

The Artifact

The Fringe

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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: Rick Hunter, because he deserved better than Minmay anyway.

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The Fringe

The Artifact 1

In the vastness of The Artifact, there exist those communities separated from the main. These communities have their reasons, to avoid the war going on, to provide a service no one else could or maybe to hide from people in general. These communities see things that only they see. They are only whispered about in mainstream society. Some of these groups primarily operate out of the Methane Wastes, these communities are called The Fringe.



I-CA is making an inconsequential four thousand men into a decisive fighting force. The I-CA have put together their most innovative men and coupled them with their most fearless and possibly mentally unstable fighters. This mixture has exploded onto the global scene gaining in infamy among their enemies.

Roving about the Wastes are challenges that the I-CA must face, and also opportunities.

The I-CA has dispatched a large task force to operate in this area. The I-CA camp may be the largest single community in the fringe. Over four thousand men and women have established a base of operations in the most inhospitable place on The Artifact

The I-CA knows that if they are to stake a claim on the surface, they will have to engage the powers that be in orbit. Both the major powers, the Chezbah and Kelrath have large orbital weapons in place to defend their land. The easiest place to get into orbit is through the poles. As a result, they have built a launchpad for the most consistent and aggressive assault on the major powers ever seen.

Using unorthodox tactics, such as missile escorts, and modified E-Suits called Bots, the

Communities

Dwellers

The Dwellers are the closest thing the Methane Wastes have to natives. The Dwellers seem to have broken off of mainstream settlements before the Kelrath and Chezbah were separate communities. Millennia ago a group of people, against what would seem to be conventional logic, entered into the methane wastes and took up permanent residence. There are no records that indicate why the Dwellers decided to live in a region with little in the way of food, water, or even air. Even they do not seem to have any remembrance of what prompted the relocation.



Today the Dwellers are comprised of tiny mobile communities that operate out of their methane ships. These submarine like vessels travel through the liquid methane of the wastes serving as home. The Dwellers are miners, collecting the deposits of nickel and iron. The raw ore is then sold to the highest (or closest) bidder. To take advantage of this the major powers have outposts to trade with the Dwellers. Each ship is it's own community, separate and autonomous from the rest of the Dweller communities. Because of this the Chezbah have had little success in restricting trade to the Scimrahn and the Kelrath.

Dweller ships are very well built, which is interesting because Dwellers have no access to Hosent. This means that all of their manufacturing must be done by hand, something that no other culture has to do.

Dwellers deal with harsh conditions on a minute to minute basis. Because of this, they have developed an unusual way of life. They need to wear protective suits to survive in the -170° Celsius wastes. Over hundreds of years, wearing these suits has become literally a second skin. In fact the Dwellers are not accustomed to seeing people without these suits. When trading with the Dwellers, they are more comfortable with someone in full armor, or at least covered head to toe in clothing. Dwellers identify individuals by distinctive markings on their helmets.

Tactics

There are several methods of attacking a target in orbit. These are the tactics the I-CA camp have adopted.

Orbital Insertion

The I-CA launch from the poles where the gravity is weakest and the atmosphere the thinnest. Once in orbit, ICBMs cross the orbit of enemy cannons and destroy them while conventional forces enter in behind enemy forces.

It is assumed that there is less than one million dwellers in the Wastes.

Scimrahn Kelrath & Chezbah

The presence of the three major powers in the Fringe is meager. Most of these outposts are in place to trade for ore. Some of them actually smelt the ore before transporting it out of the wastes. These tiny outposts rarely numbering any more than thirty to fifty individuals are often more members of the Fringe than the societies they come from.

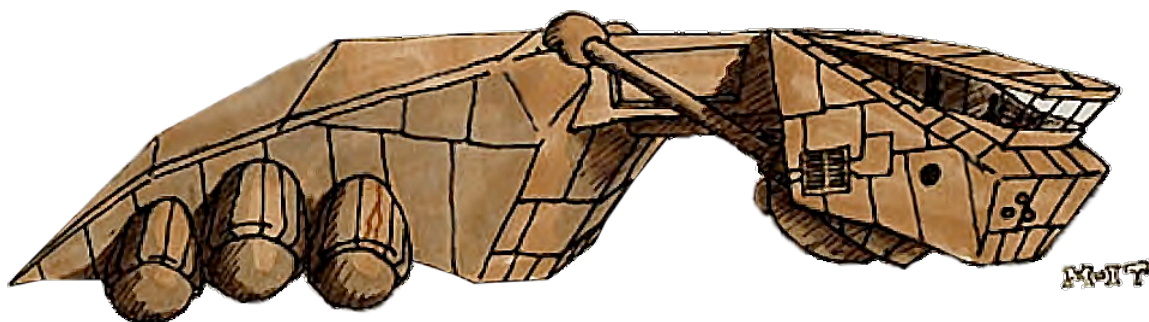
The Indo-China Alliance

The I-CA camp is in a hidden location in the Methane wastes to prevent it being located. This camp has taken on several major projects to enable them to be more effective. Some of these the commanding officers are not even aware of because of communication barriers.

Major Xiao Che Chan is the field commander of the Camp. Major Chan is a charismatic leader and is often well liked by those under his command. He is very fond of Napoleon and Alexander the Great, taking queues from them to be in the thick of the battle with his men. The Major is often seen among his men, often dropping the pretenses of command to have frank conversations with them.

To avoid interception, a high orbit is set and then the enemy is engaged by dropping into the lower orbit.

Traveling in orbit takes time and small vehicles like E-Suits have limited oxygen reserves. Because of this, they are often carried on larger vehicles until getting ready to attack.



Mobile launchers

In order to make the location of the camp more difficult to find, the I-CA has constructed ten mobile missile launchers. These launchers are capable of launching nuclear tipped intercontinental ballistic missiles. These missiles are aimed at the Chezbah and Kelrath orbital emplacements.

The Camp cannot manufacture enough missiles to destroy all of the orbital emplacements. It is expected that the missiles will destroy only about ten percent of the emplacements.



The Launchers are modified Kelrath AG Tugs that are normally used for pulling large vessels out of a maintenance yard. Engineer Li Ma has modified a number of these vessels to carry an ICBM into orbit. Their great reliability and strength makes them ideally suited for the task. Because they are of Kelrath design, they are less likely to draw attention even if they are noticed.

There is one problem with using such a concentrated attack, these missiles can be easily shot down. To prevent such a valuable weapon from being rendered useless, Major Chan has gathered his most fearless E-suit pilots to escort these missiles into the battle until they have reached their objective. These men are either highly motivated and unstable but are

considered among the elite of Major Chan's forces. This is something the Major plays up to keep morale among his missile escorts high.

Dweller ships

Seeing the giant, sturdy Dweller vessels in action, Major Chan decided to purchase several of them and have them refitted to operate in orbit as capital ships. It is the Major's goal to have three of these vessels operating at all times. Despite being as large as a Chezbah Cruiser is, these vessels are undergunned and rather slow, serving more as E-suit carriers than as gunships. Regardless of technical inferiority, the fleet, as Major Chan calls it is a great boon to the I-CA's cause.

Rather than trying to pound the powerful emplacements out of orbit, Major Chan's strategy is to disable the vessels with special tactical forces. The fleet needs only to deal with the Defensive forces and allow these special units to deliver a disabling payload to a key control center such as the bridge. The deployment of these forces is done by the assault transports that the Major brought with him.

Since the invention of the "Fleet" A second strategy along the same lines was developed using an attack vehicle called the Taio Zao. Now the tactical units are a second line of attack if the Taio Zao should fail.

E-Suit manufacturing

The I-CA has transported fifty Hosent along with the camp to facilitate repair and replacement of the four hundred Esuits and one hundred Deltas, two hundred light support craft, and two Assault Transports. All of these seem like a daunting task, but the Major soon found that fifty Hosent were so good at repairing and manufacturing, that they sat idle forty percent of the time. In

addition the maintenance crew had little to do because of the Hosent. Major Chan decided it was time to put his maintenance crew and their Hosent to better use.

The Major told the maintenance crew to begin not only replacing lost E-suits, but to continue manufacturing E-suits as fast as they could. The Major knew that he did not have enough

men to pilot more E-suits, so he turned to Field Engineer Li Ma. Officer Ma developed a software system to control multiple E-suits from a single set of controls. The pilot controls up to four other E-suits

called Bots by remote. The system is demanding on the pilot, but expands the camp's attacking power dramatically.

New! Character Occupations



Dweller

Dwellers are hard working merchants and miners. Many of them live without the constant danger of war that most communities endure. Dwellers live far from peaceful lives however. Their environment is the most hostile on The Artifact. Great beasts roam the wastes and make life hazardous. Dwellers are the only people that have immersed themselves in this environment.

The I-CA camp has employed a number of Dwellers to build and maintain the Dweller vessels they operate. Some serve as repair crews on the vessels themselves and some hunt for Kun Hou skeletons to build new vessels.

Equipment: Dweller hard suit, 3 Hard suit modifications, Heavy cloak, Heavy Axe, Dweller Tool kit, Oxygen Methane multipurpose furnace, Mini-Arc Welder, Grenades (15).

Skills: Read/Write Chezbah +25, Read/Write Kelrath +25, Read/Write Scimrahn +25, Pilot E-Suit +20, Pilot C-Suit +30, Pilot Methane Vessel +20, Repair Machinery +25, Welding +15, Repair Electronics +25, Electronics Engineering +5, Methane Wastes Shelter Construction +20, First Aid +5, WS Skill Axe +15, Hunting +5, Agriculture +10, Mapping +5, Explosives +15, Explosives Disposal +15, Structural Recognition +10, Weapon Repair +10, Artillery Repair +10, WS Grenade +10, Navigation Wastes +10, HTH Combat +5, Speak Scimrahn +10, Speak Chezbah +30, Speak Kelrath +10, plus 5 skills at +5

Attribute Bonuses

Str +10
Con +10
Agi +5
IQ +5
Dex +5

Starting Rank: None

Missile Escort

The Missile Escort's job is to ensure that nothing intercepts the nuclear tipped I.C.B.M.s that the camp uses to destroy orbital emplacements. This high risk work requires careful consideration of the inherent danger to the escort. Mainly if the escorts should fail, there is the possibility of the missile detonating in close proximity to them. Usually the Escorts protect the missile until it has reached the maximum effective blast radius and then withdraw, hopefully giving them the opportunity to be well out of harm's way before the missile detonates. This line of work requires a special kind of pilot, either driven by duty, prestige or fearlessness that may be closer to insanity.

Escorts launch into orbit with the I.C.B.M. using their rocket boosters (they don't need

the boosters to get into orbit, only to match speeds with the missile). They then follow the missile to the target site, a trip that can often take five to twelve hours at nearly ten thousand miles per hour. As the target comes into range, the Escorts engage any defenses they may encounter. However at these high speeds (approx. 3 km/turn) it is often difficult for the enemy to launch a defense of more than a few interceptors.

After the payload is delivered, the Escorts fly back on their own power while avoiding anyone trying to follow them back.

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit, Hard Suit.

Clearance Upon Assignment: Scimrahn TF-2394 E-suit, Two Optional Scimrahn Weapon System that do not hinder flight, N-1 Thruster modification, External fuel pod, Rocket Booster, Reactive Armor (+300 hp), Grenades (5 standard, but more if allowed).

Skills: Pilot E-Suit +40, Pilot E-suit Space +25, Artillery Operation +25, Optics +25, WS Pistol +20, WS Rifle +5, WS Grenade +15, Melee Combat +10, Weapon Repair +5, HTH Combat +5, Navigation Orbit +10, ECM +10, plus 7 skills at +8

Attribute Bonuses

Str +5
Con +5
Dex +10

Starting Rank: Private

E-Suit Wing Pilot

The Wing Pilots use a complex control system developed by Officer Li Ma to control the actions of up to four "Bots" and their own E-suit. Few pilots can handle four Bots most being more comfortable with one or two. The Major wants to bring this figure up to the maximum four per pilot. Currently the policy is to allow the pilots to choose how many Bots the pilot can handle.

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal

T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit.

Clearance Upon Assignment: Scimrahn TF-2394 E-suit w/Bot control program, TF-2394 with Bot programming (1-4), Optional Scimrahn Weapon System, Reactive Armor (+300 hp),

Grenades (5 standard, but more if allowed).

Skills: Pilot E-Suit +35, Pilot E-suit Space +30, Pilot Bot +30 Artillery Operation +20, Optics +20, WS Pistol +20, WS Rifle +10, WS Grenade +15, Melee Combat +10, Weapon Repair +5, HTH Combat +10, Navigation Orbit +10, ECM +10, plus 5 skills at +5

Attribute Bonuses

Str +5
Con +5
Dex +10

Starting Rank: Private

I-CA Delta Pilot

The Delta pilots operate out of The Jie (see: Vehicles). The Scimrahn Delta offers a fast attack platform that is often used to provide fire support for front line E-Suits. The Delta's speed and AG engine allows it to move in and out of a conflict at will. This is necessary because of it's lack of armor and shields. Deltas are also used to get around enemy craft and strike from the back, hopefully circumventing their shields.

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit, Hard Suit.

Clearance Upon Assignment: Scimrahn Delta, Reactive Armor (+50 hp), Grenades (5 standard, but more if allowed).

Skills: Pilot AG +40, Artillery Operation +25, Optics +25, WS Pistol +20, WS Pistol +15, WS Rifle +105, WS Grenade +15, Melee Combat +10, Weapon Repair +5, HTH Combat +5, Navigation Orbit +10, ECM +10, plus 7 skills at +8

Attribute Bonuses

Str +5
Con +5

Dex +5

Starting Rank: Private

C-Suit Pilot

The C-Suit pilots operate out of The Guang Rong (see: Vehicles). These pilots serve as repair and salvage crews in orbit. Their function is to not only salvage I-CA equipment, but also Chezbah and Kelrath vessels that have been disabled in combat.

C-Suit teams must access the damage on an enemy vessel and determine the best course of action. Sometimes only drives or weapon systems are salvageable, but the real prizes are restorable ships. This job function can be dangerous since the vessels and equipment that is selected are damaged and have claimed the lives of C-Suit pilots doing their duty.

An added duty of the C-Suits is to transport ammunition from the Guang Rong to the other ships in the fleet.

Equipment Standard Issue: AK-140, 7.62 mm Ammunition (10 Clips 30 Rounds), 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, ICA Personal T/R/S/D, Scimrahn Pilot Armor, Binoculars, Nightvision goggles, Vac-suit, Hard Suit.

Clearance Upon Assignment: Chezbah Builder C-Suit, Grenades (5 standard, but more if allowed).

Skills: Pilot E-Suit +15, Pilot E-suit Space +15, Repair Machinery +30, Repair Electronics +20, Welding +15, Structural Recognition +5, Weapon Repair +10, Artillery Repair +20, Optics +10, WS Pistol +5, WS Rifle +5, WS Grenade +5, Melee Combat +5, HTH Combat +5, Navigation Orbit +10, ECM +10, plus 5 skills at +5

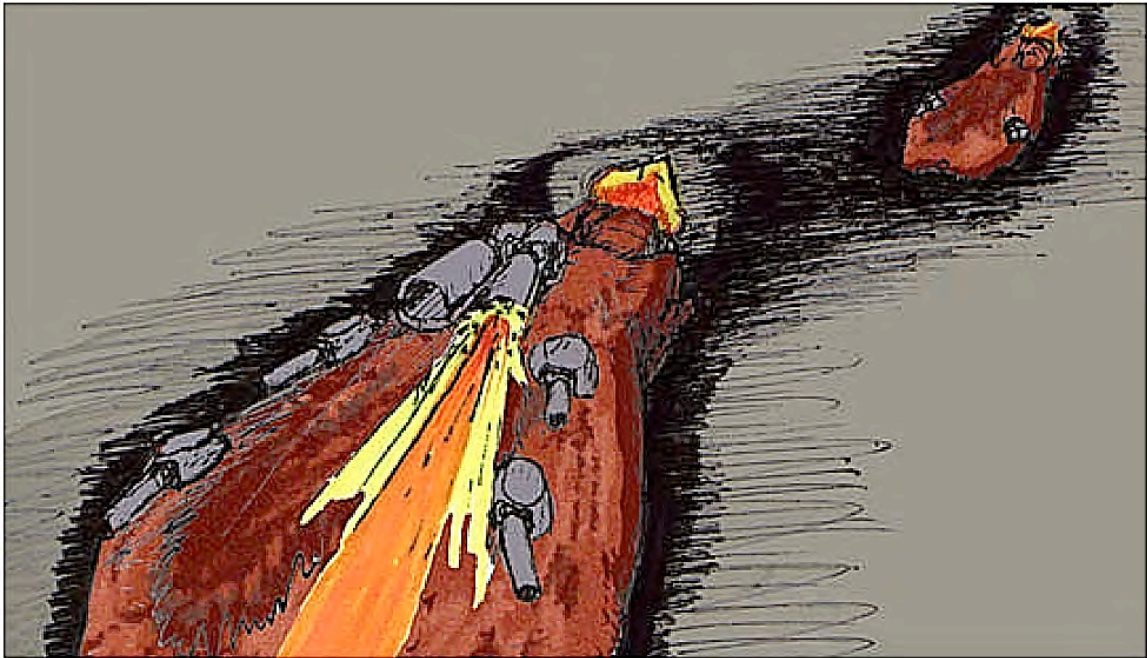
Attribute Bonuses

Str +5

Con +5

Dex +5

Starting Rank: Private



Bridge Command

Pilot

The fledgling fleet of dweller ships is a powerful tool to the I-CA. The Bridge commander serves as one of the key coordinators of the vessels.

The Fleet's orbital vessels are classic chemical rocket vehicles and therefore require more delicate maneuvering than AG vessels. The bridge pilot must coordinate the hundreds of thrusters to produce a desired movement.

Gunner

The Bridge Gunner must develop the firing solutions for weapons to hit their mark.

Engineer

The engineers are responsible for maintaining every system on board the Fleet's ships. Coping with new systems and battle damage keeps these able men and women continuously busy.

Communications

The communications officer not only has the responsibility of communicating between ships in the fleet, they also have the responsibility of coordinating the E-suits launched from his or her vessel.

Equipment Standard Issue: 9mm Pistol, 9mm Ammunition (5 clips of 10), Knife, Five (5) I-CA Uniforms, Scimrahn Light Armor, Binoculars, Nightvision goggles, Vac-suit, Hard Suit.

Common Skills: Command +20, Law Enforcement +10, Military Intelligence +20, Propaganda +5, Optics +20, Computer Operation +20, WS Pistol +10, WS Rifle +5, WS Grenade +5, HTH Combat +10, plus 5 skills at +5

Pilot Skills: Pilot Orbital Vessel +35, Navigation Orbit +30, Physics +5, Pilot AG +30.

Gunner Skills: Artillery Operation +35, Artillery Repair +15, Physics +5, plus 5 skills at +10

Engineer Skills: Repair Machinery +25, Mechanical Engineering +10, Welding +15, Repair Electronics +20, Electronics Engineering +10, Explosives +10, Explosives Disposal +10, Structural Recognition +10, Weapon Repair +10, Artillery Repair +30.

Communications Skills: Radio +20, Scrambler +30, Signal Triangulation +25, Code Cracking +5, Computer Programming +15, Defeat Security +15, ECM +20, ECCM +15, Jamming +15, Optics +30, Electronics +10, 3 Languages +30.

Attribute Bonuses

Dex +5

Starting Rank: Corporal

New! Skills

These are new skills that pertain to the characters operating from

The Fringe sourcebook.



Constitution Skills

Resist Cold

This skill is used whenever the character must make a save against hypothermia. This can also be used to "shrug off" the minor effects of cold such as shivering and some stress effects due to the effects of cold.

For every Fractional Success, the character can ignore five points of stress from the cold.

The roll does not remove the stress, only temporarily allows the character to ignore it.

Hold Breath

This skill is used when the character must hold their breath for extended periods. Each turn the character holds their breath they can make a save vs. Con plus this skill to remain in focus. If this roll is failed, the character takes 1 Physical and 1 Mental stress point.

Intuition Skills

Prospecting

Prospecting is the ability to locate and identify valuable materials to be mined. The process of

prospecting is explained in the Rules section of this sourcebook.

IQ Skills

Methane Wastes Shelter Construction

Shelter construction in the methane wastes involves much more than would be necessary in an oxygen environment. Shelter from the methane in itself is not enough to protect a human.

Shelter construction in the Methane Wastes involves some kind of heavy construction equipment and substantial materials to build with. This skill is intended to be used in constructing a long term habitat for a group.

This skill would most often be used to construct a shelter on a vein that is being mined so that workers can operate out of it or inside of it.

This is a Tech Challenge. For every person housed by the shelter, the challenge has 1 Challenge Point. Adding a dive pool for exiting and entering adds 2 more Challenge Points and adding an airlock adds 10 Challenge Points. This shelter is just a stopover or emergency shelter for workers. To build a more substantial residence, multiply the CP

by 4. Each Roll requires a day of construction time.

Navigation Orbit

While there are no inherent barriers in orbit, the flight path of an orbital vessel must be exact or the results could be devastating. Gross course adjustments can cause a vessel to fall out of orbit, especially when making orbital returns.

Navigation Wastes

Navigation in the Methane wastes is easier than navigation in the incremental cities, but the gloom of the methane can easily cause a vessel to lose its bearing. This can become an issue when passing through doorways in the wastes.

Mining

Mining is the knowledge necessary to efficiently remove materials from their surroundings. The process of mining is explained in more detail in the Rules section of this book.

Dexterity Skills

Pilot Bot

Bot piloting takes co-ordination that is much different than standard E-suit piloting. It involves juggling the attention of the pilot

between the different bots. In addition there is a new set of commands and controls specifically programmed to control the bots.

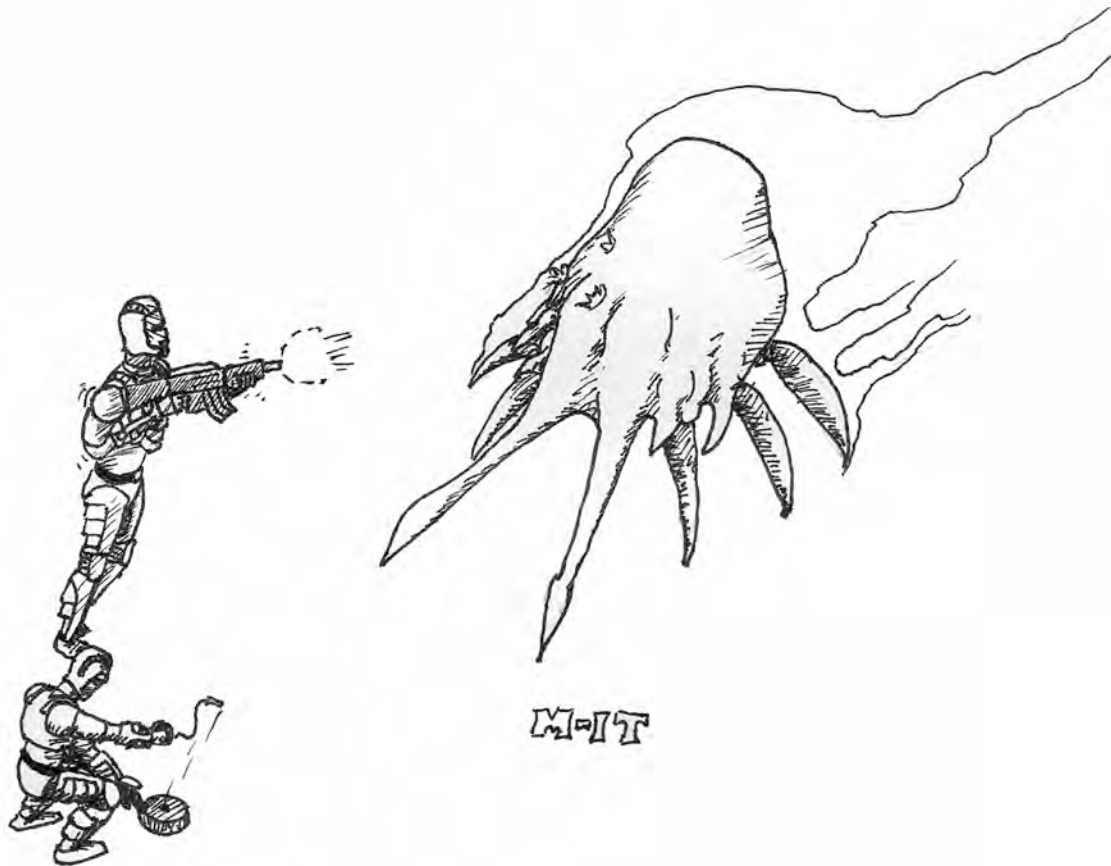
Pilot E-suit Space

Piloting an E-Suit in space is a difficult task and requires a whole different mindset than piloting in an atmosphere. Short, precise

thrustor burns are required for maneuvering. Acceleration and deceleration are also important factors for arriving on target because, in orbit going to fast or too slow can effect the E-suit's position in orbit.

Pilot Orbital Vessel

Orbital Vessels are vehicles that use free fall to stay in orbit around a planet. They are not able to maintain sustained flight without orbiting a planet. AG vehicles are not orbital vessels, their propulsion systems counteract gravity and therefore do not need to stay in orbit to maintain altitude.



Game Master's Section

This source book is designed as a supplement to The Artifact RPG. It is intended for use as one of the possible settings that the players can play in. The specific environment of the I-CA camp is still very flexible and can lead to a number of different campaigns. Players can get involved in missions to locate new sources of Tiě Bǎn Yóuyú hulls, protecting the I-CA camp from attack or detection, or be involved in fleet actions against the Chezbah and Kelrath.

Each new Character Occupation operates in very different environments and while some can be intermixed in game play.

Some COs such as the Missile Escort is intended for play only with other Missile Escorts. In addition, many of the new CO's are uniquely suited for orbital functions, while existing COs found in The Artifact core rules do not fit well into the function of those COs. The COs found in the core rulebook are useful in functions such as defense, and scouting. As a result, it is suggested that the Players co-ordinate their intended COs with each other and the GM. This can simplify game planing for the GM. With this in mind, if the GM allows, nearly any CO is playable in this atmosphere. The GM should take into account the political nature of the I-CA and the ASO. Any ASO involvement in this setting would be minimal and probably would have no involvement in orbital actions.

Influential People

This section deals with influential NPCs that the characters may have interactions with at the Game Master's discretion.



Major Xiao Che Chan

Xao Che Chan started his military career as a lieutenant in the Peoples Republic of China. He was decorated in combat twice before being transferred to duty on The Artifact. His first off world post was one of five to clear territory on The Artifact's surface for colonization. Out of the five missions, only Chan's met with any success, however the new colony was decimated by a Kelrath Orbital Cannon.

The Major and a third of the colony survived the attack but Chan realized that any other attempts to establish a surface colony would require addressing the powers in orbit.

The Major's request to lead this expedition was met favorably due to political pressure to establish a stable surface settlement.

Gender: Male
Height: 1.85 meters
Build: Average
Age: 38
Hair Color: Black
Eye Color: Brown
Rank: Major
Attitude: Loyal, somewhat paternal. Expects loyalty from his men.

	Full	1/2	1/4	1/8
Con	35	18	9	5
Str	40	20	10	5
Ref	50	25	13	7
Agi	50	25	13	7
Dex	40	20	10	5
Bty	30	15	8	4
Cha	80	40	20	10
Int	70	35	18	9
IQ	60	30	15	8
Psy	70	35	18	9
HP	15			

Skills

Read/Write Chinese +50, Read/Write Hindi +50, Mathematics +35, Pilot Automobile +20, Radio +10, First aid +10, Computer Operation +10, WS Pistol +30, WS Rifle +40, WS Grenade +30, Sniper +15, Melee Combat +20, Navigation Land +20, Ambush +20, Detect Ambush +15, Explosives +15, Camouflage +10, Weapon Repair +10, HTH Combat +40, Law Enforcement +25, Command +40, Intimidation +30, Iron Will +20, Meditation +10, Surveillance +20, Sociology +20, Resist Fatigue +10, Resist Intimidation +20, Psychology +30, Propaganda +20.

Field Engineer Li Ma

Li Ma entered military service shortly before the year 2083 and quickly gained esteem among his peers. This young and innovative officer aided Major Chan's effort to create a stable base of operations on the surface by developing a system of energized posts that attract plasma fire.

This enabled the colony to repulse multiple onslaughts by the Kelrath until the Colony was destroyed by an orbital cannon.

Major Chan knew that he needed Officer Ma in his mission to engage the orbital powers. Officer Ma has developed a number of systems that have turned what was thought of as a suicide mission, into a viable plan of action.

Gender: Male
Height: short 170cm
Build: husky 65kg
Age: 27
Hair Color: Brown
Eye Color: Hazel

Rank: Second Lieutenant

Attitude: Cowardly, will avoid danger and risks whenever possible.

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	50	25	13	7
Agi	30	15	8	4
Dex	80	40	20	10
Bty	25	13	7	4
Cha	40	20	10	5
Int	80	40	20	10
IQ	95	48	24	12
Psy	60	30	15	8
HP	15			

Skills

Read/Write Chinese +50, Read/Write English +50, Pilot Automobile +20, Radio +10, First aid +10, Computer Operation +50, Archeology +20, Biology +25, Botany +20, Chemistry +35, Mathematics +55, Physics +50, Psychology +20, Sociology +20, Anthropology +30, Theology +10, Architectural +10, Electronics Engineering +50, Mechanical Engineering +50, WS Pistol +5, HTH Combat +5, Acids +10, Structural Recognition +20, Welding +20, Computer Programming +40, Military Intelligence +20, Artillery Repair +30, General Medicine +10.

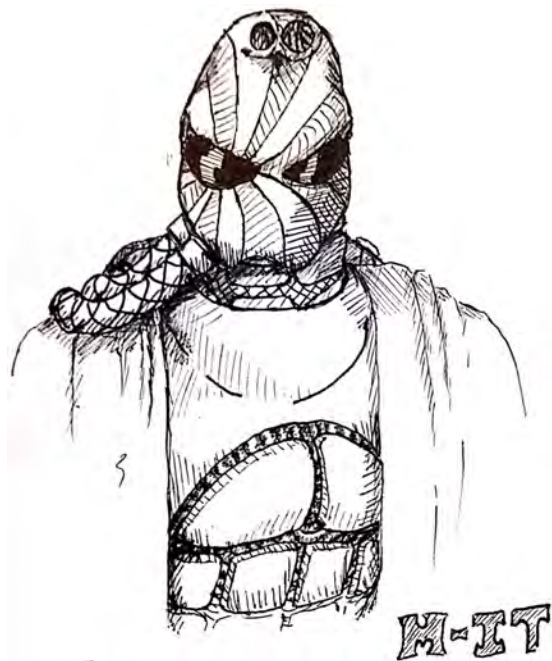
Dweller Clan Master Bahn Fraw

Dweller clan master Bahn Fraw is the leader of a fleet of Dweller vessels that operate in the region of the I-CA camp. Bahn Fraw, ever eager for an opportunity to trade, saw great promise in the ambitious Major Chan. Bahn Fraw was astounded at the Major's request for nine of his forty vessels and his willingness to pay handsomely for them.

In truth, The Dwellers price in oxygen was no problem for the Major to fulfill. The transport of Oxygen deep into the wastes is normally a long and difficult process but I-CA teleporters made this simple to accomplish. Bahn Fraw's hardsuit is identifiable by a series of red lines that radiate from his right eyepiece.

Gender: Male
Height: 2.3 meters (in hardsuit)
Build: average
Age: 38-45 estimated
Hair Color: unknown

Eye Color: unknown
 Position: Clan Master
 Attitude: Competitive, always is looking for the upper hand.



	Full	1/2	1/4	1/8
Con	60	30	15	8
Str	40	20	10	5
Ref	40	20	10	5
Agi	50	25	13	7
Dex	40	20	10	5
Bty	?	?	?	?
Cha	70	35	18	9
Int	80	40	20	10
IQ	60	30	15	8
Psy	60	30	15	8
HP	20			

Skills

Repair Machinery +25, Welding +15, Repair Electronics +25, Electronics Engineering +105, Shelter Construction +20, First Aid +10, WS Skill Axe +30, Hunting +15, Agriculture +5, Mapping +20, Explosives +25, Explosives Disposal +15, Structural Recognition +30, Weapon Repair +20, Artillery Repair +20, WS Grenade +10, Navigation Wastes +40, HTH Combat +20, Speak Scimrahn +20, Speak Chezbah +30, Speak Kelrath +15.

Additional Game Rules

Bot Piloting

There are two modes of control for Bots, synchronized mode and independent mode.

Synchronized control is easier on the pilot but the level of control is much lower. All Bot action is managed collectively meaning that the Bots perform the same action at the same time. Synchronized control means that all the Bots fire at the same targets, and attempt to move in formation.

While using synchronized control, only the first fractional success in attack and defense

rolls counts no matter how well the character rolls.

Independent control demands that each Bot be controlled individually. Each action by each Bot is a separate attack and a separate die roll. Independent control must be declared at the beginning of an action or it is assumed that the Bots are in Synchronized mode.

In either configuration, each Bot adds a 20% Impairment to attack and defense rolls but a 20% Advantage to Sensor and ECCM skill rolls for their collective sensor data.

Extended Range Classes

Range Classes can in theory extend on forever. For orbital engagements, some systems have very long ranges. Below are more range classes for those situations. If a GM wants to introduce range classes beyond this, multiply the distances in the K class by three for each class increment. For example, a system with an extreme range of just over a lightyear would have a class of CC or three classes past Z.

Range	PB	Shrt	Med	L	Ex
A	1	5	10	15	30
B	2	10	30	150	300
C	10	30	100	500	1K
D	100	500	1K	5K	10K
E	100	1K	5K	10K	30K
F	500	5K	10K	30K	100K
G	1K	10K	30K	100K	300K
H	5K	30K	100K	300K	1,000K
I	10K	100K	300K	1,000K	3,000K
J	30K	300K	1,000K	3,000K	9,000K
K	100K	1,000K	3,000K	9,000K	30,000K
Mod.	20%		20%	40%	90%
	Adv		Imp	Imp	Imp

The numbers here are in meters, a number with a "K" after it means thousands, (a 1 with a "K" means 1,000) or Kilometers. (See Rules:Dynamics)

Flight in Orbit

In an atmosphere vehicles have a top speed when flying because of air friction and gravity. In space friction is not a factor and by entering orbit, gravity does not slow the vehicle. If a vehicle propels itself in a direction it accelerates. If the vehicle thrusts again it accelerates again and the two accelerations are added together because nothing slowed down the first acceleration.

For the purposes of this sourcebook, this process will be simplified. Accurate accounting of acceleration, velocity and trajectory are math intensive and not very interesting. Also, game play for this sourcebook is not in deep space, but in orbit, where there are still factors of gravity to contend with. In orbit you are weightless, but that's because the vehicle is in "free fall". the vessel was stopped it would fall into the atmosphere.

For orbital movement, any vehicle that uses thrusters to fly uses Environmental Class 1 to determine it's speed.

For the purposes of game mechanics, we will classify movement in two types, Fine course adjustments and, Gross course adjustments.

Fine Course Adjustments

Fine course adjustments are those moments a vehicle makes that do not effect orbit to a large degree. These are course changes that are under 5000 Km/h or 20 Km per turn. These movements are free of restrictions in gameplay for simplicity. Any movements like evasive maneuvers or docking motions are in this category.

It is assumed that the pilot can make the needed corrective movements to stay in orbit relatively easily with the aid of a vehicle's computers.

Gross Course Adjustments

Gross course adjustments are produced by long thruster burns that build up to a velocity of 10 kilometers per second (100 Km/turn). They are used to move the immense distances required to move over the planet.

Each time a pilot makes a gross course adjustment they must make a piloting roll or enter an unstable orbit.

Top speed in atmosphere	Turns to gross adjustment	Minutes to gross adjustment
100 Km/h	250	42
200 Km/h	125	21
300 Km/h	75	13
400 Km/h	60	10
500 Km/h	50	8
600 Km/h	40	7
700 Km/h	35	6
800 Km/h	30	5
900 Km/h	26	4
1000 Km/h	23	4
2000 Km/h	12	2
5000 Km/h	5	1

Different vehicles can accelerate to a gross course adjustment at different rates. Above is a table of speeds and how long it takes the vehicle to make one gross course adjustment.

Gross movements change the orbit of the vehicle or to move in the direction of either pole. Once a vehicle has built up enough speed, it can move to a different orbit. It is a simplification of the real life physics that would be required but once a vehicle makes a gross course adjustment, it can move to any orbit.

Add the orbital period to the total trip time of the vehicle changing orbits. The time for the thruster burn accelerates the vehicle to a velocity fast enough to enter an orbit but the vehicle must travel a large distance to actually change orbits.

Anti grav vehicles can move to an orbit in half the time as an orbital vehicle.

Orbit	Altitude above Surface	Orbital Speed	Orbital period
Low	200 - 2000 km	10 km/s	170 minutes
Middle	2000 - 40,000 km	5 km/s	8.7 hours
High	40,000 - 100,000 km	3 km/s	23 hours

Polar Movements

Moving across the length of The Artifact or in the direction of either pole requires the vehicle to build up speed to make a gross course adjustment and one hour per division on the figure below.

Only one roll for a gross course adjustment is needed to calculate a trajectory across multiple divisions. The time to accelerate to a gross course adjustment is only done once, but one hour is still required to move each division.

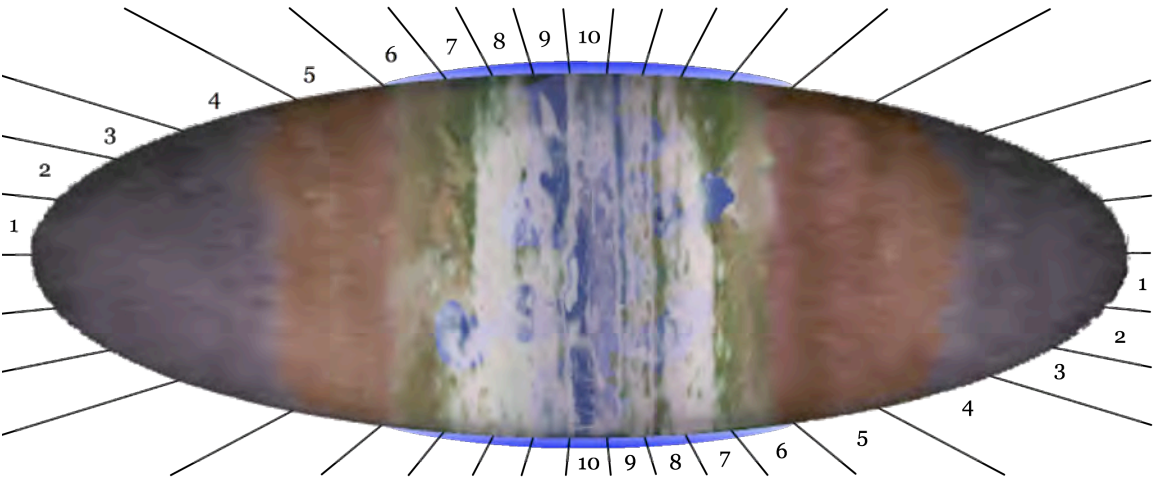
Anti-grav vehicles get no movement bonus for moving across the planet.

Orbits on the diagram follow the numbers. Starting at the 1, the orbit follows to the 1 on the opposite side. This is a highly oblong orbit where the orbital speed at the poles is slow, but then the vehicle accelerates while moving towards the core and then slingshots over the

other pole where it slows again as it reaches the pole. The orbits around the higher

numbers are more circular orbits with more constant orbital velocities.

Polar Orbital Divisions



Dangerous Maneuvering

Moving at higher speeds is possible in orbit but at higher speeds, the danger of entering a unstable orbit is a greater danger.

A pilot that wants to double their speed does another thruster burn like they were making a gross course adjustment. This thruster burn takes as long as the first gross course adjustment.

Each additional thruster burn cuts the time needed to move to the new orbit in half but the piloting roll requires an extra Fractional Success.

If the pilot thrusts a third time, the trip time is cut in half again but the piloting roll requires three Fractional Successes and so on for a fourth.

Unstable Orbits

When a pilot fails a gross course adjustment roll, their vehicle enters an unstable orbit. The pilot has one hour to make a successful gross course adjustment or the vehicle will be flung into the planet or thrown from orbit. Each failed piloting roll cuts the time available in half. Each gross adjustment requires another thruster burn and takes the full amount of acceleration time for that vehicle.

If the pilot cannot correct the vehicle's course in the allotted time, roll on the following chart.

Roll	Orbital and thruster	Anti-grav
1-70	Crash into atmosphere	Thrown from orbit
71-100	Thrown from orbit	Crash into atmosphere

Surface to Orbit

In most situations the easiest way to enter orbit is for an anti-grav vehicle to leave the atmosphere and then accelerate to orbital speeds. This is considered a gross course adjustment.

If thruster based or orbital vehicles need to be moved into orbit, it's usually best for an anti-grav vehicle to carry them into orbit. The Scimrahn do have rocket boosters for their e-suits but they are usually reserved for emergencies.

For a vehicle to be able to enter orbit from the surface without AG, it must be able to reach a speed of 1000 km/h multiplied by the environmental class it is launching from.

Anti-Grav Vehicles

Vehicles with AG engines are not required to enter orbit. They can simply float above the planet. However they cannot easily interact with objects in orbit because of their immense speed. In low orbit a vehicle is traveling over

100 Km/turn. For this kind of interaction, see Actions at High Speed.

More Accurate Acceleration

If more accurate tracking of speed and acceleration is desired the following can be used to track movement. In orbit, faster vehicles will accelerate more quickly than slower ones and the difference in their total speed (velocity) will become greater and greater each turn.

In orbit, the top flight speed of a vehicle that relies on thrusters to fly (not just AG such as the Scimrahn freighter or Assault Transport) is not a fixed value. The longer the thrusters fire, the faster the vehicle will go. This is called acceleration. While the top speed of a vessel is not a fixed value in Orbit, the acceleration rate is. Below is a chart of top speed in an atmosphere (the speeds listed under the vehicle descriptions) converted to acceleration rate in space.

Top speed in atmosphere	Acceleration Rate	1 turn	2 turns	3 turns
100 km/h	0.4 km/turn	0.4	0.8	1.2
200 km/h	0.8 km/turn	0.8	1.7	2.5
300 km/h	1.3 km/turn	1.3	2.5	3.8
400 km/h	1.7 km/turn	1.7	3.3	5.0
500 km/h	2.1 km/turn	2.1	4.2	6.3
600 km/h	2.5 km/turn	2.5	5.0	7.5
700 km/h	2.9 km/turn	2.9	5.8	8.8
800 km/h	3.3 km/turn	3.3	6.7	10.0
900 km/h	3.8 km/turn	3.8	7.5	11.3
1000 km/h	4.2 km/turn	4.2	8.3	12.5
2000 km/h	8.3 km/turn	8.3	16.7	25.0
3000 km/h	12.5 km/turn	12.5	25.0	37.5
4000 km/h	16.7 km/turn	16.7	33.3	50.0
5000 km/h	20.8 km/turn	20.8	41.7	62.5

For movement in orbit, fine course adjustments are considered to be under an environmental class of one. However gross course adjustments use the environmental class appropriate for the region they are in (See: Polar Orbit Environmental Class Map)

Actions at High Speed

When vehicles are not traveling in the same orbit, their paths can be made to intersect by making a gross course adjustment without actually changing orbits but the speed difference between them can be very high. This reduces the time requirements for matching orbits but makes interacting very difficult.

This kind of attack is the most useful when a single fast strike is required. For example

when a orbital cannon is attacking a target in orbit or if an ICBM is being used.

All interactions between orbits get two 60% Impairments to any actions.

If two vehicles are in the same orbit but traveling in opposite directions, all interactions between vehicles get one 60% Impairment to any action.

Technology In the Wastes

The methane that makes up a third of the volume of The Artifact does not behave the same as the oxygen environments that most technology on The Artifact was developed for.

Shields are useless in the supercold methane. Lasers disperse quickly in the liquid. The heat of plasma weapons quickly dissipates into nothing. Normal sensors and ECMs do not behave normally. In short much of the

weapons and equipment used by the "core population" are ineffective or hazardous to operate in the Wastes.

In the Wastes there is not enough oxygen for combustion, so even LCF and other internal combustion engines do not function. Thrusters must be replaced with oxygen and special oxygen infusion engines must replace the original designs.

A notable exception to this is E-suits that carry their own oxygen supply. The entire purpose of an E-suit is to operate in any environment. However E-Suit weapons, force fields, sensors and ECMs are not specifically designed for the wastes and therefore don't function as normal.

Because of this, normal sensor, ECM and ECCM packages are reduced one range class

and are at a 30% Impairment while in the methane.

Lasers are reduced to range class A and plasma weapons are ineffective.

Ion cascade shields do not work in the liquid methane environment. Kerdi shields work but Kerdi themselves are almost never seen in the liquid methane.

Mining & Prospecting

Finding Iron and Nickel is relatively easy to do in the wastes. A majority of the asteroid like masses of metal ore in the Methane Fields are composed primarily of these metals. However some have veins of other more valuable metals such as copper, gold, silver, or uranium. Dwellers often spend most of their time mining for these veins.

While a subsistence living can be made mining iron and nickel, the rarer metals are what bring the highest prices. Veins are jealously guarded secrets and Clan wars have even occurred on occasion for particularly rich veins.

When unable to find a vein of rare metal, Dwellers often will attack a large herd of Tië xiè and refine the Iron and nickel in their bodies. This is often easier then breaking through Iron ore.

The Chezbah and the Kelrath often follow up after Dwellers in mining the relatively plentiful iron deposits. This drives down the price of iron and nickel ore. It is only the treacherous prospecting for valuable metals that the major powers do not have the stomach for.

For each month of searching for a vein, a character can make a prospecting roll. It takes approximately this much time to fully investigate an iron/nickel deposit. For each successful prospecting roll, the character can roll for "Locating a Vein". If more than one character is prospecting, and more than one get a successful roll, only one roll is made for locating a vein.

Locating a Vein

The metals in the wastes have been mined for thousands of years. Because of this, any veins near any habitation have likely been mined.

Dwellers must travel deeper and deeper into the wastes to find valuable deposits.

The following table gives the probability of a vein of rare metal in any given deposit of Iron and Nickel ore. For every ten kilometers into the wastes that a mining expedition travels, add one to the distance modifier.

The Value Mod is used to determine the potential return on the vein. The value mod of Iron is 1/3 and the value mod of Nickel is 1/2.

1D100 + Distance Modifier.		
Roll	Material	Value Mod.
1-70	No Rare Materials.	
71-73	Aluminum -Gallium	2
74-75	Arsenic	2
76	Beryllium	1
77	Boron	2
78	Cadmium	3
79	Cerium	2
80-85	Cobalt	1
86- 87	Copper	3
88	Chromium	3
89	Fluorine	1
90	Germanium	4
91	Iridium	3
92-93	Lead	1
94	Lithium	1
95	Magnesium	2
96	Manganese	2
97	Molybdenum	3
98	Phosphorus	2
99	Rhodium	1
100-105	Sodium	1
106	Stibnite	1
107	Tantalum	2
108-110	Tin	3
111	Titanium	3
112	Tungsten	4
113	Vanadium	3
114	Yttrium	2
115	Zirconium - Hafnium	3
116-117	Zinc	3
118-120	Very Rare Materials (Roll 1D100 and consult the table below.)	
1-8	Scandium	8
9-25	Platinum	8
26-35	Gold	7
36-60	Silver	5
61-75	Niobium	4
76-78	Uranium	9
79-80	Plutonium	10
81-100	Palladium	6

Deposit Size

The size of the deposit is a large factor in determining the value of the vein however the concentration of the material is also plays an important role in the vein's material yield. This roll is made by the GM and kept secret until extensive mining and testing is done. After one month of digging the miners will be able to fully access the vein and understand how much material is in it.

The Yield number is the raw amount of material that can be found in a vein. It takes one month of mining to extract one unit of yield. However deposits labeled "Diffuse" require much more material must be mined to arrive at the unit of yield. As a result, It takes twice as long to mine a diffuse deposit.

Roll 1D100	Size and Concentration	Yield
1-40	Small Diffuse	1
41-60	Small Concentrated	3
61-70	Medium Diffuse	4
71-80	Medium Concentrated	6
81--87	Large Diffuse	7
88-94	Large Concentrated	9
95-97	Motherload Diffuse	10
98-100	Motherload Concentrated	12

Profit

The Value mod in Locating a Vein, and the Yield number in Deposit Size are used to determine the overall selling value of a mined vein. Multiply the Value Mod by 780,000 OU. This is the value of each unit of yield. This number is then multiplied by the yield number. This amount must then be used to replenish the ship's Oxygen supply, (500,000 OU) replace damaged equipment, repair wear on equipment and then split up the earnings to pay the crew the Clan Master takes four shares and the Mining Chief takes three shares.

Wastes Mining Hazard Table	
Roll 1D100 each month	
Roll	Hazard
1-10	Claim Jumpers! Another clan tries to muscle you off the deposit.

11-15	Kelrath/Chezbah claim you are in their territory. They will try and force you out of the area, sending E-Suits to attack.
16-25	Mechanical failure delay by 1 month
26-30	Scimrahn Pirates! Send forty E-Suits to try and take your mined ore.
30-40	Tiễn Lồng attacks miners
40-55	Tiễn xiề crawls into mining shaft
55-100	No event

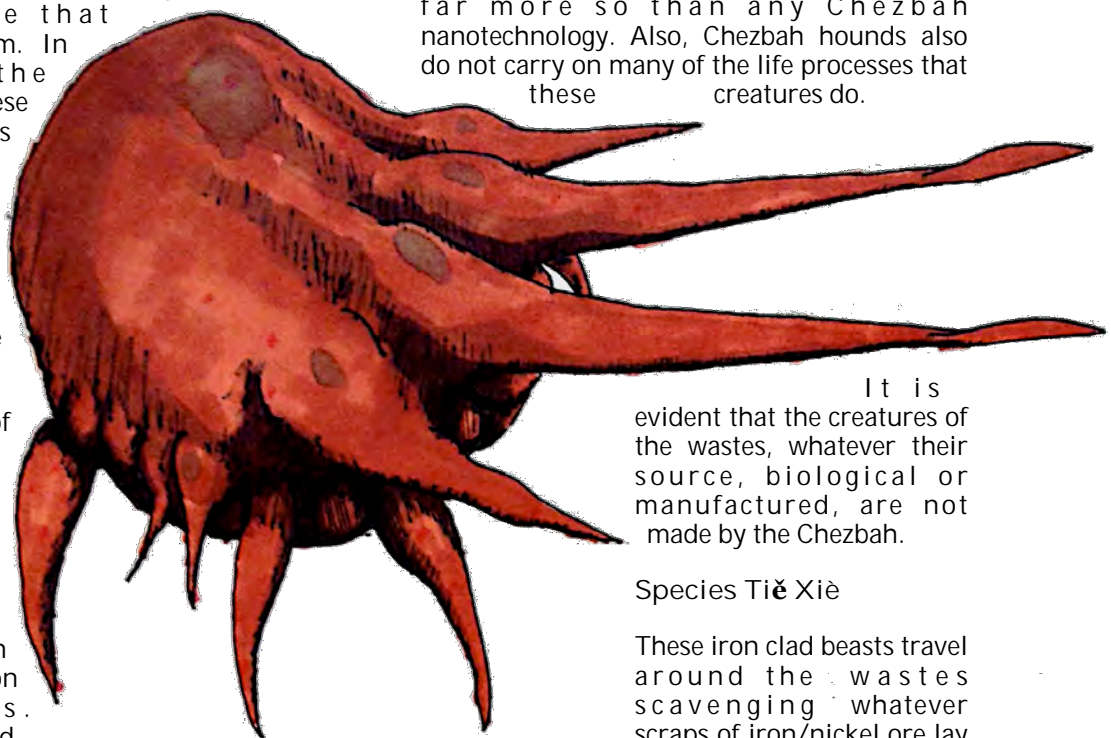
Fringe Creatures

The I-CA expected to find a sterile wilderness in the remote Methane Wastes. What they found were creatures unlike anything Earth had ever seen. Monsters that navigate the wastes, immune to the sub zero temperatures of the methane. The monsters of this frozen place seem immune to any effects of atmosphere that surrounds them. In addition, the biology of these creatures is completely alien to anything found on earth, not just in appearance, but down to the molecular level.

The creatures of the wastes do not appear to use the same method of storing biological information (DNA) as life on earth does. Instead, preliminary

studies show that these creatures have tissues that serve as factories and churn out millions of different biological machines. These machines then take their place in the body and each type serves a biological function. These machines however gradually break down and their parts collected and recycled.

Some argue that this structure is evidence that these creatures are manufactured and are not really biological but sophisticated robots like the Chezbah Hound. It should be noted however that a number of dissimilarities exist. Primarily these creatures are very complex, far more so than any Chezbah nanotechnology. Also, Chezbah hounds also do not carry on many of the life processes that these creatures do.



It is evident that the creatures of the wastes, whatever their source, biological or manufactured, are not made by the Chezbah.

Species Tiễn Xiề

These iron clad beasts travel around the wastes scavenging whatever scraps of iron/nickel ore lay strewn about. Their major source of food is the massive chunks of iron/nickel ore in the methane fields. However large and impressive these monsters are, they appear to be on the lower end of the food chain in the wastes. The muscles and organs of the creature appear to be poisonous to humans.

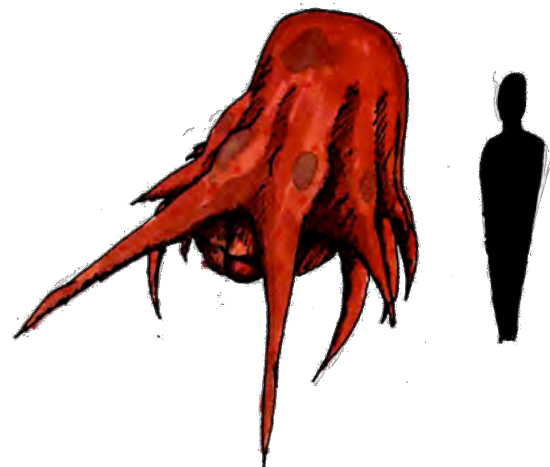
M-IT

Length 3 m
Mass 1000-3000 kg

Attributes

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	800	400	200	100
Ref	20	10	5	3
Agi	20	10	5	3
Dex	10	5	3	2
Bty	10	5	3	2
Cha	1	1	1	1
Int	20	10	5	3
IQ	10	5	3	2
Psy	60	30	15	8
HP	2000			

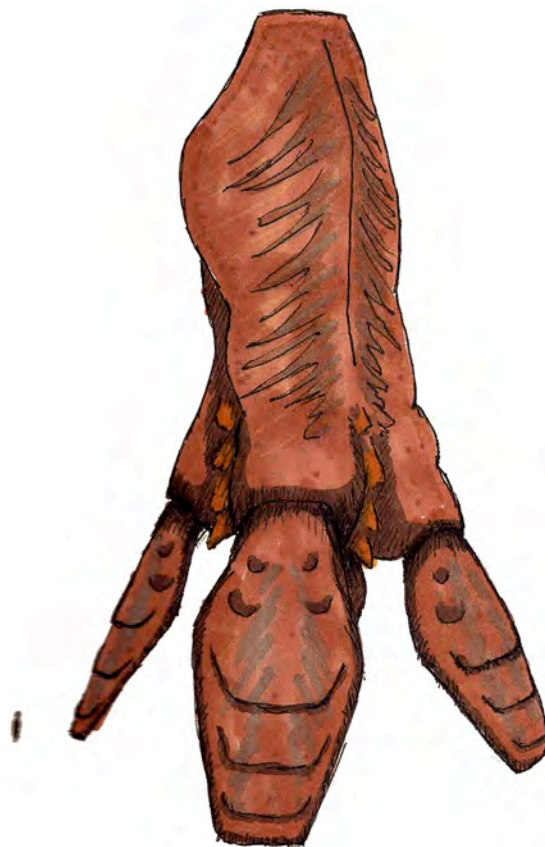
Diet - Unknown/Iron and Nickel deposits
Actions: Standard
Damage: Ram with horns 200, Bite 80.
Defenses: Iron Hide AR 40



Special Abilities

Environmental immunity. These creatures are capable of surviving in nearly any kind of environment, even the vacuum of space. It is supposed, that an extended periods of longer than ten hours maybe harmful and possibly even deadly to the creature.

Habitat - Methane Wastes.
Numbers - 1 to 5



Species Tiě Bǎn Yóuyú

Tiě Bǎn Yóuyú are the largest living animal ever discovered, they appear to be on the top of their food chain right now.

They use their great mass to ram Tiě xiè and then harpoon them with an immense spear-like proboscis.

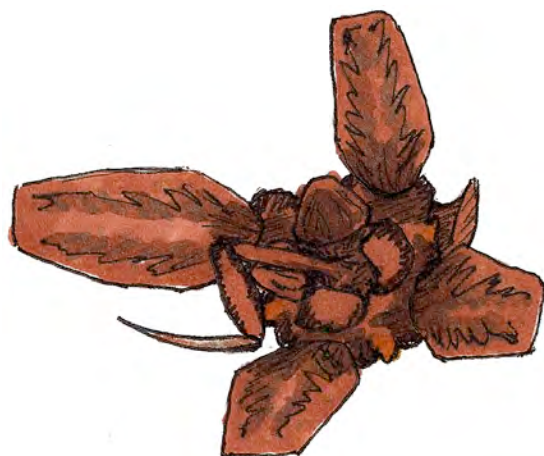
No known animal in the wastes is able to kill these creatures. However, some carcasses that have not been scavenged show that in the past something was large enough to bite through these monsters with jaws that would measure at least seventy meters across. Whatever creature was able to leave such an enormous bite mark would undoubtedly be the most formidable creature in the wastes. For the time being, no one has found such a creature.

Tiě Bǎn Yóuyú use four massive paddles to propel themselves through the wastes. They slowly gyrate these paddles to push through the methane. Tiě Bǎn Yóuyú also can pour on the speed to ram a rival or prey. They slowly move all four paddles out and then rapidly close them to push themselves forward. In

addition to this, heat generated in the body is transferred to the underside of the paddles. This heat makes the methane boil (at a mere -160 degrees C). This process pushes the Tiě Bǎn Yóuyú forward.

Oddly, they are the only creatures that are large enough to open the massive kilometer diameter doors in the wastes. Hordes of smaller creatures lurk by the doors waiting for a Tiě Bǎn Yóuyú to pass by.

The muscles and organs of the creature appear to be poisonous to humans. However the massive one and a half meter thick carapace is used by the Dwellers to build their methane ships.



Length 150 m
Mass approx. 6,000,000 kg

Attributes

	Full	1/2	1/4	1/8
Con	200	100	50	25
Str	200,000	100,000	50,000	25,000
Ref	5	3	2	1
Agi	5	3	2	1
Dex	2	1	1	1
Bty	10	5	3	2
Cha	1	1	1	1
Int	10	5	3	2
IQ	20	10	5	3
Psy	90	45	23	12
HP	80,000			

Diet - Unknown/Iron and Nickel deposits/Tiě xiè

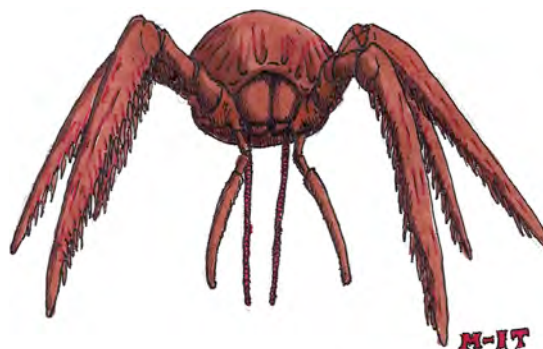
Actions: Standard

Damage: Ram 2000, Harpoon 500, Bite 150.
Defenses: Iron Hide AR 60

Special Abilities

Environmental immunity. These creatures are capable of surviving in nearly any kind of environment, even the vacuum of space. It is supposed, that an extended period of longer than ten hours maybe harmful and possibly even deadly to the creature.

Habitat - Methane Wastes.
Numbers - 1 to 5



Species Tiě Kūnchóng

The Tiě Kūnchóng is a parasite that burrows into the thick hide of the Tiě Bǎn Yóuyú to feed (much like a tick or flea would do to a dog).

These creatures will sometimes try to feed off a Dweller vessel only to drop into the empty husk and causing a hull breach. The Tiě Kūnchóng are often confused finding themselves in a foreign environment and try to get out. However the Tiě Kūnchóng are not very intelligent and do not understand how to escape (often like a hornet trying to get out of a car).

The muscles and organs of the creature appear to be poisonous to humans.

Length 50-150 cm
Mass 30-80 kg

Attributes

	Full	1/2	1/4	1/8
Con	60	30	15	8
Str	80	40	20	10
Ref	60	30	15	8
Agi	20	10	5	3

Dex	10	5	3	2
Bty	10	5	3	2
Cha	1	1	1	1
Int	30	15	8	4
IQ	5	3	2	1
Psy	20	10	5	3
HP	30			

Diet - Unknown/Iron and Nickel deposits

Actions: Standard

Damage: Bite 50, Methane Squirt 20 Range class: A. Fire Breath 30 Blast range class: A

Defenses: Iron Hide AR 30

Special Abilities

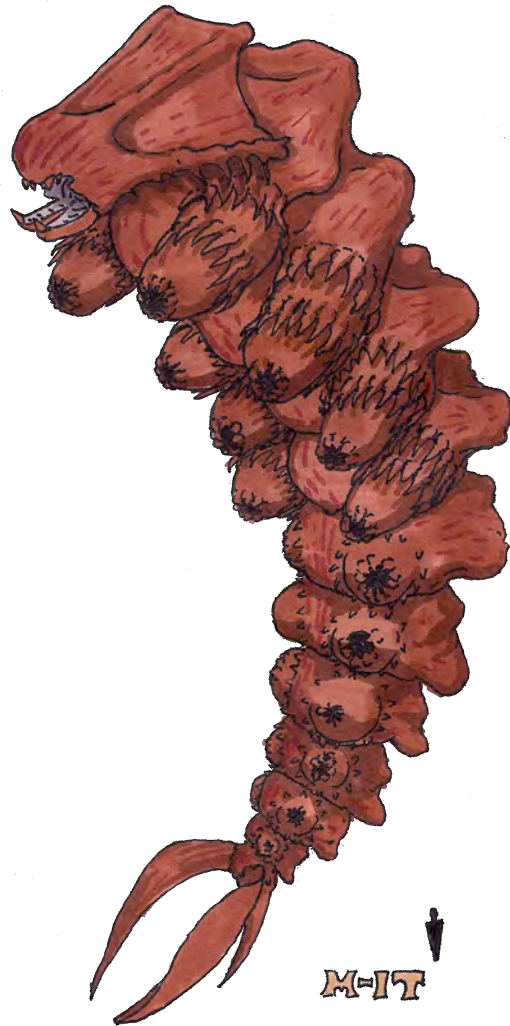
Squirt liquid methane. The breather tubes on the front of the mouth structures normally function as snorkels as the Tiě Kūnchóng feeds. However when threatened, the breathing tubes can squirt liquid methane. The damage caused by this -170 degree liquid is considerable. In addition as the methane warms, it becomes flammable and may explode in the presence of sparks, plasma fire and lasers. In the Tiě Kūnchóng's natural environment this is actually an escape tactic the high pressure methane is used to propel the beast away. However this defensive measure proves dangerous while in a human habitat.

Fire breath. In the Tiě Kūnchóng's natural environment there is no oxygen. However a small amount of oxygen is trapped in the iron in the wastes. Tiě Kūnchóng are able to extract this oxygen to form a small torch like flame from it's mouth to burn into the husks of Tiě Bǎn Yóuyú. However this technique is far more powerful in a human habitat that has ample oxygen to burn. In this environment the torch like flame becomes a column of burning methane. The Chong Tiě xiè rarely uses this as an attack since it is actually a feeding method and not normally an offensive measure.

Environmental immunity. These creatures are capable of surviving in nearly any kind of environment, even the vacuum of space. It is supposed, that an extended periods of longer than five hours maybe harmful and possibly even deadly to the creature.

Habitat - Methane Wastes.

Numbers - 1 to 20



Species Tiě Lóng

The Tiě Lóng is the most dangerous creature in the Methane Wastes to humans. They are relatively fast and agile in the Wastes, are curious enough to try eating a human and are dumb enough to confuse an E-Suit for food. These pack hunters will often grip their intended meal with the ten rows of suction cups that line their body segments and then use their pincers to kill the prey.

Tiě Lóng primarily feed on Tiě xiè and Mu. They will eat whatever they can kill but even a pack is not strong enough to bring down the mighty Tiě Bǎn Yóuyú. They have been observed eating Chong Tiě xiè from the bodies of other Tiě Lóng and Tiě Bǎn Yóuyú.

It appears that the fearsome looking spikes that surround their suction cups and line the

lower part of their head frill, are actually to prevent parasites from getting into their joints rather than any offensive measure.

The muscles and organs of the creature appear to be poisonous to humans.

Length 20-45 m

Mass 1,000,000 - 2,000,000 kg

Attributes

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	60,000	30,000	15,000	7,500
Ref	20	10	5	3
Agi	30	15	8	4
Dex	15	8	4	2
Bty	12	6	3	2
Cha	10	5	3	2
Int	15	8	4	2
IQ	15	8	4	2
Psy	60	30	15	8
HP	24,000			

Diet - Unknown/Iron and Nickel deposits/Tiě xiè/ Mu

Actions: Standard

Damage: Ram 500, Pincer 700, Bite 200.

Defenses: Iron Hide AR 60

Special Abilities

Environmental immunity. These creatures are capable of surviving in nearly any kind of environment, even the vacuum of space. It is supposed, that an extended period of longer than ten hours maybe harmful and possibly even deadly to the creature.

Habitat - Methane Wastes.

Numbers - 5 to 15



Species Mu

Mu are an interesting species. They show many signs of intelligence that rivals or surpasses earth's ape and dolphin species. However humans have never found a way to interact with them in a way that would illicit communication. It appears that Mu have little interest in humans. What interest they do have is solely based on avoiding any human conflicts that they might get in between.

Mu have been observed by Dwellers for thousands of years. Their names come from the Chezbah word for shepherd. The Mu care for "flocks" of Tiě xiè.

Mu are always seen in triads, the reason for this is unknown and even though the Dwellers

have observed them for millennia, they have no concrete reason for this social structure. These "family groups" own a single flock and will breed Tiě xiè and bring them to new sources of food.

They have been observed counting their flocks and will search for Tiě xiè that are missing. What is more, they seem to be able to differentiate individual Tiě xiè.

There are stories of Tiě xiè that wander into another Mu flock and are reclaimed by the Mu that shepherds the flock it came from even after considerable lengths of separation. A flock is often between 20-50 Tiě xiè.

Mu can pick up and carry one or even two Tiě xiè in their arm. The claw at the end of their arm is not used as an offensive weapon, but is used to get a good grasp on an object while picking it up.

When a Mu feeds, It takes a Tiě xiè and crushes it in its arm, which acts like a nut

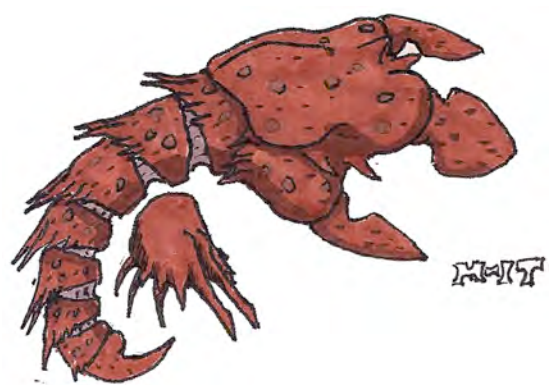
cracker and splits the husk of the Tiě xiè so the Mu can eat it's insides.

Mu will defend their flocks from any predators, even the mighty Tiě Bǎn Yóuyú. In fact the Mu appear to use Tiě Bǎn Yóuyú and manipulate them to open doors in the wastes. Three Mu swim up to a Tiě Bǎn Yóuyú and drive their harpoons into the joints of a Tiě Bǎn Yóuyú between it's main body and paddles.

This apparently causes enough irritation to make the Tiě Bǎn Yóuyú attempt to turn in the direction of the irritation. They use this to both drive Tiě Bǎn Yóuyú away from their flocks and steer them to doors that they need to move their flocks through.

Qie Tie are the biggest threat to Mu and their flocks. Three Mu are not enough to fend off an entire Qie Tie pack. However the Mu appear to co-ordinate their defense, and even can direct Hue Tie bulls to fend off attacks. Even with all these measures, a Mu family group and flock can be wiped out by a large pack of Qie Tie. As a result the watchful Mu will often seek shelter when a Qie Tie is spotted.

The muscles and organs of the creature appear to be poisonous to humans.



Length 18 m
Mass 3,000-9,000 kg

Attributes

	Full	1/2	1/4	1/8
Con	70	45	23	12
Str	1,900	800	400	200
Ref	30	15	8	4
Agi	40	20	10	5
Dex	15	8	4	2

Bty	10	5	3	2
Cha	5	3	2	1
Int	30	15	8	4
IQ	30	15	8	4
Psy	90	45	23	12
HP	5000			

Diet - Unknown/Iron and nickel deposits/Tiě xiè
Actions: Standard
Damage: Crush 600, Harpoon 70, Bite 90.
Defenses: Iron Hide AR 60

Special Abilities

Environmental immunity. These creatures are capable of surviving in nearly any kind of environment, even the vacuum of space. It is supposed, that an extended period of longer than ten hours maybe harmful and possibly even deadly to the creature. Intelligence. Mu appear to be able to solve problems communicate with one another and count.

Habitat - Methane Wastes.
Numbers - 3

The Chezbah

The Chezbah involvement in the methane wastes is meager but their presence in orbit is substantial.

The Chezbah tend to use a combination of orbital weapons, capital ships and ground

forces to maintain their territorial boundaries. They can strike with pinpoint accuracy at select targets. However they also employ nano-tech weapons that rival the use of chemical and biological weapons of mass destruction.

Weapons

Nano-Agent Bomb

The Chezbah only use this weapon as a last resort, but it is not out of humanitarian reasons. The Chezbah know that if it is used frequently enough, the Kelrath and Scimrahn would develop a countermeasure.

The Nano-Agent is aerosolized by an explosive burst. As the Agent settles, It binds to water molecules and turns it into a prion that destroys biological tissue. The Chezbah themselves are immune to this Agent.

A second molecule in the Agent breaks down the prion and renders it inert. This process takes four days to occur and any human entering the area before the breakdown will suffer the deadly effects.

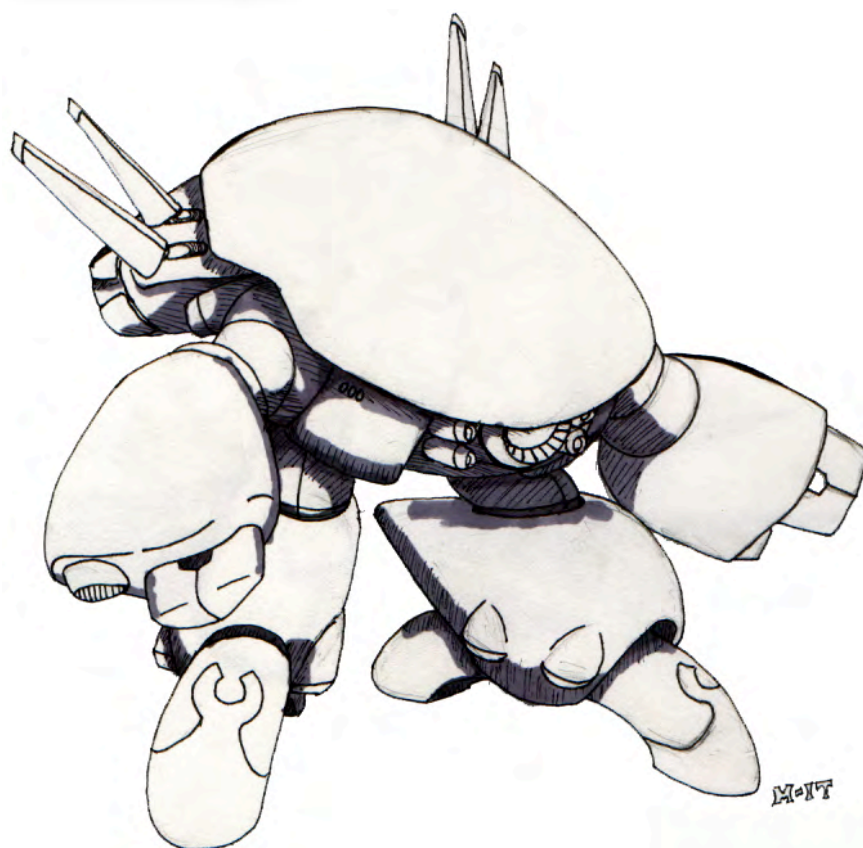
In this way the bomb can be detonated before the enemy moves through an area and it will block movement for four days.

Damage: 2 points per turn for four days.

Blast Range: C

Mass: 25 kg

Chezbah Interceptor



Type E-Suit
Model
Interceptor

The Interceptor is an E-suit that is designed primarily for high velocity flight. Although slow and clumsy on the ground, the interceptor has excellent orbital and aerial maneuverability.

Overall
height 2.6m
Overall
width 2.25m
Overall
length 2.8m
Dry Mass 3472 kg
Full Mass 3728 kg

Power plant
type: Lithium Ion
Battery

Secondary:	Multi-Thruster system				
Movement					
Running Top Speed	65 km/h				
Flight Top Speed	1000 km/h/ Environmental Class				
Total fuel capacity:	20 hours				
Fuel type:	Electric				
Secondary:	Liquid Carbon				
Armor Rating:	45				
Hit Points:	350				
Crew:	1				
Passengers:	0				
Piloting Modifier:	40% Advantage while in flight				
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 1-4					
ECM:	20% Advantage				
Range Class:	C				
ECCM:	20% Advantage				
Range Class:	C				
Sensors:	40% Advantage				
Range Class:	E				
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

Arc 1	Arc 2	Arc 3	Arc 4	
1	1-2	1	-	R Arm
2	-	2	1-2	L Arm
3-8	3-5	3-4	3-5	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

Arm 30% chance of critical

1-7 Linkages, arm inoperable

8-10 Plasma Cannon Destroyed

Body 30% chance of critical

1-4 Cockpit, pilot killed

5-6 Computer destroyed, 80% Impairment to piloting skill

7-8 Lasers destroyed

9-10 Sensor system destroyed 40% Impairment to Sensor, ECM and ECCM skill rolls

Leg 30% chance of critical

1-10 Linkages, leg inoperable Top speed down to 1/4

Engine 30% chance of critical

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

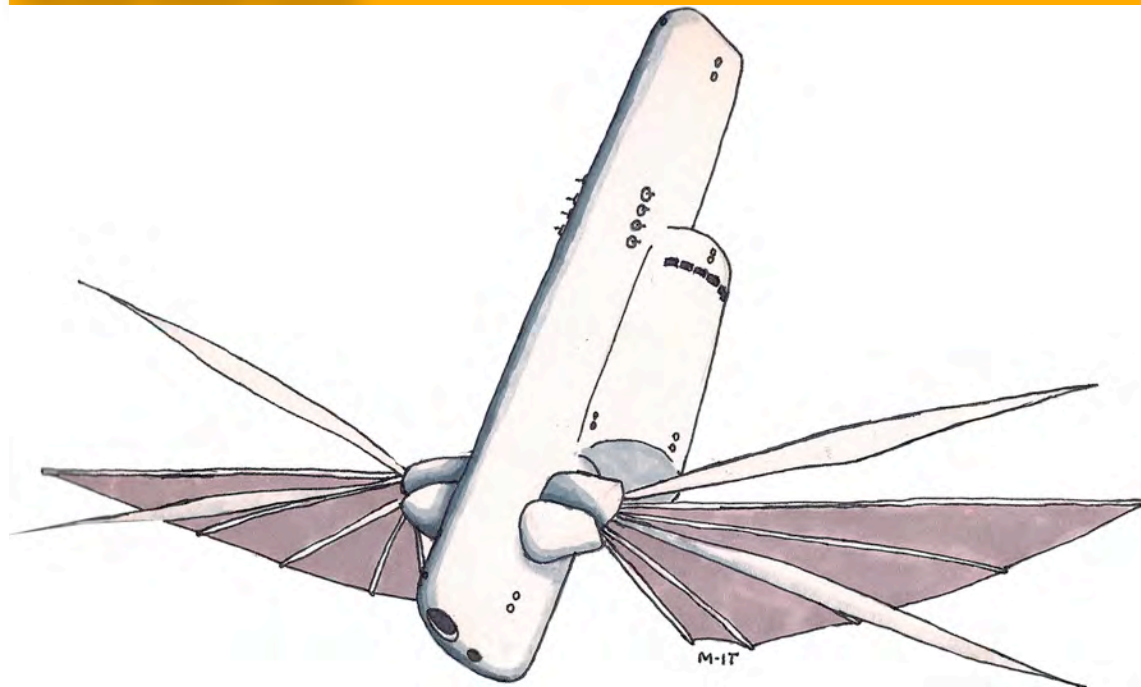
5-10 Engine damage, all systems at half power.

Thrusters 40% chance of critical

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

5-10 Thruster damage, cut flight speed in half

Chezbah Orbital Cannon



Type Orbital

Model Chezbah Orbital Cannon

The Orbital Cannons are enormous laser emplacements that circle The Artifact. Two or more Chezbah Cruisers usually escort them.

Overall height 518.85m
Overall width 152.1m (987.44m including solar panels)
Overall length 174.95m (341.64m including solar panels)

Dry Mass 747,136,527.64kg
Full Mass 793,241,444kg

Power plant type: ZPE Generator
Secondary: Solar Panel

Movement
Flying Top Speed 100 km/h

Total fuel capacity: Infinite
Fuel type: Electric

Armor Rating: 150
Hit Points: 200,000
Crew: 6,800

Passengers: 2,000
Piloting Modifier: 3 80% Impairments

8 Super Lasers

These lasers are the primary defense against capital ships.

	PB	S	Med	L	Ex
Damage	5,000	5,000	2,500	1,200	400
Range	Class E				
Rate of fire	1				
Fire Arc	T-1-4 1,2,6,7,8 T-5-8 2-6				

Main Laser Cannon

The main laser cannon is fixed to the front of the vessel. However, the laser can be targeted at any object within a 10 degree cone from its tip.

	PB	S	Med	L	Ex
Damage	300K	200K	100K	50K	15K
Range	Class I				
Rate of fire	1				
Fire Arc	1				

12 Interceptor Bays

About midsection of the ship are twelve heavy doors that open to release two (2)

Demolishers and fifteen (15) Interceptor E-suits each, for a total of thirty two (32) Demolishers and one hundred and eighty (180) Interceptors.

ECM: 40% Impairment
Range Class: E
ECCM: 60% Advantage
Range Class: G
Sensors: 60% Advantage
Range Class: I
Shields: 8 active at 700hp

Shield information
No. of shields 50

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-2	1	-	L Solar
5	3-4	2-5	1-5	R Solar
6-8	5-9	6-8	6-7	Front
9	-	9	8-9	Back
10	10	10	10	Nose

Arc 5	Arc 6	Arc 7	Arc 8	
1	1-2	1-4	1-5	L Solar
2-5	3-4	5	-	R Solar
6	-	6	6-7	Front
7-9	5-8	7-9	8-9	Back
10	10	10	10	Nose

Critical hits 1d10

Front	10% chance of critical
1-2	Interceptor bay blown open. All other hits to this critical does triple damage
3-4	Shield generator destroyed
6	Communications systems destroyed
7-8	1 Super Laser destroyed.
9	10 crew killed
10	Generator damage, all systems half power.

Back	10% chance of critical
1-2	Interceptor bay blown open. All other hits to this critical does triple damage
3-4	Shield generator destroyed
6	Sensor system destroyed 10% Impairment to Sensor, ECM and ECCM skill rolls
7-8	1 Super Laser destroyed.
9	10 crew killed
10	Bridge destroyed, craft disabled

Solar	40% chance of critical
1-8	Solar panel damage, speed down 2%
9-10	Solar panel linkages damaged 6% Impairment to pilot

Nose	10% chance of critical
1-2	Main laser destroyed
3-5	10 crew killed
6-7	Gyroscope systems damage 40% Impairment to piloting
8-10	Computer systems damage 20% Impairment to piloting

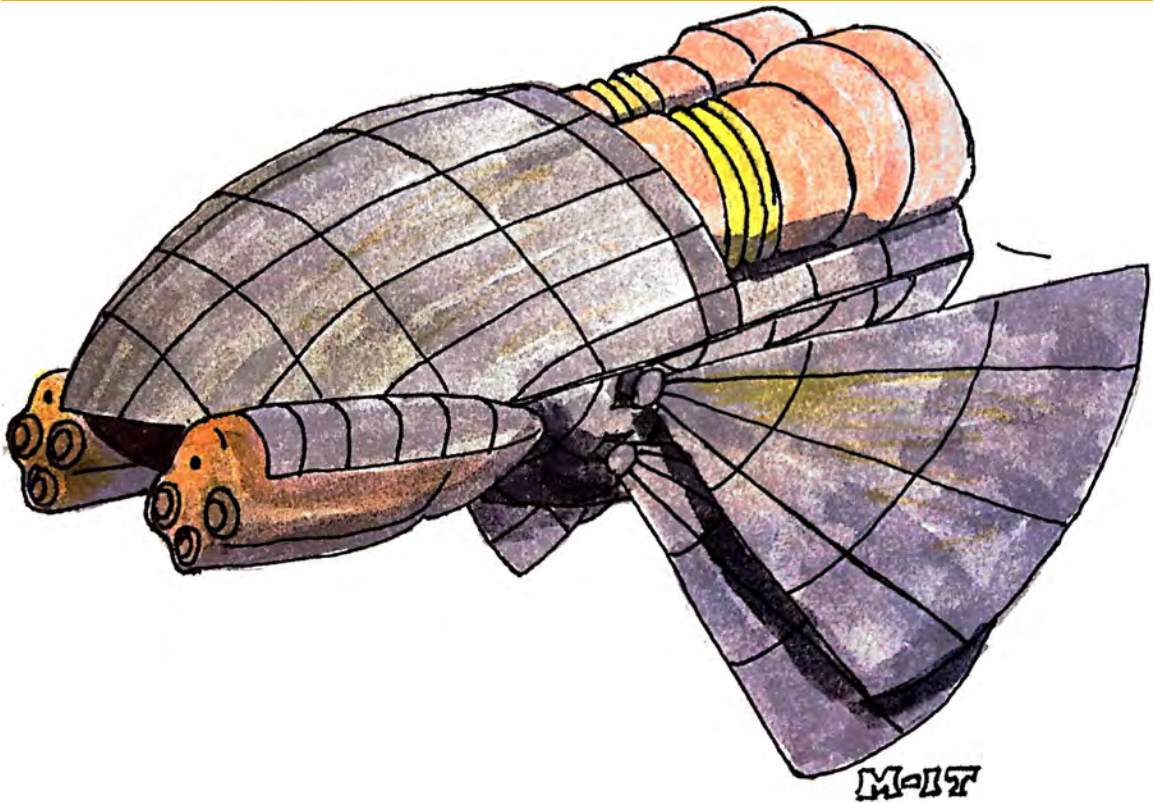
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The Kelrath

The Kelrath do not have as a robust presence in orbit as the Chezbah, however they employ a number of highly effective methods of defending their territory.

While the Chezbah are immune to most diseases and most poisons, there are some chemical agents that have been found effective against them. The primary delivery system used is the Pho'duk AG fighter.

The Kelrath also have a system of orbital cannons that deliver a nuclear force blast when fired into the atmosphere. These cannons are reusable, but because of the Chezbah orbital superiority, they are often expected to be lost.



Type	Anti-grav	2 Lasers					
Model	Pho'duk		PB	S	Med	L	Ex
<p>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.</p> <p>Overall height 2.3m Overall width 2.01m Overall length 3.2m Dry Mass 2548 kg Full Mass 2847 kg</p> <p>Power plant type: Turbofan Jet</p> <p>Movement Flight Top Speed 2,000 Km/h</p> <p>Total fuel capacity: 4 Hours Fuel type: Liquid Carbon</p> <p>Armor Rating: 40 Hit Points: 250 Crew: 1 Passengers: 0 Piloting Modifier: 40% Impairment</p>		Damage	400	400	200	100	30
		Range Class D					
		Rate of fire 1					
		Fire Arcs 1-4					
		ECM: 40% Impairment					
		Range Class: D					
		Sensors: 36% Advantage					
		Range Class: D					
		Shields: 1 active 500hp					
		Cargo Capacity: 1000 Kg					
		Shield information					
		No. of shield generators 2					
		Fire Arcs					
		\ 1 /					
		4 ● 2					
		/ 3 \					

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-3	1	-	1	Nose
4	2-3	1	-	R Laser
5	-	2	2-3	L Laser
6-8	4-8	3-6	4-8	Body
9	9-10	7-8	-	R Engine
10	-	9-0	9-10	L Engine

Critical hits 1d10

Nose 80% chance of critical

1-6 Sensor systems destroyed, 40% Impairment to Sensor, ECM and ECCM skills

7-10 Cockpit, pilot killed

Body 20% chance of critical

1-3 AG engine damaged, losing power controlled decent.

4-6 Computer destroyed, 60% Impairment to piloting skill

7-8 Shield generator destroyed

9-10 Gyroscope destroyed, 50% Impairment to piloting skill

Engine 35% chance of critical

1-6 Fuel explosion! 800 points 10m blast radius

7-10 Engine damage, all systems at half power.

Laser 70% chance of critical

1-6 Laser destroyed

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.

Hardsuits, while not common on the surface are also effective countermeasures.

Napalm and plasma will decontaminate an area, and if used to destroy the Pho'duk, may prevent the chemicals release (40% chance).

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

Blast Range: D

Payload: 1

Variants:

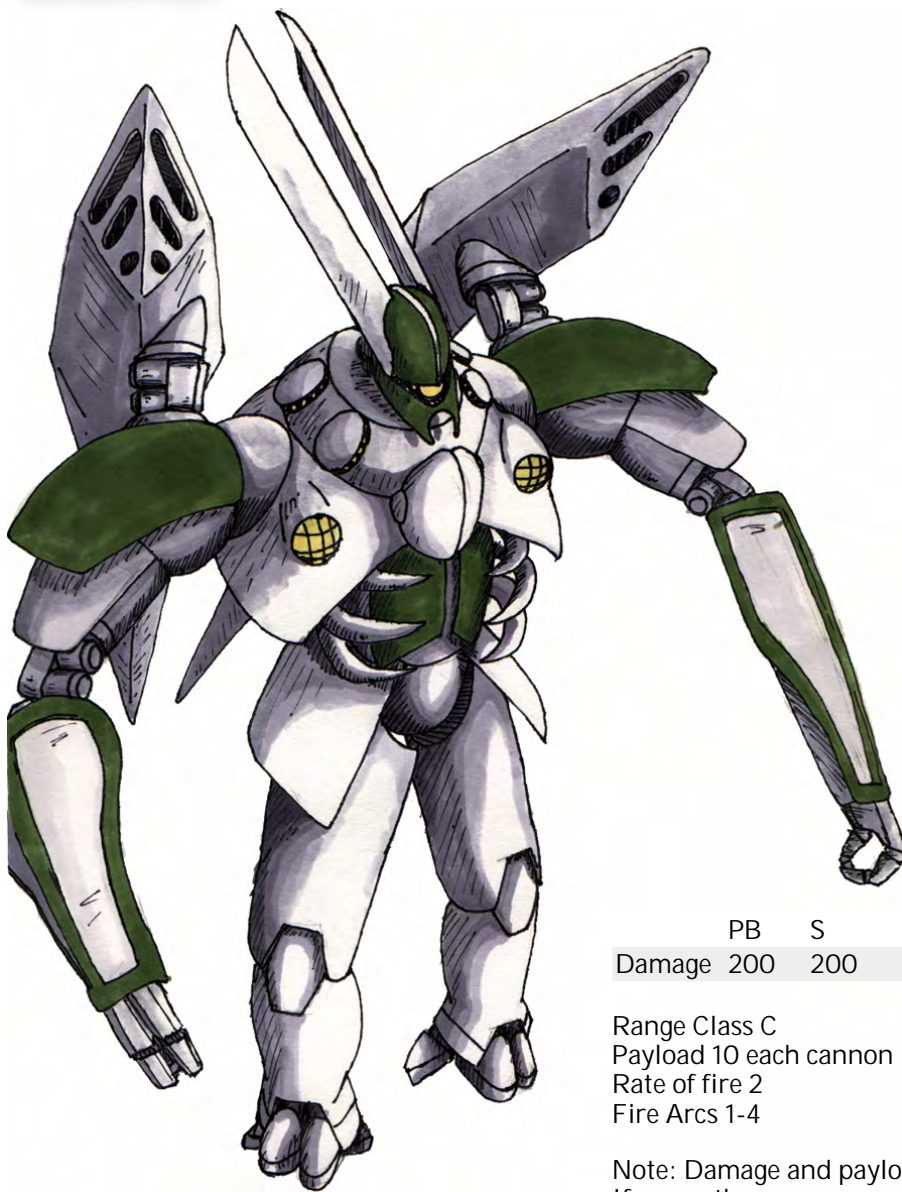
Pho-duk Chem-type

This Pho-Duk uses the cargo hold for a chemical weapon delivery device.

This Variant is somewhat rare, but it only takes one or two to cause horrific casualties.

This variant 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



Power plant type:
Internal
Combustion

Movement
Running Top
Speed 95 km/h

Flight Top
Speed 450 Km/h
divided by
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 10 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

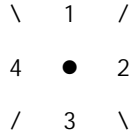
Shield information
No. of shields 4

Type E-Suit
Model Rall 3

The Rall3 is the predecessor of the common Rall 4. The Rall 3 was considered too lightly armed to be effective. However the Rall 3 is much faster than it's following model and more maneuverable. Because of this, its is still seen as personal transports for wealthy Kelrath, and in orbit.

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

Fire Arcs



Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
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 systems destroyed, 40% Impairment to Sensor skills
7-10	Gyroscope damage 70% Impairment to pilot

Body 30% chance of critical

1-4	Cockpit, pilot killed
5-6	Computer destroyed, 60% Impairment to piloting skill
7-8	Shield generator destroyed
9-10	ECCM systems destroyed, 40% Impairment to ECCM skill

Arm 30% chance of critical

1-6	Linkages, arm inoperable
7-10	

Leg 30% chance of critical

1-6	Linkages, leg inoperable top running speed down to 1/4 of top.
7-10	ECM systems destroyed, 40% ECM skill

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

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.

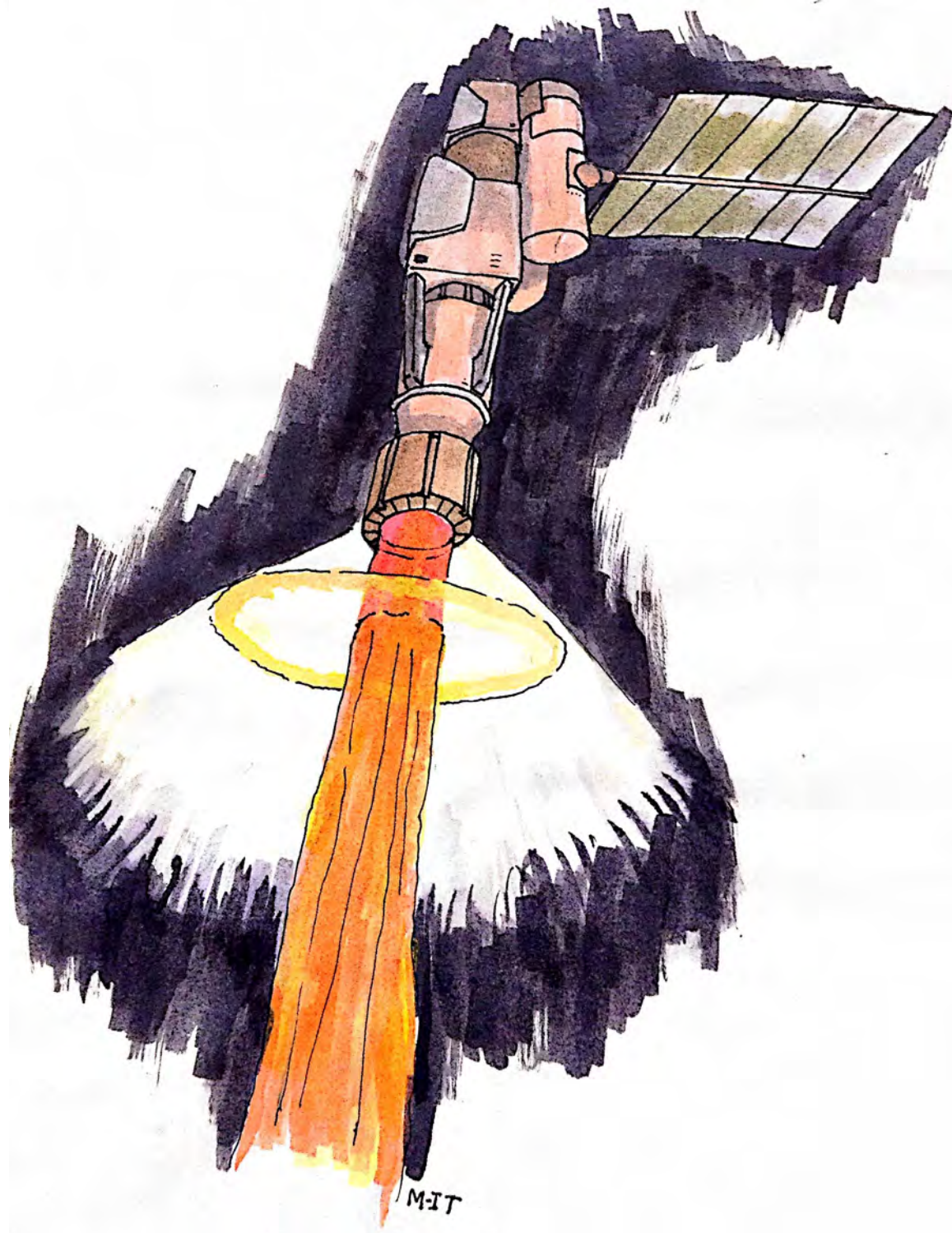
Flight Top Speed 700 km/h/Environmental class

Total fuel capacity: 8 Hours

2 Batteries of 2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	300	300	250	150	50
Range	Class C				
Payload	9 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.



Type Orbital

Model Kelrath Orbital Emplacement

The Kelrath orbital emplacement is a single massive cannon. The orbital emplacement is built to be expendable because the Kelrath do not have the ability to defend them against the Chezbah. As a result the emplacements can

fire only twice. While the Kelrath usually attempt to use the emplacements again, they have been known to use the emplacement itself to crash it into targets.

This Kelrath strategy has troubled Major Chan. If the emplacements themselves are expendable, then I-CA forces will have a difficult time weakening the Kelrath's hold on the surface.

On a strike run, several emplacements are launched, and are defended by a Flying Fortress and as many as two hundred Pho'duk fighters.

The Kelrath orbital cannon is designed to do

as much damage to a surface target as possible, as quickly as possible. This strategy differs immensely from the Chezbah emplacement. The Chezbah tend to linger over a target sight and often rely on ground troops to take a target while the emplacement removes any major threats.

Overall height	322.4 m
Overall width	120.9 m (297.45 m with solar panel)
Overall length	80.6 m
Dry Mass	157,081,984.8 kg
Full Mass	172,357,157.1 kg

Power plant type:	Fission Reactor
Secondary:	Thrusters

Movement	
Flying Top Speed	300 km/h

Total fuel capacity:	5 Months
Fuel type:	Liquid Carbon / Uranium

Armor Rating:	150
Hit Points:	150,000
Crew:	2300
Passengers:	500
Piloting Modifier	4 70% Impairments

Magnetic Vortex Mass Accelerator

The emplacement is comprised primarily of this cannon.

The weapon uses an explosive charge to accelerate thousands of ferrous projectiles out of the barrel. A magnetic field keeps the blast energy concentrated even after leaving the

weapon and creates a vortex of expanding gases that continue to accelerate the projectiles.

The solid projectiles are accelerated by gravity as they approach the surface. Before the projectiles reach the surface they superheat and explode in a nuclear force blast.

Orbit to Orbit Damage

	PB	S	Med	L	Ex
Damage	300K	300K	250K	150K	50K

Orbit to Surface Damage

	PB	S	Med	L	Ex
Damage	10M	10M	5M	1.4M	100K

Blast Range Class: E
Range Class: G
Payload: 2
Rate of fire: 1/8
Fire Arc 2

ECCM:	20% Advantage
Range Class:	D
Sensors:	40% Advantage
Range Class:	H
Shields:	8 active at 500hp

Shield information	
No. of shields	24

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
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	Cannon

Arc 5	Arc 6	Arc 7	Arc 8	
-	1-2	1-4	1-7	Port
1-4	3-4	-	-	Starboard
5	-	5	8	Fore
6-9	5-9	7-9	9	Aft

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10	10	10	10	Cannon
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Critical hits 1d10

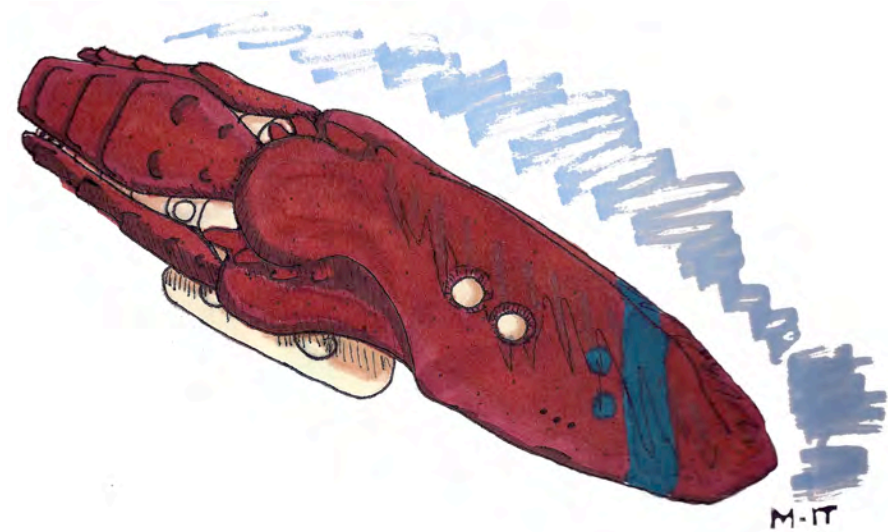
Fore	5% chance of critical
1-4	50 crew killed
5-6	Shield generator destroyed
7	Communications systems destroyed
8	Bridge destroyed craft disabled
9-10	Fission plant coolant damage, 1 hour until meltdown and craft disabled.

Aft	10% chance of critical
1-2	Thruster damage, top speed down 10%
3-4	50 crew killed
6	Sensor system destroyed 10% Impairment to Sensor skill rolls
7-8	Shield generator destroyed
9-10	Computers damaged, 20% Impairment to pilot

Port / Starboard	20% chance of critical
1-2	Thrusters damaged, speed down 10%
3-6	Maneuvering thrusters damaged, 10% Impairment to pilot
7-8	50 crew killed
9-10	Shield generator destroyed

Cannon	5% chance of critical
1-4	Cannon destroyed
5	50 crew killed
6-10	Shield generator destroyed

Vehicles



Type Methane Vessel
Model Dweller Vessel

These are the largest methane vessels in The Artifact, they are made by Dwellers from the enormous Tiě Bǎn Yóuyú husks. Dwellers prefer to build their ships from husks of Tiě Bǎn Yóuyú that have already died. The older the husk the better, since the internal organs disintegrate after long periods of time.

On occasion a Dweller community may be in desperate need of a new vessel and kill a live Tiě Bǎn Yóuyú. A direct attack on the monsters does too much damage to the husk, so dwellers raise Tiě Kūnchóng and seed the Tiě Bǎn Yóuyú with them.

In several days, the Tiě Kūnchóng burrow through the Tiě Bǎn Yóuyú's husk and Dwellers follow them in. The Dwellers kill the Tiě Bǎn Yóuyú from inside, and hollow it out.

Cleaning out a Tiě Bǎn Yóuyú is a long and arduous process that requires a week of work for a clan. After the husk has been cleaned, it must be sealed and life support systems added. After this the engine is built piece by piece inside of the new vessel and the walls and floors are added. There are usually ten to twelve floors in a dweller vessel and around thirty two thousand (32,000) square meters of floor space for the crew to inhabit.

That gives each dweller forty six (46) square meters to store food for three months, enough oxygen to breath and propel the vessel, and water.

Dweller vessels are often cold to those not in hardsuits. Standing water can often freeze in the open air of the vessel. However in the engine room, conditions can reach a comfortable 22 Celsius while underway.

It should be noted that all Dweller Vessels are unique and the statistics given here are considered typical. The game master is free to adjust the figures for individual vessels.

Overall height	32m
Overall width	37.5m
Overall length	150 m
Dry Mass	6,000,000 kg
Full Mass	6,500,000 kg
Power plant type:	Oxygen Infusion Turbine
Movement	
Top Speed	40 km/h
Total fuel capacity:	3 Months
Fuel type:	Oxygen
Armor Rating:	60
Hit Points:	80,000
Crew:	700
Passengers:	10
Piloting Modifier:	2 50% Impairments

Oxygen Torpedoes

The methane in the wastes provides ample fuel for combustion. However there is almost no oxygen in the wastes to react with the methane.

Oxygen torpedoes deliver a payload of oxygen that is dispersed in the methane and then detonated.

	PB	S	Med	L	Ex
Damage	10K	10K	5K	2K	500

Blast Range Class: C

Range Class: D

Payload: 100

Rate of fire 4

Fire Arc 1-8

2-3 Mini-Sub Bays

Past the main hull are openings between the Tiě Bǎn Yóuyú paddles that are used for launching mini-sub. The bays hold between five (5) and eight (8) mini-sub. per bay.

2-4 E-suit Bays

On top of the vessel there are often circular doors cut into the vessel husk. These doors are used to release E-suits. The Dwellers will often have a variety of E-suits from trading with various nations. Each bay can hold between fifteen (15) and twenty (20) E-suits.

Sensors: 0
Range Class: D

Shield information
No. of shields 0

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

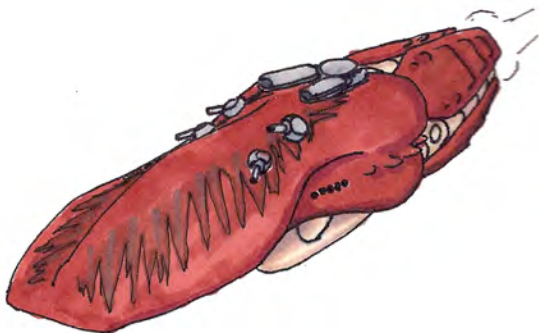
Front	10% chance of critical
1-4	Crew cabin hit 1d10x7 crew killed
5-6	One torpedo tube destroyed -1 to ROF
7	Bridge destroyed, craft disabled
8-9	Ammunition explosion! The remaining payload of oxygen torpedos detonates doing damage equal to the remaining payload
10	Sensor damage 10% Impairment

Back	10% chance of critical
1-4	Mini-sub bay blown open. All other hits to this critical does triple damage
5	Gyroscope damage 20% Impairment to pilot
6	Generator damage, all systems at half power
7-10	Crew cabin hit 1d10x7 crew killed

Side	20% chance of critical
1-2	E-Suit bay blown open. All other hits to this critical does triple damage
3-6	Leaking oxygen reserves. Each turn one hour of oxygen reserves are lost until repaired
7-10	Crew cabin hit 1d10x7 crew killed

Engine	12% chance of critical
1	Engine compartment breached, craft disabled
2-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Oxygen reserve explosion! 50,000 points of damage, Blast Range Class: C

Orbital Vessel - Zhan Sheng



Type
Model

Orbital
Zhan Sheng

The Zhan Sheng is the flagship of Major Chan's "Fleet". It is the most heavily armed of the six ships.

Overall height 43.1m
Overall width 39.2m
Overall length 175.3 m
Dry Mass 6,000,000 kg
Full Mass 6,500,000 kg

Power plant type: Liquid Rocket

Movement
Top Speed 2,000 km/h

Total fuel capacity: 150 hours
Fuel type: LCF and Oxygen

Armor Rating: 60
Hit Points: 90,000
Crew: 100
Passengers: 10
Piloting Modifier 3 60% Impairments

2 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	1-5 +7-8				

(4) 76mm guns

	PB	S	Med	L	Ex
Damage	400	400	380	350	250

Range Class: D

Payload: 1,000

Rate of Fire: 20 each

Fire Arc 1-5 +7-8

(4) Close-In Weapons Systems

These large emplacement weapons are high caliber gatling cannons. They are most frequently used by naval vessels to protect against incoming missiles, small surface craft and aircraft.

In this case, they are used to protect against enemy E-Suits. These systems have independent radar system and forward looking infrared radar for tracking individual threats.

These weapon systems are capable of autonomously detecting, tracking and assessing the success of a kill.

The CIWS fires four, three hundred (300) round bursts at each target. It will continue to fire until the target has been destroyed or moves out of range.

The damage statistics given are Armor Piercing Discarding Sabot (APDS) rounds.

	Full	1/2	1/4	1/8
Ref	100	50	25	13
Agi	60	30	15	8

	PB	S	Med	L	Ex
Damage	54	54	50	45	27

Armor Piercing: 50%

Range Class: C

Payload: 3,000 rounds each

Rate of Fire: 1200

Fire Arc 1 CIWS 1-3, 1 CIWS 1-2+8, 1 CIWS 2-4, 1CIWS 5-7

4 E-suit Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release E-suits. Each bay can hold fifteen (15) E-suits for a total of sixty (60).

ECM: 20% Impairment

Range Class: D

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ECCM: 60% Advantage
 Range Class: D
 Sensors: 60% Advantage
 Range Class: E
 Shields: 8 active at 600hp

Shield information

No. of shields 20

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

Front	10% chance of critical
1-4	Crew cabin hit 1d10x3 crew killed
5	Close-In Weapon System destroyed
6	1 Shield generator destroyed
7	Bridge destroyed, craft disabled
8-9	Ammunition explosion! The remaining payload of a 76mm gun detonates doing damage equal to the remaining payload
10	Sensor damage 10% Impairment

Back	10% chance of critical
1-3	E-suit bay blown open. All other hits to this critical does triple damage
4	1 shield generator destroyed
5	Gyroscope damage 40% Impairment to pilot
6-7	Engine damage, all systems at half power
9-10	Crew cabin hit 1d10x2 crew killed

Side	20% chance of critical
1-2	One 76mm gun destroyed
3-7	Crew cabin hit 1d10x2 crew killed
8	Close-In Weapon System destroyed
9-10	1 shield generator destroyed

Engine	12% chance of critical
1	One plasma cannon destroyed
2-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

Orbital Vessel - Guang Rong

Type Orbital

Model Guang Rong

The Guang Rong is a maintenance and re-supply vessel it carries no heavy armaments and relies on the other vessels for protection, but carries ammunition, fuel, and repair equipment to service the fleet when they are away from the camp.

Overall height 41.4 m

Overall width 32.7m
 Overall length 147.2 m
 Dry Mass 6,000,000 kg
 Full Mass 6,500,000 kg

Power plant type: Liquid Rocket

Movement
 Top Speed 1,800 kph
 Total fuel capacity: 300 hours
 Fuel type: LCF and Oxygen

Armor Rating: 60
 Hit Points: 80,000
 Crew: 92
 Passengers: 80
 Piloting Modifier 3 60% Impairments

Spare Parts

The Guang Rong carries enough material to repair 10,000 hit points of damage and carries an entire engine disassembled to facilitate the repair of other ships.

Powered Grapnels

These Grapnels are used to bring the repair vessel into a stable relationship with the Guang Rong. They are not able to hold a vessel that is still under power.

High Explosive Ballistic Missiles

The Ballistic missiles fired from the Jie. The Guang Rong with it's complement of C-suits is able to partially reload these missiles.

Payload: 6

High Explosive Guided Missiles

The guided missiles fired from the Jie.

Payload: 20

76mm Ammunition

Payload: 6000

Close-In Weapons Systems

Ammunition
 Payload: 20,000

Plasma Generator

Can generate plasma for the Zhan Sheng's plasma cannons and can fully recharge them in five hours.

(4) Close-In Weapons Systems

These large emplacement weapons are high caliber gatling cannons. They are most frequently used by naval vessels to protect against incoming missiles, small surface craft and aircraft.

In this case, they are used to protect against enemy E-Suits. These systems have independent radar system and forward looking infrared radar for tracking individual threats.

These weapon systems are capable of autonomously detecting, tracking and assessing the success of a kill.

The CIWS fires four, three hundred (300) round bursts at each target. It will continue to fire until the target has been destroyed or moves out of range.

The damage statistics given are Armor Piercing Discarding Sabot (APDS) rounds.

	Full	1/2	1/4	1/8
Ref	100	50	25	13
Agi	60	30	15	8

	PB	S	Med	L	Ex
Damage	54	54	50	45	27

Armor Piercing: 50%

Range Class: C

Payload: 3,000 rounds each

Rate of Fire: 1200

Fire Arc 1 CIWS 1-3, 1 CIWS 1-2+8, 1 CIWS 2-4, 1CIWS 5-7

2 C-Suit Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release Chezbah Builder C-Suits. Each bay can hold ten (10) C-Suits for a total of twenty (20).

ECM: 20% Impairment

Range Class: D

ECCM: 60% Advantage

Range Class: D

Sensors: 60% Advantage

Range Class: E

Shields: 8 active at 600hp

Shield information

No. of shields 20

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

Front	10% chance of critical
1-4	Crew cabin hit 1d10x3 crew killed
5	Close-In Weapon System destroyed
6	1 Shield generator destroyed
7	Bridge destroyed, craft disabled
8-9	Ammunition explosion! The remaining payload of guided missiles detonates doing damage equal to the remaining payload
10	Sensor damage 10% Impairment

Back	10% chance of critical
1-4	C-suit bay blown open. All other hits to this critical does triple damage
5	Gyroscope damage 40% Impairment to pilot
6	Engine damage, all systems at half power
7-9	Crew cabin hit 1d10x2 crew killed
10	76mm ammunition explosion doing damage equal to the remaining payload

Side	20% chance of critical
1-2	One ballistic missile hit 60% chance of detonation
3-7	Crew cabin hit 1d10x2 crew killed
8	Close-In Weapon System destroyed
9-10	1 shield generator destroyed

Engine	12% chance of critical
1-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

Orbital Vessel - Jie



Type Model
Orbital Jie

The Jie is a missile ship. Although it carries the heaviest punch in the fleet, its missile reserve is limited and is only used with two other vessels capable of sustaining a protracted firefight. It requires support from

another ship to prevent enemy E-Suits from shooting down its missiles as they leave their launch tubes.

Overall height	42.4 m
Overall width	37.2m
Overall length	150.43 m
Dry Mass	6,000,000 kg
Full Mass	6,500,000 kg

Power plant type: Liquid Rocket

Movement	
Top Speed	2,100 kph
Total fuel capacity:	145 hours
Fuel type:	LCF and Oxygen

Armor Rating:	60
Hit Points:	80,000
Crew:	92
Passengers:	5
Piloting Modifier	3 60% Impairments

16 High Explosive Ballistic Missile

Tubes

The Ballistic missiles fired from these tubes can strike a target from over the orbital horizon before the enemy has the ability to detect the Jie. However the missiles themselves travel at 5Km per turn and can be shot down each turn they are in flight by defenders.

	PB	S	Med	L	Ex
Damage	500K	250K	250K	125K	25K

Blast Range Class: D

Range Class: G

Payload 16

Rate of fire 1 per Tube

Fire Arc 1-5 +7-8

8 High Explosive Guided Missile Tubes

The guided missiles are used to strike capital ships.

	PB	S	Med	L	Ex
Damage	20K	10K	10K	5K	1K

Blast Range Class: D

Range Class: G

Payload 80

Rate of fire 1 per Tube

Fire Arc 1-5 +7-8

(4) Close-In Weapons Systems

These large emplacement weapons are high caliber gatling cannons. They are most frequently used by naval vessels to protect against incoming missiles, small surface craft and aircraft.

In this case, they are used to protect against enemy E-Suits. These systems have independent radar system and forward looking infrared radar for tracking individual threats.

These weapon systems are capable of autonomously detecting, tracking and assessing the success of a kill.

The CIWS fires four, three hundred (300) round bursts at each target. It will continue to fire until the target has been destroyed or moves out of range.

The damage statistics given are Armor Piercing Discarding Sabot (APDS) rounds.

Full	1/2	1/4	1/8
------	-----	-----	-----

Ref	100	50	25	13
Agi	60	30	15	8

	PB	S	Med	L	Ex
Damage	54	54	50	45	27

Armor Piercing: 50%

Range Class: C

Payload: 3,000 rounds each

Rate of Fire: 1200

Fire Arc 1 CIWS 1-3, 1 CIWS 1-2+8, 1 CIWS 2-4, 1CIWS 5-7

4 Delta Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release Scimrahn Deltas. Each bay can hold ten (10) Deltas for a total of forty (40).

ECM: 20% Impairment

Range Class: D

ECCM: 60% Advantage

Range Class: D

Sensors: 10% Advantage

Range Class: G

Shields: 8 active at 600hp

Shield information

No. of shields 20

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

Front 10% chance of critical

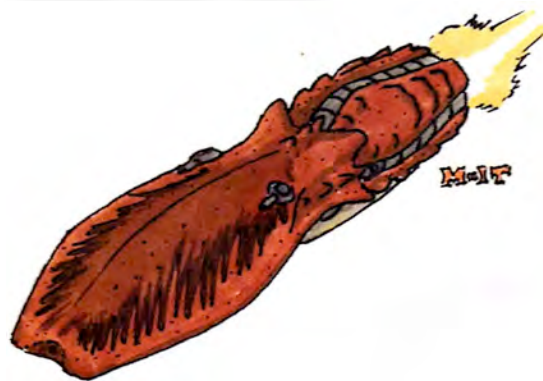
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1-4	Crew cabin hit 1d10x3 crew killed
5	Close-In Weapon System destroyed
6	1 Shield generator destroyed
7	Bridge destroyed, craft disabled
8-9	Ammunition explosion! The remaining payload of four guided missile tubes detonate doing damage equal to their remaining payload
10	Sensor damage 10% Impairment
Back	10% chance of critical
1-3	Delta bay blown open. All other hits to this critical does triple damage
4	1 shield generator destroyed
5	Gyroscope damage 40% Impairment to pilot
6-7	Engine damage, all systems at half power
9-10	Crew cabin hit 1d10x2 crew killed

Side	20% chance of critical
1-2	One ballistic missile tube destroyed, 60% chance of detonation
3-7	Crew cabin hit 1d10x2 crew killed
8	Close-In Weapon System destroyed
9-10	1 shield generator destroyed

Engine	12% chance of critical
1-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

Orbital Vessel - Wu Li



Type Orbital
Model Wu Li

The Wu Li is considered the second most powerful ship in the fleet. It is the first vehicle to implement a Chinese built Laser weapon that has been adapted from technology on The Artifact.

The Wu Li is used as a long range strike vessel and is often used to draw the enemies attention from a main strike.

Overall height	31.6m
Overall width	38.1m
Overall length	153 m
Dry Mass	6,000,000 kg
Full Mass	6,500,000 kg

Power plant type: Liquid Rocket

Movement
Top Speed 2,000 kph

Total fuel capacity: 150 hours
Fuel type: LCF and Oxygen

Armor Rating: 60
Hit Points: 80,000
Crew: 90
Passengers: 10
Piloting Modifier 3 70% Impairments

Main Laser

This huge weapon takes up the front 20% of the vessel. It is so powerful that the Laser has it's own generator and batteries to store energy. The batteries can store a maximum of 40 blasts and can regenerate one blast per hour.

	PB	S	Med	L	Ex
Damage	4,000	4,000	2,000	1,000	700

Range Class: F

Payload: 40 + 1per hour

Rate of Fire: 1

Fire Arc 2

(2) 76mm guns

	PB	S	Med	L	Ex
Damage	400	400	380	350	250

Range Class: D

Payload: 1,000

Rate of Fire: 20 each

Fire Arc 1-5 +7-8

2 E-suit Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release E-suits. Each bay can hold fifteen (15) E-suits for a total of thirty (30).

ECM: 20% Impairment
Range Class: D
ECCM: 60% Advantage
Range Class: D
Sensors: 30% Advantage
Range Class: F
Shields: 8 active at 600hp

Shield information
No. of shields 20

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

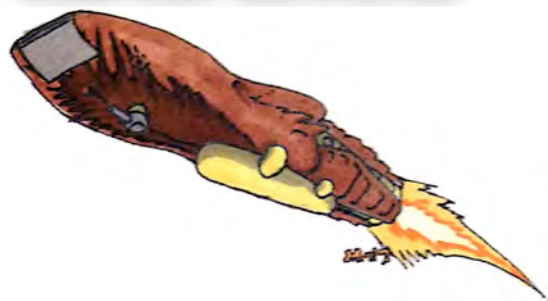
Front	10% chance of critical
1-4	Crew cabin hit 1d10x3 crew killed
5-6	Main laser destroyed
7	Bridge destroyed, craft disabled
8	Ammunition explosion! The remaining payload of a 76mm gun detonates doing damage equal to the remaining payload
9	1 shield generator destroyed
10	Sensor damage 10% Impairment

Back	10% chance of critical
1-3	E-suit bay blown open. All other hits to this critical does triple damage
4	1 shield generator destroyed
5	Gyroscope damage 40% Impairment to pilot
6-7	Engine damage, all systems at half power
9-10	Crew cabin hit 1d10x2 crew killed

Side	20% chance of critical
1-2	One 76mm gun destroyed
3-7	Crew cabin hit 1d10x2 crew killed
8-10	1 shield generator destroyed

Engine	12% chance of critical
1-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

Orbital Vessel - Bian Di Kai Hua



Type Model
Orbital
Bian Di Kai Hua

The Bian Di Kai Hua is the smallest of the Fleet, but has a special payload that is considered integral to the fleet's mission to destroy orbital emplacements. With this in mind the Bian Di Kai Hua has been given the best force fields of any ship in the fleet and possibly the best of any capital ship on The Artifact.

The Bian Di Kai Hua carries a vehicle that is designed to bore it's way into the hull of an orbital emplacement with a particle cannon. The vehicle called the Taio Zao targets the

bridge or engines and bores through decks, bulkheads, and anything else in the way.

Overall height	38.2 m
Overall width	31.1m
Overall length	130 m
Dry Mass	5,000,000 kg
Full Mass	6,000,000 kg

Power plant type: Liquid Rocket

Movement	
Top Speed	2,000 kph
Total fuel capacity:	200 hours
Fuel type:	LCF and Oxygen
Armor Rating:	60
Hit Points:	70,000
Crew:	80
Passengers:	5
Piloting Modifier	3 50% Impairments

Taio Zao Bay

The front of the vessel opens to release the Taio Zao. It takes two turns to open the bay.

(3) Close-In Weapons Systems

These large emplacement weapons are high caliber gatling cannons. They are most frequently used by naval vessels to protect against incoming missiles, small surface craft and aircraft.

In this case, they are used to protect against enemy E-Suits. These systems have independent radar system and forward looking infrared radar for tracking individual threats.

These weapon systems are capable of autonomously detecting, tracking and assessing the success of a kill.

The CIWS fires four, three hundred (300) round bursts at each target. It will continue to fire until the target has been destroyed or moves out of range.

The damage statistics given are Armor Piercing Discarding Sabot (APDS) rounds.

	Full	1/2	1/4	1/8
Ref	100	50	25	13
Agi	60	30	15	8

	PB	S	Med	L	Ex
Damage	54	54	50	45	27

Armor Piercing: 50%

Range Class: C

Payload: 3,000 rounds each

Rate of Fire: 1200

Fire Arc 1 CIWS 1-3, 1 CIWS 1-2+8, 1 CIWS 2-4

(1) 76mm guns

	PB	S	Med	L	Ex
Damage	400	400	380	350	250

Range Class: D

Payload: 250

Rate of Fire: 20 each

Fire Arc 1-5 +7-8

2 E-suit Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release E-suits. Each bay can hold fifteen (15) E-suits for a total of thirty (30).

ECM:	20% Impairment
Range Class:	D
ECCM:	60% Advantage
Range Class:	D
Sensors:	60% Advantage
Range Class:	E
Shields:	8 active at 900 hp

Shield information

No. of shields 30

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back

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9-10	8-10	9-10	8-10	Engine
Critical hits 1d10				
Front	10% chance of critical			
1-4	Crew cabin hit 1d10x3 crew killed			
5	Close-In Weapon System destroyed			
6	1 Shield generator destroyed			
7	Bridge destroyed, craft disabled			
8-9	Tao Zao bay Damaged			
	1-3	Bay stuck in current position		
	4-6	Bay is blown open		
	7-10	Bay is stuck closed		
10	Sensor damage 10% Impairment			
Back	10% chance of critical			
1-3	E-suit bay blown open. All other hits to this critical does triple damage			
4	1 shield generator destroyed			
5	Gyroscope damage 40% Impairment to pilot			
6-7	Engine damage, all systems at half power			
9-10	Crew cabin hit 1d10x2 crew killed			

Orbital Vessel - Peng



Type Model Orbital Peng

The Peng is an E-suit carrier and is currently the largest ship in the fleet. It's payload of one hundred and twenty E-suits, and four Close In Weapon Systems, makes the Peng a formidable brawler, and although it's payload of E-Suits allow it to strike at long distances

Side	20% chance of critical
1-2	One 76mm gun destroyed
3-7	Crew cabin hit 1d10x2 crew killed
8	Close-In Weapon System destroyed
9-10	1 shield generator destroyed
Engine	12% chance of critical
1-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

the Peng itself is vulnerable to long range weapons.

Overall height	41m
Overall width	43.1m
Overall length	182 m
Dry Mass	6,500,000 kg
Full Mass	7,000,000 kg

Power plant type: Liquid Rocket

Movement

Top Speed	2,000 kph
Total fuel capacity:	200 hours
Fuel type:	LCF and Oxygen
Armor Rating:	60
Hit Points:	100,000
Crew:	280
Passengers:	150
Piloting Modifier	3 70% Impairments

(4) Close-In Weapons Systems

These large emplacement weapons are high caliber gatling cannons. They are most frequently used by naval vessels to protect against incoming missiles, small surface craft and aircraft.

In this case, they are used to protect against enemy E-Suits. These systems have independent radar system and forward looking infrared radar for tracking individual threats.

These weapon systems are capable of autonomously detecting, tracking and assessing the success of a kill.

The CIWS fires four, three hundred (300) round bursts at each target. It will continue to fire until the target has been destroyed or moves out of range.

The damage statistics given are Armor Piercing Discarding Sabot (APDS) rounds.

	Full	1/2	1/4	1/8	
Ref	100	50	25	13	
Agi	60	30	15	8	
	PB	S	Med	L	Ex
Damage	54	54	50	45	27

Armor Piercing: 50%

Range Class: C

Payload: 3,000 rounds each

Rate of Fire: 1200

Fire Arc 1 CIWS 1-3, 1 CIWS 1-2+8, 1 CIWS 2-4 1CIWS 5-7

(1) 76mm guns

	PB	S	Med	L	Ex
Damage	400	400	380	350	250

Range Class: D

Payload: 250

Rate of Fire: 20 each

Fire Arc 1-5 +7-8

(8) E-suit Bays

On the sides of the vessel there are circular doors cut into the hull. These doors are used to release E-suits. Each bay can hold fifteen (15) E-suits for a total of one hundred and twenty (120).

ECM: 20% Impairment

Range Class: D

ECCM: 60% Advantage

Range Class: D

Sensors: 10% Advantage

Range Class: G

Shields: 8 active at 600hp

Shield information

No. of shields 20

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Left Side
5	2	2-5	1-5	Right Side
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Left Side
2-5	2	5	-	Right Side
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Engine

Critical hits 1d10

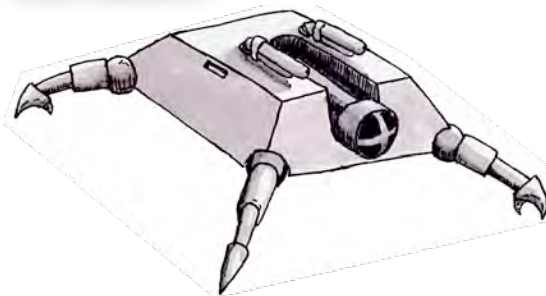
Front	10% chance of critical
1-4	Crew cabin hit 1d10x3 crew killed
5	Close-In Weapon System destroyed
6	1 Shield generator destroyed
7	Bridge destroyed, craft disabled
8-9	Ammunition explosion! The remaining payload of four guided missile tubes detonate doing damage equal to their remaining payload
10	Sensor damage 10% Impairment

Back	10% chance of critical
1-5	E-Suit bay blown open. All other hits to this critical does triple damage
6	1 shield generator destroyed
7	Gyroscope damage 40% Impairment to pilot
8-9	Engine damage, all systems at half power
10	Crew cabin hit 1d10x2 crew killed

Side	20% chance of critical
1-2	76mm gun destroyed
3-7	Crew cabin hit 1d10x2 crew killed
8	Close-In Weapon System destroyed
9-10	1 shield generator destroyed

Engine	12% chance of critical
1-3	Sensor system damage 60% Impairment to Sensor Skill
4-5	Crew cabin hit 1d10x7 crew killed
6-7	Communication systems destroyed
8-9	Computer systems damaged 20% Impairment to piloting
10	Fuel reserve explosion! 10,000 points of damage, Blast Range Class: C

Gun Platform

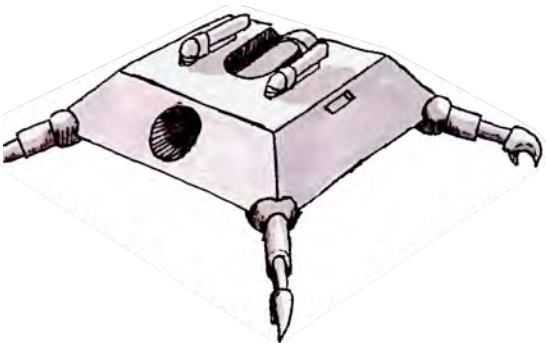


Type Gun Platform
Model Taio Zao

The Taio Zao is the spearhead of an attack on an Orbital Emplacement. It uses a stolen Kelrath Particle cannon to blast holes in the hull of the emplacement where it and E-Suits can enter. It continues to bore into the target until it can strike a vital spot and cripple the vessel.

Once the emplacement is disabled, and it's defenders out of the way, teams of E-suits attach charges to the hull of the emplacement and push it out of orbit.

The Taio Zao is Officer Li Ma's creation, and obviously takes great pride in it. He has inappropriately berated several pilots that he felt were not being careful enough.



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: Internal Combustion
Movement
Walking Speed 20 kph

Total fuel capacity: 20 hours
Fuel type: Liquid Carbon

Armor Rating: 200
Hit Points: 3,500
Crew: 2
Passengers: 0
Piloting Modifier 40% Impairment

2 Heavy Lasers

These lasers are mounted to the top of the Taio Zao and are designed to defend against enemy E-Suits

	PB	S	Med	L	Ex
Damage	500	500	200	140	50

Range Class D

Rate of fire 1

Fire Arc 4-8

Particle Cannon

The particle cannon is designed to fire directly below the Taio Zao to puncture the hull of an orbital cannon but can also rotate to fire directly ahead. The power system is Officer Ma's own design and can hold four charges at a time but takes two minutes to fully recharge (4 blasts in 8 turns).

	PB	S	Med	L	Ex
Damage	5,000	4,400	2,000	450	25

Range Class C

Rate of fire 4/8

Fire Arc 2 or 4

ECM: +0 to skill
Range Class: C

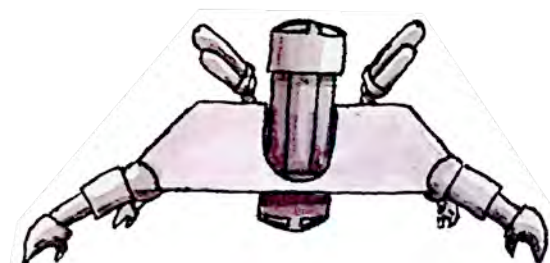
ECCM: +0 to skill
Range Class: C
Sensors: +5 to Int
Range Class: D
Shields: 4 active at 500hp

Shield information

No. of shields 8

Fire Arcs

1	2	3
8	●	4
7	6	5



Note: The Taio Zao's fire arcs are unusual. Arc two is the bottom of the vehicle while 6 is the top. Arc 4 is the front and 8 the back. This is done because of the Taio Zao's unusual attack approach.

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1	1	-	Front
5	2	2-5	1-5	Back
6-8	3-7	6-8	6	Top
-	-	-	7	Bottom
9-10	8-10	9-10	8-10	Leg

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	Front
2-5	2	5	-	Back
-	-	-	6	Top
6-8	3-7	6-8	7	Bottom
9-10	8-10	9-10	8-10	Leg

Critical hits 1d10

Front	20% chance of critical
1-2	Cockpit hit pilot killed
3	Laser destroyed
4-5	Main cannon destroyed
6-10	Sensor, ECMs and ECCM damage 40% Impairment

Back	35% chance of critical
1-2	Fuel explosion, 800 points 10m blast radius
3-4	Main cannon destroyed
5-7	Shield generator destroyed
8-10	Engine damage, all systems at half power

Top	40% chance of critical
1-3	Laser destroyed
4-5	Shield generator destroyed
6-10	Main cannon destroyed

Legs	40% chance of critical
1-10	Linkages, leg inoperable. Walking speed down to half

Kelrath Anti-Grav



Type Anti-Grav
Model Modified Kelrath Tug

These harmless looking vessels have been modified to carry a Nuclear tipped ICBM into orbit and get close enough to strike an Orbital emplacement.

The tug is not large enough to conceal the ICBM, instead the missile rides on the back of the tug. Often the missile is disguised as another vehicle to reduce the chance of an accidental sighting.

Overall height 5.2 m
Overall width 5.5 m
Overall length 19.5m
Dry Mass 28,657 kg
Full Mass 28,992 kg

Power plant type: Anti-Grav.

Movement

Flying Top Speed	300 kph
Total fuel capacity:	120 Hours
Fuel type:	Liquid Carbon
Armor Rating:	20
Hit Points:	1500
Crew:	4
Passengers:	20
Piloting Modifier:	0
Cost:	¥1,800,000
Sensors:	10% Advantage
Range Class:	E
Shields:	0
Cargo Capacity:	200,000 KG

Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-5	1	-	-	Left Side
-	2	1-5	1-5	Right Side
6-8	3-8	6-8	6	Front
-	-	-	7	Back
9-10	10	9-10	8-10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
-	1	1-5	1-5	Left Side
1-5	2	-	-	Right Side
-	-	-	6	Front
6-8	3-8	6-8	7	Back
9-10	9-10	9-10	8-10	Engine

Critical hits 1d10

Front	30% chance of critical
1-2	Cockpit hit, crew killed
3	Controls damaged 20% Impairment to pilot
4-10	Cargo damaged

Back	30% chance of critical
1-2	Communications destroyed
3	Stabilizers damaged 20% Impairment to pilot
4-10	Cargo damaged

Engine 45% chance of critical

1-4	Fuel explosion 500 points 10m blast radius
5-10	Engine damage, all systems half power

Side	30% chance of critical
1-4	Propulsion engines damaged. Half speed and 40% Impairment to pilot
5-10	Cargo damaged

C-Suit

Type	C-Suit
Model	Builder 42576

The Builder is a system used in heavy construction in hazardous environments. 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. The reason these suits are available from theChezbah is that it is sold to Dwellers.

Overall height	5.6m
Overall width	4.8m

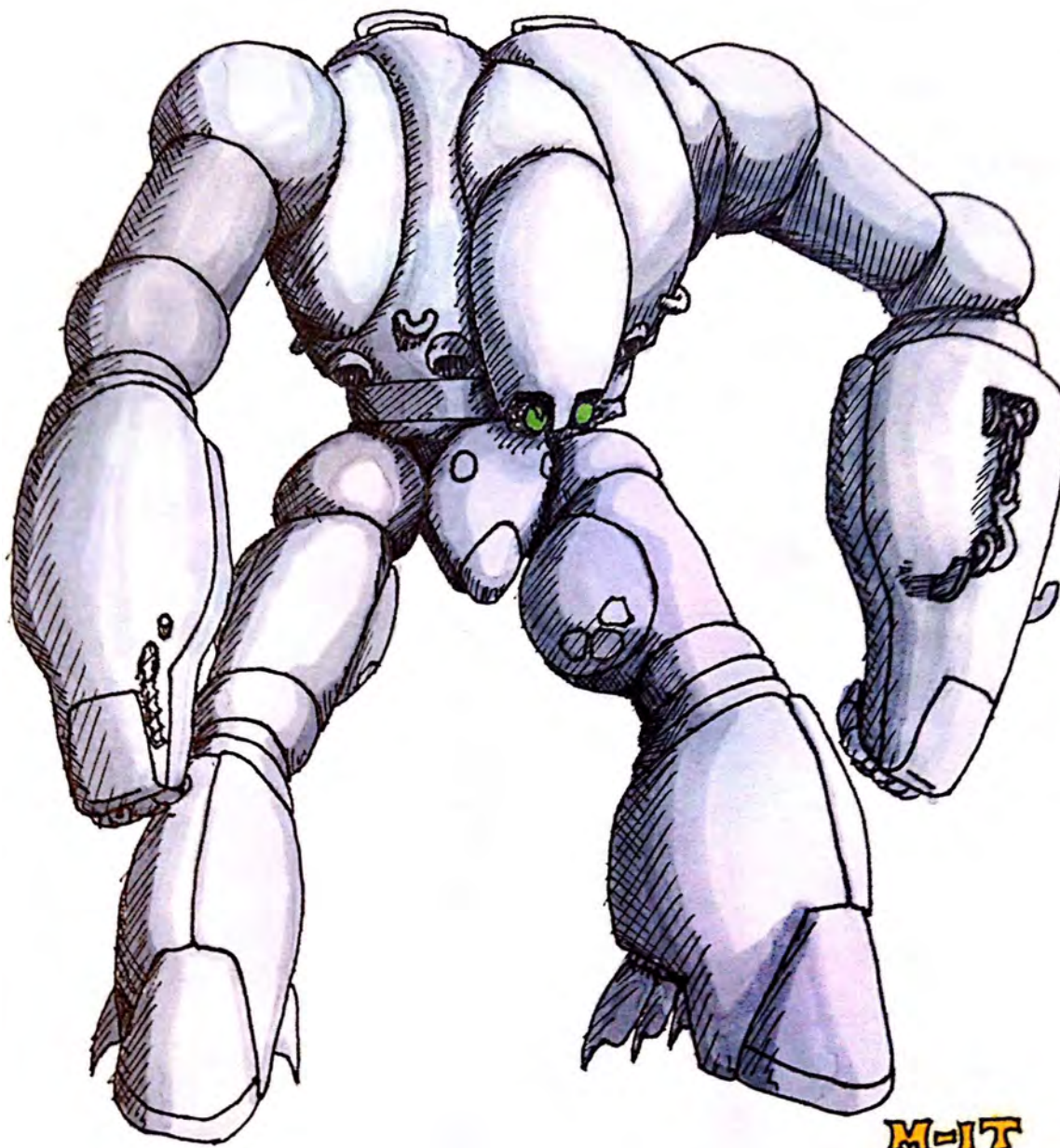
Overall length	4.1m
Dry Mass	7032 kg
Full Mass	7329 kg

Power plant type:	Internal Combustion
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Movement	
Running Top Speed	40 kph
Flight Top Speed	100 Km/h /
Environmental class	
Total fuel capacity:	36 Hours
Fuel type:	Liquid Carbon

Armor Rating:	40
Hit Points:	800
Crew:	1
Passengers:	0
Piloting Modifier:	60% Impairment

The Artifact 51



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: 20% Impairment

Range Class: C

Strength: 1400

Punch Damage: 140

Shield information

No. of shields 0

Fire Arcs

1	2	3
8	●	4

7	6	5
---	---	---

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1-2	1	1	Head
2	3	2-3	2-4	Right Arm
3-4	4	4	5	Left Arm
5-7	5-8	5-7	6-7	Body
8	9	8-9	8-9	Right Leg
9-10	10	10	10	Left Leg
-	-	-	-	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1	1	Head
2-3	2	2	2	Right Arm
4	3	3-4	3-5	Left Arm
5-6	4-6	5-6	6-7	Body
7-8	7	7	8	Right Leg
9	8	8-9	9-10	Left Leg
10	9-10	10	-	Engine

Critical hits 1d10

Head	50% chance of critical
1-6	Sensor systems destroyed
7-10	Gyroscope damaged 40% Impairment to pilot

Arm	30% chance of critical
1-7	Linkages damaged, arm inoperable
8	Laser damaged
9	Drill damaged
10	Hook and winch damaged

Body	30% chance of critical
1-4	Cockpit hit, pilot killed
5-6	Computer destroyed, 80% Impairment to pilot
7-8	Thrusters damaged, 60% Impairment to piloting
9-10	Main hydraulics leak, Str halved, 40% Impairment to pilot

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

Mini-Sub

Type	Methane Vessel
Model	Mini-Sub

Passengers:	1
Piloting Modifier:	60% Impairment

The mini-sub is a two person self contained vessel used for mining operations. It employs a number of features that allows it to break up and transport ores.

Overall height	3 m
Overall width	2.5 m
Overall length	8.3 m
Dry Mass	9337.5 kg
Full Mass	21,457 kg
Power plant type:	Oxygen Infusion Turbines
Movement	
Top Speed	20 kph
Total fuel capacity:	50 Hours
Fuel type:	Oxygen
Armor Rating:	60
Hit Points:	1500
Crew:	3

Manipulator Arms

The Minisub has eight manipulator arms used to guide ore into the cargo hold. They are relatively strong but very slow moving. An on board QLC co-ordinates their actions the operator designates targets and the computer determines the best path to move it to the hold.

Sonic Hammer

The sonic hammer is used to loosen ore from it's surrounding vein. It can be operated for hours on end.

	PB	S	Med	L	Ex
Damage	200	100	50	25	12
Range Class:	A				
Rate of Fire:	1				
Fire Arc	1				

Laser Cutter

The Artifact 53

	PB	S	Med	L	Ex
Damage	300	300	150	70	20
Range Class:	A				
Rate of Fire:	1				
Fire Arc	1-2				

Sensors:	20% Impairment
Range Class:	C
Strength:	2500
Punch Damage:	10

Shield information

No. of shields	0
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Fire Arcs

1	2	3
8	●	4
7	6	5

Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-3	1-4	1-3	1-3	Arm
4-5	5-8	4-5	4	Front
-	9	6-10	-	Right Side
6-10	10	-	5-8	Left Side
-	-	-	9	Back
-	-	-	10	Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1-2	-	1-2	1-3	Arm
-	-	-	4	Front
3-6	1	-	5-8	Right Side
-	2	3-6	-	Left Side
7-8	3-6	7-8	9	Back
9-10	7-10	9-10	10	Engine

Critical hits 1d10

Front	40% chance of critical
1-4	Crew cabin hit, crew killed
5-6	Gyroscope damaged 40% Impairment to pilot
7	Controls damaged 20% Impairment to pilot
8-9	Sonic hammer destroyed
10	Laser cutter destroyed

Arm	30% chance of critical
1-7	Linkages damaged, arm inoperable

Side	40% chance of critical
1-2	Maneuvering vents damaged 20% Impairment to piloting
3-8	Heat transfer systems damaged, the crew cabin begins to cool 20 degrees each turn until repaired
9-10	External illumination destroyed on one side.
Back	40% chance of critical
1-8	Cargo bay damage, the sub loses 1d10x10 kg of material until repaired
9-10	Generator damaged, all systems half power

Engine	50% chance of critical
1-3	Engine compartment breach, craft disabled
4-5	Sensor damage 60% Impairment to sensor skill
6-7	Communication systems destroyed
8-9	Computer damaged 10% Impairment to pilot, arms disabled
10	Oxygen reserve explosion 1000 points of damage blast range class B

Equipment

Dweller Hard suit

The Dweller hard suit is a cross between body armor and a vac-suit.



Dwellers live their entire lives in hard suits and shed them like insects as they mature. These transitions are highly ceremonial and very personal. When the Dweller changes their hard suit, their name changes along with it. To the community they are a new person.

Hard suits have several standard features. They have a re-breather built in that allows the wearer to breathe in a non-oxygen environment. It uses standard OUs for an oxygen supply.

A Dweller in a hard suit can go for two hours on a single OU. However the oxygen levels in the air are so low that they can cause Earthers to pass out. The average Scimrahn can breath for an hour on an OU, but Scimrahn that live in the wastes can approach the two hour mark, usually averaging at an hour and a half.

The Dweller hard suit has a climate control system that can keep the hardsuit warm or cool it slightly in high temperatures. The Suit will keep the surface temperature of the wearer at 10 degrees Celsius even when exposed to the liquid methane in the wastes but consumes oxygen to produce heat, halving the oxygen capacity of the suit.

The hardsuit does not provide enough protection to survive for substantial periods in

the wastes. It keeps the wearer alive long enough to get out of Methane and back into a more suitable environment. Every minute

the wearer takes 1 Physical and 1 Functional stress when submerged in liquid methane.

The suits have oxygen and methane breathers on both the helmet and the back. These allow the suit to recharge itself of it's fuel, taking in oxygen while in an oxygen environment and methane when in a methane environment.

Dweller hard suits are highly customized. Each hard suit is unique to the wearer. Dwellers suffer no stress that is listed under these stats. It is assumed that they have become so accustomed to the suit that they have compensated for the added bulk.

Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	10	10
Body	15	25
Arms	10	10
Hands	3	5
Groin	10	8
Legs	10	15
Feet	10	5

Causes

Physical: 4 per hour

Functional: 3 per hour

Mental: 2 per hour

Mass: 28 Kg

Cost: 6,000 OU (¥181,818)

Hard Suit Modifications

Although Dweller Hard Suits are designed to be and become extensions of the Dweller's body, they do inherently limit the wearer. In addition, many Dwellers work in vocations that are physically demanding. This has lead to dwellers developing modifications to Hard Suits that augment their abilities.

Sensor Pack - O2

The O2 sensor pack includes a robust IR camera system that distinguishes temperature variations with very high fidelity. In addition the sensor pack includes microphones and software to augment the Dweller's range of hearing.

Range Class: B

Cost: 3500 OU (¥106,060)

Sensor Pack - Methane

The methane sensor pack includes sonar equipment, along with a system that monitors heat loss from the hardsuit

Range Class: A - in O2 atmosphere C in Methane

Cost: 2900 OU (¥88,000)

Computer

This is a QLC designed by the Chezbah and sold to the Dwellers. (See: Players Handbook for rules on computers)

Processor Points:18

Storage: 1.5 Terabytes

Mass: 210 g
Cost: 98 OU 2900 OU (¥2,970)

Strength boost

This alteration inserts artificial muscles into the suit. Using the strength boost uses one OU per hour.

Str +15
Con 40% Advantage
Cost: 4,000 OU (¥121,212)

Utility Pack

The utility pack is a series of compartments in the dweller's hard suit that can be used to carry tools and small pieces of equipment.

The utility pack contains a ballpeen hammer, four adjustable wrenches, a pair of magnetic clamps, cable cutters, metal shears, two chisels, spray insulation/adhesive, and a can of lubricant.

Cost: 400 OU (¥10,000)

Climbing Pads

These pads are affixed to the exterior of the hardsuit. They are made by the Chezbah and are an example of Nanotechnology.

The pads will adhere to any solid surface even substances that are smooth like glass or rough like concrete. They take some practice to use, but as a dweller that has them permanently affixed to their hardsuit it is assumed that the dweller is accustomed to having them on.

Climbing pads are strong enough to hold up a 100 Kg man and his hardsuit. The user gets 2 60% advantages to climbing and holding onto things. The user can climb shear surfaces.

Cost: 2,000 OU (¥60,600)

Methane Propulsion

Even in a hardsuit, going into the methane of the wastes is a uncomfortable experience. Even Dwellers avoid it when possible. In those instances when it necessary, having a method of quickly moving through the methane is beneficial.

A turbine mounted in the center of the Dwellers backpack draws Methane in and expels it out the bottom. This helps to move the wearer along at a higher rate than swimming alone.

Speed:15 m/turn + swimming speed
Cost: 2,300 (¥70,000)

Concealed Weapon Compartment

In most cases a Dweller needs only to rely on their dueling axe, but on occasion they have been known to carry a concealed weapon. The compartment is large enough to carry a sidearm. The favored weapon is usually the Chezbah Plasma Pistol.

Cost: 400 OU (¥10,000)

Dweller Equipment



Heavy Axe

The Dwellers look at the axe as a personal defense and dueling weapon. In the confines of a Dweller vessel, ranged weapons are not only unnecessary, they could damage the

vessel. The Axe is better able to break through armor and therefore is preferred.

Duels are usually only carried out until first blood. With the protection of a hardsuit, the wounds are often survivable.

The axe is frequently made of iron with a head weighing over five kilograms.

Damage: 16
Parry: -10
Mass: 6-8 Kg
Cost: 17 OU (¥500)

OU (Oxygen Unit)

The OU is a storage tank for oxygen, a fuel source, and a currency. One OU is a small tube five cm across and twenty cm long. Dwellers do not often carry any more OU than they need to breath, but deal in IOUs (as in I

owe you). OU canisters or bottles are reusable. OU bottle

Cost: ¥1000

Charge of Oxygen

Cost: ¥30

Dweller Food Pack

Dwellers do not take their helmets off to eat. They attach a canister called a food pack to a threaded recess in the helmet near the mouth and suck their food through a straw. Other cultures tend to have trouble with this practice, but Dwellers are used to it. Because of this practice Dwellers do not stop to eat. They simply attach a food pack and eat as they work.

Food Packs are reusable and are thought of like dishes to a Dweller. They can be heated on an Oxy/Methane stove.

Mass: .75 Kg

Cost: 30 OU (¥910)

Dweller Food Producer

This device takes food and fills Dweller food packs with it. It automatically will add enough water to give a desired constancy.

Mass: 3 Kg

Cost: 198 OU (¥6,000)

Heavy cloak

Heavy cloaks keep the wearer warm. This is especially important in an environment where body heat is an important commodity. Dweller Heavy cloaks are oversized to fit over hard suits.

Mass: 2-3 Kg

Cost: 66 OU (¥2000)

Dweller Tool kit

The Dweller tool kit includes a 40 piece socket set, 40 piece combination open and closed end wrench set, two Phillips and two flat head screwdrivers, a fuel cell operated reciprocating hacksaw with five replaceable blades, mini-sledge and bullpean hammer, two adjustable monkey wrenches, five styles of vice grips, Methane/Oxygen level meter, Wire cutters/stripper, Two adjustable wrenches, needle nose pliers, metal shears, two chisels, spray insulation/adhesive, two cans of lubricant, Methy/Oxy blowtorch, fuel cell operated hammerdrill with adjustable clutch, a fuel cell operated 15 cm circular saw/grinder, 15 cm diamond masonry blade, 15 cm

metal cutting blade, 15 cm grinder w/diamond blade, 100 90cm zipties, spike gun, laser cutter (30 pts, range 30 cm), digital voltage resistance amperage multitestor, soldering iron, spool of solder.

Cost: 3300 OU (¥100,000)

Oxygen Methane Multipurpose Furnace

These devices use oxygen in the air and methane to heat rooms and warm foodpacks. The furnace can be refilled from a Dweller's hardsuit reserve or from any methane inlet valve on a Dweller vessel.

Mass: 723 g

Cost: 5 OU (¥151)

Chezbah 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

Cost: 1600 OU (¥40,000)

Laser Staff

This is the standard issue to Geetin troops, it is a heavy weapon designed for both ranged attacks and melee.

	PB	S	Med	L	Ex
Damage	12	11	5	3	1

Club Damage: 12+Punch Damage

Range Class: C

Payload: 30

Rate of Fire: 1

Mass: 8 KG

Cost: 1056 OU (¥32,000)

Gjorn Plasma Sphere

This weapon is comparable to the Geetin weapon but holds more energy at longer ranges and has a better payload

	PB	S	Med	L	Ex
Damage	20	18	12	8	2

Range Class: B

Payload: 6

Rate of Fire: 1

Mass: 5.4 KG

Cost: 2,145 OU (¥65,000)

I-CA Equipment

Cloud of shot

This simple device creates a field of iron shot that is dropped behind a fast moving E-suit. The blast range is considered to originate at the E-suit that is dropping the shot.

This device takes up an optional weapon slot on the shoulder of a TF-2394. It only works when used against fast moving objects in orbit, particularly if orbiting in the opposite direction or crossing orbits.

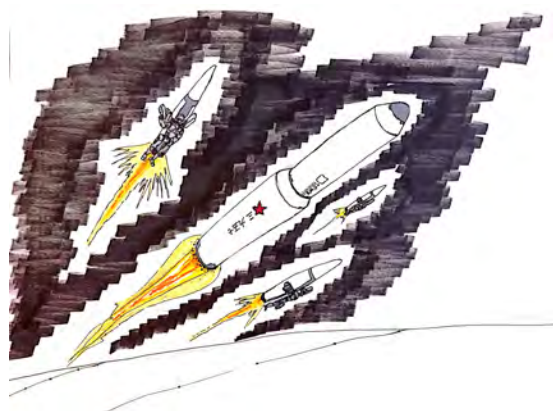
	PB	S	Med	L	Ex
Damage	1d10 x 100	1d6 x 100	1d6 x 100	1d6 x 50	1d6 x 10

Blast Range Class: C

Range Class: N/A

Mass: 400 Kg

Cost: ¥100,000



Nuclear tipped Intercontinental Ballistic Missile

The I-CA has transported several hundred old Soviet nuclear warheads to The Artifact. The United Nations is threatening sanctions on China for this but the Security Council has not been able to take action because China has veto power in the council.

The warheads are installed in rockets that the I-CA has manufactured on site.

	PB	S	Med	L	Ex
Damage	150 M	150 M	75 M	19 M	2 M

Blast Range Class: E

Range Class: J

Mass: 96,000 Kg

Length: 28 m

Diameter: 3.3 m

Hit Points: 800

Cost: not available for sale.