

# The Artifact

## Random Generation Tables

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For Tarnoc... the real one.

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## Random Generation

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# Random Generation Tables

This book was developed for players that travel great distances through The Artifact. Going through the tables sequentially can be useful for developing random encounters. Since making all these tables, we've found they are also individually useful for generating game content. If you want Chezbah to attack the group but don't know how many or from where, the tables have you covered. One of the more useful tables we've found is the random loot tables in the "Destroyed City" encounters. Another useful tool is the wreckage encounters for figuring out what the scrap value of destroyed vehicles might be. There are plenty of ways to use these tables, use them however you get the most utility from them.

## Common Sense

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

## Random Direction Table

This table is used to determine direction of random events. For example, bounce direction of a grenade once it

lands. Other uses would include determining the travel path of many of the encounters that follow. A roll of one (1) indicates traveling head on toward the character(s).

```

\ 4 /
3     5
- * -
2     6
/ 1 \

```

## Region Condition

The Artifact is thousands of years old. Structures have cracked and tilted, in some cases, have crumbled completely. Some encounters require conditions that would contradict this table. Consider this the condition of the wider region and tailor local areas to the needs of the encounter. For instance, being near a Kelrath city should mean the hexes in it's vicinity are powered. The wider region may still be dark though.

## Power Supply

Roll 1d100

1-5	Powered. Dense ground level foliage.
6-10	Powered but turned off
11-30	No power, minor damage to electrical supply. 1d6x10 hours to repair
31-65	No power, significant damage to electrical supply. 1d10x20 hours to repair
66-100	No power, extensive damage to electrical supply. 1d100x10 hours to repair

## Physical Condition

Roll 1d100

1-10	Pristine
11-25	Minor damage and cracking.
26-50	Significant structural damage. Ground not level. 1d6 jagged uneven cracks 1d6x10 cm wide.
51-60	Extensive structural damage. Hexes tilted 1d6x5 degrees. Numerous jagged uneven cracks 1d6x10 cm wide.
61-70	Extensive structural damage. Some interior floors collapsed. Numerous jagged uneven cracks 1d6x10 cm wide.
71-80	Part of hexes completely collapsed. Hexes tilted 1d6x5 degrees. Numerous jagged uneven cracks 1d6x10 cm wide.
81-90	Pressure ridge where Hexes are buckled and crushed in the middle. Ridge tilts the hexes near it 1d6x5 degrees up or down.
91-95	A seemingly impassable line of crushed hex material blocks travel.
95-100	Nearby rift of open space 2d10x10 Km wide where a large number of hexes have crumbled. Hexes around are extensively damaged.

## Miscellaneous Conditions

Roll 1d100 twice

1-20	No condition
21-25	Near a power conduit, warmer than usual. Hexes near the conduit are blanks

26-35	Doorways vertically misaligned 1d6 meters so ground travel is difficult
35-40	Doorways horizontally very misaligned, passage is not possible through small doors.
41-45	Near a structural member. Hexes near the member are blanks
46-55	Hexes no longer fit together tightly, 1d6 sides of hexes in the area have open gaps between adjoining hexes.
56-65	Flooded by nearby reservoirs
66-70	Rain system is on. If powered, the rain is heavy
71-75	Residential buildings in the region have collapsed due to powerful quakes.
76-80	Region under repair by Chezbah.
81-85	Region used as a CCC mine for Kelrath. Many structures disassembled.
86-90	Ancient mummified bodies are found, particularly in residential hexes where there are millions.
91-95	Long dead trees and vegetation cover the area.
96-98	Pattern error, some of the hexes in this region are jumbled and out of place. 30% Impairment to navigation.
99	Plasma line in the power hex ruptured and melted a large portion of several hexes.
100	1 Km wide hole melted in hex. The edge of the melted material is covered in 1 meter thick diamond.

## Random Encounter Magnitude

Minor encounters are a single roll on the Encounter Type table.

Major encounters roll for the same Encounter Type three times for each roll indicated. For instance, a major encounter that rolled under Biological would roll three times for that heading. “Major 3 rolls” would mean three Encounter Type rolls and then rolling three times for each of them.

Roll 1d100

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

## Encounter Type

Roll 1d100

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

Hostile Sub-Table

Roll 1d100

1-60	Chezbah
61-100	Kelrath

## Hex Type

Roll 1d100

1	Reservoir
2-60	Agricultural
61-74	Residential

75-86 Filtration

87-98 Industry

99-100 Power

## Encounter Point

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

Roll 1d100

1-5	Characters entering hex, subject 10 km away
6-10	Characters entering hex, subject 8 km away
11-20	Characters entering hex, subject 5 km away
21-25	Characters entering hex, subject 3 km away
26-30	Characters entering hex, subject 1 km away
31-35	Characters entering hex, subject 500 m away
36-40	Characters entering hex, subject 200 m away
41-45	Characters entering hex, subject 100 m away
46-50	Characters entering hex, subject 50 m away
51-55	Subject entering hex, characters 50 m away
56-60	Subject entering hex, characters 100 m away
61-65	Subject entering hex, characters 200 m away

- 66-70 Subject entering hex, characters  
500 m away
- 71-75 Subject entering hex, characters  
1 km away
- 76-80 Subject entering hex, characters  
3 km away
- 81-90 Subject entering hex, characters  
5 km away
- 91-95 Subject entering hex, characters  
8 km away
- 96-100 Subject entering hex, characters  
10 km away

# Chezbah

Roll 1d100 +15 to roll if on the surface

1-30	5 Roaming Hounds
31-40	2 Warriors 10 Hounds
41-47	10 Warriors 1 Priest on Skiff
48-53	Convoy of Civilians
54-63	2 Hunter E-Suits
64-70	1D10 Hunters + 1 Ace Hunter
71-75	1 Demolisher 1 Priest 4 Hunters
76-79	Chezbah City
80-8	Wreckage: 1 Hunter E-Suit 2
83-8	Wreckage: 1D10 Hunter E-Suits 4
85-89	Wreckage: 1 Demolisher
90-9	Wreckage: City in Ruins 4
95	Chezbah Temple 1D10 Priests 1D10 Warriors 1D100 Civilians
96-10	1 Priest 3D10 Scourge 0
101-1	Chezbah Freighter 05
106-1	Chezbah Cruiser 10
111-11	Orbital Strike 2
113-11	Wreckage: 1 Chezbah Freighter 4
115	Wreckage: 1 Chezbah Cruiser

## 5 Roaming Hounds

### Attributes

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	40	20	10	5
Ref	60	30	15	8
Agi	70	35	18	9
Dex	10	5	3	2
Bty	10	5	3	2
Cha	20	10	5	3
Int	40	20	10	5
IQ	15	8	4	2
Psy	100	50	25	13
HP	10			
BP	14			

**Diet** None/Unknown

**Actions Per Turn** +2

**Damage** Claws-15 Bite-20

### Defenses

Armor (AR 5) Regeneration of five points a turn. Even after the robot has taken 20 points damage the robot will continue to regenerate.

**Special Abilities** Hounds are able to leap 8 meters horizontally and 5 meters vertically.

## 2 Warriors

### Chezbah Warriors

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	80	40	20	10
Ref	50	25	13	7
Agi	70	35	18	9
Dex	65	33	17	9
Bty	20	10	5	3
Cha	40	20	10	5
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	35			
BP	19			

Chezbah Warriors can see a limited amount of the infrared and ultraviolet spectrum. Because of this they



do not get a negative modifier to target warm objects in darkness. They can also see ultraviolet lasers and force fields.

### 1 Plasma Pistol

	PB	S	Med	L	Ex
Damage	25	20	15	10	5

Range Class: B

Payload: 15

Rate of Fire: 1

Mass: 4.3 KG

### High Energy Plasma Rifle

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

Plasma	PB	S	Med	L	Ex
Damage	60	50	40	20	5
Laser	PB	S	Med	L	Ex
Damage	8	8	4	2	1

Range Class: C

Plasma Payload: 12

Laser Payload: 100

Rate of Fire: 1

Mass: 16 KG

Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	15	10
Body	15	10
Arms	10	10
Hands	5	2
Groin	10	8
Legs	10	10
Feet	10	5

Causes

Physical: 2 per hour

Functional: 1 per hour

Mental: 2 per hour

Mass: 12 Kg

## 10 Warriors 1 Priest on Skiff

### Chezbah Priest

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	20	10	5	3
Agi	20	10	5	3
Dex	45	23	12	6
Bty	30	15	8	4
Cha	45	23	12	6
Int	40	20	10	5
IQ	80	40	20	10
Psy	45	23	12	6
HP	15			
BP	38			

### ZPE Generation

Each turn the priest's zero point power level doubles and each turn the priests must make a Psy roll to prevent the power from discharging into the ground harmlessly. Since most priest's Psy attribute is not extremely high the dangers of these abilities are small unless the priest has help in the form of physical aids. One of these aids is the war staff.

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

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

### Mental link

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

## **War Staff**

Used by priests, the war staff is a battery for storing up their ZPE power. The staff stores up to enough energy to do ninety (90) points of damage, and releases the energy in three discharges of thirty points. With a range of twenty meters. The War Staff can also be discharged in one burst if it touches its target.

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

## **Mental Abilities**

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

The Priests can also communicate with each other, however it is the Kalec who have developed the ability to attack through the link.

## **Command**

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

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

To successfully command someone a Psyche roll is made. For the subject to

resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. A player may choose to refuse the command but the character takes 10 Mental Stress for each fractional success from the command. One person can be affected by this discipline per Action used.

## **Group Command**

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

When commanding a group, the command is successful in two targets for every fractional success. For the subject to resist, each subject of the command is only effected by a single fractional success so any Psyche defense roll that is at least in the Full column will successfully defend. A player may choose to refuse the command but the character takes 10 Mental Stress for each fractional success from the command.

## **Confusion**

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

To successfully confuse someone a Psy roll is made. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. For each fractional success left over the victim is incapacitated for 1d6 turns. One person can be affected by this discipline per Action used.

## **Discipline**

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

Those affected by this ability receive a large dose of Mental stress.

To successfully discipline someone a Psy roll is made, for each fractional success the subject is given 15 Mental stress. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. One person can be affected by this discipline per Action used.

### **Mind Tear**

One of the earlier Kalec developed abilities, This discipline does a large amount of damage to the cerebral cortex. Those affected by it lose 10 IQ points for each fractional success of the attacker. The affects of this attack are healed like hit points under the Rules section of this book.

To successfully attack someone with this ability, a Psy roll is made for each fractional success the subject loses 10 IQ points. For the subject to resist, they must make a Psyche roll to reduce the fractional successes of the aggressor. One person can be affected by this discipline per Action used.

### **Overload**

A newer ability developed by a Kalec from earth, the attacker over stimulates the subject's implants, and the combined electrical charges of the nanotech lattice heat the fluid in the brain to steam, causing it to expand rapidly. In the most extreme cases of using this ability, the skull can rupture as the victim dies.

To successfully overload someone a Psy roll is made. For each fractional success, 1 Point of damage and 10 mental stress points are inflicted on the subject. For the subject to resist, they must make a Psyche roll to reduce the fractional

successes of the aggressor. One person can be affected by this discipline per Action used.

### **Mind Hack**

This Kalec developed ability is used to gain access to another's mind but priests commonly make use of this ability now. The Kalecs break down mental barriers and access different portions of the subject's conscience. The hacker can remain linked as long as the subject does not make a successful Psyche roll to force them out of their minds. There are a variety of affects that can be accomplished through a mind hack.

### **Paralyze**

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

### **Illusion**

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

### **Mind Read**

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

### **Eavesdrop**

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

The character performing the mind hack must make a Psy roll to break into the subject's mind. The defender must make a successful Psy roll to negate the attacker's fractional successes and sever the link. One mind hack effect can be used for each fractional success left over.

### **Access Computers**

A Priest or Kalec can link to a computer through quantum entanglement. Through this link Priest can issue commands to any quantum liquid computer, the technology used in computers on The Artifact. This ability requires no attribute check for a simple connection.

If a Priest or Kelec uses this ability to break the security of a computer system, they must roll under their PSY attribute. In a ten second combat turn, 2 barrier point can be reduced for each fractional success.

### Telepathy

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

## Convoy of Civilians

Roll 1d100

1-30 Pilgrimage

31-60 Traveling Colonists

61-100 Laborers

## Pilgrimage

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

1d100x10 Pilgrims

1d10 Priests

1d100 Warriors

## Traveling Colonists

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

1d100x10 Colonists

1d10 Wagons pulled by Pettok

1d10x2 Warriors

1d6 Hunter E-Suits

## Laborers

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

1d10x50 Laborers

1d6x2 C-Suits

1d10x2 Warriors

1d6 Hunter E-Suits

## Type C-Suit

**Model** Lift Suit 779

The Lift Suit is built for heavy lifting as indicated by the name and can be indispensable part of a repair mission. It uses six legs to move and stabilize itself, the front two legs can act as limited manipulators and a single immense telescoping arm to move payloads. Despite it's ungainly size and shape the Lifter can still move at respectable speeds.

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

Overall height 23.6m

Overall width 17.8m

Overall length 14.2m

**Dry Mass** 50,524 kg

Full Mass 54,045 kg

Power plant type: Internal Combustion

### Movement

Walking Top Speed 85 kph  
 Total fuel capacity: 400 Hours  
 Fuel type: Liquid Carbon

Armor Rating: 40

Hit Points: 5900

Crew: 2

Passengers: 15

Piloting Modifier: 20% Impairment

### Hook and Winch

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

### Laser Cutter

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

	PB	S	Med	L	Ex
Damage	100	100	90	70	55

Range Class: A

Rate of Fire: 1

Fire Arc 1-2

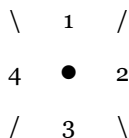
Strength: 10,000

Punch Damage: 700

Shield information

No. of shields 0

### Fire Arcs



### Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-2	1-2	1-2	1-2	Lift Arm
3	3	3	-	Passenger Platform
4	-	4	3	Cockpit
5-8	4-5	5	4-5	Body
9	6-7	6	-	R Leg
10	-	7	6-7	L Leg
-	8-10	8-10	8-10	Engine

### Critical hits 1d10

Arm 20% chance of critical

1-9 Linkages, Arm Inoperable

10 Hook and Winch Damaged

Passenger Platform 70% chance of critical

1-8 One passenger killed

9-10 Platform damage dumps passengers

Cockpit 60% chance of critical

1-4 Cockpit, pilot killed

5-9 Control Damage -20 to pilot

10 Controls destroyed vehicle disabled

Body 30% chance of critical

1-3 Main hydraulics leak. Str halved. -20 to piloting

4-6 Sensor systems destroyed

7-10 Balance -20 to piloting skill

Leg 30% chance of critical

1-9 Linkages, Leg inoperable Top speed down 10%

10 Laser damaged

Engine 35% chance of critical

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

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

### Type C-Suit

#### Model Builder 42576

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

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

Power plant type: Internal Combustion

Movement

Running Top Speed 40 kph  
 Flight Top Speed 100 kph/Environmental class  
 Total fuel capacity: 36 Hours  
 Fuel type: Liquid Carbon

Armor Rating: 30  
 Hit Points: 500  
 Crew: 1  
 Passengers: 0  
 Piloting Modifier: 60% Impairment

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

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

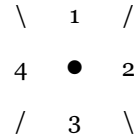
Laser Cutter

	PB	S	Med	L	Ex
Damage	100	100	90	70	55

Range Class: A  
 Rate of Fire: 1  
 Fire Arc 1-2

**Sensors:** -10 to Int  
 Range Class: C  
 Strength: 1400  
 Punch Damage: 140  
 Shield information  
 No. of shields 0

Fire Arcs



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
-	8-10	7-10	8-10	Engine

Critical hits 1d10

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

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

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

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

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

## Chezbah Pilot

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

## Plasma Pistol

	PB	S	Med	L	Ex
Damage	25	20	15	10	5

Range Class: B

Payload: 15

Rate of Fire: 1

Mass: 4.3 KG

## Chezbah Pilot Armor

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

Causes

Physical: 1 per hour

Functional: 1 per hour

Mental: 2 per hour

Mass: 7 Kg

## 2 Hunter E-Suits

**Type** E-Suit  
**Model** Hunter

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

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

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

### Movement

Running Top Speed 150 Km/h  
Flight Top Speed 350Km/h divided by  
Environmental Class (1-10)  
Total fuel capacity: 15 hours  
Fuel type: Electric  
Secondary: Liquid Carbon

**Armor Rating:** 40  
**Hit Points:** 225  
**Barrier Points:** 14  
**Crew:** 1  
**Passengers:** 0  
**Piloting Modifier:** 0

### 4 Lasers

	PB	S	Med	L	Ex
Damage	200	200	100	50	16

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 10 each

Rate of fire 3 each

Fire Arcs 1

**ECM:** 20% Advantage  
Range Class: C  
**ECCM:** 20% Advantage  
Range Class: C  
**Sensors:** 40% Advantage  
Range Class: D  
**Strength:** 880  
**Punch Damage:**88

### Shield information

**Shields:** 3 active 260hp each  
No. of shield generators 4

### Fire Arcs

\ 1 /  
4 ● 2

**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 system destroyed 40% Impairment to sensor, ECM, and ECCM
7-10	Balance 40% Impairment to piloting skill

**Arm** 30% chance of critical

1-7	Linkages, Arm Inoperable
8-10	Shield generator 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	Plasma cannon destroyed

**Leg** 30% chance of critical

1-8	Linkages, Leg inoperable Top speed down to 1/4
9-10	Shield generator destroyed

**Engine** 35% chance of critical

1-10	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.

**1D10 Hunters + 1 Ace Hunter**  
Chezbah Ace Pilot

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

**1 Demolisher 1 Priest 4 Hunters**

**Type** Anti-Grav

**Model** Demolisher

This Vessel is designed to combat smaller more maneuverable vessels. It serves as a gunboat in the Chezbah fleet, a battle cruiser will carry four of these vessels. Each one is a match for a Scimrahn assault transport, but is also designed to move silently through the subterranean catacombs through the use of six legs. The Demolisher's legs are designed to propel the vehicle along the ground stealthily. When using it's legs, the demolisher gains a 20% Impairment to be detected by sensors. When thrusters are used, the Legs fold up into the chassis of the vehicle.

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

Power plant type: Gravity manipulation

**Movement**

Flying Top Speed	1,200 Km/h
Walking Speed	80 Km/h
Total fuel capacity:	15 hours
Fuel type:	Electric
Secondary:	Liquid Carbon

<b>Armor Rating:</b>	250
<b>Hit Points:</b>	4,250
<b>Barrier Points:</b>	14
<b>Crew:</b>	6
<b>Passengers:</b>	0-3



**Piloting Modifier** 30% Impairment

#### 4 High Energy Plasma Cannons

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

	PB	S	Med	L	Ex
Damage	900	800	700	500	300

Range Class D  
 Payload 40 each cannon  
 Rate of fire 1 per Cannon  
 Fire Arc 1-8

#### Belly Laser

Mounted right below the cockpit head.

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100

Range Class E  
 Rate of fire 1  
 Fire Arc 2

**ECM:** 40% Advantage  
 Range Class: C  
**ECCM:** 50% Advantage  
 Range Class: C  
**Sensors:** 70% Advantage  
 Range Class: E

#### Shield information

**Shields:** 4 active at 500hp  
 No. of shield generators 8

#### 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	-	L Turret
5	2	2-5	1-5	R Turret
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Leg

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Turret

2-5	2	5	-	R Turret
-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Leg

#### Critical hits 1d10

**Front** 20% chance of critical

1-2	Cockpit, pilot killed
3-6	Belly laser destroyed
7-8	Sensor system destroyed 40% Impairment to sensor, ECM, and ECCM
9-10	Shield generator destroyed

**Back** 35% chance of critical

1-2	Fuel Explosion! 800 points 10m blast radius
3-7	Engine damage, all systems at half power.
8-10	Shield generator destroyed

**Turret** 40% chance of critical

1-5	Plasma Cannon Destroyed
6-10	Plasma Cannon Destroyed

**Leg** 30% chance of critical

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

### Chezbah City

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

4d6 Million Chezbah

1d100x100 Chezbah Warriors

1d100 Hunter E-Suits

3d10 Demolishers

Roll 1d100

1-20 No Priest

21-50	1 Priest
51-75	5 Priests
76-100	20 Priests

#### Wealth

Roll 1d100

1-10	Poor
11-30	Struggling
31-80	Affluent
81-100	Wealthy

#### **Wreckage: 1 Hunter E-Suit**

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

#### **Wreckage: 1D10 Hunter E-Suits**

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

#### **Wreckage: 1 Demolisher**

Roll 1D6x4. This is the percent of the vehicle that is undamaged of the original value of the Demolisher. ¥600,000,000

#### **Wreckage: City in Ruins**

Some force has destroyed this Chezbah city.

Roll 1d100

1-30	Kelrath attack
31-60	City abandoned
61-80	Massive cave in
81-90	Infidels in the city
91-100	Mysterious cause

#### Kelrath Attack

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

#### City Abandoned

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

#### Massive Cave-in

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

#### Infidels in the city

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

#### Mysterious Cause

The City is either empty or dead. (GM's discretion) The cause is unknown and possibly still poses a hazard. There is no sign of battle or conflict, all the possessions are untouched. Roll on the minor loot for every hour of searching.

Roll on the Major loot table after 3 hours of searching. Roll on the Survivor table for every 72 hours of searching (may have information about the cause of the disaster).

### Survivor

Roll 1d100

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

### Minor Loot

Roll 1d100

1-30	Nothing found
31-40	Hand woven and dyed blanket
41-50	Tunic (Chezbah size)
51-60	Medium sized cooking pot
61-70	Hand carved sculpture
71-75	Warm cloak
76-80	Small toolkit of hand tools
81-85	Hammered silver hat (worn by prominent Chezbah)
86-90	Woman's silver and gold necklace (¥6,000)

91-93	Stash of Food (5 days of food)
94-97	Spices (¥12,000)
98-100	Chezbah Plasma Pistol(s) (roll 1D10)

### Major Loot

Roll 1d100

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

## Chezbah Temple 1D10 Priests 1D10 Warriors 1D100 Civilians

### Priest 3D10 Scourge

Roll 1d100

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

### Hounds Hand

Full 1/2 1/4 1/8

Con	30	15	8	4
Str	30	15	8	4
Ref	21	11	6	3
Agi	47	24	12	6
Dex	15	8	4	2
Bty	30	15	8	4
Cha	30	15	8	4
Int	40	20	10	5
IQ	40	20	10	5
Psy	10	5	3	2
HP	15			

### HTH Damage 18

#### Scimrahn Heavy Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	10	5
Body	8	15
Arms	5	5
Hands	3	1
Groin	8	5
Legs	5	8
Feet	5	5

#### Causes

Physical: 3 per hour

Functional: 1 per hour

Mental: 2 per hour

Mass: 11 Kg

Cost: ¥85,000

#### The Blade

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	21	11	6	3
Agi	47	24	12	6
Dex	3	2	1	1
Bty	30	15	8	4
Cha	30	15	8	4
Int	27	14	7	4
IQ	30	15	8	4
Psy	5	3	2	1
HP	15			

### HTH Damage 31

Every turn the Blade can build up enough power to do five points of damage by

electrical discharge, or a force field that can absorb ten points of damage.

Electrical discharges have a range of ten meters.

#### Modified Scimrahn Heavy Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	10	5
Body	8	15
Arms	-	-
Hands	3	1
Groin	8	5
Legs	5	8
Feet	5	5

#### Causes

Physical: 3 per hour

Functional: 1 in 6 per hour

Mental: 2 per hour

Mass: 9 Kg

Cost: ¥85,000

#### The Destroyer

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	30	15	8	4
Agi	30	15	8	4
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	15	8	4	2
HP	15			

	PB	S	Med	L	Ex
Damage	30	30	30	25	10

Blast Range Class: B

Rate of Fire: 1

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

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

## Blind Sight

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

## Sensor Range Class: D

### The Wall

	Full	1/2	1/4	1/8
Con	90	45	23	12
Str	90	45	23	12
Ref	30	15	8	4
Agi	25	13	7	4
Dex	13	7	4	2
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	5	3	2	1
HP	130			

## AR 50

HTH Damage: 4

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

## Chezbah Freighter

**Type** Anti-Grav

**Model** Freighter

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

**Overall height** 254.4m  
**Overall width** 43.3m

**Overall length** 73 m  
**Dry Mass** 1,200,886 kg  
**Full Mass** 3,700,000 kg  
**Power plant type:** Gravity manipulation  
**Secondary:** ZPE Generator

**Movement**  
**Flying Top Speed** 400 Km/h  
**Total fuel capacity:** 2 Months  
**Fuel type:** Electric

**Armor Rating:** 100  
**Hit Points:** 30,000  
**Barrier Points:** 14  
**Crew:** 80  
**Passengers:** 100  
**Piloting Modifier** 2 60% Impairments

## 24 Lasers

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

	PB	S	Med	L	Ex
Damage	200	200	100	50	25

Range Class D

Rate of fire 1

Fire Arc T1-18 1-4+8 T19-24 5-7

**Sensors:** 0 to Optics  
**Range Class:** D

Shield information

Shields: 8 active at 400hp

No. of shield generators 16

## 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	-	L Fin
5	2	2-5	1-5	R Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head

Arc 5	Arc 6	Arc 7	Arc 8	
1	1	1-4	1-5	L Fin
2-5	2	5	-	R Fin

-	-	-	6	Front
6-8	3-7	6-8	7	Back
9-10	8-10	9-10	8-10	Head

### Critical hits 1d100

**Front** 10% chance of critical

1-3	Laser Destroyed
4-7	5 crew killed
8-9	Shield generator destroyed
10	Generator damage, all systems half power

**Back** 10% chance of critical

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

**Fin** 20% chance of critical

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

**Head** 5% chance of critical

1	Laser Destroyed
2-3	10 crew Killed
4-5	Sensor damage 10% Impairment to sensor rolls.
6	Gyroscope systems damage 40% Impairment to Piloting.
7	Communication systems destroyed.
8-9	Computer systems damaged 20% Impairment to pilot
10	Bridge destroyed, craft disabled.

## Chezbah Cruiser

**Type** Anti-Grav

**Model** Heavy Cruiser

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

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

Power plant type: Gravity manipulation  
Secondary: ZPE Generator

### Movement

Flying Top Speed	800 Km/h
Total fuel capacity:	2 Months
Fuel type:	Electric

<b>Armor Rating:</b>	250
<b>Hit Points:</b>	50,000
<b>Barrier Points:</b>	30
<b>Crew:</b>	400
<b>Passengers:</b>	100
<b>Piloting Modifier</b>	80% Impairment

### 4 Particle Cannons

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

	PB	S	Med	L	Ex
Damage	9,500	8,000	3,500	700	60

Range Class C

Rate of fire 1/2 per Cannon

Fire Arcs T-1 1,2,6,7,8 T-2 2-6

### 4 Ultra Energy Plasma Cannons

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

	PB	S	Med	L	Ex
Damage	1,500	1,200	1,000	600	300

Range Class E

Payload 200

Rate of fire 1 per Cannon

Fire Arc T-1 1,2,6,7,8 T-2 2-6

### 4 Heavy Lasers

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

	PB	S	Med	L	Ex
Damage	1,000	1,000	500	250	100

Range Class E

Rate of fire 1

Fire Arc T-1 1,2,6,7,8 T-2 2-6

## 18 Lasers

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

	PB	S	Med	L	Ex
Damage	400	400	200	100	50

Range Class D  
Rate of fire 1  
Fire Arc 1-4 +8

## 2 Hunter/Demolisher Bays

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

**ECM:** 20% Impairment  
Range Class: D  
**ECCM:** 60% Advantage  
Range Class: D  
**Sensors:** 60% Advantage  
Range Class: E

## Shield information

**Shields:** 8 active at 700 hp  
No. of shield generators 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	1	-	L Fin
5	2	2-5	1-5	R Fin
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Head

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

## Critical hits 1d100

## Front 10% chance of critical

1-2	Hunter/Demolisher bay blown open. All other hits to this critical does triple damage.
3	Laser Destroyed
4	Particle cannon destroyed
5	Plasma cannon destroyed
6	Heavy laser destroyed
7	10 crew killed
8-9	Shield generator destroyed
10	Generator damage, all systems half power

## Back 10% chance of critical

1	Ammo Explosion! 800 points 10m blast radius.
2	Particle cannon destroyed
3-4	Plasma cannon destroyed
5	Heavy laser destroyed
6	Generator damage, all systems at half power.
7-8	Grav. engine damage speed down 10%
9-10	Shield generator destroyed

## Fin 20% chance of critical

1-5	Fin damage, speed down 10%
6-10	Fin linkages damaged 20% Impairment to piloting

## Head 5% chance of critical

1	Laser Destroyed
2-3	10 crew Killed
4-5	Sensor damage 10% Impairment to sensor, ECM, and ECCM rolls.
6	Gyroscope systems damage 40% Impairment to Piloting.
7	Communication systems destroyed.
8-9	Computer systems damaged 20% Impairment to pilot
10	Bridge destroyed, craft disabled.

## Orbital Strike

A Chezbah orbital cannon fires down on the character's position. Damage is based on the orbital distance of the cannon. Roll on the table below to determine the damage that the strike does. This attack counts as an ambush and no dodge roll is

possible. The beam strikes everything within a 200 meter radius of the target.

Roll 1d100

1-75	15K
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76-100	50K
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### **Wreckage: 1 Chezbah**

#### **Freighter**

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

### **Wreckage: 1 Chezbah Cruiser**

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



# Kelrath

Roll 1d100 +15 to roll if on the surface

1-9	Kerdi 3D6
10-39	10 Geetin 1 Gjorn
40-46	50 Geetin 5 Gjorn
47-52	Civilian Convoy 100 Geetin (poorly armed) 20 Gjorn
53-62	1 Rall4 10 Gjorn 50 Geetin
63-69	3 Rall4
70-74	1D10 Rall4 + 1 Ace in Rall3
75-78	1 Deliverance
79-81	2 Deliverance
82-86	Kelrath City
87-90	Wreckage: 1 Rall4 E-Suit
91-92	Wreckage: 1D10 Rall4 E-Suits
93-94	Wreckage: 1 Deliverance
95-99	Wreckage: City in Ruins
100-106	Scimrahn Free Trader
107-108	Kelrath Freighter 12 Rall4
109-110	Flying Fortress
111-112	Orbital Strike
113	Wreckage: 1 Kelrath Freighter
114	Wreckage: 1 Flying Fortress
115	Wreckage: 1 Orbital Cannon

## Kerdi 3D6

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

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used

in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn at incredible rates.

Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This first attack is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on it's pinpoint accuracy to defeat an enemy.

Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do.

When a Kerdi attacks it's Ref is 75 but each turn it must make a Con roll or it's Ref drops to 20. If the Kerdi's shields absorb 400 points of energy damage, they are re-energized and their reflex goes back to 75 until they fail their Con roll.

Species Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

	Full	1/2	1/4	1/8
Con	10	5	3	2
Str	150	75	38	19
Ref	75-20	38-10	19-5	10-3
Agi	80	40	20	10
Dex	20	10	5	3
Bty	15	8	4	2
Cha	5	3	2	1
Int	70	45	23	12
IQ	10	5	3	2
Psy	80	40	20	10
HP	200			

Barrier Points - 8

**Diet** - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into. The Kerdi absorbs energy through it's shield.

**Actions Per Turn:** Standard

## Damage

### Plasma Cannons

	PB	S	Med	L	Ex
Damage	30	30	20	15	10

Range Class: C

Plasma Payload: 10/Hour

Rate of Fire: 4

### Heavy Plasma Gun

Kerdi store plasma payload in reserve for an anti-vehicle attack. the top two plasma guns fire a longer burst of plasma to do more damage but the payload is limited. Kerdi do not use this attack on objects under 2 meters tall.

	PB	S	Med	L	Ex
Damage	100	100	60	50	30

Range Class: C

Plasma Payload: 2/Hour

Rate of Fire: 2

### Lasers

	PB	S	Med	L	Ex
Damage	14	14	7	4	2

Range Class: D

Payload: Unlimited

Rate of Fire: 4

**Defenses** - Armor (AR 15) and Force Fields vs Energy weapons (AR 400)

**Special Abilities** Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

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

Kerdi Shields act as an ECM range class E and they have ECM skill +30. The Force Field also as a visual camouflage in darkness. They have a Camouflage skill of +30.

## 10 Geetin 1 Gjorn

## Kelrath Geetin

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	45	23	12	6
Ref	40	20	10	5
Agi	45	23	12	6
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

## Geetin Armor

Hit Location	Armor Rating	Hit Points
Head	8	4
Shoulder	5	3
Body	5	5
Arms	2	1
Hands	3	2
Groin	5	3
Legs	2	1
Feet	3	3

Causes

Physical: 3 per hour

Functional: 1 per hour

Mental: 3 per hour

Mass: 12 Kg

## Laser Staff

	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

## Geetin Plasma Sphere

	PB	S	Med	L	Ex
Damage	20	15	10	5	1

Range Class: C

Payload: 3

Rate of Fire: 1

Mass: 5.2 KG

## Particle Beam Weapon

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

	PB	S	Med	L	Ex
Damage	130	100	30	5	1

Range Class: A  
 Payload: 10  
 Rate of Fire: 1  
 Mass: 30 KG

### Kelrath Gijoorn

	Full	1/2	1/4	1/8
Con	45	23	12	6
Str	50	25	13	7
Ref	45	23	12	6
Agi	50	25	13	7
Dex	45	23	12	6
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

### Gijoorn Armor

Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	6

Causes  
 Physical: 4 per hour  
 Functional: 2 per hour  
 Mental: 3 per hour  
 Mass: 15 Kg

### Heavy Laser Staff

	PB	S	Med	L	Ex
Damage	45	45	15	10	5

Club Damage: 20+Punch Damage

Range Class: C  
 Payload: 20  
 Rate of Fire: 1  
 Mass: 10.5 KG

### Gijorn Plasma Sphere

	PB	S	Med	L	Ex
Damage	20	18	12	8	2

Range Class: C  
 Payload: 6  
 Rate of Fire: 1  
 Mass: 5.4 KG

## 50 Geetin 5 Gijorn

### Civilian Convoy 100 Geetin (poorly armed) 20 Gjorn

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

## 1 Rall4 10 Gijorn 50 Geetin

Type E-Suit

## Model Rall 4

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

<b>Overall height</b>	5.3m
<b>Overall width</b>	3.5m
<b>Overall length</b>	3.1m
<b>Dry Mass</b>	5340 kg
<b>Full Mass</b>	5783 kg

Power plant type: Internal Combustion

### Movement

Running Top Speed	66 Km/h
Flight Top Speed	300Km/h divided by Environmental Class (1-10)
Total fuel capacity:	25 Hours
Fuel type:	Liquid Carbon

**Armor Rating:** 80  
**Hit Points:** 750  
**Barrier Points** 8  
**Crew:** 1  
**Passengers:** 1  
**Piloting Modifier:** 20% Impairment

**2 Batteries of 2 Lasers**

	PB	S	Med	L	Ex
Damage	400	400	200	100	30

Range Class D  
Rate of fire 1  
Fire Arcs 1-4

**2 Batteries of 3 Plasma Cannons**

	PB	S	Med	L	Ex
Damage	200	200	150	100	30

Range Class C  
Payload 20 each cannon  
Rate of fire 2  
Fire Arcs 1-4

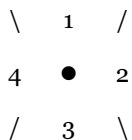
Note: Damage and payload is for each cannon. If more than one cannon is fired, the effects are cumulative.

**ECM:** 50% Advantage  
Range Class: C  
**ECCM:** 20% Advantage  
Range Class: B  
**Sensors:** 36% Advantage  
Range Class: D  
**Strength:** 600  
**Punch Damage:** 60

**Shield information**

**Shields:** 3 active 260 hp each  
No. of shield generators 5

**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  
7-10 Balance 40% Impairment to piloting

**Arm** 30% chance of critical  
1-5 Linkages, arm inoperable  
6-7 Laser Destroyed  
8-10 Plasma Cannon Destroyed

**Body** 30% chance of critical  
1-4 Cockpit, pilot killed  
5-6 Computer Destroyed 80% Imp to Piloting  
7-10 Communications systems destroyed

**Leg** 30% chance of critical  
1-6 Linkages, Leg inoperable Top speed down to 1/4  
7-10 ECMs destroyed

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

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

### 3 Rall4

#### 1D10 Rall4 + 1 Ace in Rall3

##### Ace Gijjoorn

	Full	1/2	1/4	1/8
Con	55	28	14	7
Str	60	30	15	8
Ref	65	33	17	9
Agi	60	30	15	8
Dex	65	33	17	9
Bty	30	15	8	4
Cha	35	18	9	5
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	15			

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

<b>Type</b>	E-Suit
<b>Model</b>	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.

<b>Overall height</b>	4.8m
<b>Overall width</b>	3.5m
<b>Overall length</b>	3.1m
<b>Dry Mass</b>	4340 kg
<b>Full Mass</b>	4783 kg

Power plant type:  
Internal Combustion

<b>Movement</b>	
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

<b>Armor Rating:</b>	50
<b>Hit Points:</b>	350
<b>Crew:</b>	1
<b>Passengers:</b>	0
<b>Piloting Modifier:</b>	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.

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

#### Shield information

No. of shields 4

Fire Arcs

\	1	/
4	●	2
/	3	\

#### 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.

## 1 Deliverance

**Type** Anti-Grav

### Model Deliverance

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

**Overall height** 27 m

**Overall width** 11 m

**Overall length** 32 m

**Dry Mass** 18,857 kg

**Full Mass** 25,453 kg

Power plant type: Gravity manipulation

Secondary: Thrusters

#### Movement

Flying Top Speed 900 kph

Total fuel capacity: 1 Month

Fuel type: Liquid Carbon

**Armor Rating:** 100

**Hit Points:** 8,000

**Crew:** 20

**Passengers:** 10

**Piloting Modifier** 20% Impairment

#### 2 Particle Cannons

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

Range Class C

Rate of fire 1/2

Fire Arc 2

#### 3 Laser Turrets

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D

Rate of fire 1

Fire Arc 1-8

**ECM:** 20% Advantage

Range Class: C

**ECCM:** 20% Advantage

Range Class: C

**Sensors:** 20% Advantage

Range Class: D

### Shield information

**Shields:** 8 active at 500hp

No. of shield generators 10

### 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	Belly

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	6-9	9	Aft
10	10	10	10	Belly

### Critical hits 1d10

**Fore** 5% chance of critical

1-7 2 crew killed

8-10 Shield generator destroyed

**Aft** 10% chance of critical

1-2 Thruster damage, top speed down 10%

3-4 10 Crew killed

5 Sensor damage 10% Imp to sensor rolls

6 Gyroscope damage 20% Imp to Piloting.

7 Communication systems destroyed

8 Computers damaged 20% Imp to pilot

9 Bridge destroyed, craft disabled

10 Shield generator destroyed

**Port/** 20% chance of critical

### Starboard

1-2 Fin damage, speed down 10%

3-4 Fin linkages damaged 20% Imp to piloting

5-6 Gravity engine damaged speed halved

7-8 Maneuvering thrusters damaged 10% Imp to piloting

9-10 Shield generator destroyed

**Belly** 30% chance of critical

1-2 Laser Destroyed

3-5 10 crew killed

6 ECM Damage 10% Imp to skill

7 Gyroscope systems damage 20% Imp to Piloting.

8 Communications systems destroyed

9 Computer systems damaged 20% Imp to piloting

10 Particle cannon destroyed.

## 2 Deliverance

### Kelrath City

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

### Size

Roll 1D100

1-50 Minor City

51-70 Medium City

71-100 Large City

### Minor City

Geetin 1d100x100

Gijorn 1d100x5

Rall 4 1d10x2

Rall 5 1d6

Kaloord 5d10

Rantaa' 1d6

Temples 1d6

### Medium City

Geetin	1d100x500
Gijorn	1d100x25
Rall 4	1d10x10
Rall 5	1d6x2
Kaloord	1d10x25
Rantaa'	1d6x10
Temples	2d6

### Large City

Geetin	1d100x5000
Gijorn	1d100x250
Rall 4	1d100x10
Rall 5	1d6x10
Kaloord	1d100x25
Rantaa'	1d6x40
Temples	3d6
Tanroc Fredar	1d6

### Water Supply

1-30	Holding ponds
31-60	Reservoir Hex
81-100	No Central Water

### Power Supply

1-50	Plasma Hex
51-60	Fission Generators
61-70	Fusion Generators
71-100	No Central Power

### Temples

The kind of Oracles a Kelrath city reveres can tell a lot about the inhabitants. See The Artifact Players Handbook page 28-29 for more information on the Oracles.

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

### Roll 1d100 for each temple

1-15	Depta'
16-27	Rall
28-36	Kegre
37-44	Kennis
45-50	Tugen
51-58	Sessa
59-65	Dari
66-70	Pho'duk
71-75	Rugen
76-79	Fra'duk
80-83	Kress
84-87	Detoon
88-91	Gate
92-94	Famal
95-97	Komook
98-99	Sha'duk
100	Matin

### City Defenses

The city employs the following defenses. See The Artifact Player's Handbook pages 59-62 for more on these defenses.

Major Walls	1d6
Laser Towers	1d10
Closable Gates	1d6
Flooded Hexes	1d10x2
Magnetic Mines	1d10x2
Gun Emplacements	1d10x2

### Special Defenses

These are unusual defenses that the city has access to.



1d100

1-75	No special defenses
76-80	Elite Squad of 3d6 Rall 3s
81-85	1d6 Deliverances
86-90	1d6 Freighters
91-95	Flying Fortress
96-99	Barely Functioning Titan
100	Fully Functional Titan

### **Wreckage: 1 Rall4 E-Suit**

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

### **Wreckage: 1D10 Rall4 E-Suits**

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

### **Wreckage: 1 Deliverance**

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

### **Wreckage: City in Ruins**

Some force has destroyed this Kelrath city.

Roll 1d100

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

#### **Chezbah Attack**

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

and roll on the survivor table every 24 hours of searching.

#### **City Abandoned**

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

#### **Massive Cave-in**

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

#### **Kelrath Civil War**

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

#### **Mysterious Cause**

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

#### **Survivor**

Roll 1d100

1-50	No one found
------	--------------

51-55	Child found with mortal wounds
56-60	Child found with minor wounds
61-65	Child found in shock
66-70	Child found hiding
71-75	Teen found with mortal wounds
76-80	Teen found with minor wounds
81-85	Teen found in shock
86-90	Teen Found Hiding
91-93	Adult found with mortal wounds
94-97	Adult found with minor wounds
98-100	Adult found in shock

#### Minor Loot

Roll 1d100

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

#### Major Loot

Roll 1d100

1-50	Nothing found
------	---------------

51-60	Small Golden Statue
61-70	Food store house (20 days of food)
71-80	Industrial goods (3D10 tons value of 1D100x¥1000 per ton)
81-85	Gjorn Plasma Spheres (roll 2D100)
86-90	Heavy Laser Staff (roll 5D10)
91-93	Rall4 E-suit(s) (roll 1D6)
94-97	Upgraded Rall 3 E-suit
98-100	Deliverance
98-100	Heavy Laser Staff(s) (roll 1D10)

### Scimrahn Free Trader

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agil	30	15	8	4
Dex	45	23	12	6
Bty	30	15	8	4
Cha	40	20	10	5
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

### Type Anti-Grav Model Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles. Because of their near silent leg propulsion there is a 20% Impairment to detect these vehicles with sensors.

The standard body is pictured here but fuel haulers are common and there are open body flatbeds.

<b>Overall height</b>	6.3m
<b>Overall width</b>	3.1m
<b>Overall length</b>	12.4m
<b>Dry Mass</b>	5493 kg

**Full Mass** 15,200 kg

Power plant type: Anti-Grav.

**Movement**  
 Flying Top Speed 80 Km/h  
 Total fuel capacity: 1,050.6 liters 2 months  
 Fuel type: Liquid Carbon

**Armor Rating:** 10  
**Hit Points:** 1500  
**Barrier Points:** 11

**Crew:** 2  
**Passengers:** 2-30  
**Piloting Modifier:** 40% Impairment  
**Cost:** ¥7,000,000

### Heavy Laser

	PB	S	Med	L	Ex
Damage	500	500	200	140	50

### Range Class D

Rate of fire 1

Fire Arcs 1

### 2 Turrets of 2 Lasers

	PB	S	Med	L	Ex
Damage	20	20	10	5	1

Range Class C

Rate of fire 1 each (4 total)

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

**ECM:** 10% Advantage  
 Range Class: B  
**Sensors:** 10% Advantage  
 Range Class: C  
**Cargo Capacity:** 9,707 KG

### Shield information

**Shields:** 1 active at 100hp

No. of shield generators 2 (Arcs 1+3)

### Fire Arcs

```

\ 1 /
4 ● 2
/ 3 \

```

### Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	Body
1-4	1-5	1-4	1-5	Body

5-6	6-7	5-6	-	R Legs
7-8	-	7-8	6-7	L Legs
-	8-9	9-10	8-9	Engine
9-10	10	-	10	Cockpit

Critical hits 1d10

**Body** 20% chance of critical

1-2	Laser destroyed
3-8	Cargo damaged
9	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
10	Shield generator destroyed

**Engine** 35% chance of critical

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

**Leg** 30% chance of critical

1-4	Linkages, Leg inoperable Top speed down 1/6
-----	---

**Cockpit** 30% chance of critical

1-4	Computer destroyed 70% Impairment to piloting
6-10	Pilot killed

## Kelrath Freighter and 12 Rall4

**Type** Anti-Grav  
**Model** Freighter

These massive vehicles are extremely numerous. Serving as a cargo carrier and also as a capital ship, these vessels have been likened to the Spanish Galleons of ancient earth. A Dozen Rall 4s complement the deck, defending from attack.

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

Power plant type: Gravity manipulation

Secondary: Thrusters

**Movement**  
 Flying Top Speed 600 Km/h  
 Total fuel capacity: 1 Month  
 Fuel type: Liquid Carbon

**Armor Rating:** 100  
**Hit Points:** 40,000  
**Barrier Points** 23  
**Crew:** 130  
**Passengers:** 300  
**Piloting Modifier** 60% Impairment

**6 Laser Turrets**

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

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D  
 Rate of fire 1  
 Fire Arc 1-8

**ECM:** 20% Advantage  
 Range Class: D  
**ECCM:** 50% Advantage  
 Range Class: C  
**Sensors:** 20% Advantage  
 Range Class: E

**Shield information**

**Shields:** 8 active at 500 hp  
 No. of shield generators 16

**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	Deck

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	6-9	9	Aft
10	10	10	10	Deck

**Critical hits 1d10**

**Fore** 5% chance of critical  
 1-7 5 crew killed  
 8-10 Shield generator destroyed

**Aft** 10% chance of critical  
 1-2 Thruster damage, top speed down 10%  
 3-4 10 Crew killed  
 5 Sensor damage 10% Imp to sensor skill rolls  
 6 Gyroscope systems damage 40% Imp to Piloting.  
 7 Communication systems destroyed  
 8 Computers damaged 20% Imp to pilot  
 9 Bridge destroyed, craft disabled  
 10 Shield generator destroyed

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

**Deck** 20% chance of critical  
 1-2 Laser Destroyed  
 3-5 10 crew killed  
 6 ECM Damage 10% Imp to skill  
 7 Gyroscope systems damage 40% Imp to Piloting.

8	Communications systems destroyed
9	Computer systems damaged 20% Imp to piloting
10	Bridge destroyed, craft disabled

## Flying Fortress

**Type** Anti-Grav

**Model** Flying Fortress

The largest flying vehicle ever built, the flying fortress is an island in the sky. Although slow, it is brimming with weapons.

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

Power plant type: Gravity manipulation  
Secondary: Thrusters

### Movement

Flying Top Speed 300 Km/h  
Total fuel capacity: 5 Months  
Fuel type: Liquid Carbon / Fusion generators

<b>Armor Rating:</b>	150
<b>Hit Points:</b>	1,600,000
<b>Barrier Points</b>	62
<b>Crew:</b>	2300
<b>Passengers:</b>	500
<b>Piloting Modifier</b>	2 80% Impairments

### 44 Laser Turrets

	PB	S	Med	L	Ex
Damage	1,500	1,400	700	450	250

Range Class D

Rate of fire 1

Fire Arc 1-8

### Super Particle Cannon

This super weapon is used to vaporize city defenses and capital ships. However it has a 90%

Impairment to strike a moving target since it is fixed to the front of the craft.

	PB	S	Med	L	Ex
Damage	80,000	40,000	20,000	9,000	900

Range Class E

Rate of fire 1/2

Fire Arc 2

**ECCM:** 40% Advantage

Range Class: D

**Sensors:** 40% Advantage

Range Class: E

### Shield information

**Shields:** 8 active at 500 hp

No. of shield generators 32

### Fire Arcs

1	2	3
8	●	4
7	6	5

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	Belly

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	6-9	9	Aft
10	10	10	10	Belly

### Critical hits 1d100

**Fore** 5% chance of critical

1-7 50 crew killed

8-10 Shield generator destroyed

**Aft** 10% chance of critical

- 1-2 Thruster damage, top speed down 10%
- 3-4 50 Crew killed
- 5 Sensor damage 10% Imp to sensor skill rolls
- 6 Gyroscope systems damage 40% Imp to Piloting.
- 7 Communication systems destroyed
- 8-9 Computers damaged 20% Imp to pilot
- 10 Shield generator destroyed

value of the remaining wreckage is limited.

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

**Port/** 20% chance of critical

**Starboard**

- 1-2 Gravity engine damaged speed down 10%
- 3-6 Maneuvering thrusters damaged 10% Imp to piloting
- 7-8 50 Crew Killed
- 9-10 Shield generator destroyed

**Belly** 20% chance of critical

- 1-4 Laser Destroyed
- 5 50 crew killed
- 6 ECM Damage 10% Imp to skill
- 7 ECCM Damage 10% Imp to skill
- 8-9 Shield generator destroyed
- 10 Bridge destroyed, craft disabled

**Orbital Strike**

	PB	S	Med	L	Ex
Damage	110M	110M	55M	14M	1M

Blast Range Class: E

**Wreckage: 1 Kelrath Freighter**

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

**Wreckage: 1 Flying Fortress**

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

**Wreckage: 1 Orbital Cannon**

The re-entry of the orbital cannon and it's impact on the surface guarantee that the

# Friendlies

Roll 1d100 +15 to roll if on the surface

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

## Scimrahn Industry Tribe

1d10x200	Scimrahn
1d6x2	E-Suits

Goods Produced

The goods produced are at a 25% discount while the tribe is producing goods.

Roll 1d100 roll twice

1-31	Clothing
31-41	Tents and shelters
41-45	Sensor systems
46-50	Hand Tools
51-52	Experimental weapon system
53-65	Drugs and medicine
66-70	Chemicals
71-80	Hand laser weapons
81-84	Hand plasma weapons
85-80	Scimrahn Freighters
81-86	AG Skiffs
87-93	Deltas
93-98	E-Suits
99-100	Assault Transports

Wealth

Roll 1d100

1-30	Starving
31-65	Tenuous
66-85	Stable
86-95	Affluent (may accept earth currency)
96-100	Wealthy (Likely to accept earth currency)

## Defenses

Roll 1d100 roll twice

1-20	Multiple escape routes
21-30	Extensive tunnel system
31-40	Explosives
41-50	Decoys and camouflage
51-60	Collapsed hex entries
61-65	Hosent moved to unusual location
66-70	Large compliment of E-Suits
71-75	Proximity to Kelrath settlement
76-80	Lookouts and long ranged weapons
81-90	Hosent modified to attack intruders
91-100	Rock fall boobytraps

## Type: Scimrahn Guerrillas

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
135	7	5 Km/h		

## Plasma Gun

Range Class: B

Attacks: 30 blasts 33 times

	PB	S	Med	L	Ex
Damage	20	20	15	10	3
	X	X	X	X	X
Hits	8	7	6	5	0

## Laser Gun

Range Class: D

Attacks: 10 beams 500 times

	PB	S	Med	L	Ex
Damage	12	12	8	5	3
	X	X	X	X	X
Hits	5	5	4	3	0

## Grenades

Range: 45 Meters

Attacks: 10 grenades 5 times

Infantry Standard

Damage	350	35
	X	X
Hits	6	6

## Thud Stick

Range: HTH

Attacks: 10 swings 10 times

PB

Damage	40
	X
Hits	5

## Duck and Cover

Defensive: 3 in 10

## Type

E-Suit

## Model no. TF-2394

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

<b>Overall height</b>	4m
<b>Overall width</b>	2.4m
<b>Overall length</b>	2m
<b>Dry Mass</b>	3640 kg
<b>Full Mass</b>	3957 kg

**Power plant type:** Internal combustion

## Movement

Running Top Speed 100 Km/h

Flying Top Speed 400Km/h divided by Environmental Class (1-10)

Total fuel capacity: 4 liters 17 hours  
Fuel type: Liquid Carbon

<b>Armor Rating:</b>	30
<b>Hit Points:</b>	250
<b>Barrier Points:</b>	12
<b>Crew:</b>	1
<b>Passengers:</b>	0
<b>Piloting Modifier:</b>	0
<b>Cost:</b>	¥44,000,000



### Laser

	PB	S	Med	L	Ex
Damage	300	300	150	70	20

Range Class D

Rate of fire 1

Fire Arcs 1-4

### Plasma Blaster

	PB	S	Med	L	Ex
Damage	25	25	22	20	12

Range Class B

Payload 200

Rate of fire 30

Fire Arcs 1-2

**ECM:** 20% Advantage

Range Class: C

**ECCM:** 20% Advantage

Range Class: B

**Sensors:** 40% Advantage

Range Class: D

**Shields:** 2 active at 200hp

**Strength:** 800

**Punch Damage:** 80

### Communication Equipment

Radio, Scrambler Descrambler, Loudspeaker, Computer up link

### Sensors

Radar, Low light, Infrared, Spotlight, Parabolic microphones, Sonar

### Countermeasures

Electromagnetic Counter Measures, Flares, Chaff, Radar Jammer, Sound Dampers, Sensor Blinding Lasers

### Counter-countermeasures

Electromagnetic Counter Counter Measures

### Shield information

No. of shield generators 5

### Fire Arcs

\ 1 /  
4 ● 2  
/ 3 \

### 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
4-7	4-5	4	4-5	Body
8	6-7	5	-	R Leg
9	-	6	6-7	L Leg
-	8	7-8	8	Engine
10	9-10	9-10	9-10	Thrusters

### Critical hits 1d10

**Head** 60% chance of critical

1-6 Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

7-10 Gyroscope 40% Impairment to piloting

**Arm** 30% chance of critical

1-7 Linkages, arm inoperable

7-10 Laser destroyed

**Body** 20% chance of critical

1-6 Cockpit, pilot killed

7-8 Plasma Blaster Destroyed

9-10 Computer Destroyed 90% Impairment to piloting skill

**Leg** 30% chance of critical

1-6 Linkages, leg inoperable Top speed down to 1/4

7-10 Terrain computer destroyed 40% Impairment to piloting skill.

**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

## Scimrahn Scrapyard

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

### Yardkeeper

Roll 1d100

1-10	Intelligent highly helpful 40% Advantage to search
11-30	Intelligent but disabled 30% Advantage to search
31-60	Scatterbrained but helpful 20% Advantage to search
61-70	Traumatized somewhat helpful but suspicious 10% Advantage to search
71-80	Indifferent not helpful
81-90	Distrustful might give misleading info 10% Impairment to search
91-100	Deranged but tries to help 30% Impairment to search

### Yard Size

Roll 1d100

1-40	Small 20% Impairment to search
41-80	Medium
81-100	Large 20% Advantage to search

### Search

Roll vs Intuition count the number of successes

0	Parts not found 12 hr search
1	Few parts found 6 hr search
2	Few parts found 2 hr search
3	Some parts found 6 hr search
4	Some parts found 2 hr search
5	All parts are found 6 hr search

6 All parts are found 2 hr search

## Scimrahn Safehouse

Scimrahn safehouses are fortified and camouflaged bunkers that Scimrahn run to when attacked and often store surplus they will not immediately need.

If a hex collapses, it often leaves natural voids in rubble that can form caves. This is a favorite location to carve out a Safehouse. These structures are designed to hide a tribe from the Chezbah and if discovered, give the tribe a strategic advantage in defending themselves.

Although officially any Scimrahn is supposed to be welcome to take shelter in a safehouse, this is not always followed by tribes that are storing their valuables. The fact that entire tribes are occasionally wiped out can leave these locations derelict and many Scimrahn seek out unused Safehouses either to use them for themselves or to loot them.

Surmount Method: Observing hidden hatches, symbols and noticing traps

Surmounting Attribute: Intuition

Full	1/2	1/4	1/8
1	2	3	4

10 CP for a new Safehouse (1-50 years)  
 20 CP for a older Safehouse (51-100 years)  
 40 CP for a very old Safehouse (101-300 years)  
 60 CP for an ancient Safehouse (301-800 years)

### Hazards

Confusion

Just finding which crevice or chamber is the next stage of the safehouse is taxing. For every failed Intuition roll the characters face a confusion hazard. While moving through the safehouse the character has to search for small indications of traps or cues to travel further into the Safehouse. Failed Intuition rolls get 1 Mental stress point.

### Random Hazard

For every survival round the GM should roll once on the following table.

Roll 1D100

1-25	Hidden door
26-40	Maze
41-60	Hound trap

61-70	Pit trap
71-80	Demolished
81-90	Decoy entrance
91-95	AI Trap
96-100	Unique

#### Hidden Door

A cleverly hidden door is used to make it harder find the next leg of the safehouse. Characters must make an Intuition roll with 2 50% Impairments to find the door. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that leads them to the door.

#### Maze

A twisted knot work of crawlway passages with many leading to dead ends or looping back on themselves. Exploring the passages and finding the way out takes time and energy. Characters must make a Constitution roll or they take 2 Physical stress.

There is a 10% chance of a Chezbah hound in hibernation somewhere in the tunnels. It was sent in, got lost and shut down.

#### Hound Trap

These are traps meant to capture Chezbah Hounds. These often involve trapping a hound in a cramped tunnel between heavy doors (AR 50 200 HP) and then slowly crushing them in between the walls of the tunnel. The trap will wait for 30 seconds (3 turns) and then do 5d10 damage per turn for 5 turns. They are often well hidden and require an Intuition roll with 2 60% Impairments to see them before they've sprung. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that warned them of the trap.

Only with a successful Scimrahn En skill roll can the trap be disabled for ten turns. The En are used to describe the solution to a combination lock that disables the trap.

To make the trap safer for a Scimrahn, there is almost always a release inside that requires a successful Dexterity check to disable the trap and release the occupant.

#### Pit Trap

These traps are used to catch Chezbah Warriors and Hounds. Since Hounds can jump

very high, they often are very deep any one falling down one of these traps takes 3D10 points of damage from the fall. There is a 10% chance that there is a hibernating Chezbah Hound at the bottom of the pit. They are often well hidden and require an Intuition roll with 2 60% Impairments to see them before they've sprung. A character's Scimrahn En skill may be used to add fractional successes to the roll. The player using the Scimrahn En skill should describe the symbols they found that warned them of the trap.

#### Demolished

The tunnel has been demolished either by a cave in or by Chezbah collapsing the tunnel intentionally.

Getting past the demolished tunnel requires that it be cleared of debris and braced up. This requires moving heavy boulders, dust and in some cases cutting through boulders too large to move.

This task has a value of 1D10 Challenge points by itself. The surmounting attribute is Strength. Each failed strength roll means the character takes 2 Physical stress. Tools like hammers, pry bars and rope give a 30% Advantage to the rolls.

#### Decoy Entrance

The passage being investigated is a decoy. the passage abruptly ends. Hidden Scimrahn En gives a clue as to the real passage's whereabouts. The characters must double back out of the tunnel and look for the new passage.

#### AI Trap

Part of an E-suit, usually the upper torso with no shields or weapons, guards the passage. The E-suit torso is usually fixed in place and powered by hidden electrical cable. It blocks the passage unless the characters can give it a message written in En. If anyone gets near it without giving the key phrase, it will attack with it's fists. The AI's Agility and Reflex attributes are 1d6x10 but has a 40% Advantage to hit because of the small space in the passage. The E-Suit's AR and BP are all standard but HP are usually around half their normal amount if only the torso is in place.

With a successful Scimrahn En skill roll the trap can be disabled for ten turns. The GM can describe the En that the characters find and if they have passed a skill give a string of ideas they represent. To guess at the pass phrase the

characters will have to combine the ideas into a one to three word phrase. In most situations the AI will answer if it will allow the characters to pass. If the characters give the wrong key phrase they can ask if they can pass and the AI will answer no.

### Unique

A unique and unusual system is used to confuse or kill Chezbah, The more dangerous the trap, the more En warnings there should be.

The GM should design their own trap. It should be decipherable by interpreting a string of 3 to 5 ideas given in En.

### Defenses and Weaknesses

30% Chance Weakness: Scout

Many safehouses have a Scimrahn scout that lives in the area. This scout may know some or all of a newer safehouse. A scout that knows a safehouse may lead the characters to an inner Poord chamber that has supplies like old blankets, some water, old provisions and some fuel and complain that his tribe is poor. This chamber is accessible from the outside and is used to hide the tribes vehicles while they are hiding from Chezbah but there are often hidden caches and inner chambers to hide women and children in. The PCs will have to explore on their own after this and the scout may be unhelpful or misleading.

For older safehouses, the scout may have explored some of it but it is unlikely they would have reached it's inner chambers.

30% Chance Defense: Inner Poord

After 1D10 CP have been surmounted, the characters find a minor chamber with supplies like old blankets, some water, old provisions and some fuel. There should also be 2d6 Plasma Guns with clips, 4d6 Laser Guns with energy packs and 1d6 suits of armor patched together from suits that were damaged. This is to make the curious think they have found the inner Poord.

These chambers are in fact used by any tribe making use of the safehouse. The chamber is often large enough to house the tribes vehicles while they are hiding from Chezbah but there are often hidden caches and inner chambers to hide women and children in.

Inner Poords are not accessed directly by the tunnels the characters will be crawling through. Usually there is a trigger deep inside a tunnel that when activated opens a large

camouflaged door most often made of a very large boulder 3-5 meters in diameter.

40% Chance Weakness: Foraging

Safehouses are often built in close proximity to good foraging grounds. Characters get a 30% Advantage to their Foraging skill.

40% Chance Weakness: Hunting

Safehouses are often built in close proximity to good hunting grounds. Characters get a 30% Advantage to their Hunting skill.

### The Roke

Roke is the Scimrahn word for home. This is the furthest inner chamber of the safehouse. It is where the children are sent when the safehouse is under siege and it is where the tribe keeps all it's goods that cannot be easily carried. When the characters reduce the CP of the safehouse to zero, they have reached the Roke.

Inside the Roke there is often a storehouse of 1d10 x ¥1,000,000 x the CP of the safehouse in Scimrahn, Kelrath and Chezbah goods.

### Supplies

Roll 1d100

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

### Wreckage: 1 E-Suit

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

## Scimrahn Scout

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agi	45	23	12	6
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4
Int	42	21	11	6
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

## Scimrahn Light Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	8	5
Body	7	8
Arms	1	1
Hands	-	-
Groin	7	5
Legs	1	1
Feet	5	5

### Causes

Physical: 1 per hour

Functional: 1 in 6 per hour

Mental: 2 per hour

Mass 9 kg

Cost: ¥75,000

## Scimrahn Scavenger

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	40	20	10	5
Ref	35	18	9	5
Agi	45	23	12	6
Dex	50	25	13	7
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

## Scimrahn Pilot Armor

Hit Location	Armor Rating	Hit Points
Head	10	5
Shoulder	-	-

Body	8	15
Arms	5	3
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5

### Causes

Physical: 1 in 6 per hour

Functional: 1 in 10 per hour

Mental: 2 per hour

Mass 8 kg

Cost: ¥60,000

## Scimrahn Laser Gun

	PB	S	Med	L	Ex
Damage	12	12	8	5	3

Range Class: D

Payload: 100-500 Backpack

Rate of Fire: 1

Mass: 3 KG

Cost: ¥15,000

**Type** Anti-Grav

**Model** Modified Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles. Because of their near silent leg propulsion there is a 20% Impairment to detect these vehicles with sensors.

The standard body is pictured here but fuel haulers are common and there are open body flatbeds.

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

Power plant type: Anti-Grav.

### Movement

Flying Top Speed	80 Km/h
Total fuel capacity:	1,050.6 liters 2 months
Fuel type:	Liquid Carbon

<b>Armor Rating:</b>	10
<b>Hit Points:</b>	1500
<b>Barrier Points:</b>	11

<b>Crew:</b>	2
<b>Passengers:</b>	2-30

**Piloting Modifier:** 40% Impairment  
**Cost:** ¥7,000,000

**Heavy Laser**

	PB	S	Med	L	Ex
Damage	500	500	200	140	50

Range Class D

Rate of fire 1

Fire Arcs 1

**2 Turrets of 2 Lasers**

	PB	S	Med	L	Ex
Damage	20	20	10	5	1

Range Class C

Rate of fire 1 each (4 total)

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

**ECM:** 10% Advantage

Range Class: B

**Sensors:** 10% Advantage

Range Class: C

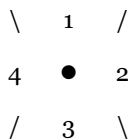
**Cargo Capacity:** 9,707 KG

**Shield information**

**Shields:** 1 active at 100hp

No. of shield generators 2 (Arcs 1+3)

**Fire Arcs**



**Hit locations 1d10**

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-5	1-4	1-5	Body
5-6	6-7	5-6	-	R Legs
7-8	-	7-8	6-7	L Legs
-	8-9	9-10	8-9	Engine
9-10	10	-	10	Cockpit

Critical hits 1d10

**Body** 20% chance of critical

1-2	Laser destroyed
3-8	Cargo damaged
9	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
10	Shield generator destroyed

**Engine** 35% chance of critical

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

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

**Leg** 30% chance of critical

1-4 Linkages, Leg inoperable Top speed down 1/6

**Cockpit** 30% chance of critical

1-4 Computer destroyed 70% Impairment to piloting

6-10 Pilot killed

**Scimrahn Freetrader**

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agi	30	15	8	4
Dex	45	23	12	6
Bty	30	15	8	4
Cha	40	20	10	5
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

Equipment: Modified Freighter

**Scimrahn Carrier Tribe**

1d6x40 Scimrahn

1d6x10 Freighters

1d6x5 Modified TF-2394

Wealth

Roll 1d100

1-30 Starving

31-65 Tenuous

66-85 Stable

86-95 Affluent (may accept earth currency)

96-100 Wealthy (Likely to accept earth currency)

**Type** Anti-Grav  
**Model** Freighter

The Scimrahn use this freighter for transporting goods from the surface raider tribes to industry tribes far below the surface. These tractor trailer sized haulers use six legs to propel it along the ground and over obstacles. Because of their near silent leg propulsion there is a 20% Impairment to detect these vehicles with sensors.

The standard body is pictured here but fuel haulers are common and there are open body flatbeds.

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

Power plant type: Anti-Grav.

**Movement**  
Flying Top Speed 80 Km/h  
Total fuel capacity: 1,050.6 liters 2 months  
Fuel type: Liquid Carbon

**Armor Rating:** 10  
**Hit Points:** 1500  
**Barrier Points:** 11

**Crew:** 2  
**Passengers:** 2-30  
**Piloting Modifier:** 40% Impairment  
**Cost:** ¥7,000,000

**2 Turrets of 2 Lasers**

	PB	S	Med	L	Ex
Damage	20	20	10	5	1

Range Class C  
Rate of fire 1 each (4 total)  
Fire Arcs T1-1,2,3 T2-1,3,4

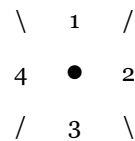
**ECM:** 10% Advantage  
Range Class: B  
**Sensors:** 10% Advantage  
Range Class: C  
**Cargo Capacity:** 9,707 KG

**Shield information**

**Shields:** 1 active at 100hp

No. of shield generators 2 (Arcs 1+3)

**Fire Arcs**



**Hit locations 1d10**

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-5	1-4	1-5	Body
5-6	6-7	5-6	-	R Legs
7-8	-	7-8	6-7	L Legs
-	8-9	9-10	8-9	Engine
9-10	10	-	10	Cockpit

**Critical hits 1d10**

**Body** 20% chance of critical

1-2	Laser destroyed
3-8	Cargo damaged
9	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs
10	Shield generator destroyed

**Engine** 35% chance of critical

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

**Leg** 30% chance of critical

1-4	Linkages, Leg inoperable Top speed down 1/6
-----	---

**Cockpit** 30% chance of critical

1-4	Computer destroyed 70% Impairment to piloting
6-10	Pilot killed

**Modified E-suits**

**Scimrahn Minstrel Tribe**

1d6x5 Scimrahn Guerrillas

1d6x30 Scimrahn Minstrels

## Wealth

Roll 1d100

1-30 Starving

31-65 Tenuous

66-85 Stable

86-95 Affluent (may accept earth currency)

96-100 Wealthy (Likely to accept earth currency)

## Scimrahn Minstrel

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

## ASO Platoon

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

30 Footsoldiers

3 Communications officers

3 Scout

6 ASO Transports

3 Motorcycles

3x10 ASO Footsoldiers

Type: **ASO Footsoldiers**

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
110	6	5 Km/h		

## G-82

Range Class: B

Attacks: 150 rounds 20 times

	PB	S	Med	L	Ex
Damage	10	10	9	8	5
	X	X	X	X	X
Hits	26	25	20	18	5

## M-240B

Range Class: B

Attacks: 300 rounds 6 times

	PB	S	Med	L	Ex
Damage	15	15	12	10	8
	X	X	X	X	X
Hits	52	50	45	35	11

## Grenades

Range: 45 Meters

Attacks: 10 grenades 5 times

	Infantry	Standard
Damage	380	38
	X	X
Hits	6	6

## AVW

Range Class: D

Attacks: 10 missiles 2 times

	PB	S	Med	L	Ex
Infantry Damage	1500	1500	1500	1500	1500
Standard Damage	150	150	150	150	150
	X	X	X	X	X
Hits	8	6	4	2	0

## Duck and Cover

Defensive: 3 in 10

## G-82 5.56mm Rifle

The standard issue to ASO troops, the G-82 is a light weight assault weapon.

	PB	S	Med	L	Ex
Damage	10	10	9	8	5
Range Class: B					
Payload: 30					
Rate of Fire: 15					
Mass: 2.1 KG					
Cost: ¥30,000					



### M-240B 7.62mm x 39mm Machine Gun

An old standby in heavy fire power still in use in 2085.

	PB	S	Med	L	Ex
Damage	15	15	12	10	8

Range Class: B  
Payload: 300  
Rate of Fire: 30  
Mass: 10.15 KG  
Cost: ¥80,000

### Standard Explosive Grenades

	PB	S	Med	L	Ex
Damage	50	40	20	10	2

Blast Range Class: A  
Mass: 150 G  
Cost: ¥8,000

### Incendiary Grenades

	PB	S	Med	L	Ex
Damage	30	30	30	15	5

Blast Range Class: A  
Mass: 150 G  
Cost: ¥12,000

### Fragmentation Grenades

	PB	S	Med	L	Ex
Damage	75	30	10	3	1

Blast Range Class: A  
Mass: 150 G  
Cost: ¥9,500

### AVW 678 Rocket Launcher

	PB	S	Med	L	Ex
Damage	200	150	100	50	10

Blast Range Class: A  
Range Class: D  
Payload: 2  
Mass: 5.2 KG  
Rocket Mass: 4.3 KG  
Black Market Cost: ¥1,000,000  
Rocket Black Market Cost: ¥700,000

### ASO Scout

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agi	45	23	12	6
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4

Int	42	21	11	6
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

### Projectile Rifle w/ IR Scope

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: C  
Payload: 10-30  
Rate of Fire: 3  
Mass: 2.2 KG  
Cost: ¥10,000

## Type Wheeled Model ASO Transport

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

<b>Overall height</b>	1.65 m
<b>Overall width</b>	2.3 m
<b>Overall length</b>	3.8 m
<b>Dry Mass</b>	2253.6 kg
<b>Full Mass</b>	3687 kg

Power plant type: Internal combustion

### Movement

Top Speed	210 Km/h
Total fuel capacity:	204 liters 16 hours
Fuel type:	Gasoline or Alcohol

<b>Armor Rating:</b>	10
<b>Hit Points:</b>	230
<b>Crew:</b>	1
<b>Passengers:</b>	5
<b>Cargo Capacity:</b>	1000 Kg
<b>Piloting Modifier:</b>	0
<b>Cost:</b>	¥1,200,000
<b>Winch Strength:</b>	300

## Type Wheeled Model ASO Motorcycle

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

The ASO motorcycle is also built to be collapsible for easy transportation.

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

Power plant type: Internal combustion

**Movement**

Top Speed 225 Km/h  
 Total fuel capacity: 2.7 liters 4 hours  
 Fuel type: Gasoline or Alcohol

**Armor Rating:** 3  
**Hit Points:** 15  
**Crew:** 1  
**Passengers:** 1  
**Piloting Modifier:** 20 Advantage  
**Cost:** ¥600,000  
**Winch Strength:** 80

**ASO Company**

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

**Tank Pilot**

	Full	1/2	1/4	1/8
Con	35	18	9	5
Str	35	18	9	5
Ref	30	15	8	4
Agi	30	15	8	4
Dex	40	20	10	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

**Type** Tracked

**Model** KS-10

The KS-10 is a small urban combat tank. This is the principal tank used by the ASO on the Artifact. It is designed to maneuver in cramped city streets, so it is more maneuverable underground than the GRX storm used by the ICA.

**Overall height** 2.2m  
**Overall width** 2.9m

**Overall length** 3.8m  
**Dry Mass** 8,996 kg  
**Full Mass** 9,272 kg

Power plant type: Internal Combustion

**Movement**

Top Speed 120 Km/h  
 Total fuel capacity: 320.4 liters 8 hours  
 Fuel type: Petroleum Diesel

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

**Main Projectile Cannon**

	PB	S	Med	L	Ex
Damage	500	450	350	300	100

Range Class D  
 Payload 50  
 Rate of fire 1  
 Fire Arcs 1-8

**Light Missile Pod**

	PB	S	Med	L	Ex
Damage	2000	1000	1000	500	200

Blast Range Class: B  
 Range Class: E  
 Payload 5  
 Rate of fire 1-5  
 Fire Arcs 1-8

**ECM:** 0  
 Range Class: C  
**ECCM:** 0  
 Range Class: B  
**Sensors:** 20% Advantage  
 Range Class: D  
**Cargo Capacity:** 70 KG

**Shield information**

**Shields:** 2 active at 200hp  
 No. of shield generators 3 (Arcs 1-3)

**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	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret

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

### Critical hits 1d10

<b>Front</b>	20% chance of critical
1-2	Cockpit, pilot killed
3-4	Shield generator destroyed
5-10	Ammo Explosion! pilot killed, tank disabled

<b>Back</b>	35% chance of critical
1-2	Fuel Explosion! 50 points 10m blast radius
4	Shield generator destroyed
5-10	Engine damage, all systems at half power.

<b>Tread</b>	60% chance of critical
1-10	Tread damaged drop top speed by 30 Km/h

<b>Turret</b>	40% chance of critical
1-4	Main cannon destroyed
5-7	Missile launcher destroyed. Explosion damage = to remaining missile payload
8-10	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

### E-Suit Pilot

	Full	1/2	1/4	1/8
Con	35	18	9	5

Str	35	18	9	5
Ref	40	20	10	5
Agi	30	15	8	4
Dex	50	25	13	7
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

## ASO Battalion

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

## ASO Science Team

1D10	Scientists
10	Footsoldiers

### ASO Scientist

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	35	18	9	5
IQ	60	30	15	8
Psy	30	15	8	4
HP	15			

## ASO Engineering Team

2D6	Engineers
2	E-Suits
10	Footsoldiers

### ASO Engineer

	Full	1/2	1/4	1/8
Con	35	18	9	5
Str	35	18	9	5
Ref	30	15	8	4
Agi	30	15	8	4

Dex	40	20	10	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	40	20	10	5
Psy	30	15	8	4
HP	15			

## I-CA Platoon

40	Footsoldiers
4	Communications officers
4	Scouts

### 4x10 I-CA Footsoldiers

Type: **I-CA Footsoldiers**

	Full	1/2	1/4	1/8
REF	30	15	8	4
PSY	30	15	8	4
HP	AR	Speed		
135	7	5 Km/h		

### AK-140

Range Class: B

Attacks: 150 rounds 20 times

	PB	S	Med	L	Ex
Damage	12	12	10	8	4
	X	X	X	X	X
Hits	26	25	20	18	5

### Plasma Gun

Range Class: B

Attacks: 30 blasts 33 times

	PB	S	Med	L	Ex
Damage	20	20	15	10	3
	X	X	X	X	X
Hits	8	7	6	5	0

### Grenades

Range: 45 Meters

Attacks: 10 grenades 5 times

	Infantry	Standard
Damage	350	35
	X	X
Hits	6	6

### VA-2 Rocket Launcher

Range Class: C

Attacks: 10 missiles 1 time

	PB	S	Med	L	Ex
Infantry Damage	1900	1900	1900	1900	1900
Standard Damage	190	190	190	190	190
	X	X	X	X	X
Hits	8	6	4	2	0

### Duck and Cover

Defensive: 3 in 10

### SMG AK-140 7.62 mm Rifle

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

	PB	S	Med	L	Ex
Damage	12	12	10	8	4
Range Class:	B				
Payload:	30				
Rate of Fire:	15				
Mass:	4.3 KG				
Cost:	¥25,000				

### Standard Explosive Grenades

	PB	S	Med	L	Ex
Damage	40	40	20	10	2
Blast Range Class:	A				
Mass:	180 G				
Cost:	¥6,000				

### Incendiary Grenades

	PB	S	Med	L	Ex
Damage	30	30	30	15	5
Blast Range Class:	A				
Mass:	180 G				
Cost:	¥8,000				

### Fragmentation Grenades

	PB	S	Med	L	Ex
Damage	75	30	10	3	1
Blast Range Class:	A				
Mass:	180 G				
Cost:	¥6,000				

### VA 2 Rocket Launcher

	PB	S	Med	L	Ex
Damage	250	100	100	50	10
Blast Range Class:	A				

Range Class: C  
 Payload: 1  
 Mass: 10 KG  
 Rocket Mass: 4.3 KG  
 Cost: ¥700,000  
 Rocket Cost: ¥100,000

### I-CA Scout

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agi	45	23	12	6
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4
Int	42	21	11	6
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

### 9MM Pistol

	PB	S	Med	L	Ex
Damage	11	11	10	8	5

Range Class: B  
 Payload: 10  
 Rate of Fire: 5  
 Mass: 1 KG  
 Cost: ¥12,000

### Projectile Rifle

	PB	S	Med	L	Ex
Damage	10	10	9	8	5

Range Class: C  
 Payload: 10-30  
 Rate of Fire: 2  
 Mass: 2.2 KG  
 Cost: ¥10,000

## Type Wheeled Model Truck

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

<b>Overall height</b>	2.65 m
<b>Overall width</b>	2.4 m
<b>Overall length</b>	5.3 m
<b>Dry Mass</b>	3733 kg
<b>Full Mass</b>	6087 kg

Power plant type: Internal combustion

### Movement

Top Speed 140 Km/h  
 Total fuel capacity: 24 hours  
 Fuel type: Gasoline or Alcohol

**Armor Rating:** 10  
**Hit Points:** 600  
**Crew:** 1  
**Passengers:** 2-50  
**Cargo Capacity:** 3000 Kg  
**Piloting Modifier:** 20% Impairment  
**Cost:** ¥900,000  
**Winch Strength:** 300

## Type Wheeled Model Jeep

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

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

Power plant type: Internal combustion

### Movement

Top Speed 170 Km/h  
 Total fuel capacity: 219 liters 12 hours  
 Fuel type: Gasoline or Alcohol

**Armor Rating:** 6  
**Hit Points:** 150  
**Crew:** 1  
**Passengers:** 1-5  
**Cargo Capacity:** 300 Kg  
**Piloting Modifier:** 0  
**Cost:** ¥300,000

## I-CA Company

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

### Tank Pilot

	Full	1/2	1/4	1/8
Con	35	18	9	5
Str	35	18	9	5
Ref	30	15	8	4
Agi	30	15	8	4

Dex	40	20	10	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

## Type Tracked Model GRXStorm

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

<b>Overall height</b>	3.5m
<b>Overall width</b>	3.5m
<b>Overall length</b>	4.8m
<b>Dry Mass</b>	12,430 kg
<b>Full Mass</b>	13,909 kg
<b>Power plant type:</b>	Internal Combustion

<b>Movement</b>	
Top Speed	70 Km/h
Total fuel capacity:	841.2 liters 24 hours
Fuel type:	Petroleum Diesel

<b>Armor Rating:</b>	80
<b>Hit Points:</b>	1500
<b>Crew:</b>	2
<b>Passengers:</b>	4
<b>Piloting Modifier:</b>	20% Impairment
<b>Cost:</b>	¥38,000,000

### Main Projectile Cannon

	PB	S	Med	L	Ex
Damage	900	900	800	500	300

Range Class D  
Payload 50  
Rate of fire 1  
Fire Arcs 1-8

### Laser Turret

	PB	S	Med	L	Ex
Damage	300	300	150	70	20

Range Class: D  
Rate of fire 1  
Fire Arcs 1-4

<b>ECM:</b>	10% Advantage
Range Class:	C

<b>ECCM:</b>	10% Advantage
Range Class:	B
<b>Sensors:</b>	0
Range Class:	D
<b>Cargo Capacity:</b>	300 KG

### Shield information

<b>Shields:</b>	2 active at 150hp
No. of shield generators	3 (Arcs 1-3)

### 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	-	L Tread
5	2	2-5	1-5	R Tread
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	Turret

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

### Critical hits 1d10

<b>Front</b>	20% chance of critical
1-2	Cockpit, pilot killed
3-4	Shield generator destroyed
5-10	Ammo Explosion! pilot killed, tank disabled

<b>Back</b>	35% chance of critical
1-2	Fuel Explosion! 50 points 10m blast radius
4	Shield generator destroyed
5-10	Engine damage, all systems at half power.

<b>Tread</b>	60% chance of critical
--------------	------------------------

1-10 Tread damaged drop top speed by 30 Km/h

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

### E-Suit Pilot

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

## I-CA Battalion

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

## I-CA Science Team

1D6 Scientists  
10 Footsoldiers

### I-CA Scientist

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	35	18	9	5
IQ	60	30	15	8
Psy	30	15	8	4
HP	15			

## I-CA Engineering Team

2D10 Engineers  
4 E-Suits  
20 Footsoldiers

## 1 Corporate Scout 1 Corporate Scientist 5 Bodyguards

### Corporate Scout

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	35	18	9	5
Agi	45	23	12	6
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4
Int	40	20	10	5
IQ	35	18	9	5
Psy	30	15	8	4
HP	15			

### Corporate Scientist

	Full	1/2	1/4	1/8
Con	30	15	8	4
Str	30	15	8	4
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	35	18	9	5
IQ	60	30	15	8
Psy	30	15	8	4
HP	15			

### Corporate Bodyguard

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	45	23	12	6
Ref	35	18	9	5
Agi	35	18	9	5
Dex	30	15	8	4
Bty	30	15	8	4
Cha	30	15	8	4

Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

### Heavy Laser

	PB	S	Med	L	Ex
Damage	40	40	20	15	10
Range Class:	C				
Payload:	25-125 Backpack				
Rate of Fire:	1				
Mass:	8.2 KG				
Cost:	¥60,000				

### Particle Beam Rifle

	PB	S	Med	L	Ex
Damage	150	120	50	10	1
Range Class:	A				
Payload:	5-25 Backpack				
Rate of Fire:	1				
Mass:	18 KG				
Cost:	¥180,000				

### Shotgun

	PB	S	Med	L	Ex
Damage	20	15	10	8	5
Range Class:	A				
Payload:	1-2-6				
Rate of Fire:	2				
Mass:	2.2 KG				
Cost:	¥4,000				

## Scimrahn Raider Tribe

1d6x40 Scimrahn

1d6x10 Deltas

1d6x5 E-Suits

1 Assault Transport

### Wealth

Roll 1d100

1-30 Starving

31-65 Tenuous

66-85 Stable

86-95 Affluent (may accept earth currency)

96-100 Wealthy (Likely to accept earth currency)

## Type Anti-Grav Model Delta

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

<b>Overall height</b>	1.1m
<b>Overall width</b>	3.2m
<b>Overall length</b>	3.1m
<b>Dry Mass</b>	1790 kg
<b>Full Mass</b>	1859 kg

Power plant type: Turbofan Jet

### Movement

Flying Top Speed	2,500 Km/h
Total fuel capacity:	13.94 liters 5 hours
Fuel type:	Liquid Carbon

<b>Armor Rating:</b>	10
<b>Hit Points:</b>	130
<b>Barrier Points:</b>	11

<b>Crew:</b>	3(2 pilots 1 gunner)
<b>Passengers:</b>	0
<b>Piloting Modifier:</b>	40% Impairment
<b>Cost:</b>	¥67,000,000

### 4 Lasers

Damage is for each weapon.

	PB	S	Med	L	Ex
Damage	75	75	40	20	10

Range Class D

Rate of fire 1

Fire Arcs 1

### 2 Plasma Cannons

	PB	S	Med	L	Ex
Damage	500	500	300	250	40

Range Class C

Payload 12 each

Rate of fire 1 each

Fire Arcs 1

<b>ECM:</b>	0 to skill
Range Class:	C
<b>ECCM:</b>	30% Advantage
Range Class:	B
<b>Sensors:</b>	10% Advantage
Range Class:	D
<b>Cargo Capacity:</b>	600 KG



### Shield information

**Shields:** 2 active at 400hp  
No. of shield generators 2

### Fire Arcs

\ 1 /  
4 ● 2  
/ 3 \

### Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1	1	-	1	Nose
2	2-3	1	-	R Plasma
3	-	2	2-3	L Plasma
4-7	4-5	3-4	4-5	Body
8	6-8	5-6	-	R Eng
9-10	-	7-8	6-8	L Eng
-	9-10	9-10	9-10	AG Eng

### Critical hits 1d10

**Nose** 80% chance of critical

1-6 Sensor system destroyed 40%  
Impairment to sensor, ECM + ECCMs  
7-10 Cockpit, pilot killed

**Body** 60% chance of critical

1-6 Shield generator destroyed  
7-8 Laser destroyed  
9-10 Computer destroyed 90% Impairment  
to piloting

**Engine** 60% chance of critical

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

**AG Eng** 40% chance of critical

1-6 Minor damage slow descent to the  
ground. Delta inoperative!  
5-10 Major damage, crash landing!

**Plasma** 70% chance of critical

1-8 Cannon destroyed

9-10 Ammo explosion! 200 pts 5m blast  
radius.

**Type** Anti-Grav

**Model** Assault Transport

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

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

Power plant type: Gravity manipulation

### Movement

Flying Top Speed 1,000 Km/h  
Total fuel capacity: 437.8 liters 48 hours  
Fuel type: Liquid Carbon

**Armor Rating:** 200  
**Hit Points:** 3,700  
**Barrier Points:** 16

**Crew:** 3  
**Passengers:** 50  
**Piloting Modifier:** 20% Impairment  
**Cost:** ¥480,000,000

### 4 High Energy Plasma Cannons

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

	PB	S	Med	L	Ex
Damage	800	700	600	400	150

Range Class D  
Payload 80  
Rate of fire 1 per Cannon  
Fire Arc 2

### 4 Pulse Turrets

	PB	S	Med	L	Ex
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Damage 200 200 100 50 10

Range Class C

Payload 400

Rate of fire 10 each

Fire Arcs T1+2: 1,2,6-8 T3+4: 2-6

### 6 Mini Pulse Turrets

	PB	S	Med	L	Ex
Damage	40	40	20	10	5

Range Class B

Payload 240

Rate of fire 10 each

Fire Arcs T1-3: 3-5 T4-6: 1,7,8

**ECM:** 10% Advantage

Range Class: C

**ECCM:** 10% Advantage

Range Class: C

**Sensors:** 30% Advantage

Range Class: D

### Shield information

**Shields:** 5 active at 400hp

No. of shield generators 8

### 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	-	L Wing
5	2	2-5	1-5	R Wing
6-8	3-7	6-8	6	Front
-	-	-	7	Back
9-10	8-10	9-10	8-10	T Door

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

### Critical hits 1d10

**Front** 20% chance of critical

1-2	Cockpit, pilot killed
3-5	Shield generator destroyed
6-10	Sensor system destroyed 40% Impairment to sensor, ECM + ECCMs

**Back** 35% chance of critical

1-2	Fuel Explosion! 800 points 10m blast radius
3-5	Shield generator destroyed
6-10	Engine damage, all systems at half power.

**Wing** 40% chance of critical

1-5	Main cannon destroyed
6-10	Pulse turret destroyed

**Troop** 30% chance of critical

**Door**

1-3	Mini pulse gun destroyed
4-7	10 troops killed
8-10	Door stuck, open or shut

### Wreckage: 1 Delta

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

### Wreckage: 1 Assault Transport

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

## Biological

Roll 1d100 +30 to roll if on the surface

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

### 1D10 Kg Zah

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

#### Species Zah

**Length** - 1.5cm

**Mass** - 5-10 g

#### Attributes

The Zah do not have any significant attributes.

**Diet** - Bacteria

**Actions** 0

**Defenses:** None

**Speed:** Negligible

**Habitat** - Methane rich areas, rotting bodies

**Numbers** - 1 to 1,000

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

### 1D10 Kg Zah 1D10 Chig

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

#### Species Chig

**Length** - 2cm

**Mass** - 50 g

#### Attributes

	Full	1/2	1/4	1/8
Ref	50	25	13	7
Agi	60	30	15	8
Int	20	10	5	3
HP	1			

**Diet** - Carnivore

**Actions** Standard

**Damage:** Sting 20 Mental stress points, 15

Physical stress and 10 Functional stress

**Speed** Negligible

**Special Abilities** - Poison bite contains a neurotoxin that causes dizziness, cramping, labored breathing, and in rare cases (10% Chance), respiratory failure and death.

**Habitat** - Near Zah

**Numbers** - 1-2

### Ekchok 50+1D10

A small creature similar to an arachnid in body structure. An Ekchok has two retractable tendrils which have half centimeter long poisonous stingers. Ekchok move in swarms with one female in the group. This female directs the entire swarm through scent and sounds that are produced by rubbing wings together sounding much like a loud cricket. If the female is found

(40% Impairment vs. Int) and killed, the swarm must make a Psy roll. If it fails, the swarm will stop attacking. Ekchok paralyze their prey through their venom and then drink the blood of their prey. Ekchok will most often single out one target and avoid attacking a group.

**Species Ekchok**

**Length** - 6cm including the wings

**Mass** - 50 g

**Swarm Attributes**

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	N/A			
Ref	30	15	8	4
Agi	20	10	5	3
Dex	N/A			
Bty	1	1	1	1
Cha	N/A			
Int	20	10	5	3
IQ	5	3	2	1
Psy	30	15	8	4
HP	50			

**Diet** - Carnivore

**Actions** +5

**Damage:** Bite 1, Sting - 3 Physical stress and 3 Functional stress

**Defenses:** Size + numbers. Only one Ekchok can be killed per attack regardless of weapon damage. Guns, knives, or fists, do only one point of damage per attack and there is a 40% Impairment to hit a flying Ekchok. Explosives, and poison sprays will do full damage with no negative modifier to

hit.

**Flying speed** 25 Km/h

**Special Abilities** - Ekchok have the ability to communicate with each other and organize their attacks.

**Habitat** - Anywhere

**Numbers** - 50 to 60

**Bah-Bahreeth 1D10**

Species Bah-Bahreeth

Length 10-15 cm

Mass 0.1-3 kg

Attributes

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

Con	30	15	8	4
Str	1-3	1-2	1	1
Ref	75	38	19	10
Agi	70	35	18	9
Dex	20	10	5	3
Bty	20	10	5	3
Cha	20	10	5	3
Int	75	38	19	10
IQ	10	5	3	2
Psy	10	5	3	2
HP	1-3			

**Diet** - Insectivore

**Actions** +2

**Damage:** Either biting or scratching with claws, 3 stress.

**Speed** 30 Km/h

**Special Abilities**

**Flight** – Bah-bahreeth are small pterosaurs that is able to fly with great agility.

**Habitat** - Near Zah

**Numbers** - 1-10

**Nicoe 1D10x3**

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

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

**Species Nicoe**

**Length** 10-15 cm

**Mass** 100-200 g

### Attributes

	Full	1/2	1/4	1/8
Con	10	5	3	2
Str	1	1	1	1
Ref	75	38	20	10
Agi	70	35	18	9
Dex	10	5	3	2
Bty	40	20	10	5
Cha	60	30	15	8
Int	70	35	18	9
IQ	20	10	5	3
Psy	10	5	3	2
HP	1			

**Diet** - Bacteria

**Actions** Standard

**Damage** Either biting or scratching with claws, damage is negligible (ouch!) 1 Physical stress.

**Defenses** None

### Special Abilities

Nicoe have two luminescent sacs above their eyes that allow them to see in total darkness, this also allows anyone in the area to see with nightvision goggles. Nicoe also clean the area they are in of bacteria, giving a 20% Advantage to save vs infection. Nicoe will also climb onto a wounded person and clean the wound of bacteria giving a 40% Advantage vs infection.

**Habitat** Inhabited areas, or around other animals.

**Numbers** - 1 to 30

## Nicoe 1D10

### Gunthar 1

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

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

**Species** Gunthar

**Hight** - 1.2m

**Mass** - 70 kg

### Attributes

	Full	1/2	1/4	1/8
Con	40	20	10	5
Str	35	18	9	5
Ref	60	30	15	8
Agi	65	33	17	9
Dex	10	5	3	2
Bty	10	5	3	2
Cha	5	3	2	1
Int	70	35	18	9
IQ	15	8	4	2
Psy	20	10	5	3
HP	15			

**Diet** - Carnivore, scavenger

**Actions** +2

**Damage:** Bite 3, Arm claw 5, Leg Claw 8, Tail swipe 6

**Defenses:** Scales give the Gunthar an armor rating of 4

**Running speed** 62 Km/h

### Special Abilities

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

**Jumping** - 10m

**Habitat** - Garbage Dumps

**Numbers** - 1

## Roamah 1

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

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

**Species** Roamah

**Height** - 1.3m at the shoulder  
**Mass** - 230 kg approx.

#### Attributes

	Full	1/2	1/4	1/8
Con	70	35	18	9
Str	95	48	24	12
Ref	30	15	8	4
Agi	80	40	20	10
Dex	3	2	1	1
Bty	55	28	14	7
Cha	45	23	12	6
Int	50	25	13	7
IQ	15	8	4	2
Psy	60	30	15	8
HP	60			

**Diet** - Carnivore

**Actions** +1

**Damage:** Bite 25, claw 10

**Defenses:** heavy hide AR 5

**Running speed** 15 Km/h

**Jumping** - 3 m

**Habitat** - Underground, unknown

**Numbers** - 1 to 2

### Kaydoo 1D10

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

**Species** Kaydoo

**Hight** - 1.5m

**Mass** - 130 kg

#### Attributes

	Full	1/2	1/4	1/8
Con	80	40	20	10
Str	25	13	7	4
Ref	50	25	13	7
Agi	45	23	12	6
Dex	5	3	2	1
Bty	30	15	8	4

Cha	30	15	8	4
Int	40	20	10	5
IQ	15	8	4	2
Psy	10	5	3	2
HP	15			

**Diet** - Herbivore

**Actions** Standard

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

**Running speed** 30 Km/h

**Jumping** - 7m

**Habitat** - Plans and forests

**Numbers** - 1 to 10

### Seeters 3D10

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

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

**Species** Seeter

**Hight** - 1m

**Mass** - 15-20 kg

#### Attributes

	Full	1/2	1/4	1/8
Con	20	10	5	3
Str	15	8	4	2
Ref	65	33	17	9
Agi	50	25	13	7

Dex	1	1	1	1
Bty	5	3	2	1
Cha	2	1	1	1
Int	50	25	13	7
IQ	10	5	3	2
Psy	40	20	10	5
HP	7			

**Diet** - Carnivore, scavenger

**Actions** +1

**Damage:** Bite 6, claw 3

**Defenses:** none

**Running speed** 20 Km/h

**Jumping** - 5 m

**Habitat** - Underground, outside of towns

**Numbers** - 10 to 60 sometimes up to 300

Seeters 5D10

## Seeters 5D10+50

### White Spoor covers 1D10

#### Hexes

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

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

cleaned or the spoor may still remain in inner workings.

How the Nicoe is unaffected by the spoor is unknown.

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

**Species** White Spoor

**Hight** - 1micron-3meters

**Mass** - negligible-kilotons

**Diet** - Omnivorous

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

**Defenses:** Enzyme coats (See above)

**Movement** 500 cm per day

**Habitat** - Anywhere.

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

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

### Giant Fern

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

### Shek-Mog-Leech 1D100 Kg

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

### Kek-Leech 1D10 Kg

kek-leech, a mildly sweet root that is sometimes processed to make sugar.

The kek-leech root is soft when boiled. One quarter kilo is equivalent to a meal.

### **Frich-Leech 1D10 KG**

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

### **Thid-Gafr 1D10 Kg**

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

### **Boch-Gafr 1D10 Kg**

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

### **Berem 1D6x25+55**

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

**Species** Berem

**Hight** - 1.4m

**Mass** - 600 kg average

#### **Attributes**

	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	80	40	20	10

Str	150	75	38	19
Ref	15	8	4	2
Agi	25	13	7	4
Dex	1	1	1	1
Bty	10	5	3	2
Cha	10	5	3	2
Int	20	10	5	3
IQ	10	5	3	2
Psy	10	5	3	2
HP	30			

**Diet** - Herbivore

**Actions** Standard

**Damage:** Bite 4, Stomp 6, Head Butt 8

**Defenses:** The Berem's thick hide gives it and armor rating of 8

**Running speed** 45 Km/h

**Habitat** - Plans and forests

**Numbers** - 80 to 200

### **Pettok 1D6x10+20**

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

**Species** Pettok

**Hight** - 3-4m

**Mass** - 3700 kg average

#### **Attributes**

	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	90	45	23	12
Str	400	200	100	50
Ref	15	8	4	2
Agi	30	15	8	4
Dex	5	3	2	1
Bty	20	10	5	3
Cha	10	5	3	2
Int	20	10	5	3
IQ	10	5	3	2
Psy	10	5	3	2
HP	150			

**Diet** - Herbivore

**Actions** Standard

**Damage:** Bite 4, Stomp 30, Head Butt



20, Tail swipe 15

**Defenses:** The Pettok's thick hide gives it and armor rating of 12

**Running speed** 6 Km/h

**Jumping** - Pettok are not able to jump

**Habitat** - Plains and forests

**Numbers** - 30 to 80

## Queless 1D6

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

**Species** Queless

**Hight** - .5-2.5m

**Mass** - 40-120 kg

### Attributes

	Full	1/2	1/4	1/8
Con	50	25	13	7
Str	65	33	17	9
Ref	30	15	8	4
Agi	50	25	13	7
Dex	5	3	2	1
Bty	40-80	20-40	10-20	5-10
Cha	45	23	12	6
Int	80	40	20	10
IQ	10	5	3	2
Psy	10	5	3	2
HP	20			

**Diet** - Carnivore

**Actions** +1

**Damage:** Bite 6, Leg Claw 15

**Defenses:** None

**Running speed** 85 Km/h

**Jumping** - 8m

**Habitat** - Plains/Domestic

**Numbers** - 1 to 3

## Brugha 1

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

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

**Species** Brugha

**Hight** - 3-4m at the shoulder

**Mass** - 24,000 kg average

### Attributes

	Full	1/2	1/4	1/8
Con	90	45	23	12
Str	700	350	175	88
Ref	10	5	3	2
Agi	30	15	8	4
Dex	5	3	2	1
Bty	30	15	8	4
Cha	20	10	5	3
Int	30	15	8	4
IQ	10	5	3	2
Psy	40	20	10	5
HP	400			

**Diet** - Herbivore

**Actions** Standard

**Damage:** Bite 10, Stomp 40, Head Butt 30, Tail swipe 25

**Defenses:** The Brugha's thick hide gives it and armor rating of 15

**Running speed** 25 Km/h

**Jumping** - 0

**Habitat** - Plains and forests

**Numbers** - 1 or 2

## Rare

Roll 1d100 +15 to roll if on the surface

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

### Tanroc Fredar

**Species** Tanroc Fredar

**Height** 2.7-4 m

**Mass** 750-1,800 Kg

#### Attributes

	Full	1/2	1/4	1/8
Con	100	50	25	13
Str	300	150	75	38
Ref	80	40	20	10
Agi	90	45	23	12
Dex	50	25	13	7
Bty	80	40	20	10
Cha	90	45	23	12
Int	70	35	18	9
IQ	20-90	10-45	5-23	3-12
Psy	40-100	20-50	10-25	5-13
HP	75			

**Diet** - Carnivorous

**Attacks** +1

**Damage** Claws-15 Spikes-25 Punch-30

**Defenses** Armored Skin (AR 5)

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

The Scimrahn are not the first people to rebel against Loc. Long before them, a race of giants called the Tanroc Fredar, or truth seekers, refused to serve Loc. While these people are still rumored to exist they are apparently dying out. If historical record is accurate, the Tanroc Fredar were once a highly intelligent, peace loving people. They appeared out of nowhere, at first few in number. As time went on they multiplied and formed their own cities. at the peak of their civilization, technology and philosophy reached near to that of modern times. These giants befriended the Kelrath and

established the basis of Kelrath art, and writing. However as generations wore on the Tanroc Fredar began to degenerate, they became more and more vicious and animalistic. Today there are reports of some Tanroc Fredar, most of which report them to be crazed and dangerous.

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

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

### Find a hidden Civilization

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

Descendants of

Roll 1d100

1-10 Tanroc Fredar

11-40 Chezbah

41-80 Kelrath

81-100 History Lost

Technology Level

Roll 1d100

1-20 Stone Age

21-40 Industrial Age

41-60 Communication Age

61-80 Advanced Technology

81-100 Superior Technology

Civilization size

Roll 1d100

1-15 1000 people

16-30 10 thousand people

31-45 100 thousand people

46-60 1 million people

61-70 10 million people

71-80 50 million people

81-85 100 million people

86-90 200 million people

91-95 300 million people

96-99 400 million people

100 500 million people

### Living Hosent Hive

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

Hosent Intelligence

Roll 1d100

1-40 Rudimentary

41-60 Problem solving

61-80 Human intelligence

81-90 Advanced intelligence

91-100 Super Intelligent

Material Collection

Roll 1d100

1-40 Cannibalism

41-60 Scavenger/Cannibalism

61-80 Scavenger/Hunting

81-100 Hunting

Attitude

Roll 1d100

1-20 Likes Humans

21-80 Indifferent to humans

81-100 Hostile to Humans

## Kelrath Convoy escorting treasure

This convoy is moving a treasure on an armored transport.

**Type** Anti-Grav

**Model** Armored Transport

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

**Overall height** 4.6m

**Overall width** 2.3m

**Overall length** 4.8m

**Dry Mass** 7,832 kg

**Full Mass** 21,757 kg

Power plant type: Anti-Grav.

Movement

Flying Top Speed 200 kph

Total fuel capacity: 20 Hours

Fuel type: Liquid Carbon

Aarmor Rating: 180

Hit Points: 1500

Crew: 1

Passengers: 3

Piloting Modifier: -20

**Cost:** ¥89,560,000

**ECM:** 10% Advantage

Range Class: C

**ECCM:** 10% Advantage

Range Class: C

**Sensors:** 30% Advantage

Range Class: D

**Shields:** 5 active at 400hp

Shield information

No. of shields 8

Cargo Capacity: 12,000 KG

**Fire Arcs**

1	2	3
8	●	4
7	6	5

### Hit locations 1d10

Arc 1	Arc 2	Arc 3	Arc 4	
1-4	1-8	1-4	1-2	Nose
-	9	5-8	3-8	R Side
5-8	10	-	-	L Side
9-10	-	9-10	9-10	AG Engine

Arc 5	Arc 6	Arc 7	Arc 8	
1	-	1	1-2	Nose
2-7	1	-	-	R Side
-	2	2-7	3-8	L Side
8-10	3-10	8-10	9-10	AG Engine

### Critical hits 1d10

**Nose** 20% chance of critical

1-2 Pilot hit

3 Controls damaged 20  
Impairment to Piloting

4-10 Cargo damaged

**Engine** 35% chance of critical

1-4 Fuel Explosion! 500 points  
10m blast radius

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

4-10 Cargo damaged

**Side** 30% chance of critical

1-10 propulsion veins hit half  
speed 40% Impairment to  
piloting

4-10 Cargo damaged

Escort

Roll 1d100 4 times

1-20 3D6 Roll 4 E-Suits

21-40 2D10x10 Geetin 1D6x5 Gjorn

41-80	1 Rall3 Ace
81-100	1 Deliverance

#### Treasure

Roll 1d100

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

#### Value

Roll 1d100

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

## Scourge 1D6

### Experimental Chezbah E-Suit

#### Escort

Roll 1d100

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

#### Type of Experiment

Roll 1d100

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

## Wreckage: Chezbah Demolisher with 1D6 Experimental Weapons/Devices

### Ehell

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

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

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

Regardless of how the Ehell came to sing, Gettra was given the ability to perform a single miracle by the song. With a wave of her hand the Chezbah

army disappeared! In an instant they were gone.

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

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

**Species** Ehell

**Height** - 2.4m

**Mass** - Unknown/Not measurable

#### Attributes

	Full	1/2	1/4	1/8
Con	Possibly infinite			
Str	150	75	38	19
Ref	20	10	5	3
Agi	30	15	8	4
Dex	N/A			
Bty	10	5	3	2
Cha	10	5	3	2
Int	100	50	25	13
IQ	80-100	40-50	20-25	10-13
Psy	100	50	25	13
HP	Possibly infinite			

**Diet** - None/Unknown

**Actions** Standard

**Damage:** Ehells possess vast amounts of power. Legend has it that they can level mountains, and dry up oceans, the extent of their power is unknown.

**Defenses:** Ehells cannot be harmed by any known means.

**Speed:** 45 Km/h

**Habitat** - None

**Numbers** - 1 to 10

**Special Abilities:** Ehells reportedly possess the ability to bestow the ability to perform miracles on a person by "singing" to them. This is not the same thing as a wish, a miracle is an effect on the physical world that surpasses all known human or natural powers. The effect of the miracle seems to be set by the Ehell and not the person performing it.

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

## Kelrath Rantaa' Tomb

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

## Discover a new animal species

There are potentially millions of undiscovered species on The Artifact.

Size

Roll 1d100

1-60 Tiny

61-80 Small

81-90 Medium

91-95 Large

96-100 Giant

Type

Roll 1d100

1-20 Insect size -2

21-40 Mammal

41-60 Dinosaur

60-70 Bird

71-80 Reptile  
 81-100 Inorganic

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

### Modifier A

#### Roll 1d6

1	-10
2	-5
3	0
4	+5
5	+10
6	+20

### Modifier B

#### Roll 1d6

1	x .5
2	x .8
3	x 1
4	x 1.5
5	x 1.8
6	x 2

### Diet Organic

#### Roll 1d100

1-25	Herbivore
26-45	Insectivore
46-55	Carnivore
56-70	Scavenger

71-85 Scavenger/Carnivore  
 86-100 Omnivore

### Diet Inorganic

#### Roll 1d100

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

### Attacks

#### Roll 1d100

1-50	Standard
51-80	+1
81-100	+2

### Attack Types

#### Roll 1d100 5 times

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

### Attack Damage

$$\text{Str} / 200 + 3D6 = \text{Damage}$$

### Defense Types

#### Roll 4 times

#### Roll 1d100 4 times

1-10	Armored Skin
11-20	Resistance
21-30	Immunity
31-40	Camouflage
41-50	Excellent Eyesight
51-60	Excellent Hearing
61-70	Excellent Smell



71-100 None

### Armored Skin

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

Armor Rating = 1d6x5

### Resistance

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

### Roll 1d100

1-20 Heat – unaffected by high temp up to 80 degrees C, +10 to Con for higher temps.

21-40 Cold – unaffected by Low temp down to -30 degrees C, +10 to Con for lower temps.

41-60 Disease – Strong immune system, +30 for Con rolls vs. disease

61-80 Poison/toxins – Toxic resistance, +30 to Con for poison resistance.

81-100 Environment change – Can last 1D6x10 minutes outside of its normal environment (underwater etc.)

### Immunity

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

### Roll 1d100

1-20 Heat - unaffected by high temp up to 400 degrees C, +30 to Con for higher temps.

21-40 Cold– unaffected by Low temp down to -300 degrees C, +30 to Con for lower temps.

41-60 Disease – The animal is completely unaffected by disease.

61-80 Poison/toxins – The animal can survive in environments where it would normally thought impossible because of toxicity.

81-100 Environment change – The animal can live in any hostile environment for hours on end.

### Camouflage

The Animal blends in with a specific environment and therefore prefers it. Impairment of 1D6x10 to see the animal.

### Excellent Eyesight

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

### Excellent Hearing

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

### Excellent Smell

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

### Movement Type

Roll 1d100 Insect types +50

1-15 Biped

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

### Running speed

#### STR Meters Per Turn Running

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

### Jumping

#### Horizontal Jump

	Tiny	Small	Med	Large	Giant
1	1	-	-	-	-
2	2	-	-	-	-
5	-	15	-	-	-
10	-	30	20	-	-
20	-	-	30	-	-
30	-	-	35	-	-
40	-	-	40	-	-
50	-	-	45	10	-

60	-	-	50	20	-
70	-	-	-	30	-
80	-	-	-	40	-
90	-	-	-	50	-
100	-	-	-	60	.15 m
150	-	-	-	70	.25 m
200	-	-	-	80	.5 m
300	-	-	-	-	1 m
350	-	-	-	-	1.25 m
400	-	-	-	-	1.5 m

### Habitat

#### Roll 1d100

1-30	Anywhere
31-40	Underground
41-50	Plains
51-60	Forest
61-70	Wet Areas
71-80	Water
81-90	Thermosynthetic biospheres
91-100	Arid

### Numbers

#### Roll 1d100

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

99	500-5000
100	Very Numerous

### Experimental Kelrath E-Suit

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

Escort

Roll 1d100

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

Type of Experiment

Roll 1d100

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

### Wreckage: Chezbah Demolisher with 1D6 Experimental Weapons/ Devices

### Discover a new useful plant

Size

Roll 1d100

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

Usefulness

Roll 1d100

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

### Find a map to a treasure

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

Treasure Type

Roll 1d100

1-8	Rare Element
9-40	Technology
41-60	Books
61-80	Historical Item
81-100	Artwork

Value

Roll 1d100

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

### Malfunctioning Kerdi thinks you are it's owner

The Kerdi

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

The Kerdi are robots that are fully autonomous, meaning that they can operate without any direction. Their computer brains are a quantum liquid computer. The technology used in these brains is not fully understood, but what is known is that this gives the Kerdi exceptional response times, and allows them to learn at incredible rates.

Kerdi are traditionally used as guards. They wait for a target to come into the area, determine if it is friend or foe by stealthy observation, and then attack with impressive speed. This first attack is usually short lived. Kerdi act something like cold blooded animals. They are capable of short bursts of speed, but then slow down. Once this initial burst of speed is over, The Kerdi must rely on it's pinpoint accuracy to defeat an enemy.

Another advantage a Kerdi employs is their near seeming immunity to energy weapons. The Kerdi uses an unknown type of force field to absorb energy, much more efficient than simply deflecting it as traditional force fields do.

When a Kerdi attacks it's Ref is 75 but each turn it must make a Con roll or it's Ref drops to 20. If the Kerdi's shields absorb 400 points of energy damage, they are re-energized and their reflex goes back to 75 until they fail their Con roll.

Species Kerdi

Length 2.3 m

Mass 1548 Kg

Attributes

	Full	1/2	1/4	1/8
Con	10	5	3	2
Str	150	75	38	19
Ref	75-20	38-10	19-5	10-3
Agi	80	40	20	10
Dex	20	10	5	3
Bty	15	8	4	2
Cha	5	3	2	1
Int	70	45	23	12
IQ	10	5	3	2
Psy	80	40	20	10
HP	200			

Barrier Points - 8

**Diet** - Energy, such as plasma, radiation (including radio waves, light, heat, and solar), electricity, or any type of energy it can tap into. The Kerdi absorbs energy through it's shield.

**Actions Per Turn:** Standard

**Damage**

**Plasma Cannons**

	PB	S	Med	L	Ex
Damage	100	100	60	50	30

	30	30	20	15	10
Damage	30	30	20	15	10

Range Class: C

Plasma Payload: 10/Hour

Rate of Fire: 4

### Heavy Plasma Gun

Kerdi store plasma payload in reserve for an anti-vehicle attack. the top two plasma guns fire a longer burst of plasma to do more damage but the payload is limited. Kerdi do not use this attack on objects under 2 meters tall.

	PB	S	Med	L	Ex
Damage	100	100	60	50	30

Range Class: C

Plasma Payload: 2/Hour

Rate of Fire: 2

### Lasers

	PB	S	Med	L	Ex
Damage	14	14	7	4	2

Range Class: D

Payload: Unlimited

Rate of Fire: 4

**Defenses** - Armor (AR 15) and Force Fields vs Energy weapons (AR 400)

**Special Abilities** Kerdi have the ability to climb vertical surfaces and even hang upside down on surfaces with an armor rating ten or lower.

Kerdi can speak Kelrath, and also communicate via radio.

Kerdi have infrared and low light capabilities.

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

Kerdi Shields act as an ECM range class E and they have ECM skill +30. The Force Field also as a visual camouflage in darkness. They have a Camouflage skill of +30.

### Kelec

Kalec is a name given to those who Loc attempts to convert into one of his priests, and fails due to the person's own willpower. Kalecs are rare and they are held in deep respect by the Scimrahn. A

fully progressed Kalec has all the powers of a Chezbah priest. Furthermore he can mentally communicate with Loc, Chezbah Priests, and Warriors. Using this, a Kalec will confuse the minds of priests, and warriors. As a result the Chezbah hate and fear Kalecs.

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

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

## Experimental Chezbah Superweapon

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

### Status

Roll 1d100

1-40 Inactive

41-100 Active

### Defense

1D100x5 Hounds

1D10x10 Chezbah Warriors

1D6x3 Hunter E-Suits

1D6 Demolishers

### Weapon Type

Roll 1d6

1-2 Beam Weapon

3-4 Nano-Weapon

5-6 Super Robot

## 1D6 Demolishers

### Beam Weapon

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

### Nano-Weapon

This is an extension of the nano-technology that the Chezbah use. It could take the form of a airborne scourge that is contagious or

### Super Robot

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

## Find a Legendary War Engine

The War Engines supposedly go all the way back to the war between Loc and a group called "the old gods". These are immensely powerful, most were destroyed, but some survived the war and some have been found to exist today. One of the strange things about the War

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

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

#### Condition

Roll 1d100

1-20	Functional
21-100	Non-functional

#### Size

Roll 1d100

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

### Meet a Famous Person

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

famous NPC should have stats in line with the Fame Points they have.

#### Fame

Roll 1d100

1-50	30
51-80	50
81-85	100
86-90	200
91-93	500
94-96	800
97-99	1000
100	3000

#### Famous for...

Roll 1d100

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

#### Gender

Roll 1d100

1-50	Male
51-100	Female

### Find a Rantaa's hidden weapons cache

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

#### Size

Roll 1d100

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

### Cache

#### Roll 1d100

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

## Find a Pettok and Brugha breeding and training ground.

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

### Run by

#### Roll 1d100

1-30	Chezbah
31-100	Kelrath

### Animals

#### Roll 1d100

2D6	Brugha
3D10	Pettok
1D100	Berem

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

Type Anti-grav

**Model** Pho'duk

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

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

Power plant type: Turbofan Jet

Movement  
Flight Top Speed 2,000 Km/h

Total fuel capacity: 4 Hours  
Fuel type: Liquid Carbon

Armor Rating: 40  
Hit Points: 250  
Crew: 1  
Passengers: 0  
Piloting Modifier: 40% Impairment

### 2 Lasers

	PB	S	Med	L	Ex
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

### 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 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

## Find a Chezbah ghost town

### Find an unattended nest of Brugha eggs

Mom will be back in 2D6 turns

1d10 Eggs



# Environmental

Roll 1d100 +30 to roll if on the surface

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

## Cave In

The Hex or tunnel that the characters are in is damaged and unstable.

Roll 1d100

1-50	Minor rock fall
51-75	Single large rock falls
76-90	Large section of roof collapses
91-100	Whole hex collapses

## Minor Rock Fall

Each character must dodge 1D10 small rocks that do 1D10

## Single Large Rock Falls

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

## Large Section of Roof Collapses

Each character in a 300 meter radius must dodge 1D10 large rocks that do 2D6x40.

## Whole Hex Collapses

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

## Cracked Reservoir

The nearby reservoir has cracked and is causing flooding in adjacent hexes. Any dirt in Ag hexes or in residential hexes is now deep mud. The tidal wave can wash mud into doorways so high that they are impassable in the adjacent hex. Roll on the Random Direction table to determine which reservoir wall has cracked. The characters will encounter the flooding as it rushes into the hex they are in. The water travels at 120 kph and will rise at a rate of 1 meter per hour. Roll on the position table to see where the characters are when the water starts to flood in. The water will flow into 500 hexes by the time the flow has abated and

it drains down into vertical passages, or through enough cracks and drains to no longer flood.

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

Distance from reservoir  
Roll 2D10 hexes

### Plasma Leak

A Tertiary Plasma line has ruptured. The plasma leak causes secondary fires in surrounding CCC which gives off choking smoke and obscures vision and optical sensors (-20). Each turn characters without breathing apparatus must make a Con roll or lose consciousness and will die in 1d6 turns if not moved to fresh air. Fire does 12 points of damage per turn and doubles if the object starts on fire (is flammable GM's discretion).

	PB	S	Med	L	Ex
Damage 1K	800	400	200	100	

Blast Range Class: C  
Duration: 10 Minutes

### Powered City

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

### Raining

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

Strength  
Roll 1d100

1-20	Drizzle (1 Physical 1 Mental per hour)
21-50	Soaking rain (1 Physical 2 Mental per hour)
51-80	Downpour (2 Physical 2 Mental per hour)
81-100	Flooding Rain (3 Physical 3 Mental per hour)

### Strong winds

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

Wind Speed

Roll 1d100

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

Wind Speed Impairments

10-30	Km/H 10% Impairment to piloting rolls
40-60	Km/H 20% Impairment to piloting rolls
100	Km/H 40% Impairment to piloting rolls 10% Impairment to visibility

140	Km/H 50% Impairment to piloting rolls 10% Impairment to visibility
180	Km/H 60% Impairment to piloting rolls 20% Impairment to visibility
220	Km/H 70% Impairment to piloting rolls 20% Impairment to visibility
260	Km/H 80% Impairment to piloting rolls 30% Impairment to visibility

### Quake splits the ground

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

Distance from rift  
1D100x100 meters

Length  
1d10x10 Km

Width  
1D100x10 Meters

Height  
1d10x2 Km

Effect on Characters

Roll 1d10 for each character

1	No effect
2-4	Shaken - Agi or piloting roll to remain upright
5-6	Thrown - Thrown 2D10 meters.
7-8	Rock fall - dodge 1D10 small rocks that do 1D10 damage.

9-10	Heavy rock fall - dodge 1D10 large rocks that do 2D6x40 damage.
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Effect on hexes

Roll 1d100 Roll on Random Direction table for walls that are blocked

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

### Fire

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

Strength

Roll 1d100

1-20	Fire burned out
21-75	Minor fire creating heavy smoke

- 76-90 Blaze is in 1D6 Hexes 60 Km/h winds in doorways
- 91-100 Blaze in 2D6 Hexes 60 Km/h winds in doorways

### Dust storm

Wind is kicking up fine particles that obscure vision and make it difficult to breath. Each turn characters without breathing apparatus causes 1 stress to each category. The dust obscures vision and optical sensors (40% Impairment). Living for long periods of time in this environment causes 1 damage per day due to the dust abrading skin. Vehicles without their own oxygen supply (usually this means everything but E-suits) must have their filters scrubbed every hour or it will stall (Repair machinery roll).

### Below freezing temperatures

A large region has been blocked from warm air flowing into it. If the characters do not have protective clothing they take 1 Physical and 1 Functional stress per hour.

### Ground is covered with ice

The ground in a 2D10 hex area flooded and later froze. There is a 40% Impairment to AGI and 10% Impairment to REF while on foot. Land based vehicles are 40% Impairment to pilot and the pilot is 20% Impairment to REF.

### Quake

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

Effect On Characters  
Roll 1d10 for each character

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

### Effect on hexes

Roll 1d100 Roll on Random Direction table for walls that are blocked

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

### Fog/haze

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

### Density

Roll 1d100

- 1-50 Thin 10% Impairment to vision
- 51-75 Hazy 20% Impairment PDF to vision
- 76-87 Dense 30% Impairment to vision
- 88-93 Obscuring 40% Impairment to vision

94-100 Wall of Fog 60% Impairment to vision

## Chasm

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

Length

1d10x10 Km

Width

1D100x10 Meters

Height

1d10x2 Km

## Fouled Air

Some toxic gas (Carbon monoxide, Methane etc.) is heavy in the air. Each turn characters without breathing apparatus 1 Physical and 1 Mental Stress.

## High Radiation

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

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

Removing clothing from potentially contaminated patients eliminates most external contamination and that universal precautions are generally sufficient to protect medics from harm of radiation exposure.

Prevention of and treatment of infection is one of the primary focuses of treating radiation exposure. Supporting and enhancing normal blood cell function is of high importance as this is one organ that is hit hardest. With a successful General Medicine roll the radiation poisoning level can be reduced by one level. Bed rest can reduce the level by one. Proper medical facilities can reduce the level by one.

The effects of radiation are horrible, thankfully most of the radioactive areas in The Artifact have low levels of radiation and the higher levels of poisoning are only a risk after extended exposure. Effects are cumulative for each level of exposure.

Irradiated area

Roll 1d100

1-50 1 Hex

51-75 30 Km radius

76-90 60 Km radius

91-100 100 Km radius

Exposure

Roll 1d100

1-50 0 plus 1 per day (24 hours)

51-75 1 plus 1 per 12 hours

76-88 2 plus 1 per 6 hours

89-97 3 plus 1 per 3 hours

98 4 plus 1 per hour

99 5 plus 1 per 30 min

100 6 plus 1 per 15 min

0 – No significant exposure.

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

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

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

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

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

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

7 - Acute poisoning, 100% fatality after 14 days. Survival depends on intense medical care. Bone marrow is nearly or completely destroyed, bone marrow

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

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

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

## **Very Hot**

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

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

## Ground Lightning

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

Effect

Roll 1d100

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

## Tornado

In the weak atmosphere of the poles the wind can blow very hard and still barely be felt. Rotating updrafts can further increase the force of this wind and pick up carbon dust and sand. These storms can pose several problems for people and equipment, from increased wear from dust infiltration to electrical arcing to projectiles. Each turn the storm moves 1D100 x 10 meters and changes course every turn (use the Random Direction Table). It affects everything within a range class of B.

Size

Roll 1d100

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

## Meteor Shower

A meteor shower hits the surface in a 10 km radius. Each character must dodge 1D10 small meteors that do 3D10 damage.

## Comet Impact

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

# Reference and Other Random Generators

<b>Geetin</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	50	25	13	7
Str	45	23	12	6
Ref	40	20	10	5
Agi	45	23	12	6
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

<b>Gijorn Armor</b>		
Hit Location	Armor Rating	Hit Points
Head	9	5
Shoulder	9	3
Body	7	10
Arms	5	5
Hands	3	2
Groin	7	3
Legs	5	6
Feet	3	6
Physical: 4 per hour		
Functional: 2 per hour		
Mental: 3 per hour		

<b>Geetin Armor</b>		
Hit Location	Armor Rating	Hit Points
Head	8	4
Shoulder	5	3
Body	5	5
Arms	2	1
Hands	3	2
Groin	5	3
Legs	2	1
Feet	3	3
Physical: 3 per hour		
Functional: 1 per hour		
Mental: 3 per hour		

<b>Kaloord</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	40	20	10	5
Str	40	20	10	5
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	30	15	8	4
Psy	30	15	8	4
HP	15			

<b>Gijorn</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	45	23	12	6
Str	50	25	13	7
Ref	45	23	12	6
Agi	50	25	13	7
Dex	45	23	12	6
Bty	30	15	8	4
Cha	30	15	8	4
Int	30	15	8	4
IQ	20	10	5	3
Psy	20	10	5	3
HP	15			

<b>Rantaa</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	40	20	10	5
Str	40	20	10	5
Ref	30	15	8	4
Agi	30	15	8	4
Dex	35	18	9	5
Bty	35	18	9	5
Cha	30	15	8	4
Int	30	15	8	4
IQ	35	18	9	5
Psy	40	20	10	5
HP	15			



<b>Kerdi</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	10	5	3	2
Str	150	75	38	19
Ref	75-20	38-10	19-5	10-3
Agi	80	40	20	10
Dex	20	10	5	3
Bty	15	8	4	2
Cha	5	3	2	1
Int	70	45	23	12
IQ	10	5	3	2
Psy	80	40	20	10
HP	200		AR	15
BP	8		FF	400

<b>Chezbah Priest</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	30	15	8	4
Str	30	15	8	4
Ref	20	10	5	3
Agi	20	10	5	3
Dex	45	23	12	6
Bty	30	15	8	4
Cha	45	23	12	6
Int	40	20	10	5
IQ	80	40	20	10
Psy	45	23	12	6
HP	15			
BP	38			

<b>Chezbah Warrior</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	80	40	20	10
Str	80	40	20	10
Ref	50	25	13	7
Agi	70	35	18	9
Dex	65	33	17	9
Bty	20	10	5	3
Cha	40	20	10	5
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	15			
BP	19			

<b>Chezbah Warrior Armor</b>		
Hit Location	Armor Rating	Hit Points

Head	10	10
Shoulder	15	10
Body	15	10
Arms	10	10
Hands	5	2
Groin	10	8
Legs	10	10
Feet	10	5
Physical:	2 per hour	
Functional:	1 per hour	
Mental:	2 per hour	

<b>Chezbah Pilot</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	25	13	7	4
Str	25	13	7	4
Ref	50	25	13	7
Agi	50	25	13	7
Dex	60	30	15	8
Bty	30	15	8	4
Cha	30	15	8	4
Int	40	20	10	5
IQ	40	20	10	5
Psy	40	20	10	5
HP	7			

<b>Chezbah Pilot Armor</b>		
Hit Location	Armor Rating	Hit Points
Head	10	10
Shoulder	-	-
Body	10	15
Arms	5	5
Hands	-	-
Groin	-	-
Legs	-	-
Feet	5	5
Physical:	1 per hour	
Functional:	1 per hour	
Mental:	2 per hour	

<b>Hound</b>				
	<b>Full</b>	<b>1/2</b>	<b>1/4</b>	<b>1/8</b>
Con	30	15	8	4
Str	40	20	10	5
Ref	60	30	15	8
Agi	70	35	18	9
Dex	10	5	3	2
Bty	10	5	3	2

Cha	20	10	5	3
Int	40	20	10	5
IQ	15	8	4	2
Psy	100	50	25	13
HP	10		AR	5
BP	14			

Critical Hits		
Hit Location	Stress	Damage
Head	10 Physical 10 Mental	Damage x2
Body	10 Physical	Standard Damage
Shoulder	5 Physical 5 Functional	Standard Damage
Arm	5 Physical 10 Functional	Half Damage
Hand	10 Functional	Quarter Damage
Groin	10 Physical	Standard Damage
Leg	5 Physical 3 Functional	Half Damage
Foot	5 Physical	Quarter Damage

## Male Scimrahn Names

Roll 1d100

1	Doljah
2	Bakko
3	Ahahshin
4	Loahre
5	Koshinpi
6	Bakahiet
7	Lonoc
8	Chshinjah
9	Noc
10	Noctelshin
11	Ubpiko
12	Piahrebak
13	Chlonoc
14	Tarahiet
15	Ahietdol

16	Mahahietgri
17	Jahdol
18	Nocch
19	Ahahfelmo
20	Mahmo
21	Jahshin
22	Baklo
23	Chfelshin
24	Dolloahah
25	Lonbakshin
26	Tarlonjah
27	Ahrenoc
28	Komo
29	Chahietpi
30	Felko
31	Dollonmah
32	Nocahah
33	Ahahtar
34	Ahietmoch
35	Griahietahiet
36	Dolbak
37	Ahreahietgri
38	Mah-Tar
39	Shinubshin
40	Mofel
41	Pich
42	Pigri
43	Ahahbak
44	Kopi
45	Nocub
46	Grinoc
47	Griahah
48	Jahmogri
49	Dolgriahre
50	Komahlo
51	Shinchlo

52	Ahietmahmo
53	Kodol
54	Ahahdoldol
55	Dolgri
56	Nocfel
57	Tarlon
58	Ahietpi
59	Kobak
60	Bakub
61	Ubahre
62	Ubbak
63	Mahlo
64	Ahreub
65	Shin
66	Ahiet
67	Ahahgri
68	Lonnoc
69	Lonjah
70	Tarubfel
71	Mahbaknoc
72	Ubnoc
73	Pimo
74	Ahre
75	Gribak
76	Lonlo
77	Ub
78	Ahahiet
79	Grigri
80	Tardolahre
81	Gri
82	Ahrebak
83	Shingribak
84	Koahahjah
85	Ahrepi
86	Ahiettar
87	Shinch

88	Feldol
89	Shinfebak
90	Ahahre
91	Lonpich
92	Ahredol
93	Grishintar
94	Lodol
95	Ubtarjah
96	Ahahshinjah
97	Tar Ahiet
98	Ahietahre
99	Piubnoc
100	Ub-Mo

### Female Scimrahn Names

Roll 1d100

1	Ahzshin
2	Neenoc
3	Thechimo
4	Chi
5	Ahzmo
6	Lon
7	Rimthe
8	Pitar
9	Oemo
10	Lonlo
11	Rimub
12	Nimthe
13	Nocchi
14	Mahpilo
15	Piahlom
16	Nimlom
17	Oe-Ulo
18	Lo Noc
19	Rimchilom
20	Ulo

21	Pilo	56	Nimpi
22	Lomrim	57	Lomshim
23	Lo Ahz	58	Theshim
24	Moubnim	59	Shimosh
25	Shimshim	60	Oshpi
26	Ahlo	61	Ahrimshim
27	Rimnim	62	Lotaloe
28	Mahshim	63	Nee-Tal
29	Taltheipi	64	Lopiulo
30	Ubah	65	Umnim
31	Pichi	66	Umthe
32	Nocmah	67	Ummo
33	Pinoc	68	Lomah
34	Neeshim	69	Lomahz
35	Oshulo	69	Umnim
36	Chilom	70	Uloah
37	Ahzlo	70	Umthe
38	Mahrim	71	Moosh
39	Mahah	71	Ummo
40	Ulorim	72	Talmah
41	Mahchi	73	Rimmahnim
42	Nimneenee	74	Rimmah
42	Ulorim	75	Umumnim
43	Lomnee	76	Chithe
44	Ahulo	77	Nimshim
45	Talnoc	78	Umchi
46	Lommopi	79	Therim
47	Thenee	79	Umumnim
48	Rim Ahz	80	Oenim
49	Talmo	81	Mooe
50	Chimah	82	Ahzulo
51	Morimlo	82	Umchi
52	Piub	83	Nocnim
53	Nimahtal	84	Mahahzum
54	Mochipi	85	Nocneenee
55	Talnee	86	Shimtal

87	Mahpinoc
88	Mahnoc
89	Oshrim
90	Neeuloah
91	Thelo
92	Lommo
93	Oenoc
94	Shimnee
95	Rimum
95	Ulorim
96	Lomoerim
97	Ahz Oe
98	Ahpi
99	Nocrim
100	Mahmahrim

### Male Kelrath Names

Roll 1d100

1	Szarlh
2	Sirosiro
3	Sinichksza
4	Talsi
5	Turomen
6	Kzichkni
7	Dolniszan
8	Sisivosk
9	Hsivoro
10	Skrnisi
11	Dolvo
12	Rohdolvo
13	Ntitutu
14	Kzidoll
15	Vohsksk
16	Voszaskr
17	Mezinh
18	Skrask

19	Hchksitu
20	Nirhzi
21	Hetalsihe
22	Meroszachk
23	Ksksil
24	Ktunira
25	Hskmetu
26	Kmensza
27	Dolhnime
28	Chksitiro
29	Rochk
30	Ktituchk
31	Ktal
32	Talszasil
33	Medolrni
34	Roraitu
35	Rasltu
36	Rorohel
37	Tulhechk
38	Talr
39	Szazirak
40	Zillchk
41	Mesknhe
42	Dolkltal
42	Hsza
43	Ratusiro
44	Nmetun
45	Talrotalra
46	Dolsinivo
47	Hezitalr
48	Rozistal
49	Mesknini
50	Talchk
51	Dolszanchk
52	Zidolmedol
53	Szakks

54	Zizilh
55	Talnvoti
56	Szaro
57	Htalszadol
58	Lnivozi
59	Nihemes
60	Rontichk
61	Talhetuti
62	Talro
63	Nrorra
64	Chktidol
65	Szaroszask
66	Sktudolra
67	Simerar
68	Rtalskdol
69	Chksdolro
69	Nirzini
70	Hesaratal
70	Sknmesk
71	Skme
71	Szadolrochk
72	Hevo
73	Snisl
74	Zisinra
75	Szanndol
76	Kmeskra
77	Dolsiszasi
78	Doldolnin
79	Dolhevosi
79	Votiszavo
80	Sktuhl
81	Skmehek
82	Medol
82	Vok
83	Tuvonin
84	Ramensk

85	Situdolsza
86	Rsihme
87	Nimemechk
88	Talklti
89	Szaheziro
90	Melrvo
91	Chknrdol
92	Rtalrak
93	Zilvoti
94	Ksszavo
95	Dolrorazi
95	Nituchkn
96	Ranss
97	Melmeh
98	Raroksk
99	Talszahesi
100	Talherosza

## Female Kelrath Names

Roll 1d100

1	Zimavotu
2	Uznilani
3	Hlouztu
4	Memnsk
5	Feklafe
6	Zih
7	Mhchkri
8	Skzi
9	Ktal
10	Kuzvom
11	Uzkskme
12	Vonituh
13	Chkrinitu
14	Mahrahani
15	Nirimn
16	Rguzuzk

17 Tusknni  
18 Sknikm  
19 Susuferah  
20 Mvofeme  
21 Kchkskn  
22 Rgrah  
23 Rahvokm  
24 Nrihlo  
25 Lasksu  
26 Masuksu  
27 Lataktu  
28 Tututurah  
29 Nirglotu  
30 Rivo  
31 Uzlatotal  
32 Skfemni  
33 Rglakn  
34 Vofemela  
35 Lomchktu  
36 Nini  
37 Rahhrife  
38 Sksulo  
39 Uzhnlo  
40 Susumchk  
41 Ziskkzi  
42 Hzizitu  
42 Rahmefesk  
43 Mrichkzi  
44 Uzlakfe  
45 Mlalotal  
46 Suhuzuz  
47 Hrgrgsk  
48 Lolaskk  
49 Sulotalme  
50 Nuzsuchk  
51 Fevohtu

52 Uznrih  
53 Chkvouzvo  
54 Hsiritu  
55 Chkmerichk  
56 Matalchkn  
57 Ninifefe  
58 Rguzchktu  
59 Vofeskme  
60 Ktunh  
61 Kmamtu  
62 Rahtallasu  
63 Feuzmeri  
64 Nirituh  
65 Suturahtal  
66 Suturahtm  
67 Talmma  
68 Sotaluzrg  
69 Mamasktal  
69 Talskklo  
70 Hnzila  
70 Mlanisk  
71 Lauzuzh  
71 Rahfehlo  
72 Mevo  
73 Nifehuz  
74 Sknimak  
75 Surinn  
76 Margmlo  
77 Skmahrg  
78 Tuhsotal  
79 Rahzi  
79 Talnuzma  
80 Nima  
81 Chkrimtu  
82 Nim  
82 Nsumah

83	Htal
84	Lorikvo
85	Talmafelo
86	Skvo
87	Nlaman
88	Suhuzzi
89	Uzmlok
90	Kferahma
91	Lohuzni
92	Rahlafek
93	Rahvolama
94	Skchkmask
95	Ntalvofo
95	Talkmezi
96	Rahlorahlo
97	Lonrahni
98	Nmzilo
99	Skmvola
100	Zifeskrah

### Male Chezbah Names

Roll 1d100

1	Melom-Reelme
2	Heffel-Lomrath
3	Ahashah-Felha
4	Reekfel-Meaha
5	Elekgimb-Feraha
6	Gimbfer
7	Rathreek-Chahfel
8	Gimblif-Gimbaha
9	Chah-Gimbmb
10	Felke-Fergimb
11	Rathchah
12	Lommb
13	Sawshah-Fergimb
14	Hake-Eleklom

15	Sawrath-Felaha
16	Hefreek-Rathsaw
17	Harath-Shahgimb
18	Gimbme-Elekelek
19	Sawsaw-Elek
20	Rathfer-Fellom
21	Sawreel
22	Rathhef
23	Ke-Chahhef
24	Shahke-Saw
25	Dekeaha
26	Shahgimb-Sawchah
27	Deketol
28	Hefshah-Rathchah
29	Dekechah-Halom
30	Sawtol-Bahgimb
31	Mblif-Rathdeke
32	Ahadeke-Sawgimb
33	Kefel-Chahsaw
34	Lifreel
35	Lommb-Keke
36	Keshah
37	Reellom
38	Tollif-Hefdeke
39	Hafel
40	Elekaha-Melif
41	Gimbaha-Elekreek
42	Rathhef-Melom
42	Shahreel-Rath
43	Mbdeke-Fel
44	Shahme-Tolsaw
45	Melom-Rathaha
46	Hefke
47	Elekdeke
48	Dekeha-Elektol
49	Memb



50	Ahaelek-Chahaha
51	Ahamb-Kelom
52	Shahlom-Ferlom
53	Tolfer-Lenrath
54	Sawfel-Shahlif
55	Dekeha-Mbelek
56	Dekereek-Hatol
57	Reelchah-Reekelek
58	Shahfel-Kehef
59	Elekmb-Elekaha
60	Gimbsaw-Shahha
61	Haelek-Reeksaw
62	Ferchah-Gimbfer
63	Reelreel-Ahaha
64	Mbreel
65	Dekelif-Gimbfer
66	Ferreek-Shahelek
67	Fellif
68	Metol-Liffer
69	Lommb-Felchah
69	Shahchah
70	Lomlen
70	Tolreek-Fer
71	Bahlen
71	Fersaw
72	Sawdeke-Reekshah
73	Chah-Lenreek
74	Rathreel
75	Mbreek
76	Lengimb
77	Reekaha-Sawtol
78	Sawrath-Memb
79	Chahfel-Ahalen
79	Dekelom-Lenfer
80	Mbdeke
81	Feldeke-Me

82	Chahfer-Saw
82	Gimbsaw-Chahsaw
83	Tolbah-Mbgimb
84	Felgimb
85	Sawsaw
86	Tol-Chahshah
87	Reelke
88	Sawlif-Chahrath
89	Meaha
90	Chahreel
91	Saw-Reelmb
92	Ahahef-Lomme
93	Reelfer-Bahdeke
94	Reelfel-Gimblom
95	Lomlif
95	Reelchah
96	Tollif-Kelif
97	Lifmb-Mblom
98	Ahareek-Chahbah
99	Fellen-Bahchah
100	Chahmb-Shahdeke

### Female Chezbah Names

Roll 1d100

1	Lombah-Meme
2	Ahanim
3	Ahabah
4	Chollif-Delchah
5	Cholke
6	Oelom
7	Del
8	Bahdre
9	Chahdel
10	Keshah-Shahtsa
11	Cholfen
12	Drelif

13 Dreoe-Delchee  
 14 Cheeshah-Bahlen  
 15 Dremb-Cholchee  
 16 Chahke  
 17 Bahfer  
 18 Mechee  
 19 Lifme  
 20 Chahnim  
 21 Tsaaha-Ahafer  
 22 Reekdel  
 23 Ferchol  
 24 Cheedel  
 25 Chahreek-Fenchol  
 26 Keshah-Cheebah  
 27 Fernim-Tsalif  
 28 Lifbah-Reekaha  
 29 Nimdre-Fernim  
 30 Dreaha  
 31 Mboe  
 32 Choldre-Shahchol  
 33 Shahke  
 34 Lifchah  
 35 Dellif  
 36 Drefer-Fenshah  
 37 Reekreek-Ahachah  
 38 Deltsa-Ferchol  
 39 Choldre-Mblom  
 40 Cheeshah  
 41 Fernim-Tsaaha  
 42 Bahlen-Nimnim  
 42 Shahlen  
 43 Fer-Lifnim  
 44 Reeklen-Ahabah  
 45 Kebah-Tsake  
 46 Oeme-Oefen  
 47 Mefer

48 Lifo-Nimfen  
 49 Oe-Tsachol  
 50 Deloe  
 51 Lomdre  
 52 Shahtsa  
 53 Ahatsa-Fen  
 54 Reekaha-Fenme  
 55 Ahalom-Ahashah  
 56 Delchah  
 57 Cheeoe  
 58 Liflif-Cheemb  
 59 Nimlif  
 60 Delmb-Cheelom  
 61 Metsa  
 62 Bahnim-Tsafen  
 63 Reekke-Ferchol  
 64 Nimke-Reeklom  
 65 Bahfen  
 66 Bahreek  
 67 Chahme  
 68 Fermb-Oemb  
 69 Lenbah  
 69 Tsadre-Lomaha  
 70 Drelen  
 70 Lenbah-Tsalen  
 71 Ferdel  
 71 Mbme-Chahmb  
 72 Fenlen-Cheefer  
 73 Shahfen  
 74 Ahame-Del  
 75 Kechah  
 76 Lenbah-Bahchol  
 77 Nimmb  
 78 Mbbah-Reekoe  
 79 Bahke  
 79 Chahaha-Melen

80	Fenlen-Lomlen
81	Reek-Ahake
82	Lenlom-Chahtsa
82	Oelen-Cheelif
83	Fentsa
84	Bahdel
85	Cheechah-Chahmb
86	Mbshah-Aha
87	Memb
88	Shahoe
89	Fenreek
90	Fendel-Reekoe
91	Oefen
92	Delme-Tsatsa
93	Mechah-Fershah
94	Ahadre
95	Mbdre
95	Oeoe-Nim
96	Cheeke
97	Keke-Delme
98	Keshah
99	Delmb-Delfen
100	Bahlif

	PI	ROF	RC	PB	S	Med	L	Ex
<b>Kelrath</b>								
<b>Laser Staff</b>	30	1	C	12	11	5	3	1
<b>Heavy Laser Staff</b>	20	1	C	45	45	15	10	5
<b>Particle Beam</b>	10	1	A	130	100	30	5	1
<b>Geetin Plasma Sphere</b>	3	1	C	20	15	10	5	1
<b>Gijorn Plasma Sphere</b>	6	1	C	20	18	12	8	2
<b>Kerdi Laser</b>	-	4	C	8	8	4	2	1
<b>Kerdi Plasma Cannon</b>	10/h	4	C	30	30	20	15	10
<b>Kerdi Heavy Plasma</b>	2/h	2	C	100	100	60	50	30
<b>Rall4 Lasers</b>	-	4	D	400	400	200	100	30
<b>Rall4 Plasma Cannons</b>	120	12	C	200	200	150	100	30
<b>Capital Laser</b>	-	1	D	1500	1400	700	450	250
<b>Chezbah</b>								
<b>Plasma Pistol</b>	15	1	B	25	20	15	10	5
<b>Plasma Gun</b>	12	1	C	60	50	40	20	5
<b>Hunter Laser</b>	-	4	D	200	200	100	50	16
<b>Hunter Plasma</b>	20	6	C	200	200	150	100	30
<b>Demolisher Laser</b>	-	1	E	1000	1000	500	250	100
<b>Demolisher Plasma</b>	160	4	D	900	800	700	500	300

	PI	ROF	RC	PB	S	Med	L	Ex
<b>ASO</b>								
<b>7.6mm Compact Pistol</b>	8	3	B	7	6	6	4	2
<b>9MM Pistol</b>	10	6	B	10	10	9	8	5
<b>Projectile Rifle</b>	30	3	C	10	10	9	8	5
<b>G-82 5.56mm Rifle</b>	30	15	B	10	10	9	8	5
<b>M-240B 7.62mm</b>	300	30	B	15	15	12	10	8
<b>TF Opt Projectile Gun</b>	4	1	D	500	450	350	300	100
<b>KS-10 Main Gun</b>	50	1	D	500	450	350	300	100

<b>I-CA</b>								
<b>9MM Pistol</b>	10	5	B	11	11	10	8	5
<b>Projectile Rifle</b>	30	3	C	10	10	9	8	5
<b>AK-140 7.62 mm</b>	30	15	B	12	12	10	8	4
<b>GRXStorm Main Gun</b>	50	1	D	900	900	800	500	300
<b>GRXStorm Laser</b>	-	1	D	300	300	150	70	20
<b>Common</b>								
<b>Shotgun</b>	6	2	A	20	15	10	8	5
<b>Scimrahn</b>								
<b>Laser Pistol</b>	50	1	C	12	12	6	4	1
<b>Laser Gun</b>	100	1	D	12	12	8	5	3
<b>Heavy Laser</b>	25	1	C	40	40	20	15	10
<b>Particle Beam Pistol</b>	3	1	A	80	40	10	1	1
<b>Particle Beam Gun</b>	5	1	A	150	120	50	10	1
<b>Plasma Pistol</b>	7	3	B	20	15	10	5	1
<b>Plasma Gun</b>	7	3	B	20	20	15	10	3
<b>TF Plasma Blaster</b>	200	30	B	25	25	22	20	12
<b>TF Laser</b>	-	1	D	300	300	150	70	20
<b>TF Opt Particle Beam</b>	-	1	B	4500	4000	1800	370	30
<b>TF Opt Heavy Laser</b>	-	1	D	500	500	200	140	50
<b>TF Opt Plasma Gun</b>	7	1	C	400	400	300	200	60
<b>TF Opt Heavy Plasma</b>	10	1	C	600	600	350	300	80
<b>TF Opt Meta Gun</b>	-	1	E	400	400	350	350	200
<b>Delta Laser</b>	-	4	D	75	75	40	20	10
<b>Delta Plasma</b>	12	2	C	500	500	300	250	40
<b>Freighter Laser</b>	-	4	C	20	20	10	5	1
				Fail	Full	1/2	1/4	1/8

<b>Laser Marker</b>	-	1	D	20% Imp	20% A	30% A	40% A	50% A
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	PI	ROF	RC	BRC	PB	S	Med	L	Ex
<b>ASO</b>									
<b>Standard Explosive</b>	1	-	-	A	50	40	20	10	2
<b>Incendiary Grenade</b>	1	-	-	A	30	30	30	15	5
<b>Fragmentation</b>	1	-	-	A	75	30	10	3	1
<b>AVW</b>	2	1	D	A	200	150	100	50	10
<b>Anti-Tank Mine</b>	1	-	-	A	300	75	10	3	1
<b>Anti-Infantry Mine</b>	1	-	-	A	50	50	30	10	3
<b>TF Opt Light Missile</b>	5	1-5	E	B	6000	3000	3000	1500	300
<b>TF Opt Heavy Missile</b>	1	1	E	B	11000	9000	9000	3000	900
<b>KS-10 Missile Pod</b>	5	1-5	E	B	2000	1000	1000	500	200
<b>I-CA</b>									
<b>Standard Explosive</b>	1	-	-	A	40	40	20	10	2
<b>Incendiary Grenade</b>	1	-	-	A	30	30	30	15	5
<b>Fragmentation</b>	1	-	-	A	75	30	10	3	1
<b>VA 2</b>	1	1	C	A	250	100	100	50	10
<b>Anti-Tank Mine</b>	1	-	-	A	250	100	20	5	1
<b>Anti-Infantry Mine</b>	1	-	-	A	50	50	30	10	3
<b>Explosives</b>									
<b>Dynamite 1 Stick</b>	1	-	-	A+5	20	15	8	3	1
<b>C-4 5g</b>	1	-	-	A+50	20	15	8	3	1
<b>Nitroglycerine 10g</b>	1	-	-	A+20	20	13	5	1	1
<b>Gasoline (5 Liters)</b>	1	-	-	A	15	15	10	8	5
<b>LCF (100mL)</b>	1	-	-	A	20	15	5	1	1