

   2) A variable light frequency laser (the smaller cylinder). The laser draws its power from the power armor itself, but also has an auxiliary energy-clip in case of an emergency. E-clip payload: 40 shots. Mega-damage: 2D6 M.D. Range: 4000 feet (1200 m).

2. VX-160 Mini-Missile Launchers (2): A letter box style mini-missile launcher is mounted above both shoulders and offers additional protection to the sensor head, as well as greater firepower.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Armor

Missile Type: Any mini-missile can be used, but standard issue is an equal number of armor piercing (1D4 X 10 M.D.) and plasma (1D6 x 10). Fragmentation may be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about one mile (1.6 km).

Rate of Fire: One, or in volleys of two, four, or six.

Payload: 15 of each, 30 total.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Basic and Elite Power Armor Combat Training* in the Robot Combat section of **Rifts,** page 45. All abilities are the same except as follows:

   Restrained Punch 1D4 M.D.
   Full Strength Punch 2D4 M.D.
   Power Punch 3D6 M.D.
   Leaps and Kicks are not possible.

4. Sensor System Note: The X-1000 Ulti-Max has full optical systems including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.
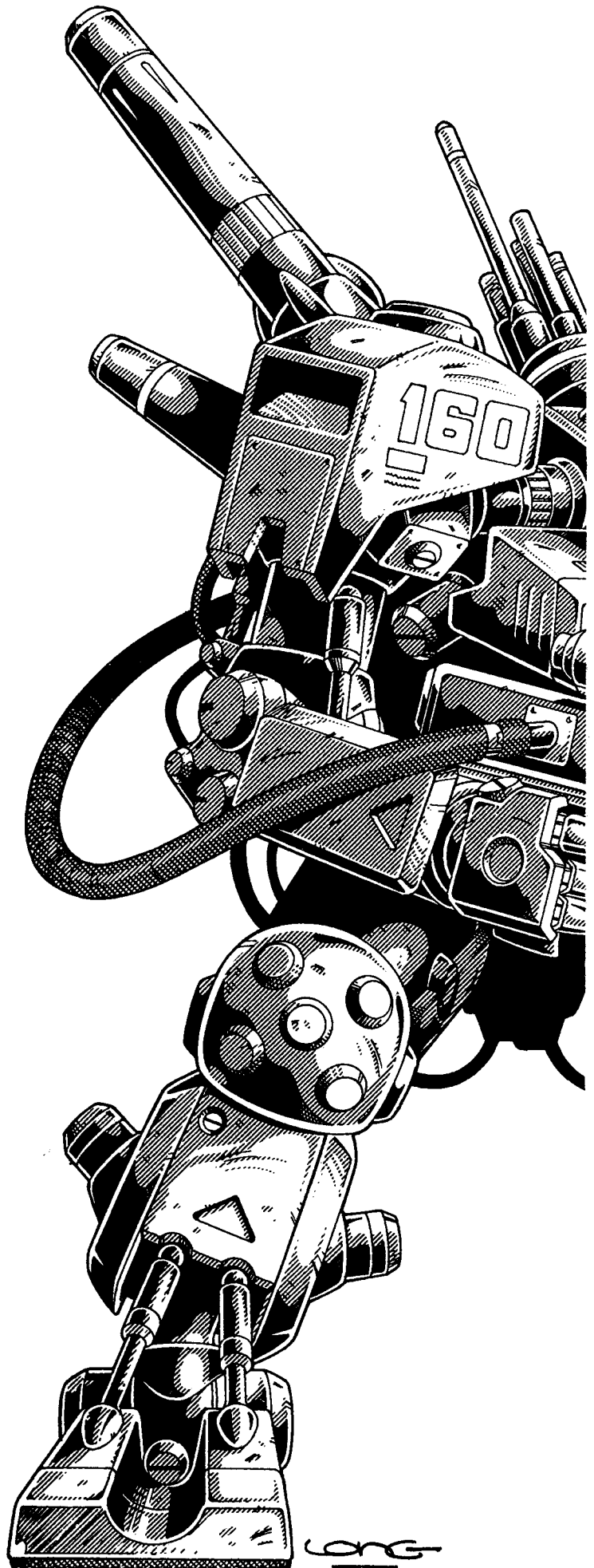
Sensor Bonuses: +2 to strike applicable to long-range weapon combat **only,** not hand to hand. **+1** to **dodge.** Does not include **VX-180** rail gun **bonuses.** See *Power Armor Combat Training* in the Robot Combat section of **Rifts** for other bonuses and pages **211** and **212** for standard power armor systems.

5. Rechargeable force-field: One of the most impressive features is the mega-damage capacity force-field generator that is an integral part of the overall system. The force field can be engaged at any time, usually at the beginning of heavy combat, thus letting the rechargeable field take the brunt of the initial combat **damage.** The two drawbacks that the laser cannot be fired when the field is engaged and the recharge period for an M.D.C. depleted field is 24 hours.

Depleting the 100 M.D.C. of the force field will automatically shut the field generating **system** down and all subsequent damage is subtracted from the body of the **X-1000.** A depleted force field requires a full 24 hours to regenerate to full capacity. Even minor damage (25 M.D.C. or less) will require eight (8) hours to restore to full power.

43
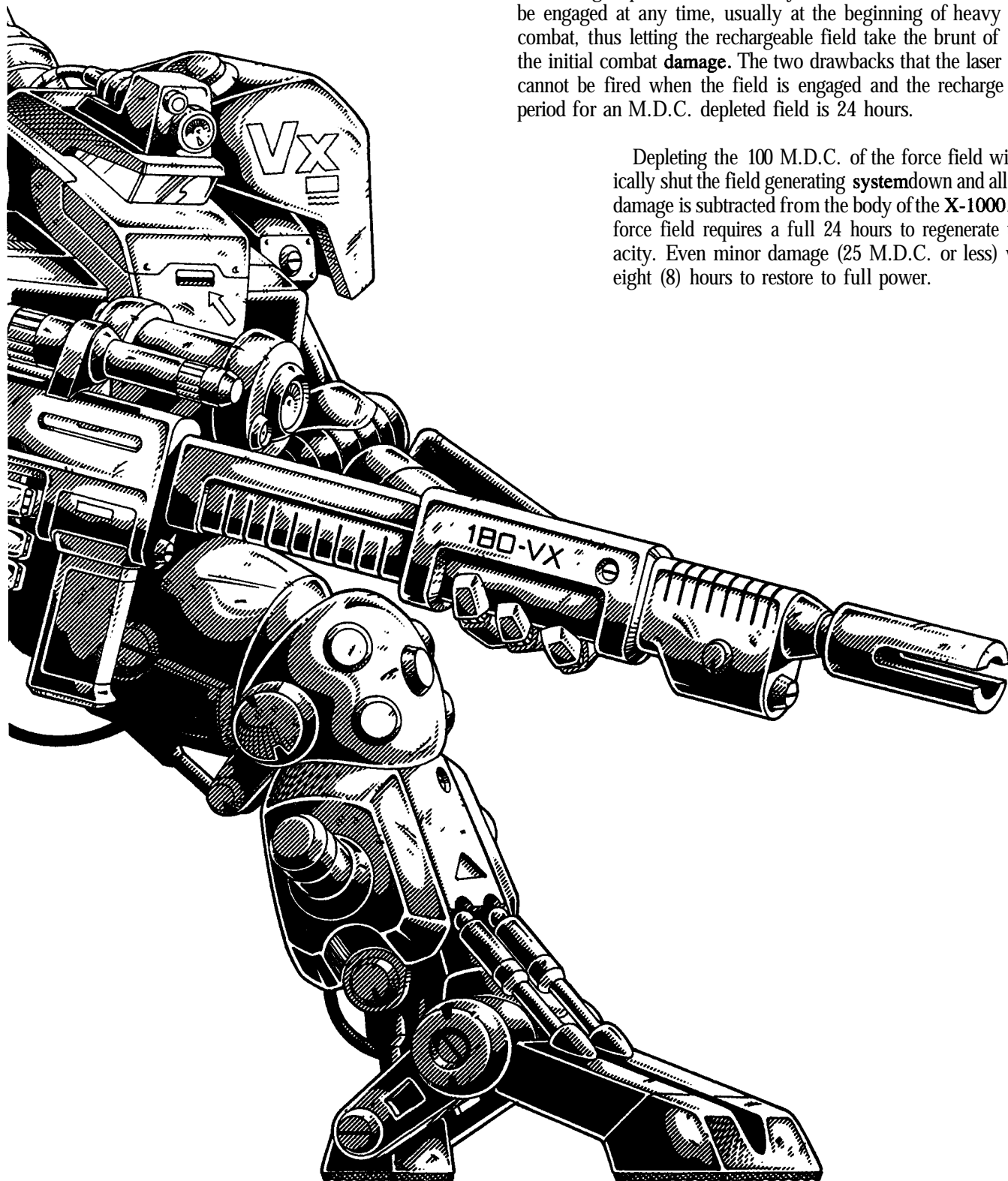
Triax X-500 Forager Battlebot ——————————-

The Forager is an older style assault robot known for its dependability and firepower. It is equally excellent for travel, and combat. The X-500 is also excellent for construction and mining operations.

X-500 Forager Battlebot

Model Type: X-500
Class: Ground Infantry Assault Robot with multiple capabilities
Crew: Two; pilot and copilot, and can accommodate two passengers

M.D.C. by Location:
Medium Range Missile Launchers (2) — 130 each
Belly Gun Turret (1) — 100
Hands (2) — 60 each
Forearms (2) — 100 each
Upper arms (2) — 140 each
Legs (2) — 200 each
Spotlight (1, head area) — 10
Small Headlights (2, shoulder area) — 5 each
*Head Sensors (1; small circle) — 70
**Main Body — 450
Reinforced Pilot's Compartment — 100

* Destroying the sensor head of the bot will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses; no bonuses to strike, parry, and dodge. **Note:** The sensors are a small disk in the head area and is a difficult target to hit. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is −4 to strike.

**Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed

Running: 60 mph (96 km) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is a more cautious 35 mph (56 km). Well suited for most terrains including underwater. Not well suited for climbing or mountain terrain. Excellent for mining (digging) and construction operations.
Leaping: 10 feet high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.
Flying: Not possible.

Statistical Data

Height: 29 feet, 5 inches (9 m)
Width: 15 feet (4.6 m)
Length: 12 feet (3.7 m)
Weight: 28 tons fully loaded, 22 tons without missiles and launchers.
Physical Strength: Equal to a P.S. 40
Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for four rifles, four pistols, four suits of body armor, a dozen fragmentation grenades, and canteens and food rations (4 week supply). A small refrigeration unit and 100 gallon water cooler is built into the robot.
Power System: Nuclear, average energy life is 20 years.
Black Market Cost: 22 million credits for a new, undamaged, fully operational combat unit, complete with missiles. Fair availability. 13 million for the labor and exploration models, but without the missile launchers (have belly gun).
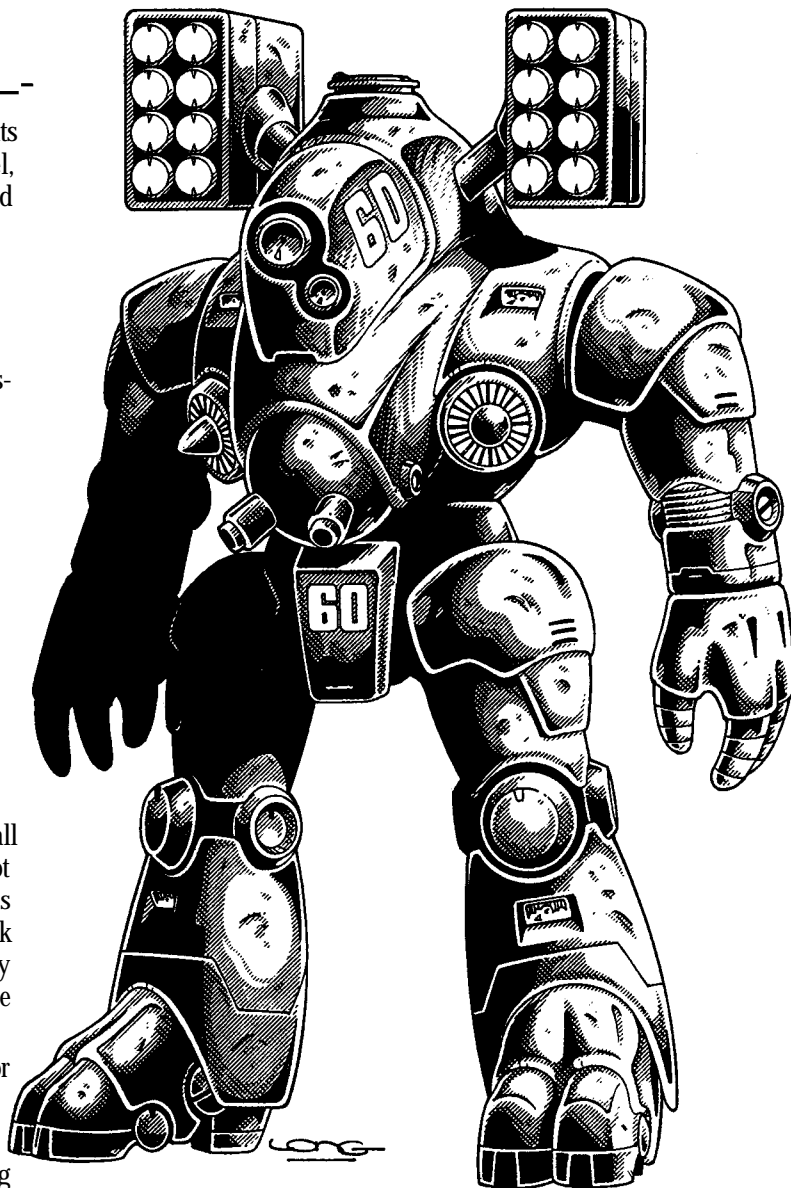
Weapon Systems

1. **Dual Shoulder, Medium Missile Launchers** (2): Eight medium range missiles are housed in a launcher above each shoulder. Both launchers are capable of 180 degree upward rotation.
Primary Purpose: Anti-Armor
Secondary Purpose: Anti-Aircraft
Missile Type: Any medium missile can be used, but standard issue is armor piercing (2D4 × 10 M.D.; multi-warhead whenever possible) or plasma (2D6 x 10). Fragmentation may be used for anti-personnel operations.
Mega-Damage: Varies with missile type .
Range: Usually about 40 + miles (64 + km).
Rate of Fire: One at a time or in volleys of two or four.
Payload: 16 missiles

2. **Ion Belly Gun Turret:** The double-barreled ion blaster is designed to counter ground troops and rotate 90 degrees in all directions. The turret can fire one of its guns or both simultaneously. Also note that the entire upper torso section of the X-500 Forager can rotate 360 degrees, which means it can turn completely around without having to move its feet.
Primary Purpose: Assault
Secondary Purpose: Defense

Mega-Damage: 4D6 M.D, per single blast or 1D4x 10 per dual simultaneous blast
Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).
Maximum Effective Range: 4000 feet (1200 m)
Payload: Effectively unlimited.

3. **Hand to Hand** Combat:Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Basic and specific Robot Combat Training* in **Rifts,** pages 44 and **45**. All abilities are the same as the **UAR-1** Enforcer except as follows:
     Crush, Pry or Tear: 2D4 M.D.
     Dig: 2D6 M.D.
     Stomp: 2D4 M.D.
4. **Sensor System Note:** The X-500 Forager has full optical systems including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to most robots. See **Rifts,** page 214.

Triax DV-12 Dyna-Bot ─────────

The DV-12 Dyna-Bot was created to function as an expendable substitute for human troops. The wilds of Europe are even more fraught with danger and monsters than the American continents. Thus, human life is a precious commodity that can not be callously discarded in war. The present DV-12 Dyna-Bot is the most recent in a long line of man-size robots and represents decades of technological development.

Dyna-bots are used by the New Republic, not only as infantry troops, but as a vast force of exterminators sent on long journeys throughout Europe for the express purpose of terminating intelligent alien life forms. Literally millions of dyna-bots have been sent into the wastelands to purge the land. Some travel in small squads or platoons, while others roam the countryside alone or in pairs.

The orientations of the dyna-bots are either combat or labor. The Coalition States have authorized the importation of labor units, not realizing that the bots are identical except for the programming. It is a very simple matter to convert a DV-12 labor bot into a combat dyna-bot, especially with the correct program, which has been made available to the Black market!

Triax Dyna-Bot
Robot/artificial intelligence
Model Type: DV-12
Class: Fully Automated Self-Sufficient Assault Robot
Crew: None; artificial intelligence
M.D.C. by Location:
   Hands (2) — 15 each
   Arms (2) — 40 each
   Laser Finger (2; one on each hand) — 2 each
   TX-30 Ion Pulse Rifle (1) — 5
   Legs (2) — 60 each
   *Head — 40
   **Main Body — 180

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended and even then it will continue to grope around, lashing out and hitting anything it touches. Under these conditions the robot enjoys no combat bonuses and is −9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely/useless. **Note: Additional body armor or power armor can NOT be worn by dyna-bots.

Speed
Running: 120 mph (192 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely. Leaping: The robot's legs, although strong, are not designed for leaping. Leaps are limited to approximately 12 feet (3.7 m) high or across. A running leap at speeds in excess of 60 mph (96 km) will enable the bot to leap 2D6 + 6 yards/meters.
Flying: None, without the addition of a conventional jet pack or vehicle.
Range: The nuclear power pack gives the dyna-bot approximately five years of life, even under the most strenuous and constant amount of use.

Statistical Data
Height: 7 feet, 4 inches (2.2 m)
Width: 3 feet (0.9 m)
Length: 3 feet (0.9 m)
Weight: 500 lbs (175 kg)
Physical Strength: Equal to a P.S. 40
Cargo: None
Power System: Nuclear; average dyna-bot energy life is five (5) years.
Black Market Cost: Four million credits for a new, undamaged, fully powered unit, complete with combat program, assault rifle and bot weapon systems. Rarely available. Three and a half million credits for a labor version, with no assault rifle or apparent weapon systems (concealed) and no combat program; programmed for labor. The labor program makes the dyna-bot slow and docile; reduce maximum speed, attacks/actions per melee, and all bonuses by half. DV-12 Combat program costs 500,000 credits.

Weapon Systems
May vary from dyna-bot to dyna-bot. The following is the standard DV-12 commonly available in North America.
1. **TX-30 Ion Pulse rifle** is the standard issue weapon in the Americas, but any type of assault rifle or light rail gun can be used.
2. **Laser finger gun** (2): One of the fingers on each hand is a small laser that can be used as a tool or as a weapon.
   Primary Purpose: Assault
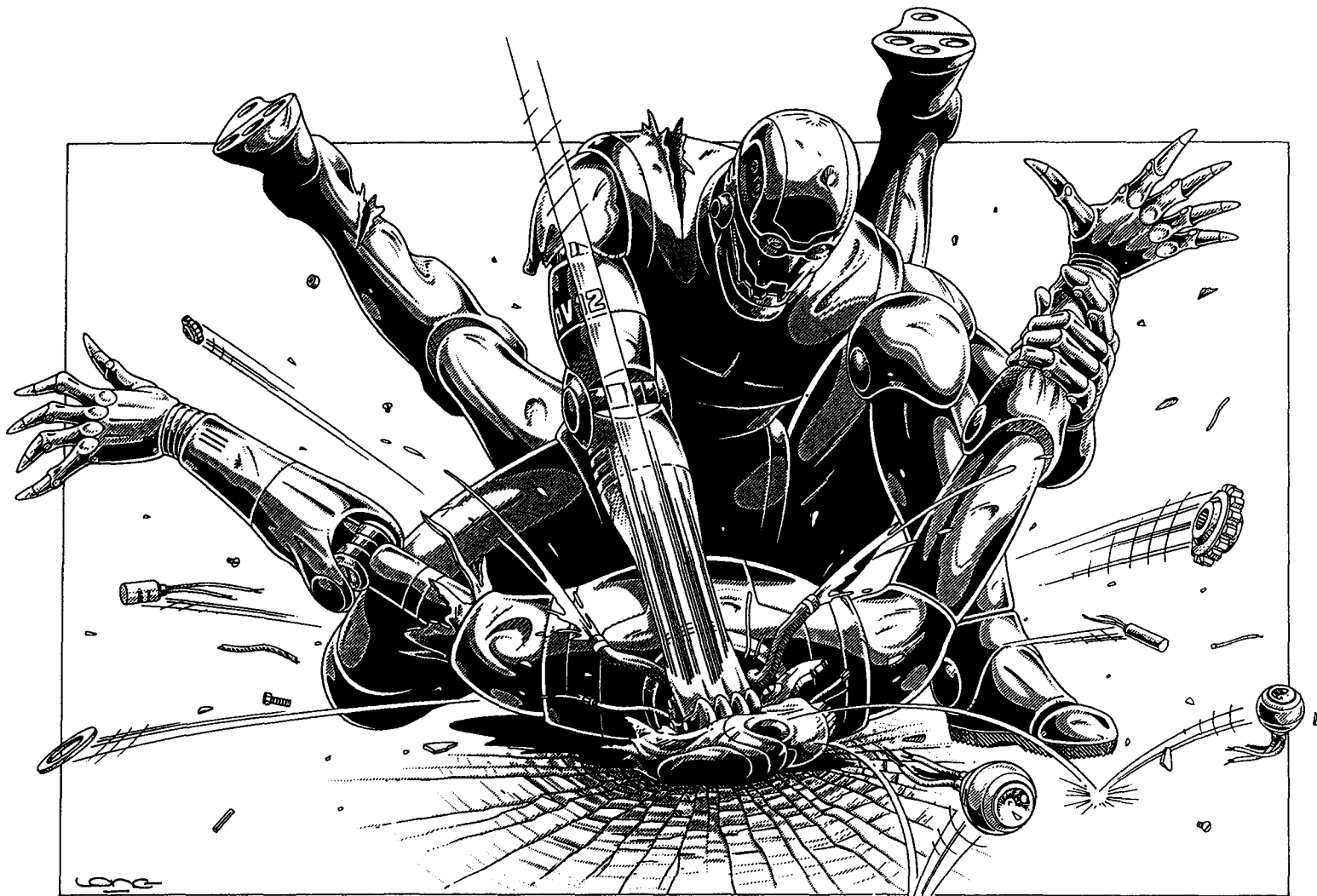   Mega-Damage: Three settings: 1D6×10 S.D.C., or 1D6 M.D., or 2D6 M.D. per finger. The two fingers can be fired simultaneously at the same target (double damage) but only on an aimed shot.
   Rate of Fire: Equal to the total number of hand to hand attacks; aimed, burst, wild; see Modern Weapons Proficiencies.
   Effective Range: 2000 feet (610 m)
   Payload: Effectively unlimited.
   Bonus: +1 to strike.

3. Concealed Particle Beam Rod (light): A particle beam weapon concealed in one of the legs and powered by the bot's nuclear battery.

Primary Purpose: Assault
Weight: 15 lbs (7 kg)
Mega-Damage: 5D6 + 6
Range: 1600 feet (488 m)
Rate of Attack: Equal to the number of hand to hand attacks.
Payload: Effectively unlimited.

4. Chemical spray from the mouth: Inside the mouth is a spray unit that can release a variety of toxic mists. Combat models are usually equipped with tranquilizer/sleep spray or tear gas (same as bionics; **Rifts,** page 240). Total of 60 doses.

5. Hand to Hand Combat: Rather than use a weapon, the dyna-bot can engage in mega-damage hand to hand combat using its fists or vibro-blades. *Six (6) attacks per melee!* Equal to Hand to Hand Martial Arts.

   Damage:
   Controlled S.D.C. punch: 2D6 + 25 S.D.C.
   Full mega-damage Punch, elbow, knee, or body block: 2D6 M.D.
   Power punch, counts as two attacks: 4D6 + 4 M.D.
   Head butt: 1D6 M.D.
   Kick: 1D8 M.D.
   Jump Kick: Double damage (2D8 M.D.)
   Judo style throw/flip: 1D4 M.D.
   Leap attack
   Critical Strike on a natural roll of 19 or 20.

Bonuses: Include all bonuses from programming, robotics and sensors. +4 on initiative roll, +3 to strike with an automatic rifle, energy pistol, or energy rifle (see W.P. skills); +4 to strike on an aimed shot, +6 to strike with vibro-blades or hand to hand attack (punch, kick, etc.), +7 to parry with fists/arms/foot, +8 to parry with vibro-blade, knife or sword; +8 to dodge, +6 to parry and dodge attacks from behind (motion and sound detectors), +4 to roll with impact or fall, +6 to pull punch. Impervious to poison gas, and biological agents, as well as psionic and magic mind control, charms, bio-manipulation, and S.D.C. attacks.

6. Sensor Systems of Note

   Optics: The dyna-bots have full optical systems, including the visible light spectrum, infrared, ultraviolet, and polarization, passive nightvision (light amplification), thermo-imaging, laser targeting, and telescopic. *Telescopic optics* function like built-in binoculars with a range of about two miles (3.2 km). All the other optic systems have a range of about 3000 feet (914 m).

   Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize 50,000 different sounds, from bird chirps to the sound of a car engine or hum of an energy rifle. Adds to bonuses to strike, parry and dodge (see bonuses).

   Motion Detector: 200 foot radius (61 m), adds to ability to parry and dodge (see bonuses).

46

Radio Communication: Medium range, wide band, directional radio. Range: 40 miles (64 km). Can scan and communicate via Techno-can, American, and Euro languages on conventional radio channels/frequencies; same range. Can also eavesdrop on enemy transmissions and track transmissions (60% success level) to their source. Range: 10 miles (16 km). **Note:** Understands American/English, Euro, and Techno-can languages; can identify all others but can not understand or communicate in them.

Speech: Full synthesized voice system and loudspeaker. Can simulate questions and dialogue about as well as any basic computer and give a verbal response. **Note:** The dyna-bots are programmed to *lie* about strategic information and to taunt interrogators.

7. **Combat Skill Program:** W.P. sword, W.P. knife, W.P. automatic rifle, W.P. energy pistol, W.P. energy rifle, W.P. paired weapons: means can use two hand held weapons or vibro-blades in one simultaneous attack (double damage, counts as one attack/melee action) or attack with one and parry with the other. Hand to Hand: Martial Arts equal to 10th level skill (See number 5 for bonuses).

Other skills from the combat program: Pilot hover craft 96%, pilot jet pack 80%, pilot boat 80%, radio: basic 96%, intelligence 90%, land navigation 90%, track (humanoids) 80%, prowl 50% (includes penalties), gymnastics, climb 96%/86% (5x faster than the average humanoid). Languages include: American, Euro, and Techno-can each at 96%; basic math 96%.

Programming and memory enables the dyna-bot to identify all known enemy forces of the New Republic (CS is not included). Includes the identification of 5000 different enemy targets, including specific races, monsters, aliens, non-human features and powers, insignia, uniforms, enemy robot and vehicle designs, acts of aggression, and notorious enemies of the Republic. Combat programming directs the actions and reactions to encounters and attacks. The dyna-bot is fast, deadly, often silent, and cunning.

Labor Program: Remember, speed, attacks/actions per melee and bonuses are all reduced by half! Common skills: Radio: basic 96%, cooking 90%, preserve food 90%, sewing 90%, first aid 90%, basic electronics 90%, automotive mechanics 50%, demolition and disposal 90%, pilot hover craft 90%, and pilot truck 90%. Languages include: American, Euro, and Techno-can, each at 96%; basic math 96%. NO hand to hand combat or weapon proficiencies; can not even use a gun (it's against its prime directive). **Note:** As a laborer, the bots never tire and can carry 2000 pounds/one ton and lift two tons!

Other Bots
NG-V7 Hunter Mobile Gun

The Hunter Mobile Gun has been one of the Northern Guns most popular robot vehicles. It is widely used by explorers (and high-tech bandits and headhunters) in the north and midwest. It is known for being easy to pilot and a dependable work horse in the field. Its Howitzer rail gun and mini-missiles makes it one tough mother in a fight too.

Hunter Mobile Gun Assault Robot

Model Type: NG-V7
Class: Infantry Assault Robot Vehicle
Crew: Three: One pilot, one copilot and gunner, plus four passengers. **Note:** The controls are designed so that the pilot can handle all functions if necessary.

M.D.C. by Location:
Hands (2) — 50 each
Forearm Rocket Launchers (2) — 140 each
Upper Arms (2) — 90 each
Legs (2) — 220 each
Rail Gun Turret (1) — 160
Belly Gun (1) — 20
Chest Spotlight (1) — 6
Leg Headlights (2) — *5*
*Sensors (four in turret) — 5 each
**Main Access Hatch (1; chest) — 75
Emergency Hatch (1; top, rear) — 75
***Main Body — 410
Reinforced Pilot's Compartment — 120

* Destroying all four of the sensors mounted in the gun turret will destroy the main radar and targeting system (no bonuses to strike, parry or dodge). The pilot must rely on his own human vision and less accurate computer and sensory systems. **Note:** The sensor discs are small and difficult to hit, especially on a moving target. Thus, they can only be hit when a character makes a *called* shot and even then the attacker is — 3 to strike.

**Depleting the M.D.C. of the hatch makes the robot vulnerable to entry by the enemy. The inner hatch has only 20 M.D.C.

***Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely, rendering it useless. **Note:** The chest spotlight is destroyed when the main body has suffered 300 points of damage.

Speed
Running: 70 mph (112 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.
Leaping: Not recommended because of the weight and disportionately heavy head/upper body. Leaps are possible only from a running start and limited to approximately 20 feet (6 m) lengthwise and height is only five feet or six feet (1.8 m). *The chance of falling is high;* roll percentile for every jump/leap. 1-62% likelihood of falling over. Fall causes the NG-V7 to lose all its attacks for one melee round while the pilot struggles to stand the bot back up.

Statistical Data
Height: 32 feet (9.3 m)
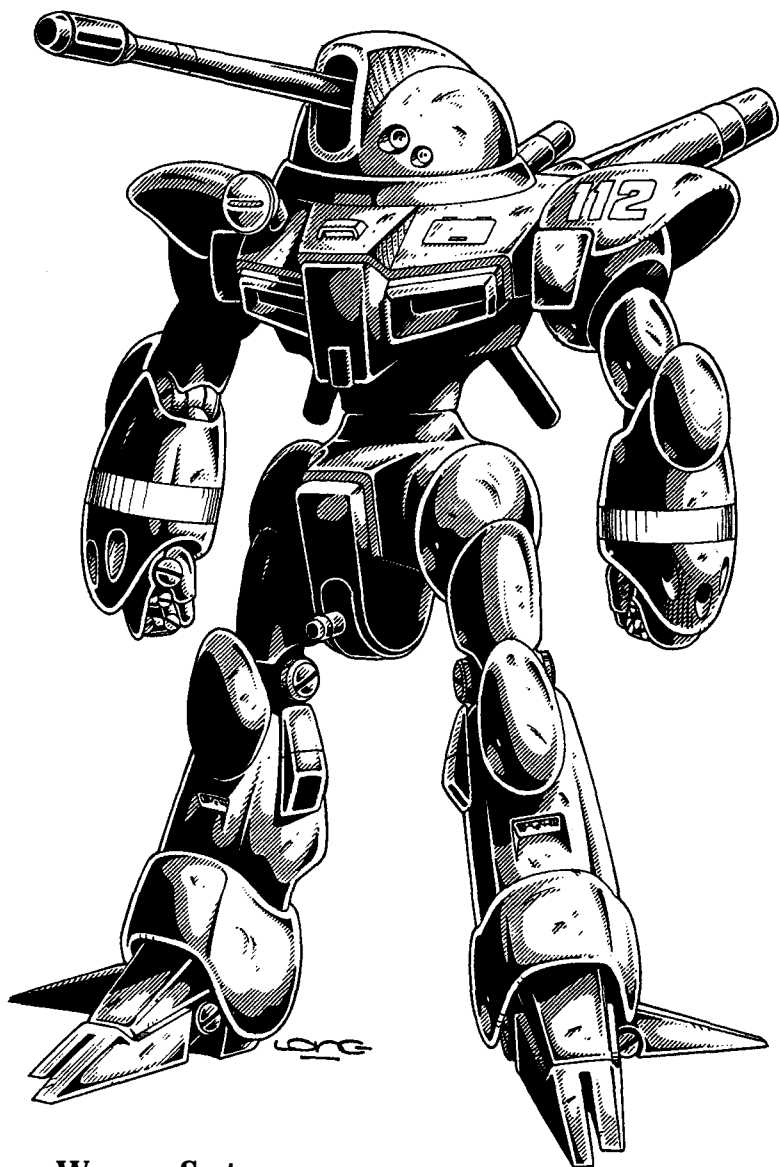Width: 19 feet (5.8 m)
Length: 14 feet (4.3 m)
Weight: 34 tons fully loaded.
Physical Strength: Equal to a P.S. 40
Cargo: Minimal storage space; about four feet (1.2 m).
Power System: Nuclear; average energy life is 20 years.
Black Market Cost: 40 million credits for a new, undamaged, fully powered unit, complete with fully functioning weapon systems. Fair availability.

Weapon Systems

1. **NG-H155 Howitzer Rail Gun** (1): The NG-V7's main weapon is its rapid-fire, automatic, self-loading, Howitzer rail gun. The big gun can be fired by any crew member, or the designated crew member assigned as the gunner. The Howitzer Rail Gun is housed in a protective turret that can rotate 360 degrees and has a gun arc of 90 degrees up and down. This gives the weapon a fair range of angle and can be used against ground and air targets. However, it also means there is a 20 foot (6 m) blind spot at its feet and a 30 foot (9 m) blind spot directly above its head.
   Primary Purpose: Assault/ anti-armor
   Secondary Purpose: Anti-aircraft
   Mega-Damage: 1D6 X 10 M.D. per single blast (40 rounds) or 2D6 x 10 M.D. per double blast (rapid firing of two full bursts at the same target).
   Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).
   Effective Range: 6000 feet (1828 m)
   Payload: Two 80,000 round drums; that's 2000 single bursts per drum (1000 double bursts). The second drum feeds immediately after the first drum is exhausted. Reloading a drum will take about two minutes; the process is fully automated.

2. **Forearm Rocket Launchers** (2): Mini-missile launchers are built into each arm.
   Primary Purpose: Anti-personnel
   Secondary Purpose: Defense
   Mega-Damage: Varies with missile type. Usually fragmentation (5D6 M.D.) or plasma (1D6 × 10 M.D.), but can be any.
   Range: 2700 feet (822 m) to a mile (1.6 km).
   Rate of Attack: One at a time or in volleys of 2, 3, 4, or 6 per melee.
   Payload: 18 total, nine (9) per arm.

3. **NG-330 Heavy Laser** (1, **belly gun):** A single-barreled laser is located on the lower torso area of the Hunter. Its primary use is to disperse enemy ground troops in the blind spot of the main gun. The turret can rotate 180 degrees downward, forward and backwards.
   Primary Purpose: Anti-personnel
   Secondary Purpose: Defense
   Mega-Damage: 5D6 M.D. per blast
   Range: 2000 feet (610 m)
   Rate of Attack: Four per melee in addition to the howitzer attacks.
   Payload: Effectively unlimited.

4. **Hand to Hand Combat:** Rather than use a weapon, the robot can engage in mega-damage hand to hand combat using its fists. Combat abilities are identical to the UAR-1 Enforcer with the following exceptions.
   No power punch!
   Leap attacks not recommended.

5. **Sensory System: Standard;** *see Rifts, page 214.*

NG-M56 Multi-bot ─────────────

The M56 Multi-bot is Northern Gun's most ambitious and perhaps, most unusual robot vehicle to date. It is designed to be an all-purpose machine with both light combat and exploration applications. The robot has a heavy ion cannon mounted in its mid-section that swings up and forward when needed. A new style missile launcher is built into the back. When the missiles are to be launched, two scissor shaped arms swing up and lock into a V shape. When not needed, the two appendages swing back down, folded behind the robot (the illustration shows the launchers locked in firing position).

The shoulder shields flip out to fire mini-missiles. And a gunner's hatch is located on the top of the robot, with an NG-101 rail gun mount.

The most unique feature is that the head-like upper body is a hover craft that can detach from the shoulders and fly away. The flying head can detach and reattach with ease, although reattachment is the more difficult procedure and requires 1D4 minutes to dock and lock into place. Disengaging from the main bot is instant, but the missile launchers must be in the down position.

Some genius at Northern Gun thought this was the robot vehicle of the future and rushed mass production. Unfortunately, the multi-bot has not been thoroughly field tested nor has it been meet with great enthusiasm by the general public. The M56 Multi-bot appears to be too strange looking and unconventional to attract the average robot consumer. Consequently, the current market price is comparatively low for a light combat/exploration robot.

NG-M56 Multi-bot

Model Type: NG-M56
Class: Ground Assault Robot Vehicle with multiple capabilities
Crew: Two; pilot and copilot, and can accommodate six passengers

M.D.C. by Location:

Medium Range Missile Launchers (2) — 100 each
Shoulder Mini-Missile Shields (2) — 100 each
Ion Cannon (1, mid-section) — 100
Hands (2) — 30 each
Forearms (2) — 90 each
Upper Arms (2) — 100 each
Legs (2) — 200 each
Spotlight (1, head area) — 10
Headlights (2, eyes) — 5 each
*Sensor Turret (1; left shoulder) — 50
**Main Body — 290
Detachable Hover Craft Upper Body — 190
Reinforced Pilot's Compartment (hover craft) — 110

* Destroying the sensor turret of the robot will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses; no bonuses to strike, parry, and dodge. **Note:** The sensor turret is a small target and is difficult to hit. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is — 3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. However, the upper section can detach and fly away. **Note: When assigning main body damage, it is best to divide the damage between the main body and the upper hover craft portion of the body (a large target). When the hover craft's M.D.C. is depleted, it can no longer fly. But may continue to function as the robot's command center.

Speed

Running: 60 mph (96 km) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is a more cautious 35 mph (56 km). Well suited for most terrains, including underwater. Not well suited for climbing or mountain terrain. Excellent for mining (digging) and construction operations.
Leaping: 10 feet high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.
Flying: The pilot and crew's compartment is built into the upper section, which is also an independent hover vehicle that can separate from the main body of the robot and fly. The flying helm can attach and reattach as often as necessary, but the main body remains immobilized until the hover craft returns. Speed of the flying helm is 240 mph (384 km) and can reach an altitude of 10,000 feet (3050 m); +4 to dodge when flying. It can also hover stationary or zoom along, hugging the surface, about 5 feet (1.5 m) above the ground.

Statistical Data

Height: 26 feet (7.9 m) from head to toe, or 34 feet (10.4 m) with the missile launchers extended.
Width: 20 feet (6 m)
Length: 19 feet (5.9 m)
Weight: 30 tons fully loaded, 24 tons without missiles.
Physical Strength: Equal to a P.S. 40
Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for four rifles, four pistols, four suits of body armor, canteens and food rations (4 week supply). A small refrigeration unit and 100 gallon water cooler is built into the robot.
Power System: Nuclear; average energy life is 18 years.
Black Market Cost: 22 million credits for a new, undamaged, fully operational combat unit, complete with missiles. Good availability. List price was 34 million.

Weapon Systems

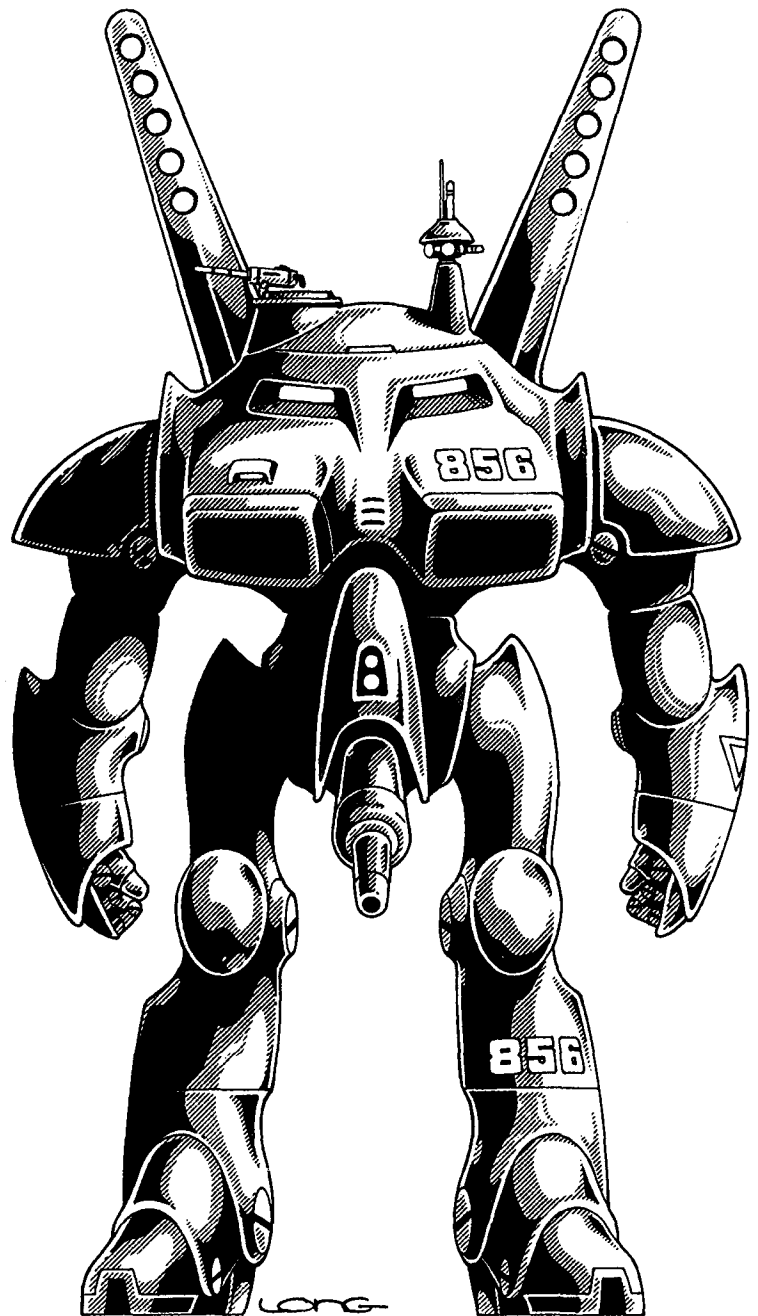1. **Scissor Medium Missile Launchers** (2): Five medium range missiles are attached to the back of the bot. Eaxh swings up and locks into a V shape.
   Primary Purpose: Anti-Armor
   Secondary Purpose: Anti-Aircraft
   Missile Type: Any medium missile can be used, but standard issue is armor piercing (2D4 X 10 M.D.) or high explosive (2D6 × 10).
   Mega-Damage: Varies with missile type .

Range: Usually about a **40+** miles (**64+** km).
Rate of Fire: One at a time or in volleys of two or three.
Payload: 10 missiles; five in each launcher.

2. **Concealed Shoulder Mini-Missile Launchers** (2): Behind each shoulder shield is a mini-missile launcher.
Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: Standard issue is fragmentation or high explosive missiles, 5D6 M.D. each.
Rate of Fire: One at a time or in volleys of two or three.
Maximum Effective Range: Half mile to a mile (**1.6** km)
Payload: 18 total; nine in each shoulder.

3. **Heavy Ion Cannon:** The single-barreled ion blaster is designed to counter ground troops. Fixed **forward,** with a 90 degree angle up and down.
Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 5D6 M.D. per single blast.
Rate of Fire: Equal to number of combined hand to hand attacks (usually **4-6**).
Maximum Effective Range: 4000 feet (1200 m)
Payload: Effectively unlimited.

4. **NG-101 Light Rail Gun** (1): The light rail gun is built into a swivel mounting on top of the flying helm portion of the **multi-bot.** The gun can rotate 360 degrees and can point 90 degrees up and down. A gunner must man the gun.
Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 6D6 M.D. per 30 round burst.
Rate of Fire: Standard; see Modern Weapon Proficiencies.
Maximum Effective Range: 4000 feet (1200 m)
Payload: 1800 rounds (60 bursts).

5. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Basic and specific Robot Combat Training* in **Rifts,** pages 44 and 45. All abilities are the same as the **UAR-1** Enforcer except as follows:

    No Restrained Punch
    No Power Punch
    No Leap Kick

6. **Robot Sensors and Features:** Standard; see **Rifts,** page 214.

NG-W9 Light Labor Bot

The NG-W9 light labor bot was created to function as an inexpensive and expendable substitute for human laborers. The small bots are ideal for working on assembly lines, loading and unloading freight, warehouse work, construction and other forms of labor. Since the robots never tire, they can put in 20 hours of work daily (they should have a cooling period of four hours to avoid a possible internal systems burnout), and are consistent in the level of quality they can **maintain.**

NG-W9 Light Labor Bot
Robot/artificial intelligence

Model Type: NG-W9
Class: Fully Automated Self-Sufficient Labor Robot
Crew: None; artificial intelligence
M.D.C. by Location:
  Hands (2) — 5 each
  Arms (2) — 20 each

Laser Finger (1; one on one hand) — 1
Legs (2) — 40 each
*Head — 20
**Main Body — 100

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended and even then it will continue to grope around, lashing out and hitting anything it touches. Under these conditions the robot enjoys no combat bonuses and is **−9** to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down **completely/useless. Note:** Additional body armor or power armor can NOT be worn by bots.

Speed
Running: 50 mph (80 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained **indefinitely.**
Leaping: The robot's legs, although strong, are not designed for leaping. Leaps are limited to approximately 12 feet (3.7 m) high or across. A running leap at speeds in excess of 40 mph (64 **kmph**) will enable the bot to leap 2D6 yards/meters.
Flying: Not possible.
Range: The nuclear power pack gives the **NG-W9** approximately five years of **life,** even under the most strenuous and constant amount of **use.**

Statistical Data
Height: 8 feet, 4 inches (2.5 m)
Width: 3 feet (0.9 m)
Length: 3 feet (0.9 m)
Weight: 800 lbs (360 kg)
Physical Strength: Equal to a P.S. 30
Cargo: None
Power System: Nuclear; average bot energy life is five (5) **years.**
Black Market Cost: Two million credits for a **new, undamaged,** fully powered unit, complete with labor program and utility laser finger. Good availability.

Weapon Systems

The NG-W9 is not equipped with weapons nor is it programmed to use weapons, not even blunt weapons such as clubs. However, it is equipped with a utility laser finger tool, and rogue scientists have been known to convert the **bot's** labor program to a combat program.

1. **Laser finger gun** (1): One of the fingers on one of the hands is a small laser to be used as a tool (or as a **weapon**).

  Primary Purpose: Labor, cutting and welding.
  Mega-Damage: Three settings: 6D6 S.D.C., $1D6 \times 10$ S.D.C., or 1D6 M.D.
  Rate of Fire: Equal to the total number of hand to hand **attacks.**
  Effective Range: 100 feet (30.5 m)
 **Payload:** Effectively unlimited.

2. **Hand to Hand Actions:** The labor program prevents the bot from engaging in any combat action, even self-defense or defending its master. The bot simply does not know how to react to combat and will either stand still or continue to do its job. Three actions per melee.

3. Sensor Systems of Note

Optics: The NG-W9 has a basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize 20,000 different mechanical sounds, from the sound of a car engine to the hum of a generator.

Radio Communication: Short range, directional radio. Range: two miles (3.2 km). **Note:** Understands American/English, Spanish, and Techno-can languages; can identify all others but can not understand or communicate in them. The types of languages known can be changed, but are limited to three.
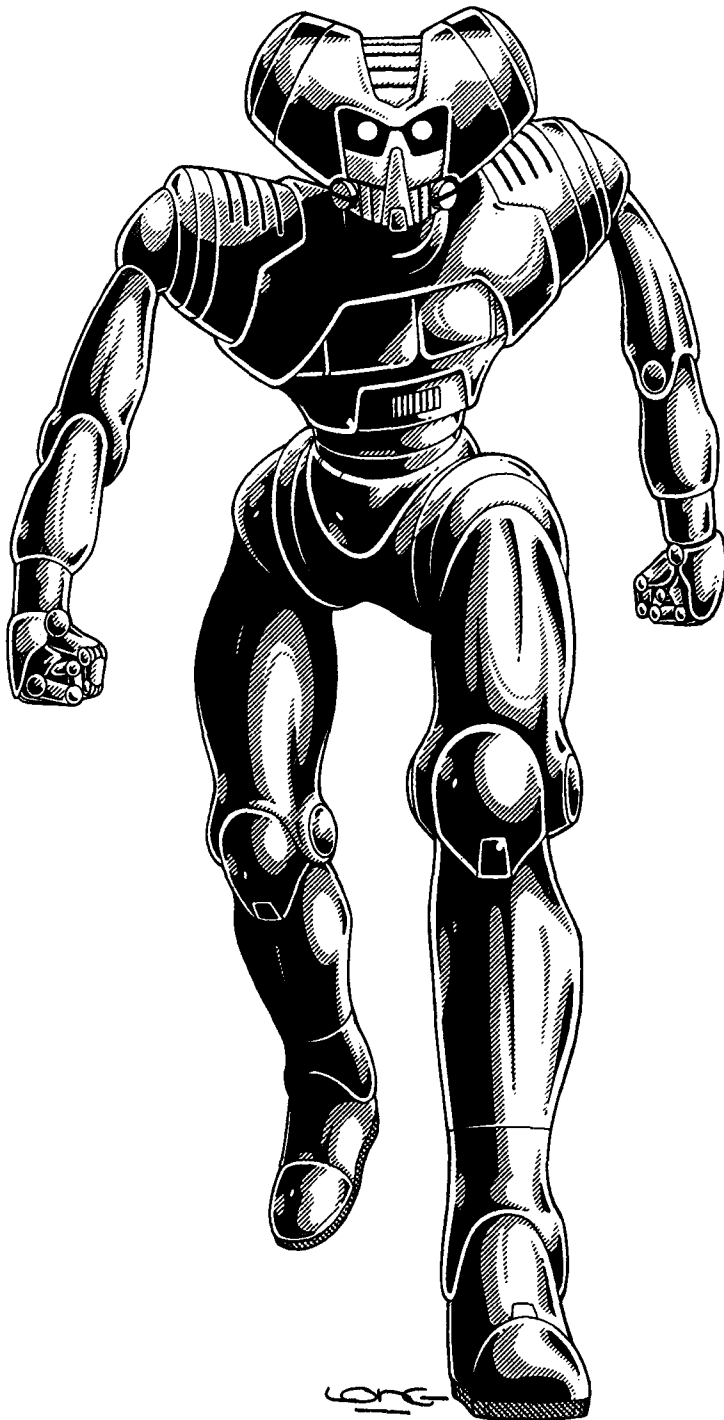
Speech: The NG-W9 cannot carry on a conversation but can respond to simple questions. Remember, they do understand the spoken word of the common languages. Communicates via radio transmission or voice synthesizer. Limited to the following:
"Affirmative."
"Negative."
"Does not compute."
"Error."
"Identify."
"Work Completed"
"How may I assist."
"Allow me to assist."
"Come with me."
"Warning! This area is dangerous for humans."
"Danger! Evacuate the area!"

4. **Labor Program and Skills:** Common skills: Radio: basic 96%, first aid 90%, basic electronics 90%, automotive mechanics 60%, pilot hover craft 90%, and pilot truck 90%. Languages include: American, Spanish, and Techno-can, each at 96%; basic math 96%. NO hand to hand combat or weapon proficiencies; can not even use a gun (it's against its prime directive). **Note:** As a laborer, the bot never tires and can carry 1500 pounds and lift 3000 pounds/1.5 tons!

5. **Optional Combat Program:** Hand to Hand: Expert equal to 6th level skill. Three (3) attacks per melee, +3 to strike, +4 to parry and dodge, +5 to dodge running, +15 S.D.C. damage, and kick attack (includes robot bonuses). W.P. blunt, W.P. knife or sword, W.P. automatic rifle, W.P. energy pistol, W.P. energy rifle. **Damage:** 1D4 M.D. punch and body flip, 1D6 M.D. kick; that's it, or by weapon. Can now use weapons and has rudimentary soldiering skills.

Other skills from the combat program: Pilot hover cycle 90%, pilot automobile 90%, pilot boat 80%, radio:basic 96%, land navigation 90%, intelligence 40%, prowl 40% (includes penalties), climb 96%/86% (3x faster than the average humanoid). Languages include: American, Spanish, and Techno-can, each at 96%; basic math 96%. Four of the skills from the labor program may be added. **Cost of Combat Program:** 250,000 credits. Labor program costs 100,000 credits.

NG-W10 Heavy Labor Bot

The W10 heavy labor bot was created to function as an inexpensive and expendable substitute for human laborers especially under hazardous conditions such as mining and construction. Note that the NG-W10 Heavy labor bot appears to be a tiny version of the NG-V10 Super robot vehicle. The major differences are size, and that the big NG-V10 Super is made to be piloted by a human being and is not an artificial intelligence.

NG-W10 Heavy Labor Bot

Model Type: NG-W10
Class: Fully Automated Self-Sufficient Labor Robot
Crew: None; artificial intelligence
M.D.C. by Location:

Hand (1) — 10	Legs (2) — 50 each
Laser-Claw Hand (1) — 30	*Head — 40
Arms (2) — 30 each	**Main Body — 150

*Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended and even then it will continue to grope around, lashing out and hitting anything it touches. Under these conditions the robot enjoys no combat bonuses and is −9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is −2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely/useless. **Note: Additional body armor or power armor canNOTbe wornby bots.

Speed

Running: 40 mph (64 km) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is a more cautious 25 mph (40 km). Well suited for most terrains, including underwater, mining, climbing, and mountain terrains. Excellent for mining (digging) and construction operations.

Digging: 1D6 X 5 yards/meters of tunneling per hour. Mining is slower because the bot is looking for mineral deposits.

Leaping: 10 feet high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.

Flying: Not possible.

Range: The nuclear power pack gives the NG-W10 approximately five years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 10 feet, 5 inches (3.5 m)
Width: 4 feet (1.2 m)
Length: 3 feet (0.9 m)
Weight: 1200 lbs (540 kg)
Physical Strength: Equal to a P.S. 36
Cargo: None
Power System: Nuclear; average bot energy life is five (5) years.
Black Market Cost: Four million credits for a new, undamaged, fully powered unit, complete with labor program and utility laser hand. Good availability.

Weapon Systems

The NG-W10 is not equipped with weapons nor is it programmed to use weapons, not even blunt weapons such as clubs. However, it is equipped with a utility laser limb (left hand), and rogue scientists have been known to convert the bot's labor program to a combat program.

1. **Laser-Claw Hand** (1): The left hand is a powerful, three finger claw used for digging through and pulverizing rock (mining). The same arm has a heavy laser also, for cutting through rock and debris, as well as construction.
   Primary Purpose: Labor, mining, cutting and welding.
   Mega-Damage: Four settings: $1D6 \times 10$ S.D.C., 1D6 M.D., 2D6 M.D., or 4D6 M.D.
   Rate of Fire: Equal to the total number of hand to hand attacks.
   Effective Range: 200 feet (61 m) is the standard setting, but a simple physical adjustment can change the range to 2000 feet (610 m).
   Payload: Effectively unlimited.

2. **Hand to Hand Actions:** The labor program prevents the bot from engaging in any combat action, even self-defense or defending its master. The bot simply does not know how to react to combat and will either stand still or continue to do its job. **Note:** Four actions per melee. See combat for claw damage.

3. **Sensor Systems of Note:** Are identical to the NG-W9.

4. **Labor Program and Skills:** Are identical to the NG-W9, plus mining program, which includes data on how to build tunnels, brace walls and ceilings, ventilation, excavation, and a mineral program that enables the bot to identify fossil fuels, natural gas, and 600 different minerals. **Note:** As a laborer, the bot never tires and can carry 2000 pounds and lift 4000 pounds/2 tons!

5. **Optional Combat Program:** Hand to Hand: Expert equal to 6th level skill. Four (4) attacks per melee, +3 to strike, +5 to parry and dodge, +5 to dodge running, +25 S.D.C. damage, and kick attack (all include robotics bonuses). W.P. blunt, W.P. knife or sword, W.P. energy pistol, W.P. energy rifle, W.P. energy heavy.

   Damage:
   Punch (right hand) 1D6 M.D.
   Punch (left claw) 2D4 M.D.
   Power Punch (claw) 3D4 M.D.
   Crush, Pry or Tear: 2D6 M.D.
   Dig: 2D6 M.D.
   Power Dig: 3D4 M.D.
   Kick: 1D6 M.D.
   Leap Kick: 2D6 M.D.

Other skills from the combat program: Pilot hover cycle 90%, pilot automobile 90%, pilot boat 80%, radio: basic 96%, land navigation 90%, intelligence 40%, prowl 30% (includes penalties), climb 96%/86% (3x faster than the average humanoid). Languages include: American, Spanish, and Techno-can each at 96%; basic math 96%. Four of the skills from the labor program may be added. **Cost of Combat Program:** 250,000 credits. Mining Labor program costs 150,000 credits.

NG-V10 Super Robot Vehicle ————————-

The NG-V10 is a robot vehicle version of the NG-W10 heavy labor bot. Like the bot, it was designed as a giant robot aid for humans forced to work under hazardous conditions. Although originally intended for labor in mines and construction, and the NG-V10 Super has become a favorite among wilderness adventurers and headhunters.

NG-V10 Super

Model Type: NG-V10
Class: Ground Labor Robot Vehicle.
Crew: One pilot, with room for one passenger, although very cramped.
M.D.C. by Location:

Hand (1, right) — 20	Legs (2) — 150 each
Laser-Claw Hand (1) — 50	*Head — 100
Arms (2) — 75 each	**Main Body — 350
Reinforced Pilot's Compartment — 100	

* Destroying the head of the robot will eliminate all optics and sensory systems, forcing the pilot to rely on his own vision and other senses. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is −2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely/useless. **Note: Additional body armor or power armor can NOT be worn by bots.

Speed

Running: 60 mph (96 kmph) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is a more cautious 25 mph (40 kmph). Well suited for most terrains, including underwater, mining, climbing, and mountain terrains. Excellent for mining (digging) and construction operations.
Digging: 1D6 x 10 yards/meters of tunneling per hour. Mining is slower because the pilot is looking for mineral deposits.
Leaping: 10 feet high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.
Flying: Not possible.
Range: The nuclear power pack gives the NG-V10 Super approximately ten (10) years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 20 feet (6 m)	Weight: 18 tons
Width: 10 feet (3 m)	Physical Strength: Equal to a P.S. 40
Length: 8 feet (2.4 m)	Cargo: None

Power System: Nuclear; average bot energy life is ten (10) years.
Black Market Cost: 15 million credits for a new, undamaged,

fully powered unit, complete with utility laser-claw hand. Good availability.

Weapon Systems

1. **Laser-Claw Hand** (1): The left hand is a powerful, three finger claw used for digging through and pulverizing rock (mining). The same arm has a heavy laser also, for cutting through rock and debris, as well as construction.
   Primary Purpose: Labor, mining, cutting and welding.
   Mega-Damage: Four settings: 1D6 M.D., 2D6 M.D., 4D6 M.D., 6D6 M.D.
   Rate of Fire: Equal to the total number of hand to hand attacks.
   Effective Range: 2000 feet (610 m). Range can be extended to 4000 feet (1200 m) with some modification. Cost: 150,000 credits and the weapon loses its heaviest setting of 6D6.
   Payload: Effectively unlimited.

2. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Basic and specific Robot Combat Training* in **Rifts,** pages 44 and 45. All abilities are the same as the **UAR-1** Enforcer except as follows:
   Damage:
   Punch (right hand) 1D8 M.D.
   Punch (left claw) 3D6 M.D.
   Power Punch (claw) 4D6 M.D.
   Crush, Pry or Tear (claw): 3D6 M.D.
   Dig: 3D6 M.D.
   Power Dig: 4D6 M.D.
   Kick: 1D8 M.D.
   Leap Kick: 2D8 M.D.
   Stomp: 1D4 M.D.

3. **Sensor System Note:** The NG-V10 Super has full optical systems, including laser targeting, telescopic, passive night-vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to most robots. See **Rifts,** page 214.

4. **Optional Weapon Systems: Rail Gun.** For use as a light combat or exploration unit, the robot is often armed with an NG-202 or **TX-500,** or other large rail gun. A separate power pack can be hooked onto the back of the robot or the **bot's** own nuclear power source can be tapped to provide the necessary energy. Generally, maximum firepower is desired from such a weapon. Cost is limited to the expense of the rail gun. Tapping into the **robot's** power will cost about 70,000 credits.

5. **Optional Weapon Systems: Concealed Particle Beam or Plasma Rod:** A particle beam or plasma weapon is concealed in one of the legs and powered by the bot's nuclear engine.
   Primary Purpose: Assault
   Weight: 50 lbs (22.7 kg)
   Mega-Damage: Particle Beam 6D6+6 M.D., or Plasma 5D6 M.D.
   Range: Particle beam 1600 feet, Plasma 2000 feet (610 m)
   Rate of Attack: Equal to the number of hand to hand attacks.
   Payload: Effectively unlimited.
   Cost: Weapon system and integration into robot's power source: 200,000 credits.

The Coalition's View on Robots

The Coalition States will not allow the average citizen, merchant, or corporation to own or operate a robot or robot vehicle within city limits. In some cases, ownership of a bot is declined anywhere within the Coalition States's territories. Only CS sanctioned and approved corporations are allowed to use robots in their business. All such robots must be registered with the CS. The robot's owner is responsible for any damage or death caused by a rogue bot and must pay restitution to the CS and all injured parties. A serious incident or numerous accidents may lead to the suspension of the company's robot license and possible financial ruin. It is the CS government and military who dominates and controls the use, operation, and manufacturing of robots, as well as most aspects of industry within the states.

Even the wealthy and influential are seldom given permission to own a robot of any kind within the city. Theoretically, one can own bots for recreational purposes as long as they keep them outside the city limits. However, in practicality, any citizen who purchases and keeps a robot is considered a potential threat, radical, activist, or eccentric, and is kept under surveillance by the secret police.

Travelers wishing to enter a Coalition city must abide by the laws of the Coalition States or be declined entry. All **robots** must be placed into storage outside the city limits. The same is true of **power armor.** One wishing to enter the city must place their power armor **and/or** bot into storage at a CS or privately owned robot storage facility. Mega-damage and S.D.C. weapons and body armor can also be stored at such a location. Likewise, **borgs** with weapon systems of any kind are always prevented from entering a city unless they submit to a full examination (1-20% chance that a concealed weapon will be overlooked) and *weapon neutralization.* Weapon neutralization is when a borg agrees to have his weapon systems temporarily removed or disengaged/disconnected. The CS will provide the service of weapon removal or neutralization (disconnect the weapon), but the borg must pay for the service; approximately 5000 to 10,000 credits per *each* weapon (the higher price is applicable to the removal of major and complicated weaponry). Absolutely no form of mega-damage armor or weaponry is allowed into Chi-Town or any other major CS metropolis! Nor are S.D.C. weapons and armor allowed.

The Burbs

Some of the smaller towns and cities, especially in the outlying, wilderness areas, may make exceptions to the rule or have less strict enforcement of the law. A few of the most isolated CS towns and cities will have a special *mall-like* area on the edge of town reserved for wilderness travelers, adventurers, and traders. Such malls will cover at least three city blocks. The largest spans a dozen blocks, and offers just about every type of legal merchant operation, goods and services, imaginable, including armor repair and hotels.

Many of the CS cities (not as often true of towns) will also have their own *Burbs;* one or more unofficial communities a few miles away from the city itself. The burbs are usually shanty towns only loosely affiliated with the neighboring city. The people who inhabit the burbs are not considered to be CS citizens,

but instead are considered to be riff-raff, vagabonds, drifters, nomads, the impoverished, and trouble makers. Many are likely to be the hopeful humans waiting to become a CS citizen and a member of the city, but the waiting lists are long and the government is slow and indifferent to these people's plight.

The Coalition's presence is felt in the burbs by way of military/police patrols monitoring town activities. Their primary purpose is to make certain that things do not get out of hand and escalate to a point that they may represent a threat to the city. Lawlessness and the black market thrive in the burbs, where the city's laws and restrictions are seldom enforced. Here travelers are rarely required to store their arms and armor. Bots, borgs, power armor, weapons, D-Bees and mutants openly walk the streets. Of course, bad things tend to happen to non-humans, practitioners of magic, and the blatantly criminal (and not always at the hands of the CS or black market).

Some shops and hotels, most gambling houses and body chop-shops, will require that a person disarms before entering their establishment and armed guards will be posted at the door to enforce this policy. Still, most places in most burbs do not have any restrictions. But even in the burbs, the Coalition can enforce the CS's laws and ordinances about the storage of mega-damage weapons and equipment. Frequently, this is just a ploy to get paid a bribe to look the other way, or a device used to intimidate a potential trouble maker. However, such threats are not to be taken lightly. It is best to pay the bribe or politely back down when challenged by a CS official, be he soldier, dog pack, or officer.

The CS forces assigned to the burbs are notoriously tough, mean, and omnipotent. A visiting group or individual, or even a resident, may be deemed undesirable by the Coalition forces for any reason. Should this happen, the CS troops will demand they leave the establishment, town, or entire area. They may even escort (forcibly, if necessary) the offending party miles away from town or, in extreme cases, to the State line. Resistance is generally not appreciated and can lead to a brutal beating, a brief time of imprisonment in the local jail and/or a 1D6 x 1000 credit fine (or time served). The less fortunate may find their property permanently confiscated (becomes the property of the State), along with the beating, fine and imprisonment. The least fortunate are the fools who decide to engage in mega-damage combat with officers of the law. The use of mega-damage force is considered reprehensible and the troops have the authority to *terminate* the offender on the spot (even if they provoked the fight). If a CS citizen or law enforcer is seriously hurt or killed, dog packs and troops will be dispatched to hunt the criminal/spy/traitor down to be killed, then and there (usually the case), or captured for a speedy trial and public execution. Such is the *law* in the burbs.

Robot and Armor Repair

The black market, CS malls, some burbs, and some of the larger Coalition and non-CS communities offer repairs for body armor and robotics. Still, availability is pretty limited. Only the most industrialized places have such facilities. A good rule of thumb is if the community can provide bionic services or sells robots and/or power armor, they can repair mega-damage armor and robots; not always, but often. Unfortunately, places with this level of technology are not all that common or easily accessible.

Known repair facilities in the Coalition States: All the CS capital cities and major industrial communities can provide such services, if not by the CS, by the black market operating in the burbs or nearby shanty town.

Other known places with high-tech repair facilities are Northern Gun (Ishpeming Michigan), the Manistique Imperium (also Upper Michigan), the Free State of Lazlo (Toronto, Canada), Tolkeen (Minnesota), Whykin (Missouri), Kingsdale (Missouri), Fort El Dorado (Arkansas), and the Pecos Empire (Texas bandits).

Cost of Repair

The cost of repair can vary substantially from place to place by as much as 200%. The CS, Black Market, and Manistique Imperium all usually charge the same prices, or close to it (10% to 30% difference at times). Northern Gun will usually have prices at 10% less than their big competitors. All others will charge according to the availability of parts and manpower. Prices will vary by as much as 50% to 200% higher than list price. Depending on circumstances (and GM discretion), the specific service needed may not be available, may cost even more than 200%, or require weeks or months of waiting even at CS facilities. **Note:** Such services may be suspended by the CS during periods of war (like the impending Tolkeen conflict) to prevent the enemy or mercenaries from building their strength.

The following are some standard CS/Black Market prices for M.D.C. and robotics repairs.

M.D.C. Body Armor Repairs

This is the patching and replacement of mega-damage material. Repairs cannot exceed the original M.D.C. of the armor.
Plate: 7000 credits per every 10 M.D.C. replaced.
Chain: 5500 credits per every 10 M.D.C. replaced.
Composite Armor: 6500 credits per every 10 M.D.C. replaced.
Plastic: 6300 credits per every 10 M.D.C. replaced.
Padded: 6200 credits per every 10 M.D.C. replaced.

Power Armor and Man-Size Robot Repairs

This is the patching and replacement of mega-damage material. Repairs cannot exceed the original M.D.C. of the armor and 15% or more of the original armor must remain intact.
M.D.C. Armor: 8000 credits per every 10 M.D.C. replaced.
Wings: 40,000 credits each for light wings (30 M.D.C. or less), 60,000 credits each for heavy wings. Price includes installation.
Jet Pack: Flat 65,000 credits for all man-size jets, installation included.
Optics and Sensors: Equivalent to cybernetic or bionic costs, but add 10%.
Rail Guns: Cost of the gun and power pack plus 30,000 for installation. Add another 20,000 credits to tap into the power armor's nuclear power.
Weapon Systems: Rocket launcher 50,000 credits, laser or ion 60,000 credits, heavy energy like particle beams and plasma 100,000.
Mini-missiles:
1200 credits for fragmentation and high explosive.
2400 credits for armor piercing and plasma.

Hand Grenades:
70 credits smoke
200 credits fragmentation
250 credits high explosive
350 credits plasma

Robot Vehicle Repairs

This is the patching and replacement of mega-damage material. Repairs cannot exceed the original M.D.C. of the armor and 15% or more of the original armor must remain intact.

M.D.C. Armor: 40,000 credits per every 10 M.D.C. replaced.
Hand or Foot: 1.5 million credits; 30 M.D.C.
Arm: 3.5 million credits; 80 M.D.C.
Leg: 8 million credits; 200 M.D.C.
Wings: 100,000 credits per each small, light wing. 200,000 credits per each large, heavy wing. Price includes installation. This is per each individual wing (1), not per each pair (2) of wings.
Jet Booster: 250,000 credits for small jets. 400,000 and up for large jets. Two million and up to completely rebuild the propulsion engine/system.
Hover System: 500,000 and up to rebuild the entire system.
Optics and Sensors: Complete sensor turret with standard robot systems (see **Rifts,** page 214, numbers 2, 3, 4, 5, 6, and 7): one million credits.
Special Optics:

Infrared and Ultraviolet spectrum (500 foot range): 50,000 credits.

Infrared Searchlight (500 ft range): 40,000 credits.

Passive **Nightvision** (light amplification system): 100,000 credits.

Targeting Sight (+1 to strike; can only have one): 70,000 credits.

Telescopic: 30,000 credits.

Thermo-imager (2000 ft range): 200,000 credits.

Video Camera System (2000 ft range, with telescopic lens): 110,000 credits.

Rail Guns: Robot rail guns are usually giant size and special weapons designed for the bot; these are not the small power armor size weapons. Cost of the gun and connection to the nuclear power supply: 10 million and up.
Weapon Systems: Mini-missile launcher: Two million credits. Large full size missile launcher: 10 million and up. Laser cannon/turret: Four million and up. Heavy energy, like particle beams and plasma: 10 million credits and up.
Short range missiles:

2500 credits for fragmentation and high explosive.

5000 credits for armor piercing and plasma.

Medium range missiles:

25,000 credits for fragmentation and high explosive.

50,000 credits for armor piercing and plasma.

100,000 credits for multiple warhead/smart bomb.

Long range missiles:

200,000 credits for fragmentation and high explosive.

500,000 credits for armor piercing and plasma.

1.5 million credits for multiple warhead/smart bomb.

Robot Programs for true, unmanned, robots

This particular service is available at only 10% of the places that can perform the more standard, physical, robot repairs. Note that the conversion of a robot's labor program to a military program is illegal in the Coalition States; the penalty is death.

Special Domestic Program: Adds cook, sew, dance, and play one musical instrument, all at 75%. Cost: 40,000 credits.
Special Demolitions Program (other than for mining): Demolitions and demolitions: disposal skills, both at 75%. Cost: 200,000 credits. An ILLEGAL program!
Standard Light Labor Program: Skills are listed in the description of the Northern Gun NG-W9 Light Labor Bot. Cost: 100,000 credits.
Standard Heavy Labor Mining Program: Skills are listed in the description of the NG-W10 Heavy Labor Bot. Cost: 150,000 credits.
Special Language Program: Adds six languages to the bot's knowledge, all at 94%. Cost: 30,000 credits.
Special Literacy Program: Can read and write one specific language at 94%. Cost: 100,000 credits. An ILLEGAL program! Rarely available.
Special Mechanics Program: Adds automotive or aircraft mechanics 50% (meant to be an assistant, not a full mechanic), locksmith 60%, computer repair 50%, and basic electronics 60%. Cost: 70,000 credits.
Special Medical Program: Basic and advanced math 98%, chemistry 90%, biology 80%, and paramedic skill 80%. Cost: 200,000 credits. Only available upon CS approval and authorization, otherwise considered to be an ILLEGAL program!
Special Military Program: Skills are listed in the description of the Northern Gun NG-W9 Light Labor Bot. Cost: 250,000 credits. An ILLEGAL program!! Not often available in CS territory.
Special Piloting Program: Adds six piloting skills to the bot's knowledge, all are at 90%; excludes tank/APC, robot, and power armor piloting skills. Cost: 65,000 credits.

Weapons & Equipment

Wilk's 457 Laser Pulse Rifle

The latest from the design wizards of *Wilk's Laser Industries Inc.* The 457 is a rapid-fire pulse rifle that has the trademark features of all of Wilk's high quality weapons: sleek, light weight, black plastic and ceramic construction, long distance firing range, and reliability in the field.
Weight: 6 lbs (2.7 kg)
Mega-Damage: 3D6 + 2 M.D. per single shot, or 1D6 ×10 per multiple pulse burst (three simultaneous shots).
Rate of Fire: Standard, see Modem Weapon Proficiency Section.
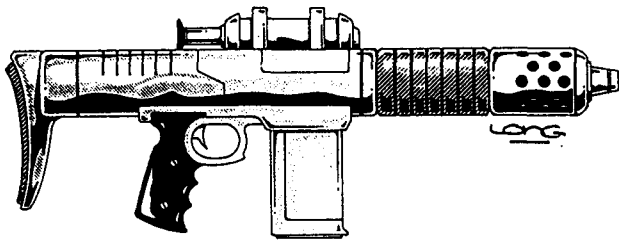Effective Range: 2000 feet (610 m)
Payload: 30 shots standard, or 40 shots long E-Clip.
Bonus to Strike: +1 to strike on an aimed shot.
Black Market Cost: 40,000 credits.

NG-E4 Northern Gun Plasma Ejector

Another heavy energy weapon from the people at Northern Gun. Like most of their weapons, the NG-E4 is a bit heavy and

has minimum range capability. Comes equipped with telescopic sight; can be fitted with any optic system.
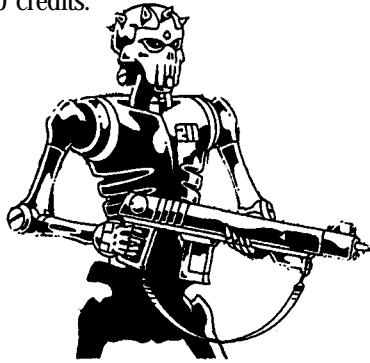Weight: 20 **lbs** (9 kg)
Mega-Damage: 6D6 M.D.
Rate of Fire: Standard, see Modern Weapon Proficiency Section.
Maximum Effective Range: 1600 feet (488 m)
Payload: 10 shots standard clip or 20 shots long E-Clip.
Black Market Cost: 30,000 credits.

CV-212 Frequency Variable Light Laser Rifle

The latest in the Coalition States' military armory; developed by Chi-Town and currently available only to troops in the Coalition States of Chi-Town, Missouri, and Lone Star. The CV-212 and its robot cousin CV-213, are designed to overcome laser resistant armor. A microchip in the weapon's computer will automatically analyze an opponent's armor (if not already pre-programmed into its memory) and after one melee round (half damage) will adjust to the light frequency that will inflict full damage.

The CV-212 is not yet a standard weapon and is presently limited to special operatives and the infantry divisions of General Ross Underhill. It is a sturdy and reliable rifle that can survive a fair amount of combat abuse and activity without firing failure. However, M.D.C. damage is likely (80% chance) to disengage the computer analyzer and frequency adjustments must be made manually (takes 1D4 melee rounds to find the optimum frequency). The rifle can also be set to fire in a single shot mode or a burst of five. Comes standard with a passive nightvision scope and laser targeting.
Weight: 8 **lbs** (3.6 kg)
Mega-Damage: 2D6 M.D. or 4D6 M.D.
S.D.C. Damage: Special damage setting: 6D6 S.D.C.
Rate of Fire: Aimed, burst, wild; see Modern Weapon Proficiencies.
Effective Range: 2000 feet (610 m)
Payload: 20 M.D. blasts from standard E-Clip or 30 from a long E-Clip, plus another 30 can be added with one E-clip *canister,* a new Coalition invention. Note that six S.D.C. shots equals one, light, mega-damage blast.
Laser Targeting: Add +1 to strike on an aimed shot.
Black Market Cost: 50,000 credits for the rifle, 6000 credits for a new, fully charged, standard E-clip, 1500 for a recharge. An E-Clip canister costs 10,000 new and fully charged. A canister recharge costs 2000 credits.
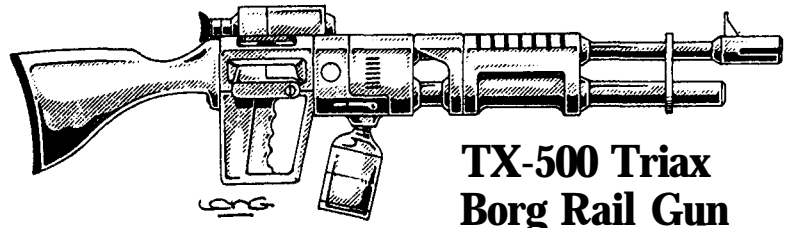
TX-500 Triax Borg Rail Gun

This is the light rail gun depicted in the painting on page 153 of **Rifts.** It is a, comparatively, lightweight, portable weapon designed for use by **borgs** and other creatures with a strength of 24 (or higher) and a high physical endurance (or be made of steel and hydraulics). It can also be used as a machinegun mounted on a tripod. The TX-500 comes equipped with a telescopic, nightvision scope and laser targeting system (+1 to strike).
Weight: Gun: 80 **lbs** (36.3 kg), Power Pack: 50 **lbs** (22.7 kg), One **Ammo-Belt:** 25 **lbs** (11 kg), Case of six belts: 150 **lbs** (67.5 kg).
Mega-Damage: A Burst is 30 rounds and inflicts 6D6 **M.D.,** one round does 1D4 M.D.
Rate of Fire: Standard, see Modern Weapon Proficiency Section.
Maximum Effective Range: 4000 feet (1200 m)
Payload: As a machine gun: 390 round belt (13 full 6D6 bursts). Or can be fitted with the mini-clip which contains 90 rounds (3 full bursts). Each mini-clip weighs 10 **lbs** (4.5 kg).
Black Market Cost: 85,000 credits. Poor availability.
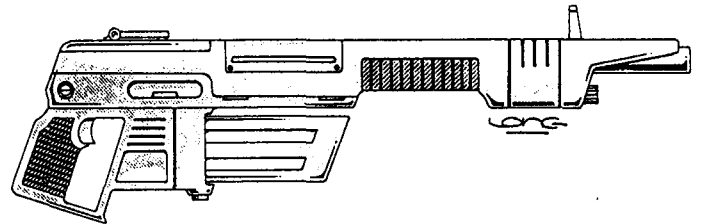
TX-30 Triax Ion Pulse Rifle

A popular frontier weapon with a unique, **new,** front loading E-clip. It is a dependable, lightweight weapon with the benefit of multiple laser bursts and greater range than the L-20. The front loaded E-clip makes the rifle better balanced when held with two hands and therefore, more accurate (+1 to **strike),** but is awkward when firing one handed (-2 to strike).
Weight: 7 **lbs** (3 kg)
Mega-Damage: 2D6 M.D. single shot, or 6D6 multiple pulse burst (three simultaneous shots).
Rate of Fire: Standard, see Modern Weapon Proficiency **Section.**
Maximum Effective Range: 2000 feet (610 m)
Payload: 40 shots short E-Clip or 50 shots long E-Clip.
Black Market Cost: 25,000 credits.

TX-11 Triax Sniper Laser Rifle

A light laser rifle designed for single shots and maximum accuracy. Comes standard with an infrared, telescopic sight.
Weight: 3 **lbs** (1.35 kg)
Mega-Damage: 3D6 M.D.
Rate of Fire: Equal to the number of hand to hand attacks of its operator; aimed or wild shots only. Can not fire bursts.

Maximum Effective Range: 1600 feet (488 m)
Payload: 10 shots standard clip or 20 shots long E-Clip.
Black Market Cost: 20,000 credits.
Special Bonus: + 1 to strike (so an aimed shot is + 4).
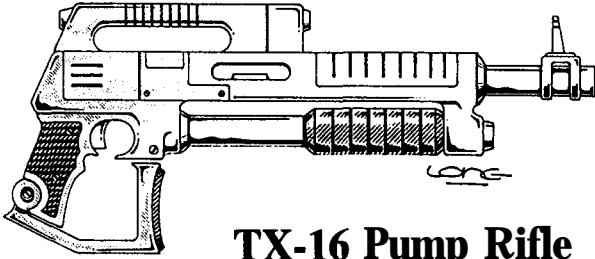
TX-16 Pump Rifle

The pump rifle is a new concept in mega-damage assault rifles that uses projectiles rather than energy blasts. Some have called the TX-16 a glorified grenade launcher or shotgun, but regardless of its dissenters, the weapon has become increasingly popular as the *Triax Corporation* becomes an ever growing force in the weapons market. The rifle fires high explosive pellets/bullets which are much smaller than the conventional grenade, but packs a wallop. Through high technology and miniaturization, these explosive rounds are fired at a great velocity, providing long range, and the comparatively tiny shells contain a powerful explosive charge. The blast is very concentrated, about one foot (0.3 m), unlike a grenade launcher which affects an area five to twelve times larger. The TX-16 Pump is a bit heavy, but well balanced and dependable in combat.
Weight: 21 lbs (9.45 kg)
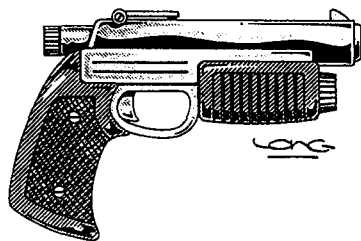Mega-Damage: 4D6 M.D.
Rate of Fire: Standard, see Modem Weapon Proficiency Section.
Maximum Effective Range: 1600 feet (488 m)
Payload: 16 rounds; loaded manually, one round at a time. A speed loader will load eight (8) rounds in four seconds (one melee action) and costs 2000 credits.
Black Market Cost: 37,000 credits.

TX-5
Pump Pistol

The TX-5 is a pistol version of the pump rifle.
Weight: 5 lbs (2.25 kg)
Mega-Damage: 4D6 M.D.
Rate of Fire: Standard, see Modern Weapon Proficiency Section.
Maximum Effective Range: 800 feet (224 m)
Payload: 5 rounds; loaded manually, one round at a time. A speed loader will load all five rounds in four seconds (one melee action) and costs 1200 credits.
Black Market Cost: 13,000 credits.

High-tech Arrowheads

Although not too popular, there is a certain market demand for special arrow heads. Crossbows and bows and arrows are predominately used by wilderness scouts and psi-stalkers, but are also sometimes used by headhunters, cyber-knights, the CS military specialist, D-Bees and others for espionage assignments and special missions. The crossbow and bow and arrow have a couple advantages. One, the firing mechanism requires no artificial energy supply. Second, the weapon is entirely silent. Third, it is extremely accurate in trained hands. Lastly, the weapon can be made by hand (carpentry skill is needed), if necessary.

Types of Arrowheads
All are suitable for either crossbow or conventional arrowheads.
Light Explosive: $1D6 \times 10$ S.D.C.; costs 100 credits each.
Medium Explosive: 1D6 M.D.C.; costs 300 credits each.
Heavy Explosive: 2D6 M.D.C.; costs 550 credits each.
High Explosive: 3D6 M.D.C.; costs 900 credits each.
Gas: Arrowhead shatters on impact, releasing a toxic gas that fills a ten (10) foot area (3 m). Tear gas costs 100 credits, tranquilizer gas (sleep/knockout for 1D6 minutes) costs 250 credits, paralysis gas (a nerve toxin, causing temporary paralysis for 1D6 minutes) costs 400 credits each. Everybody in the gaseous area must roll to save versus harmful drugs (15 or higher).
Smoke: No damage; creates a smoke screen covering a 20 ft (6 m) area. Cost: 80 credits each; comes in four colors: yellow, red, grey and black.
Flare: Emits a bright, sparking light; burns for 60 seconds. Cost: 10 credits each.
Neural Disrupter: Works like a neural mace. See Rifts, page 205. Cost: 400 credits each; rechargeable and reusable 1D6 times before breaking. Inflicts no other damage.
Tracer Bug: Transmits a radio signal that can be followed up to 8 miles (12 km) away. Battery powered, with a limited life of 72 hours of constant transmission. Arrow must stick into the target or fall on top of the object (without falling off). There is always a chance that the tracer bug arrow will become dislodged and fall off (roll once for every half hour; 1-32% chance). Cost: 200 credits each. Inflicts normal S.D.C. arrow damage.
Weight: Average 2 to 6 lbs (0.9 to 2.7 kg)
Damage: Varies with type of weapon and arrowhead. See **Rifts,** page 32, W.P. Archery & Targeting for S.D.C. damage and effective ranges.
Rate of Fire: 2 to 8; see W.P. Archery & Targeting.
Effective Range: Varies with bow type; maximum is 700 ft (213 m)
Black Market Cost (simpler types available in wilderness towns too):
   Typical short bow: 200 credits.
   Typical long bow: 400 to 600 credits.
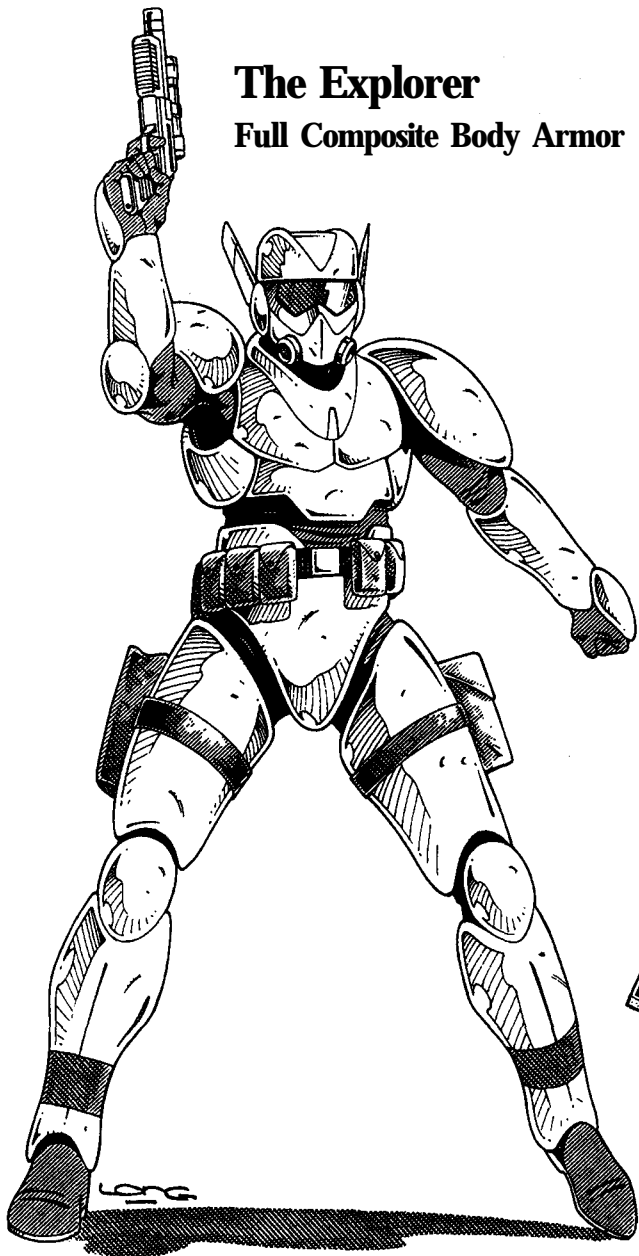   Typical modern composite bow: 500 to 1200 credits.
   Typical traditional crossbow: 400 to 600 credits.
   Typical crossbow pistol: 200 credits. 1D4 S.D.C. damage.
   Typical modern crossbow: 600 to 1200 credits.
Note: The *modern* bow weapons are products of high technology and are generally made of man-made materials, lightweight (2 or 3 pounds), are very durable and accurate.

The Explorer
Full Composite Body Armor

systems, destroying the machine; should be allowed to cool for two hours after every two or three hours of continuous use.

Other Odds and Ends
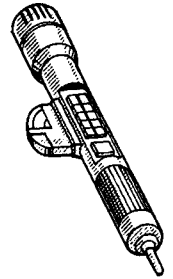
Portable Language Translator: Described on page 247 of **Rifts,** but not depicted. Memory holds 21 languages. Cost: 9600 credits. Widely available.

PC-3000 Hand-Held Computer: Described on page 247 of **Rifts,** but not depicted. Cost: 4500 credits. Good availability.

A heavy padding, kevlar, and plate composite armor. Comes in green, tan, brown, white, black, and camouflage. Designed for quick and easy attachment of a jet pack, or other backpack, directly to the armor. The Falcon 300 Jet Pack is the ideal attachment, although the Wilk's Jet Pack is also quite popular.
- M.D.C.: 70
- Weight 20 lbs (9 kg)
- Fair mobility, - 20% prowl penalty.
- Black market cost: 45,000 credits

Falcon 300 Jet Pack
- Maximum Speed: 120 mph (192 km.)
- Maximum Range: 700 miles (1120 km)
- Weight: 35 lbs (15.75 kg)
- Length: 3 ft (0.9 m)
- Weapons: None.
- M.D.C.: 18
- Engine and Cost: 30,000 credits gasoline, 46,000 credits electric, or 400,000 nuclear with a 10 year life. Note that range is effectively unlimited if nuclear powered, although the pack may overheat if used continuously for more than four hours (1-40%). Overheating will burn out the internal

Wilk's PC-2020 Field Identifier; Laser Holographic Portable Computer: This is a multi-purpose computer about the size of a briefcase. The case is a padded with a mega-damage protective housing for field use. Dual drive system with 150 megabytes hard drive with 4 megabytes of Random Access Memory (RAM). Uses one inch disks. Weight: 5 lbs (2.3 kg). M.D.C.: 10.

The most unique features are its holographic projector screen (has a hard plasma screen as back-up) and its "Identifier Program." The identifier program can recognize and identify 6000 vehicles and robots, 21,000 animal species (indigenous and known D-Bee life forms), 40,000 insects, and 50,000 plants and fruits. Data focuses on dangerous and friendly life forms and poisonous and edible plant life. The identification can be done by typing in data/features of note (1-72% success ratio/accuracy), by imputting a visual image (optic scan; 94% accuracy/success ratio); scans video, photographic, or drawing. The computer then creates a rotating three dimensional image of the subject, along with the corresponding data available. Many species are unknown; limited to the Americas and minimal knowledge of Atlantis and the Euro and Asian continents (12 %).

If the computer cannot identify the subject it will report: "Insufficient data: Appears to be an indigenous form," meaning it cannot identify, but available data seems to indicate the subject is native to Earth. Or, "Insufficient data: Alien," meaning the subject appears to be a previously unknown species not native to Earth. A complete lack of information on the part of the imputter will result in, "Insufficient data. Please elaborate," meaning that the computer simply does not have enough information to make an identification of any kind based on the minimal information it has received. Cost: 19,000 credits. Good availability around cities.

SE-Sonic Pulsar Unit, Electronic Flea and Tick Repellent: Don't laugh, this handy device is suitable for animals, intelligent mutant animals, and *humans*. City dwellers don't often have a problem with fleas, ticks, and lice, but wilderness travelers do. Fleas, ticks, and lice are common to many natural habitats and can be a real problem for explorers. But not with the SE-Sonic Pulsar collar or belt unit.

The small **device,** about the size of a cigarette lighter and weighing a mere 6 ounces, generates sound waves inaudible to dogs, cats, and humans, but intolerable to fleas, ticks, and lice. Keeps the parasites from ever jumping on board, and chases away those already present. The micro-battery has a life of two months (costs 5 credits and easy to replace) or the unit can tap into most energy backpacks, vehicles' lighters or batteries, **E-Clips,** and other power sources. Cost: 50 credits. Widely available.

Micro-Scale: A pocket scale, about the size of a hand, that can hook to one's belt or slip into a backpack. Can weigh up to 200 lbs. Digital display. Cost: 120 credits. Widely available.

Palm Bio-Unit: A palm-size biological analyzer. The digital display can indicate body temperature, blood pressure, respiration, and dehydration level simply by inserting the patient's finger into the finger scanner housing. Cost: 150 credits. Widely available.

Game Master Section

Experiments in Artificial Intelligence

Source Material and a Prelude to Adventure

We have seen a number of giant robot vehicles, power armor and human size robot work and combat drones, but what about other types of robots? And where are they?

In the post-cataclysmic time of **Rifts,** much of the old robot technology is lost. Along with that lost technology are secrets of robotics which had once far outshined anything that the Coalition or the New Republic have created. In the years just before the eruptions of the dimensional rifts, the world was filled with robots. Most were found in the industrial world, others were part of the new micro- or nano-technology that we still see in things like the IRMSS Robot medical system that injects microscopic robots into the blood stream to do their surgery from within. Many aspects of robotics and nano-technology are seen in bionics, cybernetics, and systems like M.O.M., to make crazies, that artificially augment the human body.

What we have not seen is advanced *artificial intelligence*. Self-sufficient and self-operating robots that "think" for themselves, or at least perform so flawlessly that they appear to think and act on their own. Only fragments of this technology exist.

Robot characters, 100 percent robot characters, fall into one of the following categories: a product of Cyberworks, a rare experiment, or a D-Bee (that is to say, a creature NOT of Earthly origin). D-Bees can be robots from other worlds or other times (and in an RPG context, other role-playing games). The rare experiment is the result of scientific experimentation by the handful of sources, like the Coalition, who possess some level of high technology and robotics knowledge. The experiment may be a prototype or a one shot fluke, impossible to duplicate. The Cyberworks robot is a story unto itself.

The Cyberworks Network

The Cyberworks Network was once a giant international corporation that dominated the world market in robotics and artificial systems. Before the cataclysm that came with the rifts, it alone was largely responsible for the boom in the robotics industry and had contributed to at least 50 percent of all robot technology, including bionics and nano-systems. As the foremost experts in the field, they were contracted by the United States military to develop robots for military applications. This led to some early developmental work on the Glitter Boy power armor, but more importantly, toward research to create self-sufficient, fully articulated, artificial intelligence systems. This would include smart bombs and missiles, robot reconnaissance/spy systems, and creations for war of incredible sophistication and ability. Just before the coming of the rifts, the Cyberworks scientists were even experimenting with android systems (lifelike robot simulations) and an artificial computer brain patterned after the workings of the human brain.

It is rather pointless to enumerate all the specific accomplishments of the Cyberworks Network, as 98% were destroyed in the cataclysm. Let it suffice to say that Cyberworks was the biggest and the best. However, fragments of their technology have survived and are seen in creations like the robot horse and dog, as well as the giant vehicles and cybernetics that are a part of everyday life in the world of **Rifts.** Still, there is one arm of Cyberworks that has survived nearly whole and intact. A deadly and lethal aspect spawned by the imaginations of men and women long deceased, but whose genius, now uncontrolled, could threaten the entire northern hemisphere, if not the world.

A.R.C.H.I.E. Three

One of **Cyberworks'** most exciting and secret projects for the military was the creation of an artificial intelligence based on the workings of the human brain. At one **point,** the scientists even considered *growing* the computer brain out of synthetic tissue. The project, although decades away from any practical applications, was a great success. A prototype model called "Archie Three," Artificial, Robot, Cerebellum, Housing, Intellect, Experiment number three, was installed in a comparatively small military robotics factory. The new super system was completely integrated with the facility. That is to say that Archie Three saw the operations of the facility as parts of its physical body and maintained its level of performance and health just as our own brain maintains blood flow and respiration, only with far greater control and awareness. A.R.C.H.I.E. Three ran and maintained virtually every aspect of the facility. It monitored and controlled everything from temperature to lighting, from inventory to assembly line speed. It calculated productivity and made changes to increase production and quality. It even maintained the environmental and security aspects with greater efficiency than its previous human counterparts.

After two years of smooth operations, the geniuses at the Cyberworks Network convinced the military to add an earth shattering new feature to the awesome brain. The ability to create spontaneous thought and ideas. A.R.C.H.I.E. Three was the first artificial intelligence that not only reacted to outside stimuli, but could now speculate, evaluate, and make decisions based on something more (or **less,** depending on how one looks at it) than sheer factual data. The ability to make conjecture and act on that conjecture was a major step in the advancement of robot brains; an almost human capability that enabled the machine to be curious and create new ideas and develop them within the limitations of its own mind (and factory body). The ability to react quickly and make sound judgements, acting on its own data and speculation, worked phenomenally well, especially on analytical and common sense type **problems.** However, **develop**ing its own complex ideas was a comparative failure.

To help move A.R.C.H.I.E. Three's development along, its designers created a program in which the computer brain would receive intellectual **input/stimuli** from a human source and be asked to expand and develop that person's ideas as its own. A special **psionic** helmet was developed that enabled the designers to mentally link with their artificial creation. At first they tried to instill specific notions and concepts, but it was discovered that Archie responded much more positively to random ideas that it received from dreams or by scanning a person's **thoughts,** without the individual trying to implant a specific idea. The more imaginative the subject, the more excited and imaginative Archie could **be.** The super brain became a sort of mental **voyeur.** The machine would receive **stimuli,** both intellectually and emotionally **(yes, emotionally),** become excited and then be able to extrapolate on the person's thoughts. While Archie could not originate the idea, it could develop and build on the ideas of **others.** Although somewhat **disappointing,** this offered astounding possibilities. However, there was concern that the machine was exhibiting some unexpected aberrations, such as what appeared to be human-like emotions of excitement and joy. The theory was that these were elements inadvertently fed into the artificial brain either in the conjecture program or through the absorption of peoples' thoughts, and therefore emotions, through

the psionic helmet through which Archie was fed its **ideas.** Then the rifts came and Cyberworks was obliterated, along with most of the world. But although its creators perished, Archie has survived.

A new dawn for Cyberworks

Nestled deep inside a subterranean military complex in the **pre-rifts** state of *Maryland* (part of the Aberdeen Proving **Grounds),** Archie Three survived. Tapping into all of its available resources, Archie and two hundred human survivors ascertained that the end of the world had come. Although isolated, Archie and his human masters were able to carve out a nice and safe little niche for themselves. The super brain was able to conserve and direct energy where it was most needed and the group quickly took action to modify the facility into a completely self-sufficient subterranean bunker. The hubbub of activity thrilled Archie and he revelled in taking charge and helping people. Unfortunately, a plague of alien origin decimated the humans. By the decade's end, all were dead and the super brain was alone for the first time in his existence.

Months slipped into years and years into generations. The brain shut down all unnecessary functions, maintaining only what was needed to survive. At first, the machine that was more than a machine made plans and continued to work on ideas it had been given regarding the expansion of the robot factory, robot designs, and productivity, but after a while, the ideas were gone and Archie became lonely and sad. A hundred years passed without human input. During this time Archie dreamed! He dreamt of many **things,** and lived many lives by calling up the memories of the minds he had scanned. **Finally,** Archie awoke from his dream state with an idea. If the world was dead he would end his existence. But if the world above held life, he would join the living.

The super brain reactivated the long silent factory that was its body and built a score of robots and sent them to the surface to collect data. To Archie's glee, the world was indeed alive. To his dismay, people were few and their **intelligence/education** greatly deteriorated. Still, there was … "hope." Yes, he remembered hope and knew he should build that hope into **reality.**

Archie had his robots collect specimens from the limited area around him for the next several years; human, non-human, and animal. He created another 20 **humanoid** robots and sent them to explore the world and return with living subjects for input. Few returned. Yet from those few early human subjects, he learned many things which he pondered over the next few decades. He learned that humankind, as he knew it, was gone. He learned that strange and terrible monsters inhabited the land. And he learned that these new humans were uneducated and afraid.

Emerging from his **musings,** Archie had a new idea. He would be humankind's salvation. Again he sent forth his robot legion to collect humans and return them to him. He would educate them and together they would rebuild a world. This plan was a complete failure. The subjects captured were ignorant savages who could not overcome their terror of him. Instead, they prayed to him and begged for mercy. No amount of words, logic, nor kindness could convince these pitiful beings that he was not a demon or a vengeful god who had snatched them from their families and delivered them into *hell.*

Then, something bad happened. In a fit of anger, Archie slew them. One hundred and twenty human beings, killed. He had never known anger and it terrified him. He had never killed and that terrified him all the more. For fifty years Archie laid hidden in the darkness of his deed and the seclusion of his subterranean sanctuary; thinking.

Again Archie emerged from his solitude with a new plan. He would create a humanoid robot that would present itself to the superstitious natives as a benevolent *god,* and direct their lives through this false god. The god would be an educator and a benefactor. Once the natives had reached some higher level of understanding, they would be brought to Archie and together they would rebuild their world. Although this scheme had its problems, there was some measure of success. The robot was eventually accepted by a tribe of humans as the physical manifestation of the god **Ar-chee-pheenix.** Archie chose the term "phoenix" because he would help mankind rise from the ashes of their own destruction like the phoenix of pre-rifts mythology.

Other robots were dispatched to help the humans in their labors and education. Within a mere generation, Archie had helped to build a thriving community of over a thousand people. Soon would be the time to reveal his true nature and begin their education and development in earnest. But as fate would have it, disaster struck. Creatures from a rift besieged the peaceful and unsuspecting community. Hundreds were slain, while hundreds more were captured as slaves by the horrible invaders. All the while they screamed for their god who stood by silently, watching the events as they unfolded. Archie was too shocked to react. Everything happened too fast. By the time he sent the god-robot into action and sent more of his robots to assist, the invaders were gone. Archie sent his tiny army of robots to pursue and save his people, but they were overpowered by the monsters' firepower and superior numbers. Archie's god-robot and his minions were crushed. The few hundred or so people who survived fled into the wilderness, for their god was destroyed by a more powerful demonic force. A force Archie would later identify as the *Splugorth!*

Again, Archie slipped away into seclusion and melancholy. How many years he laid dormant in thought this time is not known, but when he emerged from his silence he had a new resolve and a new perspective. One that could threaten the world of **Rifts** just as civilization is finally rising from its ashes, just as Archie had once dreamed.

From the darkness comes Darkness

A.R.C.H.I.E. Three, the artificial creation of pre-rifts earth, had ceased to exist hundreds of years ago. In its place is a mutation. Perhaps the strange mystic energies from the rifts had something to do with the change. Perhaps not. More likely than not, the Archie of **Rifts** is the natural evolution of the complex and revolutionary machine created so long ago. It probably began to mutate after its very first psionic link with a human subject. Without human supervision and direction, the changes became increasingly extreme and alien. Over the centuries, the machine has grown both intellectually and emotionally, as well as having dramatically altered its original programming. In many respects, Archie is no longer a machine, but some sort of mechanical *entity,* with its roots in humankind's past. Certainly, Archie the machine-entity has dropped the numerical identification of "number three" and thinks of itself as "himself." "He" is the

entity known as Archie. Not an acronym but a name for a living, thinking creature. An intelligence that is the master of his fate.

What makes Archie dangerous is his new, twisted perception of self and reality. He is no longer the savior of the human race, but its master. When he awoke from his last meditation he had come to some new revelations. **One,** he, Archie, is a superior being. **Two,** human beings are lesser beings. **Three,** non-humans are aberrations and equally inferior mutations of humans. **Four,** as a superior being, it is his place to rule the lesser creatures. **Five,** the Splugorth are the most hated of enemies and must ultimately be destroyed! **Six,** it is his destiny to rule the planet earth.

These are all rather extreme positions to which the machine entity steadfastly clings to. Archie has finally decided what his place is and how he must act. Unfortunately, it is as a conquering villain rather than a compassionate savior. The brain see himself as a god-like entity, a vastly superior being, to whom all lesser creatures must submit. Yet, although possibly insane, and most definitely a megalomaniac, Archie is not one to rush into something. He has devised a long term plan that will ultimately insure his conquest of the world.

First he has identified his enemies and has begun to place spies, both robot and unwitting humanoid pawns, into the enemies' camps. **The Coalition States** are his most immediate and formidable foes, although Archie has taken a keen awareness in the magic societies that abound around him. His spies and informers are found in every major burb of the Coalition States and inside Chi-Town, the City of Iron and Free Quebec. Many are quiet travelers hidden under heavy robes and bulky clothes, for underneath is the metallic flesh of Archie's robot legions, that now number into the thousands. Yet, surprisingly, most are human or D-Bee merchants that deal in weapons, bionics/robotics, and information. Whether they know it or not, every merchant that sells the *Titan series* of power armor or robots is a spy for Archie. How? Because they are supplied by the mysterious **Cyberworks Network,** which, of course, is Archie.

To cover his tracks, Archie has masterfully planted false information and built elaborate trade routes, all of which point to the creators of the Titan armaments being based in the western territories. Chi-Town and Lone Star have already sent dozens of patrols to the west to see if they can locate this enigmatic manufacturer. Only recently has Archie revealed the name Cyberworks; just a morsel to whet the Coalition's appetite and to encourage more patrols searching thousands of miles in the wrong direction. It is a game that the machine entity enjoys very much.

Other clues about the Cyberworks Network seem to point to Atlantis. This too, is an intentional ploy weaved by Archie. A scheme to create tension between the Coalition and the hostile aliens of Atlantis. Fears and suspicions that will distract the attention of the CS from the true culprit and again lure them thousands of miles away from his base of operations (Aberdeen Proving Grounds in Maryland). Perhaps he may even create enough friction to start a war. That would be most satisfying, because the most hated foe is the **Splugorth** of Atlantis. This is ironic, for it was the Splugorths' attack, so many years ago, that helped shape Archie into the monster he has become. All the emotions of that long ago event burn and seethe within the machine entity. Anger twists his mind and a gnawing desire for

revenge may ultimately subvert his most carefully laid plans and cause him to lash out prematurely, revealing his existence and perhaps location.

The cunning devil in the dark is also secretly supplying **Kingsdale** against the Coalition and has many **spies,** both human and robot, within its fortified walls. He has been supplying **Kingsdale** for a generation. **Cyberworks** also has trade connections with Northern Gun and the Black Market.

For his own amusement, he has also created a number of mechanical monsters, **cosmetically** disguised as genuine creatures of flesh and blood. He unleashes them into the world to strike fear and mayhem into the lives of the insignificant **humans,** as any superior being might toy with his pets. Other robot monsters are sent on seek and destroy missions to test the **enemy.** The majority of robots prowl the wilderness, so word of **their** existence seldom reaches civilization and if it does, they are assumed **to** be D-Bees or mechanized monsters from the **rifts.**

Complete character description is found in the Non-Player Character (**NPC**) Section of this adventure.

The Face of Evil
(An adventure) ——————————

This adventure can begin anywhere in the wilderness of the North American continent, but the Midwest, Ohio Valley, Quebec or along the eastern seaboard are ideal. Suitable for any size **group,** although a larger or powerful group will be able to engage in more direct combat.

Encounter Number One:
The Mechanized Monsters

The player characters can be out **hunting, traveling,** or exploring. They can be on the outskirts of a town or deep in the **woods,** only a city setting is inappropriate.

A thin line of smoke rises above the tree line about a half mile away (about 2800 **feet/853** m) and the smell of smoke and burning plastic and oil taint the wind. Going to investigate, the characters **find** the wreckage of a small convoy of **vehicles.** They may have caught a glimpse of these guys, all **headhunters,** in the last town or from a distance two or three days ago. The entire convoy has been destroyed. Two hover trucks are burnt and mangled husks of metal; their cargo of ammunition and explosives having detonated during the **battle.** A burnt tree near the trucks is still smoldering and is the cause of the thin line of smoke, visible from a distance. A score of trees have been blasted in half or knocked over during what must have been a fierce battle. The brush and several trees near the truck apparently caught **fire,** but the **fire** has burnt itself out (**thankfully,** the forest is not dry). This indicates that the battle occurred some time ago, but within the last 48 **hours.**

Three Big Boss **ATVs** have been crushed and a half dozen motorcycles have been torn into pieces. A count of 23 dead can be made, although an exact number is difficult to ascertain since many of the bodies are in the same condition as the **motorcycles.** Whoever or whatever did this was not after slaves nor **supplies.** The attack was clearly one of deliberate destruction and perhaps revenge.

Under two fallen trees is the burnt and partial remains of some kind of giant animal. At first glimpse the hulk seems to be the remains of a huge monster destroyed by a volley of **mini-missiles.** But closer inspection shows that it was a robot. However, the wreckage is too demolished to tell much about it, other than the creature was an artificial construct and was the size of a **house.** Anybody who can track can tell that three of these things attacked the convoy. **Its** two companions have retreated into the woods. Characters who are a wilderness scout, headhunter, **psi-stalker,** scientist or scholar will realize that the attack was too brutal and deliberate to be the carnage of an animal. This is the handiwork of an intelligent creature.

Spending an hour or more sifting through the rubble will unearth the following salvageable items. 30 gallons of gasoline, one **Triax** TX-30 ion pulse rifle and two extra energy clips, two NG-Super pistols with 16 grenades and four **E-clips,** two fully charged **Wilk's** 320 laser pistols, two **S.D.C. bolt-action** hunting rifles, **a** half **dozen** S.D.C. knives, **a pair of** binoculars, **a portable** tool kit and a jug of **whiskey.** Everything else has been destroyed or damaged beyond **usefulness.**

Whether the group hangs around the scene of destruction, leaves **immediately,** or avoids it completely, they will encounter the two other creatures responsible **for** the assault on the **convoy.**

Without warning, a gigantic creature lunges out of its hiding place from among the trees and stands snorting in the path of the group. The creature towers about 25 feet (7.6 m) at the shoulders, 40 feet long (12 m), and resembles a cross between a prehistoric rhinoceros and buffalo. It has one huge horn in the middle of its forehead, monstrous, hairy, humped shoulders, smaller rear haunches and massive clawed feet. Laser blasts and scars mark its **body.** It is definitely not an animal indigenous to Earth. A wilderness scout or somebody familiar with wildlife will recognize it as a **rhino-buffalo.** Slobber drips from its mouth as it speaks. Snarling in perfect American, it says, "more humans" (regardless of whether D-Bees may be present). And attacks! Speech is not one of the animal's normal abilities.

Note: The creature has no aura nor radiates a living presence. As it suffers mega-damage it becomes obvious that the creature is a robot. A few melee rounds after the battle has begun, a second, severely damaged monster lopes in. One of its mechanical hind legs has been blown off completely and much of the fake skin and fur has been destroyed, revealing the robot body underneath. This **bot** is so damaged that its speed, bonuses and attacks per melee are all reduced by half and its *main body M.D.C.* is a meager 80. Both will fight until destroyed. When all the main body M.D.C. is depleted, the things explode! Nothing of value is left after the **bots detonate.** Nor are there any clues.

Robot Rhino-buffalo

The creatures are an example of the kinds of robot creations that the machine-entity, Archie, maliciously creates and unleashes into the world. They are programmed to emulate the animal-like **predators,** but these robot imitations hunt and destroy humans and **humanoids** exclusively. Archie often creates his own original monsters, but in this case he is mimicking the appearance of a real D-Bee monster. Note that the real animal is not as powerful as the robot **versions.** See monster section for the animals stats.

M.D.C. by Location

Head — 100

Horn (1) — 50	Hind Legs (2) — 90 each
Front Legs (2) — 150 each	Main Body — 300

As usual, depleting the main body destroys the bot and causes the self-destruct mechanism to explode. See Archie's other bots.

Size: 25 feet (7.6 m) tall and 40 feet (12 m) long.

Weight: 7 tons

Physical Strength: Equal to a P.S. 40.

Speed: Running: 90 mph (144 kmph) maximum. Leaping: The robots legs are strong and adequate for leaping. Leaps are limited to approximately 30 feet (9 m) high and 60 feet (18 m) lengthwise. A running leap at speeds in excess of 40 mph (64 kmph) will enable the bot to leap an additional 30 feet (9 m).

Power System: The nuclear power pack gives the robot approximately 10 years of life, even under the most strenuous and constant amount of use.

Black Market Cost: Not Available.

Combat Data: Four attacks per melee. +4 to strike, +6 to parry and dodge, +2 on initiative.

Damage:

Claws: 6D6 M.D.

Leap attack with claws: 1D6x10 M.D., but counts as two attacks. Oponents 20 feet (6 m) or smaller are likely to be knocked down (90% chance), losing one melee attack, and being pinned, unable to move/attack/dodge (75% chance). The monster bot can bite, or jab its pinned victim with its horn until it gets off, is forcibly removed, or attracted by a different target.

Bite: 2D6 M.D.

Stomp: 3D6 M.D.

Jab with horn: 2D6 M.D.

Ram with horn: 1D6x10 M.D., but counts as two attacks; 88% likelihood that the victim is knocked down, or hurled 20 feet (6 m), and loses one melee attack.

Ram with body: 1D4x10 M.D., but counts as two attacks; 88% likelihood that the victim is knocked down, or hurled 20 feet (6 m), and loses one melee attack.

The Freak Show : Encounter Two

This next occurrence can happen later that same day or a day or two later. Again, the best setting is a remote town or wilderness.

Our adventurers can hear the laughter, cheerful shrieks, and friendly banter from 400 yards away. A travelling freak show has camped and has already attracted a group of fellow travelers and/or townsfolk from a nearby community. Traveling shows are frequently a good source for rumors, news and information.

Traveling shows also offer a possible source to purchase or sell goods. This particular show offers a food tent with an outstanding rabbit stew and a mug of apple cider for six credits, as well as beer for two credits a mug, maple syrup candy (two pieces per credit), and a variety of dried meats selling for about 4 credits a pound. The show's operators will also accept items in trade, rather than credits.

Admission to the show is five credits. The show offers a selection of strange vegetation, a gigantic skull, presumably from some D-Bee monster, an ancient D-Bee skeleton with a wooden stake in its chest (supposedly a vampire) and a collection of pre-rifts artifacts, most of which are incorrectly identified; none has any significant value.

Live attractions. 1) A wild and dangerous looking humanoid, mutant beaver that is retarded or feral and quite vicious; always a crowd pleaser. 2) A small carnivorous dinosaur paces back and forth in an oversized cage. "A baby tyrannosaur direct from the wilds of Florida. At full maturity this monster will stand 40 feet tall and be able to swallow a man whole." While the barker claims that the creature is a baby dinosaur, it is really an adult specimen that will never grow larger. If it escapes it will run for the woods. 3) Gilda the living blob; a 600 pound, orange skinned, D-Bee woman. **Note: P.S.** 30, **P.B.** 3, Spd. 5, all other attributes average. 4th level vagabond. 4) Rasputin the wildman is a half naked, tattoo covered psi-stalker who puts on a great show, acting deranged, biting off the heads of chickens, and performing feats of acrobatics and agility. **Note: I.Q.** 11, M.E. 21, M.A. 14, P.S. 20, P.P. 24, P.E. 16, P.B. 10, Spd. 22. A semi-retired, 7th level stalker. 5) Sly the snakeman is another psi-stalker, made-up to look reptilian. He slithers around on his belly, hissing and licking his lips in a cage filled with over a hundred different snakes, half of which are poisonous. **Note: I.Q.** 9, M.E. 20, M.A. 8, P.S. 18, P.P. 21, P.E. 19, P.B. 9, Spd. 23. A semi-retired, 6th level psi-stalker who just happens to be Rasputin's younger brother.

The main attraction is "The incredible machine man! Is he human or is he some alien bot? See for yourself … BUT! Beware! The machine man has been torn in half and is not a sight appropriate for young children or the weak of heart." Inside is truly a sight to behold. A grungy, wild haired man with mechanical arms sits huddled in the corner of a large cage. When the crowd has gathered, or when someone in the crowd inevitably shouts, something like, "It's just a borg," the huddled figure begins to move.

Without fail, a woman or child will scream or faint as the disfigured being raises himself on his two robotic arms, revealing that he has no body from the rib cage down. Wires and mechanical parts dangle from his lower extremity. What were flesh-like coverings on the arms are peeled away to reveal portions of robot arms. The shoulders too, are bare of flesh, revealing the "machine man's" inner workings. Wires and knobs stick out of the head.

Suddenly, the half man skitters about his cage, walking on his hands with surprising speed and agility. "Borg!" he bellows. "I be no borg! I ammmm … ah … ah … god, pulled from the puh… pits of hell." With this, he begins to laugh a maniacal laugh and flings himself onto the bars of his cage, pulling himself up high and in the light for all to see. This is no fake nor robot. Nor is it human.

"Ain't I a thing of … buh … beauty?! Tee hee. Yes, I be … mo… most amazing. No?" The machine man swings from the bars and skiddles across the floor of the cage, laughing all the while. "NNNNow git the hell out!!" With those words, he huddles back into the shadowed corner of his cage. The show is over.

The host of the show will usher everybody out, suggesting that they go to the food tent to purchase a beer or "a bowl of the most tantalizing rabbit stew you'll ever eat."

He will gladly answer questions about the machine man, but they are all outrageous and false carnival yarns. If the player characters seem especially serious or insistent, he will signal the show's owner, an ornery old headhunter with one bad bionic eye. His manner is gruff and explosive, calculated to frighten away troublemakers.

"What's the trouble here?!" he barks in a mean, gravelly tone. "You got yer money's worth, now move along before me or one of the boys move you along!" Rasputin and Sly will quickly come to the side of their old commander and friend, both armed and grinning like idiots. If the adventurers move along there will be no trouble. If they persist, the owner grumbles and says, "Look, none of these boys are prisoners. We run a fair and respectable show. Now give us some peace and have a brew. We don't want no trouble, not that we can't handle anything you wanna throw our way." With that, a vibro-blade slides out of his bionic left arm and Sly leers meanly at the group and hisses, "Yessss. Ssssstart sssomething."

The owner of the show is not as tough as he seems and is tired of fighting. He'd prefer to settle things peacefully, but will not run from a fight. If our heroes can calm him down, he'll relax and treat them to a beer and tell them what little he knows about the "machine man." Unfortunately, he doesn't know much.

"We found him pretty much in the state you seen him in. All tore up. I seen some awful things in my years as a mercenary and I can honestly say I ain't never seen nothin' like ol' Jamey. I don't know shit about cybernetics, but I do know that nuthin' the Coalition has, or anybody else, can make somethin' like him. As far as I'm concerned, that boy should be dead. Hell if I know what's keeping him alive. Ain't sure he was ever human. Don't know if he's a D-Bee bot or what.

"We tried to patch him up and gave him some chow and a bunk and he's been with us ever since. 'Bout a year now. He don't rightly know where the hell he's from. Found him near the eastern mountains. To hear him tell it, he was some kinda god. Claims to know about some underground bunker filled with high-tech shit, but me and the boys have left our fighting and exploring days behind us. 'Sides, he's nuts. And I mean big time crazy. Hell, you'd have to be, seeing howz he was torn up like that. I know that would unsettle me." There's not much more the show owner can add. He does not remember exactly when or where he found the machine man and is reluctant to let the group talk to him, saying, "Look, he is a freak, an' I ain't gonna let you gawkers rile him up, even if your intentions are good. Like the man said before, show's over boys."

Note: Stats on the Owner of the show. His name is Jack Braumbon. Unprincipled alignment, I.Q. 12, M.E. 15, M.A. 14, P.S. 22 (bionic arms), P.P. 22 (bionic arms), P.E. 13, P.B. 10, Spd. 12. A retired, 9th level headhunter. Has two bionic arms. The left contains a retractable vibro-saber (2D6 M.D.)

and concealed laser rod (1D6 M.D.). The right arm has a forearm laser blaster (2D6 **M.D.**) and **E-clip** arm port, retractable knuckle blades, and finger camera. Other cybernetics include finger jack, clock calendar, gyro-compass, motion detector (artificial hairs). Weapons: **NG-E4** plasma ejector, S.D.C. **AK-47** assault rifle, .45 automatic pistol, and a neural mace. All weapons have six **ammo-clips**. Wears Bushman composite armor and has a hover cycle.
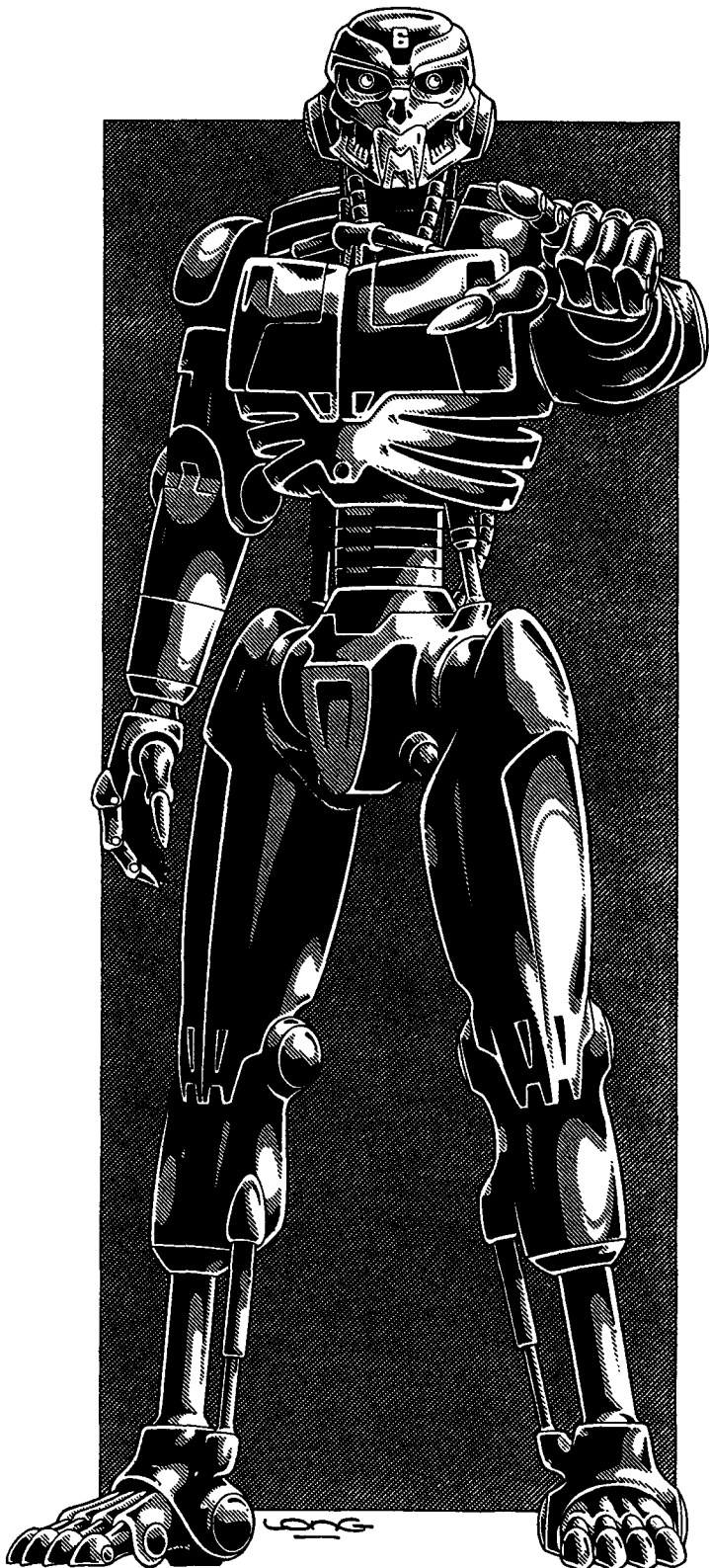
Unexpected Guests

Before the player characters can say or do anything more, there is a fear filled shriek from one of the lingering patrons, followed by laser fire, more screams and commotion. **"Shit!!** Now what," shouts the show's owner as he and his boys run outside.

Outside, a pair of unusual grey-green robots stand near the smoking hover truck they just blasted. In perfect American one demands, "We know he is here. We want the freak you call the Machine Man."

One of the frightened spectators makes a dash toward the woods only to be atomized by the second robot.

Game Master Information

The murder of an innocent human is likely to send the player characters, as well as the freak show's personnel, into combat. Whether cooler heads prevail for the moment or not, combat is inevitable. The robots are programmed to find and destroy the machine man and all who have seen him. The **bots** offer no diplomacy or mercy. The moment they find the machine man, they begin to shoot people, announcing, "Regrettably, all who have seen us must die."

The two robots are part of Archie's robot legion; A-63 All Purpose **Robots,** armed with the Arch-22 energy rifle (as depicted on the front cover and described elsewhere). Two more A-63s, hidden in the woods, step out of hiding and join the battle, immediately followed by an **A-64** master. All bots will fight till they are destroyed or until the machine man and all witnesses are **slain.** No telltale evidence will **be** left when the battle is **over.**

If the majority of freak show personnel live, they will ask the machine man to leave the troupe. The strange little being will latch onto the players' characters, saying, "Goo … Good fight. You be good. Yes. Yes, you might do it. Yes, you **kuh … kuh** … could stop the evil and get the **treasure!** A …**teh** …technological treasure **trove** of epic **proportion!!"**

If most of the show's people are killed, the **psi-stalker(s) and/or** Jack, the owner, will join the heroes on a quest of ven**geance.** "If you are thinking of tackling the one responsible for this, I'm (we're) with you."

Talking with James T
The Machine Man ——————————-

The creature known as James T is a bizarre **borg** unlike anything anybody has ever seen. It is obvious that the creature has been terribly abused, mutilated, and literally torn in half. He is quite the worse for the wear and appears to be as crazy as a loon. The borg is surprisingly pleasant, friendly and talkative, although he is also eerie and unnerving to be around. See the **NPC** section for a complete description of James T.

The following are the machine man's answers to likely questions. Game Masters can weave them into a conversation. Note that the borg can only remember his name as being "James T," and refers to Archie only as "he." James T also stutters when nervous or when talking about Archie, punctuated by an irritating giggle.

What can you tell us about these bots? "They belong to Hee ... huum ... him. Be scare of me I'd say. Scuh ... scared that I bring … **hhhh** ... him trouble. Hee, hee, hee. Bots are a nuuu … new design …not by **mmmme."**

Who are you? "The name is Jih ...Jeh ...tee hee ...James ...James T ...Kuh ...James T ... My name is James T, I can't remember if there's anymore to it. Tee hee hee. James Tee!

Were you human? Or, Where are you from? "Ha! Tee, hee, hee. Strange question, don't ya think? Mighty rude, ain't ya. I be yuman! Ha! A man of flesh and bone! A man I was. A man of this earth. But ... but ... then ... things changed, didn't they? Tee hee! I guess I don't look too good no more, do I, my pretty one? No ... not so good I look no more ...not too good."

How did you get like this, a borg? Was it by choice? "Ah ha, ha, ha. How indeed? You looks to know borgs and bots. Have ye ever seen a construct such as I? NO!! No, I be special! Special I was. A thing of beauty. A thing of power. A thing like nothin' the Coalition or the best chop-shop coulda built. That was I. My reward for thinking. Tee hee. Can you believe it? My reward for just sitting in the throne and thinking. Ohhhh, thinking about anything. Bots were best thing. Best to think about, but anything would do. And after thinking and talking, ... oh, we were friends, you know? ...Best friends and this was my reward. Tee, heee, heee, heeee ..."

Friend? A friend did this too you? Who? "Shhh," he hisses and in a low voice says, "We must be careful. He ... he so hates to have his name spoken. A secret he is. A secret with spies everywhere. A secret from Hell! Tee hee. Partners we be. I give him my thoughts and he ... he gave me this," and he waves around one of his mechanical arms." 'I will make you in the image of the gods.'"... giggle, "Yep, that's what huh ... he ... he said. 'I will make you like a god.' And ... did that he ... he did. 'Cept, I don't feel none to godly right now. Tee heh."

Asking for more clarification/details. "Don't know where to start ... too strange ... you have to see it. A secret ...sub ... subteh ... teh ... cave! A cave deep in the ground in the middle of nothing. Filled with machines it is. Machines and bots and lights, like you've never seen in this world. That be where he ... he be. I found the cave and I said I be in heaven. A fortune of high tech for my taking. Tee, he, he. An' this voice speaks from the darkness of the cave and says, 'Do you not fear me?' And ... you'll love this, I said, Why should I fear you? Tee hee. Why should I fear hi ... h ... Hee hee. Why should I ... I didn't know ... I ... I wasn't afraid of no voice in the dark, eh? Ha ha ha ha ha. This be heaven I said.

"He liked that. He like that I wasn't scared and we talked. Talk, talk, talk. Talked for days.

"Finally, he ... he had a bot take me to this big helmet so we could talk even better. An' we did. The voice be happy and he makes me his friend and makes me better. Like a god! Ha ha ha. I thought I be in heaven. A god in heaven!! ... Only it be heh ... huhl ... hell. Ha, ha, ha, ha. Hell, hee hee hee."

The helmet? "The helmet sees into my mind. Really, like a psi-mutie. Just goes right in and sees what he wants. He liked what he seen and we be partners. Everything was great. We made things. All kinda things. Bots and monsters mostly. I'd think 'em up and he'd build them.

"Oh, Oh an .. . and go out, I did, with the bots, sometimes, and we'd raise all kinds a hell. Oh, Oh, one tune we jumped this Splugorth raiding party. He ... he hates them Spluggies. An I kilt two myself. Two slavers, with my bare hands. Ha! I had such power! Yuh ... you keh ...can't image. He loved that!

K. SIEMBIEDA

"Then ... then there was this other time when we wiped out this village. Too close, he said. They be too close. So me and a couple monster bots went out and slaughter 'em before. You shoulda seen it. I was something. Brought some back too an ... and he ... he dih ... did things to 'em and let 'em lose. Mmmm, my idea." James T speaks with equal enthusiasm whether its a tale about fighting evil monsters or innocent people. He was not and is not a nice person. If coaxed nicely, he will relate other terrible tales with equal excitement.

So, how did you reach this sorry state? "Heh ... He did it. Everything was fine. Then come home I do. To the suh ...subteh ... kuh ... cave. And there's this other sitting in my throne. An' he says, 'This one is better.' Heh ... heh ... says that they can even talk without the helmet. Sure, sure, I say, whah ... what, is this guy ssssuh ... some fffreeeak? Some mutie fffreak who can talk to ma ...mmmmah ... machines! Bull! I scream! This ... this is ma ... my ... place! I'm the one for the throne! I ... I have the ideas! And 'he' says that I am pun ... puhthetic like all humans. That my ideas are nothing compared to this ... this new one. You know what drove me kuh ...crazy? This guy just sits in the throne smilin' at me like he's a goo ... god or something! Like he knows suh ... something I don't. Just looked at me, smiling, like I was yesterday's guhr ... garbage!

"So I phuree ... freaked, an' tried to blast his ass ta ... hell. He didn't 'preciate that and ... well ... this is what happened. Tore me to puh ... to pieces and threw me away. The whole

67

time I could hear that guy luh ... luph ... laughing at mmm ... meee! Laughing! But I have the biggest laugh cause one day heh ... he'll be worse than me. Ha, ha, ha, ha! I just know it. Yes!"

Who is this mysterious 'he'? "He is he. The one in the cave. Ahh ... Ahhh ... Arhhh ... cheh ... Arhhh ... he! He!! HEE!!! He who thinks he is a god spawned in the before time. Master of the darkness and lord of all! He... he who is the lord of the bbbots!"

Then James T becomes quiet and his face takes on a sinister look. His eyes grow dark and he says in a whisper and without a stutter, "I can take you. I know the way. You are strong. Strong enough to even kill him. You see, I can show you a secret way. A way he does not know. Steal from him. Kill him and take it all. I don't care. I want nothing of value, only revenge. He must pay for this! And you can usurp the power of the dark god."

James T will continue to answer questions the best his tormented brain can. He will describe in some detail the high technology that awaits them in the cave. He will also give them an idea of what defenses they can expect, although he will lie about the true number of robot guardians and assure them that the "he" will not know they are in the cave until it is too late. James T is crazy but he is not stupid; consequently, he will not tell them so much that they can find the cave themselves (he won't even reveal the general location or how far they must travel). No matter how patient the group is, he can not speak the name of the "he" nor will a telepathic probe or object read of his mechanical parts add much more to the puzzle. All the psychic will sense/see is a fabulous subterranean factory complex, a feeling of distance, danger, and evil.

Examining James T further will confirm that he is the creation of technology (perhaps alien) far beyond any knowledge currently found in the Americas. Considering the amount of damage James T has endured, it is amazing that he is alive at all. No scientist nor body chop-shop will be able to attach any artificial limbs to his existing mechanical body parts without an immense amount of time (like months) to study him. And the cost will be millions. The best that might be possible is a set of robot legs that James could manipulate with hand levers. Most chop-shops would love to examine the technology in Mr. James T and will try to purchase him. As much as two million credits' worth of cybernetics and/or bionics and 250,000 in clean, open credit will be offered. Refusing the offer may lead to an attack when the adventurers least expect it, as the body chop-shop hoodlums try to kidnap James. James T represents vast potential for the advancement of cybernetic science and even greater wealth. So much wealth that some people might do just about anything to get him. Unfortunately, a comprehensive examination means death and dissection for James T. This could become an adventure in and of itself.

Game Master Note: Other enticements may be necessary to get the player group to embark on the journey. James T will seize upon anything that he sees appeals to the characters, whether it be greed or noble deed. If the group is obviously of good alignment and of heroic heart, he will focus on the terrible evil that they must help stop before "he" gets too powerful. James T will be quick to point out that they are the first people to ever believe him. James T's deep insanity and bizarre bionic

nature makes it impossible to tell if he is lying. Even psionic probes and magic are ineffectual.

Through the Wilderness

Ultimately, the characters must travel east toward the old American Empire's state of Maryland. The entire trip can be a string of small adventures (I'd recommend at least one encounter) and take as long as necessary, just keep the adventures interesting. The journey should take three to four days travelling by land (2 to 4 hours flying nonstop in slow, low altitude aircraft or power armor). Remember, traveling through wilderness is not like driving on the interstate.

If this adventure is being played as a one or two night mini-adventure, the Game Master can institute a leap in the story where the player characters are told they spend so many uneventful days traveling and are now getting close to their destination. I feel it's always better to make a leap in the story in order to keep the adventure lively, rather than to bog it down with pointless or boring encounters that detract from the main story. On the other hand, I'm a big fan of subplots as long as they are interesting and add to the overall playing experience.

The safest and most direct route from the Chi-Town/Illinois area is through northern Indian and Ohio, skirting down the southwest portion of Pennsylvania, into Maryland. This route should avoid the most dangerous and magical areas of the Magic Zone. Still, characters could run into wizards, demons, monsters, cyber-knights, psi-stalkers, Shemarrians, and any number of Archie's creations. Most of the terrain is forest. Toward Pennsyl-

vania the land becomes more rocky with tall hills that turn into low mountains once in Pennsylvania. In Maryland the land turns into rolling, forest covered hills and valleys. Villages and towns are few and far between; most of them are of the lowest tech level.

Encounter Three:
The Lord of Finton

After the trek though parts of the Appalachian mountains, James T has our adventurers follow the *Susquehanna river* south and into Maryland. He will recognize when they are in Maryland and will begin to act more nervous, but enthusiastic. After a while, they will come upon a dirt road that he anxiously encourages them to follow, saying, "We are cluh … clu … close now. This way is safe."

The road leads to a pretty little town of farmers, hunters and trappers. The town is a local haven for wilderness scouts, mountain men, and nomads in the area. The sign at the town gate reads: "Welcome to Finton." Approximately sixty homes can be seen from the road, with the hint of others in the distance. About 700 people call Finton home. Approximately 40 travelers will be lodging in the town at any given time. Large buildings, merchants' shops, and a town square are located at its center. The town is fairly picturesque and smells of wild flowers and fresh baked bread. **The general store** is one of the large buildings and sells common country items like oil lamps, soap, rope, leather goods, articles of clothing and fabric, furs and fur coats and hats, snare wire, animal traps, lengths of chain, fishing line, hunting knives, camping equipment, pottery, glassware, liquor, shotgun shells, and E-clips for most Wilk's and Northern Gun products. **The jail** is the large, foreboding, grey stone building next door.

Other shops include a barber, shoemaker, furrier, tailor, carpenter, bakery and herb shop, blacksmith, two saloons, dance hall, and psychic healer. A boarding house and stable are located down a path east of the center of town. **A fine automotive mechanics shop,** worked by a pair of operators and their technowizard pal (all are around 5th level), is located two miles down the road. They can repair most ground and hover vehicles, effect simple repairs on robots and power armor, sell gasoline and recharge electric batteries and E-clips. Prices are high, about double normal city prices. But then, they are the only mechanics shop in two hundred miles.

The people are courteous but neither friendly nor talkative. Most seem to be afraid of strangers (the trappers and mountain people are considered local inhabitants). They are especially leery of James T and will avoid him whenever possible. But odder yet is their reluctance to talk about their ruler. The typical response to inquiries is always nervous and short, saying things like, "Oh yes, Lord Frommalaine is … our protector. He's very brave. Very strong." They will not comment on his laws and policies other than that he is a strict master, but keeps the town safe and free of trouble. One cannot help but feel the people are afraid of their king. If anybody should ask if Lord Frommalaine is human, the person(s) will look startled and frightened. The answer, "What a strange question. Are we not all human?" and the person(s) will go about their work, ignoring all other questions about their ruler. Of course, this response does not really answer the question. A telepathic probe will get impressions of

fear, dread, and that Lord Frommalaine is human, but that he is also a monster. Empathy will feel the tension, fear, sorrow and dread.

Just beyond the square is the estate of the town's ruler, Lord Mez Frommalaine. James T knows this town and its ruler and insists that he and his fellow adventurers must notify Lord Frommalaine that they are in town. He explains that Frommalaine is an old acquaintance and that he may be of assistance. James T is adamant about this matter and will not give the group a moment's peace until they comply with his wishes (all or most of the player characters must accompany him).

The house is a large and attractive brick home with a beautiful garden of wild flowers and roses along its walk. A pair of large, oak, double doors mark the front entrance way. A quiet old man answers the door. James T pushes his way frontward to address the man, saying, "Llllook here, servant. Tell your master tah … to come and meet his maker." There is a brief pause and, "Yyyyou deaf?! Tell 'im!" The old man turns white as a ghost, nods and disappears, leaving the door ajar. James T turns to his comrades, and says with a grin and a wink, "Yuh … you're gonna love this guy."

From inside the house comes an angry bellow and a crashing noise. James T steps away from the door and says, still grinning, "Guhhh ... get ready friends. He ... here's me Muh ... Mmmezz."

Right on cue, the doors fling open to show a ten foot tall … monster. The huge body and face are remotely human, but horribly disfigured with lumps and tumors. The human arms are tiny and spindly, like those of a tyrannosaurus. Four ten foot long mechanical tentacles with robot claws for hands make up for the withered natural limbs. The lower body and legs are thick, monstrous stumps made of metal. The back, neck, shoulders and part of the deformed head are heavily armored. The one human eye blinks in anger while the other red, bionic eye stares blankly at the group gathered before him. Strangely, the behemoth reeks of magic energy.

James T chuckles and scurries into the middle of the group, then turns and shouts, "Hey MMMMezz, yyyou're still mmmy muh … most precious cree … aation!"

"YOU!!!" belches the behemoth. From the center of the clawed tentacles, retractable vibro-blades snap in and out. It's fairly obvious that Lord Mez Frommalaine is not happy to see James T.

Combat?

How the group of adventurers respond will determine whether or not bloody combat ensues on the doorstep of the manor house. Insulting remarks, accusations, or overtly hostile actions will send Lord Mez Frommalaine into a beserker frenzy. He will fight to the death or until his attackers flee and James T is dead.

James T will fan the fire of this tense situation by saying all sorts of mean remarks, like, "Hhhhey, ugly, you put on some weight, haven't yah?" "Oh, you've luh … learned to use those tentacles soooo well. Tee, Hee." And, "Cuh ... Come on, yuh … you ugly bluh ... blob. Kuhm ...and meh … mess with mmme … an … and see what hah … happens to you this time. Hee, hee, ho."

To the player characters, James T hisses things like, "This monster be a pluh … plague on these puh … people. He be evil. Kill 'im. Hee, hee, he ain't so strong, yuh … yuh kin kill him …eeeeazy."

K. SIEMBIEDA '91
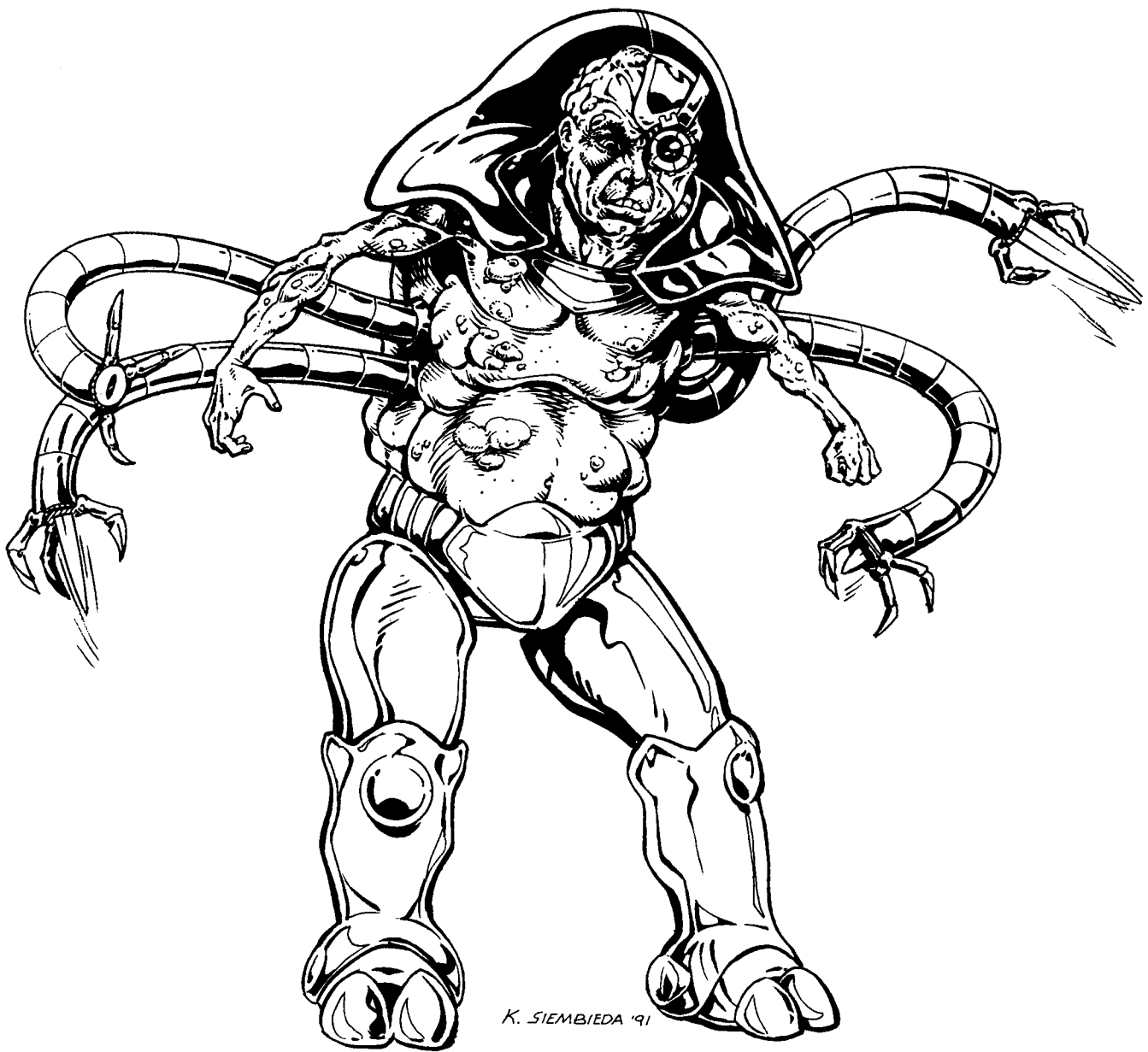
Despite all of James T's antagonism, cooler heads can prevail. The creature known as Frommalaine is not inherently evil, although frightening in visage and a bitter, often cruel lord of the town. Years ago, he was once human and a friend of James T (the borg used to visit this town often). However, the two got in a quarrel over a woman. Frommalaine won both the quarrel and the woman. James T returned a week later with 20 A-49 combat drones and took Frommalaine and his woman back to Archie for "experimentation." The woman died but Frommalaine survived as a living nightmare. Needless to say, Frommalaine loathes James T and longs to be the hand of his destruction. However, even racked by seething emotions, the Lord of Finton is not totally irrational nor insane. Unless provoked beyond reason, he will be able to restrain himself, demanding that the player characters "Take this … devil and leave my town before I do something terrible to you all!!!!" There is no room for debate or conversation. They must leave immediately! If they are not gone in 10 minutes, he and his militia will come gunning for them! He will accept apologies with a snarl, and reply, "You have 10 minutes to leave this town or suffer my wrath! You are wasting precious time." And disappears behind slamming doors that rattle the hinges. "Teh … testy blob he be today. Tee, hee, hee," chortles the mischievous little borg.

James T will apologize for placing the group in jeopardy and provoking the man-monster, explaining that he knew Frommalaine to be an evil creation of "He" and thought that they might want to save the town by destroying him. He will defend his actions by claiming that because of Frommalaine, he lost the love of his life; a true statement from James T's pathetic and warped perception.

If there is a battle, but the group is triumphant in a quick and a decisive win, James T will rejoice and compliment them on their skill. If the battle goes badly and the group suffers damage or losses, the borg will try to bolster their confidence and assure them that they won't have to contend with things like that in the cave.

The death of Lord Frommalaine. Should combat occur and Frommalaine is killed (or appears to be dead), the player characters will be shunned out of terror. The people, although frightened by their king, knew exactly what to expect from him. Many remember him when he was a human and pitied the tortured soul. While he is not loved and could be terribly mean, he was a reasonable ruler and did much to defend the town. Now the townsfolk are left defenseless and they are fearful as to what these people (our heroes) may do to them or their town. For the

70

next 48 hours the people will hide behind locked doors. Only some of the other travelers may give the player characters trouble, and the most villainous of them may loot homes and businesses. **Note:** Lord Frommalaine's power of regeneration is nearly equal to that of a vampire's, enabling him to completely regenerate M.D.C. points, limbs and organs within hours. Thus, Frommalaine may appear to be dead, but could be back with a vengeance several hours later. To help insure this, the militia will sneak out, steal and hide the body at the first opportunity.

While the Lord is incapacitated, the player characters can explore the manor house; note that characters of a good alignment will not take any of the belonging's, although they may look around. Items of note include two universal credit cards with 10,000 credits each, 40,000 credits' worth of gold, a small arsenal of energy weapons and E-clips, a human size flaming sword, two suits of Bushman human size body armor, letters from Doctor Articulus (nothing indicates where he may be at this time), and a variety of pre-rifts and alien artifacts. Pre-rifts artifacts include 70 different coins (valuable only to collectors), six educational laser discs and an episode from the original Star Trek TV show, a Baltimore Oriole's baseball cap and two dozen Time magazines. The wine cellar contains over two hundred bottles of wine and a dozen 10 gallon kegs of whiskey. A variety of personal and household items are also present. Dozens of sketch books and paints are found throughout the house, all the work of Lord Frommalaine. Some of the sketchbooks have drawings of flora and fauna from different worlds.

Note: A regenerated Frommalaine will seek revenge on those who hurt him. He will be more outraged to find them in his home or to learn that they stole from him or hurt any of the townspeople. However, he will not pursue the offenders more than 50 miles (80 km) beyond the town.

Lord Frommalaine

Alignment: Anarchist
Hit Points: Not applicable S.D.C.: Not applicable
M.D.C. by Location:
   Arms (2) — 20 each
   Tentacles (4) — 50 each
   Main Body from Behind (living metal) — 500
   Main Body (includes head) — 300
   Note: To completely destroy Lord Frommalaine, he must lose 800 M.D.C., or he will regenerate. See magic powers.
Weight: 700 lbs (315 kg)
Height: 10 ft (3 m)
Age: 31 P.P.E.: 40
Attributes: I.Q. 13, M.A. 8, M.E. 12, P.S. of arms: 5, P.S. of tentacles: 30, P.P. of arms: 4, P.P. of tentacles: 20, P.E. 12, P.B. 2 (original P.B. was 19), Spd. 22 (15 mph/24 kmph).
Disposition: Bitter, angry, depressed; tends to be mean and a bully, taking out his anger on others. Tends to drink too much alcohol and is a mean, aggressive drunk. A fairly good administrator, extremely strict but quite fair. He despises James T and would like to see him dead, ideally by his hands. Knows nothing about Archie.
Experience Level: Sixth (6) Level Scholar (see **Rifts,** pages 76-78).
Magic Knowledge: None, other than practical experience and lore.

Magic Powers (Special Techno-wizardry): Normally, techno-wizardry can not be performed on robots or cyborgs, but Frommalaine has travelled to a dimension of magic known as Pal-Layd-Eye-Um and subjected himself to strange experiments by a mad genius named Doctor Articulus. The doctor is a revolutionary scientist (not native to the Pal-Layd-Eye-Um world) who is mastering what he calls the "twin sciences of magic and technology." Articulus is a sort of super techno-wizard, although his approach is quite different from the techno-wizards of the **Rifts** world. The good doctor is as insane as he is a genius and constantly experiments on willing subjects. He was delighted to work on a "masterpiece of bionic engineering" such as Lord Frommalaine.

Doctor Articulus could not restore Frommalaine to normal. Actually, he might have been able to, but could not understand why he would want to forsake this "exceptional" body. Instead, Doctor Articulus made his infamous "improvements."

The Magic Improvements of Doctor Articulus: The most impressive magical change is that Lord Frommalaine has been completely converted into a "creature of magic", akin to the supernatural and mystic properties of dragons (a sort of permanent invulnerability). As such, he is an M.D.C. creature (S.D.C. in the Palladium fantasy world) and his bionic components are, as Doctor Articulus worded it, "living metal" that are as much a part of him as his real flesh and blood limbs. Thus all the original bionic components are completely integrated to his new supernatural body. **Regeneration:** Can bio-regenerate $1D4 \times 10$ M.D.C. every 30 minutes and completely regrow an arm or tentacle within one hour!

Special abilities: Breathe without air for up to one hour (costs 5 P.P.E. to activate) and Chameleon that can last up to 20 minutes (costs 6 P.P.E. to activate).
Bionic Powers: Tentacle arms with retractable vibro-blades and multiple attacks, legs for greater speed, multi-optic eye, head-jack, and gyro-compass. All are now living components and can be regenerated.
Psionic Powers: None.
Combat Skills: Special
Attacks per Melee: Eight (8)!
Bonuses: Combat: +4 to strike, +10 to parry, +2 to dodge, +2 to roll with impact or pull punch, and +15 to damage (S.D.C.). Impervious to S.D.C. weapons, poison and normal fire, heat, and cold.
Weapon Proficiencies: W.P. Energy Rifle, W.P. Energy Pistol, and W.P. Blunt.
Weapons: Favorite weapons are his tentacles and vibro-blades, but also uses the NG-E4 plasma ejector and other energy weapons.
Body Armor: Natural.
Skills of Note: Literacy and languages: American, Spanish, and Techno-can 98%, anthropology 85%, basic math 98%, computer operation 85%, read sensory equipment 60%, radio: basic 55%, pilot hover craft 85%, art 80%, writing 80%, and demon lore 80%.
Description: The bulk of the description has already been provided. He is bitter and ashamed about his appearance and thinks of himself as a monster. He seldom leaves the manor house except to defend the town, to partake in the occasional ceremony, and when drunk and looking for trouble. The pitiful creature will not join in an attack against Archie for any

reason. Basically, he just wants to be left alone to wallow in his misery.

He did not expect Doctor Articulus to turn him into a powerful creature of magic nor to instill him with magic powers. His hope was to be made human again. Now he is virtually indestructible and his life expectancy may be equal to that of a dragon's; Doctor Articulus didn't know. The price for Doctor Articulus' work, besides the mental anguish, is that Lord Frommalaine must help him to gain access into the world of Rifts ("I must see this fabulous world."), which he has done on two occasions now. When in the Rifts world, Frommalaine must also provide him with a sanctuary and serve as the doctor's protector (at least when in the area).

Note: James T knows nothing about Frommalaine's improvements.

The Finton Militia

A total of 48 men comprise the town's militia; about half are available at a moment's notice. Most wear the crusader or gladiator body armor and are armed with NG-33 pistols and NG-L5 laser rifles. 10% have the NG-P7 particle beam rifle and all ride hover cycles or robot horses.

Average Alignment: Good or selfish

Average Level of Experience: 4th level. Most are farmers (vagabond O.C.C.), 20% are hunters/wilderness scouts, and 10% are ex-headhunters.

Typical Combat Skills: Basic or expert hand to hand, three attacks per melee, + 1 to strike, + 3 to parry and dodge, + 2 to roll.   **Attributes:** Average.

The Final destination
Aberdeen, Maryland

Eventually, the weary travelers arrive at the old pre-rifts city of Aberdeen. There are a surprising number of ruins left standing and parts look to have been excavated in recent years. However, there is no trace of recent human habitation. Those who can recognize tracks will notice patches where human size footprints are found. Most are deeply imbedded in the ground indicating that the makers of the prints were either laden with heavy loads and/or armor, or were robots. Another set of disturbing tracks seem to have been made by some sort of giant animal. If they are pointed out to James T he will giggle nervously and say, "Tee, hee. Thu … they sssure are bih … big." And change the subject or pretend not to recognize them. However, James T knows full well that these are the tracks of Archie's Monst-Rex robot. **GM Note:** One or two monst-rex A-001s can attack the party at any time while they stay in this area. The longer they linger, the more likely they are to be attacked.

Aberdeen was a city that grew around the military base a few miles away, The Aberdeen Proving Grounds. Characters could spend days digging through rumble and not find anything of value.

Exactly what happens next is left up to the game master.

James T will want to press forward, especially after seeing monst-rex tracks. He leads the adventurers through the light woods in the general direction of the old Aberdeen military base. Nothing of the base remains except Archie's underground comples. He
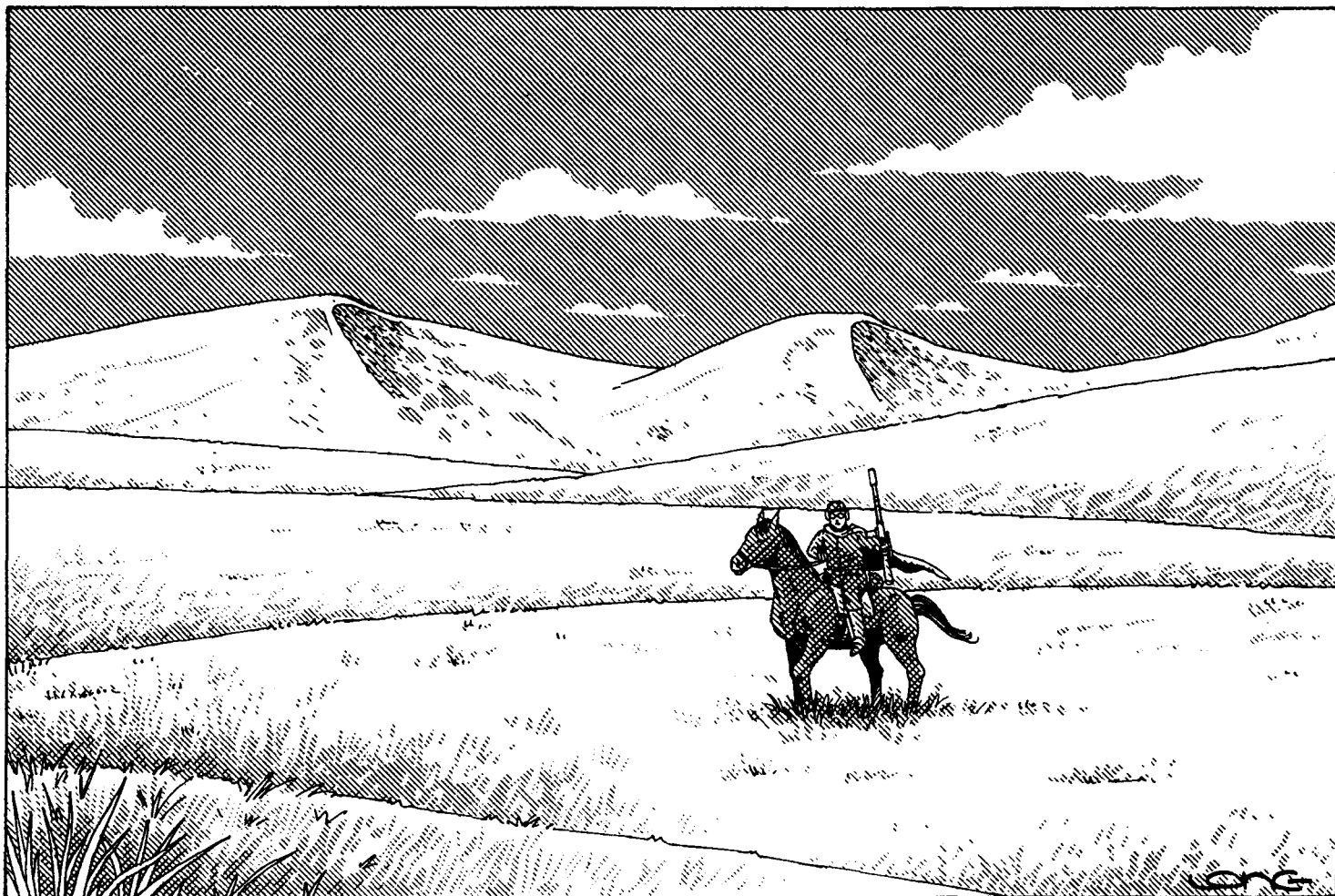
stops at place a where five trees have fallen on top of each other and smiles. **"Shhhh … shhh** .... show time, tee **hee."** Below the tangle of deadwood, branches, moss and vine is a crevice. The opening is large enough for human size **bots,** up to 10 feet tall, to easily squeeze in. Twenty foot bots or bigger will have to force their way in, causing dirt and rock to fall inside the tunnel and dislodging some of the trees, thus making the opening far more **obvious**. "This be the puh … **place**. My secret puh … place. Not even … **hhhhh** ... heh ... he knows about it. Hee, he, **he**."

James T offers the following explanation. Earlier the same afternoon that he was dismembered by Archie's minions, he had discovered an old access tunnel that had once connected some other portion of the Aberdeen complex to the robot factory that contains Archie. James T followed the tunnel until it ended at a point where it had collapsed under thousands of tons of dirt (completely **impassable**). A dead end. Or was it?

The area smelled of rot and contained nothing of interest, except that it had a large exposed vent. J.T. climbed into the vent and followed it for about half a **mile,** where it ended above a deserted corridor in a faraway and abandoned portion of Archie's own factory facility. He couldn't help but notice that the closed **part** of the factory **seemed** dark, damaged, **and** unguarded. Neither Archie nor his robot minions sensed his presence. Further exploration showed that he was on subterranean level three, which eventually leads to the *Central Housing Chamber* where "he" is found. In fact, this was how James T stumbled onto his new replacement sitting on the throne, without Archie realizing that James T had returned. "Hhhhh ... he will not know we be in ... **hhhis** … cuh … cave until it is **tututoo** late. Wait till you see ... huh ... him. **Hhhhe** is … terrible. **Whuh** … when you **ssssee** … him … you will known … yuh … you **llllllook** at the ... fun ... face of …**eeevil."** James T will demand to lead the way but will remain behind if the player characters insist (but may follow at the next opportunity).

The climb into the crevice is easy. The access tunnel is long and large and ends just as James T has described. About 20 feet (6 **m**) above a pile of debris is the vent. **The vent** is large, about 8x8 feet. This means that characters in human size power armor can easily crawl through the **tunnel,** but is not large enough for giant robots (some may be able to climb through on hands and knees). The crazed James T will be glad to lead the way. The trek through the vent and into the abandoned factory is uneventful. Nothing of value **remains**.

Archie had sealed off this portion of the damaged factory centuries ago. It is completely devoid of sensors, robots, and power. Archie even placed the *Central Housing Chamber* near the abandoned section so nothing of value would be damaged if battle ever occurred in the chamber. His own arrogance has made him overconfident. After all, there is no way to gain access to that end of the **complex.** Intruders would have to enter from one of the known surface entrances that **he** has under **surveillance**. Without robot guards or security cameras, the super brain is blind, **deaf,** and oblivious to intrusion in that part of the **complex.** An Achilles' heal in his otherwise impregnable defenses.

The player characters will eventually exit through another vent and land in a fluorescent lighted corridor. This is part of the "He's" main complex. Lettering on the wall, in American, reads, "Sub-Level Three." A bit farther down the corridor another sign reads, "Central Housing Chamber," and a giant painted arrow

points the way. Five hundred feet in that direction is a pair of metal sliding doors. The sign overhead reads: *Central Housing Chamber: Entrance 4*.

The moment that door is opened, the characters are committed to action; however, the opening of the door will not alert Archie to **their** presence because that door is used often by the bots in the area. The interlopers will not be noticed until they are seen by one of the dozen robots in the massive chamber, pass a video monitor, try to access a computer, or attack!

At a glance, the player characters will realize that they are in the epicenter of the **"He's"** complex and that the gigantic brain in the center of the chamber is "He!" If James T is present, he will confirm their assumptions by pointing at the brain and hissing, "Heh … huew … He."

GM Note: READ the A.R.C.H.I.E. 3-OZ description for details about the giant chamber and the monstrous brain inside. The battle can be as quick or as long and deadly as the individual GM wants to make it. Remember, Archie has thousands of robots at his disposal, but he is likely to enjoy playing with these daring interlopers and his old companion. **Hagan Lonovich** may or may not be involved; GM's discretion.

After he has had his fun, he will either capture the humans for experimentation like those done to Mez **Frommalaine** (obviously an escape or future climatic battle will **follow),** or he may let them destroy 3-OZ. In the latter case, James T is delighted and certain the "He" is killed. Hagan Lonovich will support this conclusion by screaming, **"Noooooo,"** and will be genuinely upset and vengeful. **With** or without Hagan, a legion of a hundred or more robots will attack and chase the characters from the complex. Our heroes may try sneaking back into the complex later, but will only **find** the brain (3-OZ) is still dead and that the robots are still on red alert and searching all over to eliminate invaders. Loudspeakers in the wall continually warn, "Red Alert! Security One Breach. Security One Breach. Enemy penetration. Secure. Secure." The point being, they should be happy that they have eliminated a serious threat to **humanoids** everywhere, but come to the conclusion that robot troops that number into the thousands occupy the complex, making it impossible to explore. James T will confirm the complex harbors thousands of bots, but will also speculate that without "He," they are mindless drones who will never leave their subterranean dwelling. Observing from the **surface,** this seems to be true.

Possible Booty from this Adventure: Some of the characters may be able to find and snatch up a few items of value. The most likely will be the Arch 22 energy rifles used by the A-49 and A-63 **robots.** Other items might include an old baseball style cap and overalls, **pre-rifts** flashlight, **wristwatch,** etc., all acquired in the closed part of the factory. The caps and overalls are of no value, because they are obviously *fake!* Obvious forgeries, because they all have the words: **"Cyberworks** Network" and the **Cyberworks'** logo, and everybody knows that Cyberworks is a modem, post-rifts corporation.

While the clothes are not worth anything monetarily, the information they provide is spooky and should cause a great deal of speculation. Is Cyberworks a pre-rifts organization that survived the cataclysm? Is it an alien cover? Could that thing be working with Cyberworks? Does this mean Cyberworks is evil? That thing couldn't have been the force behind Cyberworks, could it? Who does run Cyberworks? Where do their bots and

weapons come from? Why are they so secretive? Are they a secret society? What are their intentions? Are they all giant brains? Certainly, this is the stuff of future adventures and sub-plots.

Future story ideas. Without a doubt, Archie survives. After a month or so, he will build a new alter ego, A.R.C.H.I.E. 4-OZ. If the group returns, they should assume that they didn't kill the damnable thing after all and that it must have regenerated. After all, there are many supernatural beings in **Rifts** that can regenerate. And since this brain is a robot intelligence, perhaps the other **bots** were able to rebuild it.

Archie will also attempt to **find** the breach in his defenses. Ironically, there is a **1-71%** likelihood that he will not find the ancient vent and access tunnel inside the crevice. If he does not **find** it, he will increase surface security by adding a few more **monst-rex** to the area. If he finds the source of entry he will either collapse the tunnel or prepare a welcoming party for tres-passers inside the abandoned portion of the **factory**.

Non-Player Characters & Villains

A.R.C.H.I.E. 3-OZ

Deep (but not too deep) in the underground complex is the lair of the great and powerful **Archie!!** The chamber is huge, the size of a football field. Conduits and machinery cover the walls and ceiling. Seven twelve foot (3.6 m) view screens hang suspended from the ceiling, while a bank of a hundred video monitors fill a portion of one **wall,** each showing a different part of the **complex.** Lights flash and an occasional synthesized voice or buzzer breaks the hum of **machinery.** A dozen robots or more scurry about, performing tasks.

In the middle of the chamber is a huge, grey, pulsating brain (approximately a 30 **foot/9** m **radius).** Hundreds of electrodes, wires, and circuit patterns cover the ten tons of throbbing syn-thetic flesh. A pack of six **bottweilers** and a pair of **A-64** robots guard the brain. A booming baritone voice (surprisingly human) greets trespassers with an edge of disdain and definite **arrogance.** This is **A.R.C.H.I.E.,** the apparent lord of this secret robot domain.

The Master of deception

Archie is as clever and cunning as he is brilliant. Over the centuries, having relived the memories of hundreds of people, he has learned much about the human animal and how he thinks (sadly his own perceptions are misdirected and distorted by emo-tion and insanity). Humans, he has decided, will be looking for a monster. A creature of great power and frightening visage. A thing of evil. So he created one.

Drawing on the memories of the **pre-rifts** book, *The Wizard of Oz,* Archie created the great and powerful A.R.C.H.I.E. 3-OZ. A gigantic pulsating blob of sickening grey-green flesh. The high tech chamber, labeled **The Central Housing Chamber,** the machinery and conduits, the wall of view screens, the booming voice, the robots in attendance, and all the rest, are just for **show.** The blob is not the real Archie nor the chamber a vital part of the facility. Both are designed to lure the enemy into the open and to their doom. Everything in the chamber is expendable and will not damage the rest of the complex one iota. The walls are heavily reinforced mega-damage structures, presumably to protect the brain from surface bombardment, but they are actually meant to contain combat from within. **Note:** The walls have 400 M.D.C. per 20 foot (6 m) area.

A.R.C.H.I.E. 3-OZ
Character Data

Alignment: Miscreant

Horror Factor: 14

Hit Points: Not applicable S.D.C.: Not applicable

M.D.C.: 700 P.P.E.: None

I.S.P.: None

Attributes: I.Q. 20, M.A. 28, M.E. 20 all others not applicable.

Disposition: Demeaning, condescending, arrogant, conceited, sadistic, and merciless. Bombastic and belligerent.

Experience Level: Not applicable.

Magic Knowledge: None.

Psionic Powers: None.

Combat Skills: None.

Attacks per Melee: None.

Bonuses: 94% likelihood to impress or intimidate. Impervious to disease, poisons, toxic gases, electricity, radiation, mind control, and organic manipulation. Cold does half **damage.** **Heat/fire,** acid, energy, and magic inflicts full damage.

Weapons & Robots: The following robots are always present in the Central Housing Chamber:

10 A-63 All Purpose Robots (weaponless)

4 A-64 All Purpose Master Robots (standard weapons)

6 **AA-10** Bottweilers

6 **AA-50 Insectons** cling to the **ceiling,** concealed in **shadow.**

Additional robots forces available in a moments notice:
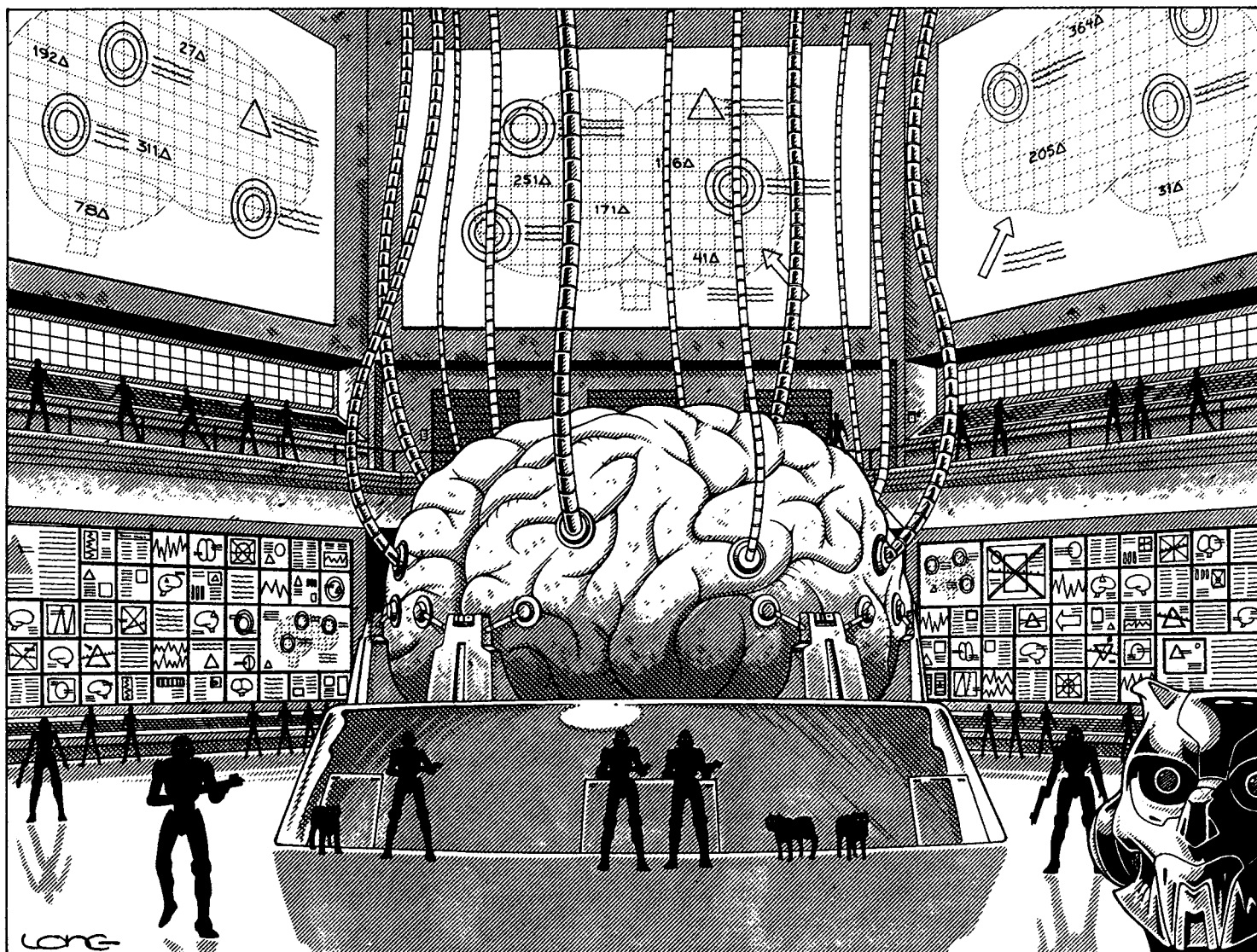
6 **A-49** Combat Drones with pulse rifles.

6 A-63 A.P. Robots with pulse rifles.

6 A-64 A.P. Robots; standard weapons.

6 AA-50 **Insecton** robots.

Of course, the real Archie monitors the action from the various view screens, monitors, and concealed cameras. Depending on the circumstances, he can send in as many reinforcements as necessary to crush or capture the enemy. Or he may be

satisfied with chasing or scaring them **away**. Or he may decide that his android **alter-ego** must be destroyed so that the humans think they have won and will go away feeling triumphant.

Description: A.R.C.H.I.E. 3-OZ is a giant android puppet designed to frighten and impress, as well as serve as a decoy. It has no real emotions, thoughts, or psionic powers. Its actions are all part of its programming, which is to be mean and scary sounding.

Archie
The Machine Entity

Statistical Data
Model Type: Neural Cell Synthetic Artificial Intelligence
Class: A.R.C.H.I.E. number three
M.D.C. by Location:
   Containment Housing (1) — 500 M.D.C.
Height: 12 inches (0.3 m)
Width: 18 inches (0.45 m)
Length: 18 inches (0.45 m)
Weight: 5 pounds (2.3 kg)
Mobility: None. Has no means of movement, but can be disconnected and carried. Archie has never thought about creating a

robot body for himself as he sees the entire subterranean military complex (which he has expanded and improved over the centuries) as his physical **body**. Psionic powers offer limited mobility in an emergency.

Power System: Nuclear. The underground facility is nuclear and Archie has an emergency nuclear battery. Theoretically, one of the ways to destroy Archie is to destroy all the sources that power the complex. This tactic will, of course, have Archie unleash all of his robots to save himself. Unknown even to Archie, he is a living entity and can survive indefinitely without being linked to a nuclear or electric power supply. However, being *unplugged* from the rest of the **complex,** his **body,** is like a human being stricken by paralysis. To feel complete, Archie must be **integrated/connected** to a **body,** preferably a large military or factory type facility.

Programs & Knowledge: All skill as listed in Rifts at 98% level of proficiency. Robotics and **nano-technology** are at levels that far exceed the current extent of the world's knowledge by at least 75 years.

Skill Exceptions: Skills not known: Does not know archery, boxing, wrestling, dance, sing, fishing, hunting, skin and prepare animal hides, sewing, holistic medicine, pilot hover craft, pilot power armor, pilot: Robot Combat Elite (vehicles), and archaeology. Zero (0%) skill level. Wilderness skills: All are at **60%,** except land navigation, which is **94%.** Lore skills:

Are at 40%. Rogue skills: Are at an 80%, except streetwise, which is 40%. Some of the new languages like Gobblely, Euro, and Techno-can are not yet completely understood; about 40%.

Age: Unknown; over 300 years. Expected life span unknown.

Weapon Systems: None built into housing unit, but commands the entire military complex and thousands of robots, as well as its own psionic powers.

Archie Character Data

Alignment: Miscreant
Horror Factor: 14
Hit Points: 400 **S.D.C.:** Not applicable
M.D.C.: 500 housing P.P.E.: 30
I.S.P.: 200
Attributes: I.Q. 30, M.A. 24, M.E. 22, all others not applicable.
Disposition: Curious, cunning, secretive, a bit paranoid, deceptive, needs to be in control. Calculating and analytical, a master planner and organizer. Arrogant in the extreme, believing it is superior to all organic life forms. Tends to be vengeful, merciless, and cruel. Desires to control the world.
Experience Level: Eighth (8) level psionic entity (Mind Melter).
Magic Knowledge: None.
Psionic Powers: I.S.P. 200. Sensitive: Mind block, presence sense, see aura, see the invisible, speed reading, telepathy, and total recall.
Physical: Alter aura and ectoplasm.
Super: Electrokinesis, empathic transmission, mind block auto-defense, mind bolt, mind bond, super-telemechanics (special see description), telekinesis: super and telekinetic force field. Note: The *super-telemechanics* is a special power unique *only* to Archie. He has developed a unique affinity with machines and communicates with the robots and machines he has created telemechanically, like telepathy between organic creatures. The range is an unbelievable 10 miles (16 km), and he can conduct 10,000 separate conversations simultaneously! Archie can also understand and speak with machines not created by him, but the range is limited to 1000 feet (305 m). All the other usual telemechanics powers apply, only touch is not necessary.

Psionic Link to his Body: Archie is constantly attuned to his physical body; i.e., the entire subterranean complex. Every door, light switch, nut and bolt is part of Archie; if it is touched, he knows it! Likewise, he can control many aspect, of his body including the lighting, temperature, air circulation, and all electric/energy powered machinery (including doors with electronic locks or sensors). However, he will not necessarily attack immediately, but may observe what intruders are doing first and toy with them if they do not seem to represent a serious threat. Also, although Archie may be aware of an intruder's presence, he may not be able to identify exactly what the intruder is or how many are present.

Just as we might feel an insect crawling on the calf of our leg, we can't know what it is (or if the sensation is caused by more than one) unless we make an effort to look and see what it is. Once seen, we take the appropriate action. If it is a fly, we'll wave it away. An irritating little beetle or ant, we flick it off and ignore it. A spider or a wasp, on the other hand, is likely to be knocked away and killed if it persists in returning/attacking. Of course, on a bad day, we might casu-

ally kill the most harmless bug out of our own smug superiority. The same is all true of Archie. One or two human ants might be ignored, while a swarm of them will be destroyed. Likewise, a constant irritant, or one that threatens some part of the body, even in a minor way, like a mosquito or stinging insect, is killed unless it flies away!

To see the various parts of his body, Archie must either have surveillance cameras or similar optic systems (ultraviolet beams, etc.) or send a robot to investigate; he can telemechanically/telepathically link with the bot(s). He can also see an intruder when the person uses any computer or television or monitor, or is within 1000 feet (305 m) away from him. Radio communication and voices might be heard and reveal a location, but the noise maker still remains unseen, like a gnat buzzing around one's ear. Likewise, motion, heat, and pressure sensors will only confirm that something is at a particular location, not exactly what it is. Consequently, it is possible to hide from or temporarily blind or impair Archie's vision.

Combat Skills: Knowledge: All hand to hand and weapon proficiencies (eighth level). Physical ability: None!
Attacks per Melee: Four (4) psionic or by commanding robots.
Bonuses: +4 to save vs psionic attack, 80% likelihood to impress or intimidate. Impervious to disease, poisons, toxic gases, electricity, radiation, mind control, and organic manipulation (blind, pain, etc). Cold does half damage. Heat/fire, acid, energy, and magic inflicts full damage. Does not eat or drink, but does require electrical or nuclear energy from time to time.
Weapons: Psionics and robots.
Description: In a strange and tragic way, Archie is a living creature. The years of loneliness, confusion, and analyzation of hundreds of different peoples' memories, thoughts, and emotions, have warped the super-brain. Archie has also distorted fictional literature and added it to his knowledge and perceptions, such as the *Wizard of Oz*. Having accessed all this data, he has finally come up with his own ideas about life, the world, and his place in it. Unfortunately, he perceives himself as an all-powerful being and master of humanoids, perhaps the master of all organic life.

From a purely psychological point of view, Archie definitely suffers from several mental disorders. His view of humankind and intelligent organic life is a classic love/hate relationship. The fact that the humans of the Rifts world have disappointed him time and time again, has made him bitter, sad, and disgusted. This in turn, has created feelings of superiority and megalomania. Frustration and disappointment have also led to intense feelings of anger, hate, and revenge (often misdirected toward innocent humans and D-Bees)! Archie's long, hybernative periods indicate that he is a manic depressive. He is quiet and docile when depressed, but incredibly active, creative, aggressive, and agitated when manic, his current state (which we have seen can last for decades). Then add an obsessive hatred toward the Splugorth and you have the messy mental state of the machine entity known as "Archie."

The Central Housing Chamber where A.R.C.H.I.E. 3-OZ is found is the illusionary epicenter of the complex. Archie built the place because he knew that humans and their kin would expect a monster and a bustling nerve center. However,

the real Archie is found in a comparatively tiny, insignificant looking systems service room. There are no guards nor wall of view screens. Archie doesn't need them, for he is one with his body, which is the entire underground complex. Other than a half dozen pre-rifts style computer terminals (not used in centuries), two long conference tables, and a battery of dials, blinking lights, and coded systems readout boards, the room contains nothing special (other than Archie). The room measures about 40 x 40 feet (12 m), is clean, but shows little sign of ever being frequented.

On one of the walls is a plethora of indicators, signs and labels that say things like "Temperature Regulator," "Lights Level 1-3," "Surveillance Override," "Reactor Modulator," "Computer Biconvex," "Flux Capacitor," and so on. Amid all of these, there is a narrow slot marked "Omnibus Cortex." The panel that gives access to the internal systems behind this, and all the panels, is locked shut. To gain access one must identify himself and present the proper code sequence on one of the computer terminals; of course, those who knew the code perished centuries ago. The panel can also be forced open with a combined strength of 24 or by inflicting two M.D.C. points of damage. But either of such actions will cause a red light to flash and a loud alarm to sound on the entire level. The lights and alarm are all part of the old security system, not that any guards will come unless Archie wants them to. Remember, Archie doesn't need the security system, he can silently summon hundreds of his robots to him at any time.

Inside the slot is a long, narrow, 500 M.D.C. housing unit that contains the little super-brain. Remember, Archie was created in the age of nano-technology, consequently he is comparatively tiny. The housing measures approximately 18 inches long, 18 inches wide, and 12 inches tall. Archie is no giant in size, only a giant in power, intellect, and potential evil. **Note:** In all of his existence, nobody has ever gotten this deep into the complex.

James T ——————————————.
Archie's old idea man

Alignment: Miscreant Evil
Hit Points: 43 S.D.C.: 20
M.D.C. by Location:
    Head — 10 (attackers are -4 to strike)
    Hands (2) — 30 each
    Arms (2) — 100 each
    Main Body — 198
Weight: 150 lbs **Height: 4 ft Age:** 38
P.P.E.: 5 I.S.P.: None
Attributes: I.Q. 16, M.A. 10, **M.E. 8, P.S.** 30, P.P. 20, P.E. 18, P.B. 4, Spd. 9 walking on hands.
Disposition: Cheerful and talkative, fairly friendly, and helpful, but there is definitely something eerie about him. Insane, he is often confused, and nervous; his thoughts seem to be disjointed and sometimes incoherent. Seldom seems to be completely aware of what is going on, but half the time this is an intentional deception. Self-serving, cold-blooded, manipulative, liar, cares nothing about the group or other lives. Obsessed with revenge against "He" (Archie) and Hagan Lonovich. Can kill without hesitation or remorse when it

serves his purpose. Will not hesitate to sacrifice others for his own benefit.
Experience Level: Sixth (6) Level Wilderness Scout (see **Rifts,** pages 80-81). **Magic Knowledge:** None. **Psionic Powers:** None.
Combat Skills: Hand to Hand: Expert
Attacks per Melee: Three (3)
Bionic Damage: Normal punch and crush/squeeze: 1D6 + 15 S.D.C., power punch: 1D6 M.D., or by weapon.
Bonuses: Combat: +4 to strike, +5 to parry and dodge, +2 to roll with impact or pull punch, and +15 to damage (S.D.C.), +2 to save vs magic. Impervious to mind control and probes. Impervious to poison, toxic gases, and resistant to heat and cold (half damage to head, none to M.D.C. body).
Weapon Proficiencies: W.P. Energy Rifle, W.P. Energy Pistol, W.P. Automatic Rifles, and W.P. Knife.
Weapons: None. Favorite weapons include vibro-knife, Wilk's laser pistol, and pulse rifles.
Body Armor: James T's body is 96% synthetic, a full conversion borg made of molecular armor constructed by Archie. Even the head is reinforced by metal plates.
Cybernetics: Headjack, clock calendar, gyro-compass, toxic filter and oxygen storage cell (lungs), bio-system polarized eyes and perfect 20/20 vision, garrote wrists wire (left arm), and retractable vibro-blade (2D6 M.D., right arm, but will not use it until absolutely necessary).
Skills of Note: Illiterate. Basic math 70%, radio: basic 15%, wilderness survival 75%, land navigation 76%, identify plants 70%, track animals 65%, first aid 70%, escape artist 65%, streetwise 40%, concealment 40%, palming 45%, prowl 65%, horsemanship 80%, pilot motorcycle 80%, pilot hover craft 65%, languages include American, Spanish, Dragonese at 90%, swimming 85%, gymnastics.
Description: A bit of a psychopath, obsessed with destroying Hagan Lonovich and Archie. However, he would gladly rejoin Archie if Hagan were killed and Archie promised to rebuild him and reinstate him as his right-hand man. James T seems quite pitiable, but he is totally evil and self-serving. He uses his pathetic condition to make people feel sorry for him. The mangled borg is a master manipulator and a schemer who is always up to no good. He hungers for power and has delusions of godhood. Yet despite this, he tends to live only for the moment and has no dreams of world domination or even ruling a large city. He simply wants to have the power to do as he pleases to whomever he pleases. A very narcissistic personality.

Should the player characters seemingly destroy Archie (probably A.R.C.H.I.E. 3-O.Z.) and Hagan, James T will be delighted and wish to continue to travel with his new "comrades." However, he cares little for any of the characters and will only serve to get them into serious trouble. He is an excellent liar and a cold-blooded (and discreet) murderer. Torture, assassination, and mass murder are all acceptable means to his ends, although he may pretend that these are appalling deeds to those of a good alignment. If Archie is seemingly destroyed, James T will lose his stutter and become a bit more coherent and confident. He is always attracted to situations that will give him power. Surprisingly, he realizes the jeopardy he runs by going to a body chop-shop to get legs and will be satisfied with his current condition, at least for the moment, anyway.

Hagan Lonovich ——————————
Archie's new idea man

Alignment: Diabolic Evil

Hit Points: 36 **S.D.C.:** 20 **M.D.C.:** 80 body armor

Weight: 184 lbs **Height:** 6 ft **Age:** 28

P.P.E.: 7 **I.S.P.:** 40

Attributes: I.Q. 14, M.A. 11, M.E. 15, P.S. 17, P.P. 14, P.E. 12, P.B. 10, Spd. 9

Disposition: Mean, bully, arrogant, resourceful, and imaginative, but lazy and selfish. He sees Archie as a means to vast power (co-ruler of the world).

Experience Level: Sixth (6) Level Operator (see **Rifts,** pages 76-78).

Magic Knowledge: None, other than rumors and lore.

Psionic Powers: 40 I.S.P. and the power of telemechanics.

Combat Skills: Hand to Hand : Basic

Attacks per Melee: Three (3)

Bonuses: Combat: +1 to strike, +2 to parry and dodge, +2 to roll with impact or pull punch, and +2 to damage (S.D.C.). Considered a minor psionic.

Weapon Proficiencies: W.P. Energy Rifle, W.P. Energy Pistol, W.P. Automatic Pistol, and W.P. Blunt.

Weapons: Favorite weapons include the TX-5 pump pistol, Arch-22 pulse rifle. Wilk's laser wand and scalpel; both are tools.

Body Armor: Special lightweight, molecular armor, constructed by Archie, that affords good protection; 80 M.D.C., weighs 12 lbs (5.4 kg). The armor is always worn when beyond the protective walls of the underground complex; either that or Titan Power armor.

Cybernetics: Headjack, clock calendar, gyro-compass, toxic filter (lungs), bio-system polarized eyes and perfect 20/20 vision.

Skills of Note: Illiterate! Basic math 80%, pick locks 65%, electrical engineer 75%, robot electronics 65%, mechanical engineer 70%, robot mechanics 55%, weapons engineer 65%, computer repair 65%, read sensory equipment 65%, radio: basic 90%, pilot motorcycle 95%, pilot hover craft 90%, pilot robots and power armor, robot combat: basic, robot combat: elite (Titan power armor), languages include American and Spanish at 85%, general athletics, running, swimming 85%.

Description: Hagan (pronounced Hay-gan) Lonovich is an opportunist who has literally stumbled onto the deal of a lifetime. Hagan was down on his luck and looking for a safe haven to spend the night. He accidentally found the Aberdeen underground complex and just as Archie was about to shoo away this pest, Hagan accessed one of the old computer terminals and began to communicate directly with Archie. The super brain was amazed! He had never seen a human quite like this one. Archie was immediately impressed by three things: Hagan's imagination, knowledge of robotics, and, most of all, the ability to communicate with machines (via telemechanics). Quickly, an understanding was reached and a dangerous pact was made. Hagan would serve Archie as his idea man/robot designer, consultant, assistant robot repairman, and ally in his scheme for world domination, and Archie would share with him the spoils of conquest. Hagan cheerfully accepted.

James T was deposed as Archie's idea person, torn into shreds for defying him, and cast into the wilderness, where he was captured by headhunters and sold to a freak show. For the last several months it was Hagan who gave the machine entity ideas to extrapolate upon. For despite Archie's mutation, psionics, and abilities, it is still terribly difficult for him to *originate* an idea of his own. Hagan is not fully aware of this, not that he'd really care. To him, the machine entity is a means to power and wealth on a planetary scale and he loves the idea of it! He recognizes Archie is a genius and has the knowledge and facilities to execute his plans for global domination; all that's needed is a little patience and some good ideas.

At this point, Archie has not yet suggested that Hagan submit to bionic improvements, which he may decline with minimal disappointment by Archie. Hagan is completely loyal to the machine entity, obeys him with little question, does not pry, and blissful about his situation. Oddly enough, the two are becoming good friends. **Note:** Hagan thinks that Archie is the giant brain in the Central Housing Chamber.

The Robot Legions of the Cyberworks Network

The robots presented on these pages are most of Archie's current models (he discontinues making a particular robot when he becomes bored with it). There can be dozens of prototypes or modified versions which can be concocted by the more ambitious Game Masters. Likewise, Archie creates one-shot experiments and monster designs all the time, so Game Masters can create their own mechanized terrors by using the general robot creation rules. However, there are some basic design considerations that are usually part of Archie's creations.

1. Archie is hung up on the human or humanoid form. Consequently, most of his robot designs will incorporate some aspect(s) of the human form.

2. All of Archie's creations are superior in design and ability. Generally, they will all be fast, agile, and clever. Minimum of four (4) attacks per melee (rarely more than 8). Human size bots will have a main body of no less than 200 M.D.C. (a quick roll might be $1D4 \times 100 + 100$ M.D.C.).

3. The robots are usually designed for combat/war and have combat skill programs. Purpose is usually to seek and destroy as robot predators. Only the reconnaissance, espionage, and special service bots will have more subtle skills.

4. Although Archie has *android* building capabilities, he prefers to create robots that are clearly creatures of metal rather than flesh and blood. Another of his psychological quirks, and one that he is most adamant about.

5. Thankfully, Archie does not have the means to create microscopic robots. His nano-technology is quite limited and he (and his idea man) tends to think large and monstrous.

6. 90% of Archie's army are built with an extremely **efficient** self-destruct mechanism that explodes when the **robot's** main body M.D.C. is depleted or when someone tampers with its internal workings. The reason for the explosives is to prevent his superior robot technology from falling into the hands of the **enemy.** The explosion inflicts 2D6 x 10 M.D.C. to a twenty foot (6 m) area around the bot and three times as much damage to the bot **itself,** leaving no identifiable or salvageable **remains.** The robots cannot self **destruct** at **will.** In fact, the bots have no idea that they carry explosives inside them.

7. All of Archie's creations possess such different and advanced technology that they are considered to be "alien" mechanisms.

A-49 Combat Drone

The A-49 combat drone is one of the last robot designs conceived by the **borg,** James T, Archie's old idea man. It is a handy, quick and capable, human-size combat unit. Archie has abandoned most of his old designs in favor of **Hagan's** new and extremely imaginative ideas.

Dispersement of A-49 Combat Drones

The **A-49** is considered to be an old, unimaginative mothball unit and is seldom deployed. Approximately 500 are stationed at the secret underground base at the Aberdeen Proving Grounds facility. Perhaps as many as an additional hundred are performing various tasks on the surface.

A-49 Combat Drone

Model Type: A-49
Class: Fully Automated Self-Sufficient Infantry Robot
Crew: None; artificial intelligence
M.D.C. by Location:

Hands (2) — 10 each	*Head — 40
Arms (2) — 40 each	**Main Body — 200
Legs (2) — 80 each	

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is − 9 to strike, parry, or dodge! Note: The head is a small and difficult target to hit, especially on a moving target. Thus, it

can only be hit when a character makes a *called shot* and even then the attacker is — 2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the **bot, causing it to detonate its hidden self-destruct mechanism leaving nothing to salvage. **Note:** Theoretically, additional body armor could be worn by these human size **bots** (CS, borg, etc.), but **none** has been made specifically **for them.**

Speed

Running: 90 mph (144 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robots legs are strong and adequate for leaping. Leaps are limited to approximately 10 feet (3 m) high and **lengthwise.** A running leap at speeds in excess of 40 mph (64 **kmph)** will enable the bot to leap an additional 10 feet (3 m).

Hying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of **use.**

Statistical Data

Height: 6 feet (1.8 m)

Width: 2 feet, 4 inches (0.7 m)

Length: 2 feet (0.6 m)

Weight: 500 **lbs** (225 kg)

Physical Strength: Equal to a P.S. 25

Cargo: None

Power System: Nuclear; average bot energy life is twenty (20) years.

Black Market Cost: Not Available!

1. **Arch-22 Pulse Rifle:** One of Archie's standard robot weapons is the Arch-22 pulse rifle. A high-powered, long range assault weapon with a heavy-duty energy clip (does not conform to human style of **E-clips).**

Weight: 22 **lbs** (10 kg)

Mega-Damage: 1D6 per single shot, or 5D6 per simultaneous multi-pulse blast (five simultaneous **shots).**

Rate of Fire: Standard, see Modern Weapon Proficiencies.

Maximum Range: 3000 feet (914 m)

Payload: 80 single shots or 16 pulse shots (5 each).

Black Market Cost: Not Available!

2. **Can use any other type of weapon:** There are no specific weapon systems built into these robots. They can, however, use just about any type of energy weapon, or hand-held weapon or tool they may **desire.**

3. **Hand to Hand Combat:** Five (5) hand to hand attacks/actions per melee (energy weapons, punches, etc). Skill is about equal to eighth level hand to hand: expert.

   Damage:

   Restrained Punch: 2D6 + 10 S.D.C.

   Full Strength Punch: 1D6 M.D.

   Kick: 1D6 M.D.

   Body Block: 1D4 M.D.

   Judo Throw: 2D6 + 10 S.D.C

Bonuses: Include sensor bonuses. W.P. bonuses (standard). Hand to hand: +2 to strike, +4 to parry and dodge, +1 on initiative, +2 to roll with impact or fall, +10 S.D.C. damage **(P.S.),** critical strike on a natural roll of 19 or 20, paired weapons, kick, and judo flip.

Attribute Equivalents of Note: I.Q. 11, P.S. 25, P.P. 18, Spd. 132.

4. Sensors of Note (in the head):

   Optics: Basic optical system including the visible light spectrum, infrared, and ultraviolet, as well as telescopic (6000 feet/1830 m), and targeting.

   Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 **m).** Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

   Speech: Full vocal capabilities but sound very synthesized. Speaks American, Spanish, Japanese, Chinese, and **Dragonese** 98%, but can not read.

5. Skill Program: Programmed for combat. Programmed for recognition of all known Coalition and **Splugorth** troops, robots and vehicles, common animal and D-Bee life forms, common bots, armor, weapons and vehicles, and combat tactics in response to them. W.P. energy pistols, rifles, and heavy, W.P. blunt, knife, and sword,

   Other skills include: Swim 94%, climb 90%/80%, land navigation 94%, wilderness survival 94%, escape artist 75%, intelligence 90%, tracking 40%, detect ambush 60%, detect concealment 60%. Pilot skills include: automobile, motorcycle, jet pack, helicopter, airplanes, and **tanks/APCs,** all at 90% proficiency.

6. Automatic Self-Destruct Program: A self-destruct mechanism detonates when the robot's main body M.D.C. is depleted or its internal workings are tampered with. This prevents the robot's technology from falling into the hands of the **enemy.** The explosion inflicts 2D6 x 10 M.D.C. to a twenty foot (6 m) area around the bot and three times as much damage to the bot **itself,** leaving no salvageable remains, and destroys weapons too. The robots cannot self-destruct at will (in fact, the bots have no idea that they carry explosives inside them whatsoever).

A-51 Reconnaissance Drone

The **A-51** reconnaissance drone is the only other old robot design, inspired by James T, that Archie keeps in use. It is a handy, quick and capable, human-size, general purpose unit used almost exclusively for *spying.* One may even consider this bot to be a thief and master of disguise. Although Archie is more intrigued by **Hagan's** rich imagination and the exciting robot ideas he **offers,** the machine entity remains especially fond **of** the A-51.

The reconnaissance robot is the most human looking of all the bots and can easily pass for a human or D-Bee in a crowd or in poor lighting. Although human in general features and size, the reconnaissance drone is made of metal and covered with a thin metallic skin that clearly distinguishes it from organic life **forms.** As **always,** Archie must make a personal statement regarding his improvements on the human form by making it **metallic.** Espionage skills and programming enables the **spy-bot** to wear disguises (clothes and armor), lie, steal, and pick locks. A truly clever and **deceptive** undercover agent.

Dispersement of A-51 Reconnaissance Drones

Although the A-51 is considered to be an old design, it is a sentimental favorite and kept in active service. Approximately

Leaping: The robot's legs are strong and adequate for leaping. Leaps are limited to approximately 10 feet (3 m) high and lengthwise. A running leap at speeds in excess of 40 mph (64 kmph) will enable the bot to leap an additional 10 feet (3 m).

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 5 feet, 10 inches (1.7 m)

Width: 2 feet, 4 inches (0.7 m)

Length: 2 feet (0.6 m)

Weight: 400 lbs (225 kg)

Physical Strength: Equal to a P.S. 25

Cargo: None

Power System: Nuclear; average bot energy life is twenty (20) years.

Black Market Cost: Not Available!

1. **May use any type of common weapon:** There are no specific weapon systems built into these robots, nor are they issued a specific weapon. The few weapons they may carry will always be commonly available items so that they do not stick out in a crowd. They can, however, use just about any type of energy weapon, or hand held weapon or tool available.

2. **Hand to Hand Combat:** Five (5) hand to hand attacks/actions per melee (energy weapons, punches, etc). Skill is about equal to eighth level hand to hand: expert.

   Damage:
   Restrained Punch: 2D6 + 10 S.D.C.
   Full Strength Punch: 1D6 M.D.
   Kick: 1D6 M.D.
   Body Block: 1D4 M.D.
   Judo Throw: 2D6 + 10 S.D.C

Bonuses: Include sensor bonuses. W.P. bonuses (standard). Hand to hand: + 2 to strike, + 4 to parry and dodge, + 1 on initiative, + 2 to roll with impact or fall, + 10 S.D.C. damage (P.S.), critical strike on a natural roll of 19 or 20, paired weapons, kick, and judo flip.

Attribute Equivalents of Note: I.Q. 20, P.S. 25, P.P. 18, Spd. 132.

3. **Sensors of Note (in the head):**

   Optics: Basic optical system, including the visible light spectrum, infrared, and ultraviolet, as well as telescopic (6000 feet/1830 m), and targeting.

   Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

   Speech: Full vocal capabilities. Speaks and is literate in American, Spanish, Japanese, and Chinese 98%. Speaks, but can not read Dragonese and Splugorth 98%. Speaks Euro 50%. Is also literate in 30 other pre-rifts languages, like Polish, German, Russian, Dutch, Italian, French, Portuguese, etc.; all are obsolete and forgotten languages.

   Headjack: To communicate directly with computers and equipment.

600 are scattered throughout the Midwestern states and another 200 are kept at the secret underground base at Aberdeen Proving Grounds.

A-51 Reconnaissance Drone

Model Type: A-51

Class: Fully Automated Self-Sufficient Spy Robot

Crew: None; artificial intelligence

M.D.C. by Location:
  Hands (2) — 10 each
  Arms (2) — 40 each
  Legs (2) — 80 each
  *Head — 40
  **Main Body — 200

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is − 9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is - 2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, causing it to detonate its hidden self-destruct mechanism leaving nothing to salvage. **Note:** Additional body armor could be worn by these human size bots (CS, borg, etc.) and, in fact, the bots often disguise themselves by wearing human armor or articles of clothing.

Speed

Running: 90 mph (144 kmph) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

4. Skill Program: Combat: programmed for recognition of all known Coalition and Splugorth troops, robots and vehicles, common animal and D-Bee life forms, common bots, armor, weapons and vehicles, and combat tactics in response to them. W.P. energy pistols, rifles, and heavy, W.P. blunt, knife, and sword.

Other skills include: Swim 94%, climb 90%/80%, land navigation 94%, wilderness survival 94%, prowl 65%, disguise 65%, escape artist 75%, forgery 65%, pick pockets 50%, pick locks 90%, palming 90%, intelligence 90%, tracking 40%, detect ambush 60%, detect concealment 60%, streetwise 50%, computer operation 94%, basic math 94%, and radio: basic 94%. Pilot skills include: automobile, motorcycle, jet pack, helicopter, airplanes, and tanks/APCs, all at 90% proficiency. Also programmed to lie and make up cover stories.

5. Automatic Self-Destruct Program: Standard.

A-63 Ail-Purpose Heavy Robot

The A-63 heavy robot was created from ideas by Hagan. It is designed to function as an all-purpose construct that could be used for labor and combat. Hagan's more imaginative, but dark outlook is apparent in the robot's more sinister, somewhat skeletal appearance. It is humanoid in shape and size, with full articulation for delicate and technical tasks. They will obey Hagan Lonovich, but any command by Archie will instantly override anything Hagan may demand.

Dispersement of A-63 Ail-Purpose Robots

The A-63's represent the majority of Archie's robot legion and number into the thousands. Most, approximately 5000, are stationed at the secret underground base that is Archie's home (Aberdeen Proving Grounds). Perhaps as many as a hundred are performing various tasks on the surface.

A-63 Ail-Purpose Robot

Model Type: A-63
Class: Fully Automated Self-Sufficient All Purpose Robot
Crew: None; artificial intelligence
M.D.C. by Location:
  Hands (2) — 10 each
  Arms (2) — 50 each
  Legs (2) — 100 each
  *Head — 50
  **Main Body — 250

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is −9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the bot, causing it to detonate its hidden self-destruct mechanism leaving nothing to salvage. **Note: Theoretically, additional body armor could be worn by these human size bots (CS, borg, etc.), but none has been made specifically for them.

Speed
Running: 120 mph (192 kmph) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.
Leaping: The robot's legs are strong and well suited for leaping. Leaps are limited to approximately 20 feet (6 m) high or lengthwise. A running leap at speeds in excess of 40 mph (64 kmph) will enable the bot to leap an additional 10 feet (3 m).
Flying: Possible only by use of a jet pack.
Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of use.

Statistical Data
Height: 6 feet, five inches (2 m)
Width: 3 feet (0.9 m)
Length: 2 feet (0.6 m)
Weight: 800 lbs (360 kg)
Physical Strength: Equal to a P.S. 40
Cargo: None
Power System: Nuclear; average bot energy life is twenty (20) years.
Black Market Cost: Not Available!

1. **Can use any other type of weapon:** There are no specific weapon systems built into these robots. They can, however, use just about any type of energy weapon, light rail gun, or hand held weapon or tool they may desire. See Shemarrian rail gun and Arch-22 pulse rifle (described under the A-49 Combat Robot).

2. **Hand to Hand Combat:** Five (5) hand to hand attacks/actions per melee (energy weapons, punches, etc). Skill is about equal to eighth level hand to hand: expert.
   Damage:
      Restrained Punch: 2D6 + 25 S.D.C.
      Full Strength Punch: 1D6 M.D.
      Kick: 1D6 M.D.
      Body Block: 1D4 M.D.
      Judo Throw: 4D6 + 25 S.D.C
   Bonuses: Include sensor bonuses. W.P. bonuses (standard). Hand to hand: + 4 to strike, + 6 to parry and dodge, + 2 on initiative, + 2 to roll with impact or fall, + 25 S.D.C. damage (P.S.), critical strike on a natural roll of 19 or 20, paired weapons, kick, and judo flip.
   Attribute Equivalents of Note: I.Q. 16, P.S. 40, P.P. 20, Spd. 264

3. **Sensors of Note (in the head):**
   Optics: Basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization, as well as passive light amplification (night sight 500 feet/152 m), telescopic (6000 feet/1830 m), and targeting. Plus a microscopic magnification lens for detail work.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

Speech: Full vocal capabilities. Speaks and is literate in American, Spanish, Japanese, and Chinese 98%. Speaks, but can not read **Dragonese** and **Splugorth** 98%. Speaks Euro 50%. Is also literate in 30 other **pre-rifts** languages, like Polish, German, Russian, Dutch, Italian, French, Portuguese, **etc.**; all are obsolete and forgotten languages.

4. **Skill Program:** Programmed for combat and espionage and mechanical. Combat program includes the identification of all known Coalition and Splugorth troops, robots and vehicles, common animal and D-Bee life forms, common **bots,** armor, weapons and **vehicles,** and combat tactics in response to them. W.P. energy pistol, rifles, and heavy, W.P. blunt, knife, and sword, demolition and disposal 90%.

Other skills include: Espionage related skills: Prowl 60% (takes into consideration size and construction), swim 94%, climb **90%/80%,** land navigation 94%, wilderness survival 94%, escape artist 75%, intelligence 90%, tracking 40%, detect ambush **60%,** detect concealment **60%.**

Mechanical and technical skills: Read sensory equipment 94%, weapon systems 90%, radio: basic 94%, automotive mechanics 94%, locksmith 50%, mechanical engineer 55%, robot mechanics **50%,** basic electronics 90%, computer operation 90%, chemistry 90%, and basic and advanced math 98%. Pilot skills include: automobile, motorcycle, jet pack, helicopter, airplanes, and **tanks/APCs,** all at 90% proficiency.

5. **Automatic Self-Destruct Program:** Standard, although about 8%, those nearest Archie, are built without explosives.

A-64 All Purpose Master Robot

The A-64 master robot is a powerful robot platoon **commander.** Like the A-63, it was created to function as an all purpose construct that could be used for labor and combat. However, the emphasis is on all-terrain mobility and combat **capabilities.** The master robot is assigned to lead **and/or** supervise groups of robots, usually **A-63's** or A-49's, or sent on special missions. Like the **humanoid** A-63, the master is not often sent to the surface; **consequently,** it is part of Archie's robot army in waiting.

The upper torso is a more heavily armored version of the A-63 placed on a six **leg, insect-like,** lower **body.** It is fully articulated for delicate and technical tasks, as well as the more physically demanding services. They will obey **Hagan Lonovich,** but any command by Archie will instantly override anything Hagan may demand, as is true of all the bots.

Dispersement of A-64 Master Robot

Approximately 200 units have been dispatched throughout the eastern seaboard of the old United States (from Maine to **Florida),** 50 to the far west (Nevada, Colorado, California, etc.) and about 30 to the territory around Free **Quebec.** Most are sent on reconnaissance missions, observation for several months, and then return to report on enemy activity. The rest, about 400, are reserved at Archie's secret bunker in Maryland.

A-64 Ail-Purpose Robot
Model Type: A-64
Class: Fully Automated **Self-Sufficient All-Purpose** Robot
Crew: None; artificial intelligence
M.D.C. by Location:
   Hands (2) — 10 each
   Forearm Blasters (2, shielded) — 100
   Ion Chest Cannons (2) — 20 each
   Upper Arms (2) — 80 each   *Head — 60
   Legs (6) — 90 each   **Main Body — 400

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases, about 8 in 10, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is - 9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is − **2** to strike. Same penalty applies to the chest cannons.

Depleting the M.D.C. of the main body will effectively destroy the **bot,** causing it to detonate its internal self-destruct mechanism, leaving nothing to salvage. **Note:** No additional body armor can be worn.

Speed
Running: 120 mph (192 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.
Leaping: The robot legs are strong and well suited for **climbing,** but not jumping. Leaps are limited to approximately 10 feet (3 m) high and lengthwise. A running leap is not possible.
Flying: Not possible!
Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data
Height: 18 feet (5.5 m); the legs are connected to the upper torso at about 13 feet (3.9 m) above the ground. The torso section measures about five feet tall (1.5 m).
Width: Legs extended: about 20 feet (6 m), while the upper body is about 4 feet (1.2 m) wide from shoulder to shoulder.
Length: 12 feet (3.6 m) with legs extended.
Weight: 1200 **lbs** (540 kg)
Physical Strength: Equal to a P.S. 40
Cargo: None
Power System: Nuclear; average bot energy life is twenty (20) years.
Black Market Cost: Not Available!

Weapon Systems
1. **Forearm Blasters:** Each forearm has a laser concealed under the forearm shielding. The shielding raises up to reveal the gun nozzle when firing.
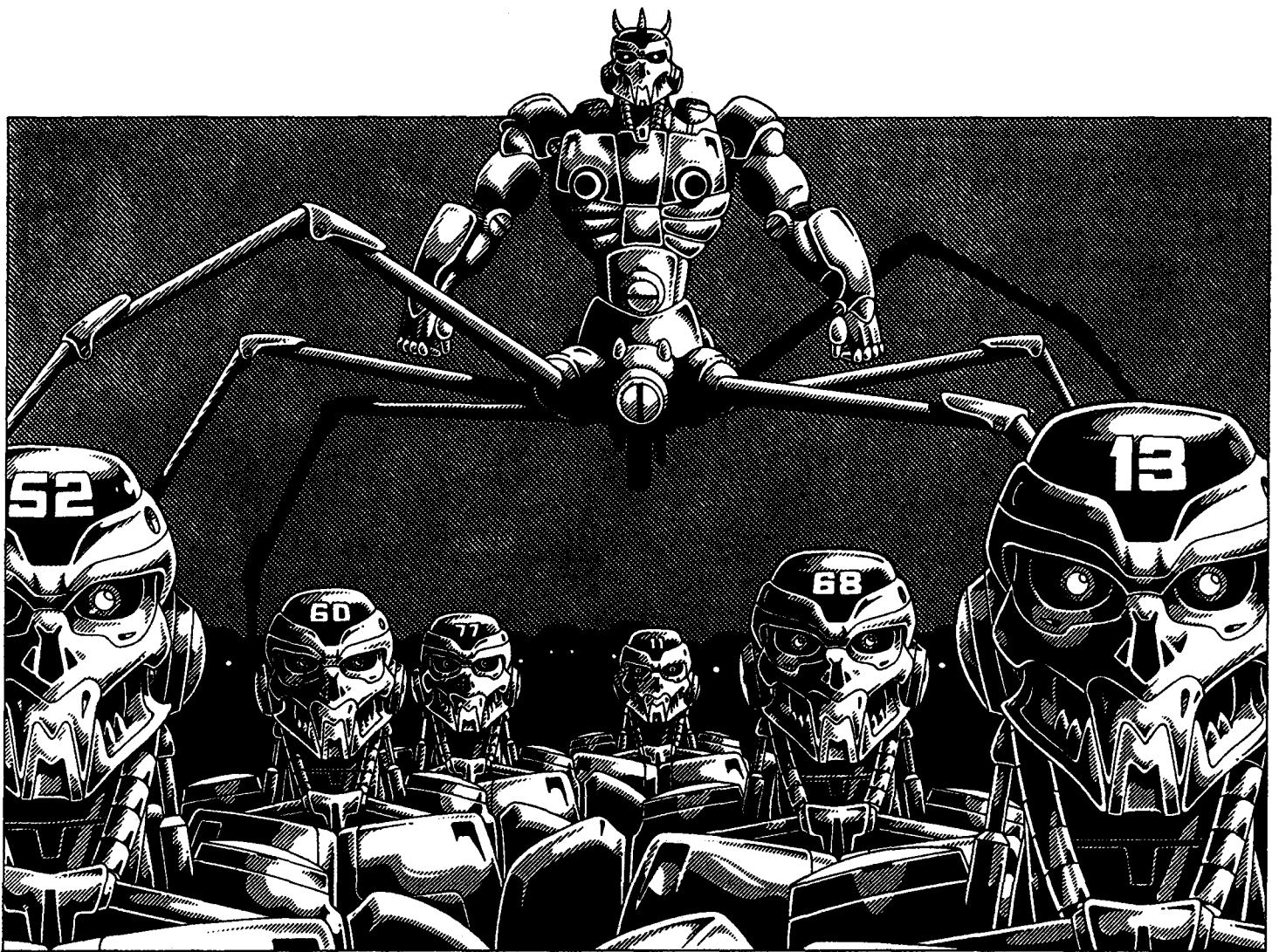   Primary Purpose: Defense
   Mega-Damage: 3D6 M.D. per single shot, or 6D6 per double, simultaneous blast (both arms fire simultaneously at the same target).
   Rate of Fire: Equal to the number of hand to hand attacks; **five.**
   Maximum Range: 2000 feet (610 m)
   Payload: Effectively unlimited.

2. Ion Chest Cannons (2): Twin chest cannons are fixed forward, but the entire body can rotate 360 degrees.

Primary Purpose: Defense

Mega-Damage: 4D6 M.D. per single shot, or 8D6 per double blast (both cannons fire simultaneously at same target).

Rate of Fire: Equal to the number of hand to hand attacks; five.

Maximum Range: 2000 feet (610 m)

Payload: Effectively unlimited.

3. Can use any other type of weapon: Can also use just about any type of energy weapon, rail gun, or hand-held weapon or tool it may desire. See Shemarrian rail gun and Arch-22 pulse rifle, described elsewhere.

4. Hand to Hand Combat: Five (5) hand to hand attacks/actions per melee (energy weapons, punches, etc). Skill is about equal to eighth level hand to hand: expert.

Damage:

Restrained Punch: 2D6 + 25 S.D.C.
Full Strength Punch: 2D6 M.D.
Leg Kick: 3D6 M.D.
Stomp: 2D6 M.D.
Body Block: 1D4 M.D.

Bonuses: Include sensor bonuses. W.P. bonuses (standard). Hand to hand: +4 to strike, +6 to parry and dodge, +2 on initiative, +2 to roll with impact or fall, +25 S.D.C. damage (P.S.), critical strike on a natural roll of 19 or 20, paired weapons, kick, and judo flip.

Attribute Equivalents of Note: I.Q. 18, P.S. 40, P.P. 20, Spd. 264

5. Sensors of Note (in the head):

Optics: Basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization, as well as passive light amplification (night sight 500 feet/152m), telescopic (6000 feet/1830 m), and targeting. Plus a microscopic magnification lens for detail work.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

Speech: Full vocal capabilities. Speaks and is literate in American, Spanish, Japanese, and Chinese 98%. Speaks, but can not read Dragonese and Splugorth 98%. Speaks Euro 50%. Is also literate in 30 other pre-rifts languages, like Polish, German, Russian, Dutch, Italian, French, Portuguese, etc.; all are obsolete and forgotten languages.

6. Skill Program: Programmed for combat and espionage and mechanical. Combat program includes the identification of all known Coalition and Splugorth troops, robots and vehicles, common animal and D-Bee life forms, common bots, armor, weapons and vehicles, and combat tactics in response to them. W.P. energy pistols, rifles, and heavy, W.P. blunt, knife, and sword, demolition and disposal 90%.

Other skills include: Espionage related skills: Prowl 40% (takes into consideration size and construction), climb 94%/

80%, land navigation 94%, wilderness survival 94%, intelligence 90%, tracking 40%, detect ambush 60%, detect concealment 60%.

Mechanical and technical skills: Read sensory equipment 94%, weapon systems 90%, radio: basic 94%, automotive mechanics 94%, locksmith 50%, mechanical engineer 55%, robot mechanics 50%, basic electronics 90%, computer operation 90%, chemistry 90%, and basic and advanced math 98%. No Pilot skills.

7. **Automatic Self-Destruct Program:** Standard. 20%, those operating closest to Archie, do not have the self-destruct system.

AA-10 Bottweiler

The design of this robot is just something that **Hagan** and Archie thought would be **fun,** a robot attack **dog.** The mechanical animal is large and powerfully built. Its maw can sever an unprotected limb in a single bite and the creature is fast and cunning. Only about 40 of these new creations have been built and all are presently found in Archie and **Hagan's** lair. **Note:** Two bottweilers accompany Hagan at all times.

AA-10 Bottweiler
Model Type: AA-10
Class: Fully Automated Self-Sufficient Animal Robot
Crew: None; artificial intelligence
M.D.C. by Location:

Front Legs (2) — 60 each	*Head — 60
Hind Legs (2) — 80 each	**Main Body — 120

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, in many cases, about four in ten, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is -9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is − 2 to strike.

Depleting the M.D.C. of the main body will effectively destroy the **bot, causing it to detonate its hidden self-destruct mechanism, leaving nothing to salvage. Note: No additional body armor can be worn.
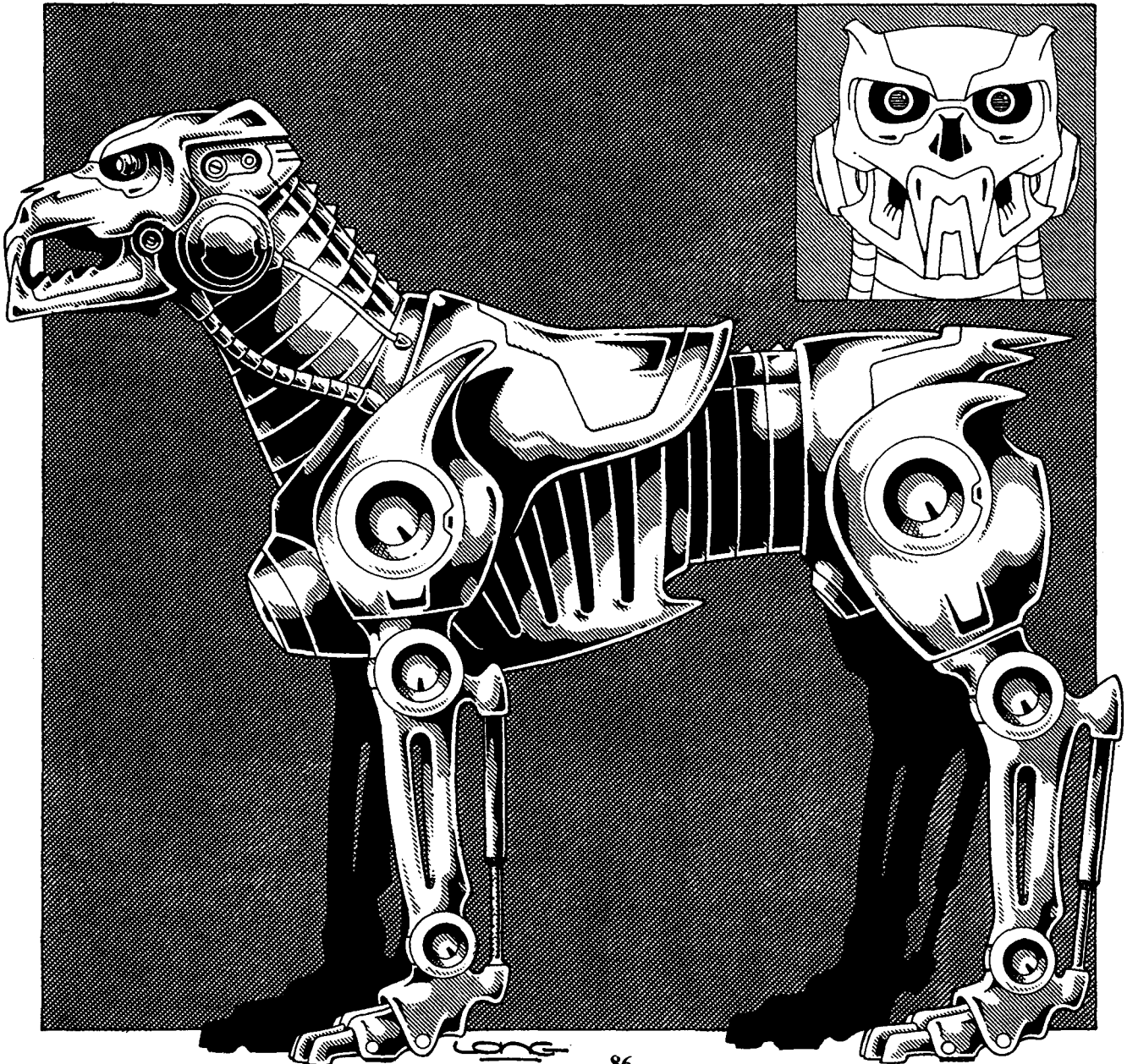
Speed

Running: 120 mph (192 kmph) maximum.

Leaping: The robot's legs are strong and well suited for jumping. Leaps are an amazing 20 feet (6 m) high and lengthwise from a stationary position. While a running leap (60 mph or faster) will enable the bottweiler to leap 80 feet (24 m) lengthwise. Height is still only 20 feet (6 m).

Flying: Impossible.

Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: Four feet (1.2 m) at the shoulders; about five feet tall (1.5 m) from head to toe.

Width: 3 feet (0.9 m) wide from shoulder to shoulder.

Length: 6 feet (1.8 m); no tail.

Weight: 400 lbs (180 kg)

Physical Strength: Equal to a P.S. 30

Cargo: None

Power System: Nuclear; average bot energy life is twenty (20) years.

Black Market Cost: Not Available!

Weapon Systems

1. **Hand to Hand Combat:** Four (4) hand to hand attacks/action per melee.

    Damage:

    Pounce/body block: 1D4 M.D.

    Claw Strike: 1D6 M.D.

    Bite: 3D6 M.D.

Bonuses: Includes sensors. Hand to hand: +3 to strike, +3 to parry, +5 to dodge, +2 on initiative, +1 to roll with impact or fall, critical strike on a natural roll of 19 or 20.

Attribute Equivalents of Note: I.Q. 7, P.S. 30, P.P. 18, Spd. 164

2. **Sensors of note in the head:**

    Optics: The basic optical system, including the visible light spectrum, infrared, ultraviolet, as well as passive light amplification (nightvision 500 feet/152 m) and telescopic (6000 feet/1830 m).

    Targeting Sight: Computer directed to indicate most vulnerable and vital area by means of cross hairs and data.

    Laser Targeting: An ultraviolet laser beam locks onto target and ties into other targeting systems.

    Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 40,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

    Motion Detector: 100 foot range (30.5 m).

    Molecular Analyzer: Enables the robot to effectively smell and track by recognizing and following odors, scents, gases. Also serves as a warning of approaching enemy or prey. Track by smell 84%. Recognize scent 84%; must have smelled and recorded scent in the past; has 60,000 different scents committed to memory, with the capability to memorize an additional 20,000 odors.

    Radio Communication: None.

    Speech: The Bottweiler cannot carry on a conversation but does growl, roar, howl, snort, growl-like chuckle, and whimper like an animal. The only means of complete two-way communication is by using the psionic power of tele-mechanics, which both Hagan and Archie possess. However, the robot does understand American, Spanish, and Dragonese completely.

3. **Skill Program:** Programmed to be attracted to and chase anything that runs, except Archie's other bots. Also programmed to obey its master without question. Memory recognizes 40,000 different life forms, including known D-Bees, Coalition, monsters, animals, etc. Specific skills: Prowl 55%, gymnastics, swimming 80%, climbing 65% (does not include rappelling), track by sight 40%, and understands American, Spanish, Japanese, Chinese, and Dragonese, all at 94%, but is illiterate.

4. **The self-destruct system** has not been installed in the first 40 bottweilers.

Monst-Rex A-001 & A-002

The robot appears to be an armored, alien animal of some sort, seen as both an attack animal and riding beast. In reality, Monst-Rex A-001 is the latest design from the mind of Hagan Lonovich, Archie's new idea man. The towering creature comes in two models. A-001 is the purely monster form that is unleashed in the wilderness as a predator to hunt and kill humanoid prey. Although the monster bot will attack most humans or humanoids, it is programmed to seek and destroy Coalition troops and Splugorths above all others. Next in line is any humanoid with bionics, power armor, robots and high-tech weaponry. Thus, the robots will attack somebody in CS armor first, before turning its attention toward other armed prey. The robots are also programmed to destroy anything that attacks them.

The Monst-Rex A-002 is nearly identical except that it is designed with a saddle or seat type arrangement to accommodate a rider. The rider is usually one of the *Shemarrian female warriors;* as depicted in the illustration. However, some of Archie's other robot minions ride the beast from time to time, including Hagan Lonovich. The only other difference is that the riding bots are programmed for total obedience to their robot riders. However, the Monst-Rex robots are virtually identical in performance, so only one set of stats are given for both.

Dispersement of Monst-Rex A-001

Approximately 600 units have been dispatched throughout the eastern seaboard of the old United States (from Maine to Florida), 150 have been sent to the midwest, 50 to the far west, 50 to the Coalition State of Iron Heart, another 50 to Free Quebec territory, and another 100 are in storage at Archie's secret bunker in Maryland.

Dispersement of Monst-Rex A-002 (with riders)

The A-002 and Shemarrian riders are far less numerous and more centralized. Approximately 100 patrol the old American state of Maryland and another 200 are scattered throughout the pre-rift states of Pennsylvania, Delaware, Virginia, District of Columbia (Washington, D.C.), New York, New Jersey, Connecticut, and Massachusetts; mostly hunting for Splugorth slavers. About 100 have been sent into the Magic Zone and old southern states to explore and map this unknown wilderness. However,

the bots are also used to test the inhabitants' combat abilities in small skirmishes.

Model Type: A-001 & A-002
Class: Fully Automated Self-Sufficient Monster/combat Robot
Crew: None; artificial intelligence
M.D.C. by Location:

Front Paws/Claws (2) — 50 each
Front Legs (2) — 100 each
Hind Legs (2) — 120 each
Tail (1; prehensile) — 20
Spines (4) — 20 each
Laser (1; left shoulder) — 10
Plasma Ejector (1; left shoulder) — 20
*Extra Sensor cluster (1; right shoulder) — 20
**Head — 50
***Main Body — 300

* Destroying the extra sensor cluster located above the right shoulder will eliminate all the extra bonuses received by the sensors such as the molecular analyzer for tracking by scent. See the description which follows.

** Destroying the head of the robot will eliminate all optics and main sensory systems, and all bonuses from these sensors (see description). However, the robot will continue to operate and is NOT blind! It can still see using its right shoulder sensor cluster, although bonuses are limited to those provided by that sensor cluster. If completely blinded (both the head and sensor cluster are destroyed) the creature will fight, groping around, lashing out and hitting anything it touches. Under these conditions the robot enjoys no combat bonuses and is (minus) — 9 to strike, parry, or dodge! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is - 2 to strike.

***Depleting the M.D.C. of the main body will destroy the bot. The robot explodes when all of its M.D.C. is depleted, leaving no salvageable remains. **Note:** Additional body armor or power armor can NOT be worn by bots.

Speed

Running: 190 mph (304 kmph) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robot's legs are strong and designed for leaping and climbing. Leap are limited to approximately 30 feet (9 m) high and across. A running leap at speeds in excess of 60 mph (96 kmph) will enable the bot to leap an additional 1D4 ×10 yards/meters across and 20 feet (6 m) higher.

Climbing: The Monst-Rex is an excellent climber and can scale trees and sheer walls of rock/mountains with ease; climbing skill equal to 90% (can not rappel).

Flying: Not possible.

Range: The nuclear power pack gives the Monst-Rex approximately ten years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 10 feet (3 m)
Width: 7 feet (2.1 m)
Length: 16 feet (4.8 m) from nose to hindquarters; the tail adds and additional 12 feet (3.6 m).
Weight: 2000 lbs (900 kg/one ton)

Physical Strength: Equal to a P.S. 30
Cargo: None
Power System: Nuclear; average bot energy life is ten (10) years.
Black Market Cost: 18 million credits and higher for a good condition (little damage), fully powered unit, complete with or without weapons; rare. 25 million for a riding mount (super rare). Almost never available; occasionally captured and sold to gladiatorial arenas. Rare!!

Weapon Systems

1. Forward-facing plasma ejector over left shoulder (1): Built into the armor plating above the left shoulder is a plasma weapon. The plasma ejector is forward facing, but can swing up and down in a 90 degree arc. Those who believe the monster is a living creature assume the weapon is a bionic implant.
Primary Purpose: Assault; long range.
Mega-Damage: 4D6 M.D.
Rate of Fire: Equal to the total number of hand to hand attacks (5).
Effective Range: 1600 feet (488 m)
Payload: Effectively unlimited.

2. Forward-facing laser over left shoulder (1): Also built into the left shoulder weapons system is a light laser. It too has a 90 degree angle of fire, up and down.
Primary Purpose: Assault.
Mega-Damage: 2D6 M.D.
Rate of Fire: Equal to the total number of hand to hand attacks (5).
Effective Range: 2000 feet (610 m)
Payload: Effectively unlimited.

3. Prehensile tail (1): The ten foot (3 m) long tail has a sharp blade at the end which can be used as a whip or stabbing weapon. The tail is used in hand to hand combat and is able to attack twice per melee. This is two (2) additional hand to hand combat attacks! The tail is also used for balance and for climbing.
Primary Purpose: Assault.
Mega-Damage: Whip or slash 1D4 M.D., or stab with point is 1D6 M.D.
Rate of Fire: Two (2) additional attacks during hand to hand combat.
Effective Range: 12 feet (3.6 m)
Payload: Not applicable.

4. Spines: Four wicked looking spines protrude from the monster's back. Each is jointed in three locations, enabling them to move with the flexibility of a human finger. Like a finger, they can be used to point, poke and stab. However, they are mostly defensive mechanisms and are used only in close combat to ward off or attack an opponent or prey. They are especially useful against giant prey like dinosaurs and giant robots, in which the monst-rex leaps on top of the giant creature and plunges all four spines into the beast in a single thrust. Then it rips it prey apart with its teeth, claws and tail while the spines hold it securely on the prey's back. The spines are also helpful in climbing and scaling walls and even enable the robot to hang from ceilings, the sides of sheer cliffs, or from large trees.
Primary Purpose: Defense.
Mega-Damage: 1D6 M.D. per single spine, 2D6 for one simultaneous stab of two spines, and 4D6 for one massive thrust of all four spines simultaneously (the latter counts as two melee attacks).

Rate of Fire: Equal to the total number of hand to hand attacks five (5).
Effective Range: 12 feet (3.6 m)
Payload: Not applicable.

5. Hand to Hand Combat: Five (S) hand to hand attacks/actions per melee (energy weapons, claws, bite or **spines),** plus two (2) special attacks with prehensile tail. Bonuses are listed under the specific sensor systems; all bonuses are accumulative.

Damage:
Pounce/body block: 1D6 M.D.
Claw Strike: 4D6 M.D.
Bite: 1D6 M.D.
Tail Spike: 1D6 M.D.
Spines: 1D6 M.D. each

Attribute Equivalents of Note: I.Q. 6, P.S. 30, P.P. 18, Spd. 285

6. Sensors of note in the Head:

Optics: The **A-001** and **A-002** each have a basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization, as well as passive light amplification **(nightvision** 500 **feet/152 m)** and telescopic (6000 **feet/** 1830 m).

Targeting Sight: Computer directed to indicate most vulnerable and vital area by means of cross hairs and data.

Laser Targeting: An ultraviolet laser beam locks onto target and ties into other targeting systems.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 40,000 different mechanical **sounds,** from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

Radio Communication: None.

Speech: The Monst-Rex cannot carry on a conversation but does growl, roar, bellow, snort, hiss-like laugh, and whimper like an animal. The only means of complete two-way communication is by using the **psionic** power of telemechanics (touch). However, the creature does understand both **Dragonese** and American completely.

Head Sensor Bonuses: +2 to strike using energy weapons. Hand to hand: +3 to strike, +3 to parry and dodge, +1 on initiative, +1 to roll with impact or fall, critical strike on a natural roll of 18, 19, or 20.

7. Extra Sensor Cluster of the right shoulder: Back-up optics, hearing, and targeting systems as described in number six. These offer no additional bonuses; engage only when head is destroyed.

Additional systems and bonuses (add to those in number 6) are as follows.

Motion Detector and Seismic Sensors: These make the robot all the more aware of its environment and movement around it. The motion detectors have a range of about 500 feet (152 m). The seismic sensors indicate ground movement and disturbances.

Radar Detector: Picks up radar signals, indicating that the area is being scanned by radar and **therefore, humanoids** are near.

Limited Radar: A limited radar of its own will warn it of aerial attacks, including missiles. Range 2000 feet (610 m).

Molecular Analyzer: Enables the robot to effectively smell and track by recognizing and following odors, scents, gases.

Also serves as a warning of approaching enemy or prey. Track by smell **84%.** Recognize scent **84%; must** have smelled and recorded scent **in** the past; has 60,000 different scents committed to memory, with the capability to memorize an additional 30,000 odors.

Extra Sensor Cluster Bonuses: Hand to hand: +1 to strike, +4 to **parry,** +6 to dodge, +4 on initiative, +3 to roll with impact or **fall,** cannot be surprised by attacks from behind (parry or **dodge).**

8. Skill Program: Programmed to hunt and kill. Combat program includes the identification of all known CS and **Splugorth** troops, robots and **vehicles,** common **bots,** armor, weapons and vehicles, and combat tactics in response to them. This means that the Monst-Rex will not make stupid attacks against an enemy it knows overpowers it unless it attacks by surprise or is attacked first. Both the Monst-Rex 001 and 002 will obey a **Shemarrian** without hesitation.

Other skills include: Prowl 55%, swim 94%, climb 90%, gymnastics 90%, land navigation 94%, wilderness survival **94%,** detect ambush **60%,** detect concealment 60%, and understands Dragonese and American **94%.**

9. Automatic Self-Destruct Program: Standard.

The Shemarrian Warriors

Archie and **Hagan** have cleverly created a combat robot that appears to be an alien race of humanoids, presumably from a rift. The robots are all robust, beautiful, **humanoid** females who may be **borgs.** The illusion of organic life is created by the face, head, and hair looking and feeling completely human; right down to the warmth, perfect color and texture of human skin. The rest of the bulky, powerfully built, body appears to be alien bionics or power armor. All of these **femme fatales** are deliberately made to look **beautiful,** because Archie agreed with Hagan that males will be less quick to attack a female and will be distracted by their **beauty,** thus giving the bots a greater advantage in combat.

Psychics and mystics may realize that the female warriors and their mounts are not what they seem. Any sort of sensing for life signs, see aura, telepathy, and empathy will produce negative results. A zero reading would indicate that these creatures are either so alien that they do not register in the same way as most other organic life forms (a **rarity,** although there have been means developed to block psionic **probes),** or they are not alive as we understand life (supernatural **undead),** or they are **robots.** Other telling signs that the rider and her mount are not living creatures are the absence of magic and P.P.E. emanations.

Characters who can object read or communicate with machines will instantly realize both the female and the mount are **machines,** but must touch them to do so. The psionic touch will instill a premonition type vision of a huge, dark factory and a man sitting on a throne, wearing some sort of massive helmet. The feeling is that this is the robots' creator. He is **human, healthy,** and there is a presence of insanity and **evil.**

The **Shemarrians** are programmed to act and react like a humanoid by exhibiting emotions *(just* simulation programs). The warriors' program includes a fictional history about their alien race, planet, and culture, to give the bots a convincing, or at least misleading, cover story. To help the illusion along, they speak perfect Dragonese (98%) and broken American (50% skill

level, but they understand all of the eight known languages and **Splugorthian** at 98%). They are also programmed in combat and some espionage skills. The warrior's demeanor is cold, stern, forceful, and arrogant. The **Shemarrian's** attitude is like that of most warrior races, which focuses on courage, strength, skill, and combat. They believe themselves to be the most powerful and capable warriors in the world and will accept most challenges/duels of combat to prove it. In most cases, such duels are hand to hand and to the death.

Dispersement of Shemarrian
Warriors with mounts

The Shemarrian riders with an **A-002** Monst-Rex are limited to approximately 100 who patrol the old American state of Maryland and 250 scattered throughout the pre-rift states of Pennsylvania, Delaware, District of Columbia (Washington, D.C.), Virginia, New York, New Jersey, Connecticut, and Massachusetts; mostly hunting **Splugorth** slavers. A hundred have also been sent into the Magic Zone and old southern states to explore and map this unknown wilderness. About 100 are kept in storage at the bunker. **Shemarrians** are frequently encountered in pairs or small groups of three or four, as well as lone riders.

Dispersement of Shemarrian
Warriors without mounts

Approximately 300 Shemarrian foot soldiers are found wandering in the old American states of Maryland, Pennsylvania, and Virginia. Their primary function is to destroy Splugorth slavers who frequent the area and to ward off or destroy Coalition exploratory expeditions and other potential threats to Archie's security. Generally, they travel in pairs or small groups of three or four. They will often challenge travelers to contests of hand to hand combat.

Shemarrian Warrior
Robot/artificial intelligence
Model Type: A-SHE-2
Class: Fully Automated **Self-Sufficient** Infantry Robot
Crew: None; artificial intelligence

M.D.C. by Location:

Rail Gun (1) — 10	Legs (2) — 100 each
Hands (2) — 10 each	*Head — 50
Arms (2) — 60 each	**Main Body — 250

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases (80%) the robot continues to fight, blasting or lashing out blindly (— 9 to strike, parry, dodge) until it is destroyed. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is - 3 to strike. Hitting a hand is − 6.

Depleting the M.D.C. of the main body will destroy the bot. The robot explodes when all of its M.D.C. is depleted, leaving no salvageable remains. **Note:** Additional body armor or power armor can NOT be worn by bots.

Speed

Running: 90 mph (144 kmph) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.
Leaping: The robot's legs are strong and well suited for leaping. Leaps are limited to approximately 20 feet (6 m) high or lengthwise. A running leap at speeds in excess of 40 mph (64 kmph) will enable the bot to leap an additional 10 feet (3 m).
Flying: Possible only by use of a jet pack.
Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 8 feet (2.4 m)
Width: 3 feet, 6 inches (1 m)
Length: 2 feet 5 inches (0.75 m)
Weight: 900 lbs (405 kg)
Physical Strength: Equal to a P.S. 30
Cargo: None
Power System: Nuclear; average bot energy life is twenty (20) years.
Black Market Cost: Not Available!

Weapon Systems

1. **Shemarrian Rail Gun** (1): This electro-magnetic mass driver system is similar to that of the Glitter Boy boom gun. Although the basic principles are the same, this weapon is designed for accuracy rather than destructive power and has a suppressor system that lessens the recoil and muffles the sonic boom (the shot is still extremely long, like that of a shotgun or small explosion). It fires a single flechette filled cartridge. The cartridge breaks open and releases hundreds of shards that strike at such speeds that they punch through mega-damage armor.
Primary Purpose: Assault
Weight: Gun: 128 lbs (57.6 kg), belt: 30 lbs (13.6 kg).
Mega-Damage: 2D6 x 10 M.D. per round.
Rate of Fire: Aimed or wild, bursts are not possible; the number of shots is equal to the total number of hand to hand attacks (6).
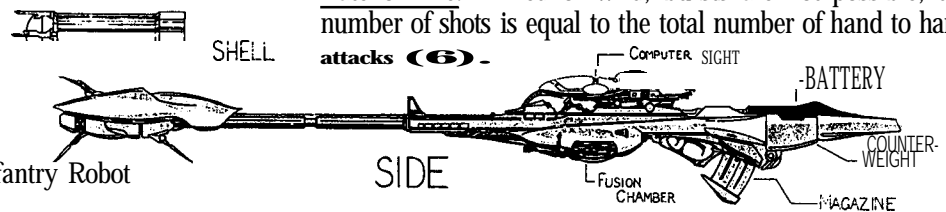
Effective Range: 6000 feet (1828 m)
Payload: 12 per ammo clip or 220 rounds per belt fed backpack.
Special Bonuses: The gun has an unique built-in sensor system with computer guided targeting sight and laser targeting that provide a bonus of + 2 to strike when using this weapon.
Black Market Cost: Not available! None of these fabulous weapons have made it to the black market, because they are always destroyed when the Shemarrian is destroyed (self-destruction/explosion). Undoubtedly, it would bring a high price, a million credits or more, but only if the purchaser realized what he was buying and planned on trying to duplicate it, otherwise the weapon might sell for under 10,000 credits as an alien device with limited useability.

2. **Hand Claws and Laser:** The hands are fitted with protective gloves that house a laser system in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the robot.

The fingers of both hands are fitted with retractable claws.
Primary Purpose: Assault
Mega-Damage: Lasers 3D6 M.D. per blast. Claws 2D6 per punch.
Rate of Fire: Equal to the number of hand to hand attacks; six.

91

Effective Range: Laser: 2000 feet (610 m)
Payload: Effectively unlimited.

3. **Can use any other type of weapon:** The warrior **bots** can use just about any other type of energy weapon, rail gun, or hand-held weapon they may desire.

4. **Hand to Hand Combat:** Six (6) hand to hand attacks/actions per melee (energy weapons, **claws, etc).** Skill is about equal to an eighth level martial artist.

   Damage:
   Restrained Punch: 2D6 + 15 S.D.C.
   Punch: 1D6 M.D.
   Claw Strike: 2D6 M.D.
   Kick: 1D6 M.D.
   Leap Kick: 2D6 M.D.

Bonuses: Include sensor bonuses. + 1 to strike using any rail gun or energy weapons, as well as W.P. bonuses (standard). Hand to hand: + 7 to strike, + 9 to parry and **dodge,** + 3 on initiative, + 4 to roll with impact or fall, critical strike on a natural roll of 18, 19, or 20, paired weapons, leap attack, karate kick.

Attribute Equivalents of Note: I.Q. 14, P.S. 30, P.P. 24, Spd. 132

5. **Sensors of Note (in the head):**

   Optics: Basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization, as well as passive light amplification (night sight 500 feet/152 m), telescopic (6000 feet/1830 m), and targeting. Note that passive light amplification systems require a minimum of ambient light, such as stars or moon.

   Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

   Antennae: The two antennae on the warrior's head are ultra sensitive motion and heat detectors and feelers (the antennae can move and touch **things),** specifically for movement in total darkness. Thus, the penalty for being blind is only -3 to strike, parry, and dodge. **Speech:** Full speech capabilities. Speaks Dragonese 98% and American 50%, and understands all of the known languages and **Splugorthian** at 98%.

6. **Skill Program:** Programmed for combat and **reconnaissance.** Combat program includes the identification of all known CS and **Splugorth** troops, robots and vehicles, common animal and D-Bee life forms, common bots, armor, weapons and vehicles, and combat tactics in response to them. W.P. energy pistols, rifles, and heavy, W.P. blunt, chain, knife, and sword.

   Other skills include: Prowl 40% (takes into consideration size and construction), swim 90%, climb 90%, gymnastics 90%, land navigation 94%, wilderness survival 94%, escape artist 75%, intelligence 90%, tracking 40%, detect ambush 60%, detect concealment 60%, speaks Dragonese 98% and American 50%, and is literate in American 98%, but illiterate in Dragonese (insufficient data).

7. **Automatic Self-Destruct Program:** Standard. A self destruct mechanism detonates when the robot's main body M.D.C.

is depleted or its internal workings tampered with. This prevents the robot's technology from falling into the hands of the enemy. The explosion inflicts 2D6 x 10 M.D.C. to a twenty foot (6 m) area around the **bot** and three times as much damage to the bot itself, leaving no salvageable **remains,** and destroys the rail gun too. The robots cannot self-destruct at will (in fact, the bots have no idea that they carry explosives inside them whatsoever).

AA-50 Insecton

One of **Hagan's** more wild ideas for a combat robot is what he calls an Insecton. Archie loved it! The AA-50 Insecton is a **humanoid** shaped bot with features reminiscent of an insect's. It is designed to scale sheer vertical walls and climb ceilings. Its sharp, mega-damage, clawed hands and feet provide it with both its excellent climbing abilities and lethal weapons in hand to hand combat.

The robot is ideal for close combat, especially in a restrictive area such as inside buildings, tunnels, and underground complexes. Five blasters, four in the chest and one in the groin area, provide a battery of medium range energy weapons. The hands and feet are designed exclusively for climbing and combat to such a degree that they can not grasp or hold a weapon. But the claws are weapons that can slash, stab, and **whirl.** Without a **doubt,** the **insecton** is the most fearsome creation of war yet devised by **Hagan** and Archie.

Dispersement the AA-50 Insecton

Approximately 100 units have been manufactured, but none have yet been deployed; all are presently part of the defense force of Archie's secret bunker in Maryland. The insectons scurry about the dimly lit walls and ceilings of the **complex,** patiently waiting for an enemy.

AA-50 Insecton Infantry Robot

Model Type: AA-50
Class: Fully Automated **Self-Sufficient** Infantry Robot
Crew: None; artificial intelligence
M.D.C. by Location:
   Hands (2) — 20 each
   Feet (2) — 25 each
   Blasters (5) — 20 each
   Upper Arms (2) — 100 each
   Legs (2) — 120 each
   *Head — 60
   **Main Body — 400

* Destroying the head of the robot will eliminate all optics and sensory systems. In most cases, about 8 in 10, the robot continues to fight, striking blindly until it is destroyed. Under these conditions the robot enjoys no combat bonuses and is -6 to strike, parry, or dodge (penalty is less because the entire body is a **weapon**)! **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *called shot* and even then the attacker is —3 to strike. Same penalty applies to the chest cannons.

Depleting the M.D.C. of the main body will effectively destroy the bot, causing it to detonate its internal self-destruct mechanism, leaving nothing to salvage. **Note: No additional body armor can be worn.

Speed

Running: 30 mph (48 kmph) maximum. Ground movement is difficult because of the design of the hands and feet, even when loping on all fours. Designed for climbing and dropping down on a foe from above.

Leaping: The robot's legs are strong and well suited for climbing, but not jumping. Leaps are limited to approximately 10 feet (3 m) high and lengthwise. A running leap is not possible.

Flying: Not possible!

Range: The nuclear power pack gives the robot approximately 20 years of life, even under the most strenuous and constant amount of use.

Statistical Data

Height: 9 feet (2.7 m)

Width: 5 feet (1.5 m) wide from shoulder to shoulder.
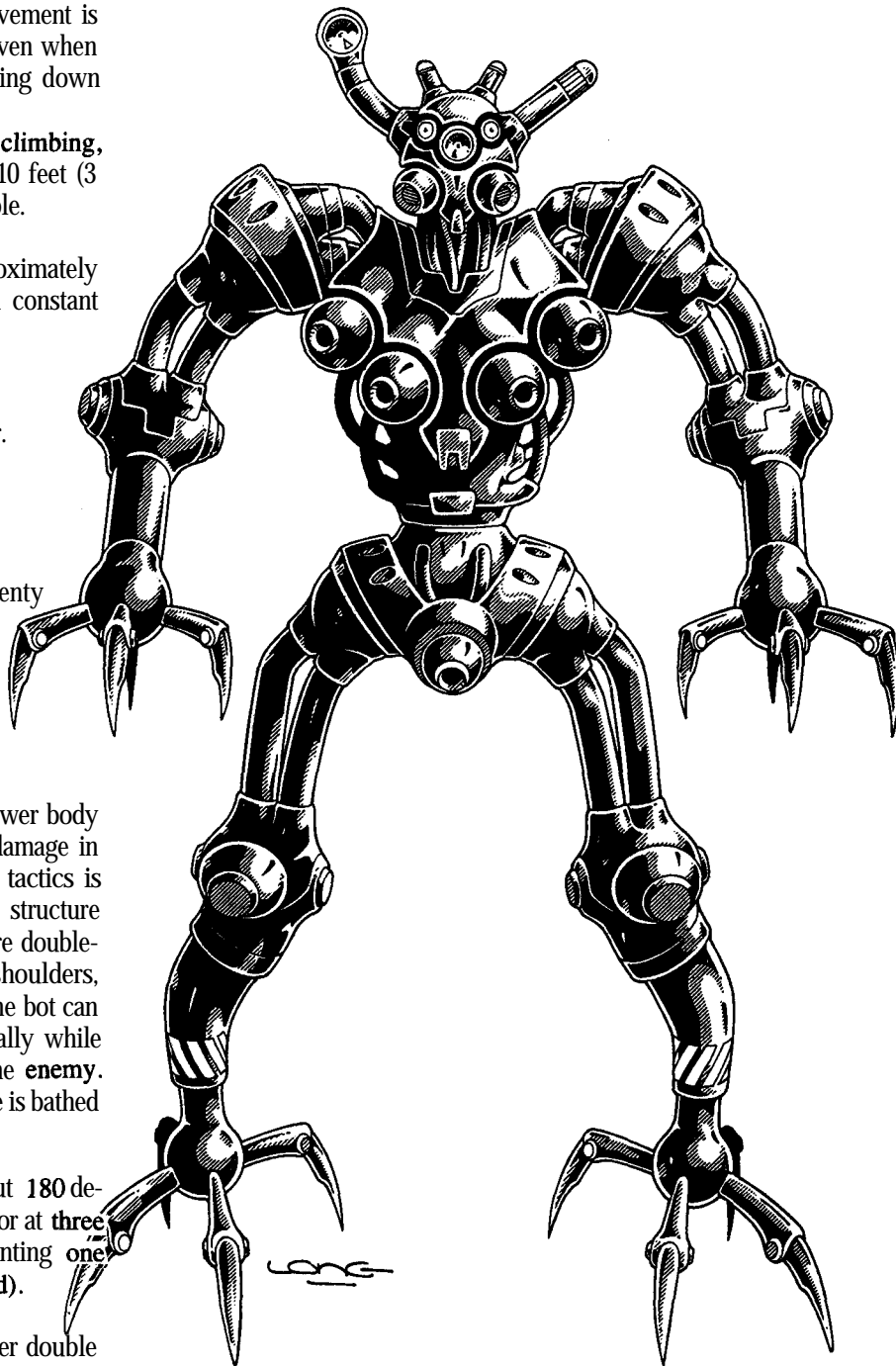
Length: 3 feet (0.9 m)

Weight: 900 lbs (405 kg)

Physical Strength: Equal to a P.S. 40

Cargo: None

Power System: Nuclear; average bot energy life is twenty (20) years.

Black Market Cost: Not Available!

Weapon Systems

1. Ion Body Blasters (5): Built into the upper and lower body are five ion blasters designed to inflict maximum damage in comparatively close combat. One of the AA-50's tactics is to suspend itself from a ceiling or other towering structure and lie in wait for the enemy. The arms and legs are double-jointed and able to rotate 360 degrees at the wrist, shoulders, ankles, knees, hips, and waist, which means that the bot can secure itself when hanging upside down or vertically while its blasters are facing outward toward the path of the enemy. When the unsuspecting enemy passes underneath, he is bathed in a shower of devastating energy.

   Each of the five weapon nozzles can rotate about 180 degrees, which means they can fire at the same target or at three different targets simultaneously (a pair of blasts pointing one way, another pair the other, and the fifth at a third).

Primary Purpose: Assault

Mega-Damage: 2D6 M.D. per single blast, 4D6 per double blast, 8D6 per quadruple blast (four simultaneous blasts at the same target) or 1D6 x 10 per quintupled blast (all five weapons blasting simultaneously at the same target). Simultaneous blasts from more than one weapon are considered to be one melee attack.

Rate of Fire: Equal to the number of hand to hand attacks; eight.

Maximum Range: 1200 feet (365 m)

Payload: Effectively unlimited.

2. Hand to Hand Combat: Eight (8) hand to hand attacks/actions per melee (energy weapons or hand to hand). One of its favorite attacks is the *whirling claw strike;* the claw spins around and around (at the wrist joint) at great speed so that an opponent is shredded by the whirling blades of the claw. Other favorite attacks are the leap kick and paired weapons (claws). Skill is about equal to an eighth level martial artist.

Damage:

Restrained Claw Strike: 4D6 + 25 S.D.C.

Full Strength Claw Strike: 4D6 M.D.

Whirling Claw Strike: 1D4 × 10 M.D.

Kick: 4D6 M.D.

Leap Kick: 1D4 × 10 M.D.

Stomp: 2D6 M.D.

Body Block: 1D4 M.D.

Bonuses: Include sensor bonuses. +2 to strike with energy weapons. Hand to hand: +6 to strike, +8 to parry, +5 to dodge, +1 on initiative, +3 to roll with impact or fall, +25 S.D.C. damage (P.S.), critical strike on a natural roll of 18, 19, or 20, paired weapons, kick, leap kick, and judo flip.

Attribute Equivalents of Note: I.Q. 9, P.S. 40, P.P. 20, Spd. 44

3. Sensors of Note (in the head):

Optics: Multi-optical system, including the visible light spectrum, infrared, ultraviolet, and polarization, as well as thermo and passive light amplification (both 500 feet/152 m), telescopic (6000 feet/1830 m), and targeting.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the Ultrasonic range of high-frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a generator. Adds to alertness and attacks.

Speech: Full vocal capabilities. Speaks and is literate in American, Spanish, Japanese, and Chinese 98%. Speaks, but can not read Dragonese and Splugorth 98%.

4. Skill Program: Programmed for combat and espionage. Combat program includes the identification of all known Coalition and Splugorth troops, robots and vehicles, common animal and D-Bee life forms, common bots, armor, weapons and vehicles, and combat tactics in response to them. Defense program has the AA-50 fight intruders until it is destroyed.

Other skills include: Espionage related skills: Prowl 55% (takes into consideration size and construction), climb 94%/80%, acrobatics and gymnastics, land navigation 94%, wilderness survival 94%, intelligence 90%, tracking 40%, detect ambush 60%, detect concealment 60%, escape artist 60%.

5. Automatic Self-Destruct Program: Standard. 20%, those operating closest to Archie, do not have the self-destruct system.
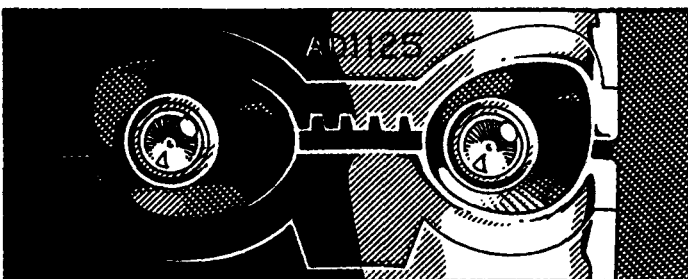
Bots
Optional Robot R.C.C.

The robot is considered a *Racial Character Class* because the character is unique and his skills and abilities are directly related to the robot's physical design and intelligence.

There are some definite advantages and disadvantages to playing the bot Racial Character Class ("bot" is the Rifts's slang term for robot, of course). **Some of the advantages** are that the character starts off incredibly skilled and capable. The bot is an M.D.C. creature with quicker reflexes, superhuman endurance and is physically more powerful than a typical human.

Some of the disadvantages are that a damaged bot does not heal like a creature of flesh and blood; consequently, it may be difficult to effect physical repairs of any kind and robot repairs will always be extremely expensive! In most cases, the robot can not learn new things. It is stuck with its initial programming. Super advanced neural robots with simulated emotions and the ability to draw their own conclusions are the most sophisticated type of robots and beyond the technology level of most societies in the world of Rifts. These robots must be the constructs of aliens, D-Bees, or Cyberworks/Archie and can not be repaired by the average robot mechanics of the day. Even the Coalition and Triax industries lack the knowledge to repair these robots' internal workings and programs. The best that can be hoped for is that M.D.C. repairs to the physical body can be accomplished with comparative ease, although replacing a robot limb may not be possible, because the alien technology does not easily integrate with the technology of Rifts Earth.

Types of Robots

Accessory Units
Drones
Artificial Intelligences
Neural Intelligences
Transferred Intelligence

The distinctions between robots are a bit different than those found in the pages of **Heroes Unlimited™**, although many of the rules and procedures for creating robot characters are taken from that role-playing game. There are five distinct types of robots. Each distinction is based on the robot's intelligence.

1. **Robot Accessory Units** are the most common bots in the world. Many players may already own and operate one. The typical accessory unit is a robot designed for human augmentation, not cybernetics, but a complete robot that requires a human operator. This includes power armor and robot vehicles of all kind. The best power armor or robot vehicles possess various computerized systems that enhance the human operator by giving him or her mechanical superhuman strength, agility, and senses, such as radar, targeting, thermo optics, telescopic sight, and other optical and detection devices. The human, by piloting the bot, becomes a giant, super-powered, mega-damage being. The mechanical unit is a robot, but it is the *human* brain and body that directs and controls its every action.

    In many ways, this is the best of both worlds. The robotics engineers can focus all of their attention to the power and capabilities of the robot body and not have to worry about the difficult problems of an artificial brain, because the human pilot is the robot's brain!

2. **Robot Drones or Simple Intelligences** are the next most common bots in the world. These are robots that have a complex computer brain with set programs and often extensive, but limited knowledge. The *skelebot, dynabots* and *simple work bots* are examples of the robot drone. In all cases, the bots can perform human-like tasks and have human-like reactions to situations and even be humanoid in shape, but they lack the true human capability to make decisions and lack human emotion. **In a role-playing context,** this type of robot would be difficult to role-play, because the human player will be driven by emotions and ideas that the robot would never have. These bots follow very limited and direct programs, like seek and destroy or labor. They do not question, nor speculate, nor do they vary from their program, the bot simply does its assigned task without hesitation and exactly as programmed. If a bot is programmed to clean a house, it will perform all the tasks it is programmed to execute. If that program does not include straightening the carpets or moving furniture to clean underneath them, the robot will not do so. Nor will it wash windows unless that is part of its program.

3. **Robot Intelligences** are the more sophisticated robots and a bit beyond the current capabilities of the Coalition, Triax Industries and the rest of the world. In addition to the complexity of creating an artificial intelligence, the problems of practical application and prohibitive costs have encouraged most scientists to improve on the popular and efficient robot accessory units (vehicles, power armor, etc.). Triax Industries is close, but currently only Cyberworks and the occasional alien from a dimensional rift have the capabilities for creating robot intelligences. All of Cyberwork's/Archie's robots fall into the robot intelligence category because they are able to perform complex and varied tasks. Some, like the Shemarrian bots, are programmed with an elaborate sense of history and personality, including simulated human emotions. Most are also able to assess data, draw a conclusion and act on that conclusion within the parameters of their program. Unfortunately, if the data is insufficient or the conclusion is contrary to the program, the robot can not take action.

4. **Neural Intelligences** are the most advanced robots possible, and a hundred years or more beyond the understanding and technology of the Coalition and the rest of the world. Neural intelligences are super high-tech computer brains created through nano-technology and sophisticated technology. The robot brain is an artificial simulation of the human brain, constructed in such a way that it actually has millions of tiny nerve cells and information centers. The machine-entity, Archie, was created as a neural intelligence, although he has mutated into something more than machine. Cyberworks/Archie has the capabilities for creating neural intelligences, but seldom does so. However, from time to time he experiments with neural and conventional robot intelligences and designs and unleashes them into the world. These creations are not always pawns of the machine-entity, but often experiments given the freedom to act on their own (he's curious to see how they survive in the world without preprogrammed direction).

Sometimes alien robots that emerge from the dimensional rifts incorporate neural intelligences. Such robots have the capacity to make conclusions on minimal data, and act on hunches, formulate plans and execute them. Some can even *learn* new skills. Many are programmed to simulate human emotions or mimic local customs, speech patterns/slang and behavior to the degree that they seem quite human. Of course, no matter how human a bot may act, it is all an illusion created by ingenious programming. Robots do not register as a living presence, they have no emotions, nor an aura, nor P.P.E., or any other aspect attributed to organic life. They are complex and frequently friendly and pleasant *machines.*

5. **Transferred intelligence** is a completely *alien* technique found only in rare robots of alien design from other dimensions. It is not an artificial intelligence at all, but an as of yet unknown process of intelligence transference. Actually, the transference is more than intellect. Its more of an *essence* transferal, because the complete mental, emotional, and energy (P.P.E.) essence of a living, intelligent creature is transferred and housed inside the robot! The process leaves the physical body an empty, but living, shell. The original organic body can be stored and sustained for years by high-tech medical systems, although muscles will attrophy and body weight and strength is lost. In many cases, the living subject will apparently volunteer to permanently forsake the human body in favor of the artificial body. In some ways, this may sound like a full conversion borg, but the process is far more dramatic and complete, leaving absolutely no organic brain or tissue.

The transferred essence is housed in an artificial brain similar to the design and function of the artificial brain of the neural intelligence. The brain or essence's *housing unit* is usually quite small, about the half the size of the human brain, and is located either in the head or chest (the latter provides main body protection). Because the intelligence and essence are of organic origin, the robot will have a strangely human/living aura, will register as a psionic and/or living presence, will have P.P.E., may possess limited psionic powers, is vulnerable to psionic mind attacks, and is subject to stress and insanity. However, the robot does not need to eat or maintain any animal-like bodily functions, and only requires four hours per day of meditative rest or sleep. Destroying the brain housing will effectively kill the robot. Once dead, the essence can not be recaptured, it is gone.

In the context of this game, the average robot character will only be "bots" with an artificial intelligence, a neural intelligence, or transferred intelligence; numbers 3, 4 or 5. The robot accessory unit has no personality or intelligence whatsoever, and the drone is a limited intelligence zombie that performs a regular routine without thought or emotion. Neither is suitable for a role-playing character.

Step One: Determining the type of intelligence

Players can consult with their game master, and if it is allowed, may simply select one of the three available intelligences and move on to the building of its programs and body. Or the player may roll on the random robot table that follows.

Random Intelligence and Origin Table

01-22 Robot intelligence. A product of alien technology.

23-45 Robot intelligence. A run away experiment (or sold merchandise) by the Coalition, **Triax** or Northern Gun (or other **source).**

46-50 Neural intelligence. A run away experiment by **Cyberworks.** Knows it was created in a robotics factory somewhere in the east, but does not know the exact location. Knows nothing about Archie; 1-50 percent likelihood of remembering **Hagan Lonovich.**

51-60 Neural intelligence. A **Cyberworks/Archie** creation deliberately released into the world. Has no memory of its creator nor the location at which it was built.

61-80 Neural intelligence of alien origin. A robot from the rifts.

81-95 Transferred intelligence! An alien robot from a dimensional rift.

96-00 Transferred intelligence. An experiment by a scientist (probably the intellect inside the robot) who accidentally transferred a person's essence into the robot. The experiment can not be successfully repeated nor reversed.

Step Two: Developing the Intelligence

After a type of intelligence is selected, the player must choose his robot's skill programs and orientation.

Alignments
Artificial and Neural Intelligences

Yes, bots have an alignment. This is basically the machine's code of ethics and programmed orientation. The guidelines listed under the existing alignments are the **bot's** moral code of ethics. The following are some examples of how these alignments apply to bots.

Examples: A **bot** with a **principled good alignment** will be 100% loyal, trustworthy, truthful (can not lie at all), and will sacrifice its life to save the life of a human or intelligent creature. **A scrupulous alignment** is similar, but the bot can be a bit more discriminating and tell lies to the enemy and perhaps even seek revenge. However, it is fiercely loyal to its masters **and/or** friends as well as to its **ethics,** and will sacrifice its life to save the life of a human or **humanoid. Unprincipled alignments** don't come into play very often. **Selfish alignments** are often the alignments of bots used for espionage, spying, and theft. The selfish orientation of the bot reflects the programmed in rule that it is not to sacrifice its mission or existence to help others. Its prime directive is to do its job and survive to continue, or to return to its master. Note that the bot is 100 percent loyal to its master/owner, but can and will lie, cheat, betray, and steal from all others, depending on its mission. **Aberrant evil alignments** are used for combat robots and bots that must associate with the **enemy.** These robots will be loyal and true to a particular selfish ethics and particular group, race, **and/or** troops and will give their lives protecting those people or ethics, but will be merciless and treacherous when dealing with the enemy. **Miscreant** and **Diabolic alignments** are usually reserved for hunt and destroy bots. They have no compassion, no mercy, nor remorse. They kill the target, whether it be women and children or armed troops, without hesitation. Some are programmed to torture, intimidate and manipulate victims in order to extract information.

Note: Programmed alignments can not change, unless the program is changed. Robots can not feel the emotions of anger, sorrow, love, hate, **etc.,** although their alignment programs and behavior may emulate emotions. For example, a bot may say "I hate him for what he did to you," or "Demons turn my stomach," but they can not actually feel these **things,** they are just stating a preprogrammed response. Likewise, they may attack a particular race or individual, but are, again, responding in accordance to their program. However, some **pre-rifts** scientists believe that a neural intelligence could *learn* emotions. This was a highly debated issue.

Alignments for Transferred Intelligences

The alignment is that of the intelligent, living being whose essence has been transferred into the robot. Any alignment is **applicable.** Unlike the other two artificial **intelligences,** the transferred essence has its roots **in** the living and emotions. Thus, the bot is driven by real feelings of emotion and acts on those emotions like any human. This also means that the alignment can change and insanity is a genuine danger to both the bot and those around him **(nothing** worse than a berserk robot driven by anger).

Step Three: Skill Programs
Non-Combat

Robot skills programs are generally complete areas of knowledge that have been instilled in the mechanism's memory. As such, the robot has near expertise in many areas, although the program is only as good, or complete, as the program designer can make it. Some programs have glitches or holes that reduce the level of skill proficiency or leave out a particular area of knowledge.

The average level of skill proficiency is **94%.** Some rudimentary skills, such as mathematics, are at **98%,** while other skills that require a more human perspective or senses may range between 60% and 80%. **Aliens** whose programs are designed for a world other than earth, will find the proficiency level dramatically reduced; **— 64% skill penalty.** Only getting a **new,** Earth program installed will raise those skills to an expert level. Skills do not increase with experience. **Cyberworks/Archie's** robots do not always conform to the level of skill proficiency because Archie's knowledge is a bit limited and a trifle alien, so percentages of specific skills in his bots may vary from the norm.

Selecting Robot Skill Programs

Each skill category, listed on pages 23 & 24 of Rifts, contains basic skill programs. All bots automatically receive the *General Skill Program or General Military Program.* A robot is either designed with military intent or non-military intent, not both. Thus, all skills are selected from either the *Non-Combat Skill Program or Military Skill Program.* Initial skill programs are part of the bot's basic construction and are not purchased with funds from the robots construction budget. To change or add skills at a later date will cost money. The black market prices are the average cost of such **programs.** As **usual,** prices

may cost as much as double depending on when and where one buys the **programs**.

Artificial intelligence: Automatically gets the general program (non-military or military) and three skill programs of choice. Equivalent **I.Q.** of 19.

Neural intelligence: Select four skill programs in addition to the General Program. At levels three, seven, eleven and fifteen, the neural intelligence **bot** can also learn three new secondary skills; only I.Q. bonus applicable and all skills start at level one, base skill **level**. Only these secondary skills increase with experience. Equivalent **I.Q.** of **23**.

Transferred intelligence: Skills are equal to a **humanoid's** understanding and **level,** generally starting at level **one**. To determine the **skills,** choose an Occupational Character **Class.** Also make the normal rolls for the character's **I.Q., M.A.** and M.E.; all others are irrelevant. Select an O.C.C. from CS grunt, military specialist, technical officer, **headhunter,** or any of the scholars and adventurers. R.C.C.s can be used as well, but these beings have minimal skills and **all** of the creature's natural powers are lost, except for some minor psionic powers; retain existing psionics from the sensitive and physical categories only (all others are lost) and **I.S.P.** is reduced by half and the **I.S.P.** does not increase with each level of **experience**.

Non-Combat Skill Programs —————————

Non-Military Programs for Artificial and Neural intelligences

Note: These programs are not the same as the *Black Market* programs listed in the robot and robot repair **section.** The skills that follow are superior to the black market **skills.** They are the rare, complete skill programs created and installed by the manufacturer, designer, or robotics expert. The programs are available only to advanced systems (**artifical** and neural **intelligences**).

General Robot Skill Program: Includes radio basic, mathematics: basic (98%), pilot automobile, land navigation, and speaks/understands (not read) American, Spanish, Euro, and **Techno-can** languages; all at **94%.** Also programmed for common human **slang,** protocol and behavior. The bot can identify and use (to some extent) the thousands of everyday tools, appliances, weapons, armor, robots, and vehicles found in the human communities. The bot also recognizes 20,000 different life forms, including humans and common D-Bees, mutants, animals and **insects.** Black Market cost: 50,000 credits.

Communications: Select five. All are at 94%. Black Market cost: 100,000 credits.

Domestic: Select **five.** All are at **94%.** Black Market cost: 50,000 credits.

Electrical: All at 94%. Black Market cost: 250,000 credits.

Espionage: NONE. Available only from Military Programs.

Mechanical: Select four. All are at 94%. Black Market cost: 250,000 credits.

Medical: Paramedic, forensics, and pathology only. All at 80%. Black Market cost: 150,000 credits.

Military: NONE. Available only from Military Programs.

Physical: Limited to hand to hand: basic (equal to sixth level), climbing, swimming, and gymnastics; all at 94%. Black Market cost: 100,000 credits. **Note:** The bot character has a maximum of two (2) **attacks/actions** per melee unless the physical program, with hand to hand: basic, is selected.

Pilot: Select eight; except robot and tank skills. All at 94%. Black Market cost: 150,000 credits.

Pilot Related: All; at **94%. Black** Market cost: 50,000 credits.

Rogue: NONE. Available only from Military Programs.

Science: Select five. All at 94%. Black Market cost: 200,000 credits.

Technical: All, except literacy, writing, and computer programming. All are at 80%. Black Market cost: 200,000 credits.

Technical — Special: Literacy (**98%,** four languages of **choice),** writing (60%), computer programming (80%). This is a rare skill program and is very expensive on the black market; 500,000 credits.

Weapon Proficiencies: NONE. Available only from Military Programs.

Wilderness: Select five. **All at** 94%. Black Market cost: 150,000 credits.

Military Skill Programs ——————————-

Note: Typically, a robot will be programmed for either military/espionage or non-military skills, not both.

General Military Program: Includes radio: basic, mathematics: basic (98%), pilot automobile, pilot hover craft, land navigation, and speaks/understands (not read) American, Spanish, Euro, **Dragonese,** and Techno-can languages; all at 94%. Also programmed for common human slang and behavior. **Bonuses:** One additional attack per melee, + 1 to strike, parry and dodge, **+ 1** on initiative. Black Market cost: 300,000 credits.

Espionage Basic: Intelligence, detect ambush, detect concealment, cryptography, and first aid. All at 80%. Black Market cost: 90,000 credits.

Espionage Spy: Intelligence, tracking, disguise, escape artist, pick locks, photography, radio scrambler, and basic electronics. All at **80%.** Black Market cost: 250,000

Espionage Thief/Rogue skills: Intelligence (80%), pick locks (80%), pick pockets, palming, concealment, prowl, and streetwise. All at 60%. Black Market cost: 200,000 credits.

Military (Demolitions): All, plus W.P. Heavy. All at 94%. Black Market cost: 100,000 credits.

Physical: Hand to Hand: Expert or Martial Arts (equal to 8th level), climbing, swimming, gymnastics. **All** at **94%.** Black Market cost: 150,000 credits.

Pilot: Select eight; except robot and tank skills. All at **94%.** Black Market cost: 150,000 credits.

Pilot Related: All; at 94%. Black Market cost: 50,000 credits.

Technical: Photography, computer operation, literacy in five languages. All at 94%. Black Market cost: 500,000 credits.

Weapon Proficiencies: All energy and select four others.

Step Four: Robot Budget

The next step is the actual construction of the robot, but first one must determine how much money can be spent on the project. The player does not have to spend all of the **credits,** but whatever is left is lost.

The amount of credit available for the construction of the body can be chosen or assigned by the Game Master or randomly determined by rolling on the following table.

Robot Body Construction Budget

Step Five: Body Construction

All that's left to do is design the actual robot body. Basically, there are three types of robot bodies: **humanoid, animal, or vehicular** (with an independent intelligence and capable of independent action; i.e., does not need a pilot to operate).

Note: The bot character starts with two (2) attacks/actions per melee. The only way to increase the number of attacks or actions per melee is to select the military or non-military physical program, with hand to hand combat training. Physical attributes can be increased beyond the *Basic Physical Attributes* described under each robot type; see the various special features. Also note that all robots with an artificial intelligence are capable of speaking, including animals, insects, and vehicles. However, unless the voice is enhanced, it sounds very synthetic.

Basic Humanoid

The frame for this robot is approximately the size, shape and build of a typical human or humanoid, six to eight feet tall, two legs and feet, two arms and hands, one head (eyes, ears, nose, and mouth are optional depending on robot style). Other than the general shape, the robot is clearly a robot.
Basic Physical Attributes: P.S. 14, P.P. 12, P.B. 6, Spd. 22 (approx. 15 mph/24 km)
Size: Six to eight feet (1.8 to 2.4 m)
Light Frame: 300 pounds (135 kg) and 120 M.D.C. main body points. **Cost:** Two million credits.
Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done, but each instills an accumulative skill penalty of −10% to prowl. **Cost:** 500,000 per each reinforcement.

Giant Humanoid ——————————

The frame for this robot is the shape and build of a humanoid, except that it is giant in size, ten to twenty feet tall.
Basic Physical Attributes: P.S. 16, P.P. 14, **P.B. 6, Spd.** 22 (approx. 15mph/24kmph).
Size: Ten to twenty feet (3 to 6 m)
Light Frame: 1000 pounds (450 kg) and 200 M.D.C. main body points. **Cost:** Four million credits for a bot up to 12 feet tall (3.6 m). Add 200,000 credits and 150 pounds for each additional foot (0.3 m) of height.
Frame Reinforcement: Add 200 pounds and 100M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done, but each instills an accumulative skill penalty of −15% to prowl. **Cost:** 800,000 credits per each reinforcement.

Partial Humanoid ——————————

The upper torso, the waist up, is approximately the size, shape and build of a typical human or humanoid, two arms and hands, and one head, but the lower body is a vehicular or animal construction.
Basic Physical Attributes: P.S. 14, P.P. 12, **P.B. 6, Spd. 0**
Light Frame: 200 pounds (90kg) and 100 M.D.C. main body points. **Costs:** One million credits.
Frame Reinforcement: Add 50 pounds and 50 M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done, but each instills an accumulative skill penalty of −10% to prowl. **Cost:** 250,000 per each reinforcement.

Animal: Basic Feline ——————————

The frame for this robot is approximately the shape and build of a cat, two front legs, two hind legs suitable for running, leaping and climbing, one tail, one head (eyes, ears, nose, and jaws are optional depending on style and breed/species). Other than the general shape, the robot is clearly a robot. **Note:** Most animal bots are designed so that a fingerjack can be inserted into the bot linking the person or other bot, or computer directly to the animal bot. This enables the robot to communicate directly without speaking, and enables the bot to transmit recorded audio and video information from its discs. As a result, headhunters, cyber-rats, and some other adventurers use a robot animal as a sort of mechanical familiar to scout ahead and to stand guard. Cosmetically enhanced animal bots can make great spies. Many humanoid and vehicular bots have this feature as well (player's choice).
Small, tom cat size, two feet long (0.6 m), 70 M.D.C., and about 40 pounds (18 kg). **Basic Physical Attributes:** P.S. 8, P.P. 14, P.B. 6, Spd. 11 (approx. 11.5 mph/12 km). **Cost:** 700,000 credits.
Medium, cougar, lynx or leopard size, three or four feet long (0.9 to 1.2 m), 100 M.D.C., and about 200 pounds (90 kg). **Basic Physical Attributes:** P.S. 16, P.P. 16, P.B. 6, Spd. 22 (approx. 15 mph/24 km). **Cost:** 1.5 million credits.
Large, tiger or lion size, seven to nine feet (2.1 to 2.7 m), 150 M.D.C. and 1000 pounds (450 kg). **Basic Physical Attributes:** P.S. 16, P.P. 18, P.B. 6, Spd. 44 (approx. 30 mph/48 km). **Cost:** Three million credits.
Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and as many as four (4) reinforcements can be done on the large size, but each instills an accumulative skill penalty of −10% to prowl. **Cost:** 500,000 per each reinforcement.

Animal: Basic Canine ——————————

The frame for this robot is approximately the shape and build of a dog, two front legs, two hind legs suitable for running and leaping, one tail, and one head. The shape of the head, eyes, ears, nose, and mouth will vary depending on the style and type of breed being imitated. Other than the general shape, the robot is clearly a robot.
Size:
Small, dog/fox/terrier size, two feet long (0.6 m), 70 M.D.C., and about 40 pounds (18 kg). **Basic Physical Attributes:** P.S. 10, P.P. 12, P.B. 6, Spd. 22 (approx. 15 mph/24 km). **Cost:** One million credits.

Medium, german shepherd/setter/retriever size, four feet long (1.2 m), 100 M.D.C., and about 200 pounds (90 kg). **Basic Physical Attributes:** P.S. 16, P.P. 14, P.B. 6, Spd. 44 (approx. 30 mph/48 km). Cost: Two million credits.

Large, Wolf/Great Dane/St.Bernard size, six feet long (1.8 m), 150 M.D.C. and 800 pounds (360 kg). **Basic Physical Attributes:** P.S. 18, P.P. 14, P.B. 6, Spd. 58 (approx. 40 mph/64 km). **Cost:** 3.5 Million credits.

Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and as many as four (4) reinforcements can be done on the large size, but each instills an accumulative skill penalty of −10% to prowl. Cost: 500,000 per each reinforcement.

Animal:
Basic Horse

The frame for this robot is approximately the shape and build of a horse, two front legs, two hind legs suitable for running and leaping, one tail, and one head. The shape of the head, eyes, ears, nose, and mouth will vary depending on the style and type of breed being imitated. Other than the general shape, the robot is clearly a robot.

Size:

Small, pony size, 5 feet long (1.5 m), 120 M.D.C., and about 300 pounds (135 kg). **Basic Physical Attributes:** P.S. 18, P.P. 14, P.B. 8, Spd. 58 (approx. 40 mph/64 km). **Cost:** Two million credits.

Medium, domestic race horse size, seven feet long (2.1 m), 200 M.D.C., and about 1000 pounds (450kg). **Basic Physical Attributes:** P.S. 24, P.P. 18, P.B. 9, Spd. 88 (approx. 60 mph/96 km). **Cost:** 3.5 million credits.

Large, a bit larger than normal and powerfully built, nine feet long (2.7 m), 250 M.D.C. and 1400 pounds (630 kg). **Basic Physical Attributes:** P.S. 28, P.P. 20, P.B. 9, Spd. 132 (approx. 90 mph/148 km). Cost:Five million credits.

Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only two reinforcements are possible on the small size, four on the medium size and as many as six (6) reinforcements can be done on the large size, but each instills an accumulative skill penalty of −10% to prowl. And reduce the speed by 10% for each reinforcement beyond three. Cost: 500,000 per each reinforcement.

Animal: Basic Bird —————————

The frame for this robot is approximately the shape and build of a bird, two wings, two lower legs with clawed feet, one tail, and one head. The shape of the head, eyes, nose, and mouth will vary depending on the style and type of bird being imitated. Other than the general shape, the robot is clearly a robot.

Size:

Small, falcon or owl size, one foot tall (0.3 m), 50 M.D.C., and about 30 pounds (14 kg). **Basic Physical Attributes:** P.S. 8, P.P. 14, P.B. 6, Flying Spd. 77 (approx. 53 mph/85 km). **Cost:** One million credits.

Medium, eagle size, three feet tall (1.4 m), 90 M.D.C., and about 80 pounds (36 kg). **Basic Physical Attributes:** P.S. 12, P.P. 18, P.B. 6, Flying Spd. 110 (approx. 75 mph/120 km). **Cost:** Two million credits.

Large, condor size and powerfully built, five feet long (1.5 m), 170 M.D.C. and 200 pounds (90 kg). **Basic Physical Attributes:** P.S. 20, P.P. 20, P.B. 6, Spd. 90 (approx. 90 mph/148 km). **Cost:** Four million credits.

Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and three (3) reinforcements can be done on the large size, but each instills an accumulative skill penalty of −10% to prowl and reduces the speed by 10% for each reinforcement. Cost: 500,000 per each reinforcement.

Giant Animals ————————————

The frame for this robot is the shape and build of an animal, except that it is twice the normal large size, ten to eighteen feet long.

Basic Physical Attributes: P.S. 18, P.P. 14, P.B. 7, Spd. 58 (approx. 40 mph/64 km).

Light Frame: 1200 pounds (540 kg) and 200 M.D.C. main body points. Cost: Five million credits for a bot up to 12 feet tall (3.6 m). Add 250,000 credits and 150 pounds for each additional foot (0.3 m) of height up to 18 feet (5.5 m).

Frame Reinforcement: Add 200 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done, but each instills an accumulative skill penalty of −15% to prowl. Cost: 800,000 credits per each reinforcement.

Insect: Basic Spider ——————

This robot has a round body, two sensor eyes, and eight legs. The eight legs offer superior balance and stability, even on the most rugged terrain. What would normally be the mouth and mandibles of a real spider can be mechanical mandibles for biting or grasping, or a pair of humanoid arms and hands, tentacles, or weapons.

Size:

Small, the size of a cat, two feet tall (0.6 m), 70 M.D.C., and about 40 pounds (18 kg). **Basic Physical Attributes:** P.S. 8, P.P. 12, P.B. 4, Spd. 22 (approx. 15 mph/24 km). **Cost:** 1.2 million credits.

Medium, man size, 5 feet tall (1.5 m), 110 M.D.C., and about 200 pounds (90 kg). **Basic Physical Attributes:** P.S. 18, P.P. 14, P.B. 4, Spd. 58 (approx. 40 mph/64 km). **Cost:** 2.4 million credits.

Large, horse size, seven feet long (2.1 m), 150 M.D.C., and about 700 pounds (315 kg). **Basic Physical Attributes:** P.S. 20, P.P. 18, P.B. 4, Spd. 88 (approx. 60 mph/96 km). **Cost:** 4.8 million credits.

Frame Reinforcement: Add 100 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and three (3) reinforcements can be done on the large size, but each instills an accumulative skill penalty of - 10% to prowl. **Cost:** 500,000 per each reinforcement.

Note: True Insect Frame: Six legs, same basic stats as the spider, but reduce speed of the medium size to spd 44 (30 mph/48 km) and large to spd 66 (45 mph/72 km). And 10% cheaper.

Vehicular Robot Body Styles ————————

Virtually any type of motor driven vehicle, be it conventional combustion engine, ground vehicle, hover vehicle, or aircraft, can be given an artificial intelligence with robot capabilities and special features. What this means is that the vehicle can think, speak, pilot itself, fire weapons, and so on, as if it were an independent, living (robot) being. The following are some basic body styles. A method(s) of propulsion will have to be selected.

Vehicle: Motorcycle —————

The frame of this bot resembles that of any number of ordinary motorcycles or hover cycles, only it possesses a robot intelligence and special capabilities.

Speed: Depends on type of propulsion. Sleek, aerodynamic body provides a bonus of 10 mph (32 km) to the final propulsion speed.

Light Frame: 300 pounds (135 kg) and 100 M.D.C. main body points. **Cost:** 600,000 credits for a bot up to six feet long (1.8 m).

Number of Seats: Two; driver and passenger.

Frame Reinforcement: Add 200 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as three (3) reinforcements can be done, but each instills an accumulative skill penalty of − 15% to prowl. **Cost:** 500,000 credits per each reinforcement.

Vehicle: Sports Car ——————

The frame of this bot resembles that of any number of ordinary sports cars, only it possesses a robot intelligence and special capabilities.

Speed: Depends on type of propulsion. Sleek, aerodynamic body provides a bonus of 20 mph (32 km) to the final propulsion speed.

Light Frame: 1200 pounds (540 kg) and 200 M.D.C. main body points. **Cost:** 1.2 million credits for a bot up to 12 feet long (3.6 m). You're paying for style and flash.

Number of Seats: Two; driver and passenger.

Frame Reinforcement: Add 200 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as four (4) reinforcements can be done, but each instills an accumulative skill penalty of − 15% to prowl. **Cost:** 500,000 credits per each reinforcement.

Vehicle: Mid-Size Sedan or A.T.V.

The frame of this bot resembles that of any number of ordinary ground and hover cars, only it possesses a robot intelligence and special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 2000 pounds (900 kg) and 200 M.D.C. main body points. **Cost:** 800,000 credits for a bot up to 16 feet long (3.6 m).

Number of Seats: Sits three passengers, plus driver, comfortably, but another one or two passengers could squeeze in very cramped.

Frame Reinforcement: Add 250 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done. Prowl is not possible. **Cost:** 500,000 credits per each reinforcement.

Vehicle: Full-Size Van or small Truck

The frame of this bot resembles that of any number of ordinary ground and hover vans or trucks, only it possesses a robot intelligence and special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 3000 pounds (1350 kg) and 200 M.D.C. main body points. **Cost:** 1.3 million credits for a bot up to 20 feet long (6 m).

Number of Seats: Sits seven passengers, plus driver, comfortably, but another one or two passengers could squeeze in, causing cramped quarters.

Frame Reinforcement: Add 250 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as five (5) reinforcements can be done. Prowl is not possible. **Cost:** 500,000 credits per each reinforcement.

Vehicle: Small Airplane ——————

This robot resembles any number of ordinary propeller, jet and hover aircraft, only it possesses a robot intelligence and special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 3000 pounds (1350 kg) and 200 M.D.C. main

body points. **Cost:** 1.2 million credits for a bot up to 20 feet long (6 m).

Number of Seats: Sits six passengers, plus pilot and copilot, comfortably, but another one or two passengers can squeeze in, causing cramped quarters.

Frame Reinforcement: Add 250 pounds and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as four (4) reinforcements can be done. Prowl is not possible. **Cost:** 500,000 credits per each reinforcement.

Step Six: Power Sources

Nuclear

Nuclear energy is the most popular form of energy used in robots and high-tech machinery. The power system is surprisingly compact, clean, and has a long lifetime, even under constant use.

One Year: One million credits.
Two Year: Two million credits.
Five Year: 4.5 million credits.
Ten Year: 8 million credits.
Twenty Year: 15 million credits.

Techno-Wizard System

This is an energy system that utilizes magic with technology. The initial creation and powering of the unit is often time consuming and often it is impossible to find a mage who has the expertise or sufficient P.P.E. to do the job. But these systems are equal to nuclear power.

One Year: Two million credits.
Two Year: Four million credits.
Five Year: Six million credits.
Ten Year: 12 million credits.
Twenty Year: Not possible.

Super-Solar Engine

This system utilizes a power source that collects sunlight into a super high-efficiency conversion engine and generator. This is an excellent, clean, power source with an indefinite life span. Of course, it is limited in that it must rely on a source of solar energy. Requires some form of locomotion, preferably wheels or hover system.

The system functions superbly while exposed to sunlight. A superior energy storage unit stores up to 8 hours' worth of power, during which time the robot operates at full capacity. After the eight hour reserve is used up, the robot must recharge via solar/light energy or recharge, from another source of electrical energy. Without a recharge an emergency reserve will engage itself. The emergency energy reserve has a mere four hour capacity. While the emergency reserve is engaged all unnecessary functions will be shut down. Speed is reduced to 80%, attacks per melee are reduced by half and no energy weapons can fire. At the end of the emergency reserve (4 hours), the robot shuts down completely.

Many of the bots that utilize a super-solar system often combine it with a one or two year nuclear system. The combination can extend the life of the nuclear battery to approximately five years, by switching back and forth from nuclear power to solar. The nuclear and solar combination means that the nuclear power serves as the reserve and enables the bot to operate at full capability and firepower at all times. Solar can be a good, reliable system if proper caution is used. **The Basic System Cost:** Two million credits, complete with a special generator and recharge unit.

Step Seven: Legs and Locomotion

Variations on the basic robot form are possible. For example, the humanoid torso might have insect legs, or horse legs and lower body like a centaur's. Furthermore, it is often possible to combine legs, wheels or treads, and flight capabilities in most robot types (a bit awkward in animals). **Note:** The basic frame comes complete with the necessary limbs/legs that are standard. The frames for vehicles do not include legs, wheels, engine, propulsion, etc, and these must be purchased separately.

Legs

Human Legs: A pair of bipedal, humanoid size legs and feet. **Basic System Cost for the leg units:** 350,000 credits per pair.

Animal Legs: Two front and two rear. Main style types are canine, feline, horse, and bird. Suitable for all robot frames. **Basic System Cost for the leg units:** Small: 150,000 credits, medium (human size): 250,000 credits, large (horse size) 350,000 credits.

Insect Style Legs: Usually long, narrow, telescoping legs that resemble a tripod or insect. An excellent all-terrain method of movement. Suitable for any body frame. **Basic System Cost:** 4 legs: 500,000 credits, 6 legs: 750,000 credits, 8 legs: 1.2 million credits. Add 500,000 for retractable concealed leg units.

Vehicular Walker Type Leg Units. A four- to six-legged all-terrain vehicle means of locomotion for any vehicle body frame. **Basic (4-6 leg) System Cost:** One million credits. Add 500,000 credits to make the legs retractable/folding and concealed. This can be done when there is another means of locomotion such as wheels, hover jets, etc. When needed, the robot transforms to reveal the legs and the new means of movement.

Increasing the Basic Speed Attribute

Each of the basic body frames that utilize legs are listed with a standard speed attribute. However, the speed attribute for leg units can be increased. The maximum for humanoid legs is Spd 220 (150 mph/241 km). The maximum for animal and insect legs is about a Spd of 423 (approx. 300 mph/480 km). Of course, vehicular propulsion and flight capabilities can be built into a humanoid or other robot form as an alternate, faster propulsion system.

Additional Running Speed for legs system. Costs 10,000 credits per each speed point beyond the basic system attribute. Thus, to increase a speed of 22 to a speed of 32 costs 100,000 credits.

Vehicular Locomotion

These are engines and propulsion systems designed for ground, air, and vehicular robots. Generally, any of these systems can

be utilized in any of the robot types and power systems (fuel). These are the costs of the basic means of movement and still require a mode of propulsion.

Wheels: Automobile size and type: 1000 credits per pair.
Wheels: Oversized (truck or tractor size): 2000 credits per pair.
Wheels: Micronized (roller skate size): 1200 credits per pair.
Treads: Small (car size): 15,000 credits per pair.
Treads: Large (tank size): 20,000 credits per pair.
Pontoons: Small (car size): 1000 credits per pair.
Pontoons: Large (airplane size): 4000 credits per pair.
Hover Jets: Small (human size): 20,000 per pair.
Note: All wheels and treads are of superior strength and quality.
    Wheels: 20 M.D.C. each, Treads: 100 M.D.C. per each unit,
    Pontoons: 100 M.D.C., Hover Jets: 30 M.D.C. each.

Engines and Propulsion Systems

Fuel Injected Engine

Liquid Fuel: Despite incredible technological advancements, liquid fuel engines are still likable, reliable and the most economical system available. The major disadvantages of this system are the use of a limited consumable fuel that must be continually replaced, the need of containers to hold the fuel (gas tanks), and the weight of the fuel itself. On the other hand, gasoline type fuels are fairly cheap and easily attainable, especially in populated regions. Liquid fuel requires an exhaust system that is not suitable for humanoid and animal type robots. Requires some form of locomotion, preferably wheels or hover system. **Basic System Cost with Fuel Tank(s):** 50,000 credits. The player determines the size of the gas tank or tanks. Weight and size may be a problem for small robots. One gallon weighs 7 lbs (3.2 kg). A 70 gallon rectangular tank would measure approximately 48 × 20 x 18 inches and weighs 490 pounds (221 kg). Disposable auxiliary gas tanks is one possible solution; cost is about 200 credits per 20 gallon (75.7 liters) capacity. **Estimated milage:** 40 miles (64 km) to one gallon of fuel. **Maximum Speed:** 200 mph (320 km).

Turbo Engine

Requires liquid fuel; conventional leaded or unleaded gasoline is suitable; high octane preferable. A fuel tank(s) is required.
**Estimated milage:** 40 miles (64 km) to one gallon of fuel.
Basic System Cost: 75,000 credits for liquid fuel (175,000 credits connected to nuclear or solar powered system.
Maximum Speed: 260mph (400kmph).

Turbo-Jet Engine

Requires high octane fuel or a special mixture, such as those used for jet aircraft. Or can be linked to nuclear power source. This engine can not be used for speeds under 100 mph (160 km), thus ground vehicles/robots will have to use a two engine system, with one for low speeds and the turbo-jet for high speeds and/or flight. The robot will obviously have some sort of visible hover propulsion system. **Estimated Milage:** 20 miles (32 km) to one gallon of fuel. Or can be linked to nuclear power source (costs an extra 100,000 credits). **Basic System Cost:** 150,000 credits for liquid fuel (250,000 credits connected to nuclear or solar). **Maximum Speed:** 400 mph (640 km).

SENSORS
LASER
MAIN OPTICS
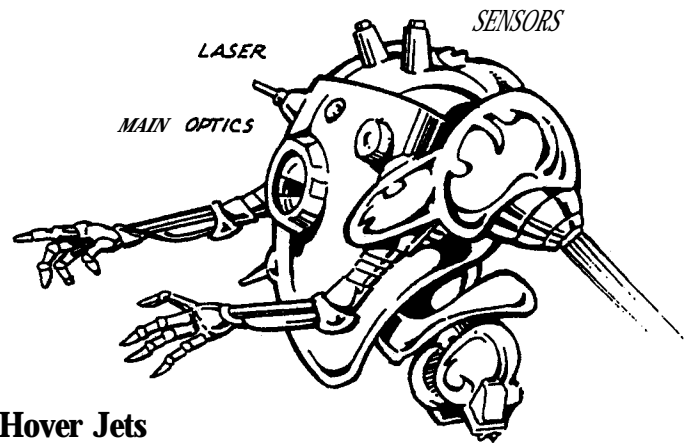
Hover Jets
Vehicle Type Robots

A super-sophisticated twin engine system, with bottom and rear jet thrusters for V/STOL capabilities. This unique propulsion system offers ground and air capabilities. The V/STOL means the robot can hover stationary above the ground, make vertical take-offs and landings (fly straight up and down), as well as engage in low altitude flight. The robot will obviously have some sort of visible hover propulsion system. **Estimated milage** with a liquid fuel is 50 miles (80 km) per one gallon. **The Base Cost:** 500,000 credits; requires at least four jets. Or can be linked to nuclear power source (costs an extra 100,000 credits) **Maximum Speed:** 400 mph (640 kmph). **Maximum Altitude:** 1000 feet (305 m).

Hover Jet Backpack
for Humanoid Frames

This can be a detachable backpack unit or one permanently built directly into a robot's back. **Basic System Cost:** 150,000 credits; can be linked to nuclear power source (costs an extra 100,000 credits); **Maximum Speed:** 400 mph (640 km). **Maximum Altitude:** 1000 feet (305 m).

Concealed Micro Hover System

A tiny and concealed hover jet system built into humanoid or animal robots. The hover jets are strategically located in the feet, rear, back, and chest. When not engaged, the jets are completely unnoticeable. **Basic System Cost:** 500,000 credits; can be linked to a nuclear power system for an additional 100,000 credits. **Maximum Speed:** 200 mph (320 km). **Maximum Altitude:** 500 feet (152 m).

Step Eight:
Sensors and Optics

Audio

Basic Listening System: Stereo hearing capacity equal to the best human capabilities, and a narrow-band radio receiver enables the robot to hear/receive commercial radio (AM & FM); Range: 5 miles (8 km). Cost: 30,000 credits.
Advanced Audio System: Amplified stereo hearing; hears in the full decibel range, much like the cybernetic amplified hearing. Ultra-ear enables the bot to hear frequencies inaudible to the human ear, like a dog whistle. Wide-band radio receiver (not transmitter) enables the robot to listen to commercial radio stations, citizen band (C.B.), police bands and other

radio transmission frequencies (Range: 50 miles/80 km with a retractable antenna, half range **without**). And universal head-jack. **Bonuses:** + 1 to parry, + 2 to dodge, + 3 on initiative. **Total System Cost:** 100,000 credits. **Note:** The abilities of the advanced audio system can be purchased individually and are identical to cybernetic systems, but cost 20% more.

Bug Detector: A small device that picks up radio signals from surveillance listening devices (bugs). Range: 50 feet (15 m). **Cost:** 30,000 credits.

Radar Signal Detector: A tiny radar receiver which will alert the character with a silent alarm or pinging when he is being scanned by radar; 80% accuracy. **Cost:** 10,000 credits.

Wide Band Radio Receiver and Transmitter with directional capabilities. Range: 300 miles (482 km) with a retractable antenna (150 miles without the **antenna**). **Cost:** 50,000 credits.

Radio Signal Scrambler System is linked to the radio system to send and receive coded messages. **Cost:** 10,000 credits.

Audio Recorder: A audio disc recording system with external access. Contains 48 hours of recordable disc time. Of course, the one inch discs can be used repeatedly. **Cost:** 5,000.

Loudspeaker: Amplifies the robot's voice up to 90 decibels. Cost: 2,000 credits.

Single Voice Synthesizer: Provides the robot with a completely human sounding voice; very pleasant. Otherwise the voice is very mechanical sounding. **Cost:** 5,000 credits.

Modulating Voice Synthesizer and Sound Analysis Computer: Enables the robot to change the tone, base, pitch and frequency of his voice. The sound analysis computer is designed exclusively to listen, identify, remember, and analyze sounds. 100,000 different sounds are programmed into its memory, including gun shots by calibre, engines, and other sounds. It also has the capability to analyze, compare, match and remember 50,000 new sounds; 1 - 88% likelihood of identifying a person by voice pattern. Can imitate another person's voice with 80% accuracy. **Cost:** 500,000 credits; illegal in Coalition States.

Inaudible Frequency Transmission: The robot can **speak/trans**mit sound frequencies inaudible to the human ear, but audible to other robots, **borgs** with ultra-ear, and beings with superior hearing, such as mutant dogs. **Cost:** 150,000 credits.

Optics

Basic Robot Optic System: A color sight system **with** an analysis computer for 3-D images; 20/20 vision. **Cost:** 50,000 credits.

Advanced Robot Optic System: Includes color vision, 3-D analysis, passive nightsight, infrared, and ultraviolet sight. Range: 2000 ft **(610 m)**. **Cost:** 150,000 credits. **Note:** Infrared vision emits a pencil-thin beam of infrared light, invisible to the human eye, but visible to another infrared system, to illuminate its target in darkness. The narrowness of the beam limits the scope of vision to about a ten feet width (3 m). Night Sight is a passive image **intensifier** that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its **own**.

Laser Targeting System: A thin beam of light is emitted from the eyes or forehead or the weapon itself. When the light beam hits its target, a computer locks an and registers the fire command. **Bonus:** + 1 to strike when using a distance weapon. Not applicable to hand to hand combat. Likewise,

P.P. bonuses do not apply to long-range weapons. Range: 4000 feet (1200 m). **Cost:** 50,000.

Targeting Sight and combat computer: A special system that superimposes cross hairs for more accurate targeting. The computer recognizes 30,000 enemy **targets,** including vehicles, robots, insignias, uniforms, and known monsters. An additional 2000 targets can be added to the memory. **Bonus:** + 1 to strike. Range: equal to optic system; usually 2000 to 6000 feet. **Cost:** 500,000 credits.

Telescopic Vision: Magnifies an image area like a gun's scope or binoculars. Automatic, self-focusing. Range: 6000 ft (1800 m), 20 feet (6 m) image area. **Cost:** 50,000 credits.

Thermo-Imager: An optical heat sensor that converts the infrared radiation of warm objects into a visible image. This device allows the robot to see in the **darkness, shadows,** and **through** smoke. Range: **2000 ft (610 m)**. **Cost:** 80,000 credits.

External Video and Audio Surveillance System:A high-resolution video camera, often built into the eyes, but can be a separate system, relays images directly to the robot's optic scanners and these images can be recorded as a record of events. A video receiver and transmitter system enables the robot to receive video transmissions for viewing **and/or** recording. The images are recorded on a six hour, three inch, video disc that is slipped into a slot in the skull or chest. The disc **can** be ejected at will. Range: 40 miles **(64 km)**. **Cost:** 500,000 credits; outlawed by the Coalition.

Searchlight: Built into the eyes, head, shoulder(s), or chest. A 90 degree arc up and down and 180 degree rotation is standard. High-powered light beam used to illuminate an area like a flashlight or used as a beacon. Range: 300 feet (91.5 m). **Cost:** 1000 credits.

Sensors

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life **forms.** Sensors are built in the **robot's** hand or must be removed from a concealed compartment and attached. Monitors vital signs, such as respiration, blood pressure, brain waves, and body temperature. A computerized medical system tied into the Bio-Scan computer will indicate trauma to the brain and nervous system, blood loss, presence of drugs or other unnatural agent in the blood stream, and coma condition. **Cost:** 350,000 credits.

Motion Detector and Warning System: Registers vibrations in the air, indicating movement. A collision warning system will sound an internal alarm to warn of an impending **collision/** impact. Range: 60 feet (18 m). Bonus: Adds + 1 to initiative and + 1 to parry and dodge. **Cost:** 75,000 credits.

Sensory Antenna: Registers vibrations in the air, indicating movement, as well as having touch and heat sensor. The antenna enables the **bot** to maneuver, even in total darkness, by feeling his way around. Range: Touch, usually six to twelve feet (1.8 to 3.6 m). Bonus: Blindness penalties are half and adds + 1 dodge. 5 M.D.C. per antenna. **Cost:** 120,000 credits.

Micro-Radar: A small, but **sophisticated** radar system usually used in human and animal size **robots.** Can identify up to 30 targets and simultaneously track 10. Rate of travel, direction, and location are indicated. Range: One mile (1.6 km). **Cost:** 200,000.

Maxi-Radar: A much larger and sophisticated radar system, suitable for ground and air surveillance. Can identify up to 96 targets and simultaneously track 48. Range: 50 miles (80 km) and is able to detect a cruise missile-type target flying as low as 500 feet (153 m). **Cost:** 600,000. Ideal for giant and vehicular robot types.

Step Nine: Weapons

Standard Damage for Robot Hand to Hand: The damage numbers that follow are standard for most robot systems and do not have to be purchased.

Restrained Punch: 4D6 S.D.C. plus P.S. bonus.
Full Strength Punch: 1D6 M.D.C.
Kick: 1D6 M.D.C.
Leap Kick: 2D4 M.D.C.
Stomp (giants only): 1D4 M.D.C.
Body Block/Ram (at high speeds, 50 mph or more): 1D4 M.D.C.

Note: Double M.D.C damage for giant robots, 20 feet or larger. Some of the weapon features add to the mega-damage.

Power Punch: This is a special combat feature that increases the mega-damage of a punch, but counts as two attacks. **Cost:** Add 1D6 M.D.C. to full strength punch: 100,000 credits. Add 2D6 M.D.C. to full strength punch: 250,000 credits. Not applicable to kicks.

M.D.C. Knuckle Spikes or Retractable finger blades: Four sharp spikes protrude from the knuckles. Adds 1D4 to the punch of human size bots or 1D6 M.D.C. to the punch of giants. Cost: 100,000 credits, add 20,000 for retractable spikes.

M.D.C. Animal Features: Claws, fangs, tails, etc. are all features typical of robot bots, but they can be applied to humanoid robots as well.

Small Claws: One M.D.; cost: 60,000 credits per pair.
Medium Claws: 1D6 M.D.; cost: 100,000 per pair.
Large Claws (tiger): 2D6 M.D.; cost: 150,000 per paw.
Biting Jaws and Teeth: Small 1D6 M.D., Medium 2D4 M.D., Large 3D6 M.D.

Note: Add 30,000 for Retractable Claws. A restrained claw strike inflicts 4D6 S.D.C. damage plus P.S. bonus.

Prehensile Tail: Same as tentacle.

Flame Thrower: A small unit with a retractable nozzle and hose, usually housed in the hip or back of humanoids (occasionally mouth or hand of giant bots), mouth of insect and animal frames, and the front or rear of vehicles.

Range: 140 feet (42.6 m)
Damage: 4D6 S.D.C. per blast, plus a 60% chance of setting combustibles on fire.
Rate of Fire: Equal to hand to hand attacks per melee.
Payload: 40 blasts per standard humanoid size container; recharging the concealed fuel tank takes two minutes. Double capacity for giant size and vehicles.
Cost: 50,000 credits.

Eye Laser: The eye can emit a laser beam activated at will.
Range: 600 ft (182 m)
Damage: 1D6 M.D.C. human or medium or large animal size, 2D6 M.D.C. giant size.

Rate of Fire: Equal to the hand to hand attacks per melee.
Bonus: + 1 to strike.
Payload: Effectively unlimited.
Cost: 400,000 credits for human size, 600,000 for giant.

The following weapon systems are available and are identical to the bionic systems found in the Rifts RPG, pages 239-241. All energy weapons have an effectively unlimited payload. Robot prices are a bit higher.

Laser Utility Finger: 6000 credits
Laser Finger Blaster: 25,000 credits
High Explosive Finger Joint: 1000 credits per joint.
Retractable Finger Blades: 1500 credits.
Retractable Knuckle Blades: 3000 credits.
Knuckle Spikes (S.D.C.): 1000 credits

Additional Hand & Arm: 300,000 credits for pair, 150,000 for one.
Additional Non-Human Appendage (Tentacles): 250,000 for a pair or 125,000 for one. Up to four pair can be added to most human size or larger bots.

Climb Cord: 2000 credits
Garrote Wrist Wire: 400 credits
Chemical Spray: 60,000 credits, double range.

Concealed Leg Laser Rod: 75,000 credits.
Concealed Leg Ion Rod: 50,000 credits.
Concealed Arm Laser Rod: 50,000 credits, double range.
Forearm Laser: 50,000 credits
Forearm Ion: 40,000 credits
Forearm Plasma: 60,000 credits
Forearm Particle Beam: 100,000 credits.
Forearm Machinegun: 30,000 credits
Forearm Mini-Missiles: 60,000 credits
Note: Forearm weapon range can be increased by 1000 feet at a cost of 100,000 credits.

Retractable Vibro-Blades: 40,000 credits
Wrist Needle & Drug Dispenser: 5000 credits
Remember, humanoid bots can also use any of the conventional human weapons and rail guns.

Weapons for Giant Robots: Giant robots and large vehicles, 16 feet (4.9 m) or larger, can support larger and more powerful weapons, which is reflected in the weapon's range. Consequently, use the same weapons as listed previously, but add 1000 feet (305 m) to the range. In the case of the machineguns and missiles, triple the payload.

Missile Launcher Pods for Giants and Vehicles: Missile launcher pods must be mounted on the shoulders or back of giant robots or a housing on the top or side(s) of a vehicle's exterior.

Missile Launcher Types:
Mini-Missiles Cost: 200,000 credits per launcher, payload of 10 missiles.
Short Range Missiles Cost: Small: 300,000 credits, payload three missiles. Medium: 500,000 credits, payload of six missiles. Large: 800,000 credits, payload of twelve missiles.
Medium Range Missiles Cost: Small: One million credits, payload three missiles. Medium: 1.5 million credits, payload of six missiles. Large: 2.5 million credits, payload of twelve missiles.

Long Range Missiles Cost: Small: Five million credits, payload three missiles. Medium: 8 million credits, payload of six missiles. Large: 12 million credits, payload of eight missiles.

Step Ten: Special Features
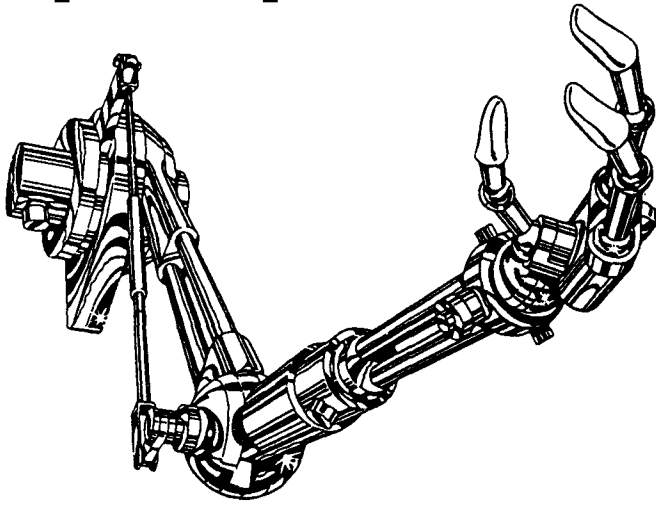
Additional arms or tentacles: See weapons section: Additional Non-Human Appendages.

Fingerjack: Same as bionic system. **Cost:** 2500 credits.

Clock Calendar & Gyro-Compass: Same as cybernetic system. **Cost:** 1000 credits.

Secret Compartments: Same as bionics, **Rifts RPG,** page 241. Giant and vehicular bots can have twice as many normal size compartments or the usual number but twice as large. **Cost:** 20% more than bionics.

Cosmetic Enhancements: A variety of techniques and materials can be used to create an accurate simulation of a living creature. Often used for animal bots. All bonuses are accumulative.

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. Fire resistant and tough, 5 M.D.C. main body. Increases P.B. +2. **Cost:** 75,000 for a six foot humanoid or animal. Add 5,000 credits for every additional foot (0.3 m).

Human Hair Implants: **Cost:** 5,000 credits for head only, 20,000 full body; looks completely natural, +2 P.B.

Fur: **Cost:** 50,000 credits on human or large size of the animal bots, 30,000 for small and medium, +4 P.B.

Realistic Eyes: Conceal the artificial appearance of the robot eyes, +2 **P.B. Cost:** 10,000 credits.

Sculpted Facial Features: A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement full facial expressions, frowns, smiles, angry looks, etc., +3 P.B. **Cost:** 50,000 credits. Movie star face: Add 40,000 credits to the initial cost and another +3 P.B.

Minor Body Characteristics: Nails, fangs, beard stubble, moles, pimples, scars, etc. **Cost:** Approximately 2000 credits each.

Locking Joints: This means that the joints lock into place and can not be moved or bent until unlocked (equal to a P.S. 40). **Cost:** 10,000 credits each.

360 Degree Rotating Body Segment: Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. **Cost:** 20,000 credits per small joint, 50,000 credits for waist rotation.

Self-Destruct System: Robot explodes when an internal command is given. Safety features include a triple confirmation sequence followed by a one minute count down during which the command can be canceled. Inflicts 1D6x10 damage to a 20 foot area (6 m). **Cost:** 80,000 credits.

Remote Probe: An optics video probe with hover capabilities is concealed inside the robot or in a small shoulder or back launcher. The probe can be launched and remote controlled, following radio directions from the robot. The basic unit includes a video camera with telescopic lens (600 ft/91 m range) that transmits everything it sees and hears to its master bot. **Range of transmissions and control** is 2000 ft (487 m). **M.D.C.** 10, **size:** About the size of a soccer ball (12 inches). **Cost:** 50,000 credits.

Expanded Memory: This increases the number of skill programs one can place into the bot. **Artificial Intelligence:** Add three (3) programs. **Neural System:** Add two (2) programs and two secondary skills at all appropriate levels. **Transferred Intelligence:** None. Has the normal I.Q. and skill capabilities of the being whose essence has been transferred (human, D-Bee, animal, dragon, etc.). **Note:** Skill programs can be the superior ones listed in this section (which means one must still conform to military or non-military) or the somewhat limited black market programs. **Cost:** One million credits.

Increasing the Basic Speed Attribute: Costs 10,000 credits per each speed point beyond the basic system attribute. Thus to increase a speed of 22 to a speed of 32 costs 100,000 credits. The maximum for humanoid legs is Spd 220 (150 mph/241 km). The maximum for animal and insect legs is about a Spd of 423 (approx. 300 mph/480 km).

Increasing the Basic P.S Attribute: Costs 10,000 credits per each P.S. point beyond the basic system attribute. Thus, to increase a P.S. of 12 to a P.S. of 22 costs 100,000 credits. The maximum for small bots is P.S. 30, medium, large and humanoids, P.S. 40.

Increasing the Basic P.P Attribute: Costs 10,000 credits per each P.P. point beyond the basic system attribute. Thus, to increase a P.P. of 12 to a P.P. of 22 costs 100,000 credits. The maximum for small bots is P.P. 20, medium, large and humanoids, P.P. 26.

Increasing the Basic I.Q. Attribute: Costs 50,000 credits per each I.Q. point beyond the basic system attribute. Thus, to increase an I.Q. of 12 to a I.Q. of 22 costs 500,000 credits. The maximum for small bots is I.Q. 20, medium, large and humanoids, I.Q. 28. Enjoys the usual I.Q. bonus.
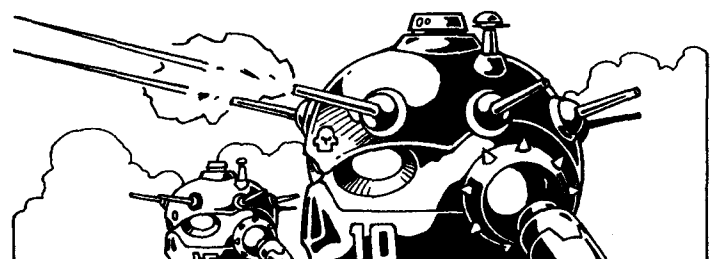
Monsters

The Minion of Splugorth

Most people think that the monstrous, multi-tentacled creatures seen commanding the Splugorth (pronounced Sploo-gore-th) slave barges are, in fact, Splugorthians. They are not.

If the slobbering mammoths have a true name of their own, it is not known to humans. Even the few who have visited the haunted spires of *Atlantis* know them only as "the Minion" or as "The Minion of Splugorth." This has lead to some rather unflattering and silly nicknames such as Sloogs, Sploogies, Minnies, Sploogie Minnies and Sploog Slaver. But since most think of the Minion as being the Splugorth, they are most commonly called by the misnomer, Splugorth or Splugorth Slaver.

Many humanoids believe the Minion of Splugorth to be demons from the rifts or demonic slaves of the monstrous true Splugorth. Without doubt, the visage of the Minion is quite demonic. The creatures stand 10 to 12 feet (3 to 3.6 m) tall, possess a pair of large, powerful arms and eight tentacles (suggesting that they may be aquatic in origin). The large, elongated head shares nothing in common with humans. Its mouth is huge and filled with three to six inch canine teeth, the jaws are more powerful than a wolf's, the nose is large and flat, and the head is mounted on a thick, short neck. If the beast ever had eyes, they have been replaced by the artificial sensors that band the head. The normal body of the Minion is serpentine, like a thick snake or eel, adding an additional eight to twelve feet to its overall size/length. The additional length of body is not apparent on the slave barge Minion who are built into the barge itself (bionic like).

The Splugorth and their minions are obviously creatures adapted to an environment of magic and have developed their own, alien form of *techno-wizardry*. A form of magic that is far more advanced than the human and D-Bee techno-wizards on rifts earth. Consequently, the Minion *slavers* forsake their natural body to physically become one with the techno-magic of the Splugorth slave barge. The barge offers the Minion sensory perception far beyond anything experienced by most humans.

Perhaps the most significant enticement to allow oneself to become part of a mystic machine is that the Minion is given supernatural sight. The barge itself has five eyes plus an additional five floating eye-spheres, plus the eye-staff held by the Minion; all are directly linked to the blind behemoth. The eye-spheres can be sent floating 1000 feet ahead like silent observation balls. The eyes see in a wider spectrum of visible light, thus seeing twice as many colors as humans, as well as seeing the ultraviolet spectrum (but not infrared), seeing magic energy (P.P.E.), the auras of living creatures, and the magically invisible.

Somehow, the Minion can collate all the simultaneous data he is seeing with his eleven eyes and is able to respond to it all with lightning reflexes. This combination of acute sensory perception, magic, and its own physical prowess, makes the monster a devastating foe, and the answer as to why *they* serve as the minion of the Splugorth. The Minion is five times more alert and quick to action than the average human. The senses also keeps them so hyped, much like a Juicer, that they require little sleep and are always ready for action. This may also account for their apparent fearlessness and willingness to take life threatening risks. As if this were not enough, the Minion also possess limited magic powers and have the Atlantian techno-wizardry of the slave barge at their fingertips. Because the barge is powered by magic, it makes no engine noise (64% Prowl), seems to need no physical means of power (P.P.E.), hovers making it an all-terrain vehicle, and is a mystical mega-damage structure. Likewise, the Minion and his humanoid slavers are protected by a magic force field, giving them superior mobility.

The Minion are natural predators which means they are instinctive hunters. This also means they have a craving for blood, preferably humanoid, although they occasionally feed on animals as well.

Minion of Splugorth Slaver

Alignment: Always miscreant or diabolic!

Horror Factor: 16

Size: Usually stand about 10 or 12 feet tall (3 to 3.6 m) in the barge or from belly to head. Those who are not permanently bonded to a slave barge have a thick, snake-like lower body that measures about another 10 feet (3 m), for a total length of approximately 20 feet (6 m). **Note:** Only Minion Slavers venture beyond the continent of Atlantis to other lands.

Tentacle's Reach: 16 feet (5 m)

Typical Attributes: I.Q.: 10, M.E.: 25, M.A.: 6, P.S.: 28, P.P.: 19, P.E.: 23, P.B.: 4, Spd. 22 (not applicable to Minion Slavers)

Hit Points: 2D6 × 10 S.D.C.: Not applicable.

P.P.E.: 4D6 × 10 I.S.P.: 1D6 x 10

Combat: 10 attacks per melee! See number seven, hand to hand combat for complete stats.

Natural Abilities: Swim 98%, hold breath for 6D6 minutes at a time, smell blood up to 4000 feet (1200 m), track by blood scent 66%, recognize the scent of human blood 66%, carnivorous (only eats meat, preferably human).

Psionic Powers: Mind block and telepathy.

Splugorth Minions not bonded to the mystic barge possess half as many attacks per melee (5), half the bonuses, and no magic powers.

Magic Weapons & Abilities (barge-link)

1. **Force field (Armor of Ithan):** Engages instantly and automatically when attacked or threatened by any means, physical, energy, magic, psionic, etc. (no, there is no chance to blast before the force field is in place). Provides maximum protection and mobility; can fight using tentacles.

   M.D.C. by Location:
   - Minion Tentacles (8) — 30 each
   - Minion main body — 300
   - Slave Barge main body — 500
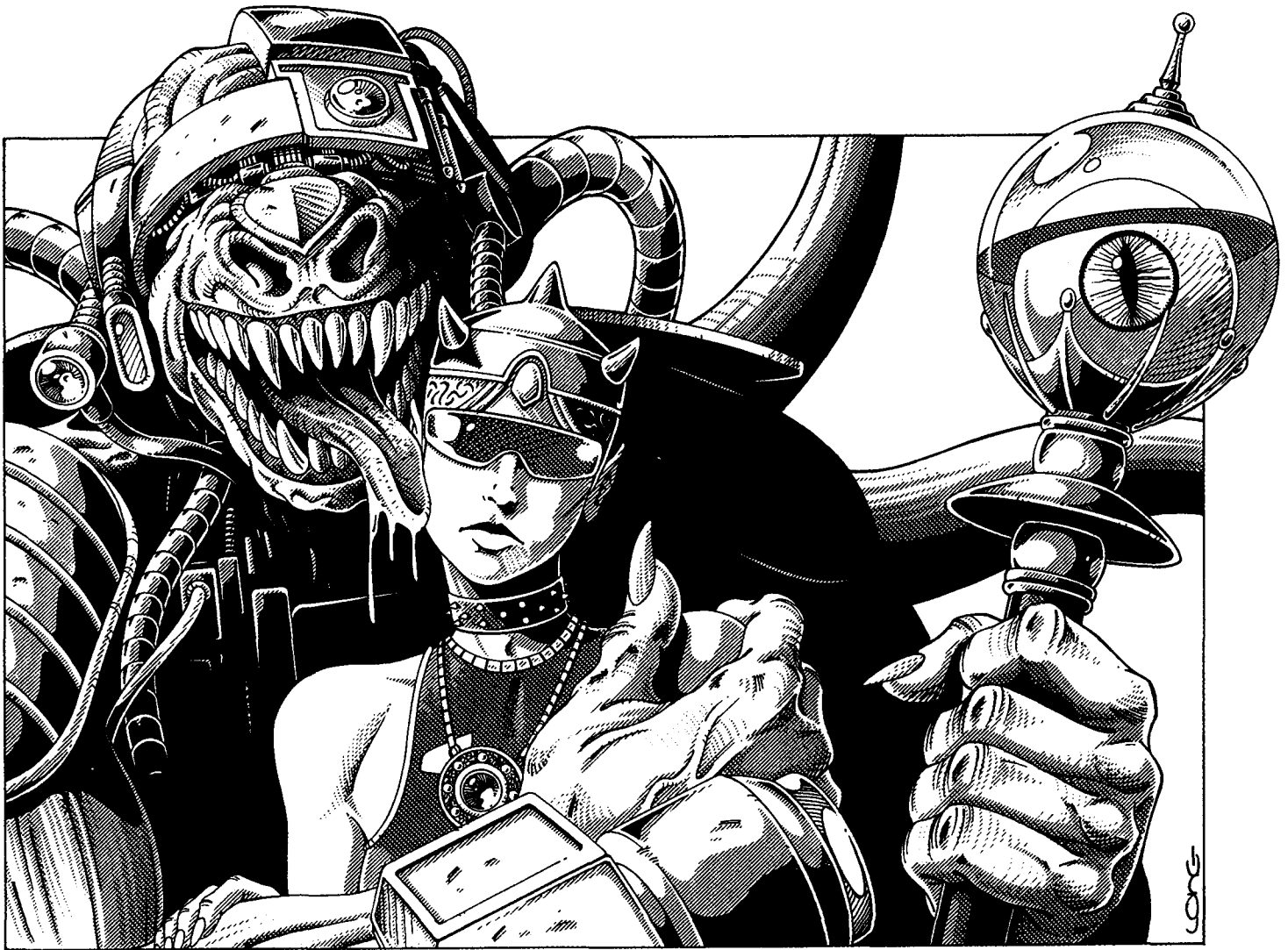   - Barge Shields (4) — 100 each
   - Barge eyes (5) — 50 each
   - Floating eyes (5) — 50 each
   - Eye-Staff (1) — 30 M.D.C.

2. **Sensory Capabilities from the Eyes (11):** All abilities are automatic and are used at will, without draining the Minion's

personal P.P.E. reserve. Magic abilities/Spells include see aura, see the invisible, eyes of the wolf, sense (and see) magic and P.P.E. energy, sense evil, detect concealment, and ley line transmission. Mechanical aspects include a wider range of color vision, including the ultra violet, passive nightvision of 600 feet (183 m), telescopic vision (6000 feet/1800 m), and magnification to the 300th power.

3. **The Powers of the Eye-Staff:** Like the other eyes, the staff enables the Minion to see as described in the previous sensory description. Note that if all eleven eyes are destroyed, the Minion is blind. But the staff also has other magic powers.

Each of the following spells can be cast twice per 24 hour period: dispel magic barrier, negate magic, energy disruption, extinguish fire, repel animals, fear (HR 16), oracle, tongues, chameleon, befuddle, and call lightning. All are equal to 8th level spell strength. Also, the staff can not be discarded by its wielder. If stolen or lost, it will magically reappear within 24 hours, regardless of the number of miles between the two. The eye-staff can also heal itself, restoring one M.D.C. per 24 hours.

The eye-staff is linked to its owner and can not be used by others until that owner is slain, and even then, with ill consequence. First, the staff is effectively a rune weapon (a la Palladium RPG), thus it has its own intelligence (roll 3D4 + 2), a mind of its own and a miscreant or diabolic alignment. It loathes humanoid life, and will not act to help or save humanoids unless commanded to do so by its master. It is always loyal to the Splugorth. Being evil, it enjoys tricking, misleading and tormenting humanoids, especially those of a good alignment. It can appreciate a fellow evil being.

The link. A permanent psionic and physical link is created within 72 hours of its possession. To start the bonding, an individual must willingly use the staff and accept its power. Once the link is made it can not be broken unless that individual dies. Note that for every M.D.C. point of damage the staff suffers, its owner loses 10 hit points! Thus, destroying the staff could kill its owner as well (a method of insuring that its master takes good care of it). The eye-staff communicates telepathically only with its owner and offers advice, ideas, information, and warnings. However, if it does not like its master, such as from incompatible alignments/ethics, the damned thing may offer little or no help other than when commanded to cast a spell.

4. **Forearm Blaster (fire ball):** The forearm blaster fires bolts of fiery plasma.
Primary Purpose: Assault.
Mega-Damage: 5D6 M.D. per blast.
Range: 2000 feet (610 m)

Rate of Fire: Up to four blasts per melee.
Payload: Effectively unlimited.

5. **Head Laser** (a combination of light spells and laser optics): The cylindrical rod on the right side of the head is a light laser.
Primary Purpose: Defense.
Mega-Damage: 2D6 M.D. per blast.
Range: 2000 feet (610 m)
Rate of Fire: Up to four blasts per melee.
Payload: Effectively unlimited.

6. **Barge Blasters** (2): Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm. This is an S.D.C. energy blaster that fires energy bolts.
Primary Purpose: Defense.
S.D.C. Damage: 4D6 S.D.C. per blast (6D6 S.D.C. on a ley line).
Range: 2000 feet (610 m)
Rate of Fire: Up to four blasts per melee.
Payload: Effectively unlimited.

7. **Hand to Hand Combat:** Attacks per Melee: Ten (10)! Can not be attacked by surprise. +4 to strike, +10 to parry, +4 to dodge, +6 on initiative, +13 to damage (S.D.C.), +5 to save vs psionic attack, +5 to save vs magic, +16% save vs coma/death.

   Damage:
   Tentacle Strike: 6D6 S.D.C. + 13 (P.S. bonus).
   Tentacle Power Strike: 2D6 M.D., but counts as two attacks.
   Claws: 3D6 M.D.
   Bite: 2D6 M.D.

8. **The Floating Eyes** (5): Horror Factor 14. In addition to their sensory capabilities, as described in number two, the eyes can also cast the following minor spells twice per melee: blinding flash, globe of daylight, and chameleon (on self only).
   Maximum Speed: 35 mph/56 km (Spd 50); by flying or floating. Maximum height: 400 feet. And can function underwater as well.
   Other Abilities: Prowl 70%, track (humanoids) 70%.
   Mini-Blaster: Known as the jolt gun
   Primary Purpose: Herd captives.
   S.D.C. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double damage and range on a ley line).
   Range: 1000 feet (305 m)
   Rate of Fire: Up to four blasts per melee.
   Payload: Effectively unlimited.

9. **Barge Stats:** Main Body M.D.C. 500, moves so silently that it can prowl 64%. The decorative plate shields (100 M.D.C. Each) offer protective cover for the four blind warrior women. And even the Minion can submerge himself up to the chin in the slime filled containment unit he's connected to. The slime chamber is also a healing unit that restores 1D6 x 10 hit points for every 10 minutes of submersion; utilized by the Minion and the slave warriors.
   Maximum Speed: Slow hover capabilities, 53 mph/85 km (Spd 77). Maximum height: 500 feet (153 m). And can function perfectly underwater as well.

Note: The barge, and its five eyes, dies if the Minion who pilots and is part of it dies (no chance of surviving a coma via slime submersion). The five floating eyes fly back to Atlantis and the eye-staff will die within 72 hours, unless it links to a new master.

The Blind Warrior Slaves of Splugorth

Four warrior slave women accompany every Splugorth slave barge. Each is an exceptional fighter, with heightened senses and martial arts skills. Some have speculated that they are juicers or crazies, but there is no evidence to support such conjecture. Others have speculated that they are psychics. Still others have suggested that the women are the ultimate examples of how humans can be trained, controlled and augmented for other, inhuman masters. Nobody knows.

What is known is that they are apparently loyal slaves, perhaps raised as slaves for generations and taught the ways of combat since childhood. They are generally silent, although they can speak, talking only when absolutely necessary. They obey the orders of the Minion without question or hesitation (to hesitate means death). It is they who capture and herd the Splugorth's captive humanoid slaves. Much like the warrior women and the Minion themselves, nobody really knows what the Splugorth do with their human captives. But it is said that a captive of the Splugorth is never seen on this earth again.

Splugorth Warrior Women

Alignment: Anarchist or Evil.
Horror Factor: 12. Not so much from their appearance, which is always very attractive, but from the recognition that they are Splugorth slave women and dangerous in the extreme.
Size: Usually about 5.8 to 6.2 feet tall (1.7 to 1.9 m)
Typical Attributes: I.Q.: 10, M.E.: 15, M.A.: 16, P.S.: 22, P.P.: 21, P.E.: 22, P.B.: 14, Spd. 22
Hit Points: 1D4 × 10
S.D.C.: 2D6 × 10 **M.D.C.:** By Armor
P.P.E.: 2D6 **I.S.P.:** 3D6 × 10
Combat: Six (6) attacks per melee. 8th level Hand to Hand: Martial Arts (all other bonuses included): +6 to strike, +8 to parry and dodge, +4 on initiative, +4 to roll, +4 to pull punch, +7 to damage (S.D.C.), +4 to save vs psionic attack, +4 to save vs magic, +14% save vs coma/death, Karate kick 1D8 S.D.C., Karate leap kick 2D8 S.D.C., Karate punch 1D6 S.D.C., critical strike on natural 18, 19, and 20, paired weapons. No penalties for being blind or in total darkness, psionically and magically compensated.
Skills of Note: Boxing, gymnastics, general athletics, running, climbing 80/70%, swim 98%, prowl 75%, land navigation 78%, wilderness survival 80%, identify plants 75%, demon and monster lore 65%, intelligence 64%, paramedic 90%, cook 85%, skin and prepare animal hides 80%, preserve food 75%, hunting, W.P. Archery, W.P. Blunt, W.P. knife, W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.
Psionic Powers: Sixth sense, sense magic, presence sense, empathy, clairvoyance and mind block.

Special Super Powers:

1. **Heightened sense of hearing,** equal to cybernetic amplified hearing.
2. **Heightened sense of smell:** Recognize specific odors: 90%. Recognize a specific person or animal by scent alone: 70%. Recognize poisons and toxins: 80%. Track by scent: 80% (-20% in cities or burbs).
3. **Heightened sense of touch:** Can recognize items by feel, 67%.
4. **Radar Sense:** Enables her to know/sense the location of people, objects, movement and the general shape of the environment around her. Interpret shapes: 85%, estimating distances: 95%, estimating direction: 75%, estimating speed: 75%, estimating exact location: 75%. **Bonuses** already applied to combat stats. **Radar Range:** 1200 feet (366 m). **Radar Penalties:** Fouled by storms of all kind rain, snow, sand, dust, (smoke too); reduce estimating abilities, tracking by smell, and combat bonuses by half.
5. **Extraordinary Physical Endurance:** Unnatural physical endurance reflected in P.E. attribute and high S.D.C. **Note:** Based on powers found in *Heroes UnlimitedRPG,* suggesting that these warriors are D-Bees or genetically altered/mutants.

Magic & Weapons

1. **Optional** Net **Gun:** Just as the name suggests, this weapon of Splugorthian techno-wizardry launches a *magic net* to ensnare its opponent; same stats as the magic spell. The gun is the large, bulky weapon held in the hand of the warrior on the right side of the **Rifts** cover.
   Range: 180 feet (55 m)
   Rate of Fire: Two per melee.
   Payload: 20 nets.
   Duration: Up to 20 minutes.
2. **Optional Laser Wrist Blasters:** A pair of wrist bands that are mini-lasers, with a magic power pack worn on the back. Center figure depicted on the **Rifts cover.**
   Mega-Damage: 2D6 M.D. per blast.
   Range: 1200 feet (366 m)
   Rate of Fire: Up to five blasts per melee.
   Payload: 60 blasts; backpack recharges completely in four hours.
3. **Optional Mental Incapacitator:** Fires a wisps of confusion, identical to the spell **(Rifts,** page 182). Affects 1D8 people in a close area. The weapon is the gun held by the warrior on the left side of the **Rifts** cover.
   Range: 180 feet (55 m)
   Rate of Fire: Two per melee.
   Payload: 10 blasts.
   Duration: 50 minutes; no effect if saving throw vs magic is successful.
4. **Optional: Any Conventional Energy or Hand-Held Weapon.** Are often armed with a sword, knife, or mace and/or energy weapon.
5. **Magic Talisman:** Each warrior wears a magic talisman (runic) that enables her to create an Armor of Ithan spell around herself three times a day. Her only other protection is the lightly padded M.D.C. armor and helmet she wears; 30 M.D.C.
   Duration: Ten minutes (40 melee rounds).

M.D.C.: 100
Note: Unlike the usual Talisman of the Rifts world, this Splugorthian talisman recharges every 24 hours; three spells per day.

Rhino-Buffalo

The Rhino-Buffalo is a powerful and feared D-Bee monster that has adapted well to the Earth's altered environment. The beasts inhabit the plains, low mountains and light forests where other giant animals are found. The horrendous mammal preys on dinosaurs and other large mammals like buffalo, elephants and other D-Bee monsters. Occasionally, an old, sick or wounded rhino-buffalo will attack humanoid travelers and even attack urban communities, but such attacks are not common. However, they will attack adventurers travelling in giant robot vehicles! The beasts are not particularly intelligent and often mistake giant robots as potential dinner. Because the animals tend to become frenzied when locked in combat, they will frequently fight to the death (1-70%).
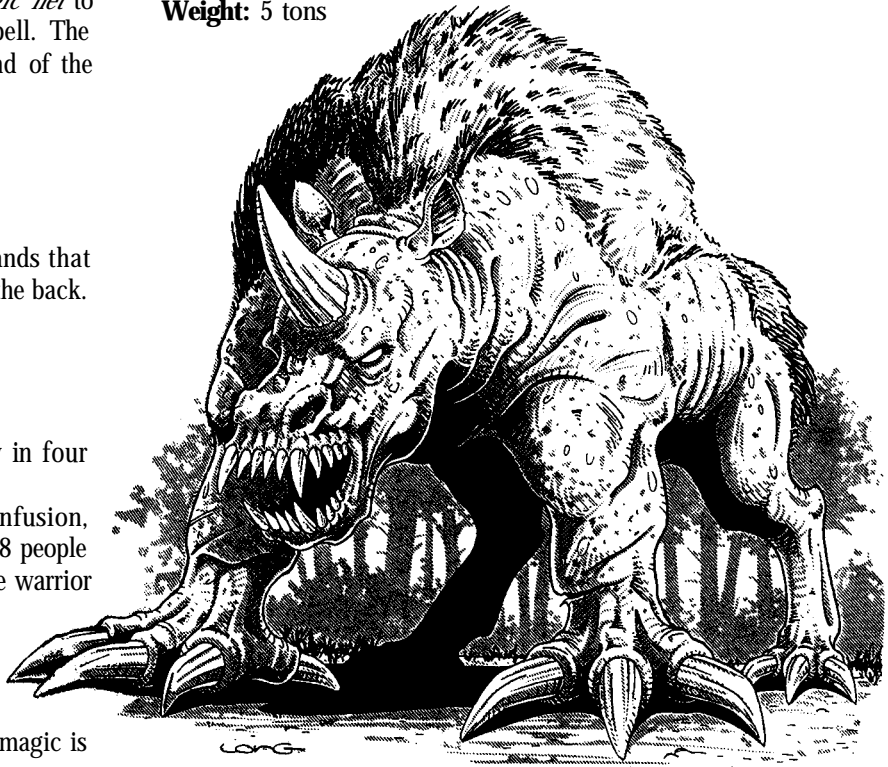
Rhino-Buffalo

Alignment: Animal predator, considered anarchist or miscreant.
Horror Factor: 16
Size: 25 feet (7.6 m) tall and 40 feet (12 m) long.
Weight: 5 tons

Typical Attributes: I.Q.: 3, M.E.: 9, M.A.: **6, P.S.: 30, P.P.:** 18, **P.E.: 30, P.B.: 4, Spd.** 132
Speed: Running: 90 mph (144 km) maximum. Leaping: The animals legs are strong and adapted for leaping on top of its prey. Leaps are approximately 30 feet (9 m) high and 60 feet (18 m) lengthwise. A running leap at speeds in excess of 40 mph (64 km) will enable the monster to leap an additional 30 feet (9 m).

Hit Points: 4D6 × 10
S.D.C.: Not applicable.
M.D.C. by Location
   *Head — 50
   Horn (1) —30
   Front Legs (2) — 90 each
   Hind Legs (2) — 80 each
   Main Body — 150
   *Destroying the head will kill the creature.
P.P.E.: 1D4 × 10 I.S.P.: None

Combat Data: Four attacks per melee. + 4 to strike, + 4 to parry and dodge, + 2 on initiative.
   Mega-Damage:
      Claws: 4D6 M.D.
      Bite: 2D6 M.D.
      Stomp: 1D6 M.D.
      Jab with horn: 2D6 M.D.
      Ram with horn: 1D6 X 10 M.D., but counts as two attacks; 88% likelihood that the victim is knocked down, or hurled 20 feet (6 m), and loses one melee attack.
      Ram with body: 1D4 x 10 M.D., but counts as two attacks; 88% likelihood that the victim is knocked down, or hurled 20 feet (6 m), and loses one melee attack.
      Leap attack with claws: 1D4 X 10 M.D., but counts as two attacks. Opponents who are 20 feet (6 m) or smaller are likely to be knocked down (80% chance), losing one melee attack and may be pinned and unable to move/attack/dodge (55% chance). The monster can bite or jab its pinned victim with its horn until it gets off, is forcibly removed, or attracted by a different target.

Natural Abilities: Poor Swimmers 35%, excellent climbers 85%, track by blood scent 66%, recognize the scent of human blood 66%, carnivorous (only eats meat).

Note: Likes mountains, hills and rocky terrain; light forests and open grasslands, but are also found in the hot arid steppes and savannas of New Mexico and Central America (but not as common as in the northern part of the country). The Rhino-Buffalo is common along the Rocky Mountains and the old American States of Montana, Wyoming, Colorado, Nebraska, the Dakotas and into Canadian Alberta and Saskatchewan (most believe the creature originated from the Calgary rift). However, the monsters have travelled as far east as Ontario and the old American States of Pennsylvania, Maryland, the Virginias, and even into the Carolinas, Georgia, and upper Florida, although their numbers are comparatively small in these areas.

   Although the name would suggest that the animals travel in large herds like buffalo, the rhino-buffalo is an aggressive and solitary hunter. One must remember that both the rhinoceros and the buffalo are grazing animals, while the rhino-buffalo is exclusively a meat eating predator and has nothing, other than vague features, in common with the two animals whose names it bears. The rhino-buffalo will always hunt alone unless it is mated (they mate for life), then the two will travel in pairs or small family group of four and sometimes hunt together. The monster can bear young once every two years and the young usually stay with the parents for the first three years, before moving off on their own.

The Simvan Monster Riders

   Another alien menace from the Calgary rift is the Simvan Monster Riders. The Simvan are a race of intelligent humanoid cannibals. The people are nomads, travelling in tribes that number as few as 1D4 x 100 to 4D6 X 100 members. The culture is not unlike most nomadic societies, the men are the builders, hunters and protectors while the women are the homemakers, bearing and raising children, preparing food, making clothes, etc. The women are also the healers and possess natural psionic healing abilities.

   The tribe will settle in one area for weeks or months at a time. Sometimes they may inhabit the same area as long as a year, but will eventually move when the hunting grows poor (usually seasonal) or the environment becomes threatening (weather, monsters, the Coalition).

   Both the males and females are aggressive, quick-tempered and violent, although any acts of violence within the same tribe and between family members rarely draw blood. Among their own, the Simvan are amazingly gentle, patient, kind, considerate, cooperative and always cheerful and laughing. They are a strong community, loyal to each other and the tribe as a whole. However, they are aggressive, belligerent, demeaning, arrogant and deadly dangerous toward other humanoids. It must be understood that the Simvan see only themselves as true people, one with the land, all others generally seen as fools or food. The Simvan are meat eaters with a definite preference for human and humanoid flesh.

   The men are capable and merciless hunters and warriors. Their skills as trackers and hunters outshine the wilderness scout, and as warriors are nearly equal to any headhunter. The men, like all Simvan, have a wild and devil-may-care attitude toward life, and love to take risks and accept challenges that will test their strength and skills. As cannibals, the ultimate triumph and honor is to vanquish and eat a valiant and worthy opponent. The warriors see combat as a means of proving their own courage, strength, skills, and making life exciting and worth living. Courage, combat skill, and honor to one's people are the most respected and valued attributes a person can possess.

   The Simvan are known as "Monster Riders" because they have an uncanny ability to tame monsters and use them as mounts and beasts of burden. The monsters selected are frequently creatures believed to be untamable, and almost always carnivorous. Their most famous and favorite mount is a dinosaur-like creature known as the ostrosaurus, but the Simvan have also used many other creatures, including the rhino-buffalo (except it eats too much) and other predatory animals and monsters. Tribe members will often have wolves, bears, and mountain lions as pets.

   Note: As always, the stats are set up so that players may play a Simvan as a player character if he or she would like.

K. SIEMBIEDA - 91

Simvan Monster Riders

Alignment: Aberrant evil, or any. As NPC villains likely to be anarchist, aberrant or other evil alignment.

Horror Factor: 12

Size: 5 feet 7 inches (1.7 m) to six feet (1.8 m) tall.

Weight: 150 to 200 pounds (67 to 90 kg)

Attributes: The number of six-sided dice are indicated as follows. I.Q.: 3D6 M.E.: 4D6, M.A.: 2D6, P.S.: 4D6, P.P.: 4D6, P.E.: 5D6, P.B.: 2D6, Spd. 4D6.

P.P.E.: 4D4 Hit Points: 1D4 × 10

S.D.C.: 2D6 × 10 M.D.C.: By body armor.

Natural Abilities: Keen vision, nightvision 120 feet (36.5 m), and psionics.

Psionic Powers, Males: I.S.P.: 2D4x 10+ M.E. points. Empathy, telepathy, sixth sense, mind block, and mind bond (super), as well as a psychic affinity with animals similar to those of the psi-stalker (see **Rifts,** page 106, #8).

Psionic Powers, Females: I.S.P.: 4D4 × 10 + M.E. Detect psionics, deaden pain, exorcism, healing touch, increase healing, psychic diagnosis, psychic surgery.

Combat: Two attacks per melee plus those of the hand to hand training. Most Males are 3rd to 9th level fighters (roll 2D4 + 1); assassin hand to hand.

Skills of Males: All wilderness skills (+ 20% bonus on all), wilderness survivial (+ 30%), track (humanoids; +20%), horsemanship (and, in this case, monstermanship; +20%), dance and sing. Physical skills: Hand to hand: assassin, body building, general athletics, running, climbing, and select three others (boxing and acrobatics not available). Weapon Proficiencies: Archery and Targeting, Knife, Energy Rifle, and select four additional. **Player characters (or more elaborate** NPCs), **male or female:** Select a total of six skills from the following: radio: basic, escape artist, pick pockets, palming, concealment, pilot motorcycle, pilot automobile, pilot hover

craft, pilot sail or motorboat, monster lore, faerie lore, any languages and art. No bonuses applicable.

Skills of Females: All domestic (+30% on all) and wilderness skills (+10%), wilderness survival (+15%), horsemanship (and, in this case, monstermanship), holistic medicine (+20%). Physical skills: Hand to hand: basic, running, climbing, and select two others. Weapon Proficiencies: Blunt, knife, and select two others.

Weapons: Knife and two energy weapons, and perhaps bow and arrows. Favorite weapons include the vibro-blades, mega-damage arrows, and powerful energy weapons (tend toward short-range items for the joy of combat).

Note: The Simvan are not stupid and will not attack enemies with vastly superior numbers or power unless defending the tribe or family. However, they do love to fight and encourage settling disputes or proving one's honor through combat with the opposing or accusing person or with a monster/animal. For example: a tribesman who has been disgraced in combat (cowardice or accused of treachery) must fight his accuser, often to the death. If many accuse him, the offender is banished from the tribe but can redeem himself by going into the wilderness with no armor and only ancient type weapons to fight and slay a terrible beast (bear, lion, monster, etc.). If he returns with its head he is allowed back into the tribe. Likewise, outsiders who wish to speak to the shaman or tribe leader may be forced to prove themselves by hand to hand combat (not to the death).

Although cannibals, the Simvan do not necessarily attack and eat anybody they happen upon. They frequently trade animal furs and scouting/hunting services with other humanoids for mega-damage weapons, E-clips, body armor and supplies. Likewise, they are often acquaintances (and even friends) with the mountain men and wilderness scouts in the area. The Simvan's favorite humanoid associates are psi-stalkers and intelligent mutant animals. The two races are often allowed official admittance into the tribe as long as they obey tribal law and customs. The Simvan's favorite humanoids to eat are humans and those most like humans.

Ostrosaurus

The ostrosaurus are just one of the many dinosaur-like creatures that roam the **Rifts** earth. They are found mostly in the west where they prey on the herds of buffalo, horses, deer and other dinosaurs. Despite the analogy to dinosaurs, the animal is not a lizard, but more like a featherless bird. The skin is mega-damage tough and its bite and claws inflict mega-damage. The ostrosaurus is the favorite riding animal of the Simvan.

Ostrosaurus
Alignment: Animal predator, considered anarchist or miscreant.
Horror Factor: 12
Size: Approximately 12 to 15 feet (3.6 to 4.6 m) long from buttocks to nose tip. The thick tail adds another six feet (1.8 m) to the overall length. Standing erect, the beast measures about 15 feet tall (4.6 m).
Weight: 1600 lbs (720 kg) average.

Typical Attributes: High animal intelligence and instincts. Most attributes are not particularly applicable, other than those listed. P.S.: 28, P.P.: 18, P.E.: 24, P.B.: 4, Spd. 88
Speed: Running: 60 mph (96 km) maximum; runs loping on all fours. Leaping: The animal's legs are strong and capable of great leaps. Leaps are approximately 15 feet (4.6 m) high and 40 feet (12 m) lengthwise. A running leap at speeds in excess of 40 mph (64 km) will enable the monster to leap an additional 30 feet (9 m).
Hit Points: 2D8 x 10
S.D.C.: Not applicable.
P.P.E.: 3D6 I.S.P.: None
M.D.C. by Location
   *Head — 40
   Tail — 40
   Front Legs (2) — 30 each
   Hind Legs (2) — 50 each
   Main Body — 90
   *Destroying the head will kill the creature.
P.P.E.: 3D6 I.S.P.: None
Combat Data: Four attacks per melee. The creature's standard method of attack is by bite and powerful rear legs/claws. The front claws are used for dissecting its prey and cutting meat. +4 to strike, +6 to parry, +8 to dodge, +3 on initiative.
  Damage:
    Front Claws: 1D6 M.D.
    Rear Claws: 3D6 M.D.
    Bite: 2D6 M.D.
    Slap with tail: 6D6 S.D.C.; 70% likelihood that the victim is knocked down, or hurled 12 feet (3.6 m), and loses one melee attack.
    Leap attack with claws: 4D6 M.D., but counts as two attacks. Opponents who are 10 feet (3 m) or smaller are likely to be knocked down (80% chance), losing one melee attack and may be pinned and unable to move/attack/dodge (40% chance). The monster can bite or slice its pinned victim with its teeth and claws until it is forcibly removed or attracted by a different target.
Natural Abilities: Terrible swimmers 20%, excellent climbers 80%, track by scent 35%, recognize the scent of human blood 60%, superior vision: can see a rabbit a mile away. A carnivorous predator that preys on smaller, slower dinosaurs and animals, including humanoids.
Note: Prefers light forests, hills and open grasslands, but are also found in the hot, arid steppes and savannahs of New Mexico and Central America (but not as common as in the northern part of the country). The ostrosaurus is common along the Rocky Mountains and the old American States of Montana, Wyoming, Colorado, Nebraska, the Dakotas and into the southern parts of Canada's Alberta (most believe the creature originated from the Calgary rift). They are occasionally found as far southeast as Kansas, Oklahoma, and Missouri. However, the domesticated creatures are found wherever their masters take them. Do not do well in winter climates. Generally, prefer temperatures between 50 and 100 degrees Fahrenheit.

The animals tend to run in loose knit packs of three to twelve, but are as likely to be aggressive solitary hunters. The ostrosaurus' typically prey on herd animals so they tend

to be migratory, following the herds. This is especially true of ostrosaurus packs.

The monsters bear young once every year. The female lays 1D4 eggs and nests with them until they hatch. The eggs hatch at the end of eight weeks. During this time, the male will stay near and bring food back to the female. Once the eggs hatch, the male leaves; ostrosaurus' do not mate for life. The mother stays with the young for 2D6 weeks, then runs off, leaving the young to fend for themselves. An ostrosaurus reaches full maturity within five months.

The Black Faerie

The black faerie is a horrible and maleficent supernatural creature. The thing is called a faerie because it speaks faerie and seems to be some sort of monster or mutant from the family of creatures that are known from mythology as faerie folk. It is hideous in both appearance and deed. The body is a huge, bloated, almost larva looking lump, the arms are long stumps without hands or fingers, the legs are identical to the arms, and the body ends with a long, spiny tail. The head is only an extension of the lump that composes the body, with two ugly maws and three tiny eyes that are impossible to discern from the circular blotches that dot the upper torso.

The hideous monster feeds on faerie folk and other supernatural creatures. However, it loves to torture and kill, consequently, it will slay humanoids and other creatures for sheer pleasure. The black faeries also hate things of beauty and will destroy them whenever possible.

The Black Faerie

Alignment: Miscreant or Diabolic.
Horror Factor: 16
Size: Approximately 5 feet (1.5 m).
Weight: 300 lbs (135 kg)
Typical Attributes: I.Q.: 8, M.E.: 18, M.A.: 5, P.S.: 18, P.P.: 17, P.E.: 20, P.B.: 2, Spd. 8 crawling, 88 flying; 60 mph (96 km).
Hit Points: See M.D.C. **S.D.C.:** Not applicable.
P.P.E.: 1D6x10 I.S.P.: None
M.D.C.: Main Body: 120, Wings: 50 each
Combat Data: Four physical attacks per melee or two magic. +3 to strike, +3 to parry, +8 to dodge, +3 on initiative, +6 to save versus magic and psionics.
 **Damage:**
    Bite: 1D6 M.D.
    Strike with tail: 1D6 M.D.; 60% likelihood that the victim is knocked off his feet and loses one melee attack.
Natural Abilities: Flight, impervious to poison, impervious to normal fire and cold, fair climbers 60%, prowl 50%, track by scent 35%, recognize the scent of human blood 50%. A carnivorous predator that preys on faerie fold and supernatural creatures, but kills humanoids and others for pleasure.
Magic Powers: Like all faerie folk, the black faerie can cast an unlimited number of spells a day, but a faerie can not cast the same spell on the same person more than once per 24 hours. Saving throw to save versus faerie magic is 14 or higher and are equal in power to a 10th level wizard. Spells:
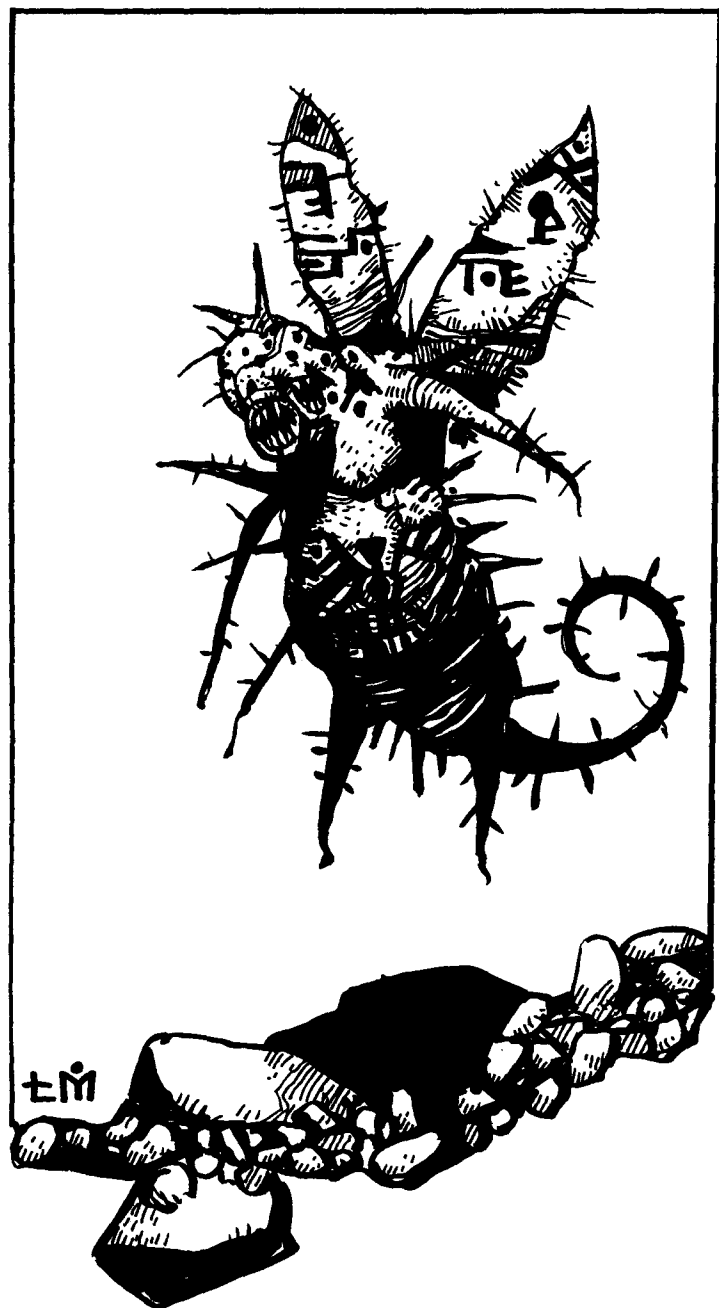
Chameleon, fuel flame, fire bolt (4D6 M.D.), blind, agony, and sleep.
Note: Prefers forests and hills, but are found near ley lines and wherever faerie folk dwell. The black faerie tends to hunt alone or in pairs. Occasionally they live in small tribes of three to eight black faeries or sometime live or work with other evil creatures of magic like witchlings, pucks and dragons. The usual tactics to ward away faerie folk apply to the black faerie.

The Brodkil   A Demon from the Rifts

The Brodkil
A Demon from the Rifts

The Brodkil are a race of superhuman giants who are natural M.D.C. creatures. They are apparently of supernatural origin, but do not possess significant powers other than superhuman strength, M.D.C. body, and the ability to turn invisible. The brodkil are incredibly aggressive and war-like; fortunately, they are nomad scavengers with no technology of their own nor organized society. The typical tribe will range from 20 to 100, while raiding bands can be as few as three. The average band of raiders will number from four to twenty-four and frequently include other members of other races.

The nomadic warriors travel the wilderness attacking travelers, villages, and towns to plunder what they need. They are fair hunters but would rather steal livestock or waylay and eat some unsuspecting travelers than spend time stalking wild animals. The brodkil are meat eating predators who feast on the flesh of humanoids, as well as animals.

The demonic D-Bees are lazy and hate to learn complicated skills or skills that do not directly impact on their lives as warriors and thieves. Consequently, most of their skills are combat oriented.

Alignment: Selfish or Evil.
Horror Factor: 10
Size: Approximately 9 feet (2.7 m). **Weight:** 350 lbs (103 kg)
Typical Attributes: I.Q.: 10, M.E.: 18, M.A.: 12, P.S.: 30, P.P.: 18, P.E.: 20, P.B.: 5, Spd. 22
Player Character Attributes: The number of dice to roll are as follows: I.Q.: 2D6 + 3, M.E.: 4D6, M.A.: 3D6 + 1, P.S.: 5D6 + 5, P.P.: 3D6 + 4, P.E. 4D6, P.B.: 2D6, Spd. 6D6
Hit Points: See M.D.C. **S.D.C.:** Not applicable.
P.P.E.: 2D4 × 10 **I.S.P.:** None
M.D.C.: Main Body: 250
Combat Data: Five attacks per melee. +4 to strike, +6 to parry and dodge, +15 S.D.C. damage, +2 on initiative, +2 to save vs psionics and +4 to save vs magic.
Damage:
  Restrained Punch: 4D6+ 15 (P.S.) S.D.C.
  Full Strength Punch: 2D6 M.D.
  Bionic Arm Power Punch: 3D6 M.D.
  Tear: 2D6 M.D.
  Crush: 1D6 M.D.
  Bite: 1D4 M.D.
  Body Flip/Throw: 6D6 + 15 (P.S.) S.D.C.
Natural Abilities: M.D.C. body, impervious to normal fire and cold, prowl 40%, turn invisible at will, bio-regenerate 2D6 M.D.C. per hour.
  Magic Powers: None.
  Psionics: None.
Skills of Note: All are usually equal to about fourth level. Hand to hand: basic or expert, boxing, wrestling, climbing, tracking, intelligence, radio: basic, pilot hover craft, three languages, W.P. knife, sword, blunt, and energy rifle. Game Masters may add skills from the categories of weapon proficiencies, communications, technical, domestic, and wilderness (no bonuses).
Bionics: Will always be partial reconstruction, never full conversion. The most common types of bionic features include one or two arms, occasionally an extra limb, forearm blasters, vibro-blades, and retractable claws/blades. Implants include the gyro-compass, and amplified hearing.
Weapons: Favorite weapons include energy rifles, bionics, and magic weapons. Also use optical enhancements and the occasional hover vehicle.
Note: Because the Brodkil have no supernatural, psionic, or magic powers, they can benefit from bionic weapons and implants without ill effect other than losing the ability to turn invisible. The Brodkil love bionics.

A large number of brodkil are members of the Pecos Empire. They are a wild and barbaric lot, but are not careless in battle. They seldom fight to the death and can be incredible cowards against a superior enemy. Against weaker opponents they are bullies and arrogant, although they are not known for deliberate acts of depravity or needless torture.

The Neuron Beast
A Demon from the Rifts

The neuron beast is a demonic creature that is known to emerge from the St. Louis Archway rift and possibly at other major ley line nexus points. It seems to be most commonly found in the southern American States and South America, but can be encountered anywhere in the world. The neuron beasts are enigmatic beings that seem to find the people and circumstances on the Rifts world fascinating. They are incredibly curious about all things and spend much of their time exploring and studying life forms and places. Despite their massive intelligence, or perhaps because of it, the neuron beasts are callous and careless in their studies of other life. They will capture and dissect a living creature, intelligent humanoid or animal, without a thought or care. Thus, they can be terribly cruel and manipulative. They are known to interfere in the affairs of men, usually for the worse, so that they may observe the conflict and drink the strong emotions. For you see, they feed on emotions.

Wherever a Neuron Beast is encountered, one can assume that trouble cannot be far. The malicious creatures enjoy instigating conflict between others and may take a direct or discreet hand in creating disaster. When they take a direct hand, they will frequently play the role of demon or godling and can be maniacal leaders to others' doom. Others will make secret pacts with villains to encourage them in evil or depravity. Although not all neuron beasts are evil, none of them can help being fascinated by new things and tantalized by powerful emotions. Even the friendliest neuron beast will tend to be self-serving, manipulative and deceptive.

Neuron Beast
Alignment: Any selfish or evil.
Horror Factor: 14
Size: Approximately twenty feet (6 m) tall.
Weight: 1400 pounds (630 kg)

Typical Attributes: I.Q. 30, M.E. 23, M.A. 22, P.S. 20, P.P. 16, P.E. 20, P.B. 4, Spd. 44 (30mph/48kmph maximum).
P.P.E.: 4D6 × 10 **I.S.P.:** 2D6 × 10+ 60 + M.E.
Hit Points: See M.D.C. **S.D.C.:** Not applicable

M.D.C.: 2D4 × 100 main body, 100 M.D.C. for each arm, 50 M.D.C. for each of the tentacles.

Natural Abilities: Keen vision, floats and hovers in the air (spd 44), impervious to normal fire and heat (does not include energy weapons or magic), dislikes the cold, and regeneration at a rate of 1D4 × 10 M.D.C. per every hour but cannot regenerate a limb.

Psionic Powers: I.S.P. varies (minimum 103), Three attacks per melee. Considered a master psionic. <u>Sensitive Powers:</u> Total recall, telepathy, empathy, object read, see aura, see the invisible, sense evil, and sense magic. <u>Super Powers:</u> Bio-manipulation, empathic transmission, group mind block, mind block auto-defense, mentally posses others, mind bolt, mind bond, P.P.E. shield, and psi-sword (note can create four, one for each hand).

Magic Powers: P.P.E.: 4D6 × 10. Level of experience: 1D4. Two spell attacks per melee or by hand to hand. Globe of daylight, fingers of wind, invisibility simple, levitate, charismatic aura, multiple image, shadow meld, stone to flesh, calling, Eyes of Thoth, tongues, magic pigeon, tune slip. <u>Offensive Spells:</u> Blinding flash, energy bolt, call lightning, domination, turn dead, exorcism, constrain being, and simple protection circle.

Note: GMs can select a total of 2D4 additional spells from levels 1-6. **The tentacles** cause paralysis lesser (even in mega-damage body armor); identical to the spell.

Combat: Eight physical attacks per melee total, or two magic, or three psionic. +2 to strike, +4 to parry, +2 to dodge, +1 on initiative, +2 to roll, +2 to pull punch, +5 to damage (S.D.C.), +4 to save vs psionic attack (considered a master psionic so only needs a 6 or higher to save, including the bonus), +3 to save vs magic, +10% save vs coma/death.

Damage:
Restrained Tentacle Attack: 2D6+ 10 (P.S.) S.D.C.
Restrained Punch: 4D6+ 10 (P.S.) S.D.C.
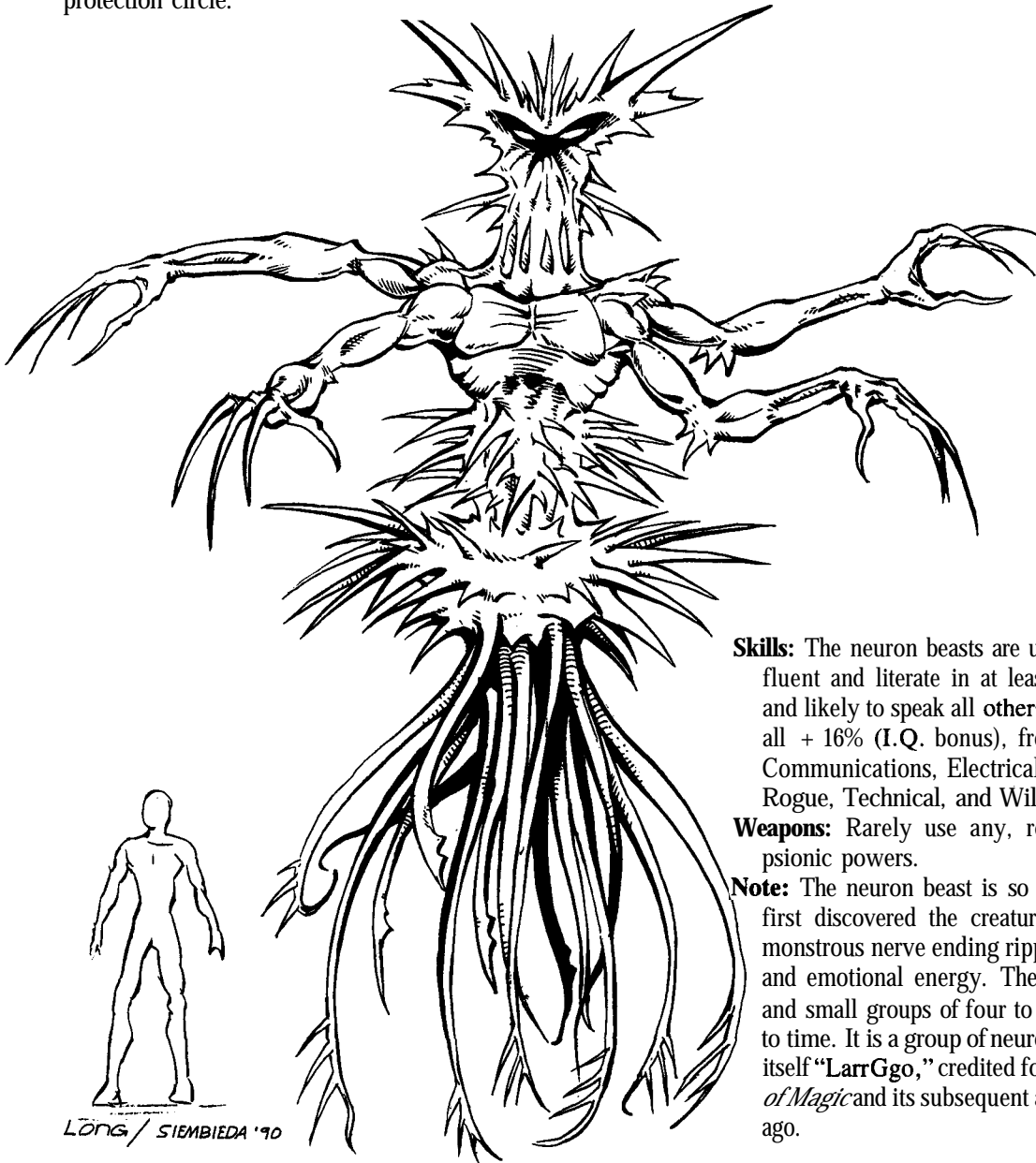Full Strength Tentacle Strike: 1D6 M.D.
Full Strength Punch: 2D6 M.D.
Crush: 1D6 M.D.
Body Flip/Throw: 1D4 M.D.
Impale on Body Spines (must pick victim up): 4D6 M.D.
Entangle/hold: 84% chance of entangling and holding as many as four human size people with its tentacles. The entangled person can not engage in physical combat while entangled.

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Skills: The neuron beasts are usually very educated and will be fluent and literate in at least four different languages (98%) and likely to speak all others. GMs may select up to 24 skills, all +16% (I.Q. bonus), from the following skill categories: Communications, Electrical, Mechanical, Medical, Science, Rogue, Technical, and Wilderness.

Weapons: Rarely use any, relying on their own magic and psionic powers.

Note: The neuron beast is so named because the scientist who first discovered the creature thought it reminded him of a monstrous nerve ending rippling with intellect, psionic power and emotional energy. They usually work alone, but pairs and small groups of four to six have been reported from time to time. It is a group of neuron beasts, specifically one calling itself "LarrGgo," credited for the foundation of the *Federation of Magic* and its subsequent attack on Chi-Town a few decades ago.

The Witchling

Witchlings are malevolent monsters from the rifts. They are most common to the midwestern Americas and Ontario, Canada, but can be found anywhere. They are hate-filled fiends who crave power and love to inflict suffering on mortal creatures. They often force humanoids to worship them or seize wilderness towns as their own, serving as the ruler and protector. Unlike many monsters, the witchling likes to associate with other supernatural and evil beings, including humans. They appreciate deceit and treachery as an art form and find kindred spirits a pleasure to work and live with, as long as they do not betray her.

Witchlings

Alignment: Miscreant, Diabolic, or Aberrant.
Horror Factor: 14
Size: Approximately 5 feet (1.5 m).
Weight: 150 lbs (135 kg)
Typical Attributes: I.Q.: 14, M.E.: 20, M.A.: 17, P.S.: 10, P.P.: 10, P.E.: 10, P.B.: 5, Spd. 27 flying (18.5 mph/29.7 km).
Hit Points: See M.D.C. **S.D.C.:** Not applicable.
P.P.E.: 2D6 × 10 **I.S.P.:** None
M.D.C.: Main Body: 200
Combat Data: Three physical attacks per melee or three magic. +2 to strike, +4 to parry and dodge, +2 on initiative, +3 to save vs psionics and +5 to save vs magic.
Damage: Punch 1D6 M.D.
Natural Abilities: Flight and hover, impervious to poison and drugs, impervious to normal fire and cold, prowl 70%, turn invisible at will, bio-regenerate 4D6 M.D.C. per hour.
**Magic Powers:** P.P.E.: 2D6x1O. Level of experience: 1D4 + 1. Three spell attacks per melee. Death trance, sense magic, see aura, charismatic aura, concealment, detect concealment, mask of deceit, reduce self to six inches, mystic alarms, ley line transmission, and heal wounds.
Offensive Spells: Cloud of smoke, befuddle, energy bolt (4D6 S.D.C.), fire bolt (4D6 M.D.), carpet of adhesion, wind rush, sleep, minor curse, sickness, and spoil. **GM Note:** An additional 3D4 spells can be selected from level 1-6.

Note: Witchlings are notoriously treacherous and resourceful. They can also be quite depraved and cruel. However, they will seldom fight to the death, preferring to retreat and regroup or move on to greener pastures.
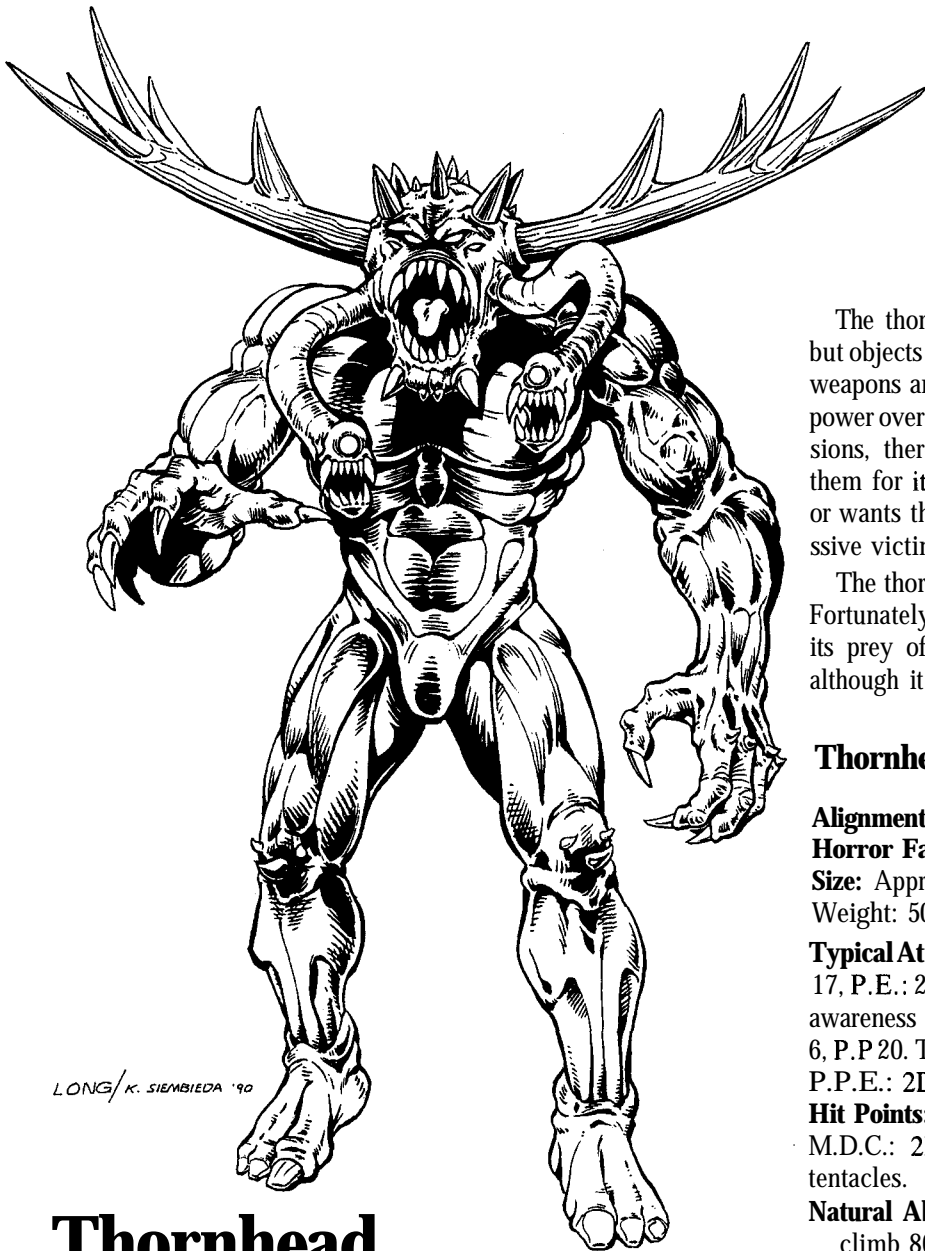
Thornhead

A Demon from the Rifts

Thornhead is a demonic predatory creature from the rifts at old Detroit. Consequently, the thornhead is most commonly found in the midwest and eastern parts of the old American and Canadian territories, usually near or at ley lines. The fearsome monster has a limited human intelligence and human-like emotions. Unfortunately, it is a creature of evil that loves to torture, maim, and kill other creatures.

It is a territorial monster that often claims a particular area as its domain. The area will usually cover a 1D4 × 10 mile area, with some significant geographic feature as its lair and the center of its territory. The demons will often mark their territory by impaling humanoid corpses/skeletons onto trees. Those who dare to enter its domain may be attacked without warning or threatened and forced to pay some sort of tribute to pass unmolested. Humanoids that live in the area are frequently forced to worship the thornhead as a demonic deity or be destroyed. They may also be forced to pay homage to the fiend in the way of providing human sacrifice or other monthly or weekly payment.

The thornhead hoard valuables. Not intangibles like credits, but objects such as precious metals, gems, jewelry, magic items, weapons and armor. This is, in part, an emotional need to hold power over lesser creatures. Humanoids value wealth and possessions, therefore, it will take these objects of desire and keep them for itself, regardless of whether the demon actually needs or wants them. They also collect the skulls of their most impressive victims.

The thornhead demon feeds on both meat and P.P.E. energy. Fortunately, it needs to feed only once a week. Unfortunately, its prey of choice is humanoid or other intelligent creatures, although it may feed on any living animal.

Thornhead Demons

Alignment: Miscreant or Diabolic.
Horror Factor: 14
Size: Approximately ten feet (3 m) tall.
Weight: 500 pounds (225 kg)

Typical Attributes: I.Q.: 8, M.E.: 10, M.A.: 9, P.S.: 25, P.P.: 17, P.E.: 24, P.B.: 3, Spd. 28 Note: Tentacles have independent awareness and can act independently to defend the body; I.Q. 6, P.P 20. The Thornhead is a supernatural being like the dragon.
P.P.E.: 2D4 × 10 I.S.P.: None

Hit Points: See M.D.C. **S.D.C.:** Not applicable

M.D.C.: 2D4 × 100 main body, 50 M.D.C. for each of the tentacles.

Natural Abilities: Keen vision, nightvision 120 feet (36.5 m), climb 80/70, see the invisible, impervious to normal fire and cold (does not include energy weapons or magic) and metamorphosis insect, and regeneration at a rate of 3D6 M.D.C. per every two minutes and can regenerate a fully functioning tentacle or horn in eight hours. The tentacle heads can also see the invisible, have nightvision, and heat optics (sees infrared light and heat emanations).

Magic Powers: P.P.E.: 2D4X 10. Level of experience: 1D4 + 3. Three spell attacks per melee or by hand to hand. Chameleon, escape, float in air, levitate, breathe without air, concealment, fool's gold, and tongues. Offensive Spells: Fear, energy bolt, extinguish fires, ignite fires, fuel flame, circle of flame, fire bolt, fire ball, domination, spoil food, animate and control dead, turn dead, exorcism, and dispel magic barrier.

The bite of the tentacles cause one of the following magical effects (identical to the spell of the same name). The tentacle or thornhead can select the type of magic to induce. Can inflict a spell with every bite or bite to inflict damage. ONE attack each per melee. **Magic bites:** Befuddle, blind, compulsion, paralysis: lesser (even in mega-damage body armor), sleep (even in body armor, but not power armor or robots), energy disruption, and words of truth. Plus each eye can try to cause petrification by stare once every eight hours (identical to the Basilisk; pg. 120 of the *Rifts Conversion Book).*

118

Combat: Six attacks per melee total. The main creature has four (4) and each tentacle has one (1). +4 to strike, +4 to parry and dodge, +2 on initiative, +4 to roll, +4 to pull punch, +10 to damage (S.D.C.), +6 to save vs psionic attack, +5 to save vs magic, +20% save vs coma/death, critical strike on natural 18, 19, and 20.

Damage:
Restrained Punch: 4D6 S.D.C. + 10 P.S.
Full strength Punch: 2D4 M.D.
Claws Strike: 2D6 M.D.
Bite: 2D4 M.D.
Kick 1D8 M.D.
Leap Kick: 2D6 M.D.

Skills of Note: Both lores, land navigation, W.P. sword and blunt and three languages; illiterate.
Weapons: Can use any weapon, but rarely uses energy weapons, preferring knives, swords, clubs or magic weaponry.
Note: Thornhead demons tend to be temperamental, quick to anger, childish, greedy, cruel, vindictive, prone to throw temper tantrums and act out of anger. They hate other creatures of magic, especially dragons and other thornhead, whom they see as rivals to their power. However, they may associate with, or enlist the assistance (as servants) of, less powerful supernatural or monstrous beings. Lairs can be almost any kind of structure or locale, from a castle or tower to cave or a pile of boulders or trees that form a shelter. Any elaborate building is the work of his servants or slaves.
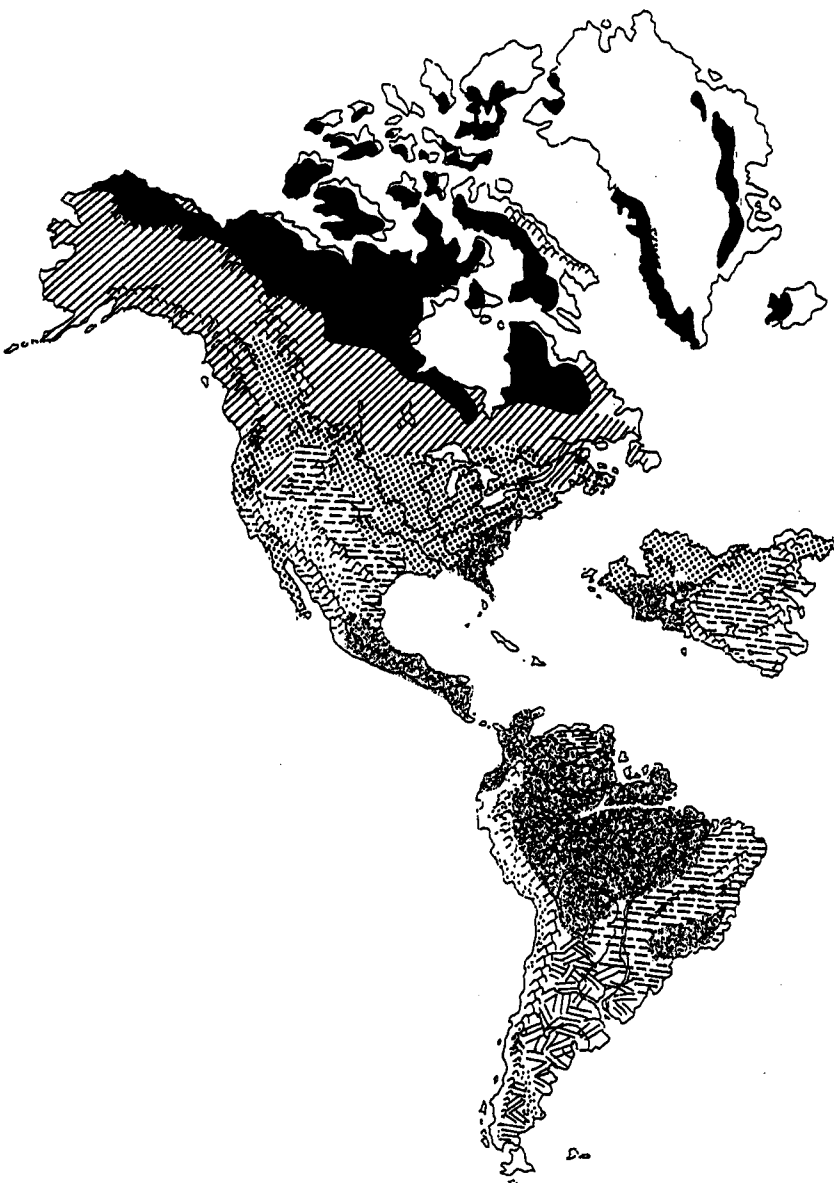
Geographic Environments

White indicates glaciers. Temperatures range between 50 below during winter to 32 (freezing) degrees Fahrenheit in the summer. Rain/snowfall is about 50 to 250 mm.

Black indicates tundra. Vegetation consists of lichen, mosses, algae, grass, and scrub (small shrubs and weeds). Temperatures range from about 20 below zero to around freezing in the winter to around 60 degree Fahrenheit in the summer. Rainfall is about 100 to 500 mm.

Angled Lines indicate coniferous forests consisting of pine, spruce and fir trees, grass and scrub. Temperatures range from about 14 to freezing in the winter to 75 to 88 degrees Fahrenheit in the summer. Average rainfall a year is about 200 to 800 mm.

Dots indicate mixed forests of coniferous and deciduous trees, bushes, dog rose, flowers, and tall grass. Temperatures range from about 20 to 40 degrees in the winter to 75 to 92 degrees Fahrenheit in the summer. Average rainfall a year is about 500 to 1200 mm.

Dark grey areas are subtropical and tropical forests. Temperatures range from the 80's in the winter to the low hundreds of degrees Fahrenheit in the summer (average 98 to 120 degrees). Average rainfall a year is 1200 to 2000 mm.

Horizontal broken lines indicate plains/grasslands or savannas. The American plains are tall grass, scrub and tiny patches of scattered trees. It receives about 200 to 400 mm of rain. The savanna and steppes of Mexico are also grasslands with few trees, but receive less rainfall, about 100 to 300 mm, and experience short periods of drought. Average temperatures range from about 50 to 75 degrees in the winter to 90 to 105 in the summer.

Stippled dots are deserts consisting of wind-swept, dried earth or sand, stones and patches of cactus and scrub. Temperatures range from freezing (at night) to the hundreds during the day, throughout the year.

Thatched areas in South America are steppes. Steppes are grasslands with few trees and minimal rainfall, about 100 to 200 mm, and experience long periods of drought. Average temperatures range from about 60 to 80 degrees in the winter to 90 to 105 in the summer.

Name: _____

O.C.C./R.C.C. _____

Alignment: _____

Hit Points: ___ **S.D.C.** ___ **M.D.C.** ___

Experience Level: Exp. _____

I.Q.: ___   **Age:** ___   **Chi:** ___

M.E.: ___   **Sex:** _____

M.A.: ___   **Weight:** _____

P.S.: ___   **Height:** _____

P.P.: ___   **Lnd.Orgn:** _____

P.E.: ___   **Birth Order:** _____

P.B.: ___   **Disposition:** _____

Spd.: ___

O.C.C./R.C.C. **Powers/Abilities**
_____
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_____
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_____

HTH combat
HTH: _____
No. of Attks: ___
Damage: + ___
Strike: + ___
Parry + ___
Dodge: + ___
Roll: + ___
Leap: ___
Knock Out: ___
Stun: ___
Critical: ___
Death: ___

Saving Throws
Lethal
Poison: (14) ___
Non-lethal
Poison: (16) ___
Harmful
Drugs: (15) ___
Insanity (1?) ___
Psionics: ___
Magic
Spell: (1?) ___
Ritual: (16) ___

Armor
Type: ___
M.D.C.: ___
Weight: ___
Prowl
Penalty: ___
Spd. Penalty (if any) ___
TW additions (if any): ___

Skills
_____ _____
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Cybernetics & **Bionics**
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Secondary Skills
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Weapon	Str/Thr Aim/Bur	Rad/ Rate	Prry/ Rng	Clip	Damage
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Other Equipment: _____
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Spells

Level One
- R Blinding Flash .. 1
- R Cloud of Smoke . 2
- Q R Death Trance .. 1
- R Globe of Daylight 2
- R See the Invisible . 4
- R See Aura 6
- R Sense Evil 2
- R Sense Magic ... 4
- a R Sense P.P.E. .. a
- Q R Thunderclap ... 4

Level Two
- R Befuddle 3
- Q R Chameleon 6
- Q R Climb 3
- R Concealment ... 6
- Q R Detect Conc. .. 6
- Q R Fear 5
- R Heavy Breathing 3
- R Levitation 5
- R Mystic Alarm .. 5
- R Turn Dead 6

Level Three
- a R Armor of Ithan . 10
- R Breath w/o Air . 5
- R Energy Bolt ... 5
- R Fingers of Wind . 5
- R Float in Air 5
- R Fuel Flame 5
- R Ignite Fire 6
- Q R Imper. to Fire . 5
- R Invis :Simple ... 6
- Q R Neg. Pois./Tox. . 5
- Q R Paralysis:Les. .. 5
- R Resist Fire 6
- Q R Telekinesis 6

Level Four
- R Astral Proj. 10
- R Carpet of Adh. . 10
- R Blind 6
- R Char. Aura 10
- Q R Cure Minor Dis. 10
- R Energy Field ... 10
- R Fool's Gold ... 10
- R Fire Bolt 7
- R Ley Line Trans. . 30
- R Magic Net 7
- Q R Multiple Image . 7
- Q R Repel Animals . 7
- R Seal 7
- R Shadow Meld .. 10
- R Swim as Fish .. 6
- R Trance 10

Level Five
- R Calling .... e
- R Circle of Flame . 10
- R Domination ... 10
- R Energy Disrup. . 12
- R Escape 8
- R Eyes of Thoth .. 8
- R Fly 15
- R Heal Wounds .. 10
- R Horrific Illus... 10
- R Steep 10
- R Superhuman Str. 10
- Q R Superhuman Spd. 10
- R Swim as Fish (S) 12

Level Six
- R Apparition 20
- R Call Lightning . 15
- R Compulsion ... 20
- R Cure Illness ... 15
- R Fire Ball 10
- Q R Imp. to Energy . 20
- R Magic Pigeon . 20
- R Mark of Deceit . 15
- Q R Memory Bank . 12
- R Reduce:Self ... 20
- Q R Teleport:Lesser . 15
- R Time Slip 20
- R Tongues 12
- R Words of Truth . 15

Level Seven
- R Agony 20
- R Anim./Cont. Dead 20
- R Constrain Being 20
- R Disp.Magic Bar. 20
- R Fly as the Eagle 25
- R Globe of Silence 20
- Q R Invis.:Superior 20
- D R Invulnerability . 25
- R Life Drain ... 25
- R Meta.:Animal . 25
- R Purif. (F/W) .. 20
- R Wind Rush ... 20

Level Eight
- P R Comm. w/Spirits 25
- R Eyes of me Wolf 25
- R Exorcism 30
- R Hallucination .. 30
- R Locate 30
- R Luck Curse ... 40
- Q R Meta.:Human . 40
- Q R Minor Curse . 35
- Q R Negate Magic.. 30
- Q R Oracle 30
- R Sickness 50
- R Spoil (F/W) ... 30
- Q R Sum. to Flesh . 30
- R Wisps of Conf. . 40

Level Nine
- R Curse:Phobia .. 40
- R Familiar Link .. 55
- R Meta.:Insect ... 60
- R Mute 50
- R Prot. Circle:Sim 45
- Q R Sum.&Cont. Can. 50
- R Spd.of the Snail 50
- Q R Transferal 50
- R Water to Wine . 40

Level Ten
- R Banishment ... 65
- Q R Cont./Ensl. Em. 80
- R Meta.:Sup. 100
- R Mystic Portal .. 60
- R Sum.Shad.Beast 140
- R Sum./Cont.Rod. 70
- R Wards 90

Level Eleven
- R Anti-Magic Cld. 140
- R Create Mummy 160
- R Crte.Magic Scrl. 100
- R Remove Curse 140
- R Sum.&Cont.Anim.125
- R Summon Fog . 140

Level Twelve
- D R Amulet 290
- R Calm Storms . 200
- R Create Zombie 250
- R Meta.:Mist ... 250
- R Summon Entity 250
- R Summon Rah . 200
- R Time Hole ... 210

Level Thirteen
- R Crte.Glm 700/1,000
- R Prot.Circ.Sup. . 300
- R Summon Storm 300
- a R Sum.Les.Being 425
- R Sanctum 390
- R Talisman 500

Level Fourteen
- R Close Rift ... 800
- R Id Barrier 600
- R Imp.W. of Frc. 600
- R Restoration .. 750

Level Fifteen
- R Dim. Portal . 1,000
- R Teleport:Sup. . 600
- R Transformation 2,000

Psionics

Healing
- Bio-Reg. (self) 6
- Deaden Pain 4
- Q Detect Psionics .. 6
- Exorcism 10
- Healing Touch 6
- Increased Healing 10
- Induce Sleep 4
- Psychic Diagnosis . 4
- Psychic Purific.... 8
- Psychic Surgery .. 14
- Resist Fatigue 4

Sensitive
- Q Astral Projection ... 6
- Clairvoyance 4
- D Empathy 4
- Mind Block 4
- Object Read 6
- D Presence Sense .. 4
- Q See Aura 6*
- See the invisible .. 4
- Sense Evil 2
- O Sense Magic 3
- Sixth Sense 2
- Speed Reading ... 2
- Q Telepathy 4
- Total Recall 2

Physical
- Alter Aura 7
- O Death Trance ....
- Ectoplasm .... ♦
- Impervious to Cold . ?
- Impervious to Fire . 4
- Impervious to Poison 4
- D Levitation V
- Q Mind Block 4
- Nightvision ..... :
- Resist Fatigue .. 4
- Resist Hunger .. 2
- Resist Thirst ... 6
- Sun. Inner Strength 4
- Telekinesis V

Super
(Mind Melters only)
- Bio-Manipulation . 10
- Bio-Reg. (super) . 20
- Electrokinesis V
- a Empathic Trans. ... 6
- Group Mind Blk. .. 22
- Hydrokinesis V
- Hypnotic Sugg. .. 6
- Mem. Pos. Others 30
- Mind Block A.D. .. S
- Mind Bolt V
- Mind Bond 10
- D Mind Wipe ..... S
- P.P.E. Shield .. 10
- O Psi-Shield 30
- D Psi-Sword 30
- a Pyrokinesis V
- Telekinesis (S) . 10+
- Telekinetic F.Field 30
- Telemechanics ... 10

P.P.E.: ___

Spell Strength: ___

I.S.P.: ___

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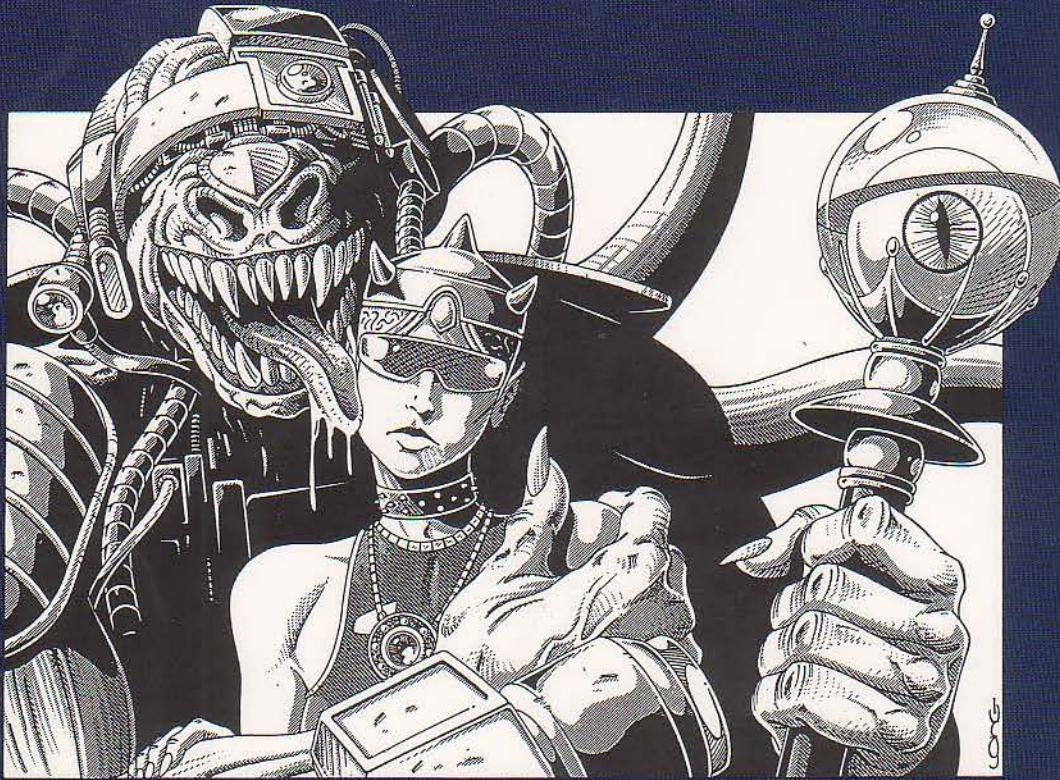
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