

The Artifact

Random

Encounter

Tables

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A Note: This book is designed as a game, in no way are the aliens, monsters, powers, places, and/or governments real. This book does not in any way reflect the author's or company's attitudes or beliefs. If you find any material in any way offensive we give you our sincere apologies. The game enclosed is designed to be fun, and a fantasy version of things in the future.

Dedicated to: **Victor for being a friend sicking closer than a brother.**

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www.theartifact.net



87-98
99-100

Industry
Power

Common Sense

Use of these tables is designed to make the GM's life easier and to try adding a bit of spice into the mundane act of traveling through empty hexes. Although the description of each encounter is intended to give the details that a GM would need to make the encounter go smoothly, it is also necessary to be brief so this is a handy booklet and not a ponderous tome. In light of this, a great many things will have to be decided by the GM or would be true out of necessity. For Instance, while in the environmental tables include an encounter for "Powered City" other encounters would require at least power to a hex, such as any biological encounter that includes a photosynthetic plant.

Random Direction Table

This table is used to determine direction of random events. For example, bounce direction of a grenade once it lands. Other uses would include determining the travel path of many of the encounters that follow. A roll of one (1) indicates traveling head on toward the character(s).

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3   5
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2   6
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Encounter Magnitude

Roll 1D100

1	Rare
2	Major 3 Rolls
3-4	Major 2 Rolls
5-7	Major 1 Roll
8-9	Minor 3 Rolls
10-17	Minor 2 Rolls
18-26	Minor 1 Roll
27-100	No Encounter

Encounter Type

Roll 1D100

1-29	Hostile
30-37	Friendly
38-65	Biological
66-100	Environmental

Hostile Sub-Table

Roll 1D100

1-60	Chezbah
61-100	Kelrath

Hex Type

Roll 1D100

1	Reservoir
2-60	Agricultural
61-74	Residential
75-86	Filtration

Encounter Point

This table is used to determine where the characters and the subject of the encounter are, when the encounter takes place. Roll on the random direction table to determine what direction the encounter subject is. This table is designed for encounters in which both parties are traveling underground, but it can be used for stationary targets to determine distance.

1-5	Characters entering hex, subject 10 km away
6-10	Characters entering hex, subject 8 km away
11-20	Characters entering hex, subject 5 km away
21-25	Characters entering hex, subject 3 km away
26-30	Characters entering hex, subject 1 km away
31-35	Characters entering hex, subject 500 m away
36-40	Characters entering hex, subject 200 m away
41-45	Characters entering hex, subject 100 m away
46-50	Characters entering hex, subject 50 m away
51-55	Subject entering hex, characters 50 m away
56-60	Subject entering hex, characters 100 m away
61-65	Subject entering hex, characters 200 m away
66-70	Subject entering hex, characters 500 m away
71-75	Subject entering hex, characters 1 km away
76-80	Subject entering hex, characters 3 km away
81-90	Subject entering hex, characters 5 km away
91-95	Subject entering hex, characters 8 km away
96-100	Subject entering hex, characters 10 km away

Chezbah

Surface +15

1-30	5 Roaming Hounds
31-40	2 Warriors 10 Hounds
41-47	10 Warriors 1 Priest on Skiff
48-53	Convoy of Civilians
54-63	2 Hunter E-Suits
64-70	1D10 Hunters + 1 Ace Hunter
71-75	1 Demolisher 1 Priest 4 Hunters
76-79	Chezbah City
80-82	Wreckage: 1 Hunter E-Suit
83-84	Wreckage: 1D10 Hunter E-Suits
85-89	Wreckage: 1 Demolisher
90-94	Wreckage: City in Ruins
95	Chezbah Temple 1D10 Priests 1D10 Warriors 1D100 Civilians
96-100	1 Priest 3D10 Scourge
101-105	Chezbah Freighter
106-110	Chezbah Cruiser
111-112	Orbital Strike
113-114	Wreckage: 1 Chezbah Freighter
115	Wreckage: 1 Chezbah Cruiser

5 Roaming Hounds

Hound

Constitution -	30
Strength -	40
Reflex -	60
Charisma -	20

Intuition - 40
 I.Q. - 15
 Agility - 70
 Beauty- 10
 Psyche- 100
 Dexterity - 10
 Hit Points - 10

Attacks (4)
 Damage Claws-15 Bite-20
 Defenses Armor (AR 5) Regeneration of five points a turn. Even after the robot has taken 20 points damage the robot will continue to regenerate.

2 Warriors

Chezbah Warriors
 CON 80
 STR 80
 REF5 0
 CHA 40
 INT 40
 IQ 40
 AGI 70
 BTY 20
 PSY 20
 DEX 65
 H.P. 35

1 Plasma Pistol

A standard sidearm used in close combat by the Warriors, and carried by pilots. The design has a shorter range in favor of higher damage.

	PB	S	Med	L	Ex
Damage:	25	20	15	10	5
Range Class:	B				
Payload:	15				
Rate of Fire:	1				
Mass:	4.3 KG				

High Energy Plasma Rifle

The Chezbah plasma rifle is the standard issue to all warriors. The design uses lasers to help the plasma keep higher energy levels even at extreme ranges. The lasers can continue to be used as weapons even after the plasma has been exhausted.

Plasma		PB	S	Med	L	Ex
Damage:	60	50	40	20	5	
Laser		PB	S	Med	L	Ex
Damage:	8	8	4	2	1	
Range Class:	C					
Plasma Payload:	30					
Laser Payload:	100					
Rate of Fire:	1					
Mass:	40 KG					

Chezbah Warrior Armor

Hit Location	AR	HP
Head	10	10
Shoulder	15	10
Body	15	20

Arms	10	10
Hands	5	2
Groin	10	8
Legs	10	10
Feet	10	5
REF:	-8	
INT:	-3	
AGI:	-2	
DEX:	-3	

10 Warriors 1 Priest on Skiff

Chezbah Priest

CON	30
STR	30
REF	30
CHA	45
INT	40
IQ	80
AGI	20
BTY	30
PSY	30
DEX	45
H.P.	15

ZPE Generation

Every turn the priest can build up enough power to do five points of damage by electrical discharge, or a force field that can absorb ten points of damage.

If the priest makes a successful Psy roll he can double the power he has stored up to ten points of damage or twenty shield hit points. If a Psy roll is made again he doubles his power again to twenty points of damage and forty shield points. This continues until the priest fails the Psy roll. Electrical discharges have a range of ten meters. Mental link

Priest are mentally linked to Loc and are in constant communication with him. They can also mentally give orders to warriors in the aria through this link.

War Staff

Used by priests, the war staff is a battery for storing up their ZPE power. The staff stores up to enough energy to do ninety (90) points of damage, and releases the energy in three discharges of thirty points. With a range of twenty meters.

The War Staff can also be discharged in one burst if it touches its target.

Only a priest or a Kalec can charge and discharge a War Staff.

Mental Abilities

The Chezbah Priest's link to Loc is vaguely like a modem on a computer, it decodes the neural impulses and transmits them (through means unknown). The link can also receive transmissions and decode them so that the mind can understand them. This is what gives the priest the ability to communicate with Loc. In addition to this, the Priest is able to command Warriors, hounds, and the Scourge.

The Priests can also communicate with each

other, however it is the Kalec who have developed the ability to attack through the link.

Command

Command is a priest discipline that is used to force responses out of an individual. For instance, A single scourge can be whipped into submission using command. A hound can be stopped dead in its tracks, or even shut off using this discipline. Priests have, on occasion, been known to use this ability on Kalecs, and vice versa.

Anyone who is affected by a command, must do whatever they can to fulfil the command.

To successfully command someone a Psy roll is made. For the subject to resist, they must make a psy roll equal or lower than the fraction column of the aggressor. One person can be affected by this discipline per attack used.

Group Command

This is similar to the command discipline, but is used against multiple targets. Priests often use this ability to keep Warriors fighting even after their morale breaks. Large groups of scourge can also be likewise affected.

To successfully command a group a Psy roll under the half (1/2) must be made. For the subjects to resist, they must make a Psy roll equal or lower than the Base fraction column of the subject. ten people can be affected by this discipline per attack used.

Confusion

This is one of the very first Kalec abilities developed. The Kalec interferes with the normal functioning of the brain, entering nonsense into the thought process. Those affected by confusion tend to stumble about, fall down or simply stop doing anything for 2D6 turns. Priests have learned how to utilize this ability over time.

To successfully confuse someone a Psy roll is made. For the subject to resist, they must make a Psy roll equal or lower than the fraction column the aggressor rolled under. One person can be affected by this discipline per attack used.

Discipline

Usually used to whip disobedient Scourge or Warriors into line, discipline is a Priest's way of maintaining control.

Those affected by this ability have their Psyche temporarily (1D6 turns,) dropped to half of their normal attribute.

To successfully discipline someone a Psy roll is made. For the subject to resist, they must make a Psy roll equal or lower than the fraction column the aggressor rolled under. One person can be affected by this discipline per attack used.

Mind Tear

One of the earlier Kalec developed abilities, This discipline does a large amount of damage to the cerebral cortex. Those affected by it lose one (1) IQ point for a roll under the base fraction

column, ten (10) IQ points for a roll under the half (1/2) column, twenty (20) IQ points for a roll under the quarter (1/4) column and fifty (50) points for a roll under the eighth (1/8) column. The affects of this attack are healed like hit points under the Rules section of this book.

To successfully attack someone with this ability, a Psy roll is made. For the subject to resist, they must make a Psy roll equal or lower than the fraction column the aggressor rolled under. One person can be affected by this discipline per attack used.

Overload

A newer ability developed by a Kalec from earth, the attacker over stimulates the subject's mind, and the combined electrical charges of all the neurons firing heat the fluid in the brain, causing it to expand rapidly. The effect of witch is that the skull ruptures and the victim dies instantly.

To successfully overload someone a Psy roll under the eighth (1/8) fraction column is made. For the subject to resist, they must make a Psy roll equal or lower their Psyche. One person can be affected by this discipline per attack used.

Mind Hack

This Kalec developed ability is used to gain access to another's mind. The Kalecs break down mental barriers and access different portions of the subject's conscience. While the subject is aware of someone accessing their link initially, the hacker can remain linked without the subject's knowledge as long as the subject does not make a successful Psy roll. Each Psy roll is the subject's attempt to detect the attacker. On a failed Psy roll, the subject simply cannot detect the attacker. Many Kalec will connect and disconnect several times before actually using the link. This will often throw the subject off of trying to detect the attacker. There are a variety of affects that can be accomplished through a mind hack.

Paralyze

This effect causes the conscious mind to forget how to command the muscles of the body, but leaves all automatic functions, such as breathing and heart beat unaffected.

Illusion

This effect makes the subject see an illusion. The image is implanted into the mind of the subject as if they were hallucinating, except that the priest or Kalec controls the images. No one else sees the illusion.

Mind Read

This enables the attacker to steal thoughts or memories from the subject of the attack.

Eavesdrop

With this effect, the attacker taps into the subject's senses, and can experience them as they were their own.

The character performing the mind hack must make a Psy roll to initiate the intended

effect. After the initial link, the attacker must make a successful Psy roll to perform any of the above effects. The defender must make a successful Psy roll to sever the link. If the roll is made, the effects are negated. The defender may only make one Psy roll per turn.

Access Computers

A Priest or Kalec can link to a computer that can send and receive radio signals. Through this link Keltorma can issue commands to any computer. This ability requires no attribute check.

Telepathy

Priests and Kalecs can communicate mentally with other Priests and Kalecs, they can also communicate with scourge, hounds, Chezbah Warriors, and Loc. This ability requires no attribute check.

Convoy of Civilians

Roll 1d100

1-30 Pilgrimage
31-60 Traveling Colonists
61-100 Laborers

Pilgrimage

This is a small group of pilgrims on their way to a temple. Chezbah normally travel by Mass Transit, but this pilgrimage is taken by foot. This Convoy will not generally break up to engage anyone unless attacked. The pilgrims will generally run from hostiles, while the Warriors will fight. The Priests will normally stay with the Pilgrims and defend them if attacked.

1D100x10 Pilgrims
1D10 Priests
1D100 Warriors

Traveling Colonists

This is a convoy of young Chezbah who are moving to a new location to rebuild it and make it their home. The Mass Transit lines in the location they are moving to is damaged.

1D100x10 Colonists
1D10 Wagons Pulled by Pettok
1D10x2 Warriors
1D6 Hunter E-Suits

Laborers

This is a convoy of maintenance workers on their way to repair either a plasma conduit or a mass transit tunnel.

1d10x50 Laborers
1d6x2 C-Suits
1D10x2 Warriors
1D6 Hunter E-Suits

Type C-Suit

Model Lift Suit 779

The Lift Suit is built for heavy lifting as indicated by the name and can be indispensable

part of a repair mission. It uses six legs to move and stabilize itself, the front two legs can act as limited manipulators and a single immense telescoping arm to move payloads. Despite its ungainly size and shape the Lifter can still move at respectable speeds.

The main body of the lifter stands approx. 5 meters tall, and the lift arm can extend up a further 18.6 meters.

Overall height 23.6m
Overall width 17.8m
Overall length 14.2m
Dry Mass 50,524 kg
Full Mass 54,045 kg

Power plant type: Lithium Ion Battery

Movement

Walking Top Speed 85 kph

Total fuel capacity: 400 Hours
Fuel type: Electricity

Armor Rating: 40
Hit Points: 5900
Crew: 2
Passengers: 15
Piloting Modifier: -10

Hook and Winch

The Lifters hook and winch on the lift arm are able to lift 10,000 kgs.

Laser Cutter

There is a small laser cutter mounted to the left front leg

	PB	S	Med	L	Ex
Damage:	100	100	90	70	55
Range Class:	A				
Rate of Fire:	1				
Fire Arc:	1-2				

Strength: 10,000
Punch Damage: 700

Shield information

No. of shields 0

Fire Arcs

\ 1 /
4 0 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4
1-2	1-2	1-2	1-2 Lift Arm
2	2-3	2	- Pass. Platform
3	-	3	2-3 Cockpit
4-8	4-5	4	4-5 Body
9	6-7	5	- R Leg
10	-	6	6-7 L Leg
-	8-10	7-10	8-10 Engine

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Critical hits 1d10

Arm 20% chance of critical
1-9 Linkages, Arm Inoperable
10 Hook and Winch Damaged

Passenger Platform 70% chance of critical
1-8 One passenger killed
9-10 Platform damage dumps passengers

Cockpit 60% chance of critical
1-4 Cockpit, pilot killed
5-9 Control Damage -20 to pilot
10 Controls destroyed vehicle disabled

Body 30% chance of critical
1-3 Main hydraulics leak. Str halved. -20 to piloting
4-6 Sensor systems destroyed
7-10 Balance -20 to piloting skill

Leg 30% chance of critical
1-9 Linkages, Leg inoperable Top speed down 10%
10 Laser damaged

Engine 35% chance of critical
1-4 Fuel explosion! 800 points 10m blast radius
5-10 Engine damage, energy points cut in half, all systems at half power.

Type C-Suit

Model Builder 42576

The Builder is a system used in heavy construction. It is designated as a construction suit instead of an E-Suit although in the case of the Builder, the lines are blurry. It is probably the most anthropomorphic of any C-suit, is self contained and actually has a thruster system. These are rare in C-suit designs, but the Builder is designed to function in hostile environments such as underwater, in The Wastes, or in Orbit.

Overall height 5.6m
Overall width 4.8m
Overall length 4.1m
Dry Mass 7032 kg
Full Mass 7329 kg

Power plant type: Lithium Ion Battery

Movement

Running Top Speed 40 kph
Flight Top Speed 100 kph/Environmental class

Total fuel capacity: 36 Hours
Fuel type: Electricity
Secondary: Liquid Carbon

Armor Rating: 30
Hit Points: 500
Crew: 1
Passengers: 0
Piloting Modifier: -30

Hook and Winch

The Builder's Hook and winch are able to lift 1500 kgs.

Power Drill

The power drill on the right arm is a diamond bit drill two centimeters in diameter.
Damage: 40

Laser Cutter

	PB	S	Med	L	Ex
Damage:	100	100	90	70	55
Range Class:	A				
Rate of Fire:	1				
Fire Arc	1-2				

Sensors: -10 to Int
Range Class: C
Strength: 1400
Punch Damage: 140

Shield information

No. of shields 0

Fire Arcs

\ 1 /
4 0 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-10	7-10	8-10	Engine

Critical hits 1d10

Head 50% chance of critical
1-6 Sensor systems destroyed
7-10 Balance -20 to piloting skill

Arm 30% chance of critical
1-7 Linkages, Arm Inoperable
8 Laser damaged
9 Drill damaged
10 Hook and Winch Damaged

Body 30% chance of critical
1-4 Cockpit, pilot killed
5-6 Computer Destroyed -50 to Piloting skill
7-8 Thrusters damaged -30 to piloting
9-10 Main hydraulics leak. Str halved. -20 to piloting.

Leg 30% chance of critical
1-10 Linkages, Leg inoperable Top speed down to 1/4
Engine 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, energy points cut in half, all

systems at half power.

Thrusters 40% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Thruster damage, cut flight speed in half.

Chezbah Pilot

CON	25
STR	25
REF	50
CHA	30
INT	40
IQ	40
AGI	50
BTY	30
PSY	20
DEX	60
H.P.	7

Plasma Pistol

A standard sidearm used in close combat by the Warriors, and carried by pilots. The design has a shorter range in favor of higher damage.

	PB	S	Med	L	Ex
Damage:	25	20	15	10	5
Range Class:	B				
Payload:	15				
Rate of Fire:	1				
Mass:	4.3 KG				

Chezbah Pilot Armor

Hit Location	AR	HP
Head	10	10
Shoulder	-	-
Body	10	15
Arms	5	5
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5
REF:	-8	
INT:	-5	
AGI:	-3	
DEX:	-0	

Type E-Suit Model Hunter

The Hunter is the main Chezbah E-suit. It's design is more compact than the TF-2394 because the Chezbah are not worried about making field repairs, and interchanging parts.

Overall height	3.4m
Overall width	2.33m
Overall length	1.6m
Dry Mass	2708 kg
Full Mass	2838 kg

Power plant type: Lithium Ion Battery
 Secondary: Tri-Thruster pack

Movement

Running Top Speed	150 kph
Flight Top Speed	350 kph/Environmental Class

Total fuel capacity: 15 hours
 Fuel type: Electric
 Secondary: Liquid Carbon

Armor Rating: 40
Hit Points: 225
Crew: 1
Passengers: 0
Piloting Modifier: 0

4 Lasers

	PB	S	Med	L	Ex
Damage	100	100	50	25	8
Range Class	D				
Rate of fire	1				
Fire Arcs	1				

2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30
Range Class	C				
Payload	200				
Rate of fire	2				
Fire Arcs	1				

ECM: +10 to skill
 Range Class: C
ECCM: +10 to skill
 Range Class: C
Sensors: +20 to Int
 Range Class: D
Shields: 3 active 260hp each
Strength: 880
Punch Damage: 88

Shield information

No. of shields 5

Fire Arcs

\ 1 /
 4 • 2
 / 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head 60% chance of critical
 1-6 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls
 7-10 Balance -20 to piloting skill

Arm 30% chance of critical
 1-10 Linkages, Arm Inoperable

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Body 30% chance of critical
 1-4 Cockpit, pilot killed
 5-6 Computer Destroyed -50 to Piloting skill
 7-8 Lasers Destroyed
 9-10 Plasma Cannon Destroyed

Leg 30% chance of critical
 1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 35% chance of critical
 1-10 Engine damage, energy points cut in half, all systems at half power.

Thrusters 40% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Thruster damage, cut flight speed in half.

2 Hunter E-Suits

See page 7 for Pilot and Hunter Stats.

1D10 Hunters + 1 Ace Hunter

See page 7 for Pilot and Hunter Stats.

Chezbah Ace Pilot

CON	25
STR	25
REF	70
CHA	30
INT	40
IQ	40
AGI	50
BTY	30
PSY	20
DEX	80
H.P.	7

1 Demolisher 1 Priest 4 Hunters

See page 3 for Priest Stats and 7 for Pilot and Hunter Stats.

Type Anti-Grav

Model Demolisher

This Vessel is designed to combat smaller more maneuverable vessels. It serves as a gunboat in the Chezbah fleet, a battle cruiser will carry four of these vessels. Each one is a match for a Scimrahn assault transport, but is also designed to move silently through the subterranean catacombs through the use of six powerful legs.

Overall height	5.85m
Overall width	4.16m
Overall length	8.9m
Dry Mass	11,759 kg
Full Mass	13,352 kg

Power plant type: Gravity manipulation

Movement

Flying Top Speed	1,200 kph
Walking Speed	80 kph

Total fuel capacity:	15 hours
Fuel type:	Electric
Secondary:	Liquid Carbon

Armor Rating:	250
Hit Points:	4,250
Crew:	6
Passengers:	0-3
Piloting Modifier	-15

4 High Energy Plasma Cannons

Mounted on turrets, these four heavy cannon use laser heated plasma to deliver long range and heavy fire power.

	PB	S	Med	L	Ex
Damage	900	800	700	500	300
Range Class	D				
Payload	2,000				
Rate of fire	1 per Cannon				
Fire Arc	1-8				

Belly Laser

Mounted right below the cockpit head, this laser compromises the lower third of the Demolisher.

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100
Range Class	E				
Rate of fire	1				
Fire Arc	2				

ECM: +20 to skill

Range Class: C

ECCM: +25 to skill

Range Class: C

Sensors: +35 to Int

Range Class: E

Shields: 4 active at 500hp

Shield information

No. of shields 8

Fire Arcs

1	2	3
8	•	4
7	6	5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-4	1	1	-	L Turret
5	2	2-5	1-5	R Turret
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Leg
Arc5	Arc6	Arc7	Arc8	
1	1	1-4	1-5	L Turret
2-5	2	5	-	R Turret
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Leg

Critical hits 1d10

Front 20% chance of critical

1-2 Cockpit, pilot killed

3 Laser Destroyed

4-10 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls

Back 35% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Engine damage, all systems at half power.

Turret 40% chance of critical

1-5 Main cannon destroyed

6-10 Main cannon destroyed

Leg 30% chance of critical

1-10 Linkages, Leg inoperable Walking speed down 1/6

The demolishers legs are designed to propel the vehicle along the ground stealthily. When using it's legs, the demolisher gains a -10 to be detected by listening devices. When thrusters are used, the Legs fold up into the chassy of the vehicle.

Chezbah City

This is an inhabited Chezbah city, Power is working and all the hexes in this incremental city are in use. A Chezbah city manufactures everything it needs for its economy, most cities import up to half of their food.

4D6 Million Chezbah

1D100 x 100 Chezbah Warriors

1D100 Hunter E-Suits

3D10 Demolishers

Roll 1D100

1-20 No Priest

21-50 1 Priest

51-75 5 Priests

76-100 20 Priests

Wealth

1-10 Poor

11-30 Struggling

31-80 Affluent

81-100 Wealthy

Wreckage: 1 Hunter E-Suit

Roll 1D6x10. This is the percent of the vehicle that is undamaged of the original value of the esuit. ¥65,000,000

Wreckage: 1D10 Hunter E-Suits

Roll 1D6x10 for each E-Suit. This is the percent of the vehicle that is undamaged of the original value of each E-Suit. ¥65,00,000

Wreckage: 1 Demolisher

Roll 1D6x4. This is the percent of the vehicle that is undamaged of the original value of the

Demolisher. ¥600,000,000

Wreckage: City in Ruins

Some force has destroyed this Chezbah city.

Roll 1D100

1-30 Kelrath Attack

31-60 City Abandoned

61-80 Massive Cave-in

81-90 Infidels in the city

91-100 Mysterious Cause

Kelrath Attack

Not much is left but bodies after millions of Geetin have picked this city clean of any valuables or food. Roll Survivor table every 6 hour of searching, roll Minor loot for every 24 hours of searching.

City Abandoned

Something has prompted the Chezbah to permanently abandon this city. The cause is not apparent. There may be some minor items left behind. Roll on the Minor Loot table for every 12 hours of searching.

Massive Cave-in

A massive cave in has buried the city there are rescue crews and hounds everywhere but there are many nooks and crannies that can be searched. Roll on the Survivor, Major Loot Table and Minor loot table for each 6 hours searched If vehicles such as an E-Suit or C-Suit Roll on all three every 3 hours.

Infidels in the city

This city has been leveled by Chezbah Warriors because of dissenters in the city. Most of the inhabitants have been hunted down and slaughtered, their possessions burned. Roll on the minor loot table every 3 hours of searching, roll on the Major Loot table for every 12 hours of searching, and roll on the survivor table every 24 hours of searching.

Mysterious Cause

The City is either empty or Dead (GM's discretion) the cause is unknown and possibly still poses a hazard. There is no sign of battle or conflict, all the possessions are untouched. Roll on the minor loot for every hour of searching. Roll on the Major loot table after 3 hours of searching. Roll on the Survivor table for every 72 hours of searching (may have information about the cause of the disaster).

Survivor

1-50 No one found

51-55 Child found with mortal wounds

56-60 Child found with minor wounds

61-65 Child found in shock

66-70 Child found hiding

71-75 Teen found with mortal wounds

76-80 Teen found with minor wounds

81-85 Teen found in shock

The Artifact 10

- 86-90 Teen Found Hiding
- 91-93 Adult found with mortal wounds
- 94-97 Adult found with minor wounds
- 98-100 Adult found in shock

Minor Loot

Roll 1D100

- 1-30 Nothing found
- 31-40 Hand woven and dyed blanket
- 41-50 Tunic (Chezbah size)
- 51-60 Medium sized cooking pot
- 61-70 Hand carved totem
- 71-75 Warm Cloak
- 76-80 Small toolkit of hand tools
- 81-85 Hammered silver hat (worn by prominent Chezbah)
- 86-90 Woman's silver & gold necklace (¥6,000)
- 91-93 Stash of Food (5 days of food)
- 94-97 Spices (¥12,000)
- 98-100 Chezbah Plasma Rifle(s) (roll 1D10)

Major Loot

Roll 1D100

- 1-50 Nothing found
- 51-60 Staff with a Brugha Gastrolith headpiece (¥400,000)
- 61-70 Food store house (20 days of food)
- 71-80 Industrial goods (3D10 tons value of 1D100x¥1000 per ton)
- 81-85 Chezbah Plasma Pistols (roll 2D100)
- 86-90 Chezbah Plasma Rifles (roll 5D10)
- 91-93 Hunter E-suit(s) (roll 1D6)
- 94-97 Demolisher parts (roll 2D100 100 indicates a full Demolisher in parts)
- 98-100 Demolisher

Chezbah Temple 1D10 Priests 1D10 Warriors 1D100 Civilians

See page 2-3 for Warrior and Priest stats.

Priest 3D10 Scourge

See page 3 for Priest stats.

Roll 1D100 for each Scourge

- 1-10 Hounds Hand
- 11-50 The Blade
- 51-60 The Destroyer
- 61-70 Blind Sight
- 71-100 The Wall

Hounds Hand

CON 30
STR 30
REF 21
CHA 30
INT 27
IQ 30
AGI 47
BTY 30
PSY 10
DEX 15
H.P. 15

HTH Damage 18

Scimrahn Heavy Armor

Hit Location	AR	HP
Head	10	5
Shoulder	10	5
Body	8	15
Arms	5	5
Hands	-	-
Groin	8	5
Legs	5	8
Feet	5	5

The Blade

CON 30
STR 30
REF 21
CHA 30
INT 27
IQ 30
AGI 47
BTY 30
PSY 5
DEX 3
H.P. 15

Scimrahn Heavy Armor

Hit Location	AR	HP
Head	10	5
Shoulder	10	5
Body	8	15
Arms	-	-
Hands	-	-
Groin	8	5
Legs	5	8
Feet	5	5

HTH Damage 31

Every turn the Blade can build up enough power to do five points of damage by electrical discharge, or a force field that can absorb ten points of damage.

Electrical discharges have a range of ten meters.

The Destroyer

CON 30
STR 30
REF 30
CHA 30
INT 30
IQ 30
AGI 30
BTY 30
PSY 15
DEX 30
H.P. 15

PB S Med L Ex
Damage: 30 30 30 25 10
Blast Range Class: B
Rate of Fire: 1

The field is guided by the Scourge's mind and, so in order to make a successful strike, the

Scourge must make a Psy roll.

If the Scourge fails his Psy roll then roll for a random target.

Blind Sight

CON	30
STR	30
REF	30
CHA	30
INT	80
IQ	30
AGI	30
BTY	30
PSY	5
DEX	30
H.P.	15

Sensor Range Class: D

The Wall

CON	90
STR	90
REF	30
CHA	30
INT	80
IQ	30
AGI	25
BTY	30
PSY	5
DEX	13
H.P.	130

AR 50

HTH Damage: 4

Regenerates at 5 points per turn, even after the Scourge has taken fifty points of damage over their hit points.

Chezbah Freighter

Type Anti-Grav

Model Freighter

The main cargo hauler used by the Chezbah. A single Demolisher usually accompanies this vehicle. However a Heavy Cruiser can usually arrive to assist in 1D6X20 minutes.

Overall height	254.4m
Overall width	43.3m
Overall length	73 m
Dry Mass	1,200,886 kg
Full Mass	3,700,000 kg

Power plant type:	Gravity Manipulation
Secondary:	ZPE Generator

Movement

Flying Top Speed 400 kph

Total fuel capacity: 2 Months
Fuel type: Electric

Armor Rating:	100
Hit Points:	30,000
Crew:	80
Passengers:	100
Piloting Modifier	-60

24 Lasers

These lasers are used for anti-infantry and against E-suits and Deltas

	PB	S	Med	L	Ex
Damage	200	200	100	50	25
Range Class	D				
Rate of fire	1				
Fire Arc	T1-18 1-4+8		T19-24 5-7		

Sensors:	+0 to Int
Range Class:	D
Shields:	10 active at 400hp

Shield information

No. of shields 30

Fire Arcs

<u>1</u>	2	3
<u>8</u>	•	4
7	6	5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-4	1	1	-	Left Fin
5	2	2-5	1-5	Right Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head

Arc5	Arc6	Arc7	Arc8	
1	1	1-4	1-5	Left Fin
2-5	2	5	-	Right Fin
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Head

Critical hits 1d100

Front 10% chance of critical
1-3 Laser Destroyed
4-7 5 Crew killed
8-9 Shield Generator destroyed
10 Generator damage, all systems half power

Back 10% chance of critical
1-2 Generator damage, all systems at half power.
3-6 Grav. engine damage top speed down 10%
7-10 Shield generator destroyed

Fin 20% chance of critical
1-8 Fin damage, speed down 10%
9-10 Fin linkages damaged -10 to piloting

Head 5% chance of critical
1 Laser Destroyed
2-3 10 Crew Killed

- 4-5 Sensor damage -5 to sensor skill rolls
- 6 Gyroscope systems damage -20 to Piloting.
- 7 Communication systems destroyed.
- 8-9 Computer systems damaged -10 to pilot
- 10 Bridge destroyed, craft disabled.

Chezbah Cruiser

Type Anti-Grav
Model Heavy Cruiser

The largest combat vessel made by the Chezbah, it is second only to the Kelrath Floating Fortress in terms of raw firepower and armor. Two of these Cruisers are maneuverable and fast enough to engage and destroy a Floating Fortress without suffering many casualties.

Overall height 115.3m
Overall width 24.45m
Overall length 29.65m
Dry Mass 1,720,649 kg
Full Mass 1,794,057 kg

Power plant type: Gravity Manipulation
 Secondary: ZPE Generator

Movement
 Flying Top Speed 800 kph

Total fuel capacity: 2 Months
 Fuel type: Electric

Armor Rating: 250
Hit Points: 50,000
Crew: 400
Passengers: 100
Piloting Modifier -40

4 Particle Cannons

These four massive cannon vaporize anything that wanders too close to the Cruiser. The twin turrets usually stagger their fire so as to avoid the time lapse between recharges.

	PB	S	Med	L	Ex
Damage	9500	8000	3500	700	60
Range Class	C				
Rate of fire	1/2 per Cannon				
Fire Arcs	T-1 1,2,6,7,8 T-2 2-6				

4 Ultra Energy Plasma Cannons

Mounted on turrets, these four heavy cannon use laser heated plasma to deliver long range and heavy fire power.

	PB	S	Med	L	Ex
Damage	1,500	1,200	1,000	600	300
Range Class	E				
Payload	20,000				
Rate of fire	1 per Cannon				
Fire Arc	T-1 1,2,6,7,8 T-2 2-6				

4 Heavy Lasers

Just below the plasma cannons, these lasers are used for knocking out small adversaries.

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100
Range Class	E				
Rate of fire	1				
Fire Arc	T-1 1,2,6,7,8 T-2 2-6				

18 Lasers

These lasers are used for anti-infantry and against E-suits and Deltas.

	PB	S	Med	L	Ex
Damage	400	400	200	100	50
Range Class	D				
Rate of fire	1				
Fire Arc	1-4 +8				

2 Hunter/Demolisher Bays

About midsection of the ship are two heavy doors that open to release four Demolishers and thirty Hunter E-suits. (2 Demolishers and 15 Hunters per bay see above)

ECM: -10 to skill
 Range Class: D
ECCM: +30 to skill
 Range Class: D
Sensors: +30 to Int
 Range Class: E
Shields: 25 active at 700hp

Shield information

No. of shields 50

Fire Arcs

<u>1</u>	2	<u>3</u>
<u>8</u>	•	<u>4</u>
7	6	5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-4	1	1	-	Left Fin
5	2	2-5	1-5	Right Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head
Arc5	Arc6	Arc7	Arc8	
1	1	1-4	1-5	Left Fin
2-5	2	5	-	Right Fin
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Head

Critical hits 1d100

- Front 10% chance of critical
- 1-2 Hunter/Demolisher bay blown open. All other hits to this critical does triple damage.
- 3 Laser Destroyed
- 4 Particle cannon destroyed
- 5 Plasma cannon destroyed
- 6 Heavy laser destroyed
- 7 10 Crew killed
- 8-9 Shield Generator destroyed

10 Generator damage, all systems half power

Back 10% chance of critical

1 Ammo Explosion! 800 points 10m blast radius.

2 Particle cannon destroyed

3-4 Plasma cannon destroyed

5 Heavy laser destroyed

6 Generator damage, all systems at half power.

7-8 Grav. engine damage top speed down 10%

9-10 Shield generator destroyed

Fin 20% chance of critical

1-8 Fin damage, speed down 10%

9-10 Fin linkages damaged -10 to piloting

Head 5% chance of critical

1 Laser Destroyed

2-3 10 Crew Killed

4-5 Sensor damage -5 to sensor, ECM, + ECCM skill rolls.

6 Gyroscope systems damage -20 to Piloting.

7 Communication systems destroyed.

8-9 Computer systems damaged -10 to pilot

10 Bridge destroyed, craft disabled.

Orbital Strike

A Chezbah orbital cannon fires down on the character's position. Damage is based on the orbital distance of the cannon. Roll on the table below to determine the damage that the strike does. This attack counts as an ambush and no dodge roll is possible. The beam strikes everything within a 200 meter radius of the target.

Roll 1D100

1-75 15K

76-100 50K

Wreckage: 1 Chezbah Freighter

Roll 1D6x2. This is the percent of the vehicle that is undamaged of the original value of the vessel. ¥8,000,000,000

Wreckage: 1 Chezbah Cruiser

Roll 1D6x2. This is the percent of the vehicle that is undamaged of the original value of the vessel. ¥1,880,000,000,000

Kelrath

Surface +15

1-9 Kerdi 3D6

10-39 10 Geetin 1 Gjorn

40-46 50 Geetin 5 Gjorn

47-52 Civilian Convoy 100 Geetin (poorly armed) 20 Gjorn

53-62 1 Rall4 10 Gjorn 50 Geetin

63-69 3 Rall4

70-74 1D10 Rall4 + 1 Ace in Rall3

75-78 1 Deliverance

79-81 2 Deliverance

82-86 Kelrath City

87-90 Wreckage: 1 Rall4 E-Suit

91-92 Wreckage: 1D10 Rall4 E-Suits

93-94 Wreckage: 1 Deliverance

95-99 Wreckage: City in Ruins

100-106 Scimrahn Free Trader

107-108 Kelrath Freighter 12 Rall4

109-110 Flying Fortress

111-112 Orbital Strike

113 Wreckage: 1 Kelrath Freighter

114 Wreckage: 1 Flying Fortress

115 Wreckage: 1 Orbital Cannon

Kerdi 3D6

The Kerdi are associated normally with the Kelrath, but only those Clans that have access to Oracles use Kerdi.

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn at incredible rates. Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This attack however is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on its pinpoint accuracy to defeat an enemy. Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do. When a Kerdi attacks it's Ref is 75 and has 5 attacks but each turn it must make a Con roll or it's Ref drops to 20 and attacks to 1.

Species Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

Constitution - 10

Strength- 150

Reflex - 75-20

Charisma - 5

Intuition - 70

I.Q. - 10

Agility - 80

Beauty- 15

Psyche- 80

Dexterity - 20

Hit Points - 200

Diet - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into

Attacks (5-1)

The Artifact 14

Damage

Plasma Cannons

	PB	S	Med	L	Ex
Damage:	30	30	20	15	10
Range Class:	C				
Plasma Payload:	30/Hour				
Rate of Fire:	4				

Lasers

	PB	S	Med	L	Ex
Damage:	8	8	4	2	1
Range Class:	C				
Payload:	Unlimited				
Rate of Fire:	4				

Defenses Armor (AR 15) and Force Fields (AR 400)
 Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating lower than ten.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away.

10 Geetin 1 Gjorn

10 Geetin

Str	Con	Agi	A/HP	Att	Psy
270	50	30	5/180	20	20

Kelrath Geetin

CON	50
STR	5
REF	35
CHA	30
INT	25
IQ	20
AGI	40
BTY	30
PSY	20
DEX	35
H.P.	15

Geetin Armor

Hit Location	AR	HP
Head	9	5
Shoulder	5	3
Body	5	5
Arms	5	3
Hands	-	-
Groin	5	3
Legs	-	-
Feet	3	2

Laser Staff

	PB	S	Med	L	Ex
Damage:	12	11	5	3	1
Club Damage:	8+Punch Damage				
Atmosphere Range Class:	B				
Vacuum Range Class:	C				

Payload: 200
 Rate of Fire: 1
 Mass: 8 KG

Geetin Plasma Sphere

	PB	S	Med	L	Ex
Damage:	20	15	10	5	1
Range Class:	C				
Payload:	3				
Rate of Fire:	1				
Mass:	5.2 KG				

Particle Beam Weapon

Only one in ten Geetin carry this weapon and no other weapons due to it's weight.

	PB	S	Med	L	Ex
Damage:	130	100	30	5	1
Range Class:	A				
Payload:	10				
Rate of Fire:	1				
Mass:	30 KG				

Kelrath Gijoorn

CON	45
STR	50
REF	35
CHA	30
INT	25
IQ	20
AGI	45
BTY	30
PSY	20
DEX	40
H.P.	15

Gijoorn Armor

Hit Location	AR	HP
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	2

Heavy Laser Staff

	PB	S	Med	L	Ex
Damage:	45	45	15	10	5
Club Damage:	8+Punch Damage				
Atmosphere Range Class:	B				
Vacuum Range Class:	D				
Payload:	300				
Rate of Fire:	1				
Mass:	10.5 KG				

Gijorn Plasma Sphere

	PB	S	Med	L	Ex
Damage:	20	18	12	8	2
Range Class:	C				
Payload:	10				
Rate of Fire:	1				
Mass:	6 KG				

50 Geetin 5 Gijorn

See page 14 for Geetin stats.

5 Gijorn

Str	Con	Agi	A/HP	Att	Psy
150	45	35	8/100	10	25

Equipment: 5 Heavy Laser Staff, 5 Gijorn Plasma Sphere

Civilian Convoy 100 Geetin (poorly armed) 20 Gijorn

Only one in ten Geetin carry a laser staff. Most others carry improvised weapons. There is 10 days of food (poor quality) for the party.

See page 14 for Geetin stats.

10 Gijorn

Str	Con	Agi	A/HP	Att	Psy
300	45	35	8/200	20	30

Equipment: 10 Heavy Laser Staff, 10 Gijorn Plasma Sphere

1 Rall4 10 Gijorn 50 Geetin

See page 14 for Geetin stats and above for Gijorn infantry stats.

Type E-Suit Model Rall 4

The Kelrath main E-suit is named after the Oracle Rall the War Master. This being the fourth model since the adoption of the name. The Rall 4 is the largest built E-suit on the Artifact. The other nations shy away from such a large suit because it has difficulty traveling through tunnels and passages. This is not a major concern to the Kelrath because their E-suits are designed to guard settlements and farms. The Rall 4 is also very slow because of it's heavy armor plated legs.

Overall height	5.3m
Overall width	3.5m
Overall length	3.1m
Dry Mass	4340 kg
Full Mass	4783 kg

Power plant type: Internal Combustion

Movement

Running Top Speed	66 kph
Flight Top Speed	300 kph/Environmental class

Total fuel capacity: 25 Hours

Fuel type: Liquid Carbon

Armor Rating:	80
Hit Points:	750
Crew:	1
Passengers:	1

Piloting Modifier: -10

2 Batteries of 2 Lasers

	PB	S	Med	L	Ex
Damage	400	400	200	100	30
Range Class	D				
Rate of fire	1				
Fire Arcs	1-4				

2 Batteries of 3 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30
Range Class	C				
Payload	200 each cannon				
Rate of fire	2				
Fire Arcs	1-4				

Note: Damage and payload is for each cannon. If more than one cannon is fired, the effects are cumulative.

ECM:	+25 to skill
Range Class:	C
ECCM:	+10 to skill
Range Class:	B
Sensors:	+18 to Int
Range Class:	D
Shields:	3 active 260hp each
Strength:	600
Punch Damage:	60

Shield information

No. of shields 5

Fire Arcs

\ 1 /
4 • 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9	6-7	5	-	R Leg
10	-	6	6-7	L Leg
-	8-9	7-8	8-9	Engine
-	10	9-10	10	Thrusters

Critical hits 1d10

Head	60% chance of critical
1-6	Sensor system destroyed
1-3	Radar
4-5	Infra-Red
6-7	Lowlight
8-9	Parabolic
7-10	Balance -20 to piloting skill
Arm	30% chance of critical
1-70	Linkages, Arm Inoperable
Body	30% chance of critical
1-4	Cockpit, pilot killed
5-6	Computer Destroyed -50 to Piloting skill

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7-8 Lasers Destroyed
9-10 Plasma Cannon Destroyed
Leg 30% chance of critical
1-10 Linkages, Leg inoperable Top speed down to 1/4
Engine 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, energy points cut in half, all systems at half power.
Thrusters 40% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Thruster damage, cut flight speed in half.

3 Rall4

See page 15 for Rall4 stats.

1D10 Rall4 + 1 Ace in Rall3

Ace Gijorn

CON 55
STR 60
REF 65
CHA 35
INT 40
IQ 40
AGI 60
BTY 30
PSY 40
DEX 65
H.P. 15

Equipment: Gijorn Armor, Heavy Laser Staff, Gijorn Plasma Sphere

Type E-Suit
Model Rall 3

Overall height 4.8m
Overall width 3.5m
Overall length 3.1m
Dry Mass 4340 kg
Full Mass 4783 kg

Power plant type: Internal Combustion

Movement

Running Top Speed 95 kph
Flight Top Speed 450 kph/Environmental class

Total fuel capacity: 19 Hours
Fuel type: Liquid Carbon

Armor Rating: 50
Hit Points: 350
Crew: 1
Passengers: 0
Piloting Modifier: 0

2 Batteries of 2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	200	200	150	100	30
Range Class	C				
Payload	100 each cannon				

Rate of fire 2

Fire Arcs 1-4

Note: Damage and payload is for each cannon. If more than one cannon is fired, the effects are cumulative.

ECM: +15 to skill
Range Class: C
ECCM: +5 to skill
Range Class: B
Sensors: +5 to Int
Range Class: D
Shields: 3 active 260hp each
Strength: 600
Punch Damage: 60

Shield information

No. of shields 4

Fire Arcs

```
\ 1 /  
4 0 2  
/ 3 \
```

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-8	4-5	4	4-5	Body
9-10	6-8	5-6	6-8	Thrusters
-	9-10	7-10	9-10	Engine

Critical hits 1d10

Head 60% chance of critical
1-6 Sensor system destroyed
1-3 Radar
4-5 Infra-Red
6-7 Lowlight
8-9 Parabolic
7-10 Balance -20 to piloting skill

Arm 30% chance of critical
1-10 Linkages, Arm Inoperable

Body 30% chance of critical
1-4 Cockpit, pilot killed
5-6 Computer Destroyed -50 to Piloting skill

Leg 30% chance of critical
1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, all systems at half power.

Thrusters 40% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-8 Thruster damage, cut flight speed in half.
9-10 Plasma Cannon Destroyed

30% Chance of a Variant upgrade

Variants: Rall 3 Enhanced An expensive variant

of the Rall 3 that essentially is a thruster and weapons upgrade. The Variant is used by Ranta' in battle and is sometimes used by ace Gjorn pilots.

Flight Top Speed 700 kph/Environmental class
 Total fuel capacity: 8 Hours

2 Batteries of 2 Plasma Cannons

PB	S	Med	L	Ex
Damage	300	300	250	150
Range Class	C			
Payload	90 each cannon			
Rate of fire	3			
Fire Arcs	1-4			

Note: Damage and payload is for each cannon. If more than one cannon is fired, the effects are cumulative.

1 Deliverance

Type Anti-Grav
 Model Deliverance

The Deliverance class is the strike ship of the Kelrath. Despite being smaller than the Freighter class, the Deliverance carries heavier firepower and far more maneuverable.

Overall height 27 m
Overall width 11 m
Overall length 32 m
Dry Mass 18,857 kg
Full Mass 25,453 kg

Power plant type: Gravity manipulation
 Secondary: Thrusters

Movement

Flying Top Speed 900 kph

Total fuel capacity: 1 Month
 Fuel type: Liquid Carbon

Armor Rating: 100
Hit Points: 8,000
Crew: 20
Passengers: 10
Piloting Modifier -10

2 Particle Cannons

PB	S	Med	L	Ex
Damage	5,000	4,400	2000	450
Range Class	C			
Rate of fire	1/2			
Fire Arc	2			

3 Laser Turrets

PB	S	Med	L	Ex
Damage	1,500	1,400	700	450
Range Class	D			
Rate of fire	1			
Fire Arc	1-8			

ECM: +10 to skill
 Range Class: C
ECCM: +10 to skill
 Range Class: C
Sensors: +10 to Int
 Range Class: D
Shields: 10 active at 500hp

Shield information

No. of shields 10

Fire Arcs

1	2	3
8	•	4
7	6	5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-4	1-2	-	-	Port
-	3-4	1-4	1-7	Starboard
5-8	5-9	5-8	8	Fore
9	-	9	9	Aft
10	10	10	10	Deck
Arc5	Arc6	Arc7	Arc8	
-	1-2	1-4	1-7	Port
1-4	3-4	-	-	Starboard
5	-	5	8	Fore
6-9	5-9	6-9	9	Aft
10	10	10	10	Deck

Critical hits 1d100

Fore 5% chance of critical
 1-7 2 Crew killed
 8-9 Shield Generator destroyed

Aft 10% chance of critical
 1-2 Thruster damage, top speed down 10%
 3-4 10 Crew Killed
 5 Sensor damage -5 to sensor skill rolls
 6 Gyroscope systems damage -20 to Piloting.
 7 Communication systems destroyed.
 8 Computer systems damaged -10 to pilot
 9 Bridge destroyed, craft disabled.
 10 Shield generator destroyed

Port/Starboard 20% chance of critical
 1-2 Fin damage, speed down 10%
 3-4 Fin linkages damaged -10 to piloting
 5-6 Gravity engine damaged speed halved
 7-8 Maneuvering thrusters damaged -5 to piloting
 9-10 Particle cannon destroyed.

Deck 20% chance of critical
 1-2 Laser Destroyed
 3-4 10 Crew Killed
 5-6 Sensor damage -5 to sensor skill rolls
 7 Gyroscope systems damage -20 to Piloting.
 8 Communication systems destroyed.
 8 Computer systems damaged -10 to pilot
 10 Bridge destroyed, craft disabled.

2 Deliverance

See page 17 for Deliverance stats.

Kelrath City

The Kelrath city often will produce only a few different kinds of goods.

Size

Roll 1D100
 1-50 Minor City
 51-70 Medium City
 71-100 Large City

Minor City

Geetin 1D100x100
 Gijorn 1D100x5
 Rall 4 1D10x2
 Kaloord 5D10
 Rantaa' 1D6
 Gardens 1D6
 Temples 1D6

Medium City

Geetin 1D100x500
 Gijorn 1D100x25
 Rall 4 1D10x10
 Kaloord 1D10x25
 Rantaa' 1D6x10
 Gardens 1D10
 Temples 2D6

Large City

Geetin 1D100x5000
 Gijorn 1D100x250
 Rall 4 1D100x10
 Kaloord 1D100x25
 Rantaa' 1D6x40
 Gardens 2D6
 Temples 3D6

Water Supply

1-30 Lake
 31-60 Reservoir Hex
 61-80 Water Towers
 81-100 No Central Water

Power Supply

1-50 Plasma Powered
 51-60 Fission Generator
 61-70 Fusion Generator
 71-80 No Central Power

Temples (roll once for each temple)

The order that the temples are rolled is significant. The first roll is the largest temple and holds the most prominence. The second is the next and so on through the list of temples.

1-15 Depta'
 16-27 Rall
 28-36 Kegre
 37-44 Kennis
 45-50 Tugen
 51-58 Sessa
 59-65 Dari

66-70 Pho'Duk
 71-75 Rugen
 76-79 Fra'duk
 80-83 Kress
 84-87 Detoon
 88-91 Gate
 92-94 Famal
 95-97 Komook
 98-99 Sha'duk
 100 Matin

Wreckage: 1 Rall4 E-Suit

For the remaining value of the vehicle roll 1D100 and multiply the decimal value by ¥40,000,000

Wreckage: 1D10 Rall4 E-Suits

For the remaining value of the vehicle roll 1D100 and multiply the decimal value by ¥40,000,000 for each vehicle.

Wreckage: 1 Deliverance

For the remaining value of the vehicle roll 1D100 and multiply the decimal value by ¥2,200,000,000

Wreckage: City in Ruins

Some force has destroyed this Kelrath city.
 Roll 1D100

1-31 Chezbah Attack
 31-61 City Abandoned
 61-81 Massive Cave-in
 81-91 Kelrath Civil War
 91-100 Mysterious Cause

Chezbah Attack

This city has been leveled by Hounds and Chezbah Warriors. Most of the inhabitants have been hunted down and slaughtered, their possessions burned. Roll on the minor loot table every 3 hours of searching, roll on the Major Loot table for every 12 hours of searching, and roll on the survivor table every 24 hours of searching.

City Abandoned

Something has prompted the Kelrath to permanently abandon this city. The cause is not apparent. There may be some minor items left behind. Roll on the Minor Loot table for every 12 hours of searching.

Massive Cave-in

A massive cave in has buried the city there are some rescue crews but there are many areas that can be searched. Roll on the Survivor, Major Loot Table and Minor loot table for each 6 hours searched If vehicles such as an E-Suit or C-Suit Roll on all three every 3 hours.

Kelrath Civil War

Not much is left but bodies after millions of Geetin have picked this city clean of any valuables or food. Roll Survivor table every 6

hour of searching, roll Minor loot for every 24 hours of searching.

Mysterious Cause

The City is either empty or Dead (GM's discretion) the cause is unknown and possibly still poses a hazard. There is no sign of battle or conflict, all the possessions are untouched. Roll on the minor loot for every hour of searching. Roll on the Major loot table after 3 hours of searching. Roll on the Survivor table for every 72 hours of searching (may have information about the cause of the disaster).

Survivor

Roll 1D100

1-50	No one found
51-55	Child found with mortal wounds
56-60	Child found with minor wounds
61-65	Child found in shock
66-70	Child found hiding
71-75	Teen found with mortal wounds
76-80	Teen found with minor wounds
81-85	Teen found in shock
86-90	Teen Found Hiding
91-93	Adult found with mortal wounds
94-97	Adult found with minor wounds
98-100	Adult found in shock

Minor Loot

Roll 1D100

1-31	Nothing found
31-41	Kaloord robes
41-51	Nickel amulet with an oracle symbol
51-61	Stash of food
61-70	Nickel ceremonial dagger
71-75	1D6 pieces of fine furniture
76-80	Zemot
81-85	Medicine
86-90	Gold ceremonial dagger
91-93	Gold and silver amulet with an oracle symbol
94-97	Rantaa' robes
98-100	Heavy Laser Staff(s) (roll 1D10)

Major Loot

Roll 1D100

1-50	Nothing found
51-60	Small Golden Statue
61-70	Food store house (20 days of food)
71-80	Industrial goods (3D10 tons value of 1D100x¥1000 per ton)
81-85	Gjorn Plasma Spheres (roll 2D100)
86-90	Heavy Laser Staff (roll 5D10)
91-93	Rall4 E-suit(s) (roll 1D6)
94-97	Upgraded Rall 3 E-suit
98-100	Deliverance

Scimrahn Free Trader

CON	30
STR	30
REF	35
CHA	40
INT	30

IQ	30
AGI	30
BTY	30
PSY	30
DEX	45
H.P.	15

Type Anti-Grav

Model Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles.

Overall height	6.3m
Overall width	3.1m
Overall length	12.4m
Dry Mass	5493 kg
Full Mass	15,200 kg

Power plant type: Anti-Grav.

Movement

Flying Top Speed 110 kph

Total fuel capacity: 1038 Hours
Fuel type: Liquid Carbon

Armor Rating:	10
Hit Points:	1500
Crew:	2
Passengers:	2-30
Piloting Modifier:	-20

Heavy Laser

	PB	S	Med	L	Ex
Damage	500	500	200	140	50
Range Class	D				
Rate of fire	1				
Fire Arcs	1				

ECCM:	+5 to skill
Range Class:	B
Sensors:	+15 to Int
Range Class:	C
Shields:	1 active at 500hp
Cargo Capacity:	9,707 KG

Shield information

No. of shields 2 (Arcs 1+3)

Fire Arcs

\ 1 /
4 • 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-6	1-5	1-4	1-5	Body
7-8	6-7	5-6	-	R Leg
9-10	-	7-8	6-7	L Leg
-	9-10	9-10	9-10	AG Engine

The Artifact 20

Critical hits 1d10

Body 20% chance of critical
 1-2 Cockpit, pilot killed
 3 Laser Destroyed
 4-10 Cargo damaged

Engine 35% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Engine damage, all systems at half power.

Leg 30% chance of critical
 1-10 Linkages, Leg inoperable Top speed down 1/6

Kelrath Freighter and 12 Rall4

See Page 15 for Rall4 stats.

Type Anti-Grav

Model Freighter

These massive vehicles are extremely numerous. Serving as a cargo carrier and also as a capital ship, these vessels have been likened to the Spanish Galleons of ancient earth. A Dozen Rall4s complement the deck, defending from attack.

Overall height 58 m
Overall width 41 m
Overall length 96 m
Dry Mass 850,000 kg
Full Mass 3,400,000 kg

Power plant type: Gravity manipulation
 Secondary: Thrusters

Movement

Flying Top Speed 900 kph

Total fuel capacity: 1 Month
 Fuel type: Liquid Carbon

Armor Rating: 100
Hit Points: 40,000
Crew: 130
Passengers: 300
Piloting Modifier -30

6 Laser Turrets

These lasers appear very small on the surface, however, in this case, appearances are deceiving. The visible portion of these lasers is only the mirror array that reflects the beam at it's target

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250
Range Class	D				
Rate of fire	1				
Fire Arc	1-8				

ECM: +10 to skill
 Range Class: D
ECCM: +10 to skill
 Range Class: C

Sensors: +10 to Int
 Range Class: E
Shields: 30 active at 500hp

Shield information
 No. of shields 50

Fire Arcs

1	2	3
8	•	4
7	6	5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4
1-4	1-2	-	- Port
-	3-4	1-4	1-7 Starboard
5-8	5-9	5-8	8 Fore
9	-	9	9 Aft
10	10	10	10 Deck

Arc5	Arc6	Arc7	Arc8
-	1-2	1-4	1-7 Port
1-4	3-4	-	- Starboard
5	-	5	8 Fore
6-9	5-9	6-9	9 Aft
10	10	10	10 Deck

Critical hits 1d100

Fore 5% chance of critical
 1-7 5 Crew killed
 8-9 Shield Generator destroyed

Aft 10% chance of critical
 1-2 Thruster damage, top speed down 10%
 3-4 10 Crew Killed
 5 Sensor damage -5 to sensor skill rolls
 6 Gyroscope systems damage -20 to Piloting.
 7 Communication systems destroyed.
 8 Computer systems damaged -10 to pilot
 9 Bridge destroyed, craft disabled.
 10 Shield generator destroyed

Port/Starboard 20% chance of critical
 1-2 Fin damage, speed down 10%
 3-4 Fin linkages damaged -10 to piloting
 5-6 Gravity engine damaged speed halved
 7-8 Maneuvering thrusters damaged -5 to piloting
 9-10 10 Crew Killed

Deck 20% chance of critical
 1-2 Laser Destroyed
 3-6 10 Crew Killed
 7-8 Sensor damage -5 to sensor skill rolls
 9-10 Gyroscope systems damage -20 to Piloting.
 7 Communication systems destroyed.
 8-9 Computer systems damaged -10 to pilot
 10 Bridge destroyed, craft disabled.

Flying Fortress

Type Anti-Grav

Model Flying Fortress

The largest flying vehicle ever built, the

flying fortress is an island in the sky. Although extremely slow, it is brimming with weapons.

Overall height	120 m
Overall width	300 m
Overall length	380 m
Dry Mass	130,780,000 kg
Full Mass	140,400,000 kg

Power plant type: Gravity manipulation
 Secondary: Thrusters

Movement

Flying Top Speed 300 kph

Total fuel capacity: 5 Months
 Fuel type: Liquid Carbon / Fusion generators

Armor Rating:	150
Hit Points:	1,600,000
Crew:	2300
Passengers:	500
Piloting Modifier	-80

44 Laser Turrets

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250
Range Class	D				
Rate of fire	1				
Fire Arc	1-8				

Super Particle Cannon

This super weapon is used to vaporize city defenses and capital ships. However it has a -50 to strike a moving target since it is fixed to the front of the craft.

	PB	S	Med	L	Ex
Damage	80,000	40,000	20,000	9,000	900
Range Class	E				
Rate of fire	1/2				
Fire Arc	2				

ECCM:	+10 to skill
Range Class:	D
Sensors:	+20 to Int
Range Class:	E
Shields:	90 active at 500hp

Shield information

No. of shields 150

Fire Arcs

1	2 3
8	• 4
7	6 5

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4
1-4	1-2	-	- Port
-	3-4	1-4	1-7 Starboard
5-8	5-9	5-8	8 Fore
9	-	9	9 Aft
10	10	10	10 Belly

Arc5	Arc6	Arc7	Arc8
-	1-2	1-4	1-7 Port
1-4	3-4	-	- Starboard
5	-	5	8 Fore
6-9	5-9	6-9	9 Aft
10	10	10	10 Belly

Critical hits 1d100

Fore 5% chance of critical
 1-7 50 Crew killed
 8-10 Shield Generator destroyed

Aft 10% chance of critical
 1-2 Thruster damage, top speed down 10%
 3-4 50 Crew Killed
 5 Sensor damage -5 to sensor skill rolls
 6 Gyroscope systems damage -20 to Piloting.
 7-8 Communication systems destroyed.
 9 Computer systems damaged -10 to pilot
 10 Shield generator destroyed

Port/Starboard 20% chance of critical
 1-2 Gravity engine damaged speed halved
 3-6 Maneuvering thrusters damaged -5 to piloting
 7-8 50 Crew Killed
 9-10 Shield Generator destroyed

Belly 20% chance of critical
 1-4 Laser Destroyed
 5 Bridge destroyed, craft disabled.
 6-10 Shield Generator destroyed

Orbital Strike

	PB	S	Med	L	Ex
Damage	110M	110M	55M	14M	1M
Blast Range Class:	E				

Wreckage: 1 Kelrath Freighter

For the remaining value of the vehicle roll 1D6x3 and multiply the decimal value by ¥193,320,000,000

Wreckage: 1 Flying Fortress

For the remaining value of the vehicle roll 1D6x2 and multiply the decimal value by ¥14,498,640,000,000

Wreckage: 1 Orbital Cannon

The re-entry of the orbital cannon and it's impact on the surface guarantee that the value of the remaining wreckage is limited.

For the remaining value of the vehicle roll 1D6x2 and multiply the decimal value by ¥25,000,000

Friendlies

Surface +15

1-4	Scimrahn Industry Tribe
5-9	Scimrahn Scrapyard
10-15	Scimrahn Safehouse
16-23	Wreckage: 1 E-Suit
24-34	Scimrahn Scout
35-40	Scimrahn Scavenger
41-44	Scimrahn Freetrader
45-52	Scimrahn Carrier Tribe
53-55	Scimrahn Minstrel Tribe
56-61	ASO Platoon
62-64	ASO Company
65	ASO Battalion
66-71	ASO Science Team
	1D10 Scientists 6 Footsoldiers
72-74	ASO Engineering Team 2D6 Engineers
	2 E-Suits 10 Footsoldiers
75-81	I-CA Platoon
82-85	I-CA Company
86-87	I-CA Battalion
88-90	I-CA Science Team 1D6 Scientists
	4 Footsoldiers
91-95	I-CA Engineering Team 2D10 Engineers
	4 E-Suits 20 Footsoldiers
96-100	1 Corporate Scout 1 Corporate
	Scientist 5 Bodyguards
101-108	Scimrahn Raider Tribe
109-113	Wreckage: 1 Delta
114-115	Wreckage: 1 Assault Transport

Scimrahn Industry Tribe

1d10x200 Scimrahn
1d6x2 E-Suits

10 Guerrilla

Str Con Agi A/HP Att Psy
180 30 27 8/200 20 35
Scimrahn Weapons: Plasma Rifle, Plasma Pistol

Scimrahn Plasma Rifle

	PB	S	Med	L	Ex
Damage:	20	20	15	10	3
Range Class:	C				
Payload:	10				
Rate of Fire:	3				
Mass:	12 KG				

Type E-Suit

Model TF-2394

The TF-2394 is designed to be a universal combat E-suit. It performs relatively well in most combat situations, and is easy to repair. This is important when you consider that the Scimrahn don't have the facilities of repair bays, many repairs occur in the field. The Scimrahn make one model of E-suit so parts are available whenever possible.

Overall height	4m
Overall width	2.4m
Overall length	2m
Dry Mass	3640 kg

Full Mass 3957 kg

Movement

Running Top Speed	100 kph
Flying Top Speed	400 kph / Environmental class (1/10)

Total fuel capacity:	17 hours
Fuel type:	Liquid Carbon

Armor Rating:	30
Hit Points:	250
Crew:	1
Passengers:	0
Piloting Modifier:	0

Laser

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
Range Class	D				
Rate of fire	1				
Fire Arcs	1-4				

Plasma Blaster

	PB	S	Med	L	Ex
Damage	10	10	9	8	5
Range Class	B				
Payload	200				
Rate of fire	30				
Fire Arcs	1-2				

ECM:	+10 to skill
Range Class:	C
ECCM:	+10 to skill
Range Class:	B
Sensors:	+20 to Int
Range Class:	D
Shields:	2 active at 200hp
Strength:	800
Punch Damage:	80

Shield information

No. of shields 5

Fire Arcs

\	1	/
4	•	2
/	3	\

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm
3	-	3	2-3	L Arm
4-7	4-5	4	4-5	Body
8	6-7	5	-	R Leg
9	-	6	6-7	L Leg
-	8	7-8	8	Engine
10	9-10	9-10	9-10	Thrusters

Critical hits 1d10

Head 60% chance of critical
1-6 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls

7-10 Gyroscope -20 to piloting skill

Arm 30% chance of critical
1-7 Linkages, Arm Inoperable
8-10 Laser Destroyed

Body 20% chance of critical
1-6 Cockpit, pilot killed 7-8 Plasma Blaster
Destroyed
9-10 Computer Destroyed -50 to Piloting skill

Leg 30% chance of critical
1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, energy points cut in half, all systems at half power.
Thrusters 40% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Thruster damage, cut flight speed in half.

Scimrahn Scrapyard

A Scimrahn scrapyard is a series of piles of leftovers and broken parts it depends on the yard's keeper how easy or hard it is to find parts.

Yardkeeper

1-10 Intelligent highly helpful +20 to search
11-30 Intelligent but disabled +15 to search
31-60 Scatterbrained but helpful +10 to search
61-70 Traumatized somewhat helpful suspicious +5 to search
71-80 Indifferent not helpful +0 to search
81-90 Distrustful might give misleading info -5 to search
91-100 Deranged but tries to help -15 to search

Yard Size

1-40 Small -10 to search
41-80 Med 0 to search
81-100 Large +10 to search

Search

1-35 Parts not found 12 hr search
36-40 Parts not found 6 hr search
41-45 Parts not found 2 hr search
46-50 Few parts found 12 hr search
51-55 Few parts found 6 hr search
56-60 Few parts found 2 hr search
61-70 Some parts found 12 hr search
71-80 Some parts found 6 hr search
81-85 Some parts found 2 hr search
86-90 All parts are found 12 hr search
91-95 All parts are found 6 hr search
96-130 All parts are found 2 hr search

Scimrahn Safehouse

The safehouse is a staple in Scimrahn life. They are a place to rest, and possibly re-stock.

Defenses

1-6 Hidden – Door - roll again

7-12 Hidden – Trap door - roll again
13-14 Hidden – Overhead hatch - roll again
15-16 Trap – Pin - roll again
17-18 Trap – Pit Dead Fall trap door - roll again
19-20 Trap – Pit Dead Fall 2D6 meters long - roll again
21-22 Trap – Pit with break ladder
23-26 Trap – other - roll again
27-30 Maze – “T” roll again for each branch
31-36 Maze – Hall 1D10 meters - roll again
37-38 Maze – Ramp down 1D10 meters - roll again
39-40 Maze – Ramp up 1D10 meters - roll again
41-46 Maze – Dead end
47-48 Maze – Chamber 2D6 x 2D6 meters - roll again
49-52 Maze – Vertical passage down with ladder 1D10 meters - roll again
53-57 Maze – Vertical passage down without ladder 1D10 meters - roll again
58-61 Maze – Vertical passage up with ladder 1D10 meters - roll again
62-66 Maze – Vertical passage up without ladder 1D10 meters - roll again
67-70 Maze – Squeeze tunnel 40cm x 40cm to open a door or disable a trap – roll again
71-76 Maze – Turn 3D6x10 Degrees
77-100 Safehouse Entrance

Hidden – Door - roll again

This is a door disguised to look like part of a wall, a thin knife blade is usually needed to open the latch or the release may be in some other part of the maze. Roll again for what is after the door.

Hidden – Trap door - roll again

A section of the floor is actually a trap door going down. A thin knife blade is usually needed to open the latch or the release may be in some other part of the maze. Roll again for what is after the door.

Hidden – Overhead hatch - roll again

A section of the ceiling is actually a trap door going up. A thin knife blade is usually needed to open the latch or the release may be in some other part of the maze. Roll again for what is after the door.

Trap – Pin - roll again

This is a trap designed to pin a person under a large weight (400 kg damage: 7). It is designed to immobilize the victim but will not crush armor. The weight ratchets into place and cannot be lifted. Releasing the weight is usually a complicated mechanism with instructions in En.

Trap – Pit Dead Fall trap door - roll again

This trap is a classic spring loaded trap door that will open when stepped on . There may be subtle En warnings.

Trap – Pit Dead Fall 2D6 meters long - roll again

This is a large pit that is open and is designed to trap hounds trying to jump across. Rope may be strung across or maybe hand holds.

Trap – Pit with break ladder

This is a trap designed to look like a maze section, but the ladder going down breaks away and the climber falls into a deep pit (damage: 10). This is a dead end. If there are no other branches then this is a false entrance. Another entrance is somewhere else.

Trap – other - roll again

The type of trap is determined by the GM.

Maze – “T” roll again for each branch

The Maze branches in two directions. Roll again for each branch. If the entrance is rolled on one of the branches, then the other branch cannot have an entrance, re-roll any entrance rolls after the first.

Maze – Hall 1d10 meters - roll again

A simple hall 70cm wide and 180 cm tall.

Maze – Ramp down 1D10 meters - roll again

A ramp 1d6x10 degrees down.

Maze – Ramp up 1D10 meters - roll again

A ramp 1d6x10 degrees up.

Maze – Dead end - roll again

This is a dead end. If there are no other branches then this is a false entrance. Another entrance is somewhere else.

Maze – Chamber 2D6 x 2D6 meters - roll again

A room that is possibly disguised as the entrance of the safehouse and is designed to look like the safehouse has already been breached.

Maze – Vertical passage down with ladder 1D10 meters - roll again

This is a shaft cut down into the ground and has a ladder to climb down.

Maze – Vertical passage down without ladder 1D10 meters - roll again

This is a shaft cut down into the ground without a way to climb down. Rope or some other method will need to be used to descend.

Maze – Vertical passage up with ladder 1D10 meters - roll again

This is a shaft cut straight up 70 cm across with a ladder.

Maze – Vertical passage up without ladder 1D10 meters - roll again

This is a shaft cut straight up 70 cm across. There is no ladder, and climbing rolls must be made or a grappling hook and line may be used to reach the top.

Maze – Squeeze tunnel 40cm x 40cm to open a door or disable a trap – roll again

This is a tiny passage that a Chezbah warrior would be unable to fit through, but a young Scimrahn would be able to crawl through. This tunnel usually is used to open a hidden door somewhere else in the maze.

Maze – Turn 3D6x10 Degrees

This is a turn in the direction of the maze.

Safehouse Entrance

This is the entrance of the Safehouse, it is usually locked with some kind of combination lock using En as clues.

Supplies

Roll 1d100

1-30	No supplies
31-50	Water available
51-60	1 day food + water
61-65	1 day spoiled food + water
66-70	1 day fouled food + water
71-75	5 days food + water
76-80	5 day spoiled food + water
81-85	5 day fouled food + water
86-90	10 days food + water
91-95	10 day spoiled food + water
96-100	10 day fouled food + water

Wreckage: 1 E-Suit

Roll 1D10 and multiply the decimal value by ¥44,000,000

Scimrahn Scout

CON	30
STR	30
REF	32
CHA	30
INT	39
IQ	30
AGI	44
BTY	30
PSY	30
DEX	30
H.P.	15

Scimrahn Light Armor

Hit Location AR HP

Head	10	5
Shoulder	8	5
Body	7	8
Arms	-	-
Hands	-	-
Groin	7	5
Legs	-	-
Feet	5	5

Scimrahn Scavenger

CON	30
STR	40

REF	27
CHA	30
INT	25
IQ	30
AGI	27
BTY	30
PSY	30
DEX	50
H.P.	15

Scimrahn Pilot Armor

Hit Location	AR	HP
Head	10	5
Shoulder	-	-
Body	8	15
Arms	4	3
Hands	-	-
Groin	-	-
Legs	-	-
Feet		5 5

Scimrahn Laser Rifle

	PB	S	Med	L	Ex
Damage:	10	10	5	3	1
Range Class:	B				
Payload:	100				
Rate of Fire:	1				
Mass:	3 KG				

Type Anti-Grav

Model Modified Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles.

Overall height	6.3m
Overall width	3.1m
Overall length	12.4m
Dry Mass	5493 kg
Full Mass	15,200 kg

Power plant type: Anti-Grav.

Movement

Flying Top Speed 80 kph

Total fuel capacity: 2 Months
Fuel type: Liquid Carbon

Armor Rating:	10
Hit Points:	1500
Crew:	2
Passengers:	2-30
Piloting Modifier:	-20

Heavy Laser

	PB	S	Med	L	Ex
Damage	500	500	200	140	50
Range Class	D				
Rate of fire	1				
Fire Arcs	1				

2 Turrets of 2 Lasers

	PB	S	Med	L	Ex
Damage	20	20	10	5	1
Range Class	C				
Rate of fire	1 each (4 total)				
Fire Arcs	T1-1,2,3 T2-1,3,4				

ECCM:	+5 to skill
Range Class:	B
Sensors:	+15 to Int
Range Class:	C
Shields:	1 active at 100hp
Cargo Capacity:	9,707 KG

Shield information

No. of shields 2 (Arcs 1+3)

Fire Arcs



Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-6	1-5	1-4	1-5	Body
7-8	6-7	5	-	R Leg
9-10	-	6	6-7	L Leg
-	9-10	9-10	9-10	AG Engine

Critical hits 1d10

Body 20% chance of critical
1-2 Cockpit, pilot killed
3 Laser Destroyed
4-10 Cargo damaged

Engine 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, all systems at half power.

Leg 30% chance of critical
1-10 Linkages, Leg inoperable Top speed down 1/6

Scimrahn Freetrader

See Page 19 for Freetrader stats.

Scimrahn Carrier Tribe

1d6x40 Scimrahn
1d6x10 Freighters
1d6x5 Modified TF-2394

Type Anti-Grav

Model Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles.

Overall height	6.3m
Overall width	3.1m
Overall length	12.4m
Dry Mass	5493 kg
Full Mass	15,200 kg

Power plant type: Anti-Grav.

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Movement

Flying Top Speed 80 kph

Total fuel capacity: 2 Months
Fuel type: Liquid Carbon

Armor Rating: 10
Hit Points: 1500
Crew: 2
Passengers: 2-30
Piloting Modifier: -20
Cost: ¥7,000,000

2 Turrets of 2 Lasers

	PB	S	Med	L	Ex
Damage	20	20	10	5	1

Range Class C

Rate of fire 1 each (4 total)

Fire Arcs T1-1,2,3 T2-1,3,4

ECCM: +5 to skill
Range Class: B
Sensors: +15 to Int
Range Class: C
Shields: 1 active at 100hp
Cargo Capacity: 9,707 KG

Shield information

No. of shields 2 (Arcs 1+3)

Fire Arcs

\ 1 /
4 • 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1-6	1-5	1-4	1-5	Body
7-8	6-7	5	-	R Leg
9-10	-	6	6-7	L Leg
-	9-10	9-10	9-10	AG Engine

Critical hits 1d10

Body 20% chance of critical

1-2 Cockpit, pilot killed

3 Laser Destroyed

4-10 Cargo damaged

Engine 35% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Engine damage, all systems at half power.

Leg 30% chance of critical

1-10 Linkages, Leg inoperable Top speed down 1/6

Type E-Suit

Model Modified TF-2394

Overall height 4m
Overall width 2.4m
Overall length 2m
Dry Mass 3640 kg
Full Mass 3957 kg

Movement

Running Top Speed 110 kph

Total fuel capacity: 36 hours
Fuel type: Liquid Carbon

Armor Rating: 45
Hit Points: 350
Crew: 1
Passengers: 0
Piloting Modifier: 0

2 Laser s

	PB	S	Med	L	Ex
Damage	300	300	150	70	20

Range Class D

Rate of fire 1

Fire Arcs 1-4

Plasma Blaster

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class B

Payload 200

Rate of fire 30

Fire Arcs 1-2

Particle Cannon

	PB	S	Med	L	Ex
Damage	4500	4000	1800	370	30

Range Class B

Rate of fire 1/2

Fire Arcs 1

Heavy Laser

	PB	S	Med	L	Ex
Damage	500	500	200	140	50

Range Class D

Rate of fire 1

Fire Arcs 1

ECM: +10 to skill

Range Class: C

ECCM: +10 to skill

Range Class: B

Sensors: +20 to Int

Range Class: D

Shields: 2 active at 250hp

Strength: 800

Punch Damage: 80

Shield information

No. of shields 5

Fire Arcs

\ 1 /
4 • 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	1	1	Head
2	2-3	2	-	R Arm

3	-	3	2-3	L Arm
4-7	4-5	4	4-5	Body
8	6-7	5	-	R Leg
9	-	6	6-7	L Leg
-	8	7-8	8	Engine
10	9-10	9-10	9-10	Thrusters

Critical hits 1d10

Head 60% chance of critical
 1-6 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls
 7-10 Gyroscope -20 to piloting skill

Arm 30% chance of critical
 1-7 Linkages, Arm Inoperable
 8-10 Laser Destroyed

Body 20% chance of critical
 1-6 Cockpit, pilot killed 7-8 Plasma Blaster Destroyed
 9-10 Computer Destroyed -50 to Piloting skill

Leg 30% chance of critical
 1-10 Linkages, Leg inoperable Top speed down to 1/4

Engine 35% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Engine damage, energy points cut in half, all systems at half power.
 Thrusters 40% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Thruster damage, cut flight speed in half.

Scimrahn Minstrel Tribe

1d6x5 Scimrahn Guerrillas
 1d6x30 Scimrahn Minstrels

See page 22 for Guerrilla stats.

Scimrahn Minstrel

CON	30
STR	30
REF	30
CHA	30
INT	40
IQ	70
AGI	30
BTY	30
PSY	40
DEX	40
H.P.	15

ASO Platoon

A unit composed of two or more squads. It is the basic tactical unit, usually commanded by a lieutenant.

- 30 Footsoldiers
- 3 Communications officers
- 3 Scout
- 6 ASO Transports
- 3 Motorcycles

3x10 ASO Footsoldiers

Str Con Agi A/HP Att Psy
 180 30 25 7/180 20 35
 Weapons: G-82, 9mm pistol, Knife, 50 Grenades,
 Two M-250B Machine Guns, Two AVW 678 Rocket Launchers

G-82 5.56mm Rifle

	PB	S	Med L	Ex
Damage:	10	10	9	8 5
Range Class:	B			
Payload:	30			
Rate of Fire:	15			
Mass:	2.1 Kg			

M-240B 7.626mm Rx 39mm Machine Gun

	PB	S	Med L	Ex
Damage:	15	15	12	10 8
Range Class:	B			
Payload:	300			
Rate of Fire:	30			
Mass:	10.15 Kg			

AVW 678 Rocket Launcher

	PB	S	Med L	Ex
Damage:	200	150	100	50 10
Blast Range Class:	A			
Range Class:	D			
Payload:	2			
Rate of Fire:	15			
Mass:	5.2 Kg			

9mm Pistol

	PB	S	Med L	Ex
Damage:	10	10	9	8 5
Range Class:	B			
Payload:	10			
Rate of Fire:	6			
Mass:	.8 Kg			

Fragmentation Grenades

	PB	S	Med L	Ex
Damage:	75	30	10	3 1
Blast Range Class:	A			
Range Class:	D			
Mass:	150 g			

ASO Scout

CON	30
STR	30
REF	35
CHA	30
INT	42
IQ	30
AGI	45
BTY	30
PSY	30
DEX	30
H.P.	15

Projectile Rifle w/ IR Scope

	PB	S	Med L	Ex
Damage:	10	10	9	8 5
Range Class:	C			
Payload:	30			

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Rate of Fire: 3
Mass: 2.2 KG

Type Wheeled Model ASO Transport

These are large, lightly armored all terrain vehicles. Their oversized tires are built to traverse obstacles up to half a meter in height. However these often cannot traverse many of the obstacles inherent to the Artifact. As a result these are not normally seen outside of major routes, or on the surface.

Overall height 1.65 m
Overall width 2.3 m
Overall length 3.8 m
Dry Mass 2253.6 kg
Full Mass 3687 kg

Power plant type: Internal combustion

Movement
top speed 210 kph

Total fuel capacity: 16 hours
Fuel type: Gasoline

Armor Rating: 10
Hit Points: 230
Crew: 1
Passengers: 5
Cargo Capacity: 1000 Kg
Piloting Modifier: 0
Winch Strength: 300

Type Wheeled Model ASO Motorcycle

Fast and compact motorcycles are ideal for many sections of the Artifact. The ASO has built their motorcycles especially for the tunnels. A strong winch is mounted to the back of the motorcycle, handles and controls allow the operator to ride the motorcycle up with the winch. The ASO motorcycle is also built to be collapsible for easy transportation.

Overall height .75 m
Overall width .38 m
Overall length 1.61 m
Dry Mass 73.4 kg
Full Mass 86.6 kg

Power plant type: Internal combustion

Movement
Top speed 225 kph

Total fuel capacity: 4 hours
Fuel type: Gasoline

Armor Rating: 3
Hit Points: 15
Crew: 1
Passengers: 1
Piloting Modifier: +10

Winch Strength: 80

ASO Company

The ASO Company consists of four platoons, supported by four KS-10 tanks and four E-suits.

Tank Pilot

CON 35
STR 35
REF 30
CHA 30
INT 30
IQ 30
AGI 30
BTY 0
PSY 30
DEX 40
H.P. 15

Type Tracked

Model KS-10 urban combat tank

This is the principal tank used by the ASO on the artifact. It is designed to maneuver in cramped city streets, so it is more maneuverable underground than the GRX storm used by the ICA.

Overall height 2.2m
Overall width 2.9m
Overall length 3.8m
Dry Mass 8,996 kg
Full Mass 9,272 kg

Power plant type: Internal Combustion

Movement
Top Speed 120 kph

Total fuel capacity: 8 hours
Fuel type: Petroleum Diesel

Armor Rating: 100
Hit Points: 1000
Crew: 1
Passengers: 2
Piloting Modifier: 0
Black Market cost: ¥57,000,000

Main Projectile Cannon

	PB	S	Med	L	Ex
Damage	500	450	350	300	100
Range Class	D				
Payload	50				
Rate of fire	1				
Fire Arcs	1-8				

Light Missile Pod

	PB	S	Med	L	Ex
Damage	2000	1000	1000	500	200
Blast Range Class:	B				
Range Class:	E				
Payload	5				
Rate of fire	1-5				
Fire Arcs	1-8				

ECM: +0 to skill
 Range Class: C
ECCM: +0 to skill
 Range Class: B
Sensors: +10 to Int
 Range Class: D
Shields: 2 active at 200hp
Cargo Capacity: 70 KG

Shield information

No. of shields 3 (Arcs 1-3)

Fire Arcs

1	2	3
8	•	4
7	6	5

Hit locations 1d10

Arc 1	Arc2	Arc3	Arc4	
1-4	1	1	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret
Arc5	Arc6	Arc 7	Arc8	
1	1	1-4	1-5	L Tread
2-5	2	5	-	R Tread
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Turret

Critical hits 1d10

Front 20% chance of critical
 1-2 Cockpit, pilot killed
 3-4 Shield generator destroyed
 4-10 Ammo Explosion! pilot killed, tank disabled

Back 35% chance of critical
 1-3 Fuel Explosion! 500 points 10m blast radius
 4 Shield Generator destroyed
 5-10 Engine damage, all systems at half power.

Tread 60% chance of critical
 1-10 Tread damaged drop top speed by 30 KPH

Turret 40% chance of critical
 1-4 Main cannon destroyed
 5-7 Missile launcher destroyed.
 Explosion damage = to remaining missile payload
 8-10 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls

E-Suit Pilot

CON	35
STR	35
REF	40
CHA	30
INT	30
IQ	30
AGI	30

BTY	30
PSY	30
DEX	50
H.P.	15

See Page 22 for TF-2394 stats.

ASO Battalion

The ASO Battalion consists of three companies typically commanded by a lieutenant colonel.

ASO Science Team

1D10 Scientists
 5 Footsoldiers

ASO Scientist

CON	30
STR	30
REF	30
CHA	30
INT	35
IQ	60
AGI	30
BTY	30
PSY	30
DEX	35
H.P.	15

5 ASO Footsoldiers

Str	Con	Agi	A/HP	Att	Psy
90	30	25	7/90	10	30

Weapons: G-82, 9mm pistol, Knife, 50 Grenades, One M-250B Machine Gun, One AVW 678 Rocket Launcher

ASO Engineering Team

2D6 Engineers
 2 E-Suits
 10 Footsoldiers

See page 27 for 10 ASO Footsoldier stats.

ASO Engineer

CON	35
STR	35
REF	30
CHA	30
INT	30
IQ	40
AGI	30
BTY	30
PSY	30
DEX	40
H.P.	15

I-CA Platoon

40 Footsoldiers
 4 Communications officers
 4 Scouts

4x10 I-CA Footsoldiers

Str	Con	Agi	A/HP	Att	Psy
180	30	27	8/200	20	35

Weapons: AK-140, 9mm pistol, Knife, 50 Grenades,

Two VA 2 Rocket Launchers

SMG AK-140 7.62 mm Rifle

An old design, but time tested. This is basically an updated AK-47 Many I-CA countries still used these so it became standard issue.

	PB	S	Med	L	Ex
Damage:	12	12	10	8	4
Range Class:	B				
Payload:	30				
Rate of Fire:	15				
Mass:	4.3 KG				

Fragmentation Grenades

	PB	S	Med	L	Ex
Damage:	75	30	10	3	1
Blast Range Class:	A				
Mass:	180 g				

VA 2 Rocket Launcher

	PB	S	Med	L	Ex
Damage:	250	100	100	50	10
Blast Range Class:	A				
Range Class:	C				
Payload:	1				
Mass:	10 Kg				
Rocket Mass:	4.3 Kg				

I-CA Scout

CON	30
STR	30
REF	32
CHA	30
INT	39
IQ	30
AGI	44
BTY	30
PSY	30
DEX	30
H.P.	15

See Page 24 for Scimrahn Light Armor stats.

9MM Pistol

	PB	S	Med	L	Ex
Damage:	11	11	10	8	5
Range Class:	B				
Payload:	10				
Rate of Fire:	5				
Mass:	1 KG				

Projectile Rifle

	PB	S	Med	L	Ex
Damage:	10	10	9	8	5
Range Class:	C				
Payload:	10-30				
Rate of Fire:	2				
Mass:	2.2 KG				

Type Wheeled

Model Truck

Used by the I-CA and ASO for transporting cargo and troops these heavy vehicles are slow, but sturdy and very reliable.

Overall height	2.65 m
Overall width	2.4 m
Overall length	5.3 m
Dry Mass	3733 kg
Full Mass	6087 kg

Power plant type: Internal combustion

Movement
top speed 140 kph

Total fuel capacity: 24 hours
Fuel type: Gasoline

Armor Rating:	10
Hit Points:	600
Crew:	1
Passengers:	2-50
Cargo Capacity:	3000 Kg
Piloting Modifier:	-10
Winch Strength:	300

Type Wheeled

Model Jeep

These are light duty atvs used by the I-CA for troop transport, and sold to companies and colonists.

Overall height	1.9 m
Overall width	1.85 m
Overall length	3.75 m
Dry Mass	2207 kg
Full Mass	2985 kg

Power plant type: Internal combustion

Movement
top speed 170 kph

Total fuel capacity: 12 hours
Fuel type: Gasoline

Armor Rating:	6
Hit Points:	150
Crew:	1
Passengers:	1-5
Cargo Capacity:	300 Kg
Piloting Modifier:	0

I-CA Company

The I-CA Company consists of four platoons, supported by four GRX Storm tanks and four E-suits.

Tank Pilot

CON	35
STR	35
REF	30
CHA	30
INT	30
IQ	30
AGI	30
BTY	30
PSY	30
DEX	40

H.P. 15

Type Tracked

Model GRXStorm

This is the main battle tank used by the ICA, It is larger and heavier than the KS-10 but has more armor plating and a larger cannon

Overall height	3.5m
Overall width	3.5m
Overall length	4.8m
Dry Mass	12,430 kg
Full Mass	13,909 kg

Power plant type: Internal Combustion

Movement

Top Speed 70 kph

Total fuel capacity: 24 hours
Fuel type: Petroleum Diesel

Armor Rating:	80
Hit Points:	1500
Crew:	2
Passengers:	4
Piloting Modifier:	-10

Main Projectile Cannon

	PB	S	Med	L	Ex
Damage	600	500	500	350	200
Range Class	D				
Payload	50				
Rate of fire	1				
Fire Arcs	1-8				

Laser Turret

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
Range Class:	D				
Rate of fire	1				
Fire Arcs	1-4				

ECM:	-5 to skill
Range Class:	C
ECCM:	-5 to s kill
Range Class:	B
Sensors:	+0 to Int
Range Class:	D
Shields:	2 active at 150hp
Cargo Capacity:	300 KG

Shield information

No. of shields 3 (Arcs 1-3)

Fire Arcs

1	2	3
8	•	4
7	6	5

Hit locations 1d10

Arc 1	Arc2	Arc3	Arc4	
1-4	1	1	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret

Arc5	Arc6	Arc 7	Arc8	
1	1	1-4	1-5	L Tread
2-5	2	5	-	R Tread
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Turret

Critical hits 1d100

Front 20% chance of critical
1-2 Cockpit, pilot killed
3-4 Shield generator destroyed
4-10 Ammo Explosion! Pilot killed, tank disabled

Back 35% chance of critical
1-3 Fuel Explosion! 500 points 10m blast radius
4 Shield Generator destroyed
5-10 Engine damage, all systems at half power.

Tread 60% chance of critical
1-10 Tread damaged drop top speed by 30 KPH

Turret 40% chance of critical
1-4 Main cannon destroyed
5-7 Laser destroyed.
8-10 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls

E-Suit Pilot

CON	35
STR	35
REF	40
CHA	30
INT	30
IQ	30
AGI	30
BTY	30
PSY	30
DEX	50
H.P.	15

See Page 22 for E-Suit stats.

I-CA Battalion

The I-CA Battalion consists of five Companies typically commanded by a lieutenant colonel.

I-CA Science Team

1D6 Scientists
5 Footsoldiers

I-CA Scientist

CON	30
STR	30
REF	30
CHA	30

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INT	35
IQ	60
AGI	30
BTY	30
PSY	30
DEX	35
H.P.	15

I-CA Engineering Team

2D10 Engineers
4 E-Suits
20 Footsoldiers

1 Corporate Scout 1 Corporate Scientist 5 Bodyguards

Corporate Scout

CON	30
STR	30
REF	26
CHA	30
INT	35
IQ	35
AGI	42
BTY	30
PSY	30
DEX	37
H.P.	15

Scimirahn Heavy Armor

Hit Location	AR	HP
Head	10	5
Shoulder	10	5
Body	8	15
Arms	5	5
Hands	3	1
Groin	8	5
Legs	5	8
Feet	5	5

See page 22 for Scimirahn Plasma Rifle stats.

Corporate Scientist

CON	30
STR	30
REF	27
CHA	30
INT	32
IQ	60
AGI	29
BTY	30
PSY	30
DEX	35
H.P.	15

See page 22 for Scimirahn light armor stats.

Corporate Bodyguard

CON	40
STR	45
REF	26
CHA	30
INT	25

IQ	30
AGI	32
BTY	30
PSY	27
DEX	30
H.P.	15

Corporate Body Guard wears Scimirahn Heavy armor. See above.

Heavy Laser

	PB	S	Med	L	E x
Damage:	40	40	20	15	10
Atmosphere Range Class:	B				
Vacuum Range Class:	D				
Payload:	100-500 Backpack				
Rate of Fire:	1				
Mass:	8.2 KG				

Particle Beam Rifle

	PB	S	Med	L	E x
Damage:	150	120	50	10	1
Range Class:	A				
Payload:	5-50 Backpack				
Rate of Fire:	1				
Mass:	18 KG				

Shotgun

	PB	S	Med	L	E x
Damage:	20	15	10	8	5
Range Class:	A				
Payload:	1-2-6				
Rate of Fire:	2				
Mass:	2.2 KG				

Scimirahn Raider Tribe

1d6x40 Scimirahn
1d6x10 Deltas
1d6x5 E-Suits
1 Assault Transport

Type Anti-Grav

Model Delta

The delta is a high speed gunboat used by raider tribes.

Overall height	1.1m
Overall width	3.2m
Overall length	3.1m
Dry Mass	1790 kg
Full Mass	1859 kg

Power plant type: Turbofan Jet

Movement

Flying Top Speed 2,500 kph

Total fuel capacity: 5 hours
Fuel type: Liquid Carbon

Armor Rating:	10
Hit Points:	130
Crew:	3(2 pilots 1 gunner)
Passengers:	0
Piloting Modifier:	0

4 Lasers

Damage is for each weapon, multiply damage by four if all four lasers are fired

	PB	S	Med	L	Ex
Damage	75	75	40	20	10
Range Class	D				
Rate of fire	1				
Fire Arcs	1				

2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	500	500	300	250	40
Range Class	C				
Payload	400				
Rate of fire	1				
Fire Arcs	1				

ECM: +0 to skill
 Range Class: C
ECCM: +15 to skill
 Range Class: B
Sensors: +5 to Int
 Range Class: D
Shields: 2 active at 400hp
Cargo Capacity: 600 KG

Shield information

No. of shields 5

Fire Arcs

\ 1 /
 4 • 2
 / 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4	
1	1	-	1	Nose
2	2-3	1	-	R Plasma
3	-	2	2-3	L Plasma
4-7	4-5	3-4	4-5	Body
8	6-7	5	-	R Eng
9	-	6	6-7	L Eng
-	8	7-8	8	AG Eng
10	9-10	9-10	9-10	Thrusters

Critical hits 1d10

Nose 80% chance of critical
 1-6 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls
 7-10 Cockpit, pilot killed

Body 20% chance of critical
 1-6 Ammo explosion! 200 pts 5m blast radius
 7-8 Laser Destroyed
 9-10 Computer Destroyed -50 to Piloting skill

Engine 35% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius
 5-10 Engine damage, energy points cut in half, all systems at half power.

Thrusters 40% chance of critical
 1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Thruster damage, cut flight speed in half.

AG Eng 20% Chance of critical
 1-6 Minor damage slow descent to the ground.
 Delta inoperative!
 7-10 Major damage, crash landing!

Plasma 70% chance of critical
 1-8 Cannon destroyed 9-10 Ammo explosion! 200 pts 5m blast radius

Type Anti-Grav

Model Assault Transport

This is the flagship of the Raider tribes. Relying on long range weaponry, the assault transport picks off bits and pieces of the enemy at long range. If it is attacked it can defend itself even against more maneuverable attackers with four turreted pulse cannons. When the skirmish is over and the Deltas have eliminated the major threats, the assault transport moves in, and deploys its cargo of troops. The six troop doors each have a smaller version of the pulse cannon, which is used to defend the troops while they are disembarking.

Overall height	6.5m
Overall width	3.4m
Overall length	13m
Dry Mass	10,322 kg
Full Mass	15,200 kg

Power plant type: Gravity manipulation

Movement

Flying Top Speed 1,000 kph

Total fuel capacity: 48 hours
 Fuel type: Liquid Carbon

Armor Rating: 200
Hit Points: 3,700
Crew: 3
Passengers: 50
Piloting Modifier: -10

4 High Energy Plasma Cannons

Mounted on retractable wings, these four heavy cannon use the same principle as the Chezbah Plasma Rifles

	PB	S	Med	L	Ex
Damage	800	700	600	400	150
Range Class	D				
Payload	3,000				
Rate of fire	1 per Cannon				
Fire Arc	2				

4 Pulse Turrets

	PB	S	Med	L	Ex
Damage	200	200	100	50	10
Range Class	C				
Rate of fire	10 each				
Fire Arcs	T1+2: 1,2,6-8 T3+4:2-6				

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6 Mini Pulse Turrets

PB S Med L Ex
Damage 40 40 20 10 5
Range Class B
Rate of fire 10 each
Fire Arcs T1-3: 3-5 T4-6: 1,7,8

ECM: +5 to skill
Range Class: C
ECCM: +5 to skill
Range Class: C
Sensors: +15 to Int
Range Class: D
Shields: 5 active at 400hp

Shield information

No. of shields 8

Fire Arcs

1| 2 |3
8 • 4
7| 6 |5

Hit locations 1d10

Arc 1	Arc2	Arc3	Arc4
1-4	1	1	- L Wing
5	2	2-5	1-5 R Wing
6-8	3-7	6-8	6 Front
-	-	-	7 Back
9-10	8-10	9-10	8-10 T Door

Arc5	Arc6	Arc7	Arc8
1	1	1-4	1-5 L Wing
2-5	2	5	- R Wing
-	-	-	6 Front
6-8	3-7	6-8	7 Back
9-10	8-10	9-10	8-10 T Door

Critical hits 1d100

Front 20% chance of critical
1-2 Cockpit, pilot killed
3 Laser Destroyed
4-10 Sensor system destroyed -20 to sensor,
ECM, + ECCM rolls

Back 35% chance of critical
1-4 Fuel Explosion! 800 points 10m blast radius
5-10 Engine damage, all systems at half power.

Wing 40% chance of critical
1-5 Main cannon destroyed
6-10 Main cannon destroyed

Troop Door 30% chance of critical
1-3 Mini pulse gun destroyed
4-7 10 troops killed
8-10 Door stuck, open or shut

Wreckage: 1 Delta

Roll 1D10 and multiply the decimal value by
¥67,000,000

Wreckage: 1 Assault Transport

Roll 1D10 and multiply the decimal value by
¥480,000,000

Biological

Surface +30

1-7 1D10 Kg Zah
8-14 1D10 Kg Zah 1D10 Chig
15-20 Ekchok 50+1D10
21-27 Bah-Bahreeth 1D10
28-33 Nicoe 1D10x3
34-39 Nicoe 1D10
40-43 Gunthar 1
44 Roamah 1
45-49 Kaydoo 1D10
50-59 Seeters 3D10
60-66 Seeters 5D10
67-69 Seeters 5D10+50
70-74 White Spoor covers 1D10 Hexes
75-78 Giant Fern
79-85 Shek-Mog-Leech 1D100 Kg
86-89 Kek-Leech 1D10 Kg
90-92 Frich-Leech 1D10 KG
93-95 Thid-Gafr 1D10 Kg
96-100 Boch-Gafr 1D10 Kg
101-111 Berem 1D6x25+55
112-120 Pettok 1D6x10+20
121-129 Queless 1D6
130 Brugha 1

1D10 Kg Zah

Zah, are the basis for most of the macroscopic food chain in the underground. They are for most intents and purposes ordinary insects, the one extraordinary thing about them is that they, like the Nicoe feed off of bacteria. Their bristle like mouths brush in microorganisms. These tiny street sweepers are often found in large quantities near rotting masses, but their main diet is the chemosynthetic bacteria that permeate the bowels of the Artifact.

Species Zah
Length - 1.5cm
Mass - 5-10 g

Attributes

The Zah do not have any significant attributes.

Diet - Bacteria

Attacks 0

Defenses: None

Speed: Negligible

Habitat - Methane rich arias, rotting bodies

Numbers - 1 to 1,000

Special Notes: Zah are edible, about quarter kilogram of them make a suitable meal.

1D10 Kg Zah 1D10 Chig

Chig are small poisonous insects that feed mainly on Zah. Occasionally, a Chig is picked up with Zah, and will sting.

Species Chig
Length - 2cm
Mass - 50 g

Attributes
 Reflex - 50
 Intuition - 20
 Agility - 60
 Hit Points - 1

Diet - Carnivore
 Attacks (1)
 Damage: Sting - 20 points from Int, Str, Con, and Agi
 Speed Negligible
 Special Abilities - Poison bite contains a neurotoxin that causes dizziness, cramping, labored breathing, and in rare cases (10% Chance), respiratory failure and death.
 Habitat - Near Zah
 Numbers - 1-2

Ekchok 50+1D10

A small creature similar to an arachnid in body structure. An Ekchok has two retractable tendrils which have half centimeter long poisonous stingers. Ekchok move in swarms with one female in the group. This female directs the entire swarm through scent and sounds that are produced by rubbing wings together sounding much like a loud cricket. If the female is found (-20 to roll vs. Int) and killed, the swarm must make a Psy roll. If it fails, the swarm will stop attacking. Ekchok paralyze their prey through their venom and then drink the blood of their prey. Ekchok will most often single out one target and avoid attacking a group.

Species Ekchok
 Length - 6cm including the wings
 Mass - 50 g

Swarm Attributes
 Constitution - 40
 Strength - N/A
 Reflex - 30
 Charisma - N/A
 Intuition - 20
 I.Q. - 5
 Agility - 20
 Beauty - 1
 Psyche - 30
 Dexterity - N/A
 Hit Points - 50

Diet - Carnivore
 Attacks (10)
 Damage: Bite 1, Sting - 3 points from Ref, Agi, and Dex
 Defenses: Size + numbers. Only one Ekchok can be killed per attack, so regardless of weapon damage, guns, knives, or fists, only one point of damage is done per attack and there is a -20 to hit a flying Ekchok. Explosives, and poison sprays will do full damage with no negative modifier to hit.
 Flying speed 25 kp
 Special Abilities - Ekchok have the ability to

communicate with each other and organize their attacks.
 Habitat - Anywhere
 Numbers - 50 to 60

Bah-Bahreeth 1D10

Species Bah-Bahreeth
 Length 10-15 cm
 Mass 0.1-3 kg

Attributes
 Constitution - 30
 Strength - 1-3
 Reflex - 75
 Charisma - 20
 Intuition - 75
 I.Q. - 10
 Agility - 70
 Beauty - 20
 Psyche - 10
 Dexterity - 20
 Hit Points - 1-3

Diet - Insectivore

Attacks (5)
 Damage Either biting or scratching with claws, damage is negligible (ouch!).
 Defenses None

Special Abilities
 Flight - Bah-bahreeth are small pterosaurs that is able to fly with great agility.
 Numbers - 1 to 10

Nicoe 1D10x3

This is a puzzling creature, no larger than a squirrel. A Nicoe is unlike any other earth fauna subsisting entirely on bacteria. This is accomplished by absorbing bacteria through it's hairlike structures that cover it's body. The large white ovals on it's head are not actually eyes, rather they a luminescent sacs. The Nicoe's eyes are slightly below and to the outside of these sacs. The sacs give off little more light than would two fireflies enabling the Nicoe to see in what would otherwise be complete darkness.

The Nicoe is curious, but not very persistent. A Nicoe will have no fear of humans unless harmed or shooed away. Nicoes will sometimes be found climbing over tents trying to find a way in and if let in will crawl all over anyone inside dragging it's belly against the skin to suck up bacteria. Seeters are the only animal that has not learned the value of a Nicoe and is their only predator.

Species Nicoe
 Length 10-15 cm
 Mass 100-200 g

Attributes
 Constitution - 1

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Strength -	1
Reflex -	75
Charisma -	60
Intuition -	70
I.Q. -	20
Agility -	70
Beauty -	40
Psyche -	10
Dexterity -	10
Hit Points -	1

Diet - Bacteria

Attacks (5)

Damage either biting or scratching with claws, damage is negligible (ouch!).

Defenses None

Special Abilities

Nicoe have two luminescent sacs above their eyes that allow them to see in total darkness, this also allows anyone in the area to see with nightvision goggles.

Nicoe also clean the area they are in of bacteria, giving a +10% to save vs infection. Nicoe will also climb onto a wounded person and clean the wound of bacteria giving a +20% vs infection.

Habitat Inhabited arias, or around other animals.

Numbers - 1 to 30

Nicoe 1D10

See Page 35 for Nicoe stats.

Gunthar 1

Most biologists were not surprised to find that a scavenger is the largest of the underground dwelling animals. The Gunthar is a solitary creature, mating only once a year. They can most often be found in a community's refuse dumps, or cleaning up after a battle.

Gunthars are just about as smart as a dog, and some have been partially domesticated like a wolf, but remain dangerous.

Species Gunthar

Hight - 1.2m

Mass - 70 kg

Attributes

Constitution -	40
Strength-	35
Reflex -	60
Charisma -	5
Intuition -	70
I.Q. -	15
Agility -	65
Beauty-	10
Psyche-	20
Dexterity -	10
Hit Points -	15

Diet - Carnivore, scavenger

Attacks (4)

Damage: Bite 3, Arm claw 5, Leg Claw 8, Tail swipe

6

Defenses: Scales give the Gunthar an armor rating of 4

Running speed 62 kph

Special Abilities

Gunthars have the ability to grasp objects and carry them in their hands.

Jumping - 10m

Habitat - Garbage Dumps

Numbers - 1

Roamah 1

Many wall paintings made by Scimrahn scouts depict a large animal that would appear a cross between a bear and a saber-toothed tiger. The Scimrahn call this creature a Roamah, it is a symbol of power, strength and also elusiveness. Roamah have never been officially documented, but may only be endangered. Most experts agree, that while these creatures may have existed at one time, there does not appear to enough food in the underground to support such a large creature.

If the GM wishes, he or she may include Roamah in game play, possibly as the focus of a corporate excursion to retrieve rare animals.

Species Roamah

Height - 1.3m at the shoulder

Mass - 230 kg approx.

Attributes

Constitution -	70
Strength-	95
Reflex -	30
Charisma -	45
Intuition -	50
I.Q. -	15
Agility -	80
Beauty-	55
Psyche-	60
Dexterity -	1
Hit Points -	60

Diet - Carnivore

Attacks (2)

Damage: Bite 25, claw 10

Defenses: heavy hide AR 5

Running speed 15 kph

Jumping - 3 m

Habitat - Underground, unknown

Numbers - 1 to 2

Kaydoo 1D10

Kaydoo are light pack animals used often underground because of their unusual combination of high durability and agility. The fatty hump on it's back allows the Kaydoo to travel long distances without food or water. However, due to it's small size, the Kaydoo can only carry light loads, and cannot carry riders, unless the rider is unusually small.

Species Kaydoo

Hight - 1.5m
Mass - 130 kg

Attributes

Constitution -	80	
Strength-	25	
Reflex -	50	
Charisma -	30	
Intuition -	40	
I.Q.-	15	
Agility -	45	45
Beauty-	30	
Psyche-	10	
Dexterity -	5	
Hit Points -	15	

Diet - Herbivore

Attacks (3)

Damage: Bite 2, Kick 8, Head Butt 3, Tail swipe 3

Running speed 30 kph

Jumping - 7m

Habitat - Plans and forests

Numbers - 1 to 10

Seeters 3D10

Seeters are vicious scavenger/predators. Although smaller than Gunthars, seeters travel and attack in large packs, sometimes more accurately swarms as there are sometimes several hundred in a group. Seeters are not frightened by gunfire or loud noises. However numbers upward of ten people to 100 Seeters will not usually be attacked unless the Seeters are frenzied by the smell of blood.

Seeters will always observe their prey before attacking. Standing on hind legs the Seeters will pop their heads up with their nose down and quickly duck out of sight. This gives them binocular vision while in this position. While observing, the players get an Int roll to notice that they are being watched. If that roll is made, a second roll is made. If the second roll is failed, the Seeters will appear as short humanoids looking around.

Species Seeter

Hight - 1m

Mass - 15-20 kg

Attributes

Constitution -	20	
Strength -	15	
Reflex -	65	
Charisma -	2	
Intuition -	50	
I.Q.-	10	
Agility -	50	50
Beauty-	5	
Psyche-	30	
Dexterity -	1	
Hit Points -	7	

Diet - Carnivore, scavenger

Attacks (4)

Damage: Bite 6, claw 3

Defenses: none

Running speed 20 kph

Jumping - 5 m

Habitat - Underground, outside of towns

Numbers - 10 to 60 sometimes up to 300

Seeters 5D10

See above for Seeter stats.

Seeters 5D10+50

See above for Seeter stats.

White Spoor covers 1D10 Hexes

The White Spoor is a microbe colony that, at first glance, would seem to resemble coral reefs of earth, but with two differences. The White Spoor reefs grow in or out of water, and the spoor is parasitic.

Anyone unlucky enough to touch a object or person infected with the spoor becomes infected themselves. The White Spoor corrodes anything it touches, armor, vehicles, living tissue, anything. Whats worse, is that the spore burrows into the surface of whatever it's on, and forms enzyme coats to protect it from damage. The spoor is so tough that it can withstand heat of 2000 Celsius or cold below -94 Celsius. It is also impervious to all known chemicals. The only known way of removing the spoor is by it's only natural predator, the Nicoe. It takes one Nicoe five hours to rid a human sized object of the spoor. Vehicles are much more difficult to clean since the spoor gets into cracks and moving parts. Vehicles need to be taken apart and cleaned or the spoor may still remain in inner workings.

How the Nicoe is unaffected by the spoor is unknown.

Anything touching the spoor will start to grow incrustations on the affected areas within hours.

Species White Spoor

Hight - 1micron-3meters

Mass - negligible-kilotons

Diet - Omnivorous

Damage: 1 point per hour to inorganic life, 1 point per day to organic compounds.

Defenses: Enzyme coats (See Below)

Movement 500 cm per day

Habitat - Anywhere.

Numbers - Microbial colonies that can be up to three meters thick and span kilometers.

Special Abilities - The White Spoor builds up an electrical charge on it's surface. A small infestation will give off shocks on contact, but the largest reefs can build up lightning like charges. A discharge can do up to 6D10 points in damage.

Giant Fern

Giant Fern is used to make clothing, it has no food value.

Shek-Mog-Leech 1D100 Kg

A variety of tubers make up a bulk of Scimrahn fare. Shek-mog-leech is the most common of these. It is a starchy pod tasting much like a potato, but with a sourness that is something of an acquired taste. The leaves of the "shek-mo" as it is often referred to are also eatable, and are often ground and dried to form the closest thing I have ever seen a Scimrahn use as a spice, of garnish. Shek-mo leaves are even bitterer than their root. One quarter kilo is equivalent to a meal.

Kek-Leech 1D10 Kg

Kek-leech, a mildly sweet root that is sometimes processed to make sugar. The kek-leech root is soft when boiled. One quarter kilo is equivalent to a meal.

Frich-Leech 1D10 KG

The frich-leech is another plant with eatable root, this root is hard and is often gnawed on over time. The frich-leech root is nutritious, storing many vitamins and minerals. It also appears that chewing on this root may be important in maintaining good dental health, as chewing on it cleans the teeth and gums. Frich-leech is slightly oily and rubbing it on abrasions and light burns has a soothing affect (probably because of high vitamin E content).

Thid-Gafr 1D10 Kg

The thid-gafr nut is the most widely consumed nut in Scimrahn diet.

Boch-Gafr 1D10 Kg

The most widely consumed seed is from a bush called Boch-gafr that grows a pine cone like seed pod. The pod (simply called Boch) is struck against a hard table several times to release all the seeds. Boch seeds are fried in animal fat and consumed like rice.

Berem 1D6x25+55

A herd animal by nature, but the Kelrath use the Berem for food and labor. Geetin are permitted to yolk Berem, much like earth's oxen. They have a wide stocky build and comparable strength to an Ox.

Species Berem
Hight - 1.4m
Mass - 600 kg average

Attributes
Constitution - 80
Strength - 150

Reflex - 15
Charisma - 10
Intuition - 20
I.Q. - 10
Agility - 10
Beauty - 10
Psyche - 10
Dexterity - N/A
Hit Points - 30

Diet - Herbivore
Attacks (1)
Damage: Bite 4, Stomp 6, Head Butt 8
Defenses: The Berem's thick hide gives it and armor rating of 8
Running speed 45 kph
Habitat - Plains and forests
Numbers - 80 to 200

Pettok 1D6x10+20

This surface animal is used as a mount and for food by the Chezbah and occasionally by the Kelrath. Pettok are herd animals and herbivores. They are difficult to train, but have enormous strength and are used when heavy machinery is not available.

Species Pettok
Hight - 3-4m
Mass - 3700 kg average

Attributes
Constitution - 90
Strength - 400
Reflex - 15
Charisma - 10
Intuition - 20
I.Q. - 10
Agility - 10
Beauty - 20
Psyche - 10
Dexterity - 5
Hit Points - 150

Diet - Herbivore
Attacks (1)
Damage: Bite 4, Stomp 30, Head Butt 20, Tail swipe 15
Defenses: The Pettok's thick hide gives it and armor rating of 12
Running speed 40 kph
Jumping - 2 m
Habitat - Plans and forests
Numbers - 30 to 80

Queless 1D6

There are many breeds of Queless on the Artifact. They are all flightless birds similar to earth's ostrich, but closer in description to prehistoric Terror Birds. Queless are birds of prey that have been domesticated by the Kelrath. Bomesk (or mutt) Queless are kept by classes all the way down to the Geetin, but purer breed are more brilliant in their plumage and are more a

standard size. A Queless can easily bring down large prey.

Species Queless
 Hight - .5-2.5m
 Mass - 40-120 kg

Attributes
 Constitution - 50
 Strength- 65
 Reflex - 30
 Charisma - 45
 Intuition - 40
 I.Q. - 10
 Agility - 50
 Beauty - 40-80
 Psyche- 10
 Dexterity - 5
 Hit Points - 20

Diet - Carnivore
 Attacks (2)
 Damage: Bite 6, Leg Claw 15
 Defenses: None
 Running speed 85 kph
 Special Abilities
 Jumping - 8m
 Habitat - Plains/Domestic
 Numbers - 1 to 3

Brugha 1

The Brugha is a fiercely territorial animal. A bull regularly patrols his territory to ensure no rivals enter his region. The bull will crack his tail like a bullwhip to frighten off intruders, the larger the bull, the louder the crack of its tail. The largest of the tail cracks can sound like cannon fire. If the intruder does not leave, the Brugha will try to frighten off whoever it can by storming out, stomping, snorting, and letting out bowel shaking bellows. If these efforts fail, it will use its head and tail to beat off persistent intruders.

The only way to tame a Brugha, is to be present at it's birth, and have the creature imprint on the trainer. Even then the trainer must spend an hour each day to maintain the bond. Even with all this work, the Brugha is still temperamental and will only obey its trainer.

Species Brugha
 Hight - 3-4m
 Mass - 24,000 kg average

Attributes
 Constitution - 90
 Strength- 700
 Reflex - 10
 Charisma - 20
 Intuition - 30
 I.Q. - 10
 Agility - 30
 Beauty- 30
 Psyche- 10

Dexterity - 0
 Hit Points - 400

Diet - Herbivore
 Attacks (1)
 Damage: Bite 10, Stomp 40, Head Butt 30, Tail swipe 25
 Defenses: The Brugha's thick hide gives it and armor rating of 15
 Running speed 25 kph
 Jumping - 0
 Habitat - Plains and forests
 Numbers - 1 or 2

Rare

Surface +15

- 1-2 Tanroc Fredar
- 3-5 Find a hidden Civilization
- 6-9 Living Hosent Hive
- 10-15 Kelrath Convoy escorting a Treasure
- 16-23 Scourge 1D6
- 24-31 Experimental Chezbah E-Suit
- 32-36 Wreckage: Chezbah Demolisher with 1D6 Experimental Weapons/Devices
- 37-38 Ehell
- 39-43 Kelrath Rantaa' Tomb
- 44-48 Discover a new animal species
- 49-57 Experimental Kelrath E-Suit
- 58-63 Discover a new useful plant
- 64-70 Find a map to a treasure
- 71-75 Malfunctioning Kerdi thinks you are it's owner
- 76-82 Kelec
- 83-87 Experimental Chezbah Superweapon
- 88 Find a Legendary War Engine
- 89 Meet a Famous Person
- 90-93 Find a Rantaa's hidden weapons cache
- 94-100 Find a massive underground garden
- 101-103 Find a crashed Pho-Duk Chem-type with intact Chem-tank
- 104-110 Find a Pettok and Brugha breeding and training ground.
- 111-115 Find an unattended nest of Brugha eggs

Tanroc Fredar

Species Tanroc Fredar
 Height 2.7-4 m
 Mass 750-1,800 Kg

Attributes
 Constitution - 100
 Strength- 300
 Reflex - 80
 Charisma - 90
 Intuition - 70
 I.Q. - 20-90
 Agility - 90
 Beauty- 80
 Psyche- 40-100

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Dexterity - 50
Hit Points - 75

Diet - Carnivorous

Attacks (4)

Damage Claws-15 Spikes-25 Punch-30

Defenses Armored Skin (AR 5)

Special Abilities Martial Arts - Those Tanroc Fredar who still retain their ability to reason continue to pass down a martial art of startling effectiveness. While their brute strength makes them more than a match for a human, powerful weapons and E-Suits would pose a considerable threat. The Tanroc Fredar have the ability to cause a critical hit to any vehicle by recognizing and damaging key systems. Every successful roll to strike means that the Tanroc Fredar gets to roll for a critical hit. This also gives them the ability to disable weapons on an aimed strike.

The Scimrahn are not the first people to rebel against Loc. Long before them, a race of giants called the Tanroc Fredar, or truth seekers, refused to serve Loc. While these people are still rumored to exist they are apparently dying out. If historical record is accurate, the Tanroc Fredar were once a highly intelligent, peace loving people. They appeared out of nowhere, at first few in number. As time went on they multiplied and formed their own cities. at the peak of their civilization, technology and philosophy reached near to that of modern times. These giants befriended the Kelrath and established the basis of Kelrath art, and writing. However as generations wore on the Tanroc Fredar began to degenerate, they became more and more vicious and animalistic. Today there are reports of some Tanroc Fredar, most of which report them to be crazed and dangerous.

Despite this, both the Scimrahn and the Kelrath view these creatures as noble and heroic figures of a golden age. The Scimrahn E-Suits are given the designation "TF" and the sensor head is designed to be reminiscent of the old race.

As with many legends, there is rumored to be a lost city of the Tanroc Fredar, hidden somewhere in the bowels of the Artifact. It is also believed that some of the Kelrath know the location of these cities, but out of respect for their old friends, it lays undisturbed.

Find a hidden Civilization

This is a pocket civilization that has remained hidden either by design or because they have never left their immediate area.

Descendants of

Roll1d100

1-10 Tanroc Fredar
11-40 Chezbah
41-80 Kelrath
81-100 History Lost

Technology Level

Roll1d100

1-20 Stone Age
21-40 Industrial Age
41-60 Communication Age
61-80 Advanced Technology
81-100 Superior Technology

Civilization size

Roll1d100

1-15 1000 people
16-30 10 thousand people
31-45 100 thousand people
46-60 1 million people
61-70 10 million people
71-80 50 million people
81-85 100 million people
86-90 200 million people
91-95 300 million people
96-99 400 million people
100 500 million people

Living Hosent Hive

This is a group of Hosent that did not allow themselves to simply fall apart. They may have had help from one or more people or their intelligence may have emerged by linking their processors together out of desperation and developing a hive mind.

Hosent Intelligence

Roll1d100

1-40 Rudimentary
41-60 Problem solving
61-80 Human intelligence
81-90 Advanced intelligence
91-100 Super Intelligent

Material Collection

Roll1d100

1-40 Cannibalism
41-60 Scavenger/Cannibalism
61-80 Scavenger/Hunting
81-100 Hunting

Attitude

Roll1d100

1-20 Likes Humans
21-80 Indifferent to humans
81-100 Hostile to Humans

Kelrath Convoy escorting treasure

This convoy is moving a treasure on an armored transport.

Type Anti-Grav

Model Armored Transport

This is an armored transport that is used by Kelrath to transport valuable cargos.

Overall height 4.6m

Overall width 2.3m

Overall length 4.8m

Dry Mass 7,832 kg
Full Mass 21,757 kg

Power plant type: Anti-Grav.

Movement

Flying Top Speed 200 kph

Total fuel capacity: 20 Hours
 Fuel type: Liquid Carbon

Armor Rating: 180
Hit Points: 1500
Crew: 1
Passengers: 3
Piloting Modifier: -20
Cost: ¥89,560,000

ECM: +5 to skill
 Range Class: C
ECCM: +5 to skill
 Range Class: C
Sensors: +15 to Int
 Range Class: D
Shields: 5 active at 400hp
Cargo Capacity: 12,000 KG

Shield information

No. of shields 8

Fire Arcs

1| 2|3
 8 • 4
 7| 6|5

Hit locations 1d10

Ar c 1	Arc2	Arc3	Arc4	
1-4	1-8	1-4	1-2	Nose
-	9	5-8	3-8	Right side
5-8	10	-	-	Left side
9-10	-	9-10	9-10	AG Engine

Ar c 5	Arc6	Arc7	Arc8	
1	-	1	1-2	Nose
2-7	1	-	-	Right side
-	2	2-7	3-8	Left side
8-10	3-10	8-10	9-10	AG Engine

Critical hits 1d100

Nose 20% chance of critical
 1-2 Pilot hit
 3 Controls damaged -10 to Piloting
 4-10 Cargo damaged

Engine 35% chance of critical
 1-4 Fuel Explosion! 500 points 10m blast radius
 5-10 Engine damage, all systems at half power.

Side30% chance of critical
 1-10propulsion veins hit half speed -20 to piloting
 4-10 Cargo damaged

Escort

Roll 4 times
 1-20 3D6 Rall4 E-Suits
 21-40 2D10x10 Geetin 1D6x5 Gjorn
 41-80 1 Rall3 Ace
 81-100 1 Deliverance

Treasure

1-20 Nuclear Weapon
 21-60 Precious Metals
 61-90 Artworks and Jewelry
 91-100 Other

Value

Roll 1D10
 1-30 ¥2,000,000
 31-50 ¥5,000,000
 51-70 ¥10,000,000
 71-80 ¥50,000,000
 81-90 ¥100,000,000
 91-98 ¥200,000,000
 99-100 ¥500,000,000

Scourge 1D6

See page 10 for Scourge stats.

Experimental Chezbah E-Suit

Escort

1-20 5 Hunter E-Suits
 21-40 10 Hunter E-Suits
 41-80 1 Demolisher
 81-100 1 Demolisher 5 Hunter E-Suits

Type of Experiment

1-20 New Drive Type
 21-40 New Weapon Type
 41-60 Big
 61-80 Linked E-suits
 81-100 Specialization

Wreckage: Chezbah Demolisher with 1D6 Experimental Weapons/Devices

This Demolisher was transporting experimental equipment when it was destroyed. The cause could be attack from the Scimrahn or the Kelrath or it could have been destroyed by the equipment it was carrying in some kind of accident.

Ehell

Ehells have been documented for centuries, these bizarre aberrations have been reported to be extremely powerful. Legend has it that they are immune to all forms of attacks. Ehells reportedly cannot be observed by any means other than optically. No other means of detection appears to work, they make no sound, give off no heat, no gravimetric disturbance and no magnetic fluctuations. Nothing can detect these things

except light. Several fuzzy photographs have been taken but hundreds of eye witnesses have reported seeing them.

As it was said before, the Ehell is a powerful creature. The legend of Gettra Pol Ebik tells of a woman who was protected by Ehells during the last onslaught on Gadios. As the story goes, Gettra was living in the shantytowns outside of Gadios, when the invading Chezbah hordes attacked, she was surrounded by Ehells, and although thousands of Chezbah marched through the rubble of the town, not one saw her.

This is where the story deviates, some versions say that Gettra was so beautiful the Ehells sung her praise and in so singing gave her the power to do miracles. Other versions say that she tricked the Ehells to sing for her, and still others say that she trapped one of the Ehells and forced it to sing.

Regardless of how the Ehell came to sing, Gettra was given the ability to perform a single miracle by the song. With a wave of her hand the Chezbah army disappeared! In an instant they were gone.

Archaeological evidence suggests that, in agreement with the story, the Chezbah suddenly stopped attacking. There was no skirmish on the border, and Gadios' defenses never fired a shot!

If Ehells do exist, they are apparently intelligent, and may perhaps have a purpose. Aside from a few extraneous and notably fraudulent accounts, the Ehells appear to have an aversion to centralizing power on the Artifact. It appears that at strategic points, and in mostly covert ways (a notable exception is the account given above) Ehells have influenced several key battles of history, forewarned prominent figures about future events, and kept a balance of power.

Species Ehell

Height - 2.4m

Mass - Unknown/Not measurable

Attributes

Constitution - Possibly infinite

Strength- 150

Reflex - 20

Charisma - 10

Intuition - 100

I.Q. - 80-100

Agility - 30

Beauty- 10

Psyche- 100+

Dexterity - N/A

Hit Points - Possibly infinite

Diet - None/Unknown

Attacks (1)

Damage: Ehells possess vast amounts of power.

Legend has it that they can level mountains, and dry up oceans, the extent of their power is unknown.

Defenses: Ehells cannot be harmed by any known means.

Speed: 45 kph

Habitat - None

Numbers - 1 to 10

Special Abilities: Ehells reportedly posses the ability to bestow the ability to perform miracles on a person by "singing" to them. This is not the same thing as a wish, a miracle is an effect on the physical world that surpass all known human or natural powers. Another definition could be the violation of natural laws that are inexorable

Ehells can teleport apparently at will. The effective range of this ability is unknown.

Kelrath Rantaa' Tomb

A Rantaa' Tomb's location is a closely guarded secret. They are often inside of reservoir hexes since most do not try to travel through them. Inside the hex are huge standing stones engraved with the writings of the Rantaa' family buried there. One meter wide holes are bored into the hex walls and the Rantaa's body is interred inside, and then a intricately engraved plug a meter thick is inserted into the shaft to seal the tomb. Sometimes there are dummy plugs carved into a wall and sometimes the plugs are booby trapped.

Discover a new animal species

There are potentially millions of undiscovered species on The Artifact.

Size

Roll 1D100

1-60 Tiny

61-80 Small

81-90 Medium

91-95 Large

96-100 Giant

Type

Roll 1D100

1-20 Insect size -2

21-40 Mammal

41-60 Dinosaur

60-70 Bird

71-80 Reptile

81-100 Inorganic

Attributes

	Tiny	Small	Med	Large	Giant	Modifier
Constitution	5	10	40	80	90	A
Strength	1	5	30	100	200	B
Reflex	70	50	40	30	15	A
Charisma	-	-	-	-	-	1D10x10
Intuition	-	-	-	-	-	1D10x10
I.Q.	1	5	10	20	20	B
Agility	20	30	40	40	30	A
Beauty	-	-	-	-	-	1D10x10
Psyche	5	5	10	15	20	B
Dexterity	2	5	10	10	5	B
Hit Points	1	5	15	45	150	B

- 4 +5
- 5 +10
- 6 +20

Modifier B

Roll 1D6

- 7 x .5
- 8 x .8
- 9 x 1
- 10 x 1.5
- 11 x 1.8
- 12 x 2

Diet Organic

Roll 1D100

- 1-25 Herbivore
- 26-45 Insectivore
- 46-55 Carnivore
- 56-70 Scavenger
- 71-85 Scavenger/Carnivore
- 86-100 Omnivore

Diet Inorganic

- 1-50 Energy
- 51-80 Chemical
- 81-100 Other

Attacks = Ref / 15

Attack Types

Roll 5 times 1D100

- 1-10 Bite
- 11-13 Punch
- 14-25 Claws
- 26-34 Kick/Stomp
- 35-40 Head Butt
- 41-46 Tail Swipe
- 47-50 Poison
- 51-55 Sting
- 56-60 Spikes/Horns
- 61-100 None

Attack Damage

Str damage + 3D6

Defense Types

Roll 4 times 1D100

- 1-10 Armored Skin
- 11-20 Resistance
- 21-30 Immunity
- 31-40 Camouflage
- 41-50 Excellent Eyesight
- 51-60 Excellent Hearing
- 61-70 Excellent Smell
- 71-100 None

Armored Skin

The animal has thick skin that protects it from attack. This gives the animal a natural armor rating.

Armor Rating = 1d6x10

Resistance

Resistance is a specific kind of protection

against hostile forces and or environments that may dictate how the animal lives, such as resistance to poison might indicate that the animal has a diet that other animals might find toxic. Resistance to cold might indicate that the animal prefers cold environments (for example a polar bear would have a resistance to cold).

Roll 1D100

- 1-20 Heat – unaffected by high temp up to 80 degrees C, +10 to Con for higher temps.
- 21-40 Cold – unaffected by Low temp down to -30 degrees C, +10 to Con for lower temps.
- 41-60 Disease – Strong immune system, +30 for Con rolls vs. disease
- 61-80 Poison/toxins – Toxic resistance, +30 to Con for poison resistance.
- 81-100 Environment change – Can last 1D6x10 minutes outside of its normal environment (underwater etc.)

Immunity

An immunity is a rare defense it indicates that the animal is unaffected by a certain environment or force.

Roll 1D100

- 1-20 Heat - unaffected by high temp up to 400 degrees C, +30 to Con for higher temps.
- 21-40 Cold– unaffected by Low temp down to -300 degrees C, +30 to Con for lower temps.
- 41-60 Disease – The animal is completely unaffected by disease.
- 61-80 Poison/toxins – The animal can survive in environments where it would normally thought impossible because of toxicity.
- 81-100 Environment change – The animal can live in any hostile environment for hours on end.

Camouflage

The Animal blends in with a specific environment and therefore prefers it. PDF of 1D6x5 to INT to see the animal.

Excellent Eyesight

The Animal has great visual acuity. +1D6x5 to Int.

Excellent Hearing

The Animal has excellent hearing this allows the animal to detect ambushes at +20. +1D6x5 to Int.

Excellent Smell

This animal has a sense of smell that allows them to detect hidden objects and detect ambush at +30. +1D6X5 to Int.

The Artifact 44

Movement Type

Roll 1D100 Insect +50

1-15	Biped
16-25	Slither
26-70	Quadruped
71-75	Swim
76-90	Flight
91-98	Hopping
99-150	Six Legged

Running speed

STR	Per Turn Running				
	Tiny	Small	Med	Large	Giant
1	1	-	-	-	-
2	2	-	-	-	-
5	-	15	-	-	-
10	-	30	20	-	-
20	-	-	30	-	-
30	-	-	35	-	-
40	-	-	40	-	-
50	-	-	45	10	-
60	-	-	50	20	-
70	-	-	-	30	-
80	-	-	-	40	-
90	-	-	-	50	-
100	-	-	-	60	10
150	-	-	-	70	20
200	-	-	-	80	30
300	-	-	-	-	40
350	-	-	-	-	50
400	-	-	-	-	60

Jumping

Horizontal	Jump				
	Tiny	Small	Med	Large	Giant
1	1	-	-	-	-
2	2	-	-	-	-
5	-	15	-	-	-
10	-	30	20	-	-
20	-	-	30	-	-
30	-	-	35	-	-
40	-	-	40	-	-
50	-	-	45	10	-
60	-	-	50	20	-
70	-	-	-	30	-
80	-	-	-	40	-
90	-	-	-	50	-
100	-	-	-	60	.15 m
150	-	-	-	70	.25 m
200	-	-	-	80	.5 m
300	-	-	-	-	1 m
350	-	-	-	-	1.25 m
400	-	-	-	-	1.5 m

Habitat

Roll 1D100

1-30	Anywhere
31-40	Underground
41-50	Plains
51-60	Forest
61-70	Wet Areas
71-80	Water

81-90 Thermosynthetic biospheres

91-100 Arid

Numbers

Roll 1D100

1-30	1
31-50	1-3
51-55	1-5
56-60	3-5
61-65	1-10
66-70	5-10
71-75	1-20
76-80	10-20
81-85	1-30
86-88	15-30
89-90	1-50
91-92	20-50
93-94	1-100
95-96	40-100
97	100-200
98	100-1000
99	500-5000
100	Very Numerous

Experimental Kelrath E-Suit

The Kelrath sometimes will try to field test a new e-suit design by marching out into Chezbah territory and take on all that they encounter.

Escort

Roll 1D100

1-20	3 Rall4 E-Suits
21-40	6 Rall4 E-Suits
41-80	1 Deliverance
81-100	1 Deliverance 3 Rall4 E-Suits

Type of Experiment

Roll 1D100

1-20	New Drive Type
21-40	New Weapon Type
41-60	Big
61-80	New Armor / Shields
81-100	Specialization

Discover a new useful plant

Size

Roll 1D100

1-61	Tiny
61-81	Small
81-91	Medium
91-96	Large
96-100	Giant

Usefulness

Roll 1D100

1-8	Medicine
9-40	Food
41-60	Narcotic
61-80	Building Material
81-100	Clothing

Find a map to a treasure

There are many treasures that have been hidden away by thieves and lost.

Treasure Type

Roll 1D100

1-28	Rare Element
29-50	Technology
51-61	Books
62-78	Historical Item
79-100	Artwork

Value

Roll 1D10

1-30	¥2,000,000
31-50	¥5,000,000
51-70	¥10,000,000
71-80	¥50,000,000
81-90	¥100,000,000
91-98	¥200,000,000
99-100	¥500,000,000

Malfunctioning Kerdi thinks you are it's owner

The Kerdi are associated normally with the Kelrath, but only those Clans that have access to Oracles use

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn at incredible rates. Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This attack however is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on its pinpoint accuracy to defeat an enemy. Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do. When a Kerdi attacks it's Ref is 75 and has 5 attacks but each turn it must make a Con roll or it's Ref drops to 20 and attacks to 1.

Species Kerdi
Length 2.3 m
Mass 1548 Kg

Attributes

Constitution - 10
Strength- 150
Reflex - 75-20
Charisma - 5
Intuition - 70

I.Q. - 10
Agility - 80
Beauty- 15
Psyche- 80
Dexterity - 20
Hit Points - 200

Diet - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into

Attacks (5-1)

Damage

Plasma Cannons

PB S Med L Ex

Damage: 30 30 20 15 10

Range Class: C

Plasma Payload: 30/Hour

Rate of Fire: 4

Lasers

PB S Med L Ex

Damage: 8 8 4 2 1

Range Class: C

Payload: Unlimited

Rate of Fire: 4

Defenses Armor (AR 15) and Force Fields (AR 400)
Special Abilities Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating lower than ten.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

Kerdi can hear a human heartbeat ten (10) meters away.

Kelec

Kalec is a name given to those who Loc attempts to convert into one of his priests, and fails due to the person's own willpower. Kalecs are rare and they are held in deep respect by the Scimrahn. A fully progressed Kalec has all the powers of a Chezbah priest. Furthermore he can mentally communicate with Loc, Chezbah Priests, and Warriors. Using this, a Kalec will confuse the minds of priests, and warriors. As a result the Chezbah hate and fear Kalecs.

Kalecs are normally solitary and reserved. Only occasionally do they come out in the open, but when they do, it is for a very important reason. To see, or even more speak to a Kalec is a powerful omen of things to come for an individual.

A Kalec can be identified by his white hair, beard and weathered face.

Experimental Chezbah Superweapon

The Chezbah have developed a new weapon that is designed to crush anyone who does not follow Loc. This isn't likely to be a massive weapon (but could be if desired) since it would not be able to move around the planet and the Chezbah do not wish to damage The Artifact.

Status

Roll 1D100
 1-40 Inactive
 41-100 Active

Defense

1D100x5 Hounds
 1D10x10 Chezbah Warriors
 1D6x3 Hunter E-Suits
 1D6 Demolishers

Weapon Type

Roll 1D6
 1-2 Beam Weapon
 3-4 Nano-Weapon
 5-6 Super Robot

Beam Weapon

This weapon type is some kind of energy weapon but Field Scientists are baffled by its operation it given the chance to study or observe it. Perhaps it is intended to be installed on E-suits or Demolishers or it may be some large installation. If it is a large installation, then there must be a way for it to project its power over large distances. One possibility is a variant of the Wormhole Communicator that instead of using a laser for communication, use a wormhole to transmit the power of a massive laser to a portable receiver that can be carried by an E-Suit. The game master must determine the stats to follow the design of the weapon.

Nano-Weapon

This is an extension of the nano-technology that the Chezbah use. It could take the form of a airborne scourge that is contagious or a deadly disease that normal medicines will not cure.

Super Robot

This is a kind of robot like the Chezbah Hound or Loc's Robot but much more advanced. It is the ultimate hunter/killer with shields, armor and massive regeneration. It may even have ranged weapons like a powerful electrical discharge or possibly can power ranged weapons from E-suits it destroys.

Find a Legendary War Engine

The War Engines supposedly go all the way back to the war between Loc and a group called "the old gods". These are immensely powerful, most were destroyed, but some survived the war

and some have been found to exist today. One of the strange things about the War Engines is that there are no two alike. The control systems are often very odd, their weapons are sometimes not well understood. There is one report of a War Engine with a weapon that liquefied all the CCC in a one hundred kilometer radius in three seconds, but leaves other materials intact. This particular War Engine was only two meters long and a meter wide. It was destroyed by the Chezbah. The most inexplicable part of the story of these devices is that, according to legend, Loc designed them. The question that arises is why he doesn't build them now?

The game master should feel free to put blockades between the players and such a incredible device. Possibly making it impossible to control, or worshiped by a society.

Condition

Roll 1D100
 1-20 Functional
 21-100 Non-functional

Size

Roll 1D100
 1-5 1D6 meters
 6-15 1D10 meters
 16-30 3D10 meters
 31-60 1D6x10 meters
 61-90 1D10x10 meters
 91-100 2D10x10 meters

Meet a Famous Person

The Characters meet a famous or notorious person. The Famous person is likely to have some kind of entourage in line with their fame, and the GM should determine what kind of setting the encounter should take place in as well as background information on the NPC. The famous NPC should have stats in line with the Fame Points they have.

Fame

Roll 1D100
 1-5030
 51-80 50
 81-85 100
 86-90 200
 91-93 500
 94-96 800
 97-99 1000
 100 3000

Famous for . . .

1-10 Scientist
 11-20 ASO Hero
 21-30 I-CA Hero
 31-40 Corporate Bigwig
 41-60 Scimrahn Hero
 61-70 Criminal
 71-80 Kelrath Rantaa'
 81-90 Kelrath Gjorn General
 91-100 High Ranking Chezbah Priest

Gender

1-50 Male
51-100 Female

Find a Rantaa's hidden weapons cache

This is a backup stash probably intended for if a Rantaa' had to re-establish himself after a defeat or possibly for a coop attempt by a lower ranking Rantaa'

Size

Roll 1D100
1-50 Small roll three times on Cache table
51-85 Medium roll six times on Cache table
86-100 Large roll nine times on Cache table

Cache

Roll 1D100
1-10 1D6 Roll 3
11-40 1D10 Roll 4
41-55 1D6 Skiffs
56-70 1D100 Geetin Laser Staffs
71-80 1D100 Gjorn Laser Staffs
81-90 1D100 Geetin Plasma Spheres
91-95 1D100 Gjorn Plasma Spheres
96-100 3D10 Particle Guns

Find a Pettok and Brugha breeding and training ground.

The characters encounter a large ranch for breeding and training large animals.

Run by

1-30 Chezbah
31-100 Kelrath

Animals

2D6 Brugha
3D10 Pettok
1D100 Berem

Find a crashed Pho-Duk Chem-type with intact Chem-tank

Type Anti-grav

Model Pho'duk

The Kelrath Pho'duk is named after the oracle of destruction. The Pho'duk was designed primarily as a response to Scimrahn Deltas. They are effective orbital and atmospheric fighters.

Overall height 2.3m
Overall width 2.01m
Overall length 3.2m
Dry Mass 2548 kg
Full Mass 2847 kg

Power plant type: Turbofan Jet

Movement

Flight Top Speed 2,000 kph
Total fuel capacity: 4 Hours
Fuel type: Liquid Carbon

Armor Rating: 40
Hit Points: 250
Crew: 1
Passengers: 0
Piloting Modifier: -10

2 Lasers

	PB	S	Med	L	Ex
Damage	400	400	200	100	30
Range Class	D				
Rate of fire	1				
Fire Arcs	1-4				

Chemical Weapons Bay

This Variant is somewhat rare, but it only takes one or two to cause horrific casualties. This is most often seen in use against Chezbah encroachments into Kelrath territory but has been seen in use against Scimrahn and on occasion against Earthers.

Notes: Vac-suits are not an effective countermeasure against these chemical agents because they are designed to eat into the suit. However I-CA and ASO uniforms are treated to protect from chemical agents. With a few adjustments to the uniforms (addition of a gas mask and hood and synching openings) the uniforms are effective countermeasures. Napalm and plasma will decontaminate an area, and if used to destroy the Pho'duk, will prevent the chemicals release.

Damage: 30/turn until scrubbed off with a proper decontaminate.

Blast Range: D

Payload: 1

ECCM: +10 to skill

Range Class: C

Sensors: +18 to Int

Range Class: D

Shields: 1 active 500hp

Shield information

No. of shields 2

Fire Arcs

\ 1 /
4 0 2
/ 3 \

Hit locations 1d10

Arc1	Arc2	Arc3	Arc4
1	1	-	1 Nose
2	2-3	1	- R Laser
3	-	2	2-3 L Laser
4-7	4-5	3-4	4-5 Body
8	6-7	5	- R Eng

9	-	6	6-7	L Eng
-	8	7-8	8	AG Eng
10	9-10	9-10	9-10	Thrusters

Critical hits 1d100

Nose 80% chance of critical

1-6 Sensor system destroyed -20 to sensor, ECM, + ECCM rolls

7-10 Cockpit, pilot killed

Body 20% chance of critical

1-10 Computer Destroyed -50 to piloting skill

Engine 35% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Engine damage, energy points cut in half, all systems at half power.

Thrusters 40% chance of critical

1-4 Fuel Explosion! 800 points 10m blast radius

5-10 Thruster damage, cut flight speed in half.

AG Eng 20% Chance of critical

1-6 Minor damage slow descent to the ground.

Pho'duk inoperative!

7-10 Major damage, crash landing!

Laser 70% chance of critical

1-10 Cannon destroyed

Find an unattended nest of Brugh eggs

Mom will be back in 2D6 turns

1d10 Eggs

Environmental

Surface +30

1-7	Cave In
8-14	Cracked Reservoir
15-17	Plasma Leak
18-25	Powered City
26-30	Raining
31-40	Strong winds
41-48	Quake splits the ground
49-57	Fire
58-64	Dust storm
65-69	Below Freezing temperatures
70-74	Ground is covered with ice
75-77	Quake
78-87	Fog/haze
88-91	Chasm
92-97	Fouled Air
98	High Radiation
99-100	Very Hot
101-111	Ground Lightning
112-120	Tornado
121-129	Meteor Shower
130	Comet Impact

Cave In

The Hex or tunnel that the characters are in

is damaged and unstable.

Roll 1D100

1-50 Minor rock fall

51-75 Single large rock falls

76-90 Large section of roof collapses

91-100 Whole hex collapses

Minor Rock Fall

Each character must dodge 1D10 small rocks that do 1D10 damage on the multiple action chart.

Single Large Rock Falls

A single massive rock falls toward a randomly selected target. A successful dodge roll must be made or take 3D6x40 points of damage.

Large Section of Roof Collapses

Each character in a 300 meter radius must dodge 1D10 large rocks that do 2D6x40 damage on the multiple action chart.

Whole Hex Collapses

The entire hex collapses roll 1D6 for each character or vehicle. If the roll is a 5-6 they must dodge 1D10 large rocks that do 3D6x40 damage on the multiple action chart. If the roll is 4-3 then the falling rocks are unavoidable but the character or vehicle take 2D100 points of damage and are buried under rubble. If the roll is 1-2 then the falling rocks are unavoidable but the character or vehicle take 2D100x10 points of damage and are buried under rubble.

Cracked Reservoir

The nearby reservoir has cracked and is causing flooding in adjacent hexes. Any dirt in Ag hexes or in residential hexes is now deep mud. The tidal wave can wash mud into doorways so high that they are impassable in the adjacent hex. Roll on the Random Direction table to determine which reservoir wall has cracked. The characters will encounter the flooding as it rushes into the hex they are in. The water travels at 120 kph and will rise at a rate of 1 meter per hour. Roll on the position table to see where the characters are when the water starts to flood in. The water will flow into 500 hexes by the time the flow has abated and it drains down into vertical passages, or through enough cracks and drains to no longer flood.

The distance from the reservoir determines how far the flooding has traveled and therefore how much water still needs to be dispersed. After the water crests it will slowly flow out of the hexes and drop at a rate of 1 meter per hour.

Distance from reservoir

Roll 2D10 hexes

Plasma Leak

A Tertiary Plasma line has ruptured. The plasma leak causes secondary fires in surrounding CCC which gives off choking smoke

and obscures vision and optical sensors (-20). Each turn characters without breathing apparatus must make a Con roll or loose consciousness and will die in 1d6 turns if not moved to fresh air. Fire does 12 points of damage per turn and doubles if the object starts on fire (is flammable GM's discretion).

	PB	Short	Med	Long	Ex
Damage:	1K	800	400	200	100
Blast Range Class:	C				
Duration:	10 Minutes				

Powered City

This city still has power, lights, filtration and Hosent are mostly operational.

Raining

If underground, the rain cycle may be running, or a leak in the ceiling is causing it to rain. If the characters are not protected then PDFs apply.

Strength

Roll 1D100

1-20	Drizzle (-5 Int -5 Con)
21-50	Soaking rain (-5 Int -8 Con)
51-80	Downpour (-8 Int -8 Con)
81-100	Flooding Rain (-10 Int -10 Con)

Strong winds

Wind is being generated by a temperature difference between scores of hexes. This is normally caused by warm air near a plasma conduit expanding and cool air rushing in to displace it. Wall passages are usually the only way this pressure change can move from one hex to the other so wind is almost always stronger near and in them.

Wind Speed

Roll 1D100

1-50	60 Km/h winds in doorways
51-80	100 Km/h winds in doorways 10 Km/h in Hex
81-90	140 Km/h winds in doorways 20 Km/h in Hex
91-95	180 Km/h winds in doorways 30 Km/h in Hex
96-98	220 Km/h winds in doorways 40 Km/h in Hex
99-100	260 Km/h winds in doorways 50 Km/h in Hex

Wind Speed PDF

10-30	Km/H -5 to piloting rolls
40-60	Km/H -10 to piloting rolls
100 Km/H	-20 to piloting rolls -5 to visibility
140 Km/H	-25 to piloting rolls -5 to visibility
180 Km/H	-30 to piloting rolls -10 to visibility
220 Km/H	-35 to piloting rolls -10 to visibility
260 Km/H	-40 to piloting rolls -15 to visibility

Quake splits the ground

A powerful quake tears the hexes the characters are in into two. The release of stored up energy is enormous and causes the ground to flex and crumble. If the characters are within the width of the crack they fall through unless they can fly.

Distance from rift

1D100x100 meters

Length

1d10x10 Km

Width

1D100x10 Meters

Height

1d10x2 Km

Effect on Characters

Roll 1d10 for each Character

1	No effect
2-4	Shaken - Agi or piloting roll to remain upright
5-6	Thrown - Thrown 2D10 meters.
7-8	Rock fall - dodge 1D10 small rocks that do 1D10 damage on the multiple action chart.
9-10	Heavy rock fall - dodge 1D10 large rocks that do 2D6x40 damage on the multiple action chart.

Effect on hexes

Roll 1D100, Roll on Random Direction table for walls that are blocked

1-25	No Entryways Blocked off
26-50	Entryways on one wall are blocked off
51-65	Entryways on two walls are blocked off
66-80	Entryways on three walls are blocked off
81-90	Entryways on four walls are blocked off
91-95	Entryways on five walls are blocked off
96-100	Entryways on six walls are blocked off

Fire

Something has started a major fire in long dead plant matter that once covered this area. The fire spread to the CCC in the hex walls and has scorched the walls and ceiling which gives of choking smoke and obscures vision and optical sensors (-20). Air is sucked into the hexes on fire and generates strong winds (-10 to piloting rolls). Each turn characters without breathing apparatus must make a Con roll or loose consciousness and will die in 1d6 turns if not moved to fresh air. Fire does 12 points of damage per turn and doubles if the object starts on fire (is flammable GM's discretion).

Strength

1-20	Fire burned out
21-75	Minor fire creating heavy smoke
76-90	Blaze is in 1D6 Hexes 60 Km/h winds in

doorways
91-100 Blaze in 2D6 Hexes 60 Km/h winds in doorways

Dust storm

Wind is kicking up fine particles that obscure vision and make it difficult to breath. Each turn characters without breathing apparatus must make a Con roll or loose consciousness, the dust obscures vision and optical sensors (-20). Living for long periods of time in this environment causes 1 stress point per day due to the hassle of dust getting into everything. Vehicles without their own oxygen supply (usually this means everything but E-suits) must have their filters scrubbed every hour or it will stall (Repair machinery roll).

Below freezing temperatures

A large region has been blocked from warm air flowing into it. If the characters do not have protective clothing they must make a Con roll every hour or they will go into hypothermia and die 1d10 hours later if not given first aid and moved to a warmer area.

Ground is covered with ice

The ground in a 2D10 hex area flooded and later froze. There is a -20 to AGI and -5 to REF while on foot. Land based vehicles are -20 to pilot and the pilot is -10 to REF.

Quake

The deterioration of structures in The Artifact cause internal stress on hexes and at times that stress severs the bonds between hexes and causes a quake. These can be quite violent.

Effect On Characters

Roll 1d10 for each Character

- 1 No effect
- 2-4 Shaken - Agi or piloting roll to remain upright
- 5-6 Thrown - Thrown 2D10 meters.
- 7-8 Rock fall - dodge 1D10 small rocks that do 1D10 damage on the multiple action chart.
- 9-10 Heavy rock fall - dodge 1D10 large rocks that do 2D6x40 damage on the multiple action chart.

Effect on hexes

Roll 1D100, Roll on Random Direction table for walls that are blocked

- 1-25 No Entryways Blocked off
- 26-50 Entryways on one wall are blocked off
- 51-65 Entryways on two walls are blocked off
- 66-80 Entryways on three walls are blocked off
- 81-90 Entryways on four walls are blocked off
- 91-95 Entryways on five walls are blocked off
- 96-100 Entryways on six walls are blocked off

Fog/haze

Cool air is causing moisture in the air to condense into a fog

Density

Roll 1D100

- 1-50 Thin -5 PDF to vision/optics
- 51-75 Hazy -10 PDF to vision/optics
- 76-87 Dense -15 PDF to vision/optics
- 88-93 Obscuring -20 PDF to vision/optics
- 94-100 Wall of Fog -30 PDF to vision/optics

Chasm

A quake long ago has opened a massive split through hundreds of hexes making passage difficult without the ability to fly.

Length

1d10x10 Km

Width

1D100x10 Meters

Height

1d10x2 Km

Fouled Air

Some toxic gas (Carbon monoxide, Methane etc.) is heavy in the air. Each turn characters without breathing apparatus must make a Con roll or loose consciousness and will die in 1d6 turns if not moved to fresh air.

High Radiation

Radiation in this area is astronomically high for some unknown reason. There is not normally anything in a incremental city that would be radioactive, but some spots are irradiated. Scimrahn Scouts may have marked the area with En and a successful En roll will warn of the hidden danger.

Characters in E-suits or other similarly sealed vehicles are for the most part, protected (-3 levels) and will suffer little unless they remain in the area (level increase time is tripled unless they leave the vehicle).

Removing clothing from potentially contaminated patients eliminates most external contamination and that universal precautions are generally sufficient to protect medics from harm of radiation exposure. Prevention of and treatment of infection is one of the primary focuses of treating radiation exposure. Supporting and enhancing normal blood cell function is of high importance as this is one organ that is hit hardest. With a successful General Medicine roll the radiation poisoning level can be reduced by one level. Bed rest can reduce the level by one. Proper medical facilities can reduce the level by one.

The effects of radiation are horrible, thankfully most of the radioactive areas in The

Artifact have low levels of radiation and the higher levels of poisoning are only a risk after extended exposure. Effects are cumulative for each level of exposure.

Irradiated area

Roll 1D100

1-50	1 Hex
51-75	30 Km radius
76-90	60 Km radius
91-100	100 Km radius

Exposure

Roll 1D100

1-50	0 plus 1 per day (24 hours)
51-75	1 plus 1 per 12 hours
76-88	2 plus 1 per 6 hours
89-97	3 plus 1 per 3 hours
98	4 plus 1 per hour
99	5 plus 1 per 30 min
100	6 plus 1 per 15 min

0 - No significant exposure.

1 - No symptoms. Potential for cancer 10% in 1D10 years.

2 - Mild sickness with headache and increased risk of infection (-20 to con vs. disease).

3 - Light poisoning, 10% fatality after 30 days. 50% probability mild to moderate nausea, with occasional vomiting after 3 to 6 hours lasting for up to one day. 50% probability of a 10 to 14 day symptoms like general illness (-10 Psy -10 Str -10 Ref), loss of appetite and fatigue (-20 to Con). Increased risk of infection (another -10 to con vs. disease).

4 - Severe poisoning, 35% fatality after 30 days. Nausea with 50% risk of vomiting after 1D6 hours and last for 1 to 2 days. After 7 + 1D6 days the following symptoms appear: 50% probability loss of hair all over the body. There is a greatly increasing the risk of infection (another -10 to con vs. disease). Symptoms last up to 1D6 months.

5 - Severe poisoning, 50% fatality after 30 days. 50% probability of uncontrollable bleeding in the mouth, under the skin and in the kidneys (1 point damage per day).

6 - Acute poisoning, 60% fatality after 30 days. Symptoms start in a half an hour to two hours and last for up to 2 days. After that, there is a 7 to 14 day lapse in symptoms, after which the same symptoms appear as above, with increased intensity (another -10 to con vs. disease -10 Str -10 Ref and 1 point damage per day). Symptoms last for 1D10 months. The primary causes of death (in general 2D6 weeks after irradiation) are infections and internal bleeding.

7 - Acute poisoning, 100% fatality after 14 days.

Survival depends on intense medical care. Bone marrow is nearly or completely destroyed, bone marrow transplantation is required. Gastric and intestinal tissue is severely damaged. Symptoms start in 15 + 1D10 minutes and last for up to 2 days. Subsequently, there is a 5 to 10 day lapse in symptoms, after which the person dies of infection or internal bleeding. Recovery would take 1D6 years.

8 - Acute poisoning, 100% fatality after 7 days. A dose this high leads to spontaneous symptoms after 5 to 30 minutes. After powerful fatigue and immediate nausea caused by direct activation of chemical receptors in the brain by the irradiation, there is a period of 1D6 days of comparable well-being, called the "walking ghost" phase. After that, cell death in the gastric and intestinal tissue, causing massive diarrhea, intestinal bleeding and loss of water, leads to water-electrolyte imbalance. Death sets in with delirium and coma due to breakdown of circulation. Death is inevitable; the only treatment that can be offered is pain therapy.

9 - Immediate disorientation and coma in seconds or minutes. Death occurs after 1D6 hours by total collapse of nervous system.

Very Hot

The areas near plasma conduits can become very hot, the temperatures can cause heat stroke in short order.

If the characters do not have protective clothing they must make a Con roll every ten minutes or they will get heat stroke and die 2d10 minutes later if not given first aid and moved to a cooler area.

Ground Lightning

Ground lightning is a result of static electricity built up from the air flowing over the ground. There is a 20% chance that each character or vehicle is struck.

Effect

Roll 1D100

1-68	Strong shock 3% chance of equipment failure for all electrical equipment.
69-90	1D10 damage 10% chance of equipment failure for all electrical equipment.
91-97	2D10 20% chance of equipment failure for all electrical equipment.
98-99	3D10 50% chance of equipment failure for all electrical equipment.
100	4D10 80% chance of equipment failure for all electrical equipment.

Tornado

In the weak atmosphere of the poles the wind can blow very hard and still barely be felt. Rotating updrafts can further increase the force of this wind and pick up carbon dust and sand.

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These storms can pose several problems for people and equipment, from increased wear from dust infiltration to electrical arcing to projectiles. Each turn the storm moves 1D100 x 10 meters and changes course every turn (use the Random Direction Table). It affects everything within a range class of B.

Size

1-65	Dust Devil - dust obscures vision and optical sensors (-20). 3% chance of equipment failure for all electrical equipment.
66-88	F0 - Same as above but with a 10% chance of equipment failure for all electrical equipment. Each character takes 1D6 damage from flying objects.
89-95	F1 - Same as above but with a 15% chance of equipment failure for all electrical equipment. Each character takes 1D10 damage from flying objects.
96-97	F2 - Same as above but each character takes 2D10 damage from flying objects.
98	F3 - Same as above but each character takes 5D10 damage from flying objects.
99	F4 - Same as above but each character takes 1D100 damage from flying objects.
100	F5 - Same as above but each character takes 3D100 damage from flying objects.

Meteor Shower

A meteor shower hits the surface in a 10 km radius.

Each character must dodge 1D10 small meteors that do 3D10 damage on the multiple action chart.

Comet Impact

A massive Comet streaks toward the characters and bursts in it's decent into large chunks of ice. Each character in a 2 kilometer radius must dodge 1D10 large ice chunks that do 2D6x40 damage on the multiple action chart.