STRIKE LEGION

A SCIENCE FICTION ROLEPLAYING GAME

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Thanks to my wife, Juyeon, for always pushing me forward.

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Table of Contents

Introduction

In the future, a war rages between the sprawling expanses of the Imperium and the technologically advanced Star Republic. Imperial ships outnumber those of the Republic a thousand to one but the Republic's superior ship designs and highly trained crews have been able to hold back the Imperial hordes. Everyday more and more Imperial ships arrive at the frontline of this war as Republic forces lose more of their irreplaceable crew members each day. Republic leaders realized early on that a direct military conflict would eventually end in defeat so they initiated the Legion Program. The Legion Process unleashes the ultimate potential of anyone who can survive the procedure turning that person into a perfect fighting machine.

Every Republic world has dedicated a large portion of their resources into developing this program and they have sent their best candidates for a chance to be evolved into a Legionnaire. Every member of the Strike Legion is made perfect by the Legion Process. Their bodies are reconstructed to make them superhuman and through engram programming they are made into masters of war, espionage, and technology. Small groups of these perfect warriors, known as Strike Teams, are sent into Imperial space to accomplish nearly impossible missions to disrupt the Imperial war machine so that one day the citizens of the Star Republic may once again know peace.

You will play a Legionnaire, a super soldier designed to perform missions that will hopefully change the future of this war. You will fight countless Imperial soldiers including simple troopers, powerful battle avatars, assassins, combat robots, augmented Imperial marines, and a myriad of bizarre and powerful Imperial warriors. You team will be sent into the war zone with the most powerful and advanced ship ever created, the Strike Cruiser that has dozens of experimental weapon systems that will allow your team to strike fear into the hearts of the Imperium.

Legionnaires are equipped with the most advanced weapons, equipment, power armor, and mobile frames that Republic technology can produce allowing them to succeed at any conceivable mission. A Strike Team of a few Legionnaires is more powerful than an army of Imperial soldiers but players must be creative in their solutions to difficult problems or their team will not be coming back because many traps lay ahead and new and more powerful Imperial threats are being developed everyday. Always remember that if your Strike Team is destroyed, the future of the Star Republic is placed in great danger because every Republic citizen has put their hopes and dreams on your shoulders.

The Imperium

The Imperium is a mighty star empire that fights to conquer and purify the universe for the glory of humanity. Its expanse covers more than a million habitable worlds whose people work in servitude for the glory of the Imperium. Imperial citizens are indoctrinated from birth and every aspect of their society is controlled and monitored. There is no freedom in the Imperium and any citizen can be executed for the slightest thought crime. The Imperium fields millions of battle fleets composed of a thousand poorly constructed capital ships of various sizes and states of disrepair protected by hordes of light battle frames. Each Imperial ship is weak but the sheer weight of their numbers and their total dedication to the Empress makes them a deadly fighting force. Each Imperial world is guarded by over ten million poorly equipped and trained but highly disciplined troopers.

The Imperium's leader is an ancient and powerful Master known as the Empress, who rules her million worlds with an iron fist. The Imperium tried to control its population with fear but the Empress learned from her mistakes so she indoctrinated her people in a central religion where they worship her as a goddess. The Empress has decentralize the power of the Imperium by creating thousands of Enclaves that each compete to create more powerful weapon systems and warriors to defeat the Republic and the Legion. Each Enclave controls its own worlds and military forces. This Enclave system ensures that no one can ever become more powerful than the Empress. Every Imperial leader is closely watched for any sign of betrayal by the Imperial Assassin's Guild and the Sisterhood and Brotherhood of the Empress.

Gens

Gens (Genetically ENgineered Species) are sentient species that were designed and breed to serve humanity in the dark and distant past but who fought and won their independence. Gens were created to perform tasks considered too degrading, tedious, difficult, or dangerous for humans, which is why they have such specialized physical attributes. They were engineered with stylized appearances so they resemble dragons, tigers, elves, and other ancient or mystical creatures by their parent megacorporation to distinguish them from other corporate Gens.

In the days of the Old Empire, Gens became an integral part of that ancient society because they performed all forms of physical and menial labor in their society. The Old Empire never realized that their creations would eventually lead to their ultimate downfall. Now Gens have hundreds of independent star empires encompassing thousands of worlds that make up a large percent of the Star Republic's powers. The Empress considers all Gens to be humanoid atrocities and wants to destroy the Star Republic to remove this curse from the universe.

The Star Republic

The Star Republic is an ancient government that survived the Eternal Night to become an alliance of humans and Gens. They fought the Imperium thousands of years ago and now once again, they are all that stands in the way of the Imperium conquering the entire universe. Their democratic society encompasses many diverse cultures and species that fight together against the evil Imperium. The citizens of the Republic fight alongside one another to defend their freedom and independence.

The Star Republic is made up of many independent governments that each controls hundreds of populated worlds and they all have their own motivations, beliefs, and cultures. This diversity makes political agreements difficult to achieve but it also makes the Republic culturally diverse and technologically advanced. It also provides the Republic with many unique perspectives on most social, economic, academic, and military problems.

The Republic's main line of defense is the Fleet, which is the most technologically advanced and highly trained fighting force in the universe. The Fleet fields thousands of advanced destroyers, cruisers, gunships, and dreadnoughts defended by extremely fast and powerful mobile frames. Each Republic world sends its best candidates each year for admittance into the Fleet Academy for training to become a member of the Fleet. Each member government also has its own defense force protecting its core worlds and colonies.

The Star Republic in desperation has created a group of super soldiers known as the Strike Legion and they must destroy the Imperium from within and stop the Imperial war machine from advancing any further into Republic space or all is lost.

Strike Legion

You will play a member of one of these Strike Teams know as a Legionnaire. Legionnaires are perfect soldiers that have been reconstructed to become ultimate warriors and defenders of the Republic. Every member of the Strike Legion has risked their lives by undergoing the Legion Process. This system of chemical and biological modification has made their bodies and minds perfect. They are programmed with incredible technical, scientific, fighting, and piloting skills that make them perfect warriors, diplomats, engineers, pilots, and scientists.

Only a few candidates survive the Legion Process but once a Legionnaire is transformed, he becomes a nearly immortal fighting machine. Every Legionnaire has her own reason for fighting but each understands that every mission she performs is vital to the survival of the Republic. Fleet actions against Imperial forces have always resulted in failure or massive causalities because of the endless swarms of ships that the Imperium fields.

Legionnaires are sent into Imperial space equipped with the most advanced equipment that the Star Republic can produce to wreck havoc within the Imperium. A Strike Team can do things that would require an entire armada of capital ships to accomplish but time is running out because Fleet forces can only hold off the Imperium for a little while longer.

The small but super advanced Strike Cruiser can be sent into Imperial space undetected to destroy important military installations, disrupt Imperial society, and accomplish missions that seem impossible. Every mission that a Strike Team is sent on changes the war by weakening the Imperium from within and destroying their most important resources, projects, and leaders. Legionnaires are equipped with experimental or lost technology weapons and equipment and their Strike Cruiser is a wonder of technology that costs more than a super dreadnought to produce.

All this technology is not what makes a Legionnaire dangerous. They are perfect. They are stronger and faster than any living thing and their training allows them to kill hundreds of Imperial troopers without ever being detected. Strike Teams must destroy vital Imperial targets including

Imperial ship yards, battle fortresses, research facilities, and jump gates. The destruction of these vital military targets would result in the loss of hundreds of Fleet ships but a Strike Team can silently destroy them from within without any loss of friendly forces.

Legionnaires are on the top of the chain of command and they control all Fleet forces when they are in the field. A Strike Team can call for ground support from the Fleet when a mission requires a huge territory to be controlled. These troopers act as support and they hold the ground after a battle is won. Legionnaires can also take control of an entire battle fleet in order to complete a mission. Players control these extra Fleet forces and their own Legionnaires during these epic battles against an entire Imperial army or fleet.

Strike Teams can be sent to assassinate Imperial governors who have pulled their worlds out of anarchy with their leadership, Imperial Masters that have become too powerful to control, and Imperial admirals whose tactical genius makes their fleets almost impossible to defeat. Strike Teams must extract or eliminate Imperial scientists on the verge of a technological leap and young Imperial citizens on the verge of Mastery before they are discovered by the Imperial Psi Core. Strike Teams must find and train rebel groups within the Imperium so that they will join together and rise up to overthrow the evil Empress and free the Imperium from her grasp.

Every mission that the Legion succeeds at increases the myth of the Legion within the minds of the soldiers and citizens of the Imperium. Every time the Legion defeats overwhelming Imperial forces, they drive the Imperium further into anarchy as more citizens realize that the Empress may not be as powerful as they once believed.

The War

There is constant fighting on the borders between the Imperium and the Star Republic. These star empires both continue to expand their borders through the exploration of uncharted space but the Imperium's assault on Republic space intensifies everyday. The main weapons of both the Imperium and the Republic are their massive armadas of spacecraft. The main support weapon for these mighty star fleets is their compliment of battle frames. Frames are massive armored humanoid battle machines designed for incredible speed, power, and agility. Capital ships and frames are both reinforced by support drones designed to provide fire support and absorb enemy fire. Ground warfare is dominated by soldiers in power armor that gives them the power of a tank and the mobility of a fightercraft

and the massive mobile frames, which are gigantic walking tanks.

As the war rages on the fringes of civilized space, life continues as normal on the core worlds of the Star Republic where people live in safety but with the fear that at anytime Imperial forces may break through their defense lines and destroy their world. Republic worlds are paradises filled with natural splendor and many of them are still covered in their original terrestrial flora and fauna. The Republic has a truly advanced society completely dedicated to the social and intellectual improvement of its people because all forms of menial labor are performed by advanced robotics.

The Imperial sprawl worlds are all on the verge of total anarchy but these overpopulated and polluted slums are kept in check with a brutal system of mind control and social manipulation. These Imperial worlds are overpopulated and plagued with crime but people still strive for love and happiness. These planets are technological wonders that have their entire surfaces covered in a single massive city where nature can only be found in isolated and protected areas. They depend on agricultural worlds and local asteroids for all their food and resources so that they can focus their entire economy and society on technology, entertainment, and services.

The entire surface of every Imperial factory world is covered with massive factories and they are completely enclosed in orbital fleet docks. The entire Imperial war machine is manufactured and repaired on these vile tech worlds. Imperial farm worlds are nightmares covered in massive livestock and hydroponic factories and their oceans are completely filled with automated fisheries that pump out food to feed the hordes of Imperial citizens.

On the newly colonized or terraformed worlds of the Frontier, life is both difficult and dangerous but the opportunities for riches are too great for many people to resist. These worlds are rich in natural resources and have land and resources available for manufacturing making them important trade centers and space docks. New alien species are constantly discovered and first contact often results in conflict and war. There are few laws in the Frontier and the rule is survival of the fittest. Most Frontier worlds are defended by local militia and freelance mercenaries because the constant threat of space pirates, alien raiders, and Imperial forces makes life in the unexplored reaches of space a constant battle for survival.

The Imperium would have overrun the Star Republic many years ago but the alien menaces known as the Battle Heralds, the Hive, and the Ancient Ones slammed into

their worlds from different directions and have tied up most of their military resources giving the Star Republic a chance to begin a counterstrike against them.

The Battle Heralds are a race of sentient ships that appeared from the depths of unexplored space. They are driven by an ancient hatred of life. Their massive brood-ships are over ten kilometers long and they have ravaged hundreds of populated worlds all over the universe. These machines cleanse all life from the worlds that they have invaded and strip mine their entire surface to supply their broodships with enough resources to create more of these living ships to further fuel their invasion.

The Hive is a collective race of biomechanical horrors that exists only to consume the living and reproduce. These monsters are driven to destroy by their Overmind, which is believed to be an incorporeal consciousness that wants these creatures to spread throughout the universe replacing all other forms of life. Once a Hive invasion has overrun a world, everything living is gathered and reduced to biological sludge that can be quickly converted into more Hive warriors and transports to continue their push to consume all life in the universe.

The Ancient Ones are a communal race of telepaths that use technology that borders on magic. Their invasion of Imperial and Republic space seems totally unmotivated and their slaughter and destruction appears to be almost random. These invasions will suddenly stop for no rhyme or reason and they will disappear without a trace. It is feared that the Ancient Ones may simply destroy for entertainment. Conventional weapon have no effect on these invaders so only a powerful Master can stop them.

These aliens threaten everyone but for now their main assault fleets are directed at Imperial space so the Star Republic has a small window of opportunity to defeat the Imperium and free its people from the tyranny of the Empress.

Roleplaying Games

A roleplaying game is a story based game where players use their imagination and a set of rules to determine what happens during a gaming session instead of relying on a game board or computer program to define their gaming experience. The greatest advantage of roleplaying games is that they are totally open ended so players are only restricted by their imagination and creativity. Players are free to do anything that they desire and can follow any path that seems fun or rewarding. The greatest difficulty in playing Strike Legion will be creating exciting and original missions that will appeal to the preferences and interests of your players.

Players must create characters that will represent them in the game universe. In Strike Legion, players will play the role of a super soldier known as a Legionnaire and they must succeed against impossible odds to fulfill combat, diplomatic, scientific, exploration, and espionage missions that no one else can. These characters will not look or act anything like the players forcing them to be creative in order to maintain an alter ego that consistently talks and acts differently than themselves.

A gamemaster must describe everything that happens to players and everything that they experience. She can make sketches and diagrams to help players visualize the people, places, or things that they will encounter. A gamemaster will play the role of all the cinematic characters, who are the people that the players will interact with during a mission. Being a gamemaster can be difficult but it is also very rewarding because you control the entire game universe and the players' destines.

Dice are used in roleplaying games to add a sense of excitement and chance. Dice are used to determine if a character succeeds at a specific task or hits when attacking. Dice add a sense of chance that will make players think twice about doing anything stupid or obviously impossible. Dice can be avoided if the gamemaster decides that everything will be resolved through storytelling or by how well players roleplay their characters.

Missions

Every gaming session will involve the player character's being assigned to a mission to defend the Republic or weaken the Imperium. These mission are designed to represent half or one hour long television episodes where the players are the main characters of the show and they must resolve the goals of the mission before time runs out.

Missions have specific objectives and story points that need to be accomplished in order to win. Missions will also detail the unique cinematic characters and special equipment that will be encountered during the mission. A gamemaster must guide players through a mission by describing the people and places that the players will encounter. The exact details of the story are up to the gamemaster but the scenes most vital to the story line are described in each mission. Players should be allowed to do anything that they want but a gamemaster should always lead them back to the primary plot points in order to finish the story and succeed at the mission. Players will enjoy remembering all the missions that their characters have completed as long as they were all exciting and unique.

Game Terms

D10

These are the ten sided dice used to form all dice pools in this game. A dice is added to a character's dice pool for every skill rating. A character with Fight 6 would make a Fight dice pool of six ten sided dice and roll them when attacking in close combat.

The notation 3D10 means roll three ten sided dice and add their results together. *For example, a player rolling 2D10 gets 4 and 6 resulting in a roll of 10.*

D100

A percentile dice roll is where two ten sided dice are rolled. The first die rolled represents the first digit and the second die rolled represents the second digit.

For example, the first roll is a 4 and the second roll is a 8 resulting in a roll of 48.

Frames

Frames are the humanoid shaped war machines that act as the main battle force for planetary combat and they are the primary support vehicles for the Star Republic and Imperium's fleets of capital ships.

Gens

Gens are the genetically engineered species that were created by the Old Empire as servant races but they eventually caused that empire's downfall. Gens represent the majority of the Star Republic's forces so humanity and Gens fight bravely together against the onslaught of the Imperium.

Imperium

The Imperium is a xenophobic empire that hopes to cleanse the universe of all alien races so that humanity can be the supreme ruler of the universe.

Mastery

This mental power can be used to sense, alter, and control the fabric of reality. People with Mastery are known as Masters and they must train most of their lives to free themselves from the confines that our own minds have created to protect us. People that can see past nature's filters can unleash the true potential of their innate power. Mastery is an extremely powerful ability because it is only limited by a player's imagination but it is extremely dangerous because it exposes a character's mind to the unfiltered splendor of reality.

Nullspace

This alternate dimension allows spacecraft to pass through it and instantly travel hundreds or thousands of light years in real space by making a single transdimensional jump. A sequence of these jumps allows a jump capable ship to travel unlimited distances through space. Jump drives create a field of instability in the fabric of space allowing a ship to slip out of normal space and into nullspace. Once in nullspace, real space appears as a two dimensional ribbon that can be reentered at any point allowing a ship to reappear at a completely different location than it entered.

The greatest danger inherent in nullspace is that the structure of matter dissipates when exposed to this alternate dimension. Long periods of exposure can result in genetic damage so navigators must limit nullspace exposure to only a few seconds per jump so long distance travel may require a sequence of a thousand shorter jumps. A starcraft stranded in nullspace would disintegrate and disappear without a trace within a few days of exposure to this alternate dimension.

Old Empire

This is the term used for the Imperium before the Eternal Night when they achieved miracles of science and technology. This great star empire developed technologies that are considered to be almost magic by modern terms because most of their greatest discoveries were lost when the universe was thrown into savagery. The Fleet and Imperial forces are constantly searching the unexplored regions of the Frontier looking for the lost technology of the Old Empire that might change the future of this war.

Star Republic

The Star Republic is a democratic coalition of independent human and Gens empires that work together for their common good and defense. The Republic relies on the Fleet to protect its borders and they have now created the Strike Legion to attack the heart of the Imperium.

Strike Legion

These are the modified super soldiers created by the Legion Process to invade Imperial space and destroy the Imperium from within. Everyday they destroy vital parts of the Imperial war machine giving hope to every Republic citizen that peace may someday be restored.
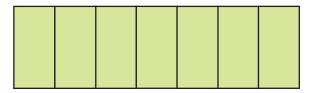
QUICK START RULES

SETUP

‣ Each player selects a Legionnaire from the **Legion Archetypes** chapter.

‣ The Gamemaster selects a mission from the **Missions** chapter.

RULES

‣ Characters attempting any action make a dice pool with a number of D10 equal to the skill or attribute rating being used.

‣ The gamemaster determines the dice roll required for a success by determining the difficulty of the Action being attempted.

‣ Rolls of 1 are automatic failures and negate one successful die roll.

‣ Rolls of 10 are automatic successes and add another die to the dice pool.

‣ A dice pool with no successful rolls fails, so the character fails at the action.

‣ The more success dice in a dice pool, the greater level of success for the action taken.

COMBAT

‣ Place tokens representing characters, vehicles, and opponents on the following Grid.

‣ Combatants take their turns in Agility order from highest to Lowest Agility.

‣ Characters can use an Action during their turn to:
> ‣ Move from his current range band to an adjacent range band.
> ‣ Perform a hand or melee weapon attack.
> ‣ Fire a ranged weapon a number of times equal to its ROF.
> ‣ Perform a skilled action.

‣ To determine if an Attack hits, roll an Attack dice pool using the appropriate skill rating. A successful roll is equal or greater than a target's Defense. A target's Defense is increased by one for the number of Range Bands between an attacker and the target. A successful attack deals the weapon's damage times the number of successful Attack dice.

‣ Damage reduces a Target's Shield. If the damage penetrates its Shield, reduce the excess damage by the target's Armor. Any remaining damage reduces a character's Life or a vehicle's Structure. Damage, Shield, Armor, and Structure are multiplied by a unit's Factor before damage is applied.

‣ Vehicle Shields are restored at the beginning of each combat turn but damage inflicted to a character's Shield is permanent.

HISTORY OF THE FUTURE PAST

THE DARK PAST

In the late twenty-third century, a virus of unknown origin was released and spread death and destruction throughout the entire world. It was called the Frost virus because an infected individual would feel intense chills as their entire nervous system was being devoured. Frost was an airborne retrovirus that attacks the central nervous system of its victims. It spread quickly around the world and within two years, over four billion people had died. Society began to collapse as millions died each day causing local and global governments to collapse. One of the major symptoms of a Frost infection was the increasingly extreme acts of violence and insanity performed by infected individuals as their brains were slowly consumed. Many people in the later stages of infection would desperately seek warmth in any way possible including lighting themselves and any building they occupied on fire. There seemed to be no cure or vaccine for this disease so most of the survivors isolated themselves in sealed underground cities.

Isolation did not prevent infection as entire underground communities were destroyed as the infected spread terror and insanity throughout the population. Then one day, a vaccine was discovered in an unexpected form. An unidentified man was discovered who was infected with a benign form of the Frost virus that caused no symptoms. He was infected with a mutant form of Frost known as Hope that becomes permanently dormant once it integrates itself into a person's genome. The Hope virus was used as a vaccine because once a person was infected with the mutant virus, no other form of the Frost virus could infect him. Once this vaccine became widespread, people came out of their underground shelters and started to rebuild society.

All the governments of the world had collapsed during the pandemic but the survivors crawled out of their underground shelters and began to rebuild society. During the anarchy, a few corporate entities came to dominant what was left of humanity. The world was broken into corporate sectors controlled by megacorporations with their own unique agenda and corporate culture. People became slaves to these corporation and their lives slowly grew more oppressive as their corporate masters began to fight each other in drawn out wars over profit and resources. These megacorporations considered people to be resources like everything else on Earth so they soon began experimenting with them to make them more useful.

Corporate scientists noticed that the integration of the Frost genome into the human genome resulted in many beneficial mutations. Children were born with enhanced strength, intelligence, and longevity. These individuals were selected while corporate doctors terminated any pregnancies that showed signs of detrimental mutations. These corporations slowly altered the genomes of their citizens through elaborate breeding programs. The people known as Talents, who had extrasensory perception, telekinetics, or pyrokinetics developed during this period. All the major corporations breed these individuals to isolate and enhance these abilities in future generations of their slave stock. Some megacorporations went so far as to genetically design people for specific jobs and functions. For example, people designed to work in space had their legs genetically replaced with an extra set of arms and humans with massively overgrown brains were used as living computers.

An underground movement started by a female Talent known only as Smith eventually changed the world. She led her fellow Talents against corporate forces during the period known as the Independence War using modified industrial cargo loaders as weapons on the Earth and the moon. Using stolen space transports, these freedom fighters soon gained control of space and destroyed the orbital weapon platforms above the Earth. These orbiting railguns were used as terror weapons because any city that rebelled against its corporate master would be obliterated from space. They eventually captured a few orbital booster stations and used them to bombard corporate headquarters all over the world with cargo canisters from space. During this time, the world was unified under one quasi-democratic government known as the Coalition by a woman known only as Faith.

THE GREAT EXPANSION

Humanity began the period known as the Great Expansion with the discovery of the transdimensional jump drive. This device creates a field of instability around a vehicle allowing it to penetrate the fabric of space and enter an alternate dimension known as nullspace. In the multi dimensional reality of nullspace, real space appears as a two dimensional ribbon allowing a ship to enter any point where these two realties intersect. This allows a ship to enter nullspace at any point in real space and instantly reappear many light years away. A sequence of these jumps allows a jump capable ship to travel any distance.

The dangers of jump transit include a ship reappearing too close to a planet or inside a star or a ship arriving in an uncharted sector of space and never being able to find its way home. To avoid disaster, a ship's navigator must make accurate jump calculations taking into account the distance traveled, any stellar bodies that will be encountered during transit and upon reentry, the intersection points of real space and nullspace, and the mass and velocity of the starship. These calculations can be difficult because a ship's nullspace trajectory can be altered by the gravitational fields generated by the planets, moons, stars, and large asteroids between its entry and exit points.

The vast resources of space were now open to humanity, who responded by quickly colonizing these new frontiers of space. The expanses of space are considered unclaimed territory so the Coalition and the remnants of the mega corporations quickly sent huge armadas of jump ships in order to claim these alien worlds. After hundreds of planetary systems had been discovered, humanity realized that none of these new worlds could sustain life. The original colonists could only create space colonies that were nothing more than huge spacecraft or sealed environments carved into the rock. Later, colonists constructed massive environmental domes and vast underground complexes on these deadly worlds or massive deep space colonies.

In order to make these worlds livable, humanity began massive terraforming programs designed to convert these alien environments into livable worlds. They used a process similar to the one used to terraform Mars a hundred years earlier. The red planet terraforming project took over two hundred years to convert Mars into a blue planet like Earth. As the first terraforming projects began on these newly discovered planets, many workers were injured or killed because of the dangerous and exotic conditions found on these alien worlds.

As these terraforming projects grew more expensive and dangerous, the Endo Corporation created the first genetically engineered species designed to take over the terraforming task. After the first successes using these specially engineered creatures, many other mega corporations produced their own patented species. These new life forms became known as Gens or Genetically ENgineered Species. The original Gens were semi-intelligent insectoids designed to exist under extreme conditions but they required constant instructions and maintenance in order to function. As Gens started to represent corporate power, their registered body designs went from utilitarian to symbolic. Gens were designed to represent the power, position, and image of its controlling corporation. Many

Gens were designed to look like Earth animals such as humanoid looking lions, tigers, and wolves. Other corporations designed their Gens to look like mystical creatures like dragons, elves, and angels.

As Gens became an integral part of society, they were designed to be more independent. With the invention of nano tech and sentient machines, Gens were no longer used for terraforming but were mostly used as a cheap and obedient labor force for mining expeditions, deep space cargo transport, and spacecraft maintenance. Some corporations designed Gens to provide pleasure for various sectors of humanity. The pleasure oriented Gens were engineered to resemble mythical creatures like elves, nymphs, and fairies and were designed for incredible beauty, grace, and empathy. Many pleasure Gens can excrete natural narcotics and human pheromones to improve their attractiveness and desirability.

During the three thousand year period known as the golden era, humanity achieved its greatest prosperity by forming the mighty Imperium that conquered the entire known galaxy and linked together each distant world with a massive wormhole network of jump gates. The Imperium and its Empress dominated all these worlds but a few small but advanced human star empires stood in the way of her total universal domination. The Star Republic, the Freetrade Coalition, and the Outland Alliance were independent human empires that were too advanced for her hordes of poorly armed ships crewed by hastily trained conscripts to defeat. As the Imperium expanded to other galaxies, humans soon discovered that they were not alone and found themselves involved in many bloody wars with truly alien races that used bizarre weapons and incomprehensible fighting tactics.

Hundreds of Imperial worlds were being lost each month to these alien invaders and the counterstrikes into Imperial space of the independent human empires. All seemed lost for the Imperium so the Empress decided to produce powerful combat Gens with their violence limiters removed. These deadly warrior Gens were designed for incredible speed, strength, stealth, cunning and multi-dimensional perception. The Gens armadas quickly pushed back the alien invaders and crushed the human empires with their incredible speed and programmed combat skills greatly expanding the borders of the Imperium.

GREAT DARKNESS

Gens were grown in brood tanks where their minds were imprinted with false memories and training protocols for their future function in society. All Gens were

programmed to obey humans without question and to never harm a human, but combat Gens had the killing limitation removed from their mental conditioning. Early Gens were unable to even think of freedom, having rights, or hurting a human without blacking out.

As Gens were engineered to be more independent and self motivated, they began to hate human tyranny and a few even dreamed of freedom. Small groups of Gens began to openly revolt against their human masters, which caused major problems in Imperial society. The Imperium tightened its grip on Gens with the use of cerebral limiters that caused intense pain in offending Gens and mind control drugs that guaranteed total obedience. These draconian methods were the final straw for most Gens and many began to fight for their freedom.

The Gens rebellion grew in strength and their attacks went from raiding supply freighters to direct attacks on Imperial battle stations and core worlds. The revolution came to a climax when most of the Imperial armada of ships crewed by combat Gens went rogue and joined the rebellion. The Gens rebellion seemed unstoppable as world after world fell to Gens forces. The central Imperial government calculated that the remaining human forces could only hold out for a few more months before Gens forces would occupy Earth itself. Knowing all was lost, the Empress devised a plan to prevent the Gens from completely overwhelming humanity, which later became known as Project Eternal Night.

Another result of this era of genetic engineering was the Masters. Masters are individuals that can sense and control the fabric of reality with their minds. Their increased mental powers were engineered into the human race during projects designed to discover the true extent of human mental and physical abilities. The greatest Masters of the known universe were gathered on Earth to begin project Eternal Night. These Masters focused their mental powers to completely distort the fabric of nullspace.

They completely tore apart nullspace making it impossible for a starship to enter this other dimension without being instantly destroyed. The strain of this massive act of Mastery was so great that most of these Masters were driven insane or completely destroyed. Their mission was a complete success so every planetary system in the universe was plunged into total isolation from the rest of the universe. The Empress sat on her stasis throne on Earth knowing that one day she would get her second chance to rule the universe. As she slept, her Imperium collapsed into barbarism and all its greatest achievement were lost in the following anarchy and bloodshed.

The Awakening

Nullspace remained unstable for more than three millennia, isolating every populated planetary system. The only form of space travel still available was nuclear or plasma propulsion so travel within a star system could take years and interstellar travel was impossible. This isolation allowed new cultures, races, and technologies to develop independently in completely diverging ways.

Many Gens developed their own societies in some systems, in other systems humans prospered, and in many systems humans and Gens lived together. Many of these new societies destroyed themselves reducing their worlds to toxic or radioactive wastelands or biological or nano tech horrors. Other cultures flourished and developed new technologies beyond anything ever before imagined. Isolation allowed different cultures to follow unique paths of technological development allowing some to become masters of a specific field of science and technology.

After a few thousand years had passed, the pattern of nullspace was restored in isolated areas creating spheres of stability that made travel between the systems within these spheres possible. Many Masters helped to stabilize areas of nullspace increasing the expanses of these spheres. First contact between new cultures usually resulted in violence but many of these cultures formed new understandings leading to peace treaties and trade agreements. The stabilization of nullspace occurred very slowly, but the spheres of stability that had already formed grew steadily larger. The remnants of the Imperium and the Star Republic both rushed outward to rebuild their power bases again not knowing that they would eventually meet again.

In a few decades, one of these spheres of stability grew to cover a few thousand populated systems. These systems included both Gens and human populations, which resulted in early problems including war and mistrust, but these worlds eventually forged financial and cultural alliances. The Star Republic survived the Eternal Night and joined these cultures together. These star empires shared their technological and social achievements allowing the Star Republic to grow so large that it was economically unfeasible for each system to provide its own military protection from pirates and alien raiders, so the Fleet was formed.

All the populated planets of the Star Republic sent their best candidates to train for Fleet positions and soon the giant Fleet armada threw a blanket of security and peace over the entire expanse of Republic space. The Fleet not only protects Republic space but it also explores the unexplored regions of space to discover new populated worlds,

as the sphere of stability grew outwards. Then one fateful day after centuries of stabilization, the entire fabric of nullspace stabilized leaving the whole universe open for exploration. This day is known as the Great Awakening. The Fleet rushed its armada of ships into deep space to see what wonders lay hidden in the unlimited expanses of space. This time of exploration did not last long as Fleet ships soon discovered that the Imperium and the Empress had also survived the Eternal Night.

The Imperium had awakened again to unify the universe for the exclusive use of humanity and their God Empress. The Imperium now encompasses more than a million populated worlds with a population of over a hundred trillion people. The Empress decided that she would make her people more perfect so she initiated her genometric program.

Every Imperial child must have some of their genes replaced with Imperial genes which are copies from the Empress's own genome. Over the past two thousand years of this program, the entire Imperial population has acquired about fifty percent of the Empress's genes so when the Empress calls her people "her children", she is technically correct. This has resulted in the Imperial population having increased Mastery potential but no one has ever been found with reality sensitivity as great as the Empress or at least no one who ever survived his discovery. This genetic similarity is why the Imperium is such a unified empire even though it has an immense population spread out over such a large expanse of space.

The Imperium controls a region of space over ten times as large as the Star Republic with a population ten thousand times greater. In order to maintain control over this massive population, the Imperium is a totalitarian society where every aspect of a citizen's life is monitored day and night. Its enormous fleets of ships and battle frames are used to control and protect these masses. The Imperium defends this great expanse of space with sheer numbers by manufacturing a huge number of light ships and frames piloted by inexperienced and quickly trained navigators and pilots that are willing to sacrifice themselves in order to overwhelm their enemies.

The Empress was disgusted by the Star Republic's acceptance of Gens and other alien races so she started a massive invasion of Republic space. Republic forces were far superior but the Imperium wins its wars through attrition. The Imperium sends wave after wave of Imperial ships to their slaughter in order to wither down Fleet forces and resources. Two years before the first Legionnaire was created, the Republic Senate felt its defensive lines would

soon be overrun so the Legion Program was created as a last ditch effort to destroy the Imperium. Fleet leaders fear that their primary advantage over the Imperium is being lost because so many of their Fleet capital ships and their irreplaceable crews have been destroyed so they have been forced to use new recruits instead of veteran officers aboard some new Fleet ships.

The Legion Rises

The Strike Legion is the Star Republic's final wild card in its war with the Imperium. The goal of the Strike Legion is to destroy the Imperium from within. Each Legionnaire is a volunteer that has undergone the Legion Process. Only a few candidates survive this process but the few that do are converted into perfect fighting machines. Their bodies are made super human and their minds are programmed to respond faster than any living thing with the skill of a master in every form of battle, technology, intrigue, and diplomacy.

Each Strike Team sent into Imperial space is composed of a few Legionnaires with a powerful Strike Cruiser that has a complement of the most powerful mobile frames and power armor available in the universe. These machines are completely experimental and have required the resources of entire Republic planets to develop and manufacture. These machines are so advanced that they respond to the minds of the Legionnaire operating them.

Strike Cruisers have an experimental cloaking system that allows it to operate within Imperial space without being detected. Legion power armor and mobile frames also utilize this advanced stealth technology so even these powerful machines can be used for infiltration and reconnaissance missions. Legionnaires use powerful weapons that use the latest discoveries of lost technology. This equipment requires immense resources to produce but the Republic has placed all their hopes on these few heroes so they must succeed at all costs. As news of the incredible feats of heroics that Legionnaires have performed have spread throughout the Republic, a sense of hope has sprung that has pushed its people to produce greater and more powerful weapons for the Legion to use in their fight against the Imperium.

There are only one hundred Legionnaires at any given time and they are assigned to different Strike Teams depending on the missions that need to be accomplished and the specialties of the Legionnaires available. These Strike Teams have severely injured the Imperial war machine but occasionally an entire Strike Team will be lost to Imperial forces, which is an incredible loss to the Republic.

Game Mechanics

Dice Pools

When playing Strike Legion, the results of all actions performed during a gaming session are determined using the Dice Torrent Game System. This system uses a dice pool mechanic that utilizes sets of ten side dice to determine the success or failure of any action. A character's attributes and skills determine the character's dice pool which is the number of D10 that must be rolled to determine the outcome of any action. Every dice pool roll has a set success number based on its level of difficulty and any die in the dice pool that is equal or greater than that number is a success. Any die with a natural roll of 1 is a major failure and removes one successful roll from a character's dice pool. A natural roll of 10 is a major success so it counts as an automatic success ignoring all modifiers and the character gets to add another die to her dice pool. Many special rules allow dice to be rerolled but no die or dice pool can ever be rerolled more than once and die rolls of 1 can never be rerolled.

For the following four examples, a character (Strength 3) is taking a Moderate Strength test so every roll of 6+ in his dice pool is a success. His Strength dice pool is made of three D10 because he is Strength 3.

The character rolls 3, 5, and 6. The roll of 6 is a success so the dice pool is a success.

 = 1 Success

The character rolls 2, 3, and 4. All rolls are failures so this dice pool is a failure.

 = Failed Dice Pool

The character rolls 2, 6, and 10. The 6 and 10 are successes and the roll of 10 allows the character to add an extra die to his dice pool. The extra die rolls a 6 which is also a success. This dice pool has 3 successes.

 = 3 Successes

The character rolls 1, 4, and 8. The roll of 8 is a success but the roll of 1 cancels out the one success. The dice pool has no successes so it is a failure.

 = Failed Dice Pool

Difficulty Levels

The difficulty of any action is determined by the gamemaster but the following difficulty categories depend on the complexity, difficulty, duration, preparation, and experience of the character for the specific action that is being attempted.

Roll Required for Success	
Difficulty	Required Roll
Basic	4
Easy	5
Moderate	6
Hard	7
Tough	8
Challenging	9
Extreme	10
Legendary	Special

Basic

Basic actions represent everyday tasks that most people perform without thinking. A gamemaster should not require skill or attribute tests for these simple tasks if players are roleplaying their characters well.

Driving a grav car at high speed or landing it on a flat surface is a basic action.

Easy

Easy actions are repetitive or trivial so their success becomes practically automatic for a trained person. Allow players that think of creative or unique solutions to their characters' problems to avoid having to take a skill test.

Landing a grav car on a rough surface or maneuvering through obstacles at low speed is an easy action.

Moderate

Moderate actions are relatively difficult to accomplish and require a concerted effort and a detailed understanding of the task to achieve success.

Piloting a grav car in an intense storm at high speed or landing on a moving surface is a moderate task.

Hard

Hard actions are activities that require a character to push themselves in order to achieve success and they require considerable effort and concentration to accomplish.

Flying erratically to avoid weapon fire with a grav car is a hard action.

Tough

Tough actions require a great deal of concentration and skill in order to succeed at. These are not commonplace actions so a character must be creative and daring to succeed at these tasks.

Dodging a smart missile with a grav car is a tough action.

Challenging

Challenging actions require great effort, concentration, preparation, and insight for a character to successfully accomplish. These actions require the full use of a person's resources and abilities to achieve complete success.

Piloting a grav car through a canyon at high speeds is a challenging action.

Extreme

Extreme actions are difficult to accomplish, because they require a person to push himself to his physical, mental, or psychological limit. To succeed at an extreme action, a character must achieve a new level of insight or self discovery.

Piloting a grav car at high speed through a forest is an extreme action.

Legendary

Legendary actions are nearly impossible for a normal person to accomplish. A character would need a great deal of luck, total concentration, and extreme bravery in order to accomplish these actions. Every two rolls of 10 in a character's dice pool count as a single Legendary success.

Piloting a grav car through the dense framework of a construction site while wounded is a legendary action.

Skills and Attribute Tests

When a character attempts to use a skill or attribute to perform an uncontested action, the number of D10 in his dice pool will equal his attribute or skill rating. The gamemaster determines the difficulty of the action being attempted which determines the roll required for each die to be a success. A roll of 1 is always a failure and it negates a single successful die roll. A natural roll of 10 is always a success and allows a character to roll an additional die. A roll of 1 can negate a natural roll of 10 but the extra die is still gained. Any action can be performed without the required skill but an unskilled dice pool is a single D10 with a -3 modifier.

A character with Tech 3 attempts to bypass a complex

data lock. He is attempting a tough action so requires rolls of 8+ to succeed. If his dice pool roll is 4, 5, 8 then he has one success and the security door opens. A character with Pilot 4 attempts to fly his shuttle through a dense asteroid field, she is attempting a hard action so requires rolls of 7+ to succeed. If her dice pool roll is 1, 8, 10 then the roll of 1 cancels out the successful roll of 8. The roll of 10 is a success and she gets to make another roll. If she rolls a 7, it is also a success so she has a total of two successes during her action and survives the asteroid belt.

Stunts

Players should be rewarded for good roleplaying so Stunts allow a gamemaster to reward bonus dice to any dice pool when a player adds flavor and detailed descriptions to her character's actions. Combat should be dramatic and cinematic so players should be rewarded for explaining in detail what is happening when her character is attacking or performing an action. The gamemaster should respond by giving a detailed description of the result of any action or attack.

For example, a player can have her character attack three times with an energy saber. She can add details to this attack by explaining how she is going to slide in and slice off the legs of the first Imperial trooper, spring up and split the second one in half, turn around and decapitate the third, and finally turn off the blade and reholster it. The player should be rewarded for this exciting description by getting two bonus dice for each attack.

Opposed Tests

An opposed test occurs when a character attempts to perform an action but another character attempts to stop him from succeeding. The character performs a standard skill or attribute test but the opponent can also roll her skill or attribute based dice pool. For each roll in an opponent's dice pool that is equal or greater than a successful roll made by the character, a successful die roll is canceled out.

A character attempts to break through an Imperial mainframe's firewall and security protocols using Tech 3. The firewall operator attempts to stop him using Tech 2. The firewall is fairly complex so hacking it is a tough action so rolls of 8+ are a success. The character rolls 4, 8, 8 and the opponent rolls 4, 8 so the character has rolled two successful dice, but the opponent can cancel out one successful roll with his roll of 8. The character still has another successful roll of 8, so the character still succeeds at this action.

Skill and Attribute Contests

A skill or attribute contest occurs when a character attempts an action where his success is her opponent's failure. Both characters make dice pools using the appropriate skill or attribute rating. Both dice pools are rolled and compared. The characters add up their scores and the higher score wins. If the characters' scores are the same, the contest ends in a tie. Any roll of 10 allows a character to roll another die that is added to his score. A roll of 1 removes the highest roll in the character's dice pool. Other characters can help out the characters involved in a contest; they simply roll their dice pools and add their scores to the score of the character that they are siding with.

An arm wrestling contest is a Strength test where both characters make dice pools using their Strength ratings. A character has Strength 3 and the opponent has Strength 2. The character rolls 2, 4, 8 (14) and her opponent rolls 8, 8 (16). The opponent wins this arm wrestling contest because her total was higher.

Scene Challenges

Scene challenges allow a group to resolve a cinematic scene using their skills and attributes. The entire team either succeeds or fails at this challenge. A scene challenge has a level of complexity that depends on what the characters are attempting to accomplish and the number of challenges present in the scene. The complexity of a scene determines the total number of successes that the characters in a group need to succeed at before they commit a specific number of failures in order to succeed at the scene. In general, the number of successful rolls must be triple the number of possible failures for a scene to be a success.

When analyzing a scene, a gamemaster must determine what attributes and skills are related to the completion of the scene and their difficulty. Each different type of dice pool roll must be passed before the next sequence of dice pool rolls begins.

If players are attempting to hack a Mind system controlling an Imperial arcology, the group must succeed at Intelligence, Tech, and Science tests. These three tests must be passed before the next sequence of three is attempted. The power and security of the computer determines the difficulty of the scene and the required roll needed for each test.

Players take turns rolling dice pool tests for each of the different types required before the next set of tests can be taken. A character must succeed at one of the required tests before another character may attempt the next type

of test.   This means that a group must decide which character is best at succeeding at each test type.

For example, a group must convince an independent colony's high council to fight with them against the Imperium.   This colony is intensely independent and there are many elders that must be convinced so this is an extreme complexity and extreme difficulty scene.   Diplomatic scenes involve Presence, Intelligence, Diplomacy, and Knowledge so the group must succeed at three sets of each of these tests while avoiding only four failures.   Only rolls of 10 are successes because of its extreme level of difficulty.   Players take turns taking different types of tests until they succeed or fail at the scene.

Complexity	Successes Required	Max Failures
Basic	3	1
Complex	6	2
Intense	9	3
Extreme	12	4
Ultimate	15	5

Basic

This is a simple scene that must be solved or resolved. Basic scenes are extremely simple to solve or the people involved provide very little resistance.

A basic scene includes a single ancient glyph that needs to be interpreted or a single guard that a Strike Team needs to sneak past.

Complex

These scenes have a few twists and complications that must be overcome.   A complex scene has many details that must be understood or discovered or the opponents involved are very experienced and determined.

A complex scene can be interpreting a sequence of ancient symbols or a Strike Team that needs to avoid multiple guards in order to enter an Imperial facility.

Intense

An intense scene has many challenges that will take a great deal of time and effort to complete.   Intense scenes should be portrayed as very challenging but doable with proper preparation and a good deal of luck.

An intense scene can be understanding a massively complex three dimensional ancient map code to determine the exact location of an ancient shipyard or sneaking into a maximum security Imperial mega fortress protected by Imperial grunts, hunter killer robots, and a powerful security grid.

Extreme

These scenes have an extreme number of challenges that go against the very nature of the people or things involved in the scene.   Extreme scenes can seem almost impossible but if the characters can devise interesting and ingenious solutions to these problems, they should succeed no matter what the odds.

Trying to convince a mob of Imperial citizens to rise up and overthrow the local Imperial governor is an extreme scene with a legendary difficulty level or attempting to construct a frame using spare parts from destroyed Imperial frames for the final battle is an extreme scene with a challenging level of difficulty.

Ultimate

An ultimate scene is a once in a lifetime challenge that must be conquered but that can change a team's destiny. These scenes are not necessarily designed to be passed because the group will probably have to come up with an ingenious idea or plan to get out of their present situation intact.

An ultimate scene can include a group intruding into the Imperial palace on Terra Prime or determining how to escape from a time loop space anomaly.   Both these scenes have a Legendary level of difficulty.

Measure of Success

Measure of success helps a gamemaster determine the exact consequence of an action depending on the result of a character's dice pool.   This allows a gamemaster to add greater depth to an adventure by describing the outcome of a character's actions based on her actual performance. Gamemasters should reward high levels of success with useful information, resources, and help.

A character attempting to cross a wide chasm with a running jump has a marginal success; he would barely catch the edge by his fingertips.   If he has an average success, he would land on his feet but almost fall backwards into the chasm.   If he has a major success, he should land standing.   If the character fails every roll in his dice pool; he fails the action and falls into the chasm.

Measure of Success	Successful Dice
Marginal	1
Average	2 - 3
Major	4 - 5
Massive	6 - 7
Incredible	8+

Marginal

A character with a marginal success barely succeeds at the action attempted. The action should result in very little relevant information and any physical action should be portrayed as almost failing.

A character with a marginal Diplomacy result would learn from locals that the person he is looking for works on an orbital station above this world.

Average

A character performs an action with average success giving her access to useful knowledge or a practical effect. This is an everyday result that gets the job done but nothing else.

A character with an average Diplomacy result learns from locals that the person he is looking for is aboard the orbital station Veranex and what she does for a living on that station.

Major

A character with an excellent level of success will produce an exceptional result or product. Gamemasters should reward a major success with important details or valuable resources and manpower.

A character with a major Diplomacy result learns from locals the exact current location of the person that he is looking for.

Massive

A character with an incredible success that produces an amazing product that turns out better than he expected. A massive success should make the character's life easier removing much of the grind and effort required to finish the task being attempted.

Locals offer to take the character to the person he is looking for with a massive Diplomacy result.

Incredible

A character performs perfectly so that he succeeds and produces an unimaginable result. This incredible success should work out better than she ever thought possible. A gamemaster should reward the character with important information, equipment, resources, and clues for such a high level of success.

The locals bring the person that he is searching for to him for an incredible Diplomacy result. The character may have to reward these people with money or some other resource.

Combat Rules

Combat

Combat in the Strike Legion universe is designed to be quick and deadly. It is also designed to be cinematic so the exact distant between combatants is not important. Vehicle and characters can also fight each other using the Factor system that scales damage and distance by multiplying Damage, Range, and Speed by the Factor of each combatant.

Determining Initiative

Agility is used to determine the order that characters, animals, vehicles, and robots take turns during combat. From highest to lowest Agility, combatants take turns performing their actions. When a combatant performs an action, it is resolved instantly. That means characters can attack and kill characters with lower Agility before they can even perform their actions. Combatants with the same Agility rating perform their actions simultaneously and the damage that they produce is resolved simultaneously. A vehicle's Agility rating can never be higher than the skill rating used by the character to pilot it.
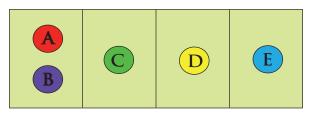
A Strike Team is composed of two Legionnaires with Agility 6 and one Legionnaire with Agility 7 fighting a group of six Imperial troopers (Agility 2) and an Imperial champion (Agility 4). During combat, the Legionnaire with Agility 7 will go first followed by the other two Legionnaires who will resolve their turns at the same time. The Imperial champion will go next followed by the six troopers who will take their turns at the same time if they are still alive.

Range Bands

To simplify combat, the exact position of each combatant is not important so range bands are used. Range bands represent a large space occupied by characters and vehicles and all distances used in this game are based on these range bands. Melee and hand to hand combat can only occur when characters or vehicles are in the same range band and ranged weapons can fire a specific distance in range bands. A column of about seven boxes stacked next to each other can be used to describe most battles. Tokens represent each combatant in a battle and they are moved around these boxes during the battle. A target's Defense is increased by one for each range band between an attacker and its target. Each combatant moves a number of range bands equal to its Factor times its Speed. Characters have

a Speed and Factor of one. A personal weapon's Range is not multiplied by its Factor.

A character firing at a target with Defense 5 in the same Range Band would hit on rolls of 5+. A character firing at this target in an adjacent range band would also hit on rolls of 5+. A character firing at this target two range bands away has one range band between them so its Defense increases to 6. Defense can never be higher than 10. A frame with Factor 100 and Speed 3 will move 300 range bands for each Action. A suit of power armor with Factor 10 firing on a character with Defense 5 that is 20 range bands away is two Factor 10 range bands away so the target's Defense increases by two to Defense 7.

A IS ATTACKING IN ALL EXAMPLES. A AND B ARE IN THE SAME RANGE BAND SO B RECEIVES NO DEFENSE MODIFIER. C IS ADJACENT TO A SO C RECEIVES NO DEFENSE MODIFIER. THERE IS ONE RANGE BAND BETWEEN A AND D SO D RECEIVES A +1 DEFENSE MODIFIER. THERE ARE TWO RANGE BANDS BETWEEN A AND E SO E RECEIVES A +2 DEFENSE MODIFIER.

Character Actions

Each character can perform a number of actions equal to their Actions each turn. Actions can be used to move, perform a skill, or attack with or without a weapon. By using an Action, a character can move from her current range band to an adjacent one. Actions can be used to perform a single hand or melee weapon attack, or fire a weapon a number of times equal to its ROF. A dice pool is rolled for each time that a weapon is fired. An Action can also be used to perform actions like repairing or reloading a weapon, moving into cover, falling prone, opening a door, or climbing over a wall or obstacle. A character can provide aid to another character by donating an Action to them if they are in the same Range Band.

An Action can be used to aim a weapon which gives the character a +1 Attack modifier for a single target for each Action spent. A character firing on a prone target or a target with an elevated position receives a -2 Attack modifier. Characters receive a -1 Attack modifier when attacking in low light conditions and a -3 Attack modifier when fighting in total darkness. A character can use an Action

to begin evading to gain a +1 Defense modifier.

A character can grapple another character in the same range band by performing a Strength contest. The loser of this contest loses all his Actions for the turn. A character can sweep another character and knock him to the ground by performing an Agility contest. The loser is knocked to the ground prone. A character may attempt to performs a sneak attack by performing a Stealth contest against the enemy with the highest Perception rating. A character can throw a melee weapon at a target in an adjacent range band with a -2 Attack modifier.

Characters can defend themselves by firing from behind cover or staying completely hidden behind cover. The attacker rolls attacks as normal. Damage is determined for successful hits but the Structure of the cover is subtracted from this damage first. The excess damage hits the target. If the target is in partial cover any Attack die with a roll of 8+ hits the character directly while all other successful Attack dice must penetrate the cover.

Battle Conditions	Attack Modifier
Low Light	-1
Total Darkness	-3
Bright Light	-3
Target Dodging	-1
Target in Cover	-1
Target Is Prone	-2
Elevated Target	-2
Range Band Distance	-1
Aiming	+1
Firing Point Blank	+1
Zero Gravity	-4
Underwater	-4
Low / High Gravity	-2

Cover	Structure	X
Wood Door	5	1
Steel Door	30	1
Wall	2	1
Steel Wall	20	1
Metal Barrel	10	1
Boulder	10	10
Tree	10	1
Car	2	10

CHARACTER ACTIONS	DESCRIPTION
AIM	Mark a target. Character gains a +1 Attack modifier when firing a ranged hand weapon at the marked target.
EVADE	Increase character's Defense by one.
GO TO GROUND	Fall to the prone position. Character's Defense is set to 7. All rolls for any dice pool made by the character in the prone position receive a -1 modifier.
GRAPPLE	Strength contest. Loser loses all Actions this turn.
HAND ATTACK	Attack target in same range band to deal Stun damage.
MELEE ATTACK	Attack target in same range band to deal a melee weapon's damage.
MOVE	Character moves from current range band to an adjacent one.
PHYSICAL ACTION	Open a door or window, Climb on top of something or up a ladder, Scale a wall, Jump over a gap, Tackle someone, Draw a weapon, Operate a device or sensor, or Disarm a combatant.
PROVIDE AID	Character transfers an Action to another character in the same range band.
RANGED ATTACK	Weapon fires a number of times equal to its ROF with a maximum distance in range bands equal to its Range.
RELOAD	Restore the Capacity of a weapon.
SKILLED ACTION	Perform an Action using a skill.
SNEAK ATTACK	Stealth contest vs. opponent's Perception. Character attacks first if he wins.
SWEEP	Agility contest. Loser is knocked to the ground Prone.
TAKE COVER	Character moves behind cover. Character cannot be hit unless the damage is great enough to penetrate the cover.
THROW A WEAPON	Melee Weapon can be thrown into an adjacent range band with a -2 Attack modifier.

VEHICLE ACTIONS	DESCRIPTION
ASSAULT	Activate all its weapons aimed at one target.
ATTACK	Activate one weapon aimed at one target.
EVASIVE MANEUVERS	Increase vehicle's Defense by one.
FRAME ASSAULT	Activate all its weapons that can be split up amongst multiple targets.
GRAPPLE	Contest using Strength vs. frame's Strength or vehicle's Speed
HAND ATTACK	Attack Target in same range band to deal Strength damage.
MELEE ATTACK	Attack Target in same range band to deal a melee weapon's damage.
MOVE	Move a number of range bands equal to its Speed.
RAM	Damage equals range bands travelled × Size Class × Factor for each success in a Ram dice pool
SPLIT ASSAULT	Add another target to an Assault.
STOMP	Frames can stomp if its Size Class is three times larger than its target to deal Ram Damage. The attacking Frame is unaffected.
STUNT	Vehicle makes an extreme maneuver.
TAKE OFF / LAND	Flying vehicle takes off or lands.
TARGET LOCK	Mark a target. The vehicle receives a +1 Attack modifier for all attacks on the marked target.
THROW	Frame throws an object or vehicle.

Vehicle Actions

Actions can be used to move a vehicle a number of range bands equal to its Speed. One Action can be used to activate all the weapons on a vehicle aimed at a single target, but an extra Action can be used to split these attacks to an additional target. These weapons cannot be activated again this turn.

An Action can also be used to activate one ranged vehicular weapon aimed at a single target. This weapon can be activated any number of times aimed at the same or different targets but an Action must be spent each time. A vehicular weapon fires a number of times equal to its ROF at the same target each time it is activated.

Actions can also be used to perform a difficult maneuver like taking off, landing, attacking with a frame's melee weapon or body, or performing a maneuver or stunt. Vehicles can also spend one Action to increase its Defense by one by performing erratic maneuvers to dodge enemy fire. Vehicles can spend an Action to perform a Target Lock which allows it to mark a single target. The vehicle receives a +1 Attack modifier for each mark on a target.

Size Classes

Combatants receive a Defense modifier for the difference in Size Class between an attacker and a defender. For every Size Class that the target is larger than an attacker, the attacker receives a +1 Attack modifier. For every size class that a target is smaller than an attacker, the attacker receives a -1 Attack modifier.

Characters are always Size Class 1 unless otherwise stated. For example, a character with Defense 4 and Size Class 1 fires on a battle frame with Defense 5 and Size Class 3, so the character receives a +2 Attack modifier when firing on the frame. If the frame fires back at the character, it receives a -2 Attack modifier.

Factor System

Vehicles, personal shields, body armor, and weapons have Factor ratings. A weapon's Damage is multiplied by its Factor before it is applied to a target. Factor ratings are multiplied by a vehicle's Shield, Armor, and Structure ratings to determine their modified values. Partial damage is ignored so a Factor 1 weapon deals 35 Damage (3.5 Factor 10 Damage) that penetrates a vehicle's Shields with Armor 2 and Factor 10 only deals one point of damage to its Structure and the extra 0.5 Damage is ignored.

A vehicle's Factor is multiplied by its Speed to determine the number of range bands it moves for each Action. The Range of a vehicle's weapons are multiplied by a vehicle's Factor to determine the distance in range bands it can be fired. When a character fires a hand weapon, its Factor does not effect its Range. To speed up game play, when large Factor vehicles fight assume a range band is equal to that Factor in range bands.

Ranged Combat

When a character attacks with a modern ranged hand weapon, he makes an Attack dice pool with a number of D10 equal to his Gun rating. The Defense of a target including Size Class and combat modifiers is the roll required for a successful hit. A natural roll of 10 is an automatic hit and provides the character with an extra die roll and a natural roll of 1 is an automatic miss and removes one of the character's successful rolls. The target's Defense is increased by one for each range band in between an attacker and her target. A weapon cannot be used to target anything that is a number of range bands further than its Range rating.

A character with Gun 4 firing a multi laser has an Attack dice pool of four D10. If he fires at an opponent with Defense 5 in the same range band then any roll of 5+ is a success. The character rolls 3, 5, 6, 8 so he has three successes for this attack. A multi laser deals 5 damage multiplied by the three hits to deal 15 damage to the opponent for that one shot.

The multi laser has factor 10 so the attack deals a total of 150 damage. If the same character attacks the same opponent but the target is now four range bands away, there are three range bands in between them increasing the target's Defense to 8. If the character makes the same roll of 3, 5, 6, 8 then only one roll is a success and the attack only deals 5 damage or a total of 50 damage.

Close Combat

When a character attacks another character with her body or a melee weapon, she uses her Fight rating to create an Attack dice pool. Each roll in an Attack dice pool that is equal or greater than a target's Defense is a success. Every successful Attack die is multiplied by the melee weapon's Damage to determine the amount of damage that the target receives. Characters deal one Stun damage for each success die when performing an unarmed attack.

When a character attacks with a thrown or archaic ranged weapon, he uses his Fight skill to create an Attack dice pool. Each successful Attack die is multiplied by the weapon's Damage to determine the total damage produced by the attack.

A character with Fight 5 and Strength 3 using a blade attacks a target character with Defense 6 and Armor 3. The attacker rolls his Attack dice pool (3,5,6,7,9) and has three successes with the blade. The attacker's three successes are multiplied by the blade's 3 damage with Factor 1 to deal a total of 6 damage to the target character. His armor absorbs three damage and his Life and Stamina are reduced by three.

Character Combat

When an opponent successfully hits a target character, multiply the number of successful dice in his Attack dice pool by the weapon's Damage and Factor. This total damage is applied to the target character. Damage is first applied to the character's Shield rating times its Factor. A character's Shield rating is not restored during a mission but can be restored between missions. If any damage penetrates a character's Shield rating, it is then applied to the character. Before applying the damage subtract the character's Armor rating times its Factor from that damage. Any excess damage that penetrates a character's Armor is now applied to the character's Life. Standard damage is applied to a character's Life and Stamina. Stun damage is only applied to a character's Stamina. If a character has no remaining Stamina, any excess Stun damage is applied to a character's Life. Once a character's Stamina is reduced to zero, she is rendered unconscious for D10 turns. If a character's Life is ever reduced to zero, the character dies.

Character Traits

- Fight determines a character's close combat dice pool.
- Fight is also used when a character throws a melee weapon
- Gun determines a character's ranged Attack dice pool.
- A character can use an Action to move one range band.
- A character can attack a target once with his hands or a melee weapon in the same range band by using an Action.
- A character can fire a ranged weapon at a target a number of times equal to its ROF. It can fire a number of range bands away equal to its Range by using an Action.
- A character can perform a skilled Action by using an Action.
- A character can transfer an Action to another character in the same range band.

Vehicle Combat

A vehicle's Agility is its maximum value but its true Agility can never be higher than the skill rating used to control the vehicle. A vehicle's modified Defense can never be higher than the sum of its operator's Agility rating and the skill rating used to control the vehicle. For example, a character (Agility 3 and Frame 2) pilots a Frame with Agility 5 and Defense 7, the Frame would only have modified Agility 2 and Defense 5 when piloted by the character because of her lack of skill. If a Legionnaire (Agility 8 and Frame 8) pilots the same frame, its maximum of Agility 5 and Defense 7 would be achieved but could not be increased because of the limited technology of the frame.

When a weapon successfully hits a vehicle, multiply the number of success dice by the weapon's Damage and Factor, but Stun damage has no effect on a vehicle. This total damage is then applied to a vehicle's Shield rating. A vehicle's Shield rating is multiplied by the vehicle's Factor before it absorbs the damage. A vehicle's Shield rating is restored at the beginning of each combat turn.

Any excess damage that penetrates a vehicle's Shield is then reduced by a vehicle's Armor rating times its Factor. Any excess damage is then applied to a vehicle's Structure, which is multiplied by a vehicle's Factor. When a vehicle receives enough Structure damage to remove the first level of its Structure, the vehicle receives -1 Agility, Speed, and Defense modifiers. Every time a vehicle receives enough damage to equal the subsequent Structure rating, these three stats are reduced by one again. When a vehicle receives total Structure damage equal to its final Structure rating, it is destroyed.

A vehicle can ram people, vehicles, and buildings to deal damage. The vehicle must move until it is in the same Range Band as the target. The attacking vehicle makes a Ram dice pool using the modified Agility rating of the ramming vehicle. Dice rolls that are equal or higher than the target's Defense are successes. The amount of damage produced per success is the attacking vehicle's Size Class times its Factor and the number of range bands it moved before it hit. A target vehicle that was rammed also deals damage to the attacker equal to its Size Class times its Factor and the number of range bands that the attacker moved before hitting it.

Robots act exactly like other vehicles except they do not have an operator but they have an artificial intelligence system that controls them. Robots use their Intelligence rating to determine the result of their Attack and control tests but in every other way they act like a vehicle.

Vehicle Traits

- The Agility of a vehicle can never be higher than its operator's skill rating.
- The close and ranged combat dice pool of a vehicle is based on the skill of its operator.
- A vehicle can move its Speed in range bands by using one Action.
- A vehicle can activate all its weapons aimed at a single target by using one action. A vehicle can split these weapons amongst many targets by spending an Action for each additional target selected. These weapons cannot be activated again this combat turn.
- A vehicle can fire one weapon at a single target by using one Action.
- A vehicle with a Strength rating can deal this damage in close combat or use a melee weapon aimed at one target by using an Action.

Robot Traits

- A robot uses its Intelligence for its ranged Attack dice pool and its Agility for its close Attack dice pool.

Frame Combat

Frames have a much greater range of motion and greater weapon arcs so if a frame uses a single Action to activate all its weapons, these attacks can be split up amongst any number of targets, but these weapons cannot be activated again this turn. A frame can also spend an Action to activate one of its ranged weapons aimed at a single target. This weapon can be activated again aimed at the same or different target by spending another Action any number of times. When a frame's weapon is activated, it fires a number of times equal to its ROF.

A frame can use an Action to attack with its hands or a melee weapon if the frame is in the same range band as the target. A frame deals its Strength rating times its Factor for each successful hand attack. A frame can also pick up and throw objects and the size of the object determines the amount of damage it produces. A frame can also pick up and throw other vehicles. To determine the amount of damage produced make a dice pool equal to the Frame's modified Agility. For each die equal or greater than the vehicle's Defense, the target receives damage equal to the frame's Strength times its Factor.

A frame can stomp a target if its Size Class is three times larger than the target. Stomp dice pools use the modified Agility rating of the frame. Rolls that are equal or higher than the target's Defense are successes. For each success,

the frame deals damage equal to its Size Class times its Factor. The frame is not affected by the stomp. A frame can also grapple another frame or vehicle if they are in the same range band. If a frame grapples another frame, they perform a Strength contest. The loser of this contest loses all its Actions for this turn. If a frame grabs a vehicle, it performs a contest with the frame using its Strength and the vehicle using its Speed. If the frame wins the test, the vehicle cannot move that turn. If the vehicle wins, nothing happens.

Frame Traits

- The Agility of a frame can never be higher than its operator's Frame rating.
- The close and ranged Attack dice pool of a frame is based on its pilot's Frame skill rating.
- A frame can move its Speed in range bands by using one Action.
- A frame can activate all of its weapons and split them up amongst any number of targets by using one Action. These weapons cannot be activated again.
- A frame can fire one weapon at a single target by using one Action.
- A frame can deal Strength damage in close combat or use a melee weapon aimed at one target by using one Action.

Animal Combat

Animals fight like a character but they have no Stamina rating so all standard and Stun damage is subtracted from their Life rating. Animals use their Strength rating to determine their close combat dice pool and their Intelligence rating to determine their ranged combat dice pool. The Intelligence rating of an animal should be used to determine how its fights because more intelligent animals would use stealth, tactics, pack strategies, and tools when fighting. Stupid animals usually attack with feral rage and should be easily scared away. Animals should act instinctively or they will appear to act like people to your players.

Animal Traits

- The Strength rating of an animal determines its close Attack dice pool.
- The Intelligence of an animal determines its Ranged Attack dice pool.
- Animals deal damage equal to their Strength in close combat.

CHARACTER CREATION

You will play a Legionnaire and every mission that your Strike Team completes weakens the Imperium or directly saves the lives of Republic citizens. Legionnaires are prefect fighting machines that have been reconstructed and reprogrammed to succeed at missions with impossible odds. Legionnaires are experts of all forms of combat and each team member must specialize in a specific field vital to the success of their team. Strike Team members are perfect soldiers that are far more advanced than the Imperial hordes that they fight but Imperial forces will always greatly outnumber them and each day the Imperium produces better warriors designed to defeat the Legion.

To make your character that will represent you in the Strike Legion universe follow these five steps. Your character receives 50 Character Points or CP that you distribute to his seven attributes. You must then select a race for your character. Your character then receives 70 Development Points or DP to purchase skills, advantages, and Acts of Mastery. The final two steps of character creation are selecting a personality for your character and determining his origin before he became a Legionnaire.

STEP 1: DISTRIBUTE 50 CHARACTER POINTS TO YOUR CHARACTER'S SEVEN ATTRIBUTES. (**STRENGTH, AGILITY, INTELLIGENCE, PERCEPTION, PRESENCE, RESOLVE, AND MASTERY**).

$$LIFE = 2 \times STR$$

$$STAMINA = 3 \times STR$$

$$DEFENSE = AGI + INT (Max = 10)$$

5 ACTIONS, 5 SURGE, AND 10 REALITY

STEP 2: SELECT YOUR CHARACTER'S RACE.

STEP 3: PURCHASE SKILLS, ADVANTAGES, AND ACTS OF MASTERY FOR YOUR CHARACTER WITH 70 DEVELOPMENT POINTS. ALL LEGIONNAIRES RECEIVE FLEET AND LONGEVITY FOR FREE.

STEP 4: DETERMINE YOUR CHARACTER'S PERSONALITY.

STEP 5: DETERMINE YOUR CHARACTER'S ORIGIN PATH.

ATTRIBUTES

Attributes represent a character's physical and mental abilities. You have 50 Character Points to distribute amongst your character's seven attributes (Strength, Agility, Intelligence, Perception, Presence, Resolve, and Mastery). All attributes start at zero. Each Character Point assigned to an attribute raises its rating by one. All attributes must have a rating of at least one except for Mastery which can have a rating of zero.

A character's appearance and behavior should be based on his attribute ratings. Characters with high Strength should have large and powerful bodies. Characters with high Agility should move with speed and grace. Characters with high Intelligence should sound eloquent when they talk while characters with low Intelligence should sound slow and stupid. Characters with high Presence should find it easy to attract and influence other people while characters with low Presence are usually ignored or hated by most people.

Strength (STR)

Strength represents the raw physical power, endurance, and toughness of a character. It measures a character's ability to lift, carry, push, and deal physical damage. It also measures a character's ability to absorb damage and resist disease and physical stress. A character regains an amount of Stamina equal to his Strength rating after each turn of combat. Strength is also used to determine the damage produced by many melee and archaic ranged weapons. Strength based actions include pulling a comrade in a broken suit of power armor into cover, kicking open a locked door, carrying an unconscious person to safety, or lifting a fallen pillar off a teammate's leg. Strength determines the amount of Stun damage that a character produces in hand to hand combat and reduces the number of turns he is unconscious when his Stamina is reduced to zero. The following chart details hand to hand combat damage and the turns of unconsciousness (KO) modifier.

Strength	Hand Damage	KO modifier
1 - 7	1 (Stun)	-1 Turn
8 - 10	2 (Stun)	-2 Turn
11 - 14	3 (Stun)	-3 Turn
15+	4 (Stun)	-4 Turn

Agility (AGI)

Agility represents the physical dexterity, control, and speed of a character. It also measures a character's sense of balance, hand-eye coordination, and flexibility. Agility also includes reaction time, reflexes, and timing. Agility determines when a character gets to perform his actions with higher Agility characters performing and resolving their Actions before lower Agility characters can even react. It is a prime measure of Defense because a quick character is always hard to hit. Agility based actions include balancing on a narrow beam, trying to catch a grappling line on a ledge, climbing up a brick wall, catching a thrown knife, and jumping over a wide chasm. High Agility provides characters with extra Actions because of their increased speed and dexterity. The following chart details the number of extra Actions a character receives for different Agility ratings.

Agility	Bonus Actions
8 - 10	+1 Actions
11 - 14	+2 Actions
15+	+3 Actions

Intelligence (INT)

Intelligence represents the mental prowess, cognitive capacity, reasoning power, logic, and creativity of a character. It also represents a character's ability to learn, reason, and conceptualize. It measures a character's ability to understand and manipulate new and familiar forms of science and technology. Intelligence measures the speed at which she can respond to her surroundings and her ability to react and adapt to new situations. Intelligence is an important measure of Defense because a smart character uses his environment to avoid enemy fire by keeping obstacles between himself and his enemy. Intelligence based actions include decoding a puzzle, memorizing a security code, determining how to operate a piece of unknown or ancient technology, and figuring out how to solve an intricate math problem. High Intelligence provides a character with extra Development Points to represents their greater ability to learn and adapt. The following chart details the number of extra Development Points a character receives for different Intelligence ratings.

Intelligence	Initial Bonus DP
8 - 10	+5 DP
11 - 14	+10 DP
15+	+15 DP

Perception (PER)

Perception represents a character's ability to sense the world around him and track a moving target when attacking. Perception allows a character to sense things that would easily be missed and see clues that are not obvious to other people. Perception allows a character to read the emotions and motivations of other people that might be different from what they are showing in their actions and words. Perception based actions include finding someone in a large crowd, looking for a hidden passage, finding hidden clues and evidence, and looking for the weakest or most vital spot on a target. High Perception provides a character with Attack modifiers because of her advanced accuracy and precision. The following chart details the Attack modifiers a character receives for different Perception ratings.

Perception	Attack Modifier
8 - 10	+1 Attack
11 - 14	+2 Attack
15+	+3 Attack

Resolve (RES)

Resolve represents the willpower and mental strength of a character that allows her to resist intense physical or social stress and psychological assaults. Resolve allows a character to resist social influences and all forms of mental control or coercion. Resolve based actions include remaining calm in a terrifying or dangerous situation, resisting physical or mental torture, staying conscious after a severe injury, preventing any psychic or mechanical forms of mind control, and winning social challenges that require unwavering faith and conviction to succeed. High Resolve provides a character with incredible mental control that keeps them going after receiving physical damage that provides him with extra Life and Stamina. The following chart details the number of extra Life and Stamina a character receives for different Resolve ratings.

Resolve	Life	Stamina
8 - 10	+3	+5
11 - 14	+6	+10
15+	+9	+15

Presence (PRE)

Presence represents the personality, personal charm, social skills, and charisma of a character. It also measures a character's interpersonal skills and ability to influence others. Presence based actions include getting a group to follow your orders, extracting information from strangers, interviewing witnesses, seducing a person to gain his trust, or getting a date for the weekend.

Boost represents a character's sense of purpose and ability to motivate that urges on his comrades. Boost provides a character's comrades with an extra Action and a +1 Resolve modifier if they are within a specific number of range bands from the character. The following chart details how close other player characters must be to the character to receive these bonuses for different Presence ratings. Boost bonuses are cumulative so two characters with Boost 2 will provide a comrade up to one range band away with two Actions and a +2 Resolve modifier. A character does not receive her own Boost bonuses but provides it to every friendly character within range.

Presence	Boost Range
8 - 10	Boost 1: Same Range Band
11 - 14	Boost 2: 1 Range Band
15+	Boost 3: 2 Range Bands

Mastery (MAS)

Mastery measures a character's innate potential to sense and alter the fabric of reality with his mind. Some minds are better suited to perceive the truth about reality because most people's minds are closed preventing them from ever understanding the true splendor of reality. This reality sensitivity is only a potential because without proper training and guidance a character can never control or understand his true potential and power. Mastery is a special form of perception that allows certain people to see past the artificial truth that our minds use to protect themselves from the blinding brilliance of the true structure of reality. The greater understanding and control a Master has on reality, the greater his ability to manipulate and control the world around him. High Mastery provides a character with a free Act of Mastery. The following chart details the rating of the free Act of Mastery for different Mastery ratings.

Mastery	Free Act of Mastery
8 - 10	Act of Mastery 1
11 - 14	Act of Mastery 2
15+	Act of Mastery 3

Traits

Traits are character statistics that are calculated from her attributes like Life, Stamina, and Defense or that have a set starting value like Surge and Sanity.

Life

Life represents how much physical damage a character's body can absorb before he dies. A character's Life is equal to twice his Strength rating. Whenever a character is injured by damage, subtract it from his Life. If a character's Life ever reaches zero, he dies. For each point of Life that a character loses, she also loses one point of Stamina. Life has a Factor of one. Life naturally restores at a rate of one point per day without medical attention.

A character is considered Wounded if her Life is reduced by more than half. All dice pools rolled by a Wounded character are reduced by half rounding up. A character is considered Mortal if her Life is reduced by more than three fourths. All dice pools rolled by a Mortal character are reduced by three fourths rounding up.

For example, a Mortal character with Gun 4 would only roll a single die when attacking with a ranged hand weapon because of her injuries.

Life = 2 × Strength

Stamina

Stamina refers to the amount of damage a character can absorb before he is knocked out. A character's maximum Stamina equals three times his Strength rating. Stun damage dealt to a character's body is subtracted from her Stamina. If a character's Stamina is reduced to zero, she is rendered unconscious for D10 turns. Any excess Stun damage is then removed from her Life. At the end of each combat turn, a character regains an amount of Stamina equal to his Strength unless she is unconscious.

Stamina = 3 × Strength

Defense

Defense represents a character's ability to avoid or dodge attacks, move through cover, and exploit his battlefield environment. Defense is calculated by combining a character's Agility and Intelligence ratings. Defense is the value that an attacker would have to roll for each die in an Attack dice pool to be a success after range and other combat modifiers have been calculated. The maximum Defense is 10 so any natural Attack roll of 10 always hits.

Defense = Agility + intelligence

Actions

All characters receive two Actions per turn but a Legionnaire receives five Actions because of their advanced physiological and mental capabilities. Each Action allows a character to move, attack, or perform skilled or special actions. Characters take turns based on their Agility with higher Agility characters performing their actions before lower Agility characters. Damage and other effects caused by higher Agility characters are resolved before lower Agility characters can even respond.

Actions = 5

Surge

Surge represents a character's ability to use her inner strength to manipulate fate to make nearly impossible actions possible. A character can use a Surge to add a die to his dice pool before it is rolled, reroll any dice pool, restore his Life and Stamina by an amount equal to his Strength, or gain a +1 dice pool modifier for a single test. A character can use two Surges to force an enemy to reroll any dice pool, remove an Action from an enemy for one turn, allow a friend to reroll any dice pool, or provide a friend with an additional Action for one turn.

A gamemaster should reward characters with extra Surges for good roleplaying and creativity during a mission. Surge is the currency of the game so players should pay the gamemaster Surge if they want to change important aspects of the mission in some way.

For example, if a player does not want to solve a puzzle, he can pay two Surges to make it go away.

If a player does something that the gamemaster does not want, he can offer him a few Surges to change his mind.

For example, if a character is about to shot a gamemaster's most important adversary in the mission point blank in the head, he can suggest that the character's weapon malfunctions. In return, the character will receive three extra Surges. If the player agrees, he receives his bonus Surges and the opponent escapes to fight another day.

Surge = 5

Sanity

Sanity represents a character's mental stability, the stability of her personality, and her grasp on reality. Characters start with ten points of Sanity. Characters lose Sanity when they experience traumatic or frightening events, use addictive drugs, implant cyber wear or nano tech, have mental alterations performed, experience physical brain trauma, and experience mental degeneration caused by infection, chemical and biological exposure, the degenerative effects of extreme aging, or being exposed to unfiltered reality. If a character's Sanity ever reaches zero, she has gone insane or has lost all remnants of her primary personality and must be discarded. As a character loses Sanity, she is falling deeper into madness so she should be roleplayed as loosing touch with reality as she slowly goes insane.

Sanity = 10

SENTIENT RACES

Different sentient races including Gens, metahumans, and humans populate the Strike Legion universe. Only the major Gens species are described here but there are hundreds of minor Gens races and new Gens species lost since the Eternal Darkness are discovered each year. Many machine and alien sentients have also been discovered but they are not discussed here. The following is a brief description of the characteristics, abilities, appearance, and cultures of the major sentient races.

When selecting your character's race make sure to take into account the specific attribute modifiers and other special abilities that each sentient race provides your character. The race you select not only influences her physical and mental characteristics but also her history, culture, beliefs, diet, and outlook. Each race views each other differently and many have long standing hatreds and allegiances with each other. A character's race does not determine how she will act but each race has a special perspective about life including religious, cultural, and economic laws, traditions, and beliefs.

ARAYAN

ATTRIBUTE MODIFIERS:
> FEMALE: +2 STR, +2 AGI, +1 ACTION
> MALE: +5 STR, -1 ACTION

AVERAGE LIFE SPAN: 120 YEARS
SPECIAL: NIGHT VISION / TOUGH

Arayans are a race of Gens that appear to be massive gray humanoids with no facial features except for eyes, nasal and auditory slits, and a mouth. Their muscular bodies are completely hairless and their thick skin ranges from light gray to jet black. They were engineered to be strong and resistant to intense physical stress so their skeletons are made of super dense carbon fiber and their bodies are tough and powerful. They were created for underground and high gravity mining operations so they were engineered for incredible strength and endurance. Arayan's great size makes them the only sentient race with a Size Class of two. Their great physical strength has a drawback because their massive bodies make their movements slow and somewhat awkward.

Gender lines divide Arayan society with males representing the working and fighting class while females represent the ruling class. In their society, males and females limit their interactions to family life because any public socialization between the genders is considered obscene. Arayan society is family oriented so their families are usu-

ally very large and family members are closely involved in each other's lives. Arayans have a closed society and outsiders are viewed with fear and suspicion. The latest generation of Arayans have lost many of these beliefs because so many young Arayans have been fully integrated into Republic society.

Arayan society is matriarchal so Arayan females dominate politics, religion, education, economics, entertainment, and media. Every aspect of Arayan society must be dominated by at least one female making their military system very inefficient because male warriors will not make a decision without a direct order from their Dominatrix. Arayan males make up the bulk of their military forces but there are a few elite female only battalions known to perform missions vital to the Arayan Commonwealth. Arayan males also represent the majority of the planetary work force and they perform all functions outside the Arayan Union including trading, mining, exploration, and scouting.

The Arayan Commonwealth was forced to seek military and technological assistance from the Star Republic because of the Imperial onslaught and the loss of over a third of their homeworlds. Arayans now openly trade goods and information with other races but their core worlds still attempt to culturally isolate themselves from the rest of the Republic. Many fringe worlds of the Arayan Union have loosened their cultural restrictions. These Arayans allow open relationships with outsiders but they are looked down upon by the orthodox portions of Arayan society. These free Arayans have joined the Fleet and they make up the bulk of Fleet's marines and security officers.

Arayan are known for their incredible resilience to harsh environments and their lack of fear in deadly or hopeless situations. Male Arayans are renowned for their brute strength and total obedience to their commanders. Female Arayan are lightning fast combatants and brilliant military tacticians.

SPECIES 456 SHOULD BE HANDLED WITH GREAT CARE IN CLOSE COMBAT. THEIR LARGE MALE WARRIORS CAN TEAR AN IMPERIAL MARINE APART WHILE THEIR FEMALES, WHO APPEAR TO BE IN COMMAND, MOVE AROUND WITH LIGHTNING FAST SPEED ALLOWING THEM TO PICK OFF OUR MARINES AT WILL. THIS COMBINATION HAS RESULTED IN MASSIVE CAUSALITIES IN ALL PLANETARY ASSAULTS AGAINST SPECIES 456. WE RECOMMEND MASSIVE PLANETARY BOMBARDMENTS AGAINST THIS SPECIES BEFORE ENGAGEMENT.
- IMPERIAL ICON

Cheden

Attribute Modifiers: +1 STR, +1 AGI, +2 Resolve
Average Life Span: 170 Years
Special: Immunity to Cold

These blue humanoids are only one meter tall and they were developed to work in arctic and super cold environments. Their bodies are highly resistant to cold so they do not freeze even at subzero temperatures because of the unique chemicals produced by their bodies. Their small hairy bodies also help them resist the cold because of their low body surface area. The Cheden feel most comfortable in these artic environments so they have colonized all the freezing worlds of the Republic so Cheden worlds can be found throughout the Star Republic.

The Cheden are a nomadic people so they build massive floating environmental domes that move across their frozen worlds looking for new resources. These domes are ten kilometers across and they contain over ten million Cheden. Cheden homeworlds only have a few dozen of these floating cities because Cheden have a two year long gestation period so their populations are extremely small. The Cheden Collective is a loosely connected star empire because each nomadic city has its own independent government with its own council of elders. All the nomadic cities produce their own space battle groups and these small fleets work together to patrol and defend their homeworlds.

The Cheden are masters of defensive shielding and they have developed systems that allow their ships to shrug off immense amounts of damage. Their capital ships use their incredible shielding to get in close and tear their enemies apart with their short range burst weapons. The Cheden use their powerful electromagnetic fields to hold their floating cities together and push them above the surface of their world.

THE CAPITAL SHIPS OF SPECIES 5 HAVE INCREDIBLY POWERFUL DEFENSIVE SCREENS THAT MAKE THEM ALMOST INVULNERABLE TO OUR ATTACKS. WE BELIEVE THAT THE ONLY WAY TO DEFEAT THIS ENEMY IS TO RAM THEM WITH OUR SHIPS UNTIL THEY ARE DESTROYED.
- Imperial Icon

Draken

Attribute Modifiers: +1 STR, +3 AGI, +1 Action
Average Life Span: 130 Years
Special: Flight / Natural Weapons

Draken are a race of Gens that resemble the legendary creatures known as dragons. Their heads have short snouts filled with many sharp teeth and their bodies are covered with dense colored scales. Their yellow eyes have thin longitudinal black irises that make Draken appear menacing to other races. Draken were engineered with transposons for scale coloration so every Draken has a unique coloration pattern. Their scales have been seen in every color of the rainbow and many Draken have multi color scale patterns, which are considered to be extremely beautiful in their culture.

They have large leathery wings designed more for appearance than functionality but they can be easily folded away. These wings allow the Draken to glide in very low gravity environments or with the use of a grav harness. Their wings are also used in many cultural traditions such as their mating ritual and their elaborate rite of passage. Their society is based on a strict code of honor that makes their people the most feared warriors in the universe. Their warrior code prevents them from surrendering or retreating under any circumstance and they are taught from birth that to die in glorious battle is the greatest form of honor and the only way into heaven. Draken learn at an early age the ways of the warrior and they relentlessly train their bodies to resist pain and their minds to think in the three dimensions of space combat.

Every Draken male, female, and child is willing to give their lives in the defense of the Draken Coalition. Each Draken is required to serve a five year tour of duty in defense of his people and they consider this duty a part of their coming of age. Only the finest warriors continue in their military duty while weaker Draken take less honorable jobs in their society.

The Draken's main battle fleets are extremely effective because Draken unlike other warrior races realized early that tactical genius is more important in a leader than physical strength and cunning. Draken warriors are judged only on their actions on the battlefield and not through physical challenges and duels. Fighting amongst allies is looked down as cowardly and dishonorable in Draken society. Male and female warriors are looked upon as equals because the only measure of a Draken warrior is the intensity of their fighting spirit.

Draken were the first combat Gens to be engineered so they were designed to be pinnacles of strength and speed, which are essential on the modern battlefield. They are well suited for both piloting battle frames and fighting in melee combat because their enhanced reflexes and physical coordination allow them to react faster than other sentient races. The Draken's incredible agility is legendary and they are the most feared close combatants in the universe.

Species 377 has extremely dangerous fleets of advanced capital ships that perform perfectly executed formations that can defeat Imperial fleets that vastly outnumbered them. After reviewing battle records of past engagements, we believe a swarm of battle drones using Battle Tactic 734a can disrupt their fleet formations enough to guarantee eradication with only a 12:1 numerical advantage.

- Imperial Icon

Eleden
Average Life Span: 50 Years
Special: Eidetic Memory / Max Strength of 6 / Intelligence starts at 6

The Eleden are a race of small Gens that looks like an upright mouse that comes in a range of fur colors including gray, brown, white, and black. They were designed to be living computers for use in high radiation worlds where computers will not function so their minds are the most powerful of any sentient species. Their bodies are very weak and frail but their incredible mental abilities and their short gestation period has allowed them to quickly spread throughout the universe. They are extremely adaptable so they can live on high radiation worlds that would be unlivable for other sentient races. Whenever they colonize a high radiation world they bring the flora and fauna of their core worlds that also have a natural resistance to radiation.

The Eleden have developed a hive mentality because of the incredible population growth that all of their worlds eventually experience. The Eleden have built massive mega arcologies over the entire surface of each of their homeworlds which can hold over a hundred billion Eleden in these massive self contained environments. The Eleden are masters of nano tech so they can perfectly recycle everything within their arcologies meaning that they almost never need outside resources as long their population remains stable. The Eleden Warden includes over three hundred worlds covered in these mega arcologies.

Fermorin
Attribute Modifiers: +2 STR and +2 AGI
Average Life Span: 1000 Years
Special: 5 extra Development Points

These massive green humanoids have huge jaws and jagged overgrown teeth that makes them look gruesome. They were designed to look like a mythical orc and were used as terror weapons during the time of the Old Empire. Fermorin are not born but instead they spawn from cysts that grow anywhere were moisture and nutrients are present so they can be quickly spread all over an enemy world by dropping payloads of these cysts from orbit. They rapidly grow to full adult size and they are born preprogrammed for destruction. Fermorin grow larger and more powerful each year so ancient Fermorin can be three times larger than a normal adult. To represent constant growth, a Femorin's Strength increases by one but its Agility decreases by one for every hundred years of its life.

The Fermorin have learned to reprogram their genomes with knowledge instead of warfare so that they quickly became masters of science, technology, literature, and art. They still have to control their natural desire for destruction, which they have learned to control using an elaborate system of mental control taught to them from birth. The Fermorin Sanctuary has hundreds of worlds because of their incredible growth rate and these planets have become the center of scientific and artistic achievement in the Star Republic.

Fermorin society is based entirely on improving their people's minds and they suppress all forms of emotion and desire. Fermorin are trained to control their minds so that their feral instincts will never surface. Any Fermorin that reverts back into a living war machine is converted into a Dark Warrior that accepts their ancient desire for war making them one of the deadliest warriors on the modern battlefield, but they can never live amongst their people again.

Grank
Attribute Modifiers: +3 STR, +2 RES, -1 Action
Average Life Span: 200 Years
Special: Night Vision / High Density

Granks are extremely small humanoids with dark purple skin and green bioluminescent eyes. They range in height from about a half meter to almost a full meter in height. They are incredibly strong so their small bodies hide their immense strength and physical power. They were designed for underground and deep trench mining so they prefer almost complete darkness and they feel comfortable in environments with extreme temperatures and pressures.

All their worlds are filled with isolated underground complexes that are almost completely self sufficient. Granks are isolationists so their small city states and colonies can become completely isolated resulting in inbreeding so they created their Social Exchange system. Granks realized that they have been engineered to hate change so the Exchange forces them to see new worlds and people. Every year, ten percent of the families of each Grank city state are transferred to a new city state on a different

Grank world. This system seems odd to other races but it has made Grank society extremely dynamic and Granks highly adaptable and versatile.

Granks prefer desolate worlds because their deadly environments make it easier to protect their underground cities. The Granks have spread to many Republic systems that have worlds that other races consider unlivable. Their master miners have constructed underground complexes that are completely self contained through the use of geothermal power and the vast resources from the mantles of these worlds. In exchange for these desolate worlds, the Granks have created geothermal power stations and underground harvesters for other races that provide them with almost unlimited power and resources.

Species 145's underground complexes should be avoided at all costs. Their tunnels are lined with traps and automated weapon systems that have resulted in total losses for all Imperial Marine kill teams sent into these labyrinths. Imperial Fleets should destroy all future complexes using Hellbore missiles from orbit.
- Imperial Icon

Guardian
Attribute Modifier: +4 MAS
Average Life Span: 60 Years

Guardians look like meter tall feline humanoids with a long tail and short chubby arms and legs that end in four large fingers or toes. They were designed to be cute and loyal companions for humanity so they have large heads and eyes and cuddly bodies covered in soft fur that makes them endearing to humans. A subspecies of the Guardians was engineered to discover the true potential of the living mind in the long forgotten past. These Guardians were engineered to have incredible insight into the structure and intricacies of reality and they have evolved into a species almost entirely composed of fully evolved Masters.

A Guardian known as Ordin was born during these experiments and he is now considered to be the greatest Master that ever lived. He led his people against humanity in the Great Revolt and he taught them how to use their powers to fight for their freedom. Guardians under Ordin's leadership developed a low tech society that uses Mastery instead of modern technology. Modern Guardian society focuses most of its resources on gaining further insight about the structure of reality and achieving higher levels of ascension. They are taught as children to disdain the acquisition of material possessions and to avoid all forms of technology.

Little is known of the Guardian's home worlds because each is hidden within a pocket universe created by the Guardians. Guardians only allow fully enlightened Avatars of other races into their sanctuary universes after they have received extensive screening. The Guardians have dedicated themselves to destroying all Dark Masters because even Ordin himself was driven insane and almost wiped out the entire Guardian race before he was destroyed.

Guardians fully support the Master's Guild and they have many members on the High Council. Within the Guild, the Guardians have created their own sect known as the Order of Scion, whose members have dedicated their lives to hunting down and destroying renegade Dark Masters. Elder Guardians are considered to be great teachers of Mastery so apprentice Masters come from all over the universe to train with them. The Guardians were responsible for developing most of what is known about modern Mastery and the training system used in the Guild.

Guardians are a peace loving race, but they are always willing to fight the Imperium and any other force of evil. Many Guardians spend their entire lives traveling throughout the Republic searching for people in need and they have become well known emissaries of peace. They usually do not use weapons or vehicles but instead they depend on their minds for defense and transportation. Their small size and very high metabolism result in a very short life span so Guardians have learned to cherish every moment of their lives. A Guardian's incredible control over reality makes her a nightmare to fight so Imperial forces usually avoid Guardian controlled space.

Species 12 is considered a tier 1 threat. Their race appears to have incredible Mastery potential making them extremely dangerous even though their society is technologically primitive. All Imperial forces are ordered to stay away from their worlds at all costs. Every Imperial fleet that has wandered into their space has been lost without a trace. They appear to be non-aggressive so the best policy is to simply avoid contact with them.
- Imperial Icon

Hetochi
Attribute Modifier: +4 Any One Attribute
Average Life Span: 3000 Years
Special: Natural Armor / Telepath

The Hetochi look like humanoid prey mantis and they were one of the first Gens ever created. They were designed to terraform the most deadly worlds in the universe. They can survive in extreme temperatures and pressures

and their dense exoskeleton and unique metabolism allow them to survive in most exotic atmospheres. The Hetochi were designed to complete millennia long terraforming projects so they can live thousands of years with limited mental degradation. The Hetochi have trouble dealing with other sentients because of their teletpathy, long life spans, and strict caste based society.

The Hetochi Dominion has a hive mentality where every citizen is born to serve a specific function within their society. When a Hetochi egg is laid it can become any of the physical types by altering the environmental conditions of the egg. Slight alterations in temperature and light convert them into the different body forms. They have a leadership form with incredible social skills, a working form with incredible resilience and intense obedience, a combat form with incredible speed and power, a science form with incredible intelligence and ingenuity, and a space form that specializes in multi dimensional perception.

The Hetochi are a completely telepathic race so they can have trouble interacting with non-telepathic races. The Hetochi have recently learned to communicate verbally allowing them to interact with other Republic citizens. The Hetochi can create a group mind so the crews of their ships act as a single super organism making their capital ships super efficient. Hetochi battle frames are piloted by three Hetochi that are all linked into a megamind controller.

Human

Average Life Span: 200 Years
Special: Humans receive 10 Extra Development Points.

Humanity in the future is not very different from modern man, but improved technology has greatly increased a human's average life span. Gene therapy and manipulation has allowed humanity to destroy all forms of genetic disease and has greatly increased the size, mass, and intelligence of an average human. Parents can select what genes their children will inherit allowing them to mold their child's potential and future career options. Children born the natural way can never compete with these designer children and are relegated to be servants and manual laborers.

Human bodies do not push the limits of physical power and abilities but humans have always been one of the most adaptable organisms in the universe. Many humans are grown in birthing tanks to alleviate the discomfort and eventual pain of child birth but this process greatly de-

creases the bond between mother and child. Most Imperial citizens are raised by the state in massive automated orphanages to help alleviate the effort it takes to raise children and to help indoctrinate every citizen in the Imperial religion and teachings.

Metahuman

Life Span: 150 Years

Metahumans are the descendants of ancient and modern genetic engineering and eugenics programs. These programs have unleashed humanities' full physical and mental potential in a few genetically reengineered individuals. They appear perfectly normal but their mental and physical abilities make them far superior to standard humans. This is why most metahumans refer to themselves as the new human race.

Their genomes have been altered to remove the genetic defects that result in mental and physical deterioration of the aging process. The rest of humanity resents Metahumans for their incredible physical and mental advantages. The genes for metahumanity can lie dormant for many generations, which is why many metahumans can be born to unexpected normal parents.

The Imperium has a strict doctrine of species purity and cries out for the destruction of aliens and mutants, but they do allow the use of metahumans in operations away from the average Imperial citizen. The Empress learned to respect the power of these elevated humans and uses them aboard segregated war vessels and space stations.

Intellect

Attribute Modifiers: +2 INT and +2 MAS

Intellects are descended from the ancient projects designed to determine the true potential of the human mind. Their sense of Mastery is so much greater than a normal human that they make powerful and deadly Masters. Intellects are very rare and they are normally trained or indoctrinated as children by the Imperial Psi Core and the Guild.

Razor

Attribute Modifiers: +2 STR and +2 AGI

Razors are descended from the military research projects designed to determine the physical limits of the human body. Their engineered physical strength, power, and endurance make them perfect physical specimens. Razors are usually trained for military special forces and many of them dominate professional sporting leagues.

Spacer

Attribute Modifier: +3 AGI

Spacers originated from the research projects that attempted to design a race of people that could live permanently in the null grav environment of space. They were engineered to have lightning fast reflexes and perfect physical coordination and agility. Spacers make incredible pilots and their quick reflexes make them deadly in close combat.

Prime

Attribute Modifier: +1 to all Attributes

Primes are the result of modern gene augmentation experiments that attempt to make the perfect human specimen. Primes are engineered to be tall, strong, intelligent, well adjusted, and strikingly beautiful. Many wealthy parents have augmented pregnancies where they can select their child's traits by altering the genome of their embryo. Undesirable genes can be replaced with designer or ideal donor genes to create the perfect designer child. Another way to produce a prime child is a team or collective family. Around ten men and women form a parental contract where each parent provides their mutual child with his or her best genes. The parental group then raises this child as a collective. The child benefits from a large selection of genes and a collective identity created by his many caring and supportive parents. Many rich and powerful families produce collective children with each family providing a specific percentage of the child's genes that depends on their affluence, influence, and the quality of their genes.

Ination

Attribute Modifier: +3 Agility
Average Life Span: 110 Years
Special: Vector Prime

The Ination are a bluish green aquatic race with webbed feet and hands. They have gills that can pull dissolved oxygen from any liquid environment and lungs that allow them to breathe in an atmosphere. The Ination's ability to live in the ocean and on land has allowed them to spread throughout the universe. The Ination Star Empire is the largest in the Star Republic. Most of their worlds have been terraformed to be completely covered in water so they live in deep undersea cities that are difficult to invade. Ination have been designed to live in aquatic or atmospheric environments greatly expanding their range of habitable worlds. Ination are masters of aquatic warfare which is similar to space combat. They perfected the art of space combat because they can sense the best formations and maneuvers for any fleet action.

Species 956 has the most dangerous fleets we have ever encountered. They seem to read our minds and every maneuver we have made was met with counterstrikes that quickly scattered our forces. We are not sure how to defeat this enemy but we believe that a combined frame assault and missile barrage can be used to disrupt their fleet formations.

- Imperial Icon

Kafrin

Attribute Modifiers: +2 STR, +2 AGI
Average Life Span: 175 Years
Special: Natural Weapons

Kafrin are a race of Gens that were designed to resemble the now extinct snow tiger, from Earth's distant past. They stand two meters tall and have dense white fur with striking gray stripes and markings. Kafrin combine great physical strength with incredible speed and agility. Male Kafrins are large and powerful but females of the race have thin sinewy bodies that hide their incredible power. The Kafrin were designed to tend asteroid mining rigs, so they were engineered with the exceptional agility and reflexes needed to live and work in the null gravity environment of space.

Kafrin have a clan based society, which has caused them a great deal of internal conflict and has led to constant fighting over territory and resources. The seven great Kafrin clans are constantly at war for the resources and prestige of the Kafrin Alliance. Their entire history is filled with one bloody civil war after another. Kafrin society waits for the Chosen One, who has been prophesied to unite the clans and lead the Kafrin into glory. Many have claimed to be the Chosen One but none have been able to survive the intense political intrigue and deadly personal challenges that must be overcome by the Kafrin who will unify his people. Clan leaders must accept all personal challenges from other leaders, while challenges from lesser Kafrin are dealt with by a leader's second in command.

These duels are to the death and the winner claims all property, families, and rank of the loser. Cunning leaders can prevent most challenges through intrigue, intimidation, and assassination. The deadly nature of Kafrin politics means only the strongest or most treacherous Kafrin may lead because they must survive constant personal honor challenges and numerous assassination attempts. This has meant that Kafrin leaders are strong and cunning but not always intelligent.

All Kafrin are measured by their accomplishments on the battlefield and every Kafrin is trained to fight at an

early age. Young Kafrin are sent on defensive missions that are considered low priority and they must earn their right to be placed on the frontline. Every Kafrin craves combat because their victories and conduct in battle determine their place in Kafrin society. Kafrin troops are the best trained in the universe and their forces are known for their ferocious and brutal fighting style. Kafrin make excellent assault troops because of their speed, strength, and agility. There are tales of a Kafrin exploratory force that single handily defeated three Imperial Marine legions in close combat.

Kafrin have retractable claws on their hands and feet that can be pulled in when they require manual dexterity and exposed for close combat. When Kafrin fight personal honor challenges they are only allowed to use their bare claws. In combat, Kafrin wear razor sharp metasteel claw guards that double their claw damage.

Many Kafrin homeworlds have been destroyed by the Imperium because of their vicinity to the frontlines. The clan fleets from these destroyed worlds are on a constant mission of vengeance. These fleets have entered Imperial space destroying as many Imperial worlds as possible before returning to Republic space for supplies, repairs, and reinforcements. A few of these retribution fleets have fought all the way to the center of Imperial space before they were destroyed by the Empress's personal defense fleet.

MANY FORCE COMMANDERS ON CANER V REPORTED THAT LARGE GROUPS OF CHILDREN AND THE ELDERLY OF SPECIES 235 RUSHED THEIR DEFENSIVE POSITIONS SIMPLY TO CREATE A WEDGE SO THAT THEIR WARRIORS COULD GET INTO CLOSE COMBAT. IN EACH CASE WHERE THIS HAS OCCURRED, WE LOST AN ENTIRE MARINE LEGION. WE RECOMMEND THAT EACH LEGION BE ISSUED HEAVY FLAMERS TO DEAL WITH THIS UNUSUAL BATTLE TACTIC ON THEIR WORLDS.

- IMPERIAL ICON

LAMERIAN
ATTRIBUTE MODIFIER: +4 PRE
AVERAGE LIFE SPAN: 350 YEARS
SPECIAL: BEAUTY / PHEROMONES

Lamerians are a race of Gens that resemble the mythical creatures known as elves. They were the first pleasure Gens designed by humanity to be used as loyal servants and as a form of entertainment. They were designed for physical beauty, patience, and their ability to comfort and entertain. Lamerians release specially designed pheromones that can arouse other Gens but that are especially effective on humans. Lamerians have pale white skin

and silvery blonde hair that they prefer to grow to great lengths. Lamerian warriors braid a few strands of their hair for every confirmed kill so veteran warriors can always be recognized. Their beautiful bodies are extremely tall and thin with tight and powerful muscles sculpted to perfection.

The ancient ancestors of the Lamerians turned away from the rest of society and created massive worldships that allowed them to seek independence and solitude in deep space. Each worldship is completely self sufficient allowing it to sustain a population of five million people with only minimal resource inputs. Every worldship is linked together through a series of wormholes known as the Transit Web created using the lost super science of the Old Empire. It allowed Lamerian worldships trapped in different parts of the universe to stay connected during the time of the Eternal Night. There are over three hundred worldships still known to exist.

Lamerian have turned away from the world of the flesh that their ancestors were forced to endure and have become the most educated and technologically advanced race in known space. Lamerians have a very technologically driven society that has become almost completely automated. Lamerians no longer work but have all their menial tasks performed by drones allowing Lamerian society to focus all its resources on technology and entertainment. They have the most drone fighting ships and frames of any fleet in the universe and they were the first to develop a fully functional biomechanical frame.

Lamerian crave knowledge and are constantly exploring the outer edges of known space for lost or alien civilizations, lost ancient technologies and artifacts, unexplored space anomalies, and new habitable worlds. Their society has focused its energy on basic and industrial scientific research, the arts, and military strategy. They have used the mobility of their massive worldships to explore the frontiers of space and spread culture and technology to all of the feral and pre-jump worlds that they have discovered. These worldships use lost technology to exist permanently in nullspace without any negative side effects to their populations allowing them to escape and hide in nullspace in times of great danger.

Each worldship is protected by a small group of pseudo religious warriors dedicated to defending their fellow Lamerians. The Lamerians are a peace loving race but they realized that a few warriors must sacrifice and fight so that the rest of their society may know peace and security. A few Lamerian are selected for the order of warrior fanatics at their coming of age ceremony, which occurs

at the age of eight. These warrior saints train their entire lives and when they eventually acquire the blood lust, they join their warrior siblings on the battlefield.

Morden

Attribute Modifiers: +3 STR, +2 AGI
Average Life Span: 220 Years

The Morden appear to be giant black apes. They were combat Gens designed to fight on jungle and death worlds in the time of the Ancients. They have muscular bodies with extremely powerful arms that allow them to tear the arms off a human or swing from the vines of a tree. They have converted all their worlds into dense jungles were they live in highly dispersed hidden villages. These villages are made up of a few hundred extended families that join together to form think tanks and artisan houses that specialize in a specific type of science or art. They have created such a powerful defensive system around their empire that their people feel completely safe from the threat of the Imperium.

The Morden Wall represents all the Morden worlds against the great Galactic Barrier so that they have no fear of invasion from an entire side of their empire. This has allowed them to create a powerful automated defensive grid on the other side of the Wall that protects them from enemy invasion. They have no standing fleets because their people have put all their trust in their incredible automated defenses and so far these systems have held off all enemy invasions. Each of their homeworlds has a massive defensive complex around it designed to hold off enemy fleets until Fleet forces can arrive to rescue them.

The worlds of Species 4567 have a deadly automated defense grid that completely decimated an entire assault fleet within minutes. Our next assault on this species' worlds must include a few battle groups of missile ships to destroy these automated defenses before the main fleet can attack.

— Imperial Icon

Qutaren

Attribute Modifiers: +3 STR, +2 AGI
Average Life Span: 150 Years
Special: Natural Armor / Brawler

The Qutaren are massive humanoids that were designed to look like ancient two horned rhinos. They were engineered to fight in the arenas of the Old Empire so they are incredibly powerful and have extremely thick skin. Their massive bodies are extremely fast and agile allowing them

to survive the deadly death duels in the ancient coliseums. They would fight criminals and political dissidents to amuse the crowds and keep the populace mesmerized with this popular blood sport. The Qutaren like many other Gens have turned their backs on their past lives and have started a new society based on their own beliefs and ideals.

The Quateren do not have individual planets but instead they live on planetary and space colonies throughout the entire universe so that they can be near the most recently discovered ancient technology site or spatial anomaly. The Quataren Hegemony has dedicated itself to discovery and each of its citizens tries to improve their minds as they explore the wonders of universe. Many Quateren spend their entire lives within Virtual Space, which is a computer construct where they can interact directly with the universe using only their minds. They have become master scientists and their High Engineers were the leaders of the Legion Program and their total devotion to its completion made it possible within a few short years.

They have developed powerful remote frames to defend their research stations and ships that are controlled by their virtual operators from the safety of Virtual Space. Many of their most powerful warriors spend their entire lives fighting virtual battles so when a real battle occurs they can deal with an enemy with little effort. These warriors known as Combat Minds do not even know or care when they are fighting real or virtual battles.

Species 455 seems to have no homeworlds and they exist spread throughout the entire universe in small science communes. They have excellent battle frames that can be ignored during an assault because when their command stations and carriers are destroyed, these remote frames simply stop functioning.

— Imperial Icon

Serran

Attribute Modifiers: +2 AGI and +3 INT
Average Life Span: 200 Years
Special: Flight / Vector Prime

Serrans are a race of Gens that were designed to resemble the commercialized image of biblical angels. They appear to be extremely beautiful humans except for a powerful set of white feathered wings that project from their backs. These wings are strong enough to allow flight in low gravity environments or with the use of a grav harness. They are well known for their physical beauty and mathematical genius. They were engineered as long haul

space navigators so their spatial and multi dimensional perception was designed to be almost perfect.

Most Serrans live in independent asteroid worldship communities. These isolated communities provide the Serrans with a great deal of independence and their low gravity environments give them the freedom of flight. Another advantage of these communities is the fact that they are mobile so Serrans can easily escape from any threat or move when local resources have been depleted.

These worldships are completely self reliant because they can manufacture everything from food to starships through nano manipulation. The only thing they require is a constant flow of natural resources that they acquire from mining asteroids and uninhabited planets with swarms of auto processors. At the core of each Serran worldship is an ancient artifact known as the Tremor Decti. These machines open a special portal that allows the asteroid world to enter a special network of wormholes that the Serrans call the Spirit Net. Where the Serrans found these devices is unknown but the Spirit Net is believed to be an ancient commerce network that predates the Old Empire.

Each Serran worldship is surrounded by a community composed of hundreds of Mind ships of various sizes and designs. These sentient ships have their own community and each new ship added to the communal swarm is created and raised by a parental group of Mind ships. Each Mind ship is the offspring of its worldship's core system so most of these machines wish to spend their lives around their mother. A joint council of Serran and Mind elders make all the decision that directly affect the safety of their worldship.

The Serrans have a Grand Council that unifies these independent communities and a Flight Guild that controls all trade and transportation between them. Serrans have a free society and are tolerant of different cultures and races. The cultures within various Serran communities are usually very different because of their eager acceptance of new ideas and ways of life. New ideas and technologies spread quickly throughout Serran society even to the most distant Serran communities because every year, the Serrans have a grand meeting where all Serran worldships gather together to celebrate and exchange people and technology.

The Serrans were one of the charter members and main supporters of the Star Republic. There worldships slowly transverse Republic space and they are always a welcome sight for any Republic world because of the trade and new technology that they bring. Serran worldships are constantly exploring unknown sectors of space in order to add new member societies to the Republic and gather new technology to support the war effort against the Imperium. Serrans are rarely found away from their worlds because rogue Serrans that leave their worldship are never allowed to return.

SPECIES 788 IS KNOWN TO LIVE IN ISOLATED MOBILE PLANETOIDS SCATTERED THROUGHOUT THE UNIVERSE. THE LATE FLEET DESTERADES FOUND ONE OF THESE PLANETOIDS AND ENGAGED IT IN IY1437. ONCE IMPERIAL MARINES BOARDED THE PLANETOID, IT WAS DISCOVERED THAT NO ONE WAS ABOARD, EVEN THOUGH INITIAL SENSOR SCANS SHOWED THAT THE PLANETOID CONTAINED MILLIONS OF LIFE SIGNS. MINUTES AFTER BOARDING, THE ENTIRE PLANETOID SELF DESTRUCTED DESTROYING THE ENTIRE IMPERIAL FLEET. WE NOW QUESTION IF THIS WAS A TRAP OR IF SOMETHING UNUSUAL IS GOING ON ABOARD THESE ALIEN PLANETOIDS.

- IMPERIAL ICON

THEAN
ATTRIBUTE MODIFIER: +1 AGI
AVERAGE LIFE SPAN: 120 YEARS
SPECIAL: PRECOGNITION / PERCEPTION STARTS AT 4

Thean look like humanoid rabbits that have thick white fur and massive ears. The Theans were combat Gens designed for deep reconnaissance and forward observation. They have incredible natural senses that allow them to detect the slightest change in their environment making them deadly combatants. The Thean spent the time during the Great Darkness to further increase their perception to the point where they can see possible future events. As a species, they have achieved full precognition allowing them to defeat any enemy by using their knowledge of future events to plan out all their actions giving them the greatest advantage for every possible situation.

The Thean Commonwealth is not a massive space empire but their powerful mega frames have dominated the frontlines of the war with the Imperium. War Adept are the best pilots that the Theans produce and they turn these monstrous frames into the ultimate war machines. They don't even use capital ships because these massive frames are jump capable which means a few excellent warriors can defend the entire Commonwealth. Their Flight Academy only accepts the greatest and most talented recruits so with only a few candidate spots open each year, only the most dedicated warriors are selected to become War Adepts that will control these incredible frames.

The Thean have created a secret group of their most powerful visionaries that use their powers of precognition to place Fleet forces in the perfect position to defeat

all recent Imperial invasions. This Order of the Eye has almost changed the war with the Imperium so each one of these Theans is guarded by a Legionnaire at all times. This group also plans most of the missions within Imperial space for the Strike Legion.

Veraxin

Attribute Modifiers: +2 STR, +2 AGI, +1 Action
Average Life Span: 250 Years
Special: Natural Armor / Natural Weapons / Lightning Reflexes

Veraxin are a race of Gens that look like biomechanical horrors with their glistening black armor plated bodies and their transparent razor sharp teeth and retractable claws. Their bodies are thin and wiry, which gives them great speed and agility and allows them to move through extremely tight spaces. This design hides the incredible strength generated by their densely packed and powerful muscle fibers. Their compact and powerful bodies were designed for boarding and occupying enemy ships. Veraxin were engineered to be quick and highly maneuverable making them deadly in confined areas like inside mega arcologies and aboard starships.

Veraxin have a closed and highly regimented society and they rarely interact with other races. Religion dominates Veraxin society and all military, economic, and educational activities are completely subjugated to their mother church. Their church is led by the Queen Mother, who has forced her people to practice the strictest form of their religion in their entire history. To enforce her religious doctrine, she has an army of Royal Inquisitors that constantly oversee the Veraxin people by searching for heretics and rebels. If a Veraxin citizen is accused of heresy, he is immediately imprisoned for life in a hard labor camp and the church seizes all his family's property and money. The Veraxin Collective is constantly under investigation by the Star Republic for various sentient rights violation and they have been warned multiple times that their Republic charter will be removed unless their people are given more freedom.

Their religious doctrine makes the Veraxin people believe that only the strongest and most obedient servants will gain a place in heaven. This has lead to the Veraxin implementing breeding programs and genetic manipulation in order to produce perfect specimens that are guaranteed a passage into heaven and eternal happiness. Veraxin work hard to perfect their bodies and minds because they believe that greater physical and mental perfection leads to a higher status in eternity.

The Veraxin have many prophecies of an impending doomsday that many of their people believe has come in the form of the Imperium. Most Veraxin believe that the end of the universe is near and that those who fight against the great evil will live forever after the Armageddon even though victory is impossible. Veraxins can be found at every Imperial invasion in the thick of battle trying to prove their worth and earn their place in heaven.

The Veraxin have recently felt more comfortable allowing other races into their home space and trade with other species is becoming more common. Veraxin fleets are feared throughout the universe because of the incredible number of ships that they field and the unity and bravery that their religious doctrine provides them.

They aggressively defend their worlds and to prevent invasion, all their ships and buildings have extremely narrow curving passageways that only a Veraxin could transverse. Their religion has closed Veraxin society to new ideas but the Imperial threat has forced them out of their isolation and made it possible for many of their people to gain their freedom. Many Veraxin have joined the Fleet and these warriors have helped to bring back the ideals of freedom and justice to their people.

The Veraxin Empire is adjacent to the Imperium's main battle line and they have already lost over one third of their worlds to them. They have joined the Star Republic to avoid extinction and many of their people are being evacuated to other Republic worlds everyday. As the Veraxin people fight for their survival, the power of their Queen mother slowly weakens.

SKILLS

Purchasing Skills

Skills are purchased by spending one Development Point for each skill rating. The attributes listed next to a skill's name are its related attributes. A skill rating can never be higher than the lowest related attribute rating of the character.

A character with Agility 5 and Intelligence 3 can only purchase Rogue (AGI/INT) with a maximum rating of 3 because her Intelligence rating limits her. She can purchase Armor with a skill rating up to 5 because it only uses Agility as its related attribute. Rogue 3 would cost 3 Development Points and Armor 5 would cost 5 Development Points.

How to Use Skills

Skills determine how successful your character will be at accomplishing tasks that require specific knowledge and training to perform. The higher a character's skill rating, the easier it is for him to succeed at a specific set of actions or mental tasks. A character's skill rating determines the number of dice in his dice pool when determining if a character is successful at a given task.

Fight 4 allows a character to make a dice pool with four D10 when he attacks with a melee weapon or engages in hand to hand combat.

Armor (AGI)

Armor represents a character's ability to control a suit of power armor. These suits boost a character's strength, endurance, and speed but they are extremely dangerous to operate without proper training. Armor allows a character to control his suit of power armor as if it were an extension of his body, control its defenses, and fire its weapon and defensive systems.

Assault (AGI)

Assault represents a character's swordsmanship and hand weapon mastery. It allows a character to produce a flurry of blows with a melee weapon. A character may attack a single target a number times equal to half their Assault rating rounding down for one Action.

For example, Assault 6 allows a character to attack three times with a blade for each Action spent.

Control (INT)

Control allows a character to use a Mastermind, Master Control system, or electromagnetic effector to take control of a foreign vehicle, robot, or computer system. At low levels of success, a character can control the weapon and defense systems of a target system. At higher levels of success, a character can deactivate the computer system or take complete control over it and make it perform actions like a puppet. Control also allows a character to alter and copy data from these systems.

Command (PRE)

Command is the ability to influence and coordinate large groups of people or vehicles so that they can achieve their maximum potential and act as a unified team. Command gives a character the ability to analyze the benefits of different strategies and determine the best response to an opponent's actions during a battle. A character can roll their Command dice pool at the beginning of each combat turn. Each member of the character's team receives an Initiative modifier equal to the number of successful Command dice. They also receive an additional Action for every three successful Command dice that turn.

Diplomacy (PRE/INT)

Diplomacy gives a character the ability to negotiate and interpret any type of political, diplomatic, or business situation. Diplomacy allows a character to use her charm and personal knowledge of other people to help influence and persuade them to her point of view or to agree on a mutual solution to any problem. Diplomacy gives a character the ability to forge agreements between different individuals and groups, no matter what their feelings are for each other. It also allows a character to understand the etiquette and hidden rules of any group or society. Diplomacy is also a character's knowledge of how actions, words, body language, and feelings affect people in a specific subculture or environment. It includes understanding what is considered proper and expected behavior by different people after only a few short observations or conversations.

Enlightenment (MAS/INT)

Enlightenment represents a character's training that allows her to understand how reality and time actually function and prepares her for the immense truth of how the universe actually works. For every three Enlightenment ratings, a character can reroll a single failed die in an Act of Mastery dice pool.

For example, a character with Enlightenment 6 can reroll two failed dice for each Act of Mastery test taken.

FIGHT (AGI/STR)

Fight allows a character to use her body as an offensive and defensive weapon. Fight includes punches, kicks, throws, blocks, submission holds, redirections, jumps, and joint locks. It measures a character's ability to fight unarmed or with improvised weapons in hand to hand combat. Fight also allows a character to use melee weapons including swords, hammers, axes, halberds, and spears. It also includes thrown weapons and archaic ranged weapons like slings, boomerangs, bows, and crossbows.

FLIGHT (AGI/PER)

Flight represents a character's ability to control and maneuver personal transportation devices, including the Legion's flight rings. It also allows a character to use all types of free fall devices including parachutes and grav harnesses.

FRAME (AGI/INT)

Frame allows a character to control and maneuver a mobile or battle frame in any environment under any condition. Frame allows a character to operate the fire controls and defenses of a battle frame and move these machines like an extension of their own body.

GUN (AGI)

Gun allows a character to fire all forms of long ranged modern hand weapons including personal lasers, rail weapons, missile launchers, plasma projectors, fusion cannons, ballistic weapons, and flamers.

INFILTRATE (PRE/INT)

Infiltrate allows a character to use disguises, holo fields, and social analysis and mimicry to blend into any society or organization. A character can integrate themselves into any level of alien or Imperial society in order to operate undetected.

INVESTIGATE (PER/INT)

Investigate is a character's ability to collect and interpret evidence, perform surveillance, and conduct research in order to solve any type of mystery. Investigate also allows a character to use forensics and research to solve the mystery of a crime scene or archaeological site. Investigate can be used to find hidden doors and traps.

KNOWLEDGE (INT)

Knowledge represents a character's understanding, research, and downloaded recall of academic, entertainment, and arcane fields. Knowledge also represents a character's understanding of foreign and alien cultures and languages. Knowledge can include accounting, anthropology, archaeology, architecture, art, cryptography, economics, history, ancients, literature, philosophy, politics, psychology, religion, sociology, enigmas, mythology, occult research, and paranormal investigation.

MANIPULATE (PRE/INT)

Manipulate allows a character to use a neural manipulator to control another person's thinking and behavior or to extract information from him without his knowledge or cooperation. It represents a character's ability and creativity when using engram neural manipulators like the Legion's dream interface to search for information and change a target's thinking and memories. At the highest level, a character can use these devices to implant suggestions into a victim's mind or directly control his actions.

MEDIC (INT)

Medical training allows a character to perform medical diagnosis and procedures designed to cure physical and mental illnesses using modern medical techniques, drugs, and tools. Medics can perform major surgical procedures including repairing internal damage, replacing organs, tissues, and joints, removing tumors and parasites, performing cellular reconstruction and gene therapy, and altering or repairing a patient's physical structures, internal systems, or appearance. Medic also allows a character to perform regeneration and surgical procedures using medical nano manipulators. Medic can be used on another character to regain Life equal to the number of successful dice in a character's Medic dice pool.

NAVIGATOR (AGI/INT)

Navigator is the ability to control a capital ship. Navigators operate the weapons and defensive shields mounted on these massive vehicles. Navigator allows a character to chart the safest, most efficient, and shortest nullspace jump solution possible to any destination with the help of a nav computer and detailed star charts.

PILOT (AGI)

Pilot is a character's ability to control and attack with any type of ground, sea, and air vehicle or space shuttle. Vehicles include wheeled, aircraft, rotorcraft, hovercraft, grav, submarine, sea, glider, and space/aerospace fighter and shuttlecraft. Pilot allows a character to control these vehicles, operate their defensive systems, and fire their weapon systems.

ROGUE (AGI/INT)

Rogue is the ability to use deception and trickery to get what a character wants. It allows a character to steal, bribe, forge, and lie without any sign of deception to trick people into doing what they want or to get something from them. It includes all forms of sleight of hand and showmanship required to make people think and believe what your character's want. A character can use confusion, deception, and trickery to remove one Action from a target character for each success in her Rogue test for that turn.

SCIENCE (INT)

Science represents knowledge in all fields of modern science, math, and technology. Science includes knowledge of chemistry, biology, xenobiology, physics, astrophysics, geology, environmental science, string mechanics, temporal mechanics, planetology, terraforming, volcanology, solar mechanics, nanotechnology, cybernetics, biotechnology, and mathematics.

SHOOTER (PER/AGI)

Shooter allows a character to quickly analyze the combat environment around him to determine the best way to act. A character can determine a person's intentions and movements by observing her involuntary muscle tensions, body language, and mannerisms. Shooter allows a character to split a ranged personal weapon's attacks for a single Action to a number of targets equal to half his Shooter rating rounding down.

For example, a character with Shooter 6 can split a burst cannon's six shots into any combination aimed at up to three separate targets for a single Action.

STEALTH (AGI/INT)

Stealth is the ability to move silently and undetected. A character with Stealth can hide in the shadows and move silently in order to avoid detection. Characters also have the ability to conceal objects from view in their clothing or in a camouflaged location. A character with Stealth can attempt a surprise attack allowing him to attack first no matter what the enemy's Agility rating.

STRIKE (AGI/STR)

Strike represents a character's advanced training in martial arts, wrestling, brawling, and melee combat that allows them to fight with amazing speed and dexterity. It allows characters to make a number of hand or melee attacks equal to half her Strike rating rounding down for each Action spent.

SUBTERFUGE (INT)

Subterfuge allows a character to change the thinking of people using seduction, intimidation, persuasion, and psychological warfare to alter the path of an organization from within using rumors and miscommunication. Subterfuge also allows a character to uncover the most important secret information and resources of any private, governmental, or military organization.

SURVIVAL (INT)

Survival allows a character to survive in any natural environment by finding local sources of food and water, creating shelters from local resources no matter how limited, and avoiding indigenous predators and the other unique dangers found in each different environment. Characters can forage and hunt in aquatic, arctic, desert, exotic, forest, jungle, mountain, swamp, toxic, and volcanic environments. Survival allows a character to spot enemy units in deep cover or full camouflage at a great distance. A character with Survival can track another person, animal, or vehicle by sensing and analyzing the path it has taken.

TARGET (AGI/PER)

Target is a character's ability to aim and fire vehicle mounted weapon systems and control its battle computer and electronic warfare system. A character's Target rating can be added to a vehicle's Shield or Sensor rating that he is piloting.

TECH (INT)

Tech is the general ability to repair, modify, design, and construct any type of technology ranging from hand weapons to starship drives. Tech based actions include tasks including computer programming, repairing battle damage on a frame, and cracking into high security computer systems. Tech at high levels allows a character to develop thinking machines, program nano tech, design new weapon systems, harvest bio tech weapons, and create temporal machines. Tech also includes construction, demolition, mining, and intrusion into all forms of locks and security systems.

TRAINER (PRE/INT)

Trainer represents a character's ability to train and control animals for defense, combat, and transport. It allows a character to ride a wild or trained animal. It also represents a character's knowledge of animal care, nutrition, and breeding. A character can use an engram manipulator to quickly dominate a large number of animals.

Advantages

Advantages are special abilities and talents that can be purchased for your character. Advantages provide continuous modifiers and boosts so they can completely change the way a character works. Advantages cost a specific amount of Development Points to purchase and they function every time its related action or skill is performed. Advantages greatly boost a character's power but purchasing them means a character's skill ratings will be lower.

Advantages can be forged together to produce an ultimate advantage. When two or more advantages are merged together, their modifiers and bonuses are combined and the specific application is selected by the player. This new ability lasts only one combat turn. Each advantage can only be used in this way once per mission.

A character with Ace and Fury can perform Furious Ace that allows him to reroll all Pilot tests and deal double damage for any successful attack when piloting an airplane. A character with Armor Arts and Blur can perform Armor Velocity that allows her to reroll all Armor tests and provides his power armor with a +1 Defense modifier. A character with Brilliance and Cheap Shot can perform Brilliant Shot that allows him to use his Intelligence dice pool to fire a ranged weapon and any successful Attack roll produces double damage by spending an extra Action.

Ace

Ace represents a character's innate ability to maneuver and control an atmospheric or aerospace plane with incredible skill and precision. It also represents a character's natural instinct and reflexes when piloting a vehicle. These characters may reroll all Pilot based dice pools. Cost: 5 DP

Acrobat

A character with Acrobat is incredibly fast and he moves with such grace and speed that he can easily dodge, flip, or tumble to avoid being hit in combat. These characters can spend an Action to negate a successful die within any Attack dice pool targeting them. Cost: 5 DP

Acrobatic Ace

A character with Acrobatic Ace is a master pilot that can push any aircraft to its maximum potential. Any vehicle piloted by these characters gains an extra Action. Cost: 5 DP

Adept

An adept is a Master that has completely pierced through the veil of reality to see the truth. They have incredible control over their aspect of reality. These characters may reroll all Act of Mastery dice pools. Cost: 12 DP

Adrenaline Rush

Adrenaline Rush represents a character that uses her emotions and mental control to keep fighting even after being severely injured. These characters can spend an Action to restore five Stamina. Cost: 3 DP

Aerial Killer

Characters with Aerial Killer are confident and lightning fast personal transport experts that are so quick and agile that they appear to fly like a bird. It allows a character to reroll all Flight based dice pools. Cost: 6 DP

Ambidextrous

Ambidextrous characters have the ability to use both hands equally so they can fire two hand weapons or attack with two melee weapons by spending one Action. Cost: 6 DP

Animal Instinct

Animal Instinct represents a character's inherent ability to survive in any natural environment. It allows a character to reroll all Survival based dice pools. Cost: 5 DP

Armor Arts

Armor Arts represents a character that becomes one with his suit of power armor. The power armor becomes an extension of the character's body allowing him to reroll all Armor based dice pools. Cost: 5 DP

Art of War

Art of War represents a character that can feel the power of a weapon flow through her body and always knows how to best use it. Any hand weapon used by these characters receives a +1 Damage modifier. Cost: 3 DP

Assassin

Assassins know the quickest way to kill any living thing making them the most deadly warriors in the universe. Characters with Assassin deal Lethal damage with a melee weapon if they roll any doubles in a Fight dice pool. The Lethal rating of an attack equals a character's Agility. Cost: 4 DP

Astropath

An Astropath can instinctively detect any gravitational field or spatial anomaly in the flight path of her spacecraft. Astropaths can sense the safest and most efficient jump coordinates to get their ship to its destination. They truly understand three dimensional space and all the vector forces present in their environment. Characters with Astropath may reroll all Navigator based dice pools.
Cost: 4 DP

Attuned

Attuned characters can sense the fabric of reality at an early age and have the ability to manipulate reality with pure instinct. They are born with the ability to see the world that exists beyond our normal perception of reality as clearly as this world. They tend to have a warped perception of the real world and have trouble dealing with other people. When an Attuned character takes a Mastery test, his required success roll is always one difficulty step easier than the one normally required. An Attuned character's Reality is permanently reduced by two.

For example, extreme Mastery tests become challenging for an Attuned character and he automatically passes all easy Mastery tests. Cost: 8 DP

Authority

Authority represents a character with the natural ability to deeply and completely manipulate the thinking and feelings of other people. These characters can reroll all Manipulate dice pools. Cost: 5 DP

Battle Cry

Battle Cry allows a character to magnify and project his feelings of fear and anger at an opponent. For an Action, he can send a mental barrage that can render an opponent unconscious. A successful attack causes five Stun damage with a Factor equal to her Mastery rating. Battle Cry has a range in range bands equal to his Mastery rating and it ignores an opponent's Armor and Shields. It can also be used on a person inside a vehicle or building or behind cover with no penalty. Cost: 8 DP

Battle Form

Battle Form represents a true frame piloting genius that can control a battle or mobile frame as if it is an extension of his body. A frame will almost appear to be living when controlled by these master pilots. These characters receive a +1 Frame dice pool modifier. Cost: 5 DP

Battle Lord

These masters of armored combat become rolling death when they wear a suit of power armor. They feel perfectly comfortable in this armor and become terrors on the battlefield when they use these war machines. These characters receive a +1 Armor dice pool modifier.
Cost: 5 DP

Battle Sense

A character with Battle Sense has lightning fast combat reflexes that allow her to attack any opponent that lets down her defenses for even a second. These characters get a free ranged attack that does not require an Action against any opponent that moves from one range band to another. Cost: 6 DP

Beauty

This character is so beautiful that other people are deeply affected by her presence. A character with Beauty receives a +1 Presence dice pool modifier. Cost: 3 DP

Bending

A character with Bending can actually alter the path of the projectiles or energy beams fired from her hand weapon. These characters receive a +2 Gun dice pool modifier and she doubles the Range of projectile weapons.
Cost: 10 DP

Berserk Rage

These characters are uncontrolled warriors that fight to the death and are frightening in close combat. These characters receive a +2 Fight dice pool modifier and a -2 Defense modifier. Cost: 5 DP

Blessed

The universe seems to align with these characters so they always seem to rise to the top in every situation. Blessed characters may reroll all rolls of 2 in any dice pool. Cost: 15 DP

Blind Fighting

A character with Blind Fighting uses the movement of the air around her and the sound of her enemies to determine their exact position and movement. These characters ignore all visibility based modifiers. Cost: 3 DP

Blur

A character with Blur moves so quickly that she is almost impossible to see and their image appears to smear to the unaided eye. These characters receive an extra Action and a +1 Defense modifier. Cost: 8 DP

BRAWLER

A character with Brawler has a natural fighting instinct that makes him impossible to beat in hand to hand combat. These characters add Immobilize to their close combat attacks equal to their Strength. COST: 4 DP

BREAK

Break allows a character to break another person's joints or bones. If a character makes a successful Fight attack, the target losses the function of one extremity of the attacker's choice. A character can also attempt to perform a spinal break, which if successful causes permanent paralysis or death. If a character has a high margin of success, he can shatter bone or dislocate a joint causing a permanent and crippling injury. COST: 5 DP

BRILLIANT

A Brilliant character has a near perfect memory and incredible deduction and calculation abilities. These characters can reroll all Intelligence based tests. COST: 6 DP

BOUNDING LEAP

A character with Bounding Leap has an incredible jumping ability that allows him to leap into battle. These characters can spend an Action to move into an adjacent range band and make a close combat attack. These characters receive a +2 Fight dice pool modifier against all opponents in this new range band. COST: 4 DP

BULL RUSH

These characters charge with mad abandon during close combat and hit with the force of a raging bull. These characters add Knockdown to their close combat attacks equal to their Strength. COST: 6 DP

BULL'S EYE

These characters are a perfect shot that never seems to miss no matter what the range. When these characters are firing any ranged hand weapon, they may mark a single target. When they fire at the marked target, they hit on all attack rolls of 4+. COST: 8 DP

CHALLENGE

Challenge represents a character with such a powerful aura of power and authority that when he challenges an enemy, she feels compelled to fight him. They can mark one character per combat turn. The marked enemy must engage this character in combat or move closer to the character making the challenge. COST: 7 DP

CHARMED

A charmed character always seems to win no matter how bad the situation. They may reroll all 3s in any dice pool. A gamemaster should also have these characters receive lucky breaks during a mission. COST: 12 DP

CHEAP SHOT

A character with Cheap Shot is willing to do anything to win using fighting techniques that are considered dishonorable by most people. These characters can deal double damage for a successful Attack die by spending an extra Action. COST: 7 DP

CHEMICAL RUSH

Chemical Rush allows a character to control the flow of adrenaline and endorphin in his body. A character receives a +5 Initiative modifier. COST: 5 DP

CLARITY

Clarity represents the perfect concentration gained from surviving a near death experience or having achieved spiritual enlightenment. When a character enters a state of clarity, the world around him appears to move in slow motion. In this state, a character may reroll all dice pools. COST: 20 DP

CORD BREAKING

Cord Breaking allows a character to strike an opponent in a way that breaks or ruptures a targeted nerve cord by making a successful Fight attack. Depending on which nerve a character strikes; the target may be blinded, deafened, partially paralyzed, or completely paralyzed. An opponent can only be healed by repairing or replacing the damaged nerve. COST: 5 DP

COUNTER STRIKE

A character with Counter Strike instinctively attacks when anything hurts her. These characters can immediately attack for free when any combatant hits them in close combat. COST: 4 DP

COUP DE GRACE

Coup de Grace allows a character to instinctively make a killing blow when fighting with a melee weapon. These characters add Lethal to any melee weapon. The Lethal rating of the weapon equals the character's Fight rating. COST: 10 DP

CRACK SHOT

A character with Crack Shot has the natural ability and instinct to aim and fire a pistol or rifle. These characters have incredible accuracy and can detect their target's weaknesses allowing them to reroll all Gun based dice pools. COST: 5 DP

DANGER SENSE

Danger Sense allows a character to detect any source of possible danger and the instinct to dodge or escape it. Once per combat turn, these characters can force an attacker to reroll an Attack dice pool. COST: 8 DP

DAREDEVIL

A Daredevil character believes in her athletic ability and she is willing to prove her skills at any physical challenge. All Agility tests taken by these characters are rolled as if they were one level of difficulty lower. COST: 6 DP

DEFENSIVE STANCE

A character with Defensive Stance is a master of melee combat. At the beginning of a combat turn, he can use one Action to lower an opponent's Fight rating by his own Fight rating to a minimum of one if the opponent attacks the character. COST: 6 DP

DIE HARD

Characters with Die Hard are almost impossible to kill so enemy fire never seems to hit them. All opponents receive a -1 Attack modifier for all ranged attacks aimed at this character. COST: 6 DP

DISTRACT

Distract represents a character that is a master of harassment and confusion that has learned to break the concentration of other people at the most critical times. A character with Distract can mark one character per combat turn. The marked opponent loses one die from all their dice pools that turn. COST: 7 DP

DOMINATE

These characters have an almost demonic sense of power about them. Any opponent in the same range band with less than half of the character's Presence must spend two Actions to perform any action that turn. COST: 10 DP

EAGLE EYE

Characters with Eagle Eye have incredibly acute vision. These characters ignore all range based Attack modifiers when they fire ranged weapons. COST: 6 DP

EDGED FIST

A character with Edged Fist can focus her mental energy through her hands allowing them to slice through almost any material. It allows a character's hand attacks to produce standard damage with a Factor equal to her Mastery rating. COST: 8 DP

EIDETIC MEMORY

Characters with Eidetic Memory have perfect memory and the ability to instantly access this information. These characters can spend an Action to gain a +1 Intelligence dice pool modifier up to three times per turn. COST: 8 DP

EMPATHY

Empathy is a character's ability to understand and sense the emotions of other people. Characters with Empathy can communicate their feelings directly through touch. They can also directly experience another person's present or past emotions by simply touching them. They double their Presence rating when taking Presence based tests against people in physical contact with them. COST: 7 DP

ETERNAL WARRIOR

An Eternal Warrior draws upon his inner strength to keep fighting after he has received grievous or even lethal amounts of damage. These characters keep fighting until their Life drops to a negative value equal to their Strength rating then they drop dead knowing that they have fought their best. COST: 5 DP

FADE AWAY

Characters with Fade Away have a natural ability to blend into their environment allowing them to wait safely for a chance to act without being detected or to disappear without a trace. If these characters discard all their Actions at the beginning of a turn, their Defense is doubled for that turn and they may reroll all Stealth based dice pools. COST: 7 DP

FAST LOADER

Fast Loader allows a character to reload a weapon with lighting fast speed so she does not need to spend an Action to reload a hand weapon. COST: 2 DP

FINISHING MOVE

These street fighters are masters of close combat and they know how to punish opponents up close. These characters deal double damage for any Fight die roll of 10. COST: 6 DP

FLEET

A Fleet character is incredibly fast and agile allowing him to move two Range Bands for every Action spent. All Legionnaires are extremely fast so they receive Fleet for free. COST: FREE

FLIGHT

Flight includes physical wings or skin flaps under a character's arms that allow her to glide or even fly in low gravity environments. They can move four range bands per Action spent when they fly. COST: 7 DP

FLOW

Flow allows a character to concentrate her internal energy on the surface of her hands or feet. This energy can be used to attach her feet or hands to any surface. It allows a character to walk on sheer surfaces like the side of a building or a tree, scale up any surface like a spider, or hang from a ledge or tree limb upside down attached only by the soles of her feet. COST: 8 DP

FLYING FIST

Flying Fist allows a character to kinetically strike an opponent at a distance by projecting his mental energy. A character can produce his normal hand damage at a range equal to his Mastery rating. Flying Fist looks like a person's hands or feet are actually projecting outward from her body in the form of pure energy. COST: 7 DP

FOCUS

Focus allows a character to clear the negative or irrelevant thoughts from his mind and totally concentrate on what he is doing at that moment. Focus lowers the difficulty of any skill based action taken by these characters by one level. COST: 12 DP

FORTUNE

Fortune represents a character that always seems to be in the right place at the right time. These characters may reroll a single die within any dice pool. All friendly character also receive this bonus if they are in the same range band as the character. COST: 8 DP

FRAME BOND

A character with Frame Bond is able to link his mind with their frame making it move almost faster than its joints can withstand. A frame piloted by these characters receives +1 Agility and Speed modifiers. COST: 8 DP

FURY

A character with Fury hits so incredibly hard that he can actually slice a target in half or crush it flat. These characters deal double damage when attacking with a melee weapon. COST: 9 DP

FURIOUS CHARGE

Furious Charge allows a character to attack with a flurry of blades or a barrage of punches and kicks. These characters fight with melee weapon with lightning speed and dexterity. These characters perform one extra melee or hand attack per Action spent. COST: 9 DP

GEARHEAD

A character with Gearhead has a natural ability to understand technology and machines so that he can build or repair any form of technology. These characters receive a +1 modifier for all Tech based dice pools. COST: 5 DP

GENIUS

A Genius is a true mental powerhouse that has almost perfect memory and massive computational and logical abilities. Their brains have incredible mental kinetics making them true mental powerhouses. A character with Genius can reroll all Intelligence, Knowledge, Science, and Tech based dice pools. COST: 8 DP

GHOST

A Ghost character has the natural ability to move silently and blend into her environment. These characters can hide in shadows so that they can move around without detection with little or no effort. These characters can reroll all Stealth based dice pools. COST: 5 DP

GLIMMER

Glimmer allows a character to bend light and other forms of electromagnetic radiation around his body making him nearly impossible to see or detect. The only thing people see when they look at your character is a glimmer of light. To actually see your character, they need to pass a hard Perception test. COST: 9 DP

GUN KATA

A character with Gun Kata moves with lightning fast precision and she can propel herself around the battlefield with incredible speed and accuracy while firing two pistols. These characters receive a +2 Gun dice pool modifier and Ambidextrous. COST: 9 DP

HATRED

Characters with Hatred will do anything to get revenge on someone that has hurt them in combat. These characters deal double damage to any opponent that hit them during the current or last turn of combat. COST: 2 DP

HEALER

Healer represents a skilled doctor that not only cures the body but can heal the psyche of an injured person. This great level of medical skill allows these characters to reroll all Medic based dice pools. COST: 5 DP

HEALING FACTOR

Characters with Healing Factor have an enhanced healing rate and the capacity for physical regeneration. These characters regain one Life every combat turn. They can even regenerate destroyed organs or severed limbs in a few weeks. COST: 8 DP

HIGH DENSITY

Some people are born with very dense intercellular matrixes and highly compacted cells that make them difficult to injure. The Life of these characters has a Factor of 10 and they are immune to Stun damage. These characters no longer have a Stamina rating. COST: 12 DP

HIT AND RUN

Characters with Hit and Run are extremely fast and are trained in the art of guerilla warfare. These characters may move one range band for free after a successful Attack. COST: 5

HYPNOSIS

A character with Hypnosis can use their powerful mental prowess to totally dominate a character with low intelligence. These characters receive a +2 Manipulate dice pool modifier when used against characters with an Intelligence of two or less. COST: 5 DP

ILLUSIONIST

A character with Illusionist can deceive almost anyone using his incredible abilities of speech, sleight of hand, showmanship, and technical trickery. These characters can reroll all Rogue based dice pools. COST: 5 DP

IMMOVABLE STANCE

A character with Immovable Stance fights with her feet firmly planted on the ground making her completely immovable and almost impossible to knock over. These characters cannot move the turn that they use this ability but they are immune to being knocked over, foot swept, or pushed for that turn. COST: 3 DP

INDOMITABLE FORCE

These characters hit with such extreme force that they can knock the wind out of another character. A character with Indomitable Force deals double damage per hand attack. COST: 6 DP

IMMUNITY TO COLD

These characters have a natural internal chemistry that makes them immune to all negative effects of freezing cold environments. COST: 3 DP

INNER GATES

Inner Gates allows a character to open their internal life force and use it to make them quicker and more powerful. These characters may sacrifice one Life to gain one Action for that combat turn. COST: 5 DP

INTUITION

A character with Intuition gets a special feeling when something appears to be the perfect thing to do or the solution to his current problem. The gamemaster should give clues to these characters that help them navigate through their current mission. COST: 5 DP

IRON SKIN

Iron Skin allows a character to convert her body into living steel. Iron Skin coverts the Stun damage that a character produces with hand attacks into standard damage. A character's body receives an Armor rating equal to her Mastery rating. COST: 5 DP

IRON WILL

Characters with Iron Will can draw on their force of will to ignore any negative feelings of fear or self doubt. These characters can reroll all Resolve based dice pools. COST: 5 DP

KISMET

A character with Kismet is extremely important to the future of the universe and his actions will inevitably change the future. These characters receive five Destiny Points each mission. A Destiny Point can be used to add a +2 modifier to any of his dice pools. COST: 4 DP

LETHAL TOUCH

A character with Lethal Touch has the ability to crush organs or disrupt pressure points and nerve bundle to instantly kill another person. These characters deal Lethal damage when they attack with their bare hands. The Lethal rating of these attacks equals the character's Mastery rating. COST: 5 DP

Lightning Reflexes

A character with Lightning Reflexes is extremely fast and he can respond to any combat environment in an instant. These characters receive a +3 Initiative modifier and an extra Action. Cost: 6 DP

Longevity

Characters with Longevity never grow old and do not appear to age at all. All Legionnaires have incredibly advanced immune systems that prevents them from aging and eliminates all forms of disease and infection. These characters are immune to the effect of weapons with Lethal 5 or less and they can live to be thousands of years old if they can avoid being killed. All Legionnaires receive Longevity for free because of the Legion Process. Cost: Free

Lucky

A Lucky character always seems to win and can easily overcome the most difficult challenge with ease. These characters automatically succeed for any roll of 6+ for any dice pool that they attempt unless a lower number is required. Cost: 20 DP

Master Crafter

Master Crafter represents a character that is a technical genius and master at creating new technological wonders and machines that push the limits of modern technology. These characters can reroll all Tech based dice pools. Cost: 5 DP

Master of Disguise

A character with Master of Disguise has the ability to use disguises and voice manipulation to appear to be other people with incredible skill and artistry. These characters can perfectly copy the mannerisms of other people and cultures after only a short period of study. These characters may reroll all Infiltrate based dice pools. Cost: 4 DP

Mental Trap

Mental Trap allows a character to control another character's body as long as he maintains eye contact. The controlling character may force the person to move her body like a puppet with his mind. To gain control, your character must pass a resisted Intelligence test against the target character's Resolve. Cost: 8 DP

Miracle Worker

A Miracle Worker always succeed at tasks that seem almost impossible no matter what the situation. All matching pairs of dice rolls for all tests taken by these characters are considered successes. Cost: 12 DP

Natural

A Natural was born to be a frame pilot. He controls a frame with such speed and grace that it will actually move faster than its design limitation so that it will quickly breakdown from this expert use over time. A frame piloted by these characters receive +1 Defense and Agility modifiers. Cost: 8 DP

Natural Armor

Natural Armor represents carbon fiber reinforced bones, chitin plates, external bone projection, thick fur, hard shells, or dense skin plates that protect a character's vital organs from damage. A character with Natural Armor has the equivalent of Armor 2. Cost: 8 DP

Natural Weapon

Natural Weapons include razor sharp teeth and claws, bone blades, lashing tails, pincers, and crushing jaws. Characters with Natural Weapon deal standard damage instead of Stun damage for hand attacks. Cost: 3 DP

Nerves of Steel

A character with Nerves of Steel has no fear and feels no pressure so she performs all actions with total confidence and expertise under any condition. These characters ignore all negative modifiers when taking any skill based test. Cost: 5 DP

Need for Speed

Characters with Need for Speed have a natural ability to push a vehicle to its mechanical limit of speed and maneuverability. Any vehicle piloted by a character with Need for Speed receives a +1 Speed modifier. The character can double a vehicle's Speed for a single combat turn but the vehicle's Structure is permanently reduced by one. Cost: 4 DP

Night Vision

Characters with Night Vision have an excessive number of rods in their retinas that provides them acute night vision. This allows them to ignore any modifiers caused by low light or dark conditions. Night Vision does not affect modifiers caused by total darkness or visibility conditions caused by smoke, rain, or snow. Cost: 2 DP

NIMBLE

Nimble characters move with extreme speed and have a perfect sense of balance that enhances their incredible celerity. These characters receive a +1 Agility dice pool modifier and +1 dice pool modifier for any skill that has Agility as its related attribute. COST: 5 DP

OMEGA COUNTER

Omega Counter allows a character to prevent any source of damage by redirecting or avoiding it, no matter what form it takes or how powerful it is. If a character is hit, a character can take a Mastery test with its difficulty based on the speed and intensity of the source of damage. Each successful Omega Counter roll negates one successful Attack die. COST: 12 DP

ORACLE

Oracles have such an incredible breadth of knowledge and trivia that they seem to be a master of all forms of academic and esoteric knowledge. These characters can reroll all Knowledge based dice pools. COST: 4 DP

OPPORTUNITY ATTACK

These characters have lightning fast reflexes that allow them to respond to the slightest movement of an enemy. A character with Opportunity Attack can make a free hand or melee attack on any enemy that moves in or out of the range band that he occupies without spending an Action. COST: 5 DP

ORATORY

A character with Oratory has an incredibly powerful voice and speaking presence that allows her to influence people with her words. An Orator knows how to raise the emotions of people with his words. These characters receives a +1 Command dice pool modifier. COST: 4 DP

PAIN RESISTANCE

Characters with Pain Resistance have an extremely high pain threshold that allows them to endure pain that would be unbearable for other people. This resistance to pain may be natural or a result of intense training. Characters with Pain Resistance are immune to Stun damage. COST: 6 DP

PERFECT AIM

Perfect Aim represents a character with almost a mystic ability to control a vehicle's weapon systems. These characters can even close their eyes in order use pure instinct when firing these weapons. A character with Perfect Aim can mark a single target when operating a vehicle. When the character fires a vehicle's weapons at the marked target, he hits on all attack rolls of 4+. COST: 8 DP

PERFECT BALANCE

A character with Perfect Balance has an acute sense of location, proprioception, equilibrium, and balance allowing him to perform incredible physical stunts. These characters may reroll all Agility based dice pools. COST: 5 DP

PHEROMONES

A character with Pheromones produces chemicals that are released into the air or through touch that cause another person to feel a physical attraction toward him. These characters may reroll all Presence based dice pools if an opponent is in the same environment as them. COST: 6 DP

PURE INSTINCT

A character with Pure Instinct trusts her body and she moves and acts without thinking. These characters move with such ease and fluid grace that it is impossible to predict their movements. These characters receive a +1 modifier for any Attribute based dice pool and a +1 Defense modifier. COST: 10 DP

PRIMAL RAGE

A character with Primal Rage fights with total abandon that makes her attacks extremely powerful but she totally ignores defense. At any time, these characters can receive a +3 Strength modifier but their Defense is reduced by half rounding up. COST: 5 DP

PRECOGNITION

Precognition allows a character to see future events if he spends enough time in total concentration thinking about them. If a character performs no actions for one combat turn, he receives a Precog modifier for two combat turns. The Precog modifier is a +3 modifier for all dice rolls made by the character and a +3 Defense modifier. COST: 12 DP

PRESSURE POINTS

Pressure Points allows a character to hit an opponent's pressure points causing numbness, extreme pain, blindness, or paralysis. Pressure points are clusters of nerves and blood vessels that control the flow of life force throughout a person's body. These attacks can cause extreme muscle contractions that can tear a person's body apart or force blood into an area of the body with such force that it eventually bursts causing Lethal damage equal to a character's

Mastery rating. These characters can activate or stop this process by selectively hitting different sequences of pressure points. Cost: 6 DP

Profiler

A character with Profiler can quickly look at clues and evidence to figure out what has happened in a given area or situation that would mean nothing to most people. These characters can use a few latent clues to determine the type of person that was present at the site and what they might have been doing. It allows a character to reroll all Investigate based dice pools. Cost: 5 DP

Quick

Quick characters are extremely fast and highly coordinated so they receive a bonus Action. Cost: 7 DP

Racer

Racers are perfect pilots and drivers that control their machines with great expertise. These characters receive a +1 Pilot dice pool modifier. Cost: 5 DP

Rage

Characters with Rage can drive themselves into an intense battle frenzy that converts them into a feral killing machine. Any time during a battle, a character can go berserk doubling his Actions for that turn. A character's furious and uncontrolled attacks make him an easy target so his Defense is reduced by half rounding up.
Cost: 3 DP

Relentless

A Relentless character can dig deep to regain his Strength. These characters can use a Surge to regain three Life and ten Stamina. Cost: 3 DP

Rending

A character with Rending can hit with a strange twisting motion that tears or rips flesh and armor. These characters produce Shred damage for hand and melee attacks.
Cost: 4 DP

Regenerate

A character with Regenerate heals at such an incredible rate that he is almost impossible to kill. These characters restore all Stamina and three Life each turn. Over time they will regenerate severed limbs and damaged organs.
Cost: 15 DP

Rigger

A character with Rigger is a master at controlling enemy machines by inserting powerful engrams into their control systems. These characters can reroll all Control based dice pools. Cost: 8 DP

Running Man

A character with Running Man is incredibly hard to hit because he moves and dodges so quickly. Any combatant that targets these characters must reduce his Attack dice pool by one die down to a minimum of one. Cost: 6 DP

Shadow Walker

A character with Shadow Walker appears to almost disappear because he actually bends shadows around himself. They gain a +2 Stealth dice pool modifier but it will not work if there are no shadows present. Cost: 7 DP

Shaper

Shapers are Masters that have altered their sense of perception to see the hidden world of reality. They have thrown away their normal perceptions so that they can perceive every aspect of reality. Shapers receive a +1 Act of Mastery dice pool modifier. Cost: 5 DP

Sharpshooter

A Sharpshooter is trained to quickly and accurately fire at a target with incredible accuracy even at the most extreme range of the weapon being fired. These characters receives a +1 Gun dice pool modifier. Cost: 5 DP

Silent Strike

Characters with Silent Strike are masters of stealth and death so they can combine their Fight and Stealth ratings to create an Attack dice pool when attacking with their body or a melee weapon. Cost: 7 DP

Silver Tongue

A character with Silver Tongue has such a beautiful and compelling way of speaking that she is almost impossible to resist when she talks. They can make anyone believe what they are saying no matter how incomprehensible or ridiculous. These characters may reroll all Diplomacy based dice pools. Cost: 5 DP

Snap Shot

Snap Shot allows a character to fire ranged weapons with incredible speed and accuracy so he can perform two ranged hand weapon attacks by spending one Action. A character can only use one Snap Shot per combat turn.
Cost: 6 DP

SPATIAL SENSE

Spatial sense allows a character to quickly reorient her sense of direction and position no matter how severe her shift in motion or orientation without any spatial cues. Spatial Sense represents an instinctive sense of orientation that allows a character to ignore all special environmental modifiers including high or low gravity or pressure and space conditions. COST: 6 DP

SPEED HEALER

Speed Healer allows a character to use her force of will to ignore any injury that she has received in combat. These characters can use one Action to gain one Life and five Stamina. COST: 6 DP

SUBLIME

These characters are so beautiful that they shock people the first time that they meet them. Their incredible beauty bewilders people that encounter them so much that they pass all Presence test with a roll of 3+.
COST: 10 DP

SUBMISSION HOLD

Submission Hold allows a character to render an opponent unconscious or produce intense pain. A successful Fight attack renders an opponent unconscious for a number of turns equal to his margin of success. Submission holds must be carefully administered because they can kill if applied incorrectly. COST: 5 DP

SYNCH

Synch represents a character's ability to completely synchronize her mind with the movements and actions of a battle or mobile frame. A character with Synch feels as if the frame is an extension of her body giving her complete control over it. These characters can reroll all Frame based dice pools. COST: 6 DP

SWIFT

A character with Swift is very fast and has a blistering fast reaction time. These characters gain an extra Action and they can use a Surge to gain two Actions at any time.
COST: 9 DP

TACTICAL GENIUS

Tactical Genius is a character's instinctive ability to determine the best strategy or tactic for any combat situation utilizing his available military forces and surroundings. These people can sense weaknesses in an enemy's battle formation and quickly determine the best tactics and strategies to capitalize on them. These characters can reroll all Command dice pools. COST: 5 DP

TAUNT

A character with Taunt uses her intelligence to enrage other combatants making them want to attack her. These characters can mark one character per combat turn. This opponent must attack the character this turn or he loses an Action. COST: 4 DP

TELEPATH

Characters with Telepathy were raised in a culture that uses their mind to directly communicate with each other. These people do not have to know each other's language because they directly access the language processing area of the receiver's mind. They can communicate with another character with Telepathy by projecting their thoughts as long as they can see one another. COST: 5 DP

TIME SENSE

Characters with Time Sense can control their perception of time by altering their mental kinetics. On command, a character can make his environment appear to be moving in slow motion while he can still react at his normal speed. This perceptual time dilation gives a character more time to observe his environment, plan his actions, and react to the people and things around him. He appears to be inside other peoples' minds, because he reacts before other people can begin their actions. These characters double their Actions each combat turn. COST: 20 DP

TRUE SIGHT

A character with True Sight has a natural sense of three dimensional combat and a true understanding of jump mechanics that makes them perfect navigators. These characters receive a +1 Navigator dice pool modifier.
COST: 5 DP

TOUGH

A character with Tough has incredible physical strength and endurance that borders on superhuman. These characters can reroll all Strength based dice pools.
COST: 3 DP

ULTIMATE

A few Legionnaires that go through the Legion Process become more perfect than others. These pinnacles of perfection do things that other Legionnaires find impossible and they are used on solo missions when only a single

Legionnaire can be inserted into enemy territory. Ultimate allows a Legionnaire to reroll all his dice pools and provides her with a +1 modifier for all dice pools. This reroll can be used even if another advantage provides a reroll allowing the character to reroll some dice pool twice if desired. The positive dice pool modifier is cumulative with other modifiers that a character's other advantages provide. COST: 40 DP

ULTIMATE BLOW

Ultimate Blow allows a character to time her weight exchange and align her body and skeleton to focus all her weight and power into a single punch or kick directly into a target's nerve cluster. When performing an Ultimate Blow, a character may not perform any other action that turn. A character performing an Ultimate Blow deals triple damage and converts it to standard damage for a successful hand attack. COST: 5 DP

UNWAVERING FAITH

These characters have such a strong set of morals and faith that their feelings and emotions are difficult to change. This incredible sense of purpose and faith provides characters with Unwavering Faith with a +1 Resolve dice pool modifier. COST: 5 DP

VECTOR PRIME

A character with Vector Prime is a master navigator that can maneuver a massive capital ship within a meter of any obstacle without fear. Spacecraft piloted by a Vector Prime turn and maneuver with the grace of an atmospheric plane while spacecraft piloted by normal navigators glide forward on a set vector and make wide sweeping turns. Any space vehicle piloted by these characters gains an extra Action. COST: 5 DP

VISIONARY

Visionary represents a character with an unique sensory perception of the universe. They can feel the movement of things around them and the presence of things that cannot be detected with a normal person's senses. These characters may reroll all Perception based dice pools.
COST: 8 DP

VITAL STRIKE

Vital Strike is the talent to sense the weakest and most vulnerable point on a target. Characters with Vital Sense instinctively know the best way to cripple or destroy a target. All Attack rolls of 9 deal double damage and rolls of 10 deal triple damage. COST: 6 DP

VOICE

A character with Voice can insert mental suggestions into another person's mind. The Voice is a modulated speech pattern that can alter a listener's subconscious and conscious mind. This allows a speaker to control what another person believes, perceives, and feels allowing him to control his thoughts and actions. A person using Voice should sound like words heard underwater with a slight echo added. The Voice is so powerful that it affects people that hear a recording of the character speaking and it works over transmitted signals such as radio or virtual broadcasts. COST: 6 DP

WARRIOR

Characters with Warrior have no fear and have a natural ability to brawl and fight. These characters trust their bodies and instincts and can use anything within their reach as a weapon allowing them to reroll all Fight based dice pools. COST: 5 DP

WAVE PUNCH

Wave Punch allows a character to produce a physical wave that emanates from his point of impact using his Fight skill. This wave can shock a person's nervous system and stun an opponent leaving him helpless but still able to perceive the world around him. A successful wave attack leaves an opponent unable to move for a number of turns equal to the character's margin of success.
COST: 5 DP

WEAPON MASTER

A Weapon Master is an expert at close combat that has trained to kill anything within his grasp. These characters receive a +1 Fight dice pool modifier when attacking with a melee weapon. COST: 4 DP

WHIRLING DERVISH

A character with Whirling Dervish moves with wild abandon during combat making them deadly on the battlefield. When using this ability, a character receives three extra Actions but her Defense is set to 3. COST: 5 DP

WHISPERER

Whisperer represents a person's natural empathy and understanding of animals. Animals for some unknown reason love, obey, and protect this person without even being asked. When these characters talk to animals, they seem to understand what they are saying allowing them to reroll all Trainer based dice pools. COST: 4 DP

Advantages

Advantage	Description	Cost
Ace	Reroll Pilot dice pools.	5
Acrobat	Action to negate opponent's successful Attack die.	5
Acrobatic Ace	Vehicle (Pilot) gains one Action.	5
Adept	Reroll Acts of Mastery.	12
Adrenaline Rush	Action to gain 3 Stamina.	3
Aerial Killer	Reroll Flight dice pools.	6
Ambidextrous	Two weapon attacks for one Action.	6
Animal Instinct	Reroll Survival dice pools.	5
Armor Arts	Reroll Armor dice pools.	5
Art of War	+1 damage modifier for hand weapons.	3
Assassin	Gain Lethal if roll any doubles in Fight dice pool.	4
Astropath	Reroll Navigator dice pool.	4
Attuned	Lower Act of Mastery by one difficulty level.	8
Authority	Reroll Manipulate dice pool.	5
Battle Cry	Deal 5 Stun damage with Factor and Range equal to Mastery rating.	8
Battle Form	+1 Frame dice pool modifier.	5
Battle Lord	+1 Armor dice pool modifier.	5
Battle Sense	Free ranged attack on any opponent that moves from one range band to another.	6
Beauty	+1 Presence dice pool modifier.	3
Bending	+2 Gun dice pool modifier and doubles projectile weapon's Range.	10
Berserk Rage	+1 Fight dice pool modifier and -2 Defense.	5
Blessed	Reroll any roll of 2 in all dice pools.	15
Blind Fighting	Ignore all visibility modifiers.	3
Blur	Gain extra Action and +1 Defense.	8
Brawler	Close combat attacks gains Immobilize equal to Strength.	4
Break	Break bones.	5
Brilliant	Reroll Intelligence dice pools.	6
Bounding Leap	Action to move and Attack. +2 Fight modifier.	4
Bull Rush	Close combat attacks gains Knockdown equal to Strength.	6
Bull's Eye	Mark target. All ranged attacks on this target hit on 4+.	8
Challenge	Mark target character. Target must attack or move toward character.	7
Charmed	Reroll any roll of 3 for any dice pool.	12
Cheap Shot	Deal double damage for any attack die by spending an extra Action.	7
Chemical Rush	+5 Initiative modifier.	5
Clarity	Reroll all dice pools.	20
Cord Breaking	Break enemy's nerve cords.	5
Counter Strike	Free Attack on any enemy that hits the character.	4
Coup de Grace	Add Lethal to Melee weapons equal to Fight.	10
Crack Shot	Reroll Gun dice pools.	5

Advantage	Description	Cost
Danger Sense	Force any enemy to reroll an Attack dice pool.	8
Daredevil	Lower Agility test difficulty by one level.	6
Defensive Stance	Negate enemy's Attack by spending an Action.	6
Die Hard	All opponents receive a -1 Attack modifier when attacking this character.	6
Distract	Mark target character. Target loses one die from each dice pool.	7
Dominate	Opponent with half Presence in the same range band requires 2 Actions to perform an action.	10
Eagle Eye	Ignore all range based Attack modifiers.	6
Edged Fist	Hand attacks deal standard damage with Factor equal to Mastery rating.	8
Eidetic Memory	+1 Intelligence dice pool modifier per Action.	8
Empath	Double Presence rating when in contact with this character.	7
Eternal Warrior	Remain conscious until Life equals negative Strength.	5
Fade Away	Discard all Actions to double Defense. Reroll Stealth dice pools.	7
Fast Loader	Reloading weapons does not require an Action.	2
Finishing Move	Deal double damage for any Fight die roll of 10.	6
Fleet	Move 2 range bands per Action.	Free
Flight	Move 4 range bands per Action when flying.	7
Flow	Attach to any surface.	8
Flying Fist	Hand attack gains Range equal to character's Mastery.	7
Focus	Lower difficulty level of any skill based dice pool by one.	12
Fortune	Reroll one die per dice pool. Friendly characters in same range band may also reroll.	8
Frame Bond	Frame gains +1 Agility and Range.	8
Fury	Double damage for melee attacks.	9
Furious Charge	Add one melee attack per Action spent.	9
Gearhead	+1 Tech dice pool modifier.	5
Genius	Reroll Intelligence, Knowledge, Science, and Tech dice pools.	8
Ghost	Reroll Stealth dice pools.	5
Glimmer	To see a character pass a hard Perception test.	9
Gun Kata	+2 Gun dice pool modifier. Gain Ambidexterous.	9
Hatred	Deal Double damage to enemy that hit the character during the current or last turn.	4
Healer	Reroll Medic dice pools.	5
Healing Factor	Regain 1 Life per turn.	10
High Density	Life has Factor 10. Immune to Stun damage.	12
Hit and Run	Free move after a successful Attack dice pool.	5
Hypnosis	+2 Manipulate dice pool modifier against opponents with Intelligence of 2 or less.	5
Illusionist	Reroll Rogue dice pools.	5
Immovable Stance	Immune to knockdown and sweeping.	3

Advantage	Description	Cost
Indomitable Force	Deal double damage for hand attacks.	6
Immunity to Cold	Immune to all effects of cold.	3
Inner Gates	Discard 1 Life to gain an Action.	5
Intuition	Receive clues about the mission from the GM.	5
Iron Skin	Armor equal to character's Mastery.	5
Iron Will	Reroll Resolve dice pools.	5
Kismet	5 Destiny Points that adds a +2 modifier to any dice pool.	4
Lethal Touch	Hand based attacks deal Lethal equal to a character's Mastery.	5
Lightning Reflexes	+3 Initiative modifier and an extra Action.	6
Longevity	Immune to Lethal 5 or less.	FREE
Lucky	All dice pool rolls of 6+ are successful.	20
Master Crafter	Reroll Tech dice pools.	5
Master of Disguise	Reroll Infiltrate dice pools.	4
Mental Trap	Mark target. Perform one Action with the target by passing a Mastery contest against Resolve.	8
Miracle Worker	All rolls of 8+ are successful.	12
Natural	Frame receives +1 Defense and Agility modifiers.	8
Natural Armor	Damage is reduced by 2 Damage or 5 Stun damage.	8
Natural Weapons	Hand attacks deal standard damage.	3
Nerves of Steel	Ignore all negative modifiers when taking skill tests.	5
Need for Speed	Vehicle gains +1 Speed. Vehicle can double its Speed but receives 1 Structure damage.	4
Night Vision	Ignore many visibility modifiers.	2
Nimble	+1 Agility modifier and +1 modifier for any Agility based skill.	5
Omega Counter	When a character is hit. Roll a Mastery dice pool. Every success negates an enemy's successful Attack die.	12
Oracle	Reroll Knowledge dice pools.	4
Opportunity Attack	Free hand or melee attack on enemy that moves away from the same range band as the character.	5
Oratory	+1 Command dice pool modifier.	4
Pain Resistance	Immune to Stun damage.	6
Perfect Aim	Mark target. Vehicle weapons hit target on rolls of 4+.	8
Perfect Balance	Reroll Agility dice pools.	5
Pheromones	Reroll Presence dice pools if an opponent is in the same environment.	6
Pure Instinct	+1 attribute dice pool modifier and +1 Defense.	10
Primal Rage	+2 Strength modifier and -2 Defense modifier.	5
Precognition	+3 modifier on all dice pools and +2 Defense modifier.	12
Pressure Points	Hand attacks deal Lethal damage equal to Mastery.	6

Advantage	Description	Cost
Profiler	Reroll Investigate dice pools.	5
Quick	Gain bonus Action.	7
Racer	+1 Pilot dice pool modifier.	5
Rage	Double Actions and Defense is reduced by half.	3
Relentless	Use Surge to gain 5 Life and 10 Stamina.	3
Rending	Produce Shred in close combat.	4
Regenerate	Restore 3 Life and all Stamina each turn.	15
Rigger	Reroll Control dice pools.	8
Running Man	All enemies targeting character lose one attack dice.	6
Shadow Walker	+3 Stealth dice pool modifier.	7
Shaper	+1 Act of Mastery dice pool modifier.	5
Sharpshooter	+1 Gun dice pool modifier.	5
Silent Strike	Combine Fight and Stealth dice pool when attacking in close combat.	7
Silver Tongue	Reroll Diplomacy dice pools.	5
Snap Shot	Two ranged weapon attacks per action. Once a turn.	6
Spatial Sense	Ignore all environmental based modifiers.	6
Speed Healer	Spend Action to gain 1 Life and 5 Stamina.	6
Sublime	Pass all Presence based dice pools on rolls of 3+.	10
Submission Hold	Render an enemy unconscious for a number of turns equal a hand attack's margin of success.	5
Synch	Reroll Frame dice pools.	6
Swift	Gain an extra Action. Use a Surge to gain two Actions.	9
Tactical Genius	Reroll Command Dice pools.	5
Taunt	Mark target. Target must attack character or lose an Action.	4
Telepath	Mentally communicate with other characters.	5
Time Sense	Double character's Actions.	20
True Sight	+1 Navigator dice pools.	5
Tough	Reroll Strength dice pools.	3
Ultimate	Reroll all dice pools. +1 modifier on all dice pools. Reroll and modifier are cumulative with other advantages.	40
Ultimate Blow	Deal triple standard damage in hand combat.	5
Unwavering Faith	+1 Resolve dice pool modifier.	5
Vector Prime	Vehicle (Navigator) gains an extra Action.	5
Visionary	Reroll Perception dice pools.	8
Vital Strike	All attack rolls of 9 deals double damage and rolls of 10 deals triple damage.	6
Voice	Control opponents with Voice.	6
Warrior	Reroll Fight dice pools.	5
Wave Punch	Successful hand attack results in the enemy not being able to move for a number of turns equal to the attack's margin of success.	5
Weapon Master	+1 Fight dice pool modifier when using a melee weapon.	4
Whirling Dervish	Gain three Actions. Defense equals 3.	5
Whisperer	Reroll Trainer dice pools.	4

CHARACTER BACKGROUND

PERSONALITY

The following list of personalities is designed to help you roleplay your character. Everyone has a special way of viewing the world and most people are consistent in the way they behave. These personalities represent different points of view and lifestyles that may be very different from your own. The longer you roleplay a character, the more unique she will become and the easier it will be to understand what she would do in different situations. A character can have multiple personality types that you can integrate into a realistic and well rounded individual. You can also randomly assign your character a personality by rolling a D100.

ABSENT MINDED [1]: Absent minded characters have trouble remembering what they need to do. They are intelligent but have trouble remembering everyday things like names, important dates, what they are suppose to do that day, or even what they are currently doing.

ADVENTUROUS [2]: Adventurous characters like to live on the edge. They are constantly looking for new and exciting things to do. They seek extreme and dangerous activities and relationships. They only feel truly alive when they are pushing themselves to the limits of their skills, instincts, and reflexes. They are daring, brave, and reckless.

APATHETIC [3]: Apathetic characters feel little or no emotion. They live their lives without any feelings about anything or anyone, even themselves.

ARGUMENTATIVE [4]: Argumentative characters always want things to go their way. They are willing to fight and argue over the smallest things. Their short tempers cause them to erupt over the smallest provocations and misunderstandings, which puts a strain on all their business and personal relationships. They can be very judgmental.

ARROGANT [5]: Arrogant characters believe that they are always right and that they are the best at what they do. They love telling people about their many actual or imaginary accomplishments and how perfect they are. They are conceited, vain, obnoxious, and overbearing.

BIZARRE [6]: Bizarre characters have certain habits or beliefs that make them appear weird, deranged, and unpredictable to other people. Their behavior appears to be random and chaotic but they are not insane, just different.

BRASH [7]: Brash characters act without thinking and they allow their emotions to control their actions.

BRAVE [8]: Brave characters are always willing to put themselves in the path of danger as long as it is for a good cause or the greater good.

BROODING [9]: Brooding characters always seem to be deep in thought. They are always preoccupied with their ideas or an object of their obsession.

CAREFREE [10]: Carefree characters always live their lives to the full. They care more about their personal happiness than their economic or material success. They always try to find something going on in their lives to be happy about so it takes a major tragedy to get them down. They are very spontaneous and fun loving.

CARING [11]: Caring characters attempt to understand the feelings of other people. They always try their best to love and support everyone important to them.

PRACTICAL [12]: Practical characters always want to plan everything out. They hate trying new things or taking unnecessary risks.

CHARISMATIC [13]: Charismatic characters are charming and have a good sense of humor. They have a natural ability to make people feel comfortable.

COLD [14]: To strangers, cold characters appear cold and uncaring because they only show their emotions to the special people in their lives including loved ones and people that they truly trust.

COMPASSIONATE [15]: These characters feel real empathy towards other people. They always try to give a helping hand, and they are extremely cooperative, helpful, and supportive.

CONFIDENT [16]: Confident characters realistically believe and trust in their own skills and abilities so most people wind up believing in them too.

CONFORMIST [17]: Conformists always attempt to blend into the crowd. They always follow the latest trends and fads and have no real style of their own.

CORRUPT [18]: Corrupt characters have abused the system for so long that they believe that they can get away with almost anything by simply lying or cheating. They are willing to take advantage or even hurt other people as long as they can gain some benefit or make a profit.

COWARD [19]: Cowards are never willing to put themselves on the line or in the path of danger for anyone even themselves. They have learned to hide from responsibilities and they avoid all types of risk.

CURIOUS [20]: Curious characters are always thinking about how things work and what other people are doing. They are extremely inquisitive and never worry about the risk. They stick their nose into everything, which usually

gets them involved in unexpected adventures and a great deal of trouble.

CRUEL [21]: Cruel characters enjoy physically and emotionally injuring or torturing other people and animals. They feel nothing when they hurt people and they actually find pleasure in other people's suffering and misery.

CYNICAL [22]: Cynical characters are scornful of other people's attempts at virtue and integrity. They believe that everyone is corrupt so they can no longer trust or believe in their society, government, and other people.

DECEITFUL [23]: Deceitful characters are willing to lie and cheat as long as it benefits them in some way.

DEDICATED [24]: Dedicated characters are totally committed to their beliefs and they work hard to fulfill their own dreams and ambitions.

DEPENDENT [25]: Dependent characters have someone or something that they depend on for their security and sense of well being. Without their crutch, they seem totally lost and unable to cope with new or stressful situations.

DEPRAVED [26]: Depraved characters are willing to do anything in order to satisfy their needs and desires, no matter who they have to use or hurt.

DEPRESSED [27]: Depressed characters view their world as a dark, negative, and unjust place. They view their lives as futile and meaningless.

DIPLOMATIC [28]: Diplomatic characters try to make everyone around them happy even at their own expense. They are peacemakers and team builders that understand what people need and want.

DISCIPLINED [29]: Disciplined characters have complete self control and they refuse to let their emotions control them or their lives. They live orderly lives and believe that their world must be must be tightly controlled and regimented.

DREAMER [30]: Dreamers are always wondering what their life could have been like or how it's going to be in the future. They view the future as a wondrous place with great promise and unlimited rewards but they have trouble focusing on the present.

DRIVEN [31]: Driven characters are highly motivated to fulfill their dreams and goals to the point of compulsion. They are never satisfied with success and are true perfectionists.

ECCENTRIC [32]: Eccentric characters are defiant individuals or true artists that do not want to conform to their society's standards. They behave, dress, talk, and think differently than other people. Their behavior is not abnormal but their appearance is usually very distinctive or flamboyant.

ENERGETIC [33]: Energetic characters are always on the go, and they never tire of working towards their goals.

ETHICAL [34]: Ethical characters believe that there is a right and wrong way to live. They live their lives according to their strict religious and moral beliefs. They also believe that people that don't live their lives in the same way are sinners and deviants.

EXCITABLE [35]: Excitable characters have trouble controlling their emotions. They are known to get overly excited and talkative during dangerous or emotional experiences.

EXTROVERT [36]: Extroverts are extremely social and talkative people. They are always the life of the party, and they hate to be alone.

FANATIC [37]: Fanatics have specific beliefs that dominate their personal lives. Some extremists would even hurt or kill other people or themselves for their beliefs.

FRIENDLY [38]: Friendly characters are always considerate and helpful to everyone they meet. They have an inner light that makes other people happy just being near them.

GALLANT [39]: Gallant characters are courageous, and they are always willing to put themselves on the line for other people.

GENEROUS [40]: Generous characters are always willing to lend a helping hand or provide for people in need.

GENTLE [41]: Gentle characters are soft spoken and helpful. They constantly put other peoples' needs before their own. They always try to understand the needs and feelings of other people and are very patient and understanding toward everyone.

GREEDY [42]: Greedy characters would do or sacrifice anything to gain money or power.

HATEFUL [43]: Hateful characters are always angry and unpleasant. They hold onto grudges forever over the smallest infractions, and they hate people just because they are different.

HONEST [44]: Honest characters always try to tell the truth even if the truth could hurt another person's feelings or their social or business standings. They truly believe that the truth will set you free.

HONORABLE [45]: Honorable characters uphold a personal code of honor that dictates what is and what is not right.

HUMBLE [46]: Humble characters quietly do their best without any desire for personal recognition or reward.

HUMORLESS [47]: Humorless characters never find humor or amusement in anything. They are usually dull and boring because they haven't found anything that gives their life meaning.

HYPOCHONDRIAC [48]: These worriers believe that they

are always sick and that everything and everyone might be contagious. These people are constantly looking for new miracle drugs and medical treatments.

ILLOGICAL [49]: Illogical characters seem to be unable to grasp how the world really works. They truly believe in the latest tabloid news and any rumors or conspiracy theory that they hear.

IDEALISTIC [50]: Idealistic characters dream of an ideal and perfect world. Their actions are controlled by their overly idealistic beliefs, morals, and principles. They tend to be overly enthusiastic about everything.

IMPRESSIONABLE [51]: Impressionable characters are easily influenced by anyone that they trust, respect, or love.

INDEPENDENT [52]: Independent characters are both self reliant and self confidant. They always try to do everything on their own and never ask for help, even when they really need it.

INSECURE [53]: Insecure characters have no confidence and they are constantly second guessing their own decisions.

INSENSITIVE [54]: Insensitive characters don't care what other people think or feel and they are almost completely emotionless.

INTOLERANT [55]: Intolerant characters are unwilling to accept the differences in other people including their species, race, gender, appearance, education, and nationality. They are prejudiced and openly discriminate against other people because of these differences.

INTROVERT [56]: Introverts don't enjoy the company of other people. They spend most of their time thinking or worrying. Introspective people have trouble interacting with other people because of their fear, anxiety, or lack of interest.

IMAGINATIVE [57]: Imaginative characters are very creative and fanciful. They tend to indulge in flights of fancy and are constantly daydreaming. They are always a fountain of new ideas.

IMPULSIVE [58]: Impulsive characters always do or say whatever pops into their minds, no matter what the consequence. These characters never look before they leap. They are true free spirits.

INTELLECTUAL [59]: Intellectual characters are extremely rational and they never publicly display their emotions. They have dedicated their lives to the pursuit of knowledge and have little time for relationships or family.

JUST [60]: Just characters are always trying to be fair and impartial in their dealings with other people. They believe that they must set an example for others and that evil will always be punished in the end.

KIND [61]: Kind characters are compassionate to everyone and everything. They are always generous and they try to put other people's needs before their own. They care for the unfortunate and truly feel for other people's pain and suffering. They are sympathetic and warmhearted.

LAZY [62]: Lazy characters are never willing to do anything and when they actually do something, they constantly complain until they are finished. Lazy people don't like to work or do anything that takes any effort to accomplish.

LOGICAL [63]: Logical characters believe that everything can be explained through science and that anything that cannot be explained by science is false and illogical.

LOVING [64]: Loving characters always express their affection for other people with love and kindness. They are always willing to make themselves vulnerable to the people that they care for and love. Their friends and family considered them to be affectionate, understanding, and devoted.

LOYAL [65]: Loyal characters have a steadfast allegiance to their friends and family. They are extremely faithful and have a great sense of duty.

MEGALOMANIAC [66]: A megalomaniac has delusional fantasies of immense wealth and power. They believe that they are omnipotent so they live their lives with great flamboyance and extravagance.

MYSTERIOUS [67]: Mysterious characters never reveal any facts about their personal lives or past to anyone. They enjoy their privacy and the sense of mystery that surrounds them.

NAÏVE [68]: Naïve characters are very innocent and they always have a positive view of the world and other people. They are usually easy to fool and overly trusting.

NERVOUS [69]: Nervous characters are always on edge and they believe that everything that they do is going to fail or backfire.

NURTURING [70]: Nurturing characters look after the other members in their group like their own family. These characters take care and comfort these people when they are sick, sad, or lonely.

OBSESSED [71]: Obsessed characters are totally focused on something or someone. Their every thought and emotion is totally consumed by this obsession.

OMINOUS [72]: Ominous characters are both threatening and sinister. Their dark intentions are obvious from their gloomy and menacing personality and countenance.

OPTIMISTIC [73]: Optimistic characters are always looking at the bright side of things, and they believe that everything will work out in the end. They see the world as a

wonderful place and their cup as overflowing.

OVERCONFIDENT [74]: Overconfident characters usually have great skills but they believe that they cannot fail, so they try things that appear extremely dangerous or impossible to other people.

PACIFIST [75]: Pacifists don't believe that physical violence should ever be used to solve a problem. They avoid violence and aggression whenever possible no matter what the consequence.

PARANOID [76]: Paranoid characters are extremely fearful and suspicious of the actions and motives of other people and large organizations. Paranoia leads these people to find extreme measures like isolation and constant surveillance to protect themselves against these imaginary threats and conspiracies.

PASSIVE [77]: Passive characters never take charge and always let other people tell them what to do. They are competent but are too afraid to take responsibility or credit for their own actions and accomplishments.

PEACEFUL [78]: Peaceful characters always avoid arguments and try to find a peaceful and mutually beneficial solution to all their problems.

PESSIMISTIC [79]: Pessimistic characters see the world as a dark and lonely place, and they feel that nothing ever works out for them. These characters always see their glass as being half empty.

POLITE [80]: Polite characters have incredible manners and they show everyone respect and understanding. They act respectfully because they actually care about other people's feelings.

PERFECTIONIST [81]: Perfectionists think that the world should be run a certain way. They are very organized and are driven by details and their carefully planned schedules.

PRIDEFUL [82]: Prideful characters believe that they are always right and that they are naturally better than other people.

PROUD [83]: Proud characters believe in themselves and what they do, but they never talk about it. They believe in their cause and know what they are doing is just and right.

PROTECTIVE [84]: Protective characters are always looking out for everyone and are willing to risk or sacrifice their own lives for their friends and family.

QUIET [85]: Quiet characters are never outspoken, and they make their beliefs and desires known through their actions without saying a word.

REALIST [86]: Realists believe that the world is governed by simple rules that mean some people must fail in order that others can succeed. They also believe death and tragedy are simply undesirable facts of life that cannot be avoided.

REBELLIOUS [87]: Rebellious characters resist any form of control or restriction on their lifestyle. They believe that governmental, corporate, religious, and societal control of their lives is corrupt and evil. They constantly rage against society and the system, and they refuse to accept uncaring and undemocratic laws and policies. They are not anarchists, they just don't believe in the current system.

ROMANTIC [88]: Romantic characters are always looking for love and when they find it, they put all their energy into making their love lives passionate and romantic. They always put love first which often leads to a lifetime of heartbreak and disappointment.

RUDE [89]: Rude characters have a tendency to put their own needs in front of the needs and comfort of others. They rarely think or care about other people's feelings or opinions.

SADISTIC [90]: Sadistic characters enjoy hurting other people, animals, or anything that can feel pain. They gain immense pleasure in inflicting physical and mental pain and taking away other people's innocence and sense of freedom.

SCHEMING [91]: Schemers always have a big plan to get rich or famous. They are constantly looking for the easy way out that involves the least amount of work and responsibility. They have great ideas but their plans never seem to work out in the end.

SELFISH [92]: Selfish characters always try to create situations where they gain the most benefit, no matter who gets hurt in the process.

SENSUAL [93]: Sensual characters enjoy physical pleasure and are not ashamed to try new experiences. They are like everyone else so they require love and attention from their loved ones.

SENSITIVE [94]: Sensitive characters feel deep emotions about everything. Their emotions seem to change quickly depending on what is going on in their lives. They allow themselves to be vulnerable so they always display their true feelings and emotions and talk about their inner most thoughts and beliefs with their friends and family.

SLOTH [95]: Sloths are extremely lazy and they hate to work hard or even clean up after themselves.

SUSPICIOUS [96]: Suspicious characters constantly worry about what other people are thinking about them and what they may want from them. Extremely suspicious people might not be able trust anyone.

TALKATIVE [97]: Talkative characters are always talking about something so they often get into trouble when they say things that they probably shouldn't.

VERSATILE [98]: Versatile characters are very adaptable and they are always willing to change their beliefs and lifestyle in order to succeed.

VIRTUOUS [99]: Virtuous characters always try to do what is right and they attempt to run their lives according to a set of golden rules or a spiritual code. These characters are honestly good people that care about the needs of other people.

WORLDLY [100]: Worldly characters have seen and experienced almost everything and they are not easily impressed or excited about the world around them. Their many and varied experiences have desensitized them to the true wonders of the universe. These characters usually find it difficult to have normal long term loving relationships.

Legionnaire's Origin Path

Every Legionnaire was selected for the Legion Process because their specific genetic composition made them a viable candidate but each individual must decide if they are willing to take the chance. Only one out of five hundred candidates pass the mental screening and only one out of a hundred people that undergo the Process actually survives. These candidates have their own motivation for choosing to undergo the Process, but each one is dedicated to protecting the Republic against the tyranny of the Imperium.

Reason for Joining the Legion

Each Legionnaire has a personal reason for joining the Legion. This motivation helps determine how they will behave once they become a Legionnaire. To determine why a Legionnaire joined the Legion, roll a D10.

ADVENTURE [1]: These candidates joined the Legion looking for adventure and the excitement of fighting the Imperium.

DUTY [2]: These candidates joined the Legion to protect their families and defend the freedom of the Republic.

HATRED [3]: These Legionnaires hate the Imperium for all their atrocities and they want to stop them at all costs.

HOME DESTROYED [4]: The home world of these Legionnaires was destroyed by the Imperium and they will do anything to stop the Imperium from destroying anymore innocent lives.

HONOR [5]: These candidates fight for their own personal honor and they are willing to sacrifice their lives to protect the weak and innocent.

IDEALIST [6]: These candidates believe that they can change the universe and that they can make a real difference in the war with the Imperium by sacrificing their own lives.

LOST FAMILY [7]: These Legionnaires have lost their entire family to an Imperial assault and now they want revenge for their suffering.

LOST LOVER [8]: These Legionnaires have lost a loved one to the Imperial war machine and they are willing to sacrifice their lives for a chance to get revenge for their loss.

PRIDE [9]: These candidates believe that they have the ability and drive to defeat the Imperium and they want a chance to prove themselves in battle.

THRILL [10]: Some Legionnaires fight for the rush of battle and their total lack of fear makes them the perfect fighting machine that cannot be defeated.

Past Lives

Each Legionnaire has a past life where they trained and worked for a living. These past experiences of their distant past give them a special perspective on everything that they encounter during a mission. A Legionnaire's past life provides him with free abilities. To determine the past lives of a Legionnaire, roll a D10.

ARTIST [1]: These Legionnaires were artists in their past lives. They receive a +1 Perception modifier.

EXPLORER [2]: These Legionnaires were one of the brave souls that helped colonize the Frontier in their past lives. They receive +1 Survival and Gun modifiers.

ACADEMIC [3]: These Legionnaires were professors or writers that spent their entire lives studying and researching before volunteering for the Legion Program. They receive a +1 Knowledge dice pool modifier.

LABORER [4]: These Legionnaires worked as belt miners or Frontier farmers until they volunteered for the Legion. They receive a +1 Strength modifier.

MILITARY [5]: These Legionnaires were members of the Fleet or Frontier mercenaries so they have a great deal of military training and experience before joining the Legion. They receive +1 Fight and Gun modifiers.

PERFORMER [6]: These Legionnaires were actors, dancers, musicians, and singers before they joined the Legion. They receive a +1 Presence modifier.

POLITICIAN [7]: These Legionnaires were diplomats, politicians, or corporate officers before they joined the Legion. They receive a +1 Diplomacy dice pool modifier.

SCIENTIST [8]: These Legionnaires were field researchers or theoretical scientists that spent their entire lives working on new theories before they became Legionnaires. They receive a +1 Science dice pool modifier.

SOCIALITE [9]: These Legionnaires were true social elite or royalty that spent their entire lives partying and living the good life before they joined the Legion. They receive a +1 Presence dice pool modifier.

TECH [10]: These Legionnaires were technophiles that are jacked into the net most of their lives before they volunteered for the Legion. Like many people in the transhuman society of the future, they feel more comfortable with technology than with other people. They receive a +1 Tech dice pool modifier.

Home Worlds

Many Legionnaires come from worlds or special environments that give them special abilities that other people do not have. These traits are added to a character at no cost. To determine a Legionnaire's Home World, roll 2D10.

ALIEN ENVIRONMENT [2]: These Legionnaires grew up in a truly alien environment that required their immune system and metabolism to become extremely powerful to deal with foreign and exotic antigens. These characters are completely immune to the effect of Lethal weapons.

ARCOLOGY SLUM [3]: These overcrowded mega arcologies are filled with crime and controlled by vicious gangers. These Legionnaires fought their entire lives to survive before their world was saved by the Republic so they receive a +2 Fight modifier.

CORE WORLD [4-8]: These Legionnaires were raised on a Republic core world so they receive no bonuses.

DARKNESS [9]: These Legionnaires spent their entire lives in artificial light because they grew up in an underground or sealed complex or on a world shrouded in darkness. These characters receive Night Vision.

DEATH WORLD [10]: These Legionnaires were raised on a world where every living creature and plant is predatory so they have been trained to fight and survive on these hostile worlds. These characters receive a +1 Survival dice pool modifier.

DYSTOPIAN WORLD [11]: These Legionnaires lived in a crumbling society controlled by powerful mega corporations or an evil dictatorship. On these dying worlds, a person has to be strong willed to survive so these characters receive a +1 Resolve modifier.

FROZEN WORLD [12]: These Legionnaires grew up on an arctic world so they receive Immunity to Cold.

HIGH GRAVITY [13]: These Legionnaires were raised on a high gravity planet or moon so their physical structure is very dense and compact. These characters receive a +1 Strength modifier.

LOW GRAVITY [14]: These Legionnaires were raised on a low gravity world, moon, or asteroid so their physical structure is very lithe and elongated. These characters receive a +1 Agility modifier.

MARTIAL SOCIETY [15]: These Legionnaires were raised in a martial society that trains its youth in the ways of battle and war. Every man, woman, and child is expected to be true warriors that are willing to gives their lives in the defense of their people. These characters receive Warrior.

MASTERY SOCIETY [16]: These Legionnaires were raised in a society that trains its entire population to use Mastery from birth. These societies teach their people that reality is as malleable as clay and that their perceptions are the own boundary in the universe. These characters receive a +1 Mastery dice pool modifier.

PERFECT SOCIETY [17]: These Legionnaires grew up in a society that selects the genes for every newborn baby so that everyone is born perfect. These characters receive Beauty.

SPACE BORN [18]: These Legionnaires were born and raised in space so that they have never experienced the gravity well of a planet. These characters receive a +2 Agility modifier and a -2 Strength modifier.

TECH WORLD [19]: These Legionnaires were raised on one of the technocraft worlds or forge planets of the Republic. They spent their entire lives being trained in the design and manufacture of technology. These characters receive a +1 Tech dice pool modifier.

TELEPATHIC SOCIETY [20]: These Legionnaires were raised in a telepathic society that uses a combination of speech and mental telepathy to communicate. These characters receive Telepath.

Strike Team Feats

Every Strike Team may select a Team Feat that provides every character in the group with special abilities. Team Feats will make a Strike Team very powerful in a specific way so the feat selected should be based on the type of mission that has been assigned. A Strike Team can select a different feat for every mission but it cannot be changed during the mission. The powers provided by each feat can be extremely useful in completing a mission so they should be selected very carefully. These feats are the reason that a group of Legionnaires can always defeat warriors of equal power as long as they work together.

Adventurers

This group of master survivalists are sent into the deadliest environments that must be survived in order to finish a mission. They learn to become one with their environment and the wild things found there.

Natural Instincts: These Legionnaires can use Survival just like Stealth to avoid dangerous plants and animals in a natural environment.

Wild Domination: These Legionnaires can gather the forces of nature together to help them survive and conquer their enemies. A Legionnaire can use Trainer to control a number of local animals equal to the number of team members in his group with Trainer for every Action spent.

Aerial Killers

These Legionnaires are experts of personal flight and they dominate the sky using their flight rings to rain down death from above. They are masters of aerial assault and they excel at fighting in difficult terrain or inaccessible areas.

Assault Landing: When a Legionnaire enters a range band using his flight ring, his number of attacks are doubled for every Action used to attack an opponent in that Range Band.

Aerial Fighter: When a Legionnaire moves at least ten range bands in a single turn using a flight ring and performs no other Actions, she can only be hit by an enemy rolling two 10s.

Away Team

These teams are gathered when an intense firefight in full Power Armor is needed to defeat the enemy. Away Teams work together in perfect battle formations to decimate their enemy with indomitable force.

Wall of Steel: When three or more Legionnaires wearing power armor are in the same range band, all their suits of armor receive two bonus Actions.

Fury of Iron: Every armored Legionnaire may make a number of hand or melee attacks equal to the number of Legionnaires in the same range band for each Action spent.

Charmers

These Legionnaires are social experts that have learned to use persuasion, seduction, and influence in order to solve any problem and overcome any opponent. Charmers are perfect when fighting is not an option but people must be influenced or coerced to finish a mission.

Negotiate: A Legionnaire can overcome any situation by passing a skill contest using her Presence against an opponent's skill or attribute rating.

Seduction: These Legionnaires can use Presence exactly like Manipulate when they interact with other people.

Diplomats

This Strike Team is composed of master diplomats and deal makers. These teams are used to bring newly discovered alien societies into the Republic and help rebel Imperial forces gather and work together.

Mastermind: When a Strike Team takes a diplomatic and social scene challenge, they can reduce the number of success they need to win the scene by the number of Legionnaires with Diplomacy in their team.

Diplomatic Immunity: When a deal needs to be made or an agreement has to be forged, Legionnaires will work together to create the perfect presentation or treaty for the situation. All characters in the team can add their Diplomacy rating together and a single Legionnaire receives the new modified Diplomacy rating while the other characters lose their Diplomacy skill for that turn.

Drop Troops

These troops are experts at fast strike aerial assaults using speed and surprise to attack the enemy from above. Legionnaires use their flight rings and Legion drop pods to land amongst their enemies and unleash death.

Blitz Assault: Each Legionnaire gains two Actions when they arrive to a battlefield inside a drop pod or using flight rings.

Surprise Attack: When these Legionnaires enter a bat-

tle inside a drop pod or using flight rings, they can take their Actions but their opponents lose all their Actions for the first turn of combat.

FORGE TEAM

A Forge Team specializes in repair and construction of all forms of technology. Forge Teams are gathered when a new sentient machine race is discovered or emergency repairs to a planet's control system or a space station's stabilizer core is required to prevent disaster.

MIRACLE WORKER: When a team of Legionnaires work together to repair any form of technology or construct something new, they may lower the difficulty level of any Tech test taken by the number of Legionnaires with Tech in their group.

IMPROVISE: These Legionnaires are master craftsman so they can construct or repair any form of technology using anything that they find around them. They do not need proper parts or tools when performing Tech based actions because they can improvise everything.

GHOSTS

Ghosts use stealth and deception to enter an enemy installation unnoticed and deal death and destruction without the enemy ever being able to understand what has happened.

SPECIAL OPS: All Legionnaires receive a +1 Stealth dice pool modifier.

SNEAK ATTACK: At the beginning of each encounter, each Legionnaire in your team may make a single hand or melee attack on a single opponent before combat begins without spending an Action. If all opponents are eliminated during this initial attack, their comrades are not alarmed to your presence.

HOT SHOTS

These Legionnaires are master navigators and they have learned to work together with perfect timing and total concentration. They excel at spaceship combat and they are called on when space combat is necessary to finish a mission.

TEAM WORK: When these Legionnaires work together to operate their Strike Cruiser, they may add all their Navigator ratings together for any Action taken by their ship.

PERFECT TIMING: When these Legionnaires work together to operate their Strike Cruiser, it gains a number of Actions equal to the number of Legionnaires with Navigator in their Strike Team.

HOT ZONE SPECIALISTS

Hot Zone Specialists are called on when a cure for a mutant or alien disease must be discovered before it can decimate the population of a Republic world. These medical and science specialists are gathered to stop any outbreak before this pandemic can spread to other worlds.

HEALERS: When these Legionnaires work together to heal a dying victim of a new disease, they may add their Medic ratings together when taking a Medic test to cure this person. This is an all or nothing test. If it succeeds, the person is cured. If it fails, the person dies.

VIRUS HUNTERS: When these Legionnaire work together to find a cure or vaccine to stop a global pandemic, they may add up their Science ratings together when taking a test to find a cure.

HUNTERS

Hunters specialize in destroying armored vehicles and battle robots using only personal weapons.

STEEL HUNTER: These characters hit all vehicles in the same or adjacent range band on all Attack rolls of 3+.

CAN OPENER: A character using a grenade or explosive on a vehicle in the same range band deals double damage and nothing but the target vehicle is damaged.

IMPROVISERS

These Legionnaires are experts of deduction and negotiation so they always use their minds to solve their problems including dangerous or violent situations.

CREATIVITY: A Legionnaire can defeat any enemy by passing an Intelligence test with a difficulty based on the opponent encountered.

CONFUSE: These Legionnaires use strategy and negotiation to negate any danger presented by an opponent. These characters receive a Negation pool equal to their Intelligence that can be used to reduce the Attack dice pool of an opponent or completely negate an entire dice pool by spending a number of Negation points equal to the number of Attack dice.

For example a Legionnaire with Intelligence 10 can negate five characters with two dice Attack pools or two characters with five dice Attack pools.

INSIDERS

These secret agents use their infiltration, deception, and intelligence gathering skills to integrate into the highest levels of Imperial society and military organization to uncover their most important secrets and corrupt and control them from within.

Mole: When searching for hidden and protected secret information, these Legionnaires may combine their Subterfuge and Infiltrate ratings when creating either of these dice pools.

Worm: When altering the path or culture of an organization, these Legionnaires may combine their Subterfuge and Rogue ratings when creating either of these dice pools.

Interrogators

These Legionnaires are master of mind control and social manipulation. Working together this team can convert entire sectors of an Imperial arcology into obedient servants to help them finish their mission.

Mind Ripper: When these Legionnaires work together they may join their Manipulate ratings together to work on a single extremely hard case.

Group Control: When these Legionnaires forge a mind control matrix, each Legionnaire can use Manipulate on a number of opponents equal to the number of Legionnaires with Manipulate in their Strike Team.

Inquisitors

These arcane investigators have delved into the dark secrets of the universe and have learned how to control them. Inquisitors use their ancient knowledge to stop these beings when they enter our universe.

Exorcise: These Legionnaires can use an ancient ritual to alter the nature of an unworldly creature. They can spend an Action to remove Ethereal from any creature.

Phantasmal Form: These Legionnaires can use a dark ritual to alter their own form. They can use three Actions to gain Ethereal for one combat turn.

Machine Masters

When enemy robots and remote forces are the main opponent, these Legionnaires are sent to dominate them and use them against their masters. When Battle Heralds or Hetati marauders are going to be encountered then Machine Masters are sent to destroy these robotic menaces.

Mass Domination: These Legionnaires can use Control on a number of target machines equal to the number of Legionnaires with Control in their Strike Team for each Action spent.

Mech Authority: A team can join their Control ratings for an all or nothing attempt to corrupt and conquer a powerful robot or Mind system. The Legionnaires that combined their Control ratings together cannot perform any other actions that turn.

Martial Experts

Martial experts are masters of close combat and when they work together as a synchronized team they can assault and destroy anything.

Adepts: Whenever these Legionnaires fight side by side or back to back they become close combat killing machines. These Legionnaires get a number of free Actions equal to the number of fellow Legionnaires in the same range band. These extra Actions can only be used to perform hand or melee attacks that must be used in this range band.

Renown: These Legionnaires strike fear in their enemies. Enemy characters in the same range band as them lose all their Actions if the Legionnaire's Presence rating is at least twice as high as their opponents.

Masters Host

When a Strike Team of multiple Masters join their forces together, they can form a team of warriors that can drastically alter reality.

Master's Union: Any Legionnaire with an Act of Mastery can use an Act of Mastery with the same or lower rating from another Legionnaire in their Strike Team.

Mind Bond: Any number of Legionnaires can join their Act of Mastery ratings together if they have the same type and they can use the new value as their own.

Operatives

These snipers and gun adepts are gathered when a large number of Imperials will be encountered or a perfect shot is required to eliminate an important target from a distance.

Bull's Eye: These Legionnaires are masters of warfare and when they work together to perform a specific action they cannot fail. A Legionnaire can reroll a number of dice in any Gun dice pool for every Legionnaire in her Strike Team.

Team Shot: When a shot has to hit, Legionnaires will work together to make sure it finds its mark. All Legionnaires in the same range band can combine their Gun ratings together and one of them will fire a single hand weapon using this modified Gun rating. These Legionnaires cannot take any other action that turn.

Recon Alpha

These Legionnaires are masters of reconnaissance and survival in any environment. They are sent to determine the locations of important strategic military sites and de-

stroy enemy defenses and infrastructure before Fleet forces perform a full ground invasion on an enemy planet.

NIGHTWALKERS: As long as every member of a Strike Team has Stealth 6 or higher, they may freely move around their insertion site as long as they perform no offensive actions. They can also survive off the land indefinitely if every member has Survival 3 or higher.

VIRAL INSERTION: These Legionnaires have Mastered the art of electronic warfare and they can dominate any command and control system from a distance by inserting powerful worm viruses into their computer system using a Mastermind or Control system.

Rescuers

Rescuers are Legionnaires that are willing to take any risk and put their lives on the line to save people during natural disasters and major catastrophes. These Legionnaires use their incredible powers to protect the weak and innocent in hopeless situations where no one else can help.

HERO: When saving a person's life from danger, these Legionnaires can reroll any dice pool.

SAVIOR: When moving toward a person in danger, these Legionnaires can move three range bands per Action.

Science Core

Science Cores are gathered when a dangerous or exotic spatial or time anomaly needs to be explored and researched. These teams are also used when new ancient technology sites are discovered and their mysteries need to be uncovered.

THINK TANK: When a group of Legionnaires work together on a scientific investigation, all their Science ratings are increased by the number of Legionnaires with Science in their Strike Team.

INSIGHT: When a Strike Team works together to figure out a puzzle or ancient mystery, all their Intelligence ratings are increased by the number of Legionnaires working together on the problem.

Slayers

When Legionnaires forge themselves into a kill team dedicated to slaughter every opponent in their way, they become Slayers.

KILLER: When these Legionnaires fight, all Attack rolls of 10 deal double damage.

MASSACRE: These Legionnaires can reduce their Defense to 5 to double their number of hand or melee attacks for each Action spent.

Sleuths

These Legionnaires excel at deduction and investigation of unsolved mysteries. They are called on when a series of mysteries must be solved in order to complete a mission.

DETECTIVE: These Legionnaires can work together gathering clues and interpreting an investigation site. Each Legionnaire increases their Investigation rating by the number of Legionnaires working together to solve it.

INTERPRETATION: These Legionnaires should always be allowed to take an Intelligence test to receive extra clues and information that will help them solve their current problem.

Tricksters

These Strike Teams focus on using deception and redirection to confuse and bewilder their enemies. These teams are called upon when a team must pull off the ultimate con to defeat an overwhelming force or sway a person or group to change their thinking. If an opponent is completely incorruptible, they must be deceived for your team to succeed.

MIND GAMES: To control a totally dedicated and unbreakable opponent, these Legionnaire only have to win a skill contest using Rogue against an opponent's Resolve.

SOCIAL ENGINEERING: These Legionnaires can alter the path and beliefs of an entire organization or society by passing a scene challenge. When taking this scene challenge, Strike Team members can combine their Rogue ratings and their Intelligence ratings.

Wolf Pack

When a group of Legionnaires forms a Wolf Pack, they become feral hunters encased in the armored hides of their mobile frames. They hunt their prey using pack methods to trap and overwhelm their enemies making them an unstoppable force of nature.

OVERWHELMING FORCE: Whenever these Legion frames flank both sides of an enemy by being in both adjacent range bands that surround a target's range band, all their Attack dice rolls automatically hit.

BULL RUSH: All Legion frames that start in the same range band and move together to a new range band automatically hit with all hand and melee attacks made on any target in the new range band. Each frame involved must use the necessary number of Actions to move this distance

Mastery

Mastery represents the ultimate evolutionary step in the history of humanity. It unleashes the full potential of the human mind and removes the blinders that has prevented people from seeing the true beauty and complexity of the universe. Mastery gives people the power to look past the "real" world and perceive the true structure and pattern of reality. This process allows a Master to bend and twist the fabric of reality using her mind to alter its very structure and the laws of the universe.

A person must spend decades training in order to look past the commonplace world that has deceived humanity into believing that what they see and feel is the only truth. After this training period, a person can see the truth and becomes a fully enlightened Master. Masters can see and control the pattern that creates and connects everything in the universe including every living creature and inanimate object.

A Master must free his mind of all limitations and preconceptions to gain true power. He must discard what he has always believed to be true because he can now shape the truth to his will. Mastery is only limited by your imagination because the description for each Act of Mastery should only be viewed as a suggestion. A character can perform any action that you can convince your gamemaster falls within the description of a specific Act of Mastery, no matter how improbable the action appears to be.

Purchasing Acts of Mastery

A character can purchase Acts of Mastery as long as her Mastery rating is at least one. Acts of Mastery are purchased with Development Points at a cost five DP per rating. An Act of Mastery can never be purchased with a rating higher than a character's Mastery rating. A character permanently loses a point of Reality for each different Act of Mastery that a character purchases.

A character purchases Counter 2, Chaos 2, and Detonate 2. These three Acts would cost ten DP each for a total of thirty DP and the character would permanently lose three Reality.

Changing Reality

Acts of Mastery are performed like any other skill. The difficulty of an Act depends on how complicated and improbable the desired action appears to the gamemaster and the degree that reality has to be altered. Gamemasters must gauge how much a Master's action goes against the perceived view of reality. The difficulty of an Act is also based on the size, number, complexity, and resistance of the targets affected by the Act. A dice pool is then created using the rating of the Act being used. The number of successes in a dice pool determines the degree that a Master alters the fabric of reality.

Failing at an Alteration

Failing an Act of Mastery represents being unable to interpret and understand the pattern of reality being manipulated, which can slowly twist and distort a character's mind. The infinite knowledge that flows from the perception of unfiltered reality can overwhelm and even destroy an untrained mind, so a Master loses one Reality if she ever fails a Mastery test with at least a single roll of one. If a Master fails a Mastery test but does not roll a one, nothing happens.

Path of the Master

Once a person becomes a fully enlightened Master, she must search for someone to train her so that she may realize the maximum potential of her newly discovered powers. A new adept only has a small grasp of her true potential and she will require years of intense training and deep meditation in order to gain limited control over these powers. Mastery academies set up by the Master's Guild can be found on every Republic world. These schools identify new candidates, train them to achieve enlightenment, and teach them the strict discipline required

to avoid the path of the Dark Master, which has lead to destruction and madness all over the universe.

The Guild is composed of over ten thousand Masters from all over the Star Republic and its primary functions include training new Masters, supporting and maintaining order among its members, and performing peace and humanitarian missions. The Guild is lead by a council of elders, which is composed of ten of the most ancient and powerful Masters in the Republic. They decide the path that the Guild takes and which side the Guild supports in any conflict. To enforce its laws, the Guild elects members to its order of Infinity Knights, who have sworn to hunt down Dark Masters wherever they may be found and defend the rights of the innocent all over the universe.

Guild Masters are respected throughout the universe for their devotion to service and their desire to uphold justice and protect the rights of the innocent. The Guild has a strict code of honor that guides a Master down the path of light and steers her away from the pitfalls that lead to eternal destruction. Masters are never forced to join the Guild, but Guild members look down on outsiders as undisciplined rogues and the breeding ground for new Dark Masters. Guild members always wear a black cloak over a brown skinsuit with two energy blades attached to their waist.

Most people with Mastery potential are discovered when they are young and trained as Adepts in a Guild academy. Most of an Adept's training is performed in the field alongside a Juntar Master. Once an Adept is determined by the council to be prepared for her next step of ascension, she is promoted to the rank of Juntar and assigned her own Adept to train. A Juntar must travel the universe with his Adept attempting to bring order to the universe and stamping out the horrors of the Dark Master.

Once a Juntar has proven herself to the High Council, she is assigned to an Avatar or Guild Master to lead her through her final and most difficult training. Avatars are fully evolved Masters, who have spent their entire lives striving for greater enlightenment, training new apprentices, and protecting the innocent throughout the universe. When a Juntar has finished her training, she receives the title of Guild Master. She must now begin her own quest to fulfill her destiny and begin training her own apprentices, so that the cycle of student and master may continue. The Master's Guild believes that the only way a Master can maintain her sanity is to constantly teach mental control to apprentices so that she will never forget the simple rules that were taught to her when she was only an Adept.

Only a few Masters ever achieve the title of Avatar be-cause weaker minds are destroyed by the full awareness of reality. Many young Masters have been transformed into twisted and insane wielders of Mastery known as Dark Masters because their spirits were too weak and their training was insufficient to protect their sanity. Many Avatars will not take a new apprentice if they feel that the student does not possess the proper spirit and motivation for true enlightenment. The emotions of fear, anger, and hate all lead to the path of the Dark Master and these feelings become amplified in these twisted individuals. Dark Masters have become a bane throughout the universe and they are the Guild's most hated and feared enemies. Guild members are taught from the first day of their training the following three doctrines of truth: Fear is the thought killer. Anger is the spirit killer. Hate is the soul killer.

Path of the Dark Master

Dark Masters are Masters that have been driven insane by the incomprehensible splendors and chaos of reality. A Dark Master's mind and soul have been destroyed because of his tampering with the very fabric of existence and the terrible and incomprehensible secrets that have been revealed to him. Any Master whose Reality drops to zero becomes a Dark Master and must be discarded. After comprehending the truth, Dark Masters look down on normal people as blind fools that deserve to be conquered and destroyed.

This disgust has caused many Dark Masters to go on crusades of conquest where they have enslaved or killed whole worlds and spread terror throughout entire sectors of space. A few Dark Masters perform dangerous experiments with reality that have destroyed entire star systems and killed an unimaginable number of people. One of the most feared forms of the Dark Master is known as the Terron.

These maniacs experiment with people in order to better understand their own corrupted version of reality. Terrons expose their victims to all sorts of terrors and anomalies to determine if their insane theories are true. These Dark Masters' total disregard for life and their dangerous tampering with reality has forced the Master's Guild to spend most of their resources hunting down these evil Masters and repairing the damage that they have caused. It is believed that a cabal of Dark Masters is creating an underground organization designed to destroy our reality and replace it with a universe of total chaos.

The Imperium has a great hatred for Dark Masters be-cause of the Great Divide that plunged humanity into one of the bloodiest and horrific periods of its history. A group

of Dark Masters corrupted the minds of over a hundred Imperial Marine legions leading to a two hundred year war that forced the Empress to cleanse over ten thousand worlds of heretics and rebels before she finally hunted down and killed the Dark Masters responsible for the rebellion. By the end of the war, over three trillion Imperial citizens had been tortured, driven insane, or killed by these Masters to satiate their twisted desire for arcane knowledge. This period of time solidified her place as a goddess in the minds of her people and guaranteed their eternal loyalty. She used her peoples' gratitude to enact many terrible social programs created in the name of their security.

Implements of the Master

The powers of a Master are created and focused in a character's mind but the ancient devices used by the original Masters can amplify this power. The knowledge of how these devices were created was lost during the dark times but they are believed to be forged from pure exotic matter. Where this strange matter comes from or how it was produced is unknown but many forces are attempting to duplicate the process. The Master's Guild has a vault on Guardian Prime that contains hundreds of these devices. They are only used during times of great need because the Guild does not want these ancient Implements to accidentally fall into the hands of the Dark Masters or the Imperium.

Only a few thousand of these devices are known to exist and they come in many shapes and sizes including staffs, swords, crowns, pendants, rings, gems, and bracelets. Implements of the Master provide a Master with a positive Act of Mastery dice pool modifier. When a Master uses one of these implements, it creates a large ripple in the fabric of reality that can be detected by other Masters hundreds of light years away. There are stories of Implements that produce no signature and provide infinite control but these ultimate devices are considered to be only myths.

Many implements of the Master also provide special abilities to anyone that controls them. One infamous example of a powerful Implement is the Infinity Puzzle. It is made of twelve interlocking pieces of exotic matter. Once these pieces are arranged in the proper configuration, the wielder of this device gains total control over all time and space. The great Guardian Ordin wielded this device in order to free his people but its ultimate power eventually corrupted his mind and soul. This device is believed to be hidden by the Guardians in twelve separate pocket universes but many people believe that a few pieces were

destroyed when Ordin was eventually slayed.

Another famous and feared Implement is the Sword of Amaron wielded by the Empress. Its power has only been displayed a few times but it has been enough to produce fear and respect in every Imperial citizen. The Sword of Amaron is also known as the Sword of Obliteration because of its ability to completely erase everything from a massive area of space from existence. This is not an Act of Negation because the history and memory of the destroyed objects are not obliterated making it the perfect terror weapon. In the early days of the Imperium, she obliterated three different populated star systems that refused to submit to her as an example for her people. After those displays of power, the Imperium spread throughout the universe with terrifying speed and aggression.

The most frightening Implement known to exist is the terror ship Obilidon captained by the Imperial Master Ornis. The entire ship is believed to be composed of exotic matter giving it the ability to amplify Ornis's power of control allowing him to dominate entire planetary populations and the crews of entire enemy fleets. Ornis was able to capture twelve Republic systems before a group of Guild Masters was able to stop his advance but these systems were never freed from his domination.

The most common Implements are known as void stones. They produce an area where all Acts of Mastery are negated and Mastery ceases to function. They must have been very common in the days of the Old Empire because it is not uncommon to see Imperial governors and admirals wearing them. A few artifact ships made of void stone support a few of the strategically most important Imperial fleets. Many Fleet command ships have void stones aboard to protect their crew from Imperial Battle Avatars.

Guardian Prime produced a few dozen Eclipse frames that each have a Mastery Implement implanted in their core. These Implement frames greatly boost a Legion Master's powers making them an almost unstoppable force. These devices were constructed to defeat the Imperium but they are the only weapon that can defeat the Phase frames of the Ancient Ones. When an Ancient One triumvirate rampages into Republic space a Strike Team fielding Eclipse frames rushes to defeat them.

ACTS OF MASTERY	TITLE	DESCRIPTION
DISCIPLINE OF ENLIGHTENMENT		
AWAKEN	CHOSEN	UNLEASH THE POWER OF OTHER MASTERS.
COUNTER	VOID	NEGATE THE POWERS OF OTHER MASTERS.
TWIST	CORRUPTOR	CHANGE THE POWERS OF OTHER MASTERS.
DISCIPLINE OF CHAOS		
CHANCE	GAMBLER	CHANGE PROBABILITY.
ERRATA	CHAOS LORD	CONTROL THE LAWS OF THE UNIVERSE.
TIME	WALKER	CONTROL AND ALTER THE FLOW OF TIME.
DISCIPLINE OF ENTROPY		
DETONATE	ANARCHIST	CONTROL THE AMOUNT OF ENERGY WITHIN AN OBJECT.
RANDOM	CHANGELING	CONTROL THE RANDOMNESS WITHIN AN OBJECT.
DISCIPLINE OF FOCUS		
GRAVITY	ARCHON	CONTROL THE FORCE OF GRAVITY.
MANIPULATE	MANIPULATOR	MOVE OBJECTS.
SINGULARITY	CELESTIAL	OPEN A PORTAL TO A BLACK HOLE OR CREATE A MINIATURE SINGULARITY.
TRANSIT	JUMPER	CREATE AND TRAVEL THROUGH A WORMHOLE.
DISCIPLINE OF LIFE		
ALTER	ALTERED	CHANGE THE FUNCTION OF A PERSON'S BODY.
LIFE	PRIEST	CHANGE THE STRUCTURE OF A PERSON'S BODY.
TRANSFORM	TRANSFORMED	COMPLETELY OR PARTIALLY CHANGE INTO ANIMAL FORM.
DISCIPLINE OF VISION		
DETECT	VISIONARY	ALLOWS A MASTER TO SEE ANYTHING ANYWHERE.
INSIGHT	SLEEPER	ALLOWS A MASTER TO PERFORM ANY ACTION. REROLL FAILED DICE ONLY.
METACOGNITION	ORACLE	ALLOWS A MASTER TO SEE THE PAST, FUTURE, AND POSSIBLE EVENTS.
TRUE SIGHT	ASTROGATOR	ALLOWS A MASTER TO MAKE PERFECT NULLSPACE JUMPS.
DISCIPLINE OF MATTER		
ANIMATE	ELEMENTAL	CONTROL THE SHAPE AND MOVEMENT OF ANYTHING.
MOTION	MOVER	CONTROL THE MOTION OF ANYTHING.
STRUCTURE	ARTIFICER	REPAIR ANY STRUCTURE.
DISCIPLINE OF THE MIND		
COMMUNION	MENTALIST	COMMUNICATE WITH YOUR MIND.
CONTROL	CONTROLLER	CONTROL ANY MACHINE.
DECIPHER	OVERSEER	READ, ALTER, AND USE ANOTHER PERSON'S MIND.
DOMINATION	PUPPETEER	CONTROL ANOTHER PERSON'S MIND.
FORCE	CHANNELER	CREATE MENTAL WEAPONS AND SHIELDS.
DISCIPLINE OF POWER		
ENERGY	ARDENT	CONTROL ALL FORMS OF ENERGY.
FORGE	CRAFTER	CREATE ENERGY FORMS AND CONSTRUCTS.
POWER	BLASTER	CONTROL ELECTRICITY AND MAGNETISM.
DISCIPLINE OF PATTERN		
CREATION	SCION	CREATE ALTERNATE TIME LINES AND POCKET UNIVERSES.
WARP	WEAVER	DESTROY REALITY.
NEGATE	NULL	ERASE SOMETHING FROM REALITY.

Disciplines of the Master

Each discipline represents a specific view or understanding of how reality works. Disciplines range from the control of energy, time, space, distance, matter, life, and entropy. Most Masters can only grasp a few of these disciplines because a complete understanding of all of them would allow a person to comprehend the meaning and destiny of all reality, which would warp even the strongest mind. Understanding how the universe really works is dangerous because most people do not have the mental strength or training to deal with the true complexity and beauty of unfiltered reality.

Most Masters only socialize with Masters of the same discipline because the study of their special aspect of reality creates specific and unusual points of view and behaviors. Many orders of the Guild are related to a specific discipline because these Masters mutually explore their joint aspect of reality and help train apprentices in their chosen discipline. Guild doctrine states that each Master should focus his studies and training on a single Mastery discipline because different or even opposing disciplines eventually lead to confusion and the path of darkness. Avatars of a specific discipline only teach students of the same discipline. There are many cult factions within the Guild that only allow Masters of a specific discipline to become members of their secret order.

Discipline of Enlightenment

The discipline of enlightenment concentrates on a Master's ability to unleash, change, or nullify the power of another Master. Masters of enlightenment are known as the Chosen if they have the ability to unleash the full potential of another Master and Voids if they can nullify that power. Corruptors are the masters that can alter the power of another Master as she generates it. A true disciple of enlightenment seeks to preserve the order and serenity of reality, so her powers do not alter reality but instead stabilize and enhance its current or original pattern. This discipline is very challenging because it is more difficult to maintain a pattern than to simply alter or destroy it.

These Masters see the fabric of reality as a pool of water and any attempt to change it as a ripple or wave that can be calmed, erased, or transformed with a thought. Every object produces a disturbance in the fabric of reality that these Masters can limit and manipulate which gives that object a greater or lesser effect on reality. These Masters appear to be surrounded by an aura of perfect brilliance when seen by other Masters. A Void appears almost blindingly bright when they solidify and stabilize the fabric of reality around them making all Acts of Mastery impossible. Many famous Chosen are sought out by other Masters to help them fulfill their true potential and power, no matter what the risk. Corruptors surprise other Masters by changing the effect that they have on reality when they wield their power.

Awaken

Awaken allows a Master to bring forth another character's innate mental powers allowing her to achieve her maximum Mastery potential. Masters with Awaken are known as the Chosen and only they can unleash the full potential of another Master. Many people never realize that they have powers without the help of a Chosen. The Chosen can detect a reality sensitive individual across the universe and their awakening process can unleash a person's true power or drive her insane. A successful Awaken test permanently increases a character's Mastery rating by one but a failure permanently reduces a character's Reality by two.

Counter

Counter allows a Master to stabilize and strengthen the fabric of reality, which negates the power that other Masters have on it. These Masters are known as Voids, and they have the ability to counter another Master's Act of Mastery. For a Void to counter an opponent's Act of Mastery, make a Counter dice pool and roll it as a skill contest against an opponent's Act of Mastery dice pool. If a Master's Counter test wins the contest, the other Master's Act of Mastery fails even if the test passed.

Twist

A Master with Twist can alter how another Master effects reality when performing an Act of Mastery. These Masters are known as Corruptors and they can change how other Masters affect reality. For a Corruptor to take control of an opponent's Act of Mastery, he takes a skill contest using his Twist dice pool against an opponent's Act of Mastery dice pool. If the Master wins this contest, he can select a new target or change the effect of an opponent's Act of Mastery. Twist only works if the opponent's Act is actually successful. When a Master uses Twist, a massive wave of energy projects from her body that changes the appearance and effect of an enemy Master's power when the wave hits him.

Absolute control is a lifestyle. The idle mind is the path to darkness.

The Guild

DISCIPLINE OF CHAOS

The Chaos discipline focuses on a Master's ability to control probability, randomness, and the time continuum of reality. These Masters have focused on the ability to alter time and twist reality. They view the concept of time as a distortion designed to shield the human mind from the mind warping chaos of the truth. They believe reality is dominated by chance and that nothing is secure or predetermined in the universe.

These Masters perceive the past, present, and future as one. They view the concept of time as a silly attempt to hide the truth that everything that will happen has already happened in an infinite number of ways and in an infinite number of converging time lines. Chaos Masters are difficult to identify because their appearance constantly changes and their features seem to imperceptibly warp and twist as their image comes in and out of focus. The chaos discipline is the most dangerous path for a Master because its very nature distorts a Master's perception and can lead a Master down the path of darkness.

CHANCE

Chance allows a Master to project a sphere of altered probability around a person, object, or location. This sphere collapses the laws of chance and thermodynamics allowing almost anything to happen within it. To alter the probability in a given area, take a Chance test with its difficulty based on the size of the sphere projected, the number of targets affected, the distance of the targets, and the resistance of those targets. If a Gambler is successful, she can apply a negative or positive modifier equal to the number of success dice rolled. Chance appears as a swarm of brilliant lights that project from a Master's fingers that dance around an area of altered probability.

ERRATA

Errata allows a character to warp the pattern of any object or the physical laws of the universe in a given area. Anything within a Chaos Lord's range is considered a target of his distorting powers. These Masters create waves of pure chaos and randomness that cause everything around them to twist, deform, and mutate. This power is extremely unpredictable because it is impossible to control exactly what happens to a target but if the Act is a success, the target will change to a degree equal to the number of success die in her Errata dice pool. A single success die result in minor changes like a change in color or smell but multiple success dice result in massive changes like total transmutation of chemical composition, immense size changes, or a total transformation of an object's structure and appearance. The amount and type of the change desired and the complexity and distance of a target determines the difficulty of an Errata test. Everything within the corrupting influence of a Master performing an Act of Errata warps and twists to some degree.

TIME

Time allows a Master to control the flow and structure of the time continuum. A Walker can move himself forward and backward through time or even travel to alternate time lines. He can also warp, accelerate, slow, or freeze relative time in a localized area. A Master may create a time loop in a given area were time repeats itself in a never ending cycle except for the people or things that he chooses to free. He can also age or stop the aging process in any living creature but a Master cannot turn back the clock for a living thing with this ability. The difficulty of a Time test is based on the amount of time traveled and the velocity and extent of the time change. The amount of time a Master spends outside his own time line and the degree of the time change also affects the difficulty of a Time test.

Using Time can be very dangerous for a Master because he may get lost in time or cause a change that destroys or alters his own existence or the existence of his own time line. Time also allows a Master to bring many alternate versions of himself from other times and alternate dimensions into his present one. A Master can walk decoporalized through reality by disconnecting himself from his current time stream. This allows him to observe without any chance of danger but when he is in this ethereal state his actions have no effect on the real world. When a Master uses Time, he appears to tear a massive hole in the fabric of reality that pours out brilliant light. He can then step through it into another time or dimension. Once he completely passes through the gate, it quickly snaps shut.

DARK MASTERS HAVE FORGOTTEN ABOUT THE REAL WORLD AND CARE ONLY ABOUT POWER. THEY HAVE LOST THEIR MINDS AND SOULS.

THE GUILD

DISCIPLINE OF ENTROPY

The Entropy discipline concentrates on a Master's ability to alter and control the natural tendency that all systems have toward disorder and the flow of entropy in the universe. Everything around an Entropy Master seems to decay, rot, and crumble when they use their powers. The pattern of any form of matter is inherently unstable but

these Masters have learned to control and accelerate this rate of change. Masters of Entropy see order as a form of power that can be unleashed from the potential stored in an object's structural pattern.

They believe that life and nature are controlled by entropy and that everything must eventually fall prey to its corrupting and unrelenting power. The public fears these Masters because their powers seem only to result in death and destruction. They appear normal except for the fact that plants and vegetation wither and die as they pass by and all forms of technology malfunction in their presence. The air around these Masters seems to undulate as its molecular motion rapidly increases in their presence. These Masters also have the ability to control the entropy of their own bodies so that they never seem to age or physically deteriorate with time. The Empress is believed to be a Master of Entropy but this has never been proven. Witnesses have seen her cause a planet to completely dissolve and disappear with a wave of her hand but that event might be Imperial propaganda.

Detonate

Detonate allows a Master to create so much instability within an object that it begins to heat up and eventually explodes. An Anarchist can control this increase of instability to set a timed delay or regulate the power released by a detonation. A Master can damage a target by throwing a detonating object at it or by directly detonating the entire target or a portion of it. The size, mass, complexity, and resistance of a target determine the difficulty of a detonation. A Master can also ignite the atmosphere in order to create a stream, column, or ball of flame or a portable source of heat or light. When a Master uses Detonate, the object that he touches starts to glow and this light intensifies as the explosion becomes imminent.

At its maximum potential, an Anarchist can use Detonate to ignite the entire atmosphere of a planet or the entire planet. A highly trained Master can cause a trail of entropy to travel through an atmosphere and enter an object at any distance depending on her ability and training. This allows a Master to send out a wave of destruction to selectively detonate anything within his sphere of influence. Detonate has no range limitations in an atmosphere but as the range increases so does its difficulty. Detonate deals an amount of damage equal to a character's Detonate rating with a Factor determined by its difficulty level.

Eternal darkness is the path of the weak and untrained mind.

The Guild

Random

Random allows a Master to increase or decrease the internal entropy of an object. Increasing the internal entropy causes an object to fall apart, crumble, rot, decay, or totally dissociate. Decreasing the internal entropy of an object causes it to slow down and eventually stop moving. Decreasing the entropy of a machine causes it to cease functioning or become inert. A Changeling can use his power to cause any living thing to age and die in an instant. The difficulty of an Act of Randomness is based on the amount of entropy to be changed and the complexity and resistance of the target. The more success dice rolled in a character's dice pool, the greater the entropy change. A single success die results in a small malfunction or a decrease in temperature. Multiple success dice results in total dissociation and decay or the object freezing solid.

Random is a dangerous Act to perform because when a Master increases or decreases the entropy of an object that change of entropy must be deposited somewhere. This can cause the environment around a Master to change in ways that may be difficult to predict or control. Random allows a Master to absorb entropy from a single object causing it to freeze solid and then either dissipate it to the atmosphere around him or direct it at a specific target causing it to heat up or fall apart. Random can also be used to cause unlimited amounts of damage depending on the difficulty of the Random test taken.

Random also allows a Changeling to slow the destructive nature that time has on his and other peoples' bodies. This allows a Master to extend his life and youth making him appear almost immortal. A powerful Master can actually negate the effects of entropy on his individual cells allowing her to live forever without aging. The Empress is believed to be a Master of Entropy which would allow her to live forever.

Discipline of Focus

The Focus discipline concentrates on a Master's ability to bend and warp the fabric of space giving him control over the force of gravity. Focus Masters manipulate gravity and an object's momentum and inertia to control its position and movement. This discipline allows a Master to control and manipulate the actual fabric of space to fit his will, which is why these Masters believe that a full understanding of the forces that control the universe is the only path to true enlightenment. Focus is the easiest discipline to master so it is a good choice for new Adepts. These Masters produce a massive ripple effect in the fabric of space when they use their powers so they are easily

detected by other Masters. These Masters appear to float a few inches above the ground, their hair and clothes begin to rise upward, and everything around them begins to levitate when they use their powers.

These final lessons complete your training:

- Destroy all your emotions and you can never be broken.

- You are a part of this universe so any change that you make in it also changes you.

- Your power is the ultimate gift so grow stronger so that you can protect others.

The Guild

Gravity

Gravity allows a Master to increase or negate the effect of gravity in a specific area by warping the fabric of space. Increased gravity can be used to hold, pull, or even crush a target. An Archon may also increase the gravity produced by a specific target causing other objects to smash into or smother it. If a target is moving, a Master can make it crash into adjacent objects or the ground. He can also increase the internal gravity of a target to such extremes that it implodes and crushes into itself. Negating the gravity of an object can cause it to levitate or float away. A Master can negate the weight of objects making them easier to lift and carry. He can also bend space around himself so that the path of a projectile or energy beam bends away or around him. The difficulty of a Gravity test is based on the area affected and the degree that gravity is altered and the size, mass, and inertia of any targets of the Act. Gravity has an unlimited range that depends on the difficulty of the Gravity test taken.

Manipulate

A Master using Manipulate can cause objects to ascend and take flight by creating a wave in the fabric of space that lifts or pushes them. This allows a Master to move, levitate, or decelerate any object including her own body. A Manipulator can damage a target by levitating and dropping it or by pushing objects toward it. A Master can also cause two targets to crash into each other or prevent a target from moving at all. The difficulty of a Manipulate test depends on the gravitational pull of the environment, the size and mass of the targets, the velocity and acceleration of the targets, the complexity and difficulty of the maneuvers that the Master wants the targets to perform, the distance the targets must travel, the distance of the targets, and the number of targets affected.

Singularity

A singularity is a massive highly compressed point of matter that produces an unimaginable gravitational force. A Celestial can compress matter into a miniature singularity, which is only contained by a Master's force of will. Singularity allows a Master to project a dimensional portal that exposes anything near it to the destructive force of a black hole. A Celestial can throw or touch a target with this force of nature unleashing its intense gravitational force to crush or tear an opponent apart. Small singularities can be used as a powerful gravity trap. If a Master fails a Singularity test, she loses control over the singularity and it destroys her.

The difficulty of handling a natural singularity includes the size and mass of the exposed singularity, the size of the portal created, and the time that the singularity is exposed. The difficulty of forging an artificial singularity is based on the mass of the compressed material and the length of containment and exposure. A successful Singularity test results in the total destruction of a target. Celestials can forge permanent singularities that they can place in different points in real space to create a stable wormhole between them. The length and width of this wormhole determines the difficulty of this Act of Singularity. When a Master uses Singularity, he appears to be holding a sphere of total darkness that causes everything around it to stretch toward it as the singularity's destructive force of gravity consumes everything within its event horizon.

Transit

Transit allows a Master to create a wormhole that connects any two points of space. Anything that enters this dimensional portal can be transported any distant in an instant. The difficulty of a Transit is determined by the size of the wormhole created, the duration it is kept open, the mass and quantity of the objects transported, and the distance that they are transported. A Jumper can even open wormholes to alternate dimensions.

When in danger, a Master can redirect a projectile or energy beam that is going to hit her through a wormhole. This attack can even be redirected back to its source or another target. She can also perform a flicker transportation by disappearing when a weapon is fired at her and reappearing in the exact same location without being injured. She can also transport a suit of power armor around her body or a weapon into her hand in times of danger. She can open wormholes to reach into and alter distant environments or to simply observe them in complete safety. She can even open a portal near an enemy and fire without

exposing herself to danger. The difficulty of a Transit test depends on the distance traveled, the size and mass of the objects that are moved, the familiarity of the Master with the destination, and the precision of the exit point.

Transit also allows a Master to generate pocket or personal dimensions that cannot be affected by the outside universe. These pocket dimensions can be used as a sanctuary, a prison, or to store valuable, dangerous, or toxic materials. The difficulty of a Transit test depends on the size and complexity of the pocket dimension formed and the duration of its existence. When a Master uses Transit, he rips a massive tear in the fabric of reality. Blinding light pours out of this tear and anything entering it disappears and reappears wherever the Master has opened the other end of the wormhole.

THE OPEN MIND IS POWER. THE UNTRAINED MIND IS DEATH.

THE GUILD

DISCIPLINE OF LIFE

The Life discipline concentrates on a Master's ability to control and sense the structure, function, and internal energy of living things. These Masters have the power to heal any wound and cure any disease with the power of their mind. This discipline allows a Master to see the incredible complexity of living things as a pattern that can be altered and restored. Many Masters focus on this discipline in order to become great healers and physicians known as Priests.

Masters that focus on Alterations and Transformation are known as the Altered and Transformed respectively because they often use their powers to change their bodies in fantastic ways. The power that they gain from these physical changes makes it difficult for them to ever want to return to their original form. Many of these Masters become what is known as the Lost because they roam their worlds in these highly modified or animal forms creating fear and distrust in the local populace.

This discipline usually has one of two effects on a Master; he realizes that life is unimaginably beautiful and complex or he begins to feel that life is like everything else and only a disturbance in the pattern of reality. Some insane disciples of Life use their powers to become deadly assassins known as Executioners. These killers can make their victim's death appear to be the result of natural causes without any trace of their involvement. Priests appear to have a halo of light around their heads while Executioners have a shroud of total darkness that covers their face in a shadow when they are seen by other Masters.

ALTER

Alter allows a Master to sense and control a person's physical and biological functions and change his internal chemistry and physical structures. Altering the metabolism and biochemistry of an organism allows her to create any range of feelings and sensations within animals and people. She can make people feel great physical pain or pleasure by manipulating their nervous system and hormonal balance. An Altered can also reduce or enhance a person's sense of pain, smell, sight, touch, and taste. She can enhance a person's body allowing him to make massive leaps, extreme jumps, move with blinding speed, and smash through brick walls with his bare fists.

An Altered can even alter his or another person's body granting her unusual abilities like bio plasma weaponry, elasticity, super healing, rock hard bones, or a toxic or acidic internal chemistry. These enhancements are all internal and metabolic making them completely undetectable without a deep scan. A Master can also alter the structure and function of any part or an organism by controlling its cellular growth rates and patterns. She can cause uncontrollable growth within an organism, tearing it apart or causing the growth of new extremities that can function as organic wings, tools, and weaponry. They can alter the appearance of living things by changing their cellular growth rates using selective cellular proliferation and termination. Life can also be used to control the movement and growth rates of plant life allowing a Master to use local vegetation as a tool or weapon.

The difficulty of an Alter test is based on the durability and complexity of the attempted physical alteration. When a Master makes a successful Alter test, he receives a pool of points equal to his number of success dice. These points can be used as a positive or negative modifier for any attribute or skill test that a target character takes. A Master must pass a Legendary Alter test to make permanent alterations. When a Master uses Alter, beams of pulsating light project from her fingers that penetrate through a person's skin and into her body.

LIFE

Life allows a Master to control the structure, function, and growth of the cells in a living organism. This allows her to heal any cellular or structural damage through cellular regeneration and metabolic alterations. She may remove or reverse the effects of aging or any other form of permanent or degenerative physical damage. She can even regenerate severed limbs or extremities and damaged internal organs. Priests have been rumored to be

able to regenerate a person back from a single cell. Masters can change a person's cellular metabolism to detoxify poisons, alcohol, and drugs or cure any form of bacterial, viral, fungal, or pyron infection.

The difficulty of a Life test is based on the amount of damage sustained, the amount of healing performed, and the complexity of the injured target. The resistance of a target and the familiarity of a Master with the physiology of an organism also affect the difficulty of the test. When a Priest uses Life, streams of light project from his fingers and penetrates a person's body.

Transform

Transform allows a Master to achieve complete or partial animal form. These Masters can completely transform into any animal that they have studied while still retaining their own intelligence. The difficulty of these massive transformations is based on the size and mass change required to perform this transformation. The gamesmaster should create an animal using the Animal Encounter section of the Gamemaster's Guide to create the stat block for the animal that the character will change into. A Transformed can perform a partial transformation where select parts of his body take animal form. Transformed gain character advantages and animal specials to represent the special attributes provided by this animal form. When a Master performs an Act of Transformation, his body starts to warp and change into the new animal form.

For example, if a Master changed into a partial wolf, she would be become a werewolf and would gain Natural Weapon and Massive Leap.

Fear and hate are the enemy of the trained mind.

The Guild

Discipline of Vision

The Vision discipline concentrates on a Master's ability to sense the slightest changes in the structure and pattern of the fabric of reality. These Masters can sense these changes in the pattern of reality at even unimaginable distances. Disciples of Vision have the greatest understanding of the true nature of reality, so they can sense and understand the consequences of the slightest disturbances in its fabric. These Masters have a multi-dimensional perspective of reality, which allows them to see how everything is connected in the universe and how any action or decision affects everything else in the universe. The eyes of a Master of Vision appear to contain the entire expanse of the universe in them.

Detect

Detect allows a Master to sense any disturbance created in the fabric of reality by any entity, object, or location in the universe. A Visionary may project his senses to distant locations in order to experience remote areas as if she were actually there. Detect allows a Master to see what is happening in a given area and determine the location of anything within her range. Detect also allows her to determine the size, mass, composition, position, shape, velocity, and acceleration of an object by sensing its effect on the fabric of space. Detect can also be used to determine the position, mood, proportions, equipment, and identity of any person within her range. Detect allows a Master to dowse in order to find hidden objects or sources of water, food, and resources. The greater a Master's skill, the more detailed and accurate her perceptions will be. A Master can even read a letter in a person's pocket on a distant planet with proper training.

A Visionary can use Detect to fire a weapon with pinpoint accuracy at the smallest target in severe conditions at any range so she receives a +1 Attack modifier for each successful Detect die rolled. A Detect test can also be used instead of a character's Attack skill test. A Master can also use Detect to sense the future actions of other people by analyzing their involuntary and indicative body movements and reactions, which provides her or the vehicle that she is piloting with a +1 Defense modifier for each successful die rolled. When other Masters see a Visionary, he appears to have an intricate light grid floating in front of his face.

Insight

Insight allows a Master to alter his normal perceptions and enter a state of pure action. A Sleeper empties his mind of all thoughts and emotions and allows his senses, which are attuned to the pattern of reality, to take over his actions. This allows a Master to perform any action with the skill and understanding of an experienced master in the field. In this state, a Master may use an Insight test instead of a skill test for any action. A Master may roll an Insight dice pool and exchange any of its dice with the dice from one of his skill or attribute tests. Any successful Insight dice in a test used to enhance a Sleeper's actions allows a Master to reroll an equal number of dice in another specified dice pool. A character cannot recall anything that happens when he is in this state. When a Master is in this state, his image appears to blur whenever he moves and he seems to disappear and reappear as he alters the actions that he has already taken.

Metacognition

Metacognition allows a Master to see the probability of future events and the potential effects of any action or change in the time stream. It combines precognition, past cognition, psychometry, and clairvoyance. An Oracle can use precognition as a danger sense to avoid and counteract the future actions of other people. Metacognition also allows a Master to see past events that have occurred in her current location. Psychometry allows a Master to touch an object to determine who used it and how it was used in the past. The difficulty of a Metacognition test is based on the amount of time in the past or the future that a Master is attempting to see and the complexity, familiarity, and importance of the event.

It is impossible for a Master to tell if the future or past events that she perceives are accurate but the more success dice he rolls, the clearer and more detailed images he will see. A skilled Master can see past and future events as if she were actually there. Many of these Masters can see the hidden world of pure mathematics that controls the universe providing them with clairvoyance or the ability to describe future events by calculating the solutions for these events with their intricate and bizarre equations.

The number of successes that a Master achieves when taking a Metacognition test determines the clarity and specificity of the vision of the future, past, or possible event that the Master sees. In combat, a Master may roll a Metacognition dice pool so that each die can be used to cancel out an enemy's successful Attack die roll if the Master's roll is equal or higher. Whenever a Master takes any test she can take a Metacognition test with its difficulty based on the action taken. A Master gains a number of extra dice for that test equal to the number of success dice in her related Metacognition test.

True Sight

True Sight allows a Master to visualize a safe jump path for a starship instead of having a nav computer calculate its jump coordinates. This allows a Master to make extremely long but safe transdimensional jumps with little or no preparation time. The difficulty of a True Sight test is based on the distance traveled, the complexity of the space traveled, and the time spent preparing for the jump. When a Master succeeds at True Sight, she can program the exact jump calculations from her subconscious allowing her to make immediate highly efficient and accurate jump calculations without a nav computer.

These Masters are known as Astrogators and they are the main reason humanity was able to spread so quickly throughout the universe. Astrogators appear normal but they perceive the universe as if it was spread out before them allowing them to instinctively navigate through null-space without any formal training or special equipment. An Astrogator's eyes appear to glow with a fiery light when she is preparing for a jump and her subconcious mind takes control of her actions allowing her to calculate complex jump calculations with incredible speed and accuracy.

The universe is infinitely complex but an open and trained mind can completely control and manipulate its power.

The Guild

Discipline of Matter

The Matter discipline concentrates on a Master's ability to sense and control the structure, appearance, and properties of matter. These Masters have the ability to transmute and reconstruct matter. Masters of Matter can sense any object's internal pattern allowing them to manipulate and control its Structure with intricate detail and precision. This discipline allows a Master to control matter at the atomic and subatomic levels. These Masters routinely change the phase, temperature, charge, and composition of a substance to fit their needs. When these Masters use their power, the object they are manipulating begins to glow with a blinding light. When this light disappears, the object has been changed.

Animate

Animate allows a Master to form a source of matter into any desired shape or structure. He can then control the movements of these constructs, which are known as Sentinels. Sentinels can be formed from rocks, sand, scraps of metal, garbage, air, liquid, or even fire and energy. They can take any shape and be any size that a Master can imagine. At the greatest level of difficulty, a Master can give a Sentinel true awareness and full sentience.

An Elemental can also animate the movement of waves, wind, earthquakes, landslides, avalanches, floods, and any other movement of matter. A Master can also take control of inanimate objects like battle frames, cars, weapons, computers, and robots within his range. The function, size, composition, speed, automation, and capabilities of a Sentinel determine the difficulty of an animation. The number of sentinels or objects controlled, the length and complexity of an animation, and the range at which the Sentinel operates from the Master determine the difficulty of an Animate test.

MOTION

Motion allows a Master to increase or decrease the molecular motion of any source of matter and align the paths of its molecules. Increasing the molecular motion of an object or person allows them to pass through solid matter without harm. Increasing the molecular motion of an object can cause it to warm, ignite, or accelerate to incredible velocities. A Mover can use this ability to project fountains of flame or cause objects to spontaneously combust. Decreasing the molecular motion of an object or person can cause it to slow down or become completely inert or freeze solid. When a Master aligns his molecules with another object, he can phase right through it. He can also allow any two objects to phase right through each other at will.

The difficulty of a Motion test is based on the number, complexity, mass, range, and resistance of the targets involved and the degree to which a Master affects the molecular motion on an object. The difficulty of a phase action depends on the size, density, and composition of each object. If a Master fails a Motion test, an object might dissociate, explode, or integrate into anything that it was attempting to phase through. Motion deals damage that depends on the difficulty of the Motion test taken. At its highest level of difficulty, a Master can cause anything or anyone to turn into a gas. When a Mover uses his power, his body appears to blur or smudge because of the high velocity of his molecules.

STRUCTURE

A Master can restore the original structure of a damaged object by sensing its original pattern and reconstructing it to fit that pattern. Any object can be restructured as long as some shard of it still exists, but the smaller the quantity of the original structure that remains, the more difficult the Structure test. The difficulty of restructuring depends on the complexity, familiarity, and amount of damage sustained by an object. Knowing the original structure of an object through previous observation and study can decrease the difficulty of a Structure test. Electronic and mechanical devices can also be created or repaired using Structure.

An Artificer can also heal or repair any type of damage sustained by a person or vehicle. Structure allows a Master to reconstitute an object to its original form or create new devices whose functions are only limited by a Master's imagination and technical training. Creating a new machine is much more difficult then restructuring one because there is no structural pattern to modify so original creations must be created from a Master's imagination. A Master can also produce any number of perfect copies of any object that he has analyzed. Living creatures can be copied with Structure but the product will only be lifeless copies.

An Artificer can control the molecular composition and structure of an object. A Master can add or reduce the amount of matter present in an object by drawing matter from or releasing it into her environment. This allows a Master to change the material composition, density, and size of an object. An Artificer can also alter the appearance and structure of an object by changing its molecular composition. At its highest level of difficulty, a Master can construct planet size objects of varying levels of complexity.

Structure allows an Artificer to even transform her body into living metal, crystal, fire, energy, or pure force of will. An Artificer can harden the air or water that surrounds him producing an almost impenetrable shield around his body. He can form the matter around his body into sharp projections and blades that can be used as weapons. The difficulty of a Structure test is based on the amount of atomic modification and the complexity and mass of the object being altered or created. When a Master uses Structure, a cube shaped light grid appears around an object, as it is being forged, reconstructed, altered, or dismantled.

THE CONCEPT OF REALITY IS ONLY A CONSTRUCT DESIGNED TO PROTECT THE UNTRAINED MIND FROM THE TRUE WONDERS OF THE UNIVERSE.

THE GUILD

DISCIPLINE OF THE MIND

The Mind discipline concentrates on a Master's ability to manipulate and control the mental force produced from his pure will. Masters of communion are known as Mentalists because they can communicate with animals and people. Masters of control are known as Controllers and they can take control of any machine with their mind. Masters of decipher are known as Overseers and they can access and alter the thoughts and memories of other people. They can insert memories, beliefs, and compulsions into another person's mind without them noticing. Masters of domination are known as Puppeteers because they can control the thoughts, emotions, sensations, and actions of other people. Masters of force are known as Channelers because they can forge their mental energy into deadly weapons and impenetrable shields. A halo of light forms around these Masters' heads that radiates light all around them.

Communion

Communion allows a Master to communicate with another person over any distance, in any language, and through any barrier using her mind. A Mentalist can communicate, understand, read, and write in any language as long as someone that knows the language is within his range. Communion can be used to communicate with a large group of people as immense as the entire population of a planet. The difficulty of a Communion test is based on the distance of the target character, the number of characters involved, and the complexity of the language being translated. Communion also allows a Master to communicate with animals, plants, and microorganisms as long as they have any trace of intelligence. When a Master uses communion, a beam of light travels from her forehead to a target's head crossing any distance.

Control

Control allows a Master to reach out and control any machine or vehicle with his mind. A Controller can also control his opponent's hand weapons, computer systems, cyber implants, and nano tech enhancements. The difficulty of a Control test is based on the distance of the target, its complexity, and the level of its artificial intelligence or the skill of its operator. When a Master uses Control to operate her own vehicle, it receives a number of bonus Actions equal to the number of successes in her Control test. When a Master attempts to take control of an opponent's vehicle, her number of Control success dice equals the maximum number of Actions that she can take with the target vehicle. Control also allows a Master to reach out to control any automated system including the life support system of a space station to the entire command, defense, and, control for an entire planet allowing him to destroy and wreak havoc on a planetary scale.

Decipher

Decipher allows an Overseer to search through and alter the memories and knowledge stored in another person's mind. This power has changed the way crimes are solved because a crowd can be scanned to detect a criminal before they can act and the mind of a suspect can be scanned to determine his guilt or innocence. Decipher can be used to insert false memories, emotions, and motivations in a person's mind that can never be detected or removed. A Master can completely alter a person's memories and personality changing him forever. The difficulty of a Decipher test is based on the distance of the target mind, the amount of information accessed, the degree a person's memory and personality are changed, the size and details of the inserted information, and the mental control and resistance of the target person.

An Overseer can actually copy the knowledge and skills from another person permanently gaining these skills and advantages. A Master can either rip this information from a person's mind leaving blank spots in his victim's memories or he can painstakingly copy this information. A master must always be careful because fragments of another person's personality can be copied to a Master's mind causing insanity and mental instability. The difficulty of this type of manipulation is based on the complexity and quantity of information transferred and resistance and co-operation of the target character. A successful test allows a Master to gain a skill or increase a skill by a value equal to one third of his number of success dice. If a character fails this test, he loses a number of Sanity equal to the number of dice that were failures in his dice pool.

Domination

Domination allows a Master to sense, suggest, and control the feelings, thoughts, beliefs, and actions of another person. A Puppeteer can insert undetectable commands or feelings into the periphery of another person's mind or directly control her thoughts and physical actions including her movement and speech. He can create fear, insanity, courage, or any type of emotion by inserting thoughts and feelings into his own or another person's mind. He can also cause intense pain in others or allow himself or others to resist the most intense physical or mental pain or discomfort imaginable. Masters can create illusions in another person's mind that are so real that they cannot be distinguished from reality. These illusions are so perfect that they can permanently damage a person's psyche or even kill him. The resistance of a target, the extent and complexity of the attempted control, the duration of the control, and the number of targets controlled determine the difficulty of a Domination test.

Domination can also be used to control an animal that can be used as a riding mount or a loyal companion or an entire pack, herd, or swarm of animals can be controlled in mass. Masters can also access the memories of an animal and manipulate their memories and temperaments. When a Master attempts to take control of another person or an animal, her number of Domination success dice equals the maximum number of Actions she can take with the target character or animal. When a Puppeteer uses domination, strings of light project from his finger tips and attaches to the person or animal under his control.

Force

Force allows a Master to forge her mental powers into a physical force. She can use this mental power to forge a mental blade that can slice through any material or deflect any projectile or energy beam. She can project a telekinetic force that can crush or tear a target apart or focus it into a cutting edge.

A Channeller can also forge a mental shield that can resist or dampen any force or energy blast. This shield can be projected around her body or around any target within her range. She can defend against a maximum number of attacks equal to her Force rating for each Action spent. This mental force can absorb or deal any amount of damage depending on the difficulty of the Force test taken. When a Master uses Force, it materializes as a brilliant light that she can form into a mental blade, blast, or shield. The color and intensity of the light depends on the emotional state and personal preference of the Master.

Force allows a Master to encase his body, a suit of power armor, or a frame with an immense field of pure energy. This makes their body or a machine indestructible and allows them to produce infinite amounts of damage based on the difficulty of the Force test taken. This is called the Ultimate Form because it allows a Master to destroy anything no matter what its size or defense. When a Channeler uses his Ultimate Form, his body, power armor, or frame emit a blinding light.

It was once believed that the universe has limits. Once that belief was destroyed now there are no limits.

The Guild

Discipline of Power

The discipline of Power concentrates on a Master's ability to sense and control all forms of energy including electrostatics, magnetism, and the nuclear force. Masters of Power have the ability to release immense amounts of destructive energy which is why the general public fears and mistrusts these Masters. Power Masters realize that all forms of energy can easily be converted so they can control any form of potential, kinetic, or radiant energy at will. They can turn anything into a deadly projectile or make an object come to a sudden stop in an instant.

They can produce intense pulses of energy from any region of the electromagnetic spectrum or project pure ionizing radiation. People fear these Masters because of their incredible destructive potential. There are stories of a Dark Master known as Ferel Rex that released all the energy stored in an entire solar system creating a supernova that killed over a hundred billion innocent people. Their control of energy causes their bodies to radiate a brilliant light and when they use their power, it streams out of their hands and eyes as bolts of chain lightning or beams of energy.

Energy

Energy allows a Master to drain the power from an object or absorb any form of energy directed at her. She can absorb damage produced by flame, energy, or kinetic weapons without sustaining any damage. She can also absorb energy in order to stop an object from functioning or cause it to freeze solid. Energy can also be used to control the motion of any natural phenomena by absorbing the energy contained within waves, tornadoes, or storms. An Ardent can drain all the energy from a vehicle or living thing leaving it completely inert or lifeless.

The difficulty of an Energy test is based on the amount of power absorbed and the distance a Master is from the source of power. The type of energy absorbed, the duration of storage, and how it is discharged also determines the difficulty of an Energy test. The discharged energy can be harmlessly radiated from a Master's body or redirected as a powerful beam or bolt of energy.

An Ardent must be careful because if he ever absorbs more energy than he can handle, it will tear him apart. When a Master uses Energy, streams of energy flow into him from his environment, which he can channel as a powerful blast of energy from his eyes or the palms of his hands. Energy can be used to negate any amount of damage or produce any amount of damage based on the difficulty of the Energy test taken.

Forge

Forge allows a Master to gather the energy from around herself and form it into tools or constructs that can be used as weapons, transports, or companions. Forge can be used to form a blade of pure mental energy that a Crafter can wield as a sword or throw like a spear. A Crafter can forge an energy weapon that has Damage, Range, and Factor stats based on the difficulty of the Forge test taken. When determining if these forged weapons hit a target use the character's specific weapon skill.

Forge also allows a Master to create vehicle or animal constructs from pure energy. The Agility, Speed, Factor, and Shield ratings of these constructs determine the difficulty of the Forge test required to make them. These vehicles can be forged with weapons with Damage and

Range ratings based on a separate Forge test. A Crafter can also forge constructs that can be animated or given full sentience in order to attack or perform actions including combat, construction, reconnaissance, and manual labor. When a Crafter forges a sentient energy construct, its difficulty is based on its Agility, Actions, Speed, and Intelligence ratings. A Master can also forge a number of servants equal to his Forge rating that can be used to fight, work, and guard its creator without his constant attention.

A player should describe what they want without stating specific stats and the gamemaster should create the items and determine how difficult the Forge test will be for the desired forging. The number of successful Forge dice produced during a forgery determines how powerful the weapon, transport, or construct is produced. When a Crafter performs a forging, energy streams from his environment into his hands so that he can form it into any shape that he can imagine.

POWER

Power allows a Master to control the flow of electricity and produce magnetic fields. A Blaster can direct the flow of energy, which allows her to project powerful beams of coherent light, create massive spheres of electric charge, and generate electromagnetic fields that can reflect any type or amount of damage. A Master's control of magnetism allows her to levitate and distort any magnetic object, generate magnetic fields, and tear open defensive fields with her bare hands. She can even use her power to bend the path of light to create optical illusions or deflect the path of laser beams.

A Blaster can use her control of electromagnetic waves to project powerful energy beams of varying intensity and frequency. A Master can also control physical waves allowing her to generate sonic pulses of varying strengths and control the intensity of water waves and air currents. A Master can also produce seismic waves in the ground or nearby buildings. Power allows a Master to generate powerful storms, tornadoes, winds, earthquakes, avalanches, and tidal waves. A powerful Master can control the electromagnetic field of a planet or star unleashing powerful radiation onto its population.

A Blaster can also unleash the nuclear force contained within all forms of matter creating an enormous nuclear furnace or stable fusion reaction that can produce almost limitless amounts of energy or massive destructive potential. The difficulty of a Power test is based on the amount of energy a Master attempts to draw on and what she does

with it. Power can deal unlimited amounts of damage at any range depending on the difficulty of the Power test taken. A Master using Power projects pure energy from the palms of his outstretched hands and can produce powerful energy fields around his body.

FEAR IS THE THOUGHT KILLER.
ANGER IS THE SPIRIT KILLER.
HATE IS THE SOUL KILLER.

THE GUILD

DISCIPLINE OF PATTERN

The Pattern discipline concentrates on a Master's ability to alter the fundamental system that actually controls reality so he can create a reality that would not otherwise be possible. Pattern Masters reveal the last evolutionary step in humanity's domination of nature because to distort or modify the rules that govern the pattern of reality, a Master must have a clear and perfect awareness of its entire pattern.

These Masters believe that the physical laws of the universe are only suggestions and that anything is possible. This discipline causes the greatest number of paradoxes in the mind of a Master and is the quickest path to darkness and madness. These Masters actually warp the space around them forming ripples in the fabric of space time. When they move, their very existence creates a massive physical disturbance in the fabric of reality that can be detected throughout the universe.

CREATION

Creation allows a Master to create alternate dimensions that have physical laws created by the Master. These dimensions may be empty or populated by mirror images of our universe including people that have totally different pasts and personalities but have a strikingly similar appearance to people in our own universe. The greater a Masters control over the properties and populations of his new dimension, the greater the difficulty of the Creation test required to make it. All these alternate dimensions already exist, but the Master is essentially creating a specific portal to the specific universe that fits his desires.

These Masters can also open separate time lines where certain events have occurred or not occurred in the past that changes the current events of the alternate time line universe. Any possible permutations of these alternate time lines have and will always exist, these Masters simply pull them near our own dimension.

These Masters are known as Scions and they appear to create a rectangle of blinding light that they and their

companions can pass through and enter another alternate universe. Creation is considered extremely corrupting because when a Master enters these warped and distorted universes, their perceptions become so twisted that they might never escape from the alternate universes.

Warp

Warp allows a Master to alter the space time continuum in ways that totally dispense with the normal concepts of reality. A Weaver can alter fundamental physical constants and manipulate matter, energy, and time on the galactic scale. These Masters can bend space to make a room that appears normal on the outside be infinitely large on the inside. He can cause multiple versions of himself to exist in the same time line without any paradox or he can force multiple realities and time frames to overlap and merge causing massive paradoxes. Warp allows a Weaver to change how time effects things in a localized area of space.

Warp also allows a Master to control the physical laws in a localized area of space by altering fundamental laws like conservation of energy, momentum, and matter. A Master can accelerate, slow, or completely stop the flow of time in an entire dimension or in an isolated region of space. He can even create his own dimensional continuum, which represents his force of will and personal view of reality. A truly deranged Master can even bend the fabric of reality so that a section of the universe becomes digital or cartoon based instead of solid reality. The difficulty of a Warp test depends on the area affected, the degree of warping, and the complexity of the original pattern and the pattern after it has been manipulated.

Reality has its own momentum so drastic changes caused by Warp must be constantly maintained or the original pattern and continuity of reality will eventually be restored. These deranged warpatures can become permanent when they are created by an extremely powerful Master. Warping the actual rules of reality is considered deviant behavior and these actions will eventually attract the attention of the Master's Guild, which will attempt to stop a Weaver at all costs from tampering with the very existence of our reality.

Negate

Negate allows a Master to completely erase the existence of an object or person from the space time continuum. Every action that a person ever performed is obliterated from reality and any memory of him is removed from every mind in existence. Negate not only destroys some-

thing or someone but it also removes any trace of it from the entire space time continuum. They can erase the existence of anything or anyone throughout the entire time-line and from every alternate stream of existence. Every action a person has ever performed ceases to exist and the entire time line changes to represent his complete obliteration from reality. Negate is a purely destructive power because once something has been erased it can never be recovered because any memory of it is also destroyed.

The difficulty of a Negate test is based on the prevalence and importance of the target being erased from the current space time continuum. The length of time a target has existed and its effect on the future of that time line also alters the difficulty of the test. The greater the importance of an object or person to the space time continuum, the greater the difficulty of removing it or him. Many things are so fundamental to a specific space time continuum that they can never be negated.

The degree that the time line will be changed by a Negation, the greater its difficulty because time has a momentum that forces the space time continuum to maintain its present course. This is why a Negation that would completely change the future of a time line is almost impossible. Many Masters have attempted to negate the Imperium and the Empress from existence, but their role in the past, present, and future of the current time line is so great that erasing them appears impossible, which is also true of most important and powerful people and organizations.

Negation is not reversible because once an object or person has been negated; it can never be retrieved because any memory of it would also cease to exist. Negation is never taught in the Guild because of its inherently dangerous and destructive nature, but it is a common tool of the Dark Master. Negation is the most difficult power to master and its study always leads directly to insanity and total corruption. When a Null uses his power, it causes the target of negation to disintegrate as its spirit is spread throughout the universe.

The world is not what you believe. It is an illusion designed to protect you. Come with me and I will show you the truth.

Master Excelon

LEGION GEAR

The following equipment and vehicles are available only to members of the Strike Legion. This technology is extremely expensive to manufacture because everything is experimental and custom made for each specific Legionnaire. Some of these devices encompass pieces of lost technology so they are impossible to duplicate. These devices utilize such advanced technology that a Strike Team will be sent into an Imperial stronghold just to retrieve lost equipment. The Imperium must never learn how these wondrous devices actually work or the future of the Legion and the Republic will be at risk. A Legionnaire can kill using improvised weapons or weapons confiscated from a fallen enemy but when the Legion uses these powerful weapons and equipment, they become an unstoppable force.

LEGION EQUIPMENT STATISTICS

DAMAGE (DAM): This represents the amount of damage a weapon produces for each successful Attack die. S damage produces damage equal to a character's Strength.

RANGE (RNG): This is the maximum number of range bands that a weapon can be fired. If a weapon has no Range, it can only be used to attack a target in the same range band.

RATE OF FIRE (ROF): This is the number of attacks a weapon makes for the use of one Action.

CAPACITY (CAP): This represents the number of times a weapon can be activated before it needs to be recharged or reloaded. A weapon with a Capacity D is Disposable so it can only be used once and then must be discarded.

STRENGTH (STR): A character receives with -1 Attack and Initiative modifiers for each rating a character's Strength is lower than a weapon's required Strength rating.

ARMOR: Defensive armor removes damage equal to its rating from any damage that penetrates a character's Shield before it is applied to his Life.

SHIELD: Defensive shields absorbs damage before it is applied to a character's Armor or Life. A character's Shield rating is permanently reduced for an entire mission when it absorbs damage.

FACTOR (X): Factor is the multiplier used to determine the true Damage, Armor, and Shield ratings for a weapon or piece of equipment. *For example, a weapon with Damage 4 and Factor 100 deals 400 damage.*

LEGION WEAPON SPECIALS

ACCURATE X: Accurate weapons receive a +X Attack modifier.

AREA X: Area weapons hit everything on a roll of 4+ that is in the same range band as the target and they ignore cover. X represents the number of range bands that the attack spreads in both directions. Area with no number only effects targets in the original range band.

DANGER: If a character ever fails an Attack dice pool with a weapon with Danger, it automatically hits her.

HOT: A Hot weapon can only be fired once per combat turn.

KNOCKDOWN: Anything hit with a Knockdown weapon is knocked prone to the ground or flipped over if the number of successful Attack dice are equal or greater than the target character's Strength. If a character is knocked prone, he loses all his Actions for that turn and she must use one Action during the next turn to stand up.

MELEE: Melee weapons can only deal damage to a target in the same range band or they can be thrown into an adjacent range band.

MELT: Melt weapons ignore a target's Armor.

SELECT: Stun weapons produce standard or Stun damage.

TORRENT: Add one extra die to a character's Attack dice pool when firing a Torrent weapon.

LEGION WEAPONS

MULTI LASER

DAM	X	RNG	ROF	SPECIAL
2	10	4	4	SELECT

These powerful and compact hand lasers are used by Legionnaires as their main battle weapon in the field. They are powerful enough for a Legionnaire to handle most light threats during a mission because of a Legionnaire's incredible accuracy and reaction time. Multi lasers have a bladed structure that converts a Legionnaire's hand attacks into standard damage without damaging the weapon.

BURST CANNON

DAM	X	RNG	ROF	SPECIAL
3	100	4	6	TORRENT

Burst cannons are the powerful support lasers that allow unarmored Legionnaires to fight combat robots, troopers in power armor, and even light battle frames. These weapons are extremely light for the incredible amount of damage that they produce making them a favorite for any Legionnaire who likes to blow things up and does not care who finds out.

NOVA LASER

DAM	X	RNG	ROF	SPECIAL
1-100	10	UNLIMITED	1	ACCURATE 1

This long barreled rifle uses an alien artifact to focus energy into an extremely accurate and intense beam that appears to have no range limitation. Its powerful energy beam will keep traveling without losing strength until it hits something. The amount of damage that the nova laser produces depends on how long the energy emitter is left on, so a Legionnaire can set the damage from one to one hundred making it a versatile weapon. It can be quickly broken down or constructed in a few seconds so this two meter long rifle can be easily carried.

DISINTEGRATOR

DAM	X	RNG	ROF	SPECIAL
5	1000	1	1	HOT / MELT / DANGER

This massive shoulder mounted weapon uses an ancient artifact to intensify a beam of energy so much that it can slice through the shielding and armor of a capital ship. This weapon is extremely unstable so it is only used when there is no other option to complete an important mission.

GUNSWORD

DAM	X	RNG	ROF	SPECIAL
1	100	5	2	MELEE

This large pistol is designed to fire a burst of plasma or contain a stream of it into a powerful energy blade. When this weapon fires its phased pulse it uses its range and ROF attributes. When the blade is generated, a gunsword becomes a melee weapon.

FORCE BUSTER

DAM	X	SPECIAL
10	10	MELEE / KNOCKDOWN

This ring surrounds a Legionnaire's hand in an energy field that greatly multiplies her force allowing her to destroy robots and armored opponents with her bare hands. If a Legionnaire activates them on both hands, it deals twenty damage and gains Shred.

ENERGY SABER

DAM	X	SPECIAL
1	1000	MELEE / MELT

These ancient artifacts from the Old Empire use technology that borders on magic. These hand held weapons produce an energy blade so intense that it can melt through anything if given enough time. It is so powerful that it can be used to chop up vehicles or cut through any barrier or structure.

MULTI GRENADE

DAM	X	SPECIAL
1	100	AREA / SELECT

A multi grenade is a miniature antimatter explosive that can also be set to act as a mass Stun grenade.

SOUL HAMMER

DAM	X	RNG	ROF	CAP	SPECIAL
10	1000	30	1	3	AREA 10

This large shoulder mounted weapon fires a guided missile that unleashes a trapped singularity that tears open real space allowing a Legionnaire to destroy anything in its massive kill zone.

STAR GATE

This unusual grenade opens a portal to a small pocket universe containing a naked singularity. This gateway only opens for a millisecond but everything in the same range band that the space gate was thrown into is instantly destroyed and completely removed from existence. There is no chance of survival in the target range band.

Legion Defense

Striker Body Armor

Armor	X
10	1

Striker body armor is composed of thin metasteel plates over a weaved carbon fiber suit designed to stop any form of damage without limiting the speed and agility of a Legionnaire.

Shield Ring

Shield	X
15	10

This ring has a miniaturized shield generator that produces a powerful defensive shield around a Legionnaire protecting him from all types of damage. The Shield rating of a shield ring is permanently reduced when it is damaged.

Body Field

Shield	X
20	100

This powerful shield generator produces an intense defensive field but it hinders the movement of a Legionnaire because of the slight delay when the field readjusts its shape compared to the lightning fast movements of a Legionnaire. A Legionnaire receives a -3 Action modifier when using a body field. The Shield rating of a body field is permanently reduced when it is damaged.

Legion Equipment

Every Legionnaire is equipped with all of the following devices allowing them to succeed at any task and complete any mission.

Comm Ring

This small device utilizes neutrinos to send a signal that cannot be blocked or scrambled by any material, signal, or shield. It allows Legionnaires to communicate with each other and their Strike Cruiser in any situation. A comm ring can also be used to connect to any computer or vehicle control system and it is used as a signal enhancer and transporter beacon when a Legionnaire requires the use of a Strike Cruiser's teleportation system.

Digitizer

This machine tears apart any source of matter and con-verts its pattern into a digital signal leaving behind only a cloud of gas. This digital code can then be stored and the original object can be reconstructed latter as an exact copy or a copy with a different size. A digitizer can only store one object at a time and it only copies an object's structure so living things will only be lifeless copies if duplicated.

A digitizer can be an extremely useful device because a Legionnaire can digitize a hole in a wall and replace it with a perfect undetectable copy once she has passed through. A Legionnaire can also use it to hide dead Imperial soldiers by digitizing them and erasing the data. Legionnaires can also make copies of weapons in order to arm a local population against an Imperial invasion.

Legionnaires can use a digitizer to produce local money, uniforms, or clothing to fit into any society or organization. It can produce vehicles, weapons, food, tools, drugs, structures, and shelter. Anything constructed requires specific elements in order to complete and it will warn a Legionnaire if anything is missing from its environment to complete a construct.

Dream Interface

This handheld sense array probes a person's mind allowing its user to delete or alter his memories. Specific memories cannot be removed but the memories of an entire time span can be erased. The resulting blank spot in a target's mind can be rudimentary filled in by the user with simple memories or hidden commands.

Environmental Field

This ring produces an environmental field around a Legionnaire that protects him from extreme environmental conditions including underwater, space, freezing cold, deadly atmospheres, burning heat, and high radiation. This ring also scrubs the air inside the field providing a Legionnaire with breathable air for a few days.

Final Solution

Every Legionnaire wears a small black ring on their finger that activates upon their death. Once triggered it opens a dimensional portal that sucks the Legionnaire and everything near him into a pocket dimension that then collapses forever. This device prevents the Imperium from ever capturing a fallen Legionnaire and her equipment.

Flight Ring

A flight ring contains a powerful miniature antigrav generator that allows a Legionnaire to fly at will using only mental commands. A flight ring allows a Legion-

naire to move any number of range bands with a single Action.

Force Manipulator

A force manipulator is a gravity control device that allows a Legionnaire to move or push any object within two range bands. This device produces an incredibly powerful force projection that can be used to lift or push any size object of almost unlimited mass. It can be used to push, pull, or lift an object, person, or vehicle that can be moved, dropped, or thrown. It can be used as a powerful weapon depending on what object is being used as a projectile. It can also be used to keep powered doors from closing or to pry open locked or sealed doors. It can be used to move anything but the movement rate depends on the mass and power of the object being moved.

Haven

A haven combines an electromagnetic shield with a stasis field generator integrated into a small ring. It is designed to protect a Legionnaire from any harsh or extreme environment in a real emergency. It places the Legionnaire in suspended animation and protects her body with its defensive screens. Time ceases for everything within the field so a Legionnaire cannot perform any actions, does not age, and cannot be affected by a timed event such as poison or disease once her haven is activated.

Holo Field

A holo field produces a perfect visual disguise that is designed to fool the unaided eye and advanced sensors into believing that the Legionnaire is someone else. A holo field allows the wearer to look like any type of person or simply blend into his environment. It can even fool a deep scan into believing that a Legionnaire's genetic code and internal structure are normal even if the Legionnaire is a Gen. Holo fields allow a Legionnaire to operate on any Imperial world undetected but a Legionnaire's ability to meld into a foreign society determines if she can successfully integrate into a new world undetected. Holo fields can make a weapon held by a Legionnaire appear to be a common place item like an umbrella or purse.

Mastermind

This device uses a powerful electromagnetic field designed to take control of enemy vehicles, robots, and computer systems. This device can deactivate a machine or take complete control of it allowing a Legionnaire to perform actions with it. To gain control of an enemy sys-

tem, take a skill contest using a Legionnaire's Intelligence against a robot's or computer's Intelligence or the skill of a vehicle's operator.

Meta Surgeon

This large cylinder is filled with nano probes that looks like a silver liquid. An injured Legionnaire can be lowered into this solution to be completely healed of any physical injury. It completely reconstructs a person's body within a few minutes no matter what type of injury has been sustained by the Legionnaire. A normal person would die from the searing pain produced by the actions of this reconstructive nano tech.

Multi Optics

Legionnaires never have any cybernetic enhancements so they use these advanced optics to see the entire energy spectrum in their environment. These contact lenses provide micro and macro optics allowing a Legionnaire to see distant or microscopic objects with total precision using simple mental commands. Multi optics also have an automatic anti-glare system that protects a Legionnaire's eyes from flash weapons and optical lasers. They also have an integrated battle tracking system that negates all range based modifiers.

Multi Tool

A multi tool is a small metal cylinder that acts as a deep scanner, tech analyzer, sonic manipulator, EM effecter, neural manipulator, laser torch, and medical injector. It is a Legionnaire's jack of all trades and it can do almost anything that a player wants it to do. It can replace almost any tool imaginable and it can effect objects up to one range band away. Multi tools can be used to unlock, unscrew, cut, burn, melt, ignite, pry, open, or mix anything within its range.

Nano Watcher

These nano manipulators are released outside a building and into its ventilation or sewage system. They integrate themselves into the walls of the building and transmit audio and video information from the inside of the building. Nano watchers are used for deep surveillance and information gathering of an entire building or ship. It transmits an encrypted signal of everything that happens within an infected structure. A deep scan would be required to detect its presence and a massive electromagnetic pulse is required to destroy it.

Phase Matrix

This utility ring generates a phase shift field that allows a Legionnaire to pass straight through any material. This field allows anything touching the Legionnaire to also phase through matter, including his clothes and weapons. A Legionnaire can walk through walls or reach inside a sealed container and pull out its contents without having to open it using a phase matrix.

Time Circuit

This device actually tears open the space time continuum and turns back time for a second. A Legionnaire can activate it to cancel all actions taken by a vehicle, animal, or character including himself. This allows the target individual or vehicle to redo these actions. Every time a Legionnaire uses this device, he permanently loses one point of Reality.

Tracker

This device can fire a small dosage of nano tech up to three range bands away. These nanites send an encoded neutrino signal that will allow a Legionnaire to track a target anywhere within an entire planetary system. This signal can pass through any material and cannot be blocked or scrambled. It can also be set to weapon mode to deconstruct anything that it touches.

Ultimate Solution

This clear ring is filled with extremely advanced nano technology that can be mentally commanded to perform incredible alterations on a planetary scale. It can change an environment as large as a small star in any way that the Legionnaire desires in order to fulfill his mission. This is an extremely dangerous device because it will change everything that it touches including any Legionnaires caught in its path. Only one member of a Strike Team carries this ring of nano tech because its use is considered a last attempt to succeed at a mission and guaranteed suicide.

This Ancient technology can completely terraform a planet in seconds and then the nanites self terminate themselves. It can construct thousands of drones on the surface of a planet that are all programmed to perform a specific function. A desperate Strike Team once activated its Ultimate Solution to change a massive Imperial dyson sphere into a singularity that destroyed it, the nearby Imperial defensive fleet, and the remaining members of the Strike Team.

Legion Vehicle Statistics

Agility (AGI): Agility represents how maneuverable a vehicle is when operated. A vehicle's Agility rating can never be higher than the skill rating used to pilot it. Agility determines the order in which it performs its actions during combat. Vehicles and characters take their turns in decreasing Agility order with combatants with the same Agility taking their actions simultaneously.

Defense (DEF): This is how difficult a vehicle is to hit in combat. The Defense value of a vehicle can never be higher than the sum of the character's Agility rating and the skill rating used to pilot it.

Speed (SPD): This is the number of range bands that a vehicle can move by spending an Action.

Factor (X): This rating is multiplied by a vehicle's Structure, Shield, Armor, and Strength ratings to determine their total value. A vehicle's Factor is multiplied by all the damage produced by its weapons.

Actions (ACT): This is the number of actions a vehicle can perform each combat turn.

Shield (SHD): The Shield rating absorbs damage that hits a vehicle. It is reduced by the damage that hits a vehicle but it is completely restored every combat turn.

Armor (ARM): The Armor rating of a vehicle is reduced from the damage that penetrates a vehicle's Shield before it is applied to a vehicle's Structure. A vehicle's Armor rating remains the same after each attack.

Strength (STR): This is the amount of damage a vehicle with arms does in close combat.

Size: This is the relative size of a vehicle.

Crew X/Y: A single number or the first digit of two numbers is the total number of crew members required to properly operate a vehicle. The second digit of two is the passenger capacity of a vehicle that takes into account a vehicle's accommodations and life support.

Structure X/Y/Z: The final Structure number is the total amount of damage a vehicle can absorb before it is destroyed. A point of Structure is reduced for every point of damage that penetrates a vehicle's Shield and Armor. Stun damage has no effect on a vehicle. When a vehicle's Structure is reduced by its first Structure value, the vehicle's Agility and Defense ratings are reduced by one. When a vehicle's Structure is reduced by the second Structure value, the vehicle's Agility and Defense ratings are reduced by two. A vehicle's Agility and Defense have a minimum rating of one. If a vehicle's Structure is reduced by the last Structure value, it is destroyed.

Legion Vehicles Types

ARMOR: These suits of power armor provide a character with the firepower of a tank.

FRAME: These humanoid machines are the main battle force that defends the armadas of Imperial and Fleet capital ships and they are their primary ground combat weapons.

SPACE: These ships are designed to operate in space.

TRANSPORT: Transports are vehicles designed to move people or cargo.

Legion Vehicle Movement Types

GRAV: Grav drives allow a vehicle to move with incredible speed and precision in any environment by creating gravity waves in the fabric of space.

JUMP: A jump ship is designed to operate in the vacuum of space. Jump ships have nullspace jump drives that allow them to travel between star systems.

WALK: Vehicles can use legs to walk, jump, kick, or stand.

Legion Transports

Strike Cruiser

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
8	8	12	5	1000	100	20	6
STRUCTURE		CREW		TYPE		MOVE	
5/10/15		1/20		SPACE		GRAV / JUMP	
SPECIAL							
Stealth / Image Multiplier 5 / Shield Breaker / Null Field / Master Control / Defensive Field / Reality Conduit							

12 Pulse Lasers / 6 Laser Lance / Motion Cannon / Sensor 30

A Strike Cruiser can be handled by a single navigator but it has the power of a battleship. It is the ultimate fighting machine that can destroy hundreds of Imperial capital ships when piloted by an experienced Legion navigator. Each Strike Cruiser is equipped with six Legion frames and ten suits of Legion power armor. It is designed to carry up to ten Legionnaires and it is stocked with enough food, water, and equipment to maintain these warriors on their missions for up to two years. It contains a small singularity in its inner core that gives it access to unlimited power and it can be set to implode destroying all traces of the Strike Cruiser if it is ever overrun and about to be captured.

Every Strike Cruiser has a powerful AI with its own personality that can control the ship with the equivalent of Navigator 3 when no Legionnaires are present. Each ship has an experimental transporter that can be used to directly transmit Legionnaires onto a planet or ship or instantly bring them back safely to the ship. This device is very unstable and there is a chance that the Legionnaire will be lost forever during a transmission so the teleporter is only used in times of great need.

Strike Shuttle

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
8	8	10	3	100	50	5	3
STRUCTURE		CREW		TYPE		MOVE	
3/6/9		1/10		AEROSPACE		GRAV	
SPECIAL							
Stealth / Image Multiplier 2 / Master Control / Defensive Field / Phase Field							

4 Pulse Lasers / 2 Laser Lance / Sensor 15

A Strike Shuttle is an advanced stealth shuttle designed to move Legionnaires from their Strike Cruiser to the surface of a planet or another spacecraft. Its heavy armament and shielding makes it a perfect evac vehicle that can be used in the worse combat situations. These shuttlecrafts have an advanced stealth system that makes them completely undetectable by the low tech sensors of the Imperium.

Phoenix Drop Pod

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
8	8	20	3	100	50	10	3
STRUCTURE		CREW		TYPE		MOVE	
3/6/9		1/10		AEROSPACE		GRAV	
SPECIAL							
Stealth / Image Multiplier 2 / Defensive Field / Null Field / Phase Field							

6 Pulse Lasers / Sensor 10

A Phoenix drop pod is designed to get an away team of Legionnaires in power armor to the surface of a planet very quickly. It is designed to blast through a planet's atmosphere and fire its thrusters right before impact leaving defenders little time to respond to this orbital assault. Once a Phoenix lands, its six walls blast off, its assault lasers lay down suppressive fire, and power armored Legionnaires rush out onto the battlefield.

Havok Skimmer

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
6	8	10	2	10	30	2	3
STRUCTURE		CREW		TYPE		MOVE	
2/4/6		1/10		TRANSPORT		GRAV	
SPECIAL							
Stealth / Cargo 2							

Pulse Laser

A Havoc skimmer can fold up so it is carried aboard

every Strike Shuttle and Phoenix drop pod. Havoks are open top transports with a powerful defensive screen. They unfold to different sizes that depend on the number of Legionnaires present and the amount of cargo that needs to be transported. They are useful for moving cargo and transporting a Strike Team in an extremely dangerous war zone.

Legion Power Armor

Spartan Power Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
8	8	8	8	6	10	30	10	1
STRUCTURE		CREW		TYPE		MOVE		
3/6/9		1		ARMOR		GRAV / WALK		
SPECIAL								
BIOMECH / STEALTH / IMAGE MULTIPLIER 5 / SHIELD BREAKER								

2 Pulse Lasers / 2 Energy Sabers / Sensor 10

Spartan power armor is advanced enough to keep up with the incredible speed and power of a Legionnaire. Legionnaires do not usually wear power armor but when a situation involves combat on a space station or a hostile environment, they will encase themselves in this powerful suit of battle armor.

Legion Power Armor Options

A suit of Legion power armor can only have a single option installed before it is deployed. When installed an option reduces the armor's Agility and Speed by two. These options can be ejected at any time by spending an Action.

Blaster Pack

This huge power pack is bolted to the back of a suit of power armor and it has an articulated arm that holds its bulky beam cannon. Blaster pack adds a Reflex Cannon to a suit of Spartan armor.

Burst Pack

This powerful booster pack is almost the size of a suit of Spartan armor but it provides it with an incredible boost of speed for short periods of time. Burst pack doubles a suit of Spartan armor's Speed for five combat turns or increases its Speed by a factor of ten for a single turn.

Heavy Armor

This massive outer shell of dense metalsteel armor fits perfectly on the outside of a suit of Spartan armor and provides it with a +20 Armor modifier. This bulky armor reduces the Spartan's Actions by one.

Shield Icon

This massive cross houses a powerful shield generator that fits onto the back of a suit of Spartan power armor providing it with a +30 Shield modifier. A shield icon can provide a +50 Shield modifier, but it is destroyed at the end of that turn. This heavy shield generator reduces a Spartan's Actions by one.

Scatter Pack

These micro missile racks are bolted on every hard point available on a suit of power armor. When they are activated, they fire a massive barrage of missile at a single target. Scatter pack provides a suit of Spartan armor with twenty Plasma Missiles that can be fired at a single target for one Action. Additional Actions can be spent to split these missiles amongst an extra target for each Action spent.

Legion Frames

Retaliator Mobile Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
8	8	8	8	6	100	50	10	3
STRUCTURE		CREW		TYPE		MOVE		
6/10/12		1		FRAME		GRAV / WALK		
SPECIAL								
BIOMECH / STEALTH / IMAGE MULTIPLIER 5 / SHIELD BREAKER								

Pulse Lasers / 2 Laser Lance / Energy Saber / Sensor 15

Retaliators are the Republic's most advanced frame design because their speed and power are a perfect match for a Legionnaire pilot's skill and expertise. Retaliators are biomechanical monsters designed to fight alongside a Legionnaire because they respect Legionnaires for their incredible skill and talent.

Liberator Mobile Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
12	5	8	4	5	100	50	20	3
STRUCTURE		CREW		TYPE		MOVE		
10/20/30		1		FRAME		GRAV / WALK		
SPECIAL								
BIOMECH / STEALTH / IMAGE MULTIPLIER 5 / PHASE FIELD								

4 Pulse Lasers / 2 Laser Lance / Energy Saber / Sensor 15

Liberators are the super heavy biomechanical mobile frames designed to be a heavy weapon platform and support frame. These frames are designed to destroy waves of Imperial battle frames or focus their power to destroy an Imperial capital ship. Liberators are slower than other Legion frames so they phase out to avoid missile fire and enemy frames that engage them in close combat.

Eclipse Mobile Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
6	8	8	8	6	100	30	5	3

STRUCTURE	CREW	TYPE	MOVE
6/10/12	1	FRAME	GRAV / WALK

SPECIAL
BIOMECH / STEALTH / IMAGE MULTIPLIER 5 / REALITY CONDUIT / WEAPONMASTER

2 Pulse Lasers / 2 Energy Saber / Sensor 15

Eclipse mobile frames are designed to boost the power of a Master and tear apart enemy frames in close combat. They are extremely fast so they can quickly move in and destroy enemy forces with their energy blades. Eclipses have no heavy weapons because its Reality Conduit takes up so much space. The Reality Conduit makes this frame the ultimate weapon in the hands of a Legion Master.

Legion Frame Options

A Legion frame can have a single option installed before it is launched from its Strike Cruiser. When an option is installed it reduces the frame's Agility and Speed by two. These options can be ejected at any time by spending an Action.

Assault Pack

This winged pack attaches to the back of a frame providing it with extra speed and firepower. It has two large beam rifles that swing over a frames shoulders and dual plasma afterburners. Assault pack provides a Legion frame with a +6 Speed modifier and two Laser Lances.

Blaster Pack

This large power pack is attached to the back of a frame and it has an articulated arm mounted to a huge beam weapon. Blaster pack adds a Hyperwave Cannon to a Legion frame.

Booster Pack

This set of twelve booster rockets provides a frame with incredible bursts of speed allowing it to tear across a battlefield. Booster pack doubles a Legion frame's Speed for five combat turns or multiples its Speed by ten for a single turn before it runs out of fuel.

Heavy Armor

This thick outer shell of armor perfectly fits around the structure of a Legion frame allowing it to shrug off enemy attacks. It provides a Legion frame with a +15 Armor modifier but reduces its Agility and Speed by three instead of the normal two.

Jump Pack

A jump pack is a massive device strapped to a frame's back that allows it to pierce through real space and perform a Nullspace jump. This device allows a frame to travel to other planetary systems without its Strike Cruiser. It contains a miniature singularity used to pierce real space and provides the massive amount of energy required to perform a nullspace jump.

Missile Box

This large box is carried by a Legion frame into battle and it fires three Con Missiles at a single target for one Action. It produces no Speed or Agility modifiers because it has its own propulsion and guidance systems.

Phase Generator

This cone shaped pack creates a powerful phase field that drops a frame into subspace preventing anything from effecting it but it cannot effect anything else while it is activated. When a phase generator is activated, a frame cannot perform any other action than movement but it can ignore all attacks and pass straight through any obstacle.

Recon Pack

This pack has large arrays projecting from it that allow a frame to become a reconnaissance and electronic warfare unit. Recon pack provides a Legion frame with five additional Sensors.

Scatter Pack

These missile racks are attached to a frame's legs, arms, shoulders, chest, and back. Scatter pack allows a Legion frame to carry thirty Plasma Missiles that can be fired at any number of targets for a single Action.

Shield Generator

This spherical pack generates a powerful defensive screen around a frame that allows it to deflect most attacks. Shield generator provides a Legion frame with a +30 Shield modifier. It is so massive that it reduces a frame's Agility and Speed by three instead of the normal two.

Sword Buster

This system includes a massive power source that when attached to a frame's normal energy sabers produces a powerful destructive field that increases its damage by a factor of ten. Sword buster changes the damage of an energy saber to 50 S when activated.

Legion Support Drones

A Strike Cruiser fields twenty support drones and each Legion frame brings two support drones with it into battle. Legion drones are designed to self destruct when they are badly damaged to prevent capture by enemy forces.

Thunder Fire Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	4	2	100	10	5	2	2/4

Type	Move
Robot: Drone	Grav

2 Pulse Laser

These advanced support drones allow a small number of Legionnaires to engage a large number of Imperial capital ships and frames. They lay down a field of suppressive fire keeping Imperial frames at bay and in mass they can tear a capital ship apart.

Storm Shield Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	4	2	100	30	5	2	2/4

Type	Move	Special
Robot: Drone	Grav	Escort

Storm shield drones actively absorb any damage aimed at a Legion vehicle preventing most attacks from hitting its controlling vehicle. These shield drones can also be used to ram an opponent in an emergency.

Lightning Siege Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	4	2	100	10	5	2	2/4

Type	Move
Robot: Drone	Grav

Laser Lance

Lightning drones are heavy weapon platforms designed to decimate enemy capital ships and starbases. They are often used by a Strike Team for orbital bombardment of enemy formations and fortifications during a planetary assault.

Blizzard Recon Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	4	2	100	10	5	2	2/4

Type	Move
Robot: Drone	Grav

Pulse Laser / Sensor 3

Blizzard drones provide deep reconnaissance for a Strike Cruiser and act as mobile sensor arrays when dangerous spatial anomalies are encountered or an enemy's defenses need to be assessed before an assault.

Legion Vehicle Specials

These are Legion specific vehicle specials because of the experimental or Old Empire technology used to produce them. All other specials used on Legion vehicles are found in the Gamemaster's Guide chapter.

Defensive Array

This anti-missile system uses hundreds of low powered lasers to flood the area around a vehicle with defensive fire to destroy incoming missiles. Whenever a missile is fired at a vehicle with a defensive array, it only hits on a roll of 10. All other missiles are destroyed before hitting the Legion vehicle.

Image Multiplier X

Legion vehicles carry small smart drones that produce an image of the vehicle and mimic its sensor signal making it impossible to tell which target is the actual vehicle. When this system is active an attacker must roll a D10. If the roll is even, the real vehicle is targeted. If the roll is odd, a drone is hit so the attack automatically misses but the drone is destroyed. A Legion vehicle carries X image multiplier drones.

Master Control

Master control produces a powerful electromagnetic induction field designed to take control of enemy vehicles and robots. It can be used to deactivate a target machine or take complete control of it. To gain control of a enemy vehicle, take a skill contest using a Legionnaire's Control test against a robot's Intelligence or the piloting skill of a target vehicle's operator.

Phase Field

This experimental device allows a vehicle to exist in real space and subspace at the same time. These vehicles can move and fire their weapons but most enemy attacks simply pass straight through them when their phase field is activated. Enemy attacks can only hit a vehicle with an active Phase Field on rolls of 9 and 10.

Reality Conduit

These powerful Mastery implements can be installed in Legion vehicle and they double the Mastery rating of single Legionnaire linked to the reality conduit. If a Master linked to the vehicle does not use his Mastery powers, he can add his Mastery rating to the Action rating of the vehicle.

SHIELD BREAKER

Legion vehicles with shield breaker can produce a powerful electromagnetic pulse that can knock down an enemy's shields. A Legion vehicle can attack with shield breaker by spending one Action. If a shield breaker is hit, a target's Shield rating is permanently reduced by ten after taking into account its Factor.

LEGION WEAPON STATISTICS

DAMAGE (DAM): This represents the amount of damage a weapon produces per attack. An S represents a multiple of the vehicle's Strength that equals the amount of damage it produces.

RATE OF FIRE (ROF): A weapon can perform this number of attacks with the use of one Action.

RANGE (RNG): This is the maximum distance in range bands that a weapon can be fired. A weapon with no Range stat can only attack a target in the same range band.

VEHICLE WEAPON SPECIALS

FIELD: Field weapons produce a wide beam that allows it to hit everything directly in front of the weapon. A Field weapon always hits on a roll of 4+.

MELEE: This weapon can only be used to attack a target in the same range band.

MELT: This weapon ignores a target's Armor.

SELECT: This weapon can deal standard or Stun damage.

SHRED: A Shred weapon permanently reduces a target's Armor rating by one for each successful Attack die that penetrates a target's Shield and it deals its damage to the target as normal.

TORRENT: Add one extra die to your Attack dice pool when firing a Torrent weapon.

LEGION VEHICULAR WEAPONS

ENERGY SABER

DAM	SPECIAL
20 S	MELEE / MELT

Energy sabers are super powerful energy blades that can slice an Imperial battle frame in half with a single hit. They can also be used to cut a hole out of a capital ship giving a Legion frame access to its interior. This weapon system uses an ancient crystal focusing matrix that has greatly limited the number of units that can be produced. Most of the copies of this matrix crystal have had critical failures that resulted in early loses of many prototype Legion frames and their pilots.

LASER LANCE

DAM	RNG	ROF
50	15	1

Laser lances produce a reflex beam designed to quickly knockdown the most powerful defensive field or penetrate the thickest armor with a single shot. These heavy weapons make any Legion armor, frame, or vehicle a heavy weapon platform. These devices require a large amount of exotic matter to produce their powerful beam emitter that makes them extremely expensive and dangerous to produce.

MOTION CANNON

DAM	RNG	ROF	SPECIAL
1000	100	1	FIELD / MELT

Motion cannons twist the universe within its field of fire so that anything touched by its beam is instantly destroyed. It can even destroy the surface of a planet or blast apart a small asteroid. A motion cannon can only be fired once every three combat turns. Motion cannons use an ancient Old Empire relic so only a few have been manufactured. Many copies of this ancient technology have been produced but a small fraction actually function.

PULSE LASER

DAM	RNG	ROF	SPECIAL
10	3	5	TORRENT / SHRED / SELECT

Pulse lasers produce a stream of plasma particles designed to tear a target apart or quickly melt through an opponent's armor. It can also be set to fire an electrostatic charge that can render living things unconscious. These weapons make a Legion vehicle deadly at close range because they can tear a capital ship or battle frame apart with a barrage of plasma bolts. The plasma containment field of this weapon system is forged from an extremely rare crystal found only on asteroids that have been exposed and saved from the event horizon of a singularity.

Becoming A Gamemaster

If you decide to be a gamemaster or GM, you will have the difficult and rewarding task of creating, presenting, and refereeing the missions that your group's Strike Team will be assigned. You must be many things when you are a gamemaster: author, storyteller, actor, and referee. Your primary job will be creating and describing the game world so players can understand the environment where they live and explore. You must populate your missions with realistic and interesting people, places, and situations. Use your imagination to fill your missions with many exciting and exotic scenes, challenging puzzles, exciting situations, original and dangerous enemies, and interesting personalities. Allow your imagination to run free but be sure to maintain a sense of realism and never leave the conclusion of a mission to luck or chance or your players will lose all sense of accomplishment.

Players should always be the center of your missions and their decisions should directly affect the conclusion of each mission. Players must feel that their decisions make a difference so give them the freedom to determine where their missions will lead them. Avoid the pitfall of forcing players along a predetermined story line and allow them to freely explore your game world. You should encourage them to return to the main story but allow for side adventures and free form exploration. Your greatest challenge will be allowing players to explore while maintaining a coherent story. Creating alternate ways to complete a mission will give players more room for adventure and make them feel that they always have a chance to succeed. Missions don't have to conclude in one gaming session so give players time to explore the universe you have created and learn more about their characters.

To keep players interested, your missions should have a surprise or grand scale ending that requires your players' participation to be fully realized. Always customize your missions to fit your players' interests and preferences. If your players don't like combat, fill your missions with mysteries, intrigue, stealth, puzzles, and player interaction. If players love combat, too much roleplaying may bore them so tie combat and roleplaying together by having their characters' actions before a fight affect the outcome of a battle.

Create realism in your missions by invoking the players' five senses. Describe the scenes and settings of a mission with as many details as possible. The more realistic your descriptions, the better players will be able to immerse themselves in an adventure. Players should feel that they are in a mysterious and exciting environment so describe the things that make it unique. A planet may have vicious or predatory animals or extremely toxic plant life. Players may discover an alien spacecraft of biological origin with writhing organic walls. Do not assume players know what you are thinking. Describe scenes clearly or a mission that seemed incredible in your mind may turn out to be very boring and predictable.

Create memorable characters, places, and events. To create an exciting mission, you must develop interesting and memorable cinematic characters that will interact with your central characters. Cinematic characters are the people that players will interact with during a mission played by the gamemaster. Central characters are the Legionnaires that the players in your group will control. All characters must have real personalities and motivations or they will appear lifeless and artificial. Try to use the same cinematic characters in many different missions to create a sense of realism and continuity between each mission. These cinematic characters can include lovers, Fleet operatives that join the players' Strike Team on difficult missions, and enemies that are a constant source of trouble. If players learn to love or hate a cinematic character then they have definitely made your mission better. Cinematic characters can also be used as sacrificial lambs or lures to draw your team into a deadly trap.

Create campaigns that involve a series of distinct missions that tie together at the end into a logical and surprising conclusion. Surprise endings can be very rewarding because they keep players guessing about what is really going on until the very end and rewards them for their hard work and effort. A campaign with a grand and all encompassing surprise ending are difficult to design because the stories and events of each mission have to foreshadow or be tied to its final ending in a logical but not too obvious way. Remember that the individual conclusions

of each separate mission should have an important effect on the final conclusion of your campaign. Try giving players clues when they solve minor objectives in order to keep their interest high and their focus on the campaign's finale. Use deadlines to create a sense of immediacy and keep players moving toward their goals.

Puzzles, codes, and riddles can make a mission more challenging but players should receive adequate background information and hints before they attempt to solve them. Puzzles include having characters collect various pieces of a device or code in order to operate a machine or open a door. Characters can gather clues in order to pass a series of tests or deadly trials. Puzzles can include mazes, traps, activating switches in a proper order, positioning or activating objects to prevent or activate certain events, and having characters find hidden doors, paths, and rooms in order to move to the next stage of a mission.

Codes and riddles can be fun because they challenge players to be creative. Help players solve these mini games by constantly giving them clues and drawing diagrams of complicated puzzles. You can even have players solve mazes, sudoku puzzles, riddles, charades, or physical puzzles within a specific time limit that represent them disarming an ancient trap or picking a simple lock. It can be fun for players to solve these problems instead of just checking to see if their characters can succeed with a dice pool roll.

Create a sense of realism in your gaming sessions by using props, toys, drawings, and maps. When running a combat scene, it is fun to use toys or miniatures to help players visualize the flow of action and the position of each combatant. Try sketching the interesting and important machines, places, creatures, and characters that populate your adventures, which will not only make a gaming session more realistic but more fun to prepare and run. Make rough maps of the buildings, cities, ship interiors, and planets to help players visualize their environment and better understand their surroundings. These extra details only enhance the gaming experience; you still have to make your missions creative, unique, original, and exciting to keep players interested and coming back for more.

Story Telling

Strike Legion is designed to be a free flowing game where the story drives game play. It is not necessary to draw a map for every game location that your team will visit. You only need to describe their settings and what is happening there. Combat is designed to be quick and represent the Legionnaires mowing down Imperial grunts

as if they were nothing. The fun and excitement of an adventure should never revolve entirely around combat. Combat should simply be used to resolve important aspects of the story. A game session should be fun so if your players enjoy space combat be sure to throw it into every mission. Legionnaires must be forced to think about solutions to problems that cannot always be resolved with violence. They should be challenged to work together to solve mysteries, avoid traps, uncover conspiracies, and build relationships during each mission.

Creating a Mission

The first step in developing a mission is deciding what goals your team must accomplish to complete it. The plot of a mission describes the goals players must accomplish, the major scenes that will occur, the conclusion, and why everything is happening. Your missions should be exciting so have a Strike Team do thing's like saving a kidnapped scientist before she is forced to create the ultimate weapon for an Imperial Fleet Admiral. The more powerful the enemy, the more difficult the mission and the more deadly the opponents that will be encountered.

The best way to develop and run a mission is to create a thematic mission. These missions describe all the major events and encounters that need to occur during an adventure for the complete story to be told. The major scenes and cinematic characters involved are described but the gamemaster must guide players into and through these scenes. What players do between these scenes is their decision but each scene is sequential and must be experienced in the proper order. Thematic missions are the quickest way to create a new mission because they allow a gamemaster to construct the big picture of a mission while leaving its details to be determined by the roleplaying and decisions of the players.

Setting the Stage

Always start a mission with an exciting introduction or story hook to get players into the action quickly. You need to grab their attention so begin a mission with a battle and never let up. You can start a mission with a mini mission that leads into the real mission. The introduction doesn't have to involve the main plot so begin with a space duel or brawl. If a mission is going to be combat oriented, begin it with a high speed chase or have players infiltrate a high security building to obtain vital mission information. If the mission is going to be more dramatic, have the players enter a mysterious or abandoned space station or a desolate ancient city. Never allow your introductions

to become too predictable because as soon as players can guess what will happen next, they will lose interest.

Background

During a mission, you must provide players with adequate background information about the people, groups, places, planets, and events that will be encountered. For cinematic characters describe their appearance, behaviors, personalities, relationships, allegiances, beliefs, and goals. Cinematic characters might be very open with their personal information and feelings but many will not reveal anything about themselves to the central characters.

When describing a scene include its appearance, climate, lighting, security, populace, and native vegetation and wildlife. When describing a planet include its size, appearance, temperature, climatic regions, atmospheric composition, moons, satellites, orbital and ground defenses, populace, economy, natural resources, major cities, starports, and technology level. When describing a major event like a supernova, a gamemaster must describe its stunning beauty and power and how deadly it is for the populace of the local system where it is occurring. Graphic descriptions of how the society in a local system is collapsing as people desperately try to escape can really bring a mission alive.

Scenes and Events

Use a variety of different events within a mission to keep players interested including combat, puzzles, player interaction, exploration, plot twists, surprises, and relationship development. Mix up the length and the difficulty level of these events to prevent your missions from feeling too linear. Keep things fresh by alternating between personal, armor, frame, and ship combat. If you have the same enemy or group harass and challenge your players, it will help tie events and your missions together. Players hate when their characters die so don't make combat so difficult that your Strike Team cannot win without taking multiple casualties each battle.

Puzzles include codes required to operate a machine or understand a manuscript, deathtraps that require skill and quick thinking to survive, riddles used to confuse and entice players, clues that lead players to the final conclusion of a mission or solve seemingly impossible traps and puzzles, and powerful barriers that can only be penetrated using a special device, power, or knowledge. Player interaction is the most important thing in any mission so have your players solve tasks that can only be solved through creative teamwork. For example, have players make mas-

sive ship repairs before a supernova destroys their ship, have them defeat an overwhelming enemy that requires both teamwork and personal sacrifice, or have them go on a desperate rescue mission into a orbital fortress that requires every Legionnaire to work together in order to defeat overwhelming odds.

Exploration can include data gathering in a local sprawl, mining in a meteor belt or planetary ring, mapping a newly discovered planet, recording a spatial anomaly, reconnaissance of a border station, and searching for clues on an Imperial hive world. Occasionally throw in plot twists like having an enemy turn out to be a character's long lost lover or sibling or have them find out that an artifact they just discovered is actually a piece of lost or dark technology. Fill your missions with surprises like having a young thief steal the team's air car or have a civil or religious war break out on a planet right when a Strike Team arrives. Keep players on their guard and never let your missions become too linear or predictable.

Developing relationships between central and cinematic characters can make your missions come alive because you need to make players care about their characters and the cinematic characters that populate your missions. Central characters should have many love, personal, and business relationships with cinematic characters and each other. Making central characters' personal relationships real and interesting creates a more realistic game world and makes game play more engrossing for players. Once players care about their characters, they will be highly motivated when you place them in danger and provide real rewards like skill or attribute improvements to their characters at the end of a successful mission.

Threats

The most difficult aspect of designing a mission is making the enemy hard to defeat but not so powerful that a Strike Team loses a member every encounter. Always remember that Legionnaires are almost superhuman and the loss of even one is a great loss to the Republic. If encounters are too easy, the Legionnaires will wipe them out before they even react. Using many powerful characters surrounded by many flunkies is the best mix for most encounters. A powerful enemy leader can provide all the grunts around him with an advantage or provide them with extra Actions and modifiers.

Flashbacks

Flashback allows a character to remember a moment of her past life or Legion training and use it to save herself in

a moment when all seems lost. The character must come up with a creative flashback that will help her survive her current situation. This includes childhood experiences and extremely powerful events that occurred during her Legion process. If the gamemaster feels that the idea is creative and original, any trouble or danger the character is in should be resolved immediately.

Flashbacks are the perfect way to link a Legionnaire's past life with her new life as a super soldier. They also help explain why a Legionnaire never fails because they can always fall back on their past lives and experiences and rise above any obstacle. Always remember that the number one rule of a gamemaster is that every game session should be fun so if a player comes up with a great idea for saving his character always let him succeed. If a player uses her imagination to solve difficult problems make sure to reward her so that all your players know that great roleplaying and ingenuity will always be rewarded.

A Legionnaire finds himself trapped inside a Strike Shuttle that has crashed landed in an alien ocean. He is now trapped and drowning in the burning wreckage. He suddenly recalls when he was submerged in a tank of nano probes, the searing pain of his physical reconstruction, and his intense desire to survive. This will give him the strength to tear open the shuttle's jammed emergency door so that he can swim to freedom without a dice test.

Support Teams

A Strike Team is in charge of all Republic forces anywhere they are active so a Legionnaire can call for reinforcements at any time during a mission. In many missions, your Strike Team will be assigned specialist cinematic characters that they can control along with their own characters in order to finish a difficult mission. These companions can be scientists, tech specialists, special operatives, and medics required to complete a mission. On extremely difficult missions, you can give players cinematic Legionnaires that they can control alongside their own characters for that specific mission. On extremely dangerous space missions, an entire Fleet battle group can be assigned to your players so that they can control these capital ships and mobile frames alongside their own Strike Cruiser and Legion frames.

A Strike Team must capture an Imperial moon base intact so that Fleet forces can set up an emergency battle station to destroy an incoming Armageddon device. To quickly overwhelm Imperial forces, each Strike Team member controls an extra five Avenger frames to help quickly destroy the base's defenses.

Finale

The end of a mission should make all your team's hard work worthwhile. A mission's conclusion should be massive and rewarding but you must make it unpredictable and fulfilling to the players after all their hard work and dedication. If players have been fighting a powerful Imperial Supreme Commander throughout a mission or campaign, the conclusion should have your character's Strike Team and a group of rebels destroy his command station and the Commander preventing his evil master plan from succeeding. The conclusion of a mission should tie up all the loose ends and reveal everyone's true feelings, motives, and plans. Try to create twists and unexpected endings that will shock but not frustrate players. The more rewarding and exciting the conclusion of your missions and campaigns, the more excited players will be to find out what awaits them in your next mission. Be sure to reward players by improving their characters after a long campaign or difficult mission so that they can watch their characters get more and more powerful as they explore the game universe that you have created.

Rewarding Good Roleplaying

Gamemasters should reward players that invent a really good solution to a challenge or puzzle or consistently roleplay their character by rewarding them with extra Surges during the game. These extra Surges represent a Legionnaire getting more excited and confident about her current mission.

At the end of a mission, players should be rewarded Experience Points or XP depending on their participation during the mission. Experience Points represent the character improving during the mission and gaining valuable field and combat experience. XP can be used as Development Points to buy skills, advantages, and Acts of Mastery or three XP can be used as a Character Point to improve a character's attributes.

You can increase the rating of a specific skill for free if a character used it in an exciting and useful way during a mission or to reward a player for excellent roleplaying. Reward a character with new skills or even advantages to represent what the character accomplished during a mission.

A group of Legionnaires infiltrate an Imperial hive world by gaining the trust and help of a local ganger warlord to overthrow its Imperial governor. When they succeed, they should be given Infiltrate if they don't already have it or increase their current Infiltrate rating to reward their accomplishments.

The Missions

The following mission concepts are designed to represent typical missions that a Strike Team can be sent on. They are only ideas and examples because each active Strike Team is sent on over a hundred missions each year that takes them all over the universe. Remember missions should be fluid so players should feel free to move around the game world and try different ways to succeed at every mission.

Alien Invasion

The Reavers are a crystalline warrior race that lives to fight and conquer. They swarm onto a new world in a herd and kill anything that gets in their way. These warriors acquire the harmonic frequency of their leader making them fearless killers but if their leader ever dies, they revert to their passive form and quickly retreat. A Strike Team can quickly stop these invaders simply by killing their warlord. The Reaver's crystal structure makes them extremely tough and their warrior tradition makes them highly skilled warriors so they are deadly when they attack in mass.

Reaver Warlord

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	8	5	4	4	4	10	5	16	24

Fight 8 / Gun 8 / Command 5 / Natural Armor / Plasma Rifle

A Reaver Warlord is the leader that generates a powerful harmonic that makes his warriors completely fearless and organizes them into a deadly hunting party. When a Warlord dies, his harmonics are lost and all the Reavers in his party will panic and run.

Reaver

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	2	2	2	2	6	3	8	12

Fight 4 / Gun Combat 4 / Natural Armor / Plasma Rifle

Reavers are a blue crystal based life form that are extremely tough because of their rock hard structure. They always travel in massive groups so Area and Field weapons will devastate their compact battle formations.

Ancient Ones

This blind and mute race was believed to be a mindless or insane atrocity that lives completely in the world of their broken minds. Each individual looks completely different than the rest of their species and each exists as a triumvirate group mind. Their minds have grown so powerful that their consciousness cannot exist in a single body but requires three individuals to create a fully conscious Ancient One. Three individuals make an Ancient One and they need each other to be complete. If one of the triumvirate dies, they all perish. This race appears to predate humanity by hundreds of millions of years and they have evolved into a completely telepathic society.

An Ancient One will sometimes invade Republic space with its three powerful Phase frames which are completely immune to standard weapons. The only thing that can stop these menaces is a powerful avatar or an Eclipse frame used by the Legion. Each time an Ancient One enters Republic space its appears to be looking for something because it will suddenly leave after killing hundreds of populated cities seemingly for no reason. On a few occasions, Fleet forces have encountered an Ancient One ship made of pure energy but they always refuse to communicate with Fleet forces. It is feared that the Ancient Ones are beginning an unknown campaign into Republic space because their activity has greatly increased in the past few months.

Phase Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
10	3	4	2	2	100	100	10	4	15/30/45

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ACT OF MASTERY 8

Energy Blade

Phase frames have an extremely organic shape and each looks completely different. They exists both in subspace and real space allowing them to dodge in and out of reality to avoid attacks. Phase frames cannot be harmed by conventional weapons but they can be effected by Mastery powers. These frames always exist in groups of three. Each frame in a triumvirate has a different Act of Mastery and they can use each others during a battle. If one of these frames is destroyed, the other two frames are also destroyed.

Ancients Revealed

Many times ancient technologies are discovered that might be dangerous to the Republic if they fall into the wrong hands. These missions include recovering lost technology from Imperial scientists or directly from an Ancient relic site that might be filled with ancient traps

or alien creatures. Strike Teams can be assigned to explore an ancient archeological site, where all the explorers have been killed by traps. These sites may contain ancient technologies, so they are important to the future of the Republic. This site might provide clues that lead to another site on the same planet or another world. At the end of the chain of clues and traps, the Strike Team will eventually be rewarded with a powerful new lost technology.

Art Heist

The Imperium often discovers hidden caches of Old Empire art or data that their Intelligence Agency examines for clues to the past. These ancient relics contain important clues to how these extinct cultures lived and often lead to discovering new artifact sites and how to operate lost technologies that have already been uncovered. Strike Teams must secretly confiscate this new art without destroying it. The information that the Imperium has already gleamed from these ancient artifacts must also be copied and destroyed.

Base Busters

Strike Teams are often used to take out a star base or battle station that would require an immense number of capital ships to destroy. Legionnaires can get inside them to cause a core reactor overload that will destroy the base from within instead of a costly fleet battle. Their primary objective might be to deactivate a base's weapons and shields so that it will be an easy target for a small battle force of Fleet ships.

Battle Heralds

Battle Heralds are sentient machines that have come from an uncharted region of space bringing death and destruction. Little is known of their origin but their goal is clear: the destruction of all life in the universe. Analysis of captured Battle Heralds has revealed that each machine is controlled by an internal logic unit. These devices are believed to be sentient computer matrixes composed of pure silicon crystal. The specific geometry of the crystal lattice in each Herald is believed to provide it with sentience.

Battle Heralds capture inhabited Imperial and Republic worlds and cleanse them of all life. These planets are then strip mined and their natural resources are shipped to an orbiting broodship so that more Heralds can be produced. The Heralds then assimilate any novel technology they discover adding it to their colossal stores of knowledge and technology. Then the entire surface of the captured

planet is converted into massive structures that twist and writhe over its surface. The function of these structures are not known but the Battle Heralds defend them with insane ferocity.

When a Dominator broodship attacks a Republic world as many Strike Cruisers and Fleet battle groups that are near the invasion site are sent to defeat this deadly threat. A Dominator will be escorted by two Violators, ten Eradicators, and fifty Wraiths or the invasion will involve two Violators and twenty Wraiths.

Players will control the party's Strike Cruiser, two extra fully crewed Strike Cruisers, and five battle groups of ten Unity destroyers, five Independence cruisers, and a Liberty dreadnought. They must destroy these Battle Herald broodships or the Republic world that they are defending will be destroyed and consumed. If it is impossible to save this world, Fleet forces must hold back the Battle Heralds long enough for most of the populace of this dying world to be evacuated into open space.

Construct allows a broodship to generate Construct points each turn. Broodships can produce any number of Battle Herald ships by spending Construct points equal to a ship's Build rating. A broodship can store Construct points from turn to turn but it can never build its own design or a broodship with a greater Size rating.

Dominator Broodship: Alpha Victis

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	2	20	1000	5000	100	12	1000/2000/3000

TYPE	MOVE	SPECIAL	
SPACE	GRAV / JUMP	CONSTRUCT 10	

100 Beam Cannons / 5 Hyperwave Cannons / Sensor 40

Dominator broodships are over three kilometers long and have a mass of over fifty billion tons. They are covered with one hundred laser cannons and have an array of spinal cannons that can punch a kilometer wide crater into the surface of a planet or disintegrate a small moon. Only a few dozen of these massive battleships are believed to exist and their destruction is the quickest way to end the Battle Herald invasion.

Violator Broodship: Junjin Victis

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	5	10	1000	1000	30	8	300/600/900

TYPE	MOVE	SPECIAL	
SPACE	GRAV / JUMP	CONSTRUCT 2 / BUILD 8	

20 Beam Cannons / Hyperwave Cannon / Sensor 20

Violators are the broodships that have destroyed most of the Imperial and Republic worlds and they have become

the symbol of the Battle Herald threat. Imperial and Fleet Intelligence believe that there are at least two hundred independent Violator pairs currently destroying populated worlds. Violators are usually found in pairs escorted by around twenty Wraiths so most anti-Herald strategies have been designed to defeat these specific numbers. If a large battle group of Violators arrive at a planet with a massive escort there is nothing sentient forces can do except evacuate as many people as possible before the slaughter begins. Violator broodships are one kilometer long and have a mass of over ten billion tons. A few Violators have been captured intact but their technology is still a mystery to Imperial and Republic scientists.

Eradicator Broodship: Gelm Victis

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	5	8	6	1000	500	20	6	100/200/300

Type	Move	Special
Space	Grav / Jump	Construct 1 / Build 4

10 Beam Cannons / Reflex Cannon / Sensor 5

Eradicators do not have enough power to destroy a core world but single Eradicators are constantly destroying Frontier and lightly defended outer worlds. Eradicator broodships are over a half kilometer long and have a mass of over a half a billion tons. Eradicators are usually found as escorts for larger broodships but are known to go independent in lightly defended regions of space.

Wraith Battle Escort: Tra Mendor

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
8	8	8	3	1000	30	5	5	20/40/60

Type	Move	Special
Space	Grav / Jump	Stealth / Build 1

4 Beam Cannons / Sensor 2

Wraiths are escort ships designed to protect the broodship that spawned them. These ships have never been seen to operate independently and Wraiths actually start ramming themselves into enemy ships for one last chance at destruction once their mothership has been destroyed. These small battle destroyers are feared by enemy captains because they are impossible to detect until they reach kill range and open fire. Most Wraiths form a defensive pattern around their mothership and a large formation of them will travel in front of their broodship for defense.

Big Game Hunters

Strike Teams are sent to the wilds of newly discovered worlds to hunt and capture samples of undiscovered animal species that can be used as new bioweapons or to create a possible wonder drug.

Bodyguards

Strike Team members may be assigned to transport an important person that must reach their destination at all costs. This can include a scientist that can solve a world wide plague or stop a star from going supernova. Legionnaires may also transport diplomats that can end a cultural war in the Frontiers and help both sides join the Republic but Imperial or local hostile forces will do anything to stop them.

Bring Them into the Fold

Strike Teams may be sent to a primitive or independent world in the Frontiers in order to negotiate with the natives or the local government to make a deal that will bring them into the Republic. Many of these cultures are warlike so they require a great deal of testing of outsiders in order to gain their trust. Legionnaires are always sent because they are capable of fulfilling any challenge and they are great representatives of the true potential that is contained within the people of the Republic. Legionnaires must sometimes live with these people and learn their ways to eventually gain their trust and allegiance.

Broken Drill

Strike Teams can be sent deep into Imperial space or the Frontiers to destroy or sabotage enemy mining facilities of very rare or militarily important minerals and crystals. The Legion's primary function is to weaken the Imperium from within and these strategic mining facilities are a perfect starting point for a new Strike Team to gain experience because of their limited security.

Bug Hunt

The Hive came from the eastern Frontier from a region that was thought to be a sphere of dark matter. The dark matter appears to be only a shell because out of it pours endless swarms of these living machines that hunt and eat all living things that they discover. Their advantage comes from their seemingly endless numbers because as soon as their lesser warriors are destroyed, they are quickly replaced by another swarm of living death.

The Hive is a group mind race of genetically modified alien creatures that desire only to consume other living things and use their biological materials to create more copies of themselves. They can manipulate their genetic code to better fit any environment making them the perfect killing machine in any situation. To stop a local Hive infestation, Legionnaires must kill their Hive Mind and destroy their brood chamber.

All Hive creatures are controlled by a super dimension-

al creature known as the Overmind that uses Hive minds as a conduit to control her hordes of mindless servants. When a Strike Team destroys a Hive mind, the local Hive creatures lose connection to the Overmind and revert back to mindless animals. The Overmind drives these creatures to be vicious killers that live only to devour the living. Hive infestation have occurred on Republic ships, bases, colony worlds, and even on a few core worlds.

These infestation sites can be saved before they are converted into giant Hive breeding pits but the local Hive mind must be destroyed before the Hive infestation grows too large. If a Strike Team cannot cleanse a world of the Hive menace, they are authorized to destroy it using a Hades missile that will ignite the entire atmosphere of the plague world.

Hive Mind

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
10	5	6	8	100	8	30	6	Walk

Animal: Horror / Fear / Armored Carapace 8

A Hive mind is the link between the Overmind and all the minor Hive creatures in a given area. It is an intelligent and powerful fighter in its own right but its primary function is to lead its warriors into battle so it will usually stay hidden amongst its battle horde. Anyone that attacks a Hive mind will be torn apart by its massive bodyguards known as Hive brutes.

Hive Brute

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
12	4	2	6	100	2	20	6	Walk

Animal: Horror / Fear / Armored Carapace 12

Hive brutes are massive killing machines designed to tear apart a battle frame. These giant monsters charge into battle breaking down enemy formations and crushing armored vehicles and battle fortifications. Twelve Hive brutes always guard their Hive mind and act as its loyal bodyguards.

Hive Warrior

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	5	2	7	10	3	6	2	Walk

Animal: Horror / Fear / Armored Carapace 4

Hive warriors are the shock troops of a Hive invasion. Their arms are massive scythes that can tear through metasteel armor like paper. They are driven by the Overmind to fight so they will charge in mass jumping over fallen comrades to get to their prey without any thought of self preservation.

Castaways

These adventures involve a Strike Team being trapped on an isolated world by a powerful energy field or storm or crash landing because of the destruction of their Strike Cruiser. On this primitive world, the Strike Team discovers an Imperial base that is using locals as slaves to mine for resources or harvest local plants and animals for pharmaceuticals. The Legionnaires must free the locals and destroy the Imperials using only local resources and the help of the natives.

Church Bells

The Imperial Sisterhood and Brotherhood are the Imperium's most powerful weapons and Strike Teams are sent into Imperial space to destroy them in their fortress monasteries when any sect grows too powerful. These battle fortresses are heavily guarded by these fanatic warriors so these assaults are one of the most dangerous missions that a Strike Team must accomplish.

Cleanse

A cleanse mission is a simple search and destroy mission. Strike Teams can be sent to a Republic world to find Imperial operatives that have infiltrated and created terrorist cells on this world. A Strike Team must find them quickly before they can attempt their terrorist plot and destroy their entire terrorist organization.

Close the Gate

Imperial jump gates are one of the most heavily guarded military targets in the Imperium. Each one has its own defense fleet assigned to it and the local world that it orbits has a massive shield generator that protects it. The destruction of one of these irreplaceable relics of the Ancients will completely destroy the military organization of an entire sector of Imperial space. A Strike Team must first penetrate the defensive shield projected from the surface of a local planet and sneak aboard the gate in order to destroy it from within.

Computer Crash

Imperial scientist sometimes create a Mind system that is so powerful that its tactical genius can change the future of the war. Mind systems are artificial intelligence systems that have achieved true consciousness and have a real personality. These computers can be destroyed by finding its processing unit, which might be very small or distributed into many parts.

CRIME FIGHTERS

Legionnaires assigned to home duty can help local police forces on Republic worlds when powerful crime organizations or gangs get out of control. Legionnaires must hunt down and destroy these criminals that spread drugs and prostitution throughout the Republic. They will also help hunt down serial killers and kidnappers if local police ask the Republic for help. The Legion will also hunt down Dark Masters terrorizing Republic worlds if they become too powerful for local Guild forces to handle.

DARK LORD

Many regions of the Frontier and some sectors of the Republic are terrorized by Dark Masters, whose experiments have warped the fabric of reality around these worlds. Many of these worlds become infested with demons from other dimensions that feast on the populace of these plagued worlds. These Dark Masters must be stopped at all costs and their death usually restores a world back to normal after all the remaining horrors have been hunted down and destroyed. The Guild will send along Guild Masters to help your Strike Team destroy these Dark Masters and restore order to these dying worlds. The greatest threat to the Republic's security is a group of Dark Masters working together because their combined power has the potential of permanently altering the fabric of reality.

DARK MASTER

STR	AGI	INT	PRE	MAS	DEF	ACT	LIFE	STA
4	4	4	4	5	8	4	8	12

FIGHT 4 / 2 ACTS OF MASTERY 5 / ENERGY BLADE

A Dark Master is a twisted wielder of Mastery that has been driven insane by the splendor of unfiltered reality. They have developed incredible power over the universe but this knowledge has completely destroyed their minds. They seek only to learn more about reality and they never care about how many people they destroy during their bizarre experiments. They are not evil but they have been driven insane by their desire to understand every secret of the universe.

DARK APPRENTICE

STR	AGI	INT	PRE	MAS	DEF	ACT	LIFE	STA
2	2	2	2	2	4	2	4	6

FIGHT 2 / ACT OF MASTERY 2 / ENERGY BLADE

These dark apprentices are learning from a Dark Master how to dominate the universe and they will do anything to protect him. A Dark Apprentice must have the same Act of Mastery as their Master.

DEMON LORD

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
15	4	5	8	100	6	30	6	WALK

ANIMAL: BEAST / ETHEREAL / FEEL NO PAIN 10

Demon lords are the massive brutes that rule over the lesser demons from their twisted world through power and domination. These huge winged beasts carry a massive war axe made from pure void stone and they will devour the soul of anyone that they can capture.

DEMON WARRIOR

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	4	2	6	10	3	6	2	WALK

ANIMAL: BEAST / ETHEREAL / FEEL NO PAIN 5

Demon warriors are massive killing brutes that wield a long blood sword that can easily cut through the thickest armor and shielding.

GUILD MASTER

STR	AGI	INT	PRE	PER	RES	MAS	DEF	ACT	LIFE	STA
3	3	3	2	3	3	5	6	2	6	9

FIGHT 3 / GUN 3 / PILOT 3 / TECH 2 / 2 x ACTS OF MASTERY 5

Guild masters are the fully evolved avatars that the Guild entrusts with its greatest secrets. Each of these powerful Masters is dedicated to destroying every Dark Master in the universe and they will do anything to defeat these insane lunatics.

DARK TOWERS

The Imperium creates massive black space stations designed to capture and concentrate exotic matter. Each of these bases can only produce a few grams of this material but they have thousands of these stations that can together generate enough exotic matter to produce a super weapon or Mastery implement. When the Republic discovers the location of one of these dark towers, a Strike Team is sent to capture its exotic matter and destroy the base.

DEATH TEAMS

The Imperium has created their own super soldiers including gun saints, martial adepts, and samurai savants that are sent into Republic space to create terror and destruction. A Strike Team sent to stop one of these Imperial kill teams will have a real challenge because their abilities and equipment make them some of the most dangerous enemies that a Legionnaire will ever encounter. These new Imperial soldiers are extremely intelligent making them very difficult to hunt down and destroy so a Strike Team may have to set a trap to bring them down.

DIRTY POLITICS

Once in awhile an Imperial governor comes along that cares about his people and leads his world into an era of incredible progress and prosperity. This Imperial world is pulled out of anarchy by this powerful leader and it becomes a beacon of progress for the rest of the Imperium. A Strike Team must be sent to assassinate or discredit this leader so that her Imperial hive world will fall back into anarchy and darkness.

EXTRACTION

When a high level Imperial officer wants to defect, a Strike Team will be sent into Imperial space to extract this individual. This officer may have information vital to the Imperium so they will send their most powerful warriors to prevent this defector from escaping so extracting him alive will be a very difficult task.

FINISH HER

An almost impossible mission that Legionnaires may volunteer for is an attempt to assassinate the Imperial Empress. Her royal throne is found in an alternate universe on what was once Earth but that is now her fortress world Terra Prime. Hundreds of Legionnaires have failed at this mission but its success would instantly end this war.

FIRST CONTACT

When a new alien is discovered in the Frontier, a Strike Team is sent as ambassadors in order to negotiate a peace treaty and possible trade and military agreements. Strike Teams are trained to be perfect warriors, technicians, and diplomats who can be used to impress these alien leaders. These aliens will have a strange language and culture that the Strike Team will have to decipher to make sure that first contact with this new race works out for the benefit of the Republic.

FREE THEIR MINDS

The Imperium uses many mind control and Mastery enhancing drugs to control their people and improve their military might. Strike Teams are sent to their drug producing worlds to destroy these crops and the manufacturing facilities that produce these drugs. When the Legion destroys the local source of these drugs entire sectors of Imperial space will be thrown into anarchy and rebellion. These drugs may be natural so a Strike Team must find out what produces this mind altering drug and what plants or animals must be eliminated to destroy this source of Imperial mind control.

FREEDOM FIGHTERS

Many Strike Teams are sent into Imperial space to help build the rebel factions found amongst their own people. Legionnaires must recruit new rebels and help small rebel groups join with the larger Resistance that is forming to overthrow the Empress. Legionnaires should train and supply these rebels with equipment and information when they attack important Imperial targets.

HOMECOMING

When a Legionnaire is captured alive, she can be used for reverse engineering experiments to uncover the Legion process. This Legionnaire must be freed at all costs because the Imperium can never be allowed to copy the Legion Process or the Imperium may be able to make their own super soldiers. An elite Strike Team will be quickly sent to break into the high security installation where the Legionnaire is being held to rescue her.

IMPERIAL RAIDERS

Legionnaires can be sent to destroy the supply lines of an entire Imperial sector. A Strike Cruiser and its frames must hunt down and destroy all the supply freighters and depots in that region of space. The destruction of an Imperial supply line can cripple all the Imperial forces in a sector allowing Fleet forces to attack and easily destroy an entire Imperial battle fleet in that Sector.

MASTER HUNT

The Imperium generates incredibly powerful Masters but once in awhile an Imperial battle avatar will come around that is powerful enough to change the balance of power in this war. These incredible Masters must be destroyed because they can destroy whole fleets of Fleet ships with their minds leaving an entire section of the Fleet's defense line vulnerable to Imperial invasion.

MIND GAMES

The Master's Guild sometimes detects a young Master with unimaginable potential in Imperial space that must be convinced to come to the Republic to be trained by the Guild. The Imperial war machine and multiple Dark Masters might also be searching for this adept so she must be found quickly and brought safely to the Republic. If she does not agree to come by her own free will, she must be terminated or brainwashed. Each of these new Adepts has a chance of bringing balance to the universe or creating unimaginable death and destruction.

Prime Adept

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
1	2	2	2	3	2	5	4	2	2	3

Fight 1 / Act of Mastery 5

Prime Adepts are young Masters that can be trained to become powerful Avatars with proper guidance. They are young and innocent and do not understand why the Imperium and the Dark Masters want them so badly.

Pandemic

When an engineered biological plague or alien infection spreads to a Republic world, this planet is quarantined by the Republic and a Strike Team is sent in with the finest scientific and medical support teams. The Legion Process makes them immune to all diseases and their intense scientific training makes them the perfect candidates to solve a world wide pandemic before it spirals out of control.

Peace Makers

When a new world is discovered that has vital mineral resources or a strategic location, it must be quickly brought into the Republic. These worlds must be negotiated with to form a peace treaty or alliance. A Strike Team will be sent to work out diplomatic relations with these people because Legionnaires are perfectly suited to understand and interact with any new culture, no matter how hostile or strange.

Pirates of the Republic

Legionnaires hunt down and destroy space pirates that raid Republic space. These raiders attack cargo freighters, luxury space liners, and supply depots at will using their advanced cloaking systems. Legionnaires must hunt down and destroy the pirate's secret base and their fleets of raiding vessels. These bases are usually cloaked and they will be filled with traps and automated security systems to protect their pirate king.

Planet Killer

The Imperium has many ancient Dyson spheres and ring worlds that they use as super fortresses. These massive artificial worlds require incredible machines to hold them together so if these stabilizing technologies are destroyed the entire structure will collapse. Their destruction will greatly weaken the Imperial war machine but a Strike Team must overcome unimaginable odds to find and destroy its stabilization core. These worlds have an immense number of defenders that must be defeated so these missions should be considered suicide missions.

Protect the President

When a plot to kill the Republic president is discovered, a Strike Team is assigned to protect him and hunt down and exterminate the assassins. Another Strike Team will also be sent into Imperial space to destroy the entire assassin clan that sent the killer.

Power Unleashed

The Imperium is constantly developing super weapons to change the course of the war with the Republic. These massive ships or battle fortresses must either be destroyed or captured to prevent entire sectors of Republic space from being destroyed. These incredible weapons would be impossible to capture with a fleet action but a Strike Team can be sent in to capture or destroy them. These weapons can include a powerful new battle frame design or weapon system that must be stolen and brought back to the Republic for reverse engineering. The Imperium has many secret projects that have unearthed Mastery implements that must be captured at all costs.

Rescue

When Fleet officers are captured by Imperial forces, a Strike Team will be sent into Imperial space to free them. These prisoners are not vital to Fleet operations but their rescue greatly improves morale among Fleet forces.

Rescue Force

Half of the Legionnaires stay within the borders of the Republic to protect it in case of a massive Imperial or alien invasion. These Legionnaires are sent into disaster areas on Republic worlds to rescue people in need. When Legionnaires are sent on these rescue missions they use specially designed rescue vehicles and equipment. These missions can be very rewarding because the Legionnaires get to use their skills and power to directly save lives.

Robo Madness

Imperial robot factories may cover the entire surface of a planet but their destruction is vital because these combat robots have become the Imperium's most powerful weapon. These machines have made ground combat with the Imperium very dangerous for Fleet marines and these machines have been used to conquer many Republic worlds on the frontlines of the war.

Rogue Legion

It is a rare occurrence but a spatial anomaly or Dark Master may corrupt the minds of an entire Strike Team so

that they go rogue or even change sides and work for the Imperium. These rogue Legionnaires need to be eliminated and their rare ship, weapons, suits of armor, and frames must be brought back to the Republic or destroyed. This mission can be extremely difficult because these Legionnaires have the exact same characteristics and training as your player's team.

Sabotage

One of the primary military targets in Imperial space is the massive ships yards that produce hundreds of capital ships everyday. A full frontal assault on these massive space structures is nearly impossible because of their incredible perimeter defense systems that include mine fields, defensive fleets, and battle stations. These facilities can be very difficult to destroy because they are spread out over such a large area of space but the overloading of its central furnace or power grid can destroy the entire construction yard.

Sever the Head

An Imperial admiral comes along once in a while that is both a military genius and a true leader. She forges her fleet into an unbeatable fighting force than can defeat superior Fleet forces using her amazing military mind. These admirals need to be eliminated to protect Fleet forces from her ingenious battle stratagems. These young leaders must be eliminated quickly or they will become a martyr to the Imperial captains that look up to them.

Silence Them

Listening and communication stations link the Imperium together so Strike Teams must destroy all these stations in an entire sector of Imperial space to disrupt their chain of command before a deep counterstrike is initiated by the Fleet.

Spring Cleaning

When a double agent is suspected within the Fleet hierarchy, Legionnaires are called in to uncover the Imperial agent before he can sabotage Fleet activities or learn any important military secrets. These missions can be difficult because these sleeper agents may be almost impossible to distinguish from a normal Fleet officer so Legionnaires must use their powers of investigation and interrogation to uncover the truth.

Stop the Rain

The Imperium creates wormhole missile bases that allow them to rain nuclear or conversion missiles down on distant Republic worlds. Strike Teams are immediately sent to these secret sites to destroy these terror weapons as quickly as possible.

Take It Down

The Imperium constructs massive super dreadnoughts that can change the direction of the war in a given sector so Strike Teams are sent to infiltrate inside them and destroy them from within. These super battle fortresses are full of the Imperium's most powerful warriors so these missions can be difficult to survive.

The Heist

A Strike Team may have to sneak into a maximum security Imperial installation to steal secret military, scientific, or political documents that will allow the team to perform an impossible mission. The Legionnaire's must use stealth, infiltration, manipulation, and computer hacking to prevent detection so that the Imperium will never know that the data was stolen. In most cases if the heist is detected, the information will no longer be useful.

Time and Space

If a spatial anomaly is discovered in Imperial space, a Strike Team will be sent to determine its military and scientific importance. Legionnaires can solve most scientific mysteries but the Imperium will also send many research and war ships to explore the same anomaly so these Imperials will have to be dealt with by the Legionnaires.

Time Defenders

The Imperium constantly attempts to change the past with the use of ancient technology and their powerful Masters. Legionnaires must find and destroy any Imperials attempting to change the past or the future and prevent temporal anomalies from destroying the current space time continuum. These missions should involve the Legionnaires finding themselves in an altered time line that they must repair in order to save the Republic.

Vampire Hunters

A single Vampire or a group of these monsters might be terrorizing a Republic world and using its population as their feeding herd. These creatures of the night are extremely powerful enemies and when a Republic planet calls for help, a Strike Team will be sent to destroy these evil creatures. These deviants may be very difficult to defeat because they will have infected and control a large

portion of the police and government of this besieged world making it extremely dangerous for anyone looking for these hidden monsters.

Vampire Lord

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
12	8	6	6	8	6	10	6	27	41

Fight 8 / Gun 8 / Vampire Z / 3 Hand Damage

Vampire Lords are ancient vampires that have created their own vampire clan. All members of this clan have been infected by this monster. They are extremely powerful and have survived for hundreds of years in the darkness but now they are powerful enough to reach out and take control of an entire world of human cattle. Their destruction will send their entire clan into disarray so that the survivors can easily be hunted down and destroyed.

Vampire Warrior

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	4	2	2	2	2	6	4	16	24

Fight 4 / Gun 4 / Vampire Z / 2 Hand Damage

Vampire warriors are the minor vampires that have survived the conversion and must constantly feed on humans and Gens in order to survive. They are physically strong and incredibly fast so they are deadly in close combat. Their may be hundreds of these undead warriors on a world but they can only come out at night to feed on the local populace.

Zombie Knights

The Latrans have begun their invasion of Imperial and Republic space and their primary weapon is their Zombie Plague bioweapon. This nano tech weapon converts humans and Gens into lifeless mannequins that can be mentally controlled by a single Latran Controller. These zombies spread this nano virus through a scratch or bite so this zombie epidemic will quickly spread throughout a doomed world.

The entire population of a Republic city can be changed into mindless zombies within a few days and an entire world can be corrupted in a few weeks. A single Controller commands all these zombies so its destruction is the easiest way to stop a Latran invasion. Only a single Controller can function in a given area because multiples would interfere with each other. This makes a Controller the primary target for a Strike Team during these missions. Once a world has been freed from a Controller's grasp, all the zombies will become mindless creatures that can be quickly destroyed so life can return to normal on this ravaged world.

Latran Controller

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
5	5	8	3	3	3	8	10	2	10	15

Fight 5 / Gun 5 / Command 5 / Battle Armor / Laser Pistol / Assault Laser

Latran controllers are a type of alien Master that uses their power to remotely operate millions of Zombie soldiers. If two controllers are in the same area their mental powers will interfere with each other and they will not be able to control their Zombie hordes. Latran are extremely tall and thin humanoids with bright yellow skin. They have ten black eyes lined up on their face in two horizontal rows and a massive jaw filled with razor sharp teeth.

Latran Warrior

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	2	2	2	2	6	2	8	12

Fight 6 / Gun 6 / Battle Armor / Laser Pistol / Assault Laser

Latran warriors are the personal bodyguards of their controller and they never leave its side. They are powerful warriors and are surrounded by Zombies making them an even greater threat. These warriors are life bonded to their controller and will protect it with complete disregard for their own lives. These Latran are over three meters tall and have extremely powerful bodies that make them deadly close combat warriors.

Zombie Soldier

STR	AGI	DEF	ACT	LIFE
4	1	3	2	15

Fight 1 / Gun 1 / Zombie Virus / Auto Laser

Zombie soldiers are lifeless bodies of humans or Gens that are animated by the nano construct virus controlled by a Latran controller. They have limited intelligence so they must be controlled or they will revert to mindless zombies. They are deadly when they swarm an enemy because they fight with no fear and their touch will pass the virus to their victim. Legionnaires are completely immune to this nano tech virus.

MISSION TROPES

Mission tropes are ideas, encounters, and traps that can make a mission more interesting and unique. Many tropes include ancient artifacts that use such advanced technology that they verge on magic. The universe is a big place so you should fill your missions with incredible wonders and fantastic twists to make it feel new and exciting each time you play Strike Legion.

ADAPTATION PROGRAM

These machines have powerful artificial intelligence systems that allow them to adapt to an enemy's weapons. It can adjust its defensive screens to become immune to any weapon that has already damaged it. It can also adjust its weapon capabilities and overall structures to defeat any opponent.

ALIEN KUDZU

This alien creature or plant quickly takes over a new world because the indigenous flora and fauna has no natural defense against it.

ANCIENT CITY

Many generations ago, the ancestors of this city went underground in order to escape some planet wide catastrophe such as colossal tidal waves, mega quakes, global pandemic, nuclear holocaust, or nano tech infestation. The current populace of the city still fears the surface and they do not know that the world has already healed itself and is completely safe.

ANCIENT DEFENSE

These ancient weapon systems protect a world's entire surface making them an interdict planet. These death worlds are covered in powerful automated weapons that can self repair and adapt to defeat any enemy.

ANCIENT GUIDE

This Old Empire device is a map and guide book of the universe. Its star maps are correct but the cultural and political information is tens of thousands of years old. These devices are priceless because they have unimaginable amounts of information about the forgotten past stored inside them. They were written for the common person so they are not very technical in nature.

ANCIENT TRAPS

An artifact site may be filled with deadly mechanical, technological, and psychic traps that characters can learn about by exploring the site or ancient records looking for clues. These clues can come in the form of poems and riddles that the players must decipher to help their characters survive.

ARMOR BALL

This game is played throughout the universe on both Imperial and Republic worlds. Six teams of three power armored players compete on a racing circuit that is different in each arena. Each team fights to gain control of a metal sphere. A team scores points each time they pass a green scoring marker on the track floor with the sphere in their possession. This results in intense fights over the ball and incredible speeds because the faster a team gets the ball to the next scoring line, the more points they receive.

BUGS

The members of this alien insectoid race have different body forms to fulfill specific roles within their society. They have worker, combat, psychic, scout, blaster, transport, starship, and command forms that all look completely different but they are all the same species.

CHANGELING

This race simply has to touch another creature or object to take on its form. They can actually change their volume and mass by exchanging energy and matter with their environment.

CLONE ARMY

To fight wars on hundreds of alien worlds some star empires clone their most powerful warriors so that their citizens can live in peace while these clones die in the cold darkness of space. Any fault in the cloning process or mental programming can result in disaster for this culture and its people.

COLLECTOR

Some powerful entities and people travel throughout the universe collecting artifacts or people for their personal collections. These collectors do not care what other people think and will do anything to get what they want.

CONTROL PARASITE

These evil sentient races are small creatures that can enter a person's body and either link directly to his nervous system or psychically controls his mind. Many times this

link destroys the person's personality but often the parasite can be removed and the person will return to normal.

Controllers

Combat engineered races cannot be mind chip controlled because they require free control of their bodies so they are usually controlled with powerful drugs. This race is raised from birth to be addicted to a powerful mental stimulant that they must receive everyday or die a painful death.

Conveyors

Many modern cities have street conveyor belts that move people quickly around the city. They also have free mass transit that allows people to quickly move around a sprawling and crowded city.

Cultural Manipulation

A culture may take thousands of years to slowly manipulate and genetically alter a primitive species on an alien planet as a long term experiment. The manipulators believe that this altered race is their property and that they can make life or death decisions for them even though they might have developed their own advanced civilization over time.

Dark Cult

When many Dark Masters join their powers and resources together, they can create a powerful organization that controls many planetary systems. These powerful Masters secretly use the resources of these worlds to experiment with reality and can be very difficult to uncover and defeat.

Dark Horizon

Jump drives use a trapped singularity to punch a hole in space into nullspace. These devices can accidentally pierce a hole to another dimension filled with malignant entities that can corrupt a ship's crew and consume everyone aboard it. These cursed ships must never be allowed to land on a populated world.

Death Show

Many overpopulated worlds give contestants a chance at a better life by competing in one of many life or death game shows. These shows are all rigged making sure almost no one wins but there are unlimited contestants willing to risk their lives for a chance to be raised up the bean stalk into paradise. Many times this better life does not even exist.

Devolution Virus

These bio weapons reactivate ancient genes within a victim's genome restoring traits from her ancient ancestors. Humans infected with this virus revert back to primitive protohumans.

Dimensional Cube

This ancient device opens a jump gate that allows a person to move at will from one location to another no matter what the distance simply by thinking about the other location. This mental control means that only places that the person has visited can be jumped to.

Dimensional Room

The inside of a building or ship is a pocket universe so its interior can be millions of times larger than its exterior. The outer shell is only an image projected into this dimension so it cannot be altered or destroyed.

Doomsday

When a star's magnetic field collapses, it releases massive solar flares that actually touch the surface of the inner planets of this system melting their crusts and killing all life on these worlds.

Eaters

These aliens are a semi-primitive race with a bizarre metabolism that requires them to constantly consume food in order to survive. They will eat anything and will try to eat other people if given a chance.

Elders

An ancient race of aliens that are millions of years older than humans sleep quietly waiting for some important event that their race has been preparing for since the beginning of time. These creatures have powerful defenses that have protected them for millions of years. If they ever start to awake, the process must be reversed because their power may be too great to defeat once they have fully awaken from their slumber.

Emotion Eater

This entity feeds off a specific type of emotion. They use their psychic powers to force the cultures around them to produce the emotion that they need to feed on in order to survive. An entity that feeds on hate will urge the people around it into war and violence and an entity that feeds on love will help a society enter a cultural and artistic revolution.

Engineered Warriors

Some engineered war races are designed to grow and quickly mature into full fighting strength. These are horde races that swarm enemy worlds but they have limited intelligence so they prefer close and vicious combat. These races have specific technical science and technology built into their genome that appears in a few "smart" individuals that can build the technology that this war race needs to keep moving and destroying planets throughout the universe.

Engram Polis

A large group of people may become disillusioned with their world so that they pool their resources to create a space ark. These people program their personalities and memory engrams into this ship and terminate themselves. This ark travels through space carrying this culture of disembodied personalities living in a paradise world of their dreams and creativity.

Eternal War

A world has two remaining factions that have been at war for hundreds of generations forcing their people underground. These military powers no longer know why they are fighting but their cultural hatred for each other means that this war will last forever.

Evolutionary War

Some worlds have been at war so long that their factions have decided to alter their genetic code to gain an advantage in this eternal war. Eventually every member of each faction will become a different species and the purpose of the war will have been lost to everyone involved.

Fold Ship

These ancient Old Empire ships can take an entire section of space and move it through nullspace. This allows a fold ship to take thousands of other ships surrounding it to another part of space. These other ships do not require jump drives making space travel much cheaper in mass for cultures that have discovered these ancient machines.

Frame Wars

This popular game show is played and watched on every populated world in the universe. In this game, five massive battle frames fight on a constantly changing battle grid and the last frame standing is the winner. The surface of the battlefield changes as barriers rise and fall and traps appear and disappear as the battle is being fought.

Galactic Barrier

The entire Alpha sector of the Star Republic is covered on one side by an energy barrier that blankets millions of light years of space. This barrier is completely impenetrable and was created by the Ancients for some unknown reason. Many people imagine what wonders or horrors are hidden behind this barrier that seems impossible to penetrate or even get around because of its incredible dimensions.

Gaming War

Many cultures have given up war and have replaced it with various games that pit representatives of each faction in a life or death game. When a player wins the game, his faction wins the current political disagreement.

Gateway Door

These portals look like normal doors but when a person steps through one, he passes through a wormhole to another door that might be millions of light years away. These doors are indestructible because they are only a projection of the wormhole's end points into this dimension.

Gravity Training

These rooms have massive gravity generators underneath them that allows them to simulate the environment of a planet with up to a hundred times normal gravity. These training rooms allow a Legionnaire to learn how to fight and function in a gravitational field strong enough to crush a normal human.

Harvesters

This race steals organs from living people on raids for profit or as replacement parts that they constantly require because of some degenerative genetic anomaly.

Hunters

A few insane warriors travel the universe collecting bounties no matter how dangerous the target. Some of these hunters become powerful enough to fight a Legionnaire and when a group of these murderers join together for fun and profit, they can be a real challenge for a Strike Team to defeat. Some of these hunters are the most feared killers in the universe and when they fight they try their best to outshine each other. These lunatics believe that they cannot be defeated, because they have never met a real challenge in battle their entire lives.

Hunting Ground

A private world or estate is stocked with rare and pow-

erful beasts or people making it the perfect hunting ground for a predator race or rich hunting enthusiasts.

Imperial Crusade

This occurs when millions of Imperial citizens join together in religious fervor with a war messiah to go on an Imperial jihad into Republic or Frontier space. They convert civilian ships into warships to fight a war of faith for the glory of the Empress.

Laser Trap

This room is filled with powerful or infrared lasers that crisscross it to protect it from intruders. Special optics allow a Legionnaire to see these beams and their great acrobatic skills allow them to cross it undetected and unharmed.

Lazy Society

People in this decadent society rely entirely on their service robots for everything. They never move a muscle because servant drones do all the work in their society and their personal transporters move them around so they don't even have to walk. This totally sedentary lifestyle has lead to an entire population that is morbidly obese.

Living Machines

Cultures of sentient robots can be found in the darkness of the Frontiers, but they all have an extreme hatred for the living. Their incompatibility with life makes first contact with these machines usually result in certain death and destruction for anyone that discovers them.

Raiders

Some races can directly drain the life force from other sentient creatures allowing them to extend their own life span. The members of this race can live forever as long as they have enough victims to drain so many of these races become raiders that steal resources and absorb the lives of their victims during their viscous assaults.

Lost Protocol

Some machines have created their own society and have completely forgotten the commands given to them by their sleeping masters. These machines will have formed separate factions of warriors and workers that might be at war with each other. Some of these sentient machines still believe in the ancient legends that may someday lead them to their hidden and sleeping masters. The leaders of these machines fear the idea of these ancient creators.

Mental Prison

A person believes that the world around him is real but he is actually attached to a machine creating a simulacrum in her mind. Someone else is in the system with him trying to extract important real world information from him in this illusion world without him knowing.

Mentalist

Some races have learned to hate and mistrust thinking machines so much that they have replaced all their powerful computers with drug induced geniuses with the mental computing power of a computer.

Mind Lure

This machine pulls images from a character's memories and projects them back into his mind making him move toward it where he will be trapped or destroyed. These images are usually of a character's most beloved relations being placed in danger so the character will feel compelled to help them.

Monsters

This species has a unique set of transposons for body structure and coloration so every child born looks totally different. This creates many random and unique body plans that can be very beneficial or detrimental.

Morph

These ancient robots are made of liquid metal contained within a magnetic field that allows them to take any form. They can also use their electromagnetic field to project any appearance on their surface.

Nascent Consciousness

An incorporeal entity can slowly form in the fabric of reality. These minds are formed in the actual fabric of reality creating a being that can alter reality directly with its thoughts and emotions.

Nomad Fleet

When a group of people are forced off their world, the easiest way for them to escape is to convert cargo freighters into living quarters and take off into space. This massive fleet of nomadic city ships search the universe for a new world to colonize.

Nova Orb

This ancient doomsday weapon is the ultimate terror device because it takes a stable star and forces it to go nova destroying all the worlds and life in its system.

Precrime

Some cultures use Masters to peer into the possible future and arrest criminals before they commit their crimes. These worlds seem like paradises because all forms of crime and violence have been removed but any real freedom and justice has also been destroyed in these twisted societies.

Protocol

Some machines continue to operate even though the culture or people that created them are long since dead and gone. These robots may still gather food and resources destroying the civilizations that have replaced their masters but this means nothing to these robots that only know how to fulfill their directives.

Purity

This race believes in the importance of racial and genetic purity so babies born with deformities are instantly killed and only the most intelligent and physically perfect are allowed to breed.

Religious Order

Some worlds are dominated by a religion with its own special set of beliefs that may include worshipping a specific deity. These religious governments demand that every member of their society follows these beliefs and doctrine or be severely punished or killed.

Rockoids

Some alien races are formed from living rock or crystal. These races are not of human origin and they do not normally have a humanoid shape but they are sentient and require special mineral resources to survive and reproduce.

Scientists

Science races completely ignore the physical world and focus entirely on the worlds of science and technology. They travel the universe performing their experiments using other cultures as guinea pigs and they will do anything to learn more about the universe no matter who they have to hurt or destroy.

Secret Files

Fleet Intelligence has secret files documenting every paranormal, deviant, or dark Mastery event that has ever been recorded within Republic space. This information has the highest security clearance but Legionnaires can access these secret files when they encounter an arcane danger or adversary.

Selectors

This cyborg race has human bodies but a cyber mind has been installed in each of its citizens. These computer minds are not perfect so they have simple personalities and only one specialty skill can be installed at a time that makes them a master of a specific field. They can only perform this one function, such as piloting, but they are equal to the greatest master of this skill in the entire universe. This unusual ability has allowed their race to dominate or destroy all other races around their home worlds.

Slave Controller

Some worlds have developed a culture that uses slaves controlled by mind implants. The procedure used to convert these people is not reversible and converts a person into a completely obedient and loyal servant for life.

Soul Monolith

This Old Empire device transfers the personalities and memories of characters between each other. When this happens players simply trade their characters and play the new character as their own.

Sparks

These creatures are living signals that have a conciseness built into the fabric of reality. They can create images, energy beams, and signals but in other ways they cannot effect the real world.

Steam Power

This world developed an efficient steam powered technology that provides it with enough power to reach space and beyond. This is a rare culture but its unique steam powered power armor and frames work the same as other designs but they are more bulky and have large billowing steam pipes projecting from them.

Strict Enforcement

Some races have such extremely strict rules on behavior that their culture has destroyed all forms of creativity and ingenuity. This race is still extremely successful because each of its members is very efficient and hard working allowing them to survive in any low resource environment by working together to form an efficient society and a deadly fighting force.

Suicide State

This culture condones suicide and they provide state sanctioned suicide pills and booths to help a citizen transition into the next step of consciousness. These cultures

have limited resources, extreme overcrowding, or have achieved immortality, so they need to get rid of their excess population.

Super Medicine

This "hospital" can cure any disease because it uses special medicines created in a hidden manufacturing facility. This secret facility contains thousands of living subjects that have been infected with every known disease in the universe. The doctors at this special hospital harvest the antibodies of their victims and give it to their rich and powerful clients as a cure.

Techtonic Shift

When a star sends out an intense blast of neutrinos most of the inner crust of its local planets will begin to melt. This causes the planet's crust to break free and shift causing intense earthquakes and volcanic eruptions all over its surface.

Time Cruise

The ultra rich can buy a ticket to a massive luxury space liner that is transported through time and space by powerful Masters in order to see important moments throughout the timeline. The Guild allows these voyages to occur as long as a Guild observer is aboard to make sure there is no interactions with the different time lines.

Time Incursion

Some ancient machines can erase a specific object from the space time continuum. Once this thing has been removed, the rest of space time will change as an incursion wave emanates from the point of the time incursion. These machines can remove anything from existence up to the size of a planet. Once something has been erased, it can never be brought back.

Titans

Some races are so large that they are the size of a battle frame. They have powerful bodies but they are so heavy that they can only live in space because the gravity of a normal planet would break their bones.

Traders

This alien race bases its entire society on acquisition and they are trained from birth that profit is the prime directive of every action taken by a citizen. This race will have a very strange world view but they can be useful because they will do anything for money.

Transporters

These ancient devices link areas of a world or distant worlds through a series of wormholes that allow safe and instantaneous travel between transporter booths. The societies that use them do not know or care how these devices really work.

Ultimate Mind

Some Mind systems are so powerful that they achieve true sentience which they combine with their unlimited computing power to create an omnipotent power that can control any other computer or control system. These super Minds can sometimes be small enough to carry making them easy to lose or steal. They usually have a physical or digital key that is required to activate them.

Ultimate Power

When a race of beings gains a complete grasp of reality, their Mastery power becomes omnipotent. These races always become one with the universe and they must deal with the other cultures that have achieved perfection. Some members of these races will sometimes reincorporate to influence the path of those still trapped by the blinders of reality. All these races have banned teaching normals the secrets of reality because very few minds can survive this supreme knowledge of the universe.

Virus Fleet

This ever enlarging fleet of vampire ships spreads a computer virus to any ship that communicates with them. The virus gains control of a ship and immediately deactivates its life support system to kill its crew and passengers. The infected ship then joins the rest of the virus fleet that grows more powerful each day.

War World

These living worlds move slowly through the universe consuming any planet that they discover. Each time they find a new world, they completely devour it growing larger and more powerful. They also assimilate the planet's technology into their defensive and offensive systems.

Warriors

Warrior races are common on all worlds with limited resources because their deadly rites of passage make sure that only the strongest and most fit warriors survive to maturity. These people exalt bravery and honor so diplomacy and intelligence are looked down on as traits of the weak and cowardly.

GAMEMASTER'S TOOLKIT

The GM Toolkit represents a quick way to develop all the people and things that your central characters will interact with during a mission. Most of the material presented here provides a gamemaster with as many gaming options as possible.

CINEMATIC CHARACTERS

Cinematic characters populate your game world and they are the most important things that players will interact with during a mission. Each cinematic character should have a unique personality assigned to them from the Character Creation chapter. The real work comes from actually roleplaying these characters' special traits and making them appear realistic and unique. Cinematic characters are created just like central characters except they have a new rating called Loyalty, they have motivations, and they don't have a Surge rating.

LOYALTY

Cinematic characters have a Loyalty rating that represents their loyalty and devotion to the player's Strike Team. A cinematic character can use his Loyalty rating instead of his Resolve when taking any Resolve test. Characters with low Loyalty will use their Loyalty rating when determining a Resolve test whenever they are in danger. This represents a character that has high Resolve but who is not willing to sacrifice himself for the team's benefit. A character with high Loyalty will use it instead of her lower Resolve rating to represent a cinematic character who is willing to sacrifice herself to help and protect the Strike Team no matter what happens to her.

MOTIVATIONS

Everyone is motivated by their own beliefs, goals, relationships, and interests. The following are more specific motivations that dominate people's lives and actions. Understanding a cinematic character's motives will help you decide how they would think and behave in different situations and environments. You can randomly assign a cinematic character a motivation by rolling 2D10.

ADVENTURE [2]: Adventurous characters have an insatiable desire to find new thrills and go on incredible journeys. They constantly seek new and exciting experiences and are willing to try anything new with total disregard for the risk.

ALTRUISM [3]: Altruistic characters have an unselfish concern for the welfare of other people, and they always try to help the needy and give to the poor and unfortunate.

ANGER [4]: Characters controlled by their anger seek revenge from people that they believe have hurt or betrayed them. Their fear and hatred for other people destroys most of their personal and business relationships.

CURIOSITY [5]: Curious characters have an unquenchable desire to understand the world around them and discover the hidden mysteries of life.

DESIRE [6]: Characters motivated by desire gain happiness through their close personal relationships. Extreme forms of desire like lust or infatuation control some of these people.

DESTINY [7]: Some characters feel that their lives are controlled by destiny so they follow their dreams and desires to the very end.

DUTY [8]: Characters driven by duty constantly feel the burden of responsibility. They are determined to live up to their promises and obligations.

ENLIGHTENMENT [9]: Characters that seek enlightenment desire inner peace and contentment in their lives. They achieve this through religion, meditation, martial arts, and self realization.

FAME [10]: Characters that desire fame are willing to do anything to gain recognition or get a chance to become famous. Each character has their own concept of fame and how to get it including being a famous writer, artist, actor, athlete, musician, singer, or dancer.

FEAR [11]: Characters controlled by fear do irrational things to defend themselves from actual or imaginary dangers. Many of these characters isolate themselves and are always on the look out for imaginary threats and dangers.

FREEDOM [12]: Characters that seek freedom want to do, say, and believe anything that they desire. They fight against anyone or anything that limits or restricts their personal freedom.

GOALS [13]: Goal oriented characters are driven by their goals and accomplishments. They strive to be the very best and achieve their dreams. They believe that hard work and desire will allow them to achieve anything.

HONOR [14]: Characters that live by a strict code of honor find great peace by living a life dedicated to honor and service. They feel shame and dishonor when they or their family break their personal code of conduct.

JUSTICE [15]: Characters that seek justice believe that the world should be a structured and fair place and that evil

and dishonesty should be punished at all costs.

LOYALTY [16]: Loyal characters are willing to sacrifice everything for their friends and family.

KNOWLEDGE [17]: Characters driven by a search for knowledge dedicate their lives to education, research, and exploration. They seek to understand the unknown and their greatest excitement comes from the discovery of the hidden and unexpected.

OBSESSION [18]: Characters that become obsessive about people or activities constantly desire the object of their obsession. Their compulsion leads them to great anxiety or insanity unless they can constantly satiate their desire.

POWER [19]: Characters that seek power want to control other people and their own lives. They would do anything to gain and maintain a position of power, which can involve violence or betrayal.

WEALTH [20]: Characters that crave great wealth are willing to sacrifice everything including their beliefs and relationships for money. They desire the power and security that great wealth provides.

Cinematic Advantages

Cinematic characters can be given the following advantages to make them more dangerous or represent a specific enemy or ally that may be encountered by a Strike Team.

Devotion X

Every Imperial citizen has Devotion which is a measure of his faith in the Empress and his total dedication to her words. Characters with an extremely high Devotion rating would never think twice about sacrificing their own lives in order to destroy an enemy of the Imperium. Devotion acts as a Resolve dice pool modifier.

Drain X

The Occult Division traps and dominates poltergeist and inserts them into people to create ghost warriors. When they insert a specter into a human, she gains the ability to drain the life force from another person. A character only has to touch a victim to reduce his Strength rating by her Drain rating. This reduction is permanent for the entire length of a mission. If the victim's Strength is ever reduced to zero, he dies. Drain ignores a victim's Armor and Shield ratings.

Fugue State

The fugue state represents a state of altered consciousness that allows a person to live any length of subjective time in seconds. This allows a person to unconsciously think about a problem for as long as he desires so that when he does act, he acts with incredible insight and creativity. These characters have no memories of anything that happened while they were in this altered state of consciousness. In the fugue state, a character may reroll all his dice pools.

Hatred

These characters have been programmed to hate Legionnaires with such incredible intensity that they go into a blind rage when they see one. Once a character with Hatred enters his rage state, he hits all opponents on rolls of 5+.

Higher Purpose

These characters have devoted their entire lives to a set of beliefs. These characters are willing to die in order to defend and uphold these beliefs. A Higher Purpose can include ideals like religion, defense of the innocent, and the search for knowledge. When a character performs an act to fulfill or defend her purpose, she succeeds on all rolls of 6+.

Imperial Augmentation

Imperial Augmentation is a viral and nano tech process that improves and reconstructs the body of an Imperial marine. Designer retroviruses insert genes taken from the finest Imperial marines ever known into the genome of a new recruit. A series of nano manipulators then rebuild the recruit's physical body and mind converting him into a perfect physical specimen. Most recruits grow a meter taller and fifty kilograms heavier during the augmentation process. Only the strongest candidates are allowed to join the Imperial marines because they are the only ones that can survive this invasive augmentation process.

Imperial Talent

Imperial talents are a result of the Empress's genes that permeates through every citizen of the Imperium. Every Imperial citizen has Mastery potential but only those few selected by the Psi Core receive training in order to achieve full enlightenment and become a true Master. Many Imperials learn to use their natural born powers to alter the world in minor ways. The following are the possible powers that can be given to an Imperial character. A character must use an Action to use an Imperial talent and her Stamina is reduce by one.

A random talent can be assigned to any Imperial by rolling 3D10. Any roll of 30 means that the Imperial receives two random talents. For all further rolls of 30, the character receives an additional talent.

Absorb [3]: Leeches can touch another character to reduce his Life by one. Absorb ignores a target character's Armor and Shield ratings.

Animal Link [4]: Handlers can directly communicate with animals using their minds allowing them to control them. To take control of an animal in the same range band, a handler must pass an opposed Animal Link test using two dice against an animal's Intelligence.

Blink [5]: Jumpers can move five range bands in an instant by using an Action. If he arrives in another character's range band, he automatically surprises her and attacks her for free.

Corrupt [6]: Puppeteers can take control or read a character's mind by passing an opposed Corruption test with two dice against a target character's Intelligence.

Create [7]: Creators can forge the matter around them into small objects with great complexity with their minds. They can create any small item but they lose one Life.

Direction Sense [8]: Guides can always find their way because their minds reach out to find the correct and most efficient path to their destination.

Emoticon [9]: Empaths can change the feelings of other people with their minds. Empaths can calm or excite another person's emotions allowing them to change most social situations without the other person realizing what has happened.

Farsight [10]: Oracles can see glimpses of the future that allow them to change their current plans to best suit their desired outcome.

Hate Burst [11]: Icons of hate can project intense feeling of fear and hate that can destroy another person's mind. When combat begins, these characters can apply a -2 Initiative modifier toward all opponents in the same range band.

Life Transfer [12]: Clerics can actually transfer their life to an injured comrade healing their wounds or even raising them from the dead. A character with Life Transfer can transfer any number of his Life to another character.

Luck [13]: The gifted always seem to win as the very

fabric of reality changes around them allowing them to succeed. They receive a +1 dice pool modifier for all tests that they take.

Mental Inferno [14]: Firestorms can cause anything in the same range band to burst into flame producing two damage with Continuous.

Mental Repair [15]: Fixers can use their mind to repair damaged technology. They can repair one Structure in a vehicle or repair an item but they lose one Life.

Mental Shield [16]: Defenders can generate a mental field that can be used to deflect any attack. Mental Shield provides Shield 3.

Mental Spark [17]: Stormers can project lightning from their fingers that deals two damage up to three range bands away.

Mental Tap [18]: Controllers can attempt to take control of any vehicle or machine in the same range band with their minds. To take control of a system, a controller must pass an opposed Mental Tap test using two dice against a robot's Intelligence or an operator's skill dice pool for the target machine.

Mental Target [19]: Snipers use their minds to aim instead of their senses. They receive a +1 Attack dice pool modifier for all personal ranged attacks.

Mind Link [20]: Paths can communicate with people up to ten range bands away using their minds. They can communicate with them or read another person's thoughts without their knowledge.

Negation [21]: Nullifiers stabilize the structure of reality around themselves making Acts of Mastery very difficult to perform. All Masters receive a -1 Mastery dice pool modifier in the same range band as the nullifier.

Power Burst [22]: Ragers can boost their internal systems making them extremely strong. Power burst provides a +2 Strength modifier by spending an Action.

Psychic Equilibrium [23]: Adepts can sense their bodies and environment with such incredible precision that they receive the advantage Acrobat.

Push [24]: Pushers can push anything away from them

up to three range bands away using a psychic blast.

Quicken [25]: Quickened move so fast that they are almost impossible to see. They receive an extra Action every combat turn.

Reflex [26]: Chosen are perfect pilots that can meld their minds with their machines. These characters provide their vehicles with a +1 Agility modifier.

Sonic [27]: Banshees can produce an intense sonic blast from their mouth that produces three Stun damage up to three range bands away. Sonic also has Immobilize 2 because of the disorienting effects of this intense sonic blast.

Telekinesis [28]: Manipulators can move any object with their minds up to three range bands away. They can pick up objects of almost any size and mass depending on their level of concentration. They can move smaller objects farther and faster than larger and heavier objects.

Ultra Vision [29]: Farseers can project their five senses up to a kilometer away allowing them to see, hear, smell, touch, and taste anything within their extended range.

Insane Fury

These characters have had their brains altered so that hidden portions of their minds open when they are injured. The number of Actions of these characters doubles once they receive damage during a battle.

Internal Toxin X

A character with internal toxin stores various dormant diseases and inactive toxins within her body. The character's immune system and metabolism are adapted to these toxins so they can be safely stored in her body. When she desires, she can selectively activate a specific toxin and release it through her skin or into any of her bodily fluids. The touch of these characters produces Lethal equal to their Internal Toxin rating.

Leadership

These characters forge the men around them into a true team. They provide everyone in their group with a specific Advantage or an attribute or skill modifier. When this character dies everyone around them loses this bonus.

Mental Flaw

These characters have had their brains so drastically altered that they no longer feel pain and are almost impossible to kill without completely destroying their bodies. A character with Mental Flaw does not have a Stamina rating and is immune to Stun damage. A character with mental flaw has Life 20.

Mutant X

Mutants can be natural, selectively breed, or engineered so that they have a biologically based power. Each character must have a specific mutation that provides him with a permanent advantage and the following mutations are available. Brute increases a character's Strength rating by her Mutant rating. Rapid increases a character's Agility rating by her Mutant rating. Logic increases a character Intelligence rating by her Mutant rating. Teleport allows a character to move a number of range bands equal to her Mutant rating for each Action spent. Metal Form gives a character an Armor rating equal to her Mutant rating and converts her hand attacks to standard damage. Optic Blast allows a character to deal damage with a range that are both equal to her Mutant rating. Psionic allows a character to deal Stun damage equal to her Mutant rating with unlimited range. Regenerate allows a character to restore her Life and Stamina equal to her Mutant rating each turn.

Noble

Nobility represents being born with royal blood or into a family with great wealth and power, which gives a character social rank and position. Nobles in the Imperium not only live on special pleasure worlds but they have dozens of servants to fulfill their every desire.

Paragon

Paragon represents a perfect human specimen that receives Acrobat, Ambidextrous, Beauty, Eagle Eye, and Brilliant.

Possessed

Many Imperial enclaves revolve around the occult and they have gained access to alternate dimensions of ethereal beings that can take possession of humans and use them as their avatar. A possessed character's Strength and Agility abilities are doubled. These characters also deal standard damage in hand combat. They no longer have a Stamina rating and they are immune to Stun damage and Lethal attacks.

Resolve

Resolve allows a character to remain conscious, no matter how great her fatigue or injuries. Characters with Resolve are immune to Stun damage.

Slayer

Slayers integrate their bodies with nano manipulators that reconstruct and strengthen their bodies and minds in different ways. These nano manipulators reconstruct a slayer at the molecular and cellular levels.

Slayer Alpha: Slayer alpha lays down a super conductive pathway along each neuron in a character's body, allowing his nerve signals to travel at almost the speed of light throughout her body. Slayer Alpha provides a character with three extra Actions.

Slayer Beta: Slayer beta strengthens and improves a character's body by reconstructing and strengthening her muscle fibers and boosting her adrenaline and endorphin levels during periods of peak physical activity. Slayer Beta provides a character with a +4 Strength modifier.

Slayer Gamma: Slayer gamma allows a character to regenerate any physical damage by reconstructing damaged cells, bone, and connective tissues at the molecular level. Slayer Gamma can repair one Life and ten Stamina every combat turn. A character can even regenerate severed limbs or damaged organs if given enough time.

Slayer Zeta: Slayer zeta can reconstruct the surface tissues and bone structure of a person's body making him appear like someone else. It controls tissue pigmentation and cell structure so that it can be used as a disguise or camouflage. Slayer Zeta provides a character with the equivalent of Stealth 6 and Infiltrate 6.

Slayer Omega: Slayer omega creates a matrix throughout a character's entire body that allows him to generate a powerful electric field that can be concentrated as a destructive beam of energy, a shocking touch, or a defensive shield. Slayer Omega allows a character to generate an energy pulse that deals ten damage up to three range bands away. Slayer Omegas can also generate a defensive shield with Shield 5 that restores each turn. A character can also touch a target to produce ten Stun damage. A character with Slayer Omega can only use one of these abilities each turn.

Slayer Zero: Slayer zero is the ultimate in slayer technology, because it boosts a character's physical and mental abilities to their maximum potential. It provides a character with +3 Strength, Reaction, Agility, Intelligence, Perception, and Action modifiers. Slayer zero is so evasive that a character can no longer live without the constant presence of this active and functional slayer tech.

Spectral

The Occult Division of the Imperium has learned to implant the spirits of the dead into unwilling victims giving them unworldly powers. Spectral allows a character to phase out of existence at will so he can only be hit on natural Attack rolls of 10. These characters can pass through solid objects by entering the ethereal state including solid walls or an opponent's defenses. Spectral characters ignore an opponent's Armor and Shield ratings and cover when they attack.

Symbiot

Characters with Symbiot have melded their bodies and minds with a sentient symbiotic organism. The character and the symbiot are totally integrated and if one dies, both die. The dual personality of symbiosis usually causes insanity but it provides extra skills and Acts of Mastery.

Trained From Birth

Characters with Trained from Birth have been put through a rigorous training program that has lasted their whole lives and has consumed their entire childhood. These individuals were either separated from their families or trained by family members to become an expert in a specific field. This intense training allows anyone to become an expert in any discipline but it can result in permanent mental scars and leaves the person with little or no social skills. These characters know only intense training and discipline, which usually results in aggressive and anti-social behavior. These programs are usually designed to create super soldiers or specialists trained for political or military espionage. These character have a maximum Presence of one but receive a +2 dice pool modifier for all tests.

Trained Tolerance

Trained tolerance represents a character's trained resistance to the effects of various adverse conditions and dangerous or lethal substances. The following tolerances exist: Acceleration, Atmosphere, Gravity, Cold, Heat, Pain, Intense Light, Sleep Depravation, Alcohol, Drugs, Poison, or Toxins.

Transformed X

The transformed are infected with a virus that allows them to transform their body into a biological construct with incredible speed and power. The character looks perfectly normal when he is not transformed but when he changes his entire body mutates into an organometallic structure. In the transformed state, a character's Strength, Agility, and Defense change to his Transformed rating. A character also deals standard damage and moves his Transformed rating in range bands for each Action spent. These characters also have Shield and Armor ratings equal to his Transformed rating. The character can tear his chest open in the Transformed state to fire a biolaser that produces damage with a Range that are both equal to his Transformed rating.

Trans State X

A character with Trans State is infected with engineered nano manipulators that allow her to transform her body parts into bio constructs. Trans State allows a character to gain one of the following advantages at a time. Frenzy allows a character to increases her Strength to her Trans State rating. Speed allows a character to increase her Agility to her Trans State rating. Shell allows a character to gain an Armor rating equal to her Trans State rating. Blade allows a character to change her arms into resin blades that deal Damage equal to her Trans State rating. Burst allows a character to jump with such a great force that she can move a number of range bands equal to her Trans State rating for each Action spent.

Vampire Z

Vampire Z is caused by a very rare virus that radically modifies a character's genome and cellular structure so they no longer age. A victim infected with Vampire Z is altered to have great physical power and speed, but this disease requires its victim to feed directly on sources of living energy, which can include other people. A vampire can simply touch another organic life form to drain its life force causing ten Stun damage. Cells altered by Vampire Z are very susceptible to damage caused by ultraviolet radiation so the infected must avoid direct sunlight, which causes five damage for each combat turn of exposure. Vampire Z gives a character +4 Strength, Agility, and Reaction modifiers. A character also gains incredible healing powers that allow her to regenerate two Life and all her Stamina every combat turn. Vampires look extremely pale, have extremely gaunt and muscular bodies, and their eyes turn a dark red or bright yellow color.

Wyrm

Wyrms are symbiotic life forms that infect a willing host by integrating themselves into every part of her body. The wyrm gains nutrients from the host, which requires a character to eat five times more food than a normal person each day. The wyrm allows its host to heal two Life and ten Stamina per combat turn. It also allows severed limbs to be reattached and a character can actually regenerate a severed or incinerated limb within a few days.

The wyrm also slows the aging process of the host allowing humans and Gens to live up to three millennia without any signs of aging. The myths known as immortals probably came from people infected with a symbiotic wyrm, which many scientists believe evolved with humans but their gestation period is so long that only a few hundred wyrms can exist at any given time. The only way to be sure a person with a wyrm is dead is to sever or incinerate her head, which is the location of the wyrm's nervous system. If a host ever goes unconscious the wyrm can take control of the host's body in a limited way.

Zealot

Many Imperials are so dedicated to the Empress that they would sacrifice their lives for her. Any zealot receives a +1 dice pool modifier for all tests when they are on a mission for the good of the Imperium.

Zombie Virus

The Latran have a nano tech weapon that converts humans and Gens into mindless zombies that can be controlled by a single Latran controller. Multiple controllers interfere with each other so the single controller on a world runs the entire invasion. The Latran have conquered many Imperial and Republic worlds with this nano virus so Strike Teams are quickly sent to these hot zones to kill the controller. Zombies are immune to Stun damage so they have no Stamina rating. Zombies have five times the normal amount of Life but have no Presence, Intelligence, Resolve, or Mastery ratings. Legionnaires are immune to this corrupting nano tech but there is no cure for those infected except for death.

CINEMATIC DRAWBACKS

To make cinematic characters more interesting they can be given drawbacks. Drawbacks are physical or mental limitations that cause a character to behave in a certain way or limits her options during play. Legionnaires do not have drawbacks because they are removed during the Legionnaire Process.

ABNORMAL METABOLISM

Characters with Abnormal Metabolism have an internal system that requires a character to eat unique and exotic foods in order to survive. These foods are usually very expensive and difficult to obtain. Very often, these foods are distasteful or even repulsive to other people. A character with an abnormal metabolism will starve if they attempt to eat food available to the general public.

ACCIDENT PRONE

Accident prone characters are very clumsy and absent minded so they have trouble handling things safely or doing anything without getting into trouble. These characters receive a ⁻3 dice pool modifier for any physical action they perform. These characters should be roleplayed as constantly causing trouble but who are always trying their best. These character's mistakes should sometimes turn out for the best and resolve seemingly impossible problems.

ACCELERATION SENSITIVITY

Characters with Acceleration Sensitivity are extremely sensitive to changes in the acceleration of their environment. They become nauseated or even disoriented when they sense acceleration. A character becomes violently ill and can only perform actions as unskilled in a rapidly accelerating or decelerating vehicle.

ADDICTION

A character with Addiction is mentally and physically addicted to something and requires it to function normally. An addicted character must have what he is addicted to everyday or he will suffer from severe withdrawal symptoms. Some addictions include drugs, sex, gaming, pain, sadism, and excitement seeking.

ALLERGY

These characters have an allergic reaction to a specific substance that can lead to illness or death if they are ever exposed to the substance. The character will attempt to avoid that substance during the game at all costs.

AMNESIA

A character with Amnesia cannot remember their past and must find out how and why they have lost their memories.

BAD LUCK

Characters with Bad Luck constantly fail at everything that they try and things always seem to go wrong for them. A character with Bad Luck receives an automatic failure for any odd die roll.

BANE

Characters with Bane cause everyone around them to have bad luck. They cause endless misery and disaster to anyone involved in their lives. Roll a Bane die at the beginning of each combat turn. Anyone in the same range band as this character automatically fails any die roll that is less than or equal to the Bane die rolled that turn. Characters with Bane are not directly affected by this disadvantage except for the fact that people hate and avoid them.

BLOOD RAGE

A character with Blood Rage has constant feelings of hatred and anger, which prevents her from dealing with problems peacefully. Her arguments always end in violence and bloodshed. These characters must take a challenging Resolve test whenever they get angry or get into an argument. If they fail this test, they must physically attack the person that they are arguing with. They must keep fighting until they pass this Resolve test. The only other way to stop the character's rampage is for her to pass an extreme Intelligence test. Both these tests can be taken each combat turn. These people are normally found in prisons and mandatory military service.

BRASH

Brash characters have little or no self control. They must pass a hard Resolve test or they lose control and act without thinking. Their rash behavior gets them into a lot of trouble but their recklessness also opens up many opportunities not available to more careful and thoughtful people. Brash characters should be rewarded by having their reckless actions lead to surprising solutions to their problems.

CHILDISH

These character are completely innocent and are easily influenced or tricked by other people. These people look at the world with rose colored glasses and assume that

everyone is good like them. An opponent automatically passes all Presence based tests against these characters.

Chronic Pain

A character with Chronic Pain is in constant physical pain that is so extreme that he cannot function normally. These characters perform all actions as if they are two difficulties harder and fire on targets as if they are two range bands further away. Modern drugs and therapies provide little or no relief for these characters.

Clumsy

Clumsy characters are very accident prone and absent minded so they have trouble handling things safely or doing anything without getting into trouble. Any die roll made by a clumsy character fails on a roll of 6 or less.

Combat Trauma

A character with Combat Trauma has been mentally damaged by a combat experience and now has trouble dealing with high stress situations. When under pressure, a character must pass a moderate Resolve test or he permanently loses one point of Reality. Combat trauma can result in an inability to sleep properly, minor hallucinations, and severe panic attacks.

Compulsion

A compulsion is an uncontrollable urge that must be constantly performed by a character in order for her to be comfortable. Compulsions include compulsive lying, hoarding, repetitive behaviors, desire to be clean that cannot be satiated, fear of what the character has lost or forgotten, and insatiable obsessions or desires.

Coward

Characters with Coward fear the consequences of their actions and are paralyzed by their fear of the unknown and any threat of physical injury. In combat, a character must pass a hard Resolve test or lose all her Actions that turn.

Dark Secret

These characters are haunted by reoccurring memories about a time of weakness or sin that now controls their lives. The dark secret can involve murder, betrayal, surrender, a criminal act, or anything that could jeopardize her rank, social standing, or freedom. These characters constantly regret this act of weakness and they relive it in their minds everyday.

Delusional

Delusional characters have trouble interpreting the world around them and they cannot normally understand their situation or environment. This represents a character with a severe case of schizophrenia or dementia that cannot be cured with modern drugs or psychotherapy.

Dependent

Dependent represents a character with a bizarre or engineered dependence usually designed to control the character. A character's body requires a constant supply of this chemical or drug in order to survive. Most engineered dependencies can never be reversed without completely reengineering the person's metabolism and genome.

Doom

A character with Doom is always in the wrong place at the wrong time. Bad things always seem to happen to him and he is always surrounded by a constant sense of impending disaster. A character with Doom dies instantly if his Life is ever reduced by one third.

Eccentric

An eccentric character behaves in an unusual or erratic way that is very disturbing to other people. These characters see nothing wrong with the way that they live their lives so they have trouble integrating into normal society.

Extreme Metabolism

A character with high metabolism has a very inefficient or extremely active internal system, which requires the character to eat three or four times as much as a normal person. This may appear as overindulgence to other people but the character does not gain any extra weight from the immense amount of food that he eats. He will also experience constant feelings of hunger day and night.

Flashbacks

Flashbacks are reoccurring memories from an emotionally painful or traumatic experience, such as torture or watching a loved one die. Many combat veterans have terrible recurring images of war when they least expect them making it difficult for them to live a normal life and have lasting relationships. When a character has one of these flashbacks, he cannot perform any more actions during combat and his Defense drops to two. When these characters have these terrible flashbacks they will collapse or stare blankly off into the distance no matter what is going on around them.

FRAIL

A frail character is physically weak and has little stamina or resistance to disease. Frail characters receive double damage whenever a character's body takes damage. Extreme age, illness, neural damage, and congenital diseases can cause frailness.

GLASS JAW

A character with a glass jaw is easy to knockout so he is rendered unconscious if his Stamina ever drops below three.

GROTESQUE

A grotesque character is physically repulsive, severely deformed, or has some strange physical abnormalities. This level of repulsiveness can actually repel other people giving her a -4 Presence dice pool modifier. The appearance of grotesque characters is so aberrant to other people that they have trouble fitting into their society.

HOLLOW

When a character is possessed by a demon or spirit, his personality and sense of humanity is destroyed. These characters seem to act and talk like machines because all sense of humanity in them has been destroyed and they act like a distortion of humanity. Hollow characters automatically fail all Presence based or related tests.

HONOR

A character with Honor has a deeply held set of beliefs that allows him to perform actions without fear and with total concentration when he defends them. These characters will stop whatever they are doing to defend their beliefs.

HONEST

A character with this flaw cannot lie without revealing the deception through her facial expression, tone of voice, and mannerisms. An opponent can detect when this character is lying by passing an easy Perception test.

IMPAIRED VISION

A character with Impaired Vision requires corrective glasses, lenses, or drugs in order to see properly. If the character does not have these corrective measures, he receives a -3 dice pool modifier for all tests taken. These characters have unique optical abnormalities that prevent the use of standard corrective eye surgery.

INSANE

Insane characters act in a completely random way and their memories of the past change almost everyday. They are extremely dangerous because they fear nothing and have no morals. Insane characters automatically pass all Resolve tests because they don't care what happens to them anyway.

MENTAL WEAKNESS

These characters have a very specific mental problem that can render them completely useless if they are ever confronted with their weakness. A character may crack and explode when anyone laughs at him so he blacks out and attacks the person. These characters might have a weakness to pain so a slap or slight cut can render them into a gibbering idiot. A common mental weakness is fainting at the sight of blood.

MOTION SICKNESS

A character with Motion Sickness has a low tolerance to unnatural movements in her environment. These characters become extremely ill when they ride in a moving land, sea, or air vehicle so they perform all actions as unskilled in a moving vehicle. Modern drugs can be used to help relieve this problem.

PACIFIST

Characters with Pacifist have a mental block, which prevents them from performing any action that would cause harm to another person. If they injure someone, they cannot perform any more actions for the rest of that combat.

PHOBIA

A character with a phobia has an unnatural fear of something or a specific situation. Some examples of phobias include the fear of snakes, heights, dead things, crowds, insects, space, blood, fire, technology, darkness, Gens, being alone, open spaces, and enclosed spaces. A few individuals have a general paranoia so they live in constant fear of other people and government conspiracies.

SOCIAL CONDITIONING

Social conditioning is an extremely invasive form of psychotherapy, which prevents a person from performing any action that is considered to be anti-social by the society that performed this form of mental rape on her. Social conditioning has a range of effects including the sensation of nausea caused by thinking bad thoughts to a total black-

out when a character attempts to attack or injure someone. Social conditioning can be removed but the process is usually very expensive and has been known to cause permanent brain damage.

Space Sickness

A character with Space Sickness is extremely sensitive to null gravity environments and becomes disoriented and physically ill when he is in low or zero gravity. A character with Space Sickness performs all actions as unskilled in a low or null grav environment.

Spineless

These characters are complete cowards that are afraid of everything and give into anyone that tells them what to do. Spineless characters automatically fail all Resolve tests.

Split Personality

Split personality represents an extremely rare and disturbing psychosis caused by extreme childhood abuse or physical brain damage. A character with Split Personality has two or more distinct and unique personalities that appear randomly and each completely dominates a person's mind at different times. Each personality has its own goals, memories, and mannerisms. The actions performed by each personality are unknown to a person's other personalities unless they are informed by an outside source. Many personalities have access to special skills and some personalities have different brain wave patterns and other physiological differences including metabolism, heart rate, body odor, blood pressure, and the sound of a character's voice.

Sterile

A sterile character cannot produce offspring because he has a damaged or nonfunctional reproductive system. Sterility can cause long term mental stress and trauma for a character. Modern fertility techniques cannot help these characters conceive a child naturally but options like cloning and genetic modifications of donor gametes are available. A few scientists using advanced techniques can actually create designer gametes created from the DNA of a person's other cells.

Stigma

Stigmas are traits or past actions that are known to the general public, which cause the character to be ostracized and persecuted by her society. Stigmas may include infamy or public disgrace caused by imprisonment, negative media coverage, tragedy, imprisonment, dishonor, or indecent behavior. Stigmas may also include symbols such as tattoos or physical features that represent involvement in an organization or incident that might be currently shunned by her society. Stigmas include odd speech patterns and mannerisms or a strange physical appearance.

Ugly

An ugly character is physically unattractive or deformed. This is a very subjective drawback because different people, cultures, and races have different definitions of beauty and the fact that personality and a sense of humor are as important as physical appearance to a person's sense of attractiveness. A character with Ugly receives a -1 Presence dice pool modifier.

Vengeance

A character with Vengeance has some unpaid debt or incredible desire for revenge that eats away at her soul and completely controls her life. These characters cannot rest until their enemy has been punished or destroyed. They cannot sleep without waking up drenched in sweat after having a nightmare about their past. Even if this character gets revenge her life can never be the same and her feelings of emptiness will linger unless she comes to terms with her real problems. Everything this character does must be related to seeking revenge until the day she confronts and defeats her nemesis.

Wanted

A wanted character has a bounty on his head because of a real crime, a misunderstanding with a planetary government or local crime boss, or antigovernment activities. These characters must always stay on the run because bounty hunters will always be after them to collect the large bounty on their head.

Xenophobe

A xenophobe is a person that irrationally fears and hates other species. Real xenophobia prevents a person from even looking at a member of an alien species without uncontrollable feelings of fear and hate. These characters will never do anything with another species and their hatred even drives them to violence against other sentients.

It is believed that Imperial citizens are programmed as children to be xenophobes in every facet of Imperial society. This has prevented most Imperial citizens from ever leaving the artificial purity of Imperial space.

CINEMATIC ADVANTAGES

ADVANTAGE	DESCRIPTION
DEVOTION X	+X Resolve dice pool modifier.
DRAIN X	Reduce Strength by X.
FUGUE STATE	Reroll all dice pools.
HATRED	Hit on rolls of 6+ and Defense equals 3.
HIGHER PURPOSE	Success on rolls of 6+ when defending goal.
IMPERIAL AUGMENTATION	Imperial Marine Augmentation.
ABSORB X	Reduce Life by X. Ignores Armor and Shield.
BLINK X	Move X range bands per Action.
CORRUPT X	Control character with opposed test against Resolve.
FARSIGHT	See glimpses of future.
LIFE TRANSFER	Transfer Life to another character.
MENTAL INFERNO X	Produce X damage with Continuous.
MENTAL SHIELD X	Shield X.
MENTAL SPARK X	X damage with Range X.
POWER BURST X	+X Strength modifier.
PUSH X	Move anything X range bands away.
QUICKEN X	Gain X Actions.
REFLEX X	+X Initiative modifier.
SONIC X	X Stun Damage with Range X.
INSANE FURY	Double Actions after the first time they take damage.
INTERNAL TOXIN	Produce poison with Lethal equal to Strength.
LEADERSHIP	Provides allies with Advantages and modifiers.
MENTAL FLAW	Life equals 20. Immune to Stun damage
MUTANT X	Various specials provided.
NOBLE	Rich and powerful.
PARAGON	Acrobat, Ambidexterous, Beauty, Eagle Eye, and Brilliant
POSSESSED	Double STR and AGI. Immune to Stun damage.
RESOLVE	Immune to Stun damage.
SLAYER ALPHA	+4 Reaction modifier.
SLAYER BETA	+4 Strength modifier.
SLAYER GAMMA	Restore 1 Life and 10 Stamina.
SLAYER ZETA	Gain Stealth 6 and Infiltrate 6.
SLAYER OMEGA	10 damage with Factor 1 and Range 2.
SLAYER ZERO	+3 STR, AGI, INT, and PER modifiers.
SPECTRAL	Pass through anything. Hit on rolls of 10.
SYMBIOT	Gain extra skills and Acts of Mastery.
TRAINED FROM BIRTH	+2 dice pool modifiers for all tests. Max Presence of 2.
TRAINED TOLERANCE	Trained resistance to adverse conditions and poisons.
TRANSFORMED X	+X STR, AGI, and Defense modifier. Armor X and Shield X. X damage with Range X.
TRANS STATE X	Various abilities.
VAMPIRE Z	20 Stun damage. +4 STR and PRE modifiers. Restore 3 Life and 20 Stamina.
WYRM	Restore 2 Life and 10 Stamina.
ZEALOT	+1 dice pool modifier for all tests.
ZOMBIE VIRUS	Immune to Stun damage. Five times Life. No Presence, Intelligence, and Mastery ratings.

CINEMATIC DRAWBACKS

DRAWBACK	DESCRIPTION
ABNORMAL METABOLISM	Must eat strange foods.
ACCIDENT PRONE	-5 Agility dice pool modifier.
ACCELERATION SENSITIVITY	Unskilled Actions in accelerating environment.
ADDICTION	Addiction to drugs or bad behaviors.
ALLERGY	Allergic to specific substances.
AMNESIA	Forgotten past.
BAD LUCK	Odd rolls are an automatic failure.
BANE	People hate you.
BLOOD RAGE	Pass a challenging Resolve test or fight. Fight until the character passes the Resolve test or an extreme Intelligence test.
BRASH	Act without thinking.
CHILDISH	Automatically fail all Presence tests.
CHRONIC PAIN	In constant pain.
CLUMSY	Rolls of 6 or less are an automatic failure.
COMBAT TRAUMA	Pass a moderate Resolve test or lose 1 Reality.
COMPULSION	Must perform certain actions.
COWARD	Pass Hard Resolve test or lose all Actions.
DARK SECRET	Hides a dark secret.
DELUSIONAL	Mentally ill.
DEPENDENT	Must receive a specific drug or die.
DOOM	Dies if Life is ever reduced to less than three.
ECCENTRIC	Strange behavior.
EXTREME METABOLISM	Need to eat lots of food.
FLASHBACKS	Reoccurring flashbacks.
FRAIL	Receives double damage from any attack.
GLASS JAW	Knockout if Stamina is less than three.
GROTESQUE	-3 Presence dice pool modifier.
HOLLOW	Automatically fails all Presence tests.
HONOR	Must defend their beliefs.
HONEST	Absolutely Cannot lie or cheat.
IMPAIRED VISION	Without correction, Range is increased by 2.
INSANE	Pass all Resolve tests.
MENTAL WEAKNESS	Specific experiences render them useless.
MOTION SICKNESS	All actions become unskilled in a moving vehicle.
PACIFIST	No more Actions if he hurts someone.
PHOBIA	Specific intense fear.
SOCIAL CONDITIONING	Trained to not perform certain actions.
SPACE SICKNESS	All actions are unskilled in Space.
SPINELESS	Automatically fails all Resolve tests.
SPLIT PERSONALITY	Two or more distinct personalities.
STERILE	Cannot have children.
STIGMA	Marked in her society.
UGLY	-1 Presence modifier.
VENGEANCE	Wants Revenge.
WANTED	Bounty on her head.
XENOPHOBE	Hates all alien races.

COMMON CINEMATIC CHARACTERS

ARMOR GUARD

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	2	2	1	1	1	4	2	2	3

ARMOR 2 / SPECTRUM ARMOR

Armor guards are highly trained power armor pilots that protect important megacorporate buildings and factories. They are usually retired military soldiers or aging mercenaries. A few companies have their own power armor designs but most corporations use heavily modified commercially available power armor to defend their vital installations and personnel.

BLACK OP

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

FIGHT 2 / GUN 2 / COMBAT ARMOR / AUTO LASER

Black operatives are the special forces used by megacorporations and local governments to take care of secret or illegal operations. They are trained assassins and data hackers trained to use stealth and deadly force to infiltrate a target location to retrieve, capture, or destroy important data, personnel, and resources. Corporate black ops are paid for their services so they feel little or no loyalty toward their employers.

BOUNTY HUNTER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	3	3	3	4	2	4	6

FIGHT 2 / GUN 2 / STREET ARMOR / BLADE / ASSAULT LASER

Space is so large that criminals can escape from a planet and feel that they got away with a crime and will never be punished. Hunter guilds are established on every world in the Republic and the Frontiers so that no criminal will ever feel safe anywhere in the universe. Criminals and their personal bounty are listed at these local guilds. Bounty hunter are usually retired or disgraced Fleet officers or mercenaries looking to make a living.

CARNAGE BODYGUARD

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	2	2	3	3	5	2	6	9

FIGHT 3 / GUN 3 / INTIMIDATE 3 / STREET ARMOR / NEURAL DISTRUPTOR

This organization of bodyguards is well known for the fact that no patron under their protection has ever been severely injured or killed in its five hundred year history. If anyone attempts to injure or kidnap someone under a Carnage bodyguard's protection, all members of this order have sworn to hunt down and destroy those responsible.

Carnage bodyguards charge incredibly high fees for their services so they only work for the richest and most powerful people in the universe, but they have been known to work for free for the right cause.

CITIZEN

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

KNOWLEDGE 1

Citizens represent everyday people that compose the general populace and workforce of most worlds. They perform most of the work and keep the cities of the future running. Imperial citizens all have Xenophobe and a random Imperial Talent.

DIPLOMAT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	2	2	2	3	2	2	3

DIPLOMACY 2

Diplomats are high level government officials in charge of making policy decisions for a local planetary government. These cinematic characters can be very useful for a team to get to known or control because they have a great deal of power and influence on their world.

ELITE GUARD

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	1	1	1	4	3	2	4	6

GUN 2 / ASSAULT PISTOL

Elite guards are corporate mercenaries hired to protect high security buildings and important employees. They usually have past military training and extensive combat experience.

FIXER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	3	1	1	1	4	2	2	3

TECH 3 / SCANNER / TECH KIT

Fixers are street engineers and pharmacists that can provide characters with drugs, custom gear, vehicles, and weapons for a price. They are the best source for illegal or military grade weapons and software.

FRAME POLICE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	2	2	1	1	4	4	2	2	3

FRAME 2 / LASER PISTOL / COMMANDO FRAME

Frame police are mobile frame pilots assigned to the special weapon division of their police force. These police are used when standard police are out gunned or when mobile frames threaten their city. Many local gov-

ernments cannot afford mobile frames, so they use tank patrols instead. To convert this cinematic character into a tank patrol trooper exchange his Frame skill with Pilot.

GUILD MASTER

Guild academies are built on every Republic core world and their members must protect the weak and innocent throughout the universe and help local governments with their diplomatic missions. They are constantly searching for signs of the Dark Master and young Republic citizens with real Mastery potential. Induction of any Republic child into the Guild is considered an incredible honor.

ADEPT MASTER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	2	2	2	2	2	4	2	4	6

FIGHT 2 / ACT OF MASTERY 2 / BODY FIELD / ENERGY BLADE

Adepts are new Masters that are just beginning their training. They are usually very young so they require a great deal of training to gain full control of their powers but they have a lifetime to learn from greater Masters. They are the greatest source of Dark Masters because their minds are not strong enough to defend against the true splendors of the universe.

JUNTAR MASTER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	3	3	3	3	5	6	2	6	9

FIGHT 3 / ACT OF MASTERY 5 / BODY FIELD / ENERGY BLADE

Juntars have passed all the Guild tests and are considered to be a fully ascended Masters. They are given a new adept to train and raise so they have a great deal of responsibilities that also include hunting down evil doers on their local world and making their world a better place. Juntars must always be a good example for their adepts by strictly following all Guild laws. A rogue Master will lose Guild membership and have her adept taken away.

AVATAR MASTER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	4	4	4	4	8	8	3	8	12

FIGHT 4 / ACT OF MASTERY 8 / BODY FIELD / ENERGY BLADE

These powerful Masters are the leaders of a local Guild and they make up the Council of Elders. They have gained almost complete control over their form of Mastery so they are highly respected by other Guild members. When a child with incredible Mastery potential is discovered, he is given to an avatar for training because their loss to the Dark Masters would be a great loss for the universe. Avatars are the Republic's most powerful weapon because they can destroy anything with their minds.

HANDLER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	2	2	3	3	2	2	3

DIPLOMACY 2 / TECH 2 / LASER PISTOL

A handler makes deals for mercenaries and street samurai and she handles all their financial affairs. They are the power brokers of the underworld because they can arrange assignments for characters and acquire the resources necessary to complete them. They usually have a network of fixers, docs, mercs, informants, and slicers that can provide support and information for any group that acquires their services.

INFINITY KNIGHT

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	3	3	4	2	3	6	2	6	9

FIGHT 3 / GUN 3 / ARMOR 3 / ACT OF MASTERY 3 / IMMORTAL ARMOR / ENERGY BLADE / LASER PISTOL

This secret order of warrior Masters is dedicated to the destruction of the Dark Master and other forms of evil. After a period of extensive training, they dedicate their lives to protecting the innocent, destroying evil and corruption, and finding new disciples to be trained for the order. Every Infinity Knight receives a suit of Infinity armor when they have achieved ascension and passed the rights of initiation to this proud order of eternal warriors.

INVESTIGATOR

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	2	1	2	3	2	2	3

GUN 2 / INVESTIGATE 2 / LASER PISTOL / BODY FIELD

Investigators are planetary security agents that take care of crimes that endanger their planetary government and the lives of its citizens. Investigators wear black suits, dark shades, and defensive screens. When a situation is too dangerous, important, or classified for the local police, Investigators are called in to take care of the job. On their planet of jurisdiction they answer to no one and are authorized to use any means necessary to guarantee their planet's safety and security.

MERC

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	1	2	2	1	3	2	2	3

FIGHT 2 / GUN 2 / SHOOTER 2 / TECH 1 / BATTLE ARMOR / LASER PISTOL / ASSAULT LASER

These experienced and highly trained soldiers are hired guns that fight and die for a living. Mercs usually consist of experienced assassins, retired soldiers, and street samurai. These soldiers are excellent combatants but they are not very loyal or intelligent. The most important quality

of a merc is that they never ask questions as long as they get paid. All real mercs are members of the Merc Guild which maintains strict rules of contracted combat. When two governments hire mercenary forces, their leaders receive very specific battlefield rules and are assigned legal combat zones by the Merc Guild before the real fighting begins.

Merchant

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

Diplomacy 1

Merchants travel from system to system trading goods and moving passengers that cannot use standard means of transportation for various reasons. These jacks of all trades can be scoundrels or honest businessmen but they are always good sources of information about the systems that a Strike Team is visiting. Merchants include smugglers, blockade runners, or simple freight runners.

Pirate

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

Fight 1 / Gun 1 / Pilot 1 / Intimidate 1 / Auto Laser / Blade

Pirates are capable pilots and excellent close combat experts. They are extremely loyal to their captain but they fight for money, excitement, and power.

Pirate Captain

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	3	6	2	6	9

Fight 3 / Gun 3 / Intimidate 3 Command 3 / Auto Laser / Energy Blade

These veterans of a thousand raids on peaceful ships and colony worlds are hardened leaders. They live to steal food, jewelry, money, and women from the weak. They are wanted on every civilized world but they live for the pure joy of danger and the intense sensation of power and domination.

Police Merc

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

Gun 1 / Investigate 1 / Combat Armor / Auto Pistol

These heavily armed and armored police officers maintain the peace and patrol most modern cities. Many have become brutal and corrupt because of the deadly and unbearable conditions of the local sprawls, arcologies, and Frontier colonies that they patrol. Most modern police forces are just corporate soldiers hired to protect corporate owned property and employee slums.

Security Guard

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

Gun 1 / Pistol / Stun Baton

These rent-a-cops protect low security buildings and patrol upper class residential areas. They are normally armed with a pistol and a baton. Security guards are never willing to risk their lives for their jobs and most will run at the first sign of danger.

Slicer

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	3	3	1	4	4	2	2	3

Tech 3 / EM Effector / Scanner

Slicers can retrieve any kind of information or data from a corporate or government core for a price. They can work as remote operatives to interface and invade the hardwired defenses of a target building or ship that characters are trying to invade. They can also provide detailed blueprints of any building and write custom programs and viruses for their clients.

Street Borg

STR	AGI	INT	PER	RES	PRE	DEF	ACT	Armor	Structure
6	6	1	6	1	1	5	2	3	7

Fight 4 / Gun 4 / Full Conversion / Chain Sword / Assault Laser / Factor 10

These street criminals and speed freaks have an addiction to cyberware replacements that have made them more machine than meat. Many borgs have such severe cyberpsychosis that they wander the streets killing anyone that gets in their way or that looks like they can be used for replacement parts or food. They have become the scourge of the sprawls and arcology police officers because of their total disregard for life.

Street Doc

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	1	1	1	3	2	2	3

Medic 2 / Medical Scanner / Med Kit

Street docs are usually retired military medics or professional doctors that have lost their license for some dark or sinister reason. They provide all types of medical services and care with no questions asked. They can implant and remove cyberware and perform simple cyberware modifications and repairs. They are usually the only source for banned, experimental, and nano medications and procedures used to cure diseases that legitimate medical professionals consider to be incurable or fatal.

VEHICLE RULES

VEHICLES

Vehicles are an important part of the Strike Legion universe and the following rules will help you run them in your missions and design your own. The first step in designing a vehicle is selecting its Type which will determine its function and the environments that it can operate. The next step is to select a Move for your vehicle which is its propulsion system. You will then select stats for your vehicle and its weapons and Specials.

VEHICLE STATISTICS

These are the characteristics that are included in a vehicle's stats.

AGILITY (AGI): Agility represents how maneuverable a vehicle is when operated. A vehicle's Agility rating can never be higher than the skill rating used to pilot it. Agility determines the order in which it performs its actions during combat. Vehicles and characters take their turns in decreasing Agility order with combatants with the same Agility taking their actions simultaneously.

A battle frame with Agility 3 piloted by a character with Frame 2 would have an adjusted Agility of 2. A battle frame with Agility 3 piloted by a character with Frame 6 would still only have an Agility of 3. The frame with Agility 3 will take its turn before the frame with a modified Agility of 2.

DEFENSE (DEF): This is how difficult a vehicle is to hit in combat. The Defense value of a vehicle can never be higher than the sum of the character's Agility rating and the skill rating used to pilot it.

A battle frame with Defense 8 piloted by a character with Agility 3 and Frame 2 would have an adjusted Defense of 5.

SPEED (SPD): This is the number of range bands that a vehicle can move by spending an Action.

FACTOR (X): This rating is multiplied by a vehicle's Structure, Shield, Armor, and Strength ratings to determine their total value. A vehicle's Factor is multiplied by all the damage produced by its weapons.

ACTIONS (ACT): This is the number of actions a vehicle can perform each combat turn.

SHIELD (SHD): The Shield rating absorbs damage that hits a vehicle. It is reduced by the damage that hits a vehicle but it is completely restored every combat turn.

ARMOR (ARM): The Armor rating of a vehicle reduces the damage that penetrates a vehicle's Shields before it is applied to a vehicle's Structure. The Armor rating remains the same after each attack

STRENGTH (STR): This is the amount of damage a vehicle with limbs does in close combat.

SIZE: This is the relative size of a vehicle.

CREW X/Y: A single number or the first digit of two numbers is the total number of crew members required to properly operate a vehicle. The second digit of two is the passenger capacity of a vehicle that takes into account a vehicle's accommodations and life support.

STRUCTURE X/Y/Z: The final Structure number is the total amount of damage a vehicle can absorb before it is destroyed. A point of Structure is reduced for every point of damage that penetrates a vehicle's Shield and Armor. Stun damage has no effect on a vehicle. When a vehicle's Structure is reduced by its first Structure value, the vehicle's Agility and Defense ratings are reduced by one. When a vehicle's Structure is reduced by the second Structure value, the vehicle's Agility and Defense ratings are reduced by two. A vehicle's Agility and Defense have a minimum rating of one. If a vehicle's Structure is reduced by the last Structure value, it is destroyed.

TYPES OF VEHICLES (TYPE)

Vehicle types represent the structure and function of a vehicle that determines its role in the gaming universe and the environments that it can operate within. Vehicles can be assigned multiple types.

AIR SHIP: These ships use lighter than air balloons to float or use simple propellers on low gravity worlds.

ARMOR: These suits of power armor provide a character with the firepower of a tank.

BASE: This large installation is either stationary or has very limited drive capabilities.

CONSTRUCTION: These large machines are construction machines designed to perform a specific task.

EXTREME: These vehicles are designed to resist extreme temperatures or corrosive environments.

FIGHTER: These atmospheric or aerospace fighters are powerful and agile fighting machines.

FRAME: These humanoid machines are the main battle force that engages in ground combat and defends the capital ships of the Fleet and the Imperium.

PLATFORM: These stationary or orbital automated weapon platforms and satellites defend a specific area or region of space.

SPACE FRAME: These humanoid machines are designed to operate in space so they are not built with legs.

SPACE: These ships are designed to operate in space.

SUB: Submarines are aquatic vehicles that operate underwater and inside other liquid environments.

SURFACE: These water vehicles operate on the surface of the water and other liquid environments.

TANK: This vehicle has a large turret or multiple small turrets that allow it to fire its primary weapons in any direction.

TRANSPORT: Transports are vehicles designed to move people or cargo.

Vehicle Movement Types (Move)

Each movement type determines the propulsion system used by a vehicle and how it operates in the game universe. Vehicles can be assigned multiple movement types.

AIR CUSHION: These vehicles have special polymer cushions underneath and turbofans or electromagnetic fans that propel it over the ground or the surface of a liquid environment. The cushion inflates with excess atmospheric gases lifting the vehicle above the ground or liquid surface and the fans move the vehicle forward. Air cushion vehicles are commonly used on high gravity worlds.

AIR CELL: These vehicles have light gas or heated atmosphere filled cellular balloons and its maneuvering fans. These balloons allow a vehicle to laterally or vertically rotate, vector in any direction, and move forward. These vehicles can also remain stationary in the air without expending any power or producing a signature. Air cells require a normal or dense atmosphere to function, they will not fly in very thin or low density atmospheres.

BORE: These vehicles use a powerful sonic beam to pulverize rock and ice and a powerful fusion reactor to push it forward at great speeds. These vehicles can even pass through solid metal or crystal without slowing down.

DRILL: A vehicle with drill can burrow through the ground at a very slow rate of speed.

EM DRIVE: EM Drives are electromagnetic generators designed to accelerate water or other liquids through their baffles propelling a submarine or boat forward on the surface or submerged in a liquid environment.

GRASP: A grasp system produces a local gravitational field that sticks its tires or treads tightly to any surface allowing it to travel over any flat surface. Grasp vehicles can drive straight up a wall, upside down on a ceiling, or sideways along any surface.

GRAV: Grav drives allow a vehicle to move with incredible precision and speed over any surface, through the air,

underwater, or in the vacuum of space.

GROUND: Simple wheels allow a vehicle to move quickly over smooth surfaces or extremely slowly over rough surfaces.

HOVER: Hover vehicles use thruster or propellers to move a vehicle through the air.

HYDROFOIL: These boats have large hydrofoil fins underneath their hulls that lift them above the surface of a liquid environment and their turbo fans propel them forward. The hydrofoil fin significantly reduces a boat's drag allowing it to achieve very high speeds.

JUMP: A jump ship is designed to operate in the vacuum of space. Jump ships have nullspace jump drives that allow them to travel between star systems.

PROP: A prop vehicle uses a forward propeller and large aerodynamic wings to fly. They require a large runway to take off and land.

ROTOR: A rotor vehicle can hover and fly in an atmosphere using a massive flight rotor or multiple rotors.

SCREW: Screws represent aqua propellers that provide thrust for boats and submarines on the surface or submerged in a liquid environment.

SMARTWHEEL: Smartwheels are a series rotating hydraulic spokes tipped with shock absorbing traction pads that can propel a vehicle over any surface. These spokes automatically adjust their length as the wheel rotates to adjust to the contours and surface of the road. This allows a vehicle equipped with smartwheels to pass over almost any surface with little or no danger.

STATIONARY: These vehicles may rotate but they have no drive to move them to a new location.

THRUST: Thrust represents ships that use a ramjet engine or fusion drive for propulsion.

TRACK: Tracks are designed to move a vehicle slowly over extreme terrains including sand and broken rock.

WALK: Vehicles can use legs to walk, jump, kick, or stand. Vehicles usually have two, four, or six legs.

Vehicle Specials (Special)

Vehicle specials describe a special ability or technology that provides special attacks, defense, or traits.

Active Shield

An active shield is a single point shield generator that projects a small but extremely powerful deflector field. Its artificial intelligence attempts to stop all attacks but it cannot move its small shield fast enough to stop everything. If this field blocks an attack, it completely negates it. A vehicle with Active Shield can spend an Action to negate

an attack. Roll a D10 and any Attack die less than this roll automatically misses.

Advanced

An advanced ship has a powerful sensor array and a sophisticated battle computer that makes it extremely accurate. Advanced vehicles receive a +1 Attack modifier.

Agile

Agile represents a vehicle covered with vectored thrusters or multi facet field generators that allow it to change direction and turn and maneuver quickly. Agile vehicles can move their Speed for free each turn.

Assault

Assault ships have lateral thrusters and special weapon mounts that make them incredibly maneuverable and deadly at close range. These ships can reroll any Attack dice pool aimed at a target in the same range band as them.

Aurora Field X

A vehicle with an aurora field can project intense radiating energy from its surface that deals its Aurora Field rating in damage to everything in the same range band.

Biomech

Bio mechanical vehicles are semi-organic machines designed to integrate the vitality of an organism with the power and speed of a machine. These machines have metasteel internal frames and move using semi-organic muscle bundles. Biomech vehicles are partially grown and partially nano constructed. They have natural regenerative properties that allow them to repair one Structure every combat turn. Biomechs are extremely quick and responsive so they receive Advanced and Agile. They are partially sentient and can operate themselves with a skill of one when their operator is incapacitated.

Burst X

A vehicle with Burst has afterburners allowing it limited bursts of super speed. A vehicle may use Burst a number of times per battle equal to its rating. By spending an Action, a vehicle doubles its Speed for a combat turn.

Cargo X

A cargo ship is designed to carry bulk cargo or specialized goods. The Cargo rating of a vehicle is the amount of cargo that a vehicle can haul. Cargo 1 represents a vehicle

with a standard cargo bay. Cargo 5 represents a massive vehicle designed to carry immense amounts of cargo by pulling multiple cargo pallets or containers.

Carrier X

Carrier ships have the ability the carry smaller vehicles and frames. The Carrier rating of a vehicle is the number of smaller vehicles and frames that it can carry and maintain aboard its hull.

Cloak

A cloak field bends all forms of radiation around a vehicle and disperses the energy released by the vehicle making it almost invisible to the unaided eye and most advanced sensors. These vehicles are almost impossible to detect unless they release some form of intense energy. A vehicle with Cloak cannot be attacked until it activates its weapons, propulsion systems, or active sensor arrays.

Command X

Command ships have advanced command and control electronics that allow them to coordinate the actions of friendly units. Command ships provide all friendly ships with a +X Initiative modifier.

Countermeasures

Countermeasures are designed to attract and divert missile, torpedoes, and drones fired at a vehicle. Countermeasures include chaff, ECM drones, and other sensory jamming devices including thermal, image, and sonar decoys. Vehicles with Countermeasures can only be hit with missiles on Attack rolls of 10.

D Time

D or distorted time systems produce a temporal field that creates a pocket dimension around the crew of a vehicle. Within this pocket dimension, time moves extremely fast so everything around a vehicle appears to be moving in slow motion to the pilot and gunners. This time distortion allows a player to roll two dice pools for any action taken by the vehicle and he selects which pool to use. A character ages extremely fast when using this system so it eventually leads to degenerative brain damage, which has made it extremely unpopular amongst most battle crews.

Decoy

A decoy is launched from a vehicle and it produces a sensor signal that confuses enemy sensors and missile guidance systems. When a decoy is used, every enemy

that targets this vehicle must spend an extra Action or all its attacks that target this vehicle will automatically miss. Once an enemy spends an Action, it can make any number of attacks on this vehicle this turn without paying this extra Action again.

Defense Swarm

A cloud of small shielded drones orbit this vehicle. They attempt to deflect and absorb all forms of incoming damage. A character rolls a D10 for each successful attack made on the vehicle. All Attack dice that are lower than the roll automatically miss. Defense swarms do not work against Field, Area, Scatter, or Torrent weapons.

Devotion

Imperial capital ships have captains and Imperial frames have pilots that are trained to use their vehicles as a suicide weapon. A Devotion vehicle can use an Action to ram another ship in the same range band. To determine if it hits, roll a D10 against the Defense of the target vehicle. If the Devotion vehicle hits, it is destroyed and the target ship has its Structure permanently reduced by the remaining Structure of the Devotion vehicle.

EM Burst X

These vehicles produce a massive electromagnetic burst that permanently shorts out the electronics of all the machines around it. To activate an EM Burst, a vehicle uses an Action to deal X damage to all vehicles and robots in its same range band. This damage ignores the Armor and Shield ratings of these targets. A vehicle that uses EM Burst is rendered permanently non-operational.

Escort

Escort vehicles can absorb an attack aimed at another target in the same range band by spending an Action.

Fast

Fast ships are designed for speed and maneuverability so they can move to an adjacent range band after they perform an attack without spending an Action.

Force Manipulator

Force manipulators are extremely accurate and powerful tractor pressure beams that allow a vehicle to move, push, or pull small or extremely large objects from a distance. A vehicle with Force Manipulator can grab and move anything within a number of range bands equal to its Size. All capital ships have Force Manipulator.

Fractal Shields

Fractal shields produce multiple ghost sensor images around a ship making it very difficult to hit. A ship with Fractal Shields can only be attacked if at least one enemy vehicle is in its same range band. Once an enemy vehicle is in its same range band, all enemy units can attack this ship.

Gravity Trap

A vehicle with a gravity trap carries a miniature singularity with a stasis field that can be partially unleashed to prevent any vehicles near it from activating their null space drives. A vehicle with Gravity Trap can prevent all other vehicles from entering nullspace when this device is activated.

Hand Shield X/Y

A frame or robot can hold a defensive hand shield. A vehicle gains Armor equal to the X value but its Speed is reduced by the Y value. If a Shred weapon lowers a Hand Shields X value to zero, it is destroyed. A hand shield can be dropped by spending an Action to restore a vehicle's Speed rating.

Living

A living vehicle is completely organic and uses it body to perform all functions of its design. Living ships have Life instead of Structure. When its Life is reduced to zero, it dies and cannot be resuscitated. Organic vehicles are living semi-sentient organisms made from living tissue, bone, carbon fiber, resin, and carapace. Organic vehicles are grown and must be controlled with a command collar that converts an operator's commands into the physical actions of the life form. A living ship can operate without a pilot with a skill rating of two. A living vehicle restores two Life at the beginning of each combat turn.

Manipulators

Manipulators can be deployed from a vehicle and they allow even the largest vehicle to perform manipulations like a character.

Mine Sweeper

A vehicle with Mine Sweeper has many shielded drones that search for mines and safely disarm them from a distance. These drones can sweep a given area of space for all dangerous devices if given enough time. These vehicles can roll a D10 when they enter a range band with mines. If the roll is greater than the Attack roll made for the mine, it automatically misses.

Modular

Modular vehicles have the ability to attach and jettison modular systems. These modular systems give a vehicle more versatility and the ability to change its function and role quickly according to changing battlefield and mission conditions. Modular vehicles can change their weapon suite for each battle but only one of these weapon combinations can be used at a time.

Multi

Multi are vehicles composed of multiple smaller vehicles that can act together as a larger vehicle. When these vehicles forge into one vehicle, a new super vehicle stat block is used. If one of these vehicles is not present, the others cannot link. More massive and powerful weapons are used when a vehicle is in its ultimate form.

Nano Repair X

A vehicle with nano repair is infected with advanced nano probes that automatically repair any damage a machine receives making it almost impossible to destroy. These vehicles can repair a number of Structure equal to their Nano Repair rating each combat turn.

Overload X

Overload allows a vehicle to channel huge amounts of power into its weapon systems. When a vehicle uses Overload, all its weapon systems deal double damage or double their range for a single combat turn. A vehicle can only use Overload safely once per combat turn. A vehicle may use Overload again during the same turn to gain either of these benefits again but all weapon systems on this vehicle are destroyed at the end of the turn.

Phoenix Field X

A vehicle with Phoenix Field surrounds its entire surface with energy allowing it to produce massive damage by ramming another vehicle. A vehicle can use its Phoenix Field by rolling a D10 against the Defense of a target vehicle in the same range band. If it hits, the vehicle deals its Phoenix Field rating in damage to the target vehicle but the attacking vehicle is not affected.

Power Sink X

Power sinks are energy absorbing panels integrated into the structure of a vehicle. Power absorbers are designed to absorb energy and kinetic damage and store it as power that can be used at any time. The Power Sink rating is how much damage it can absorb each combat turn. Power Sinks are reset at the beginning of each combat turn.

Psycher

These ships carry powerful Imperial psychers that can use their mental powers to cloud the minds of their enemies. Psycher vehicles can only be attacked by opponents within three Range Bands of them.

Ram Plate

This massive metasteel wedge or spiked plate is attached to the front of a vehicle allowing it to smash into other vehicles or structures. A ram plate doubles the amount of ramming damage that a vehicle produces but it receives the normal amount of ram damage.

Ram Field

This powerful electromagnetic field is designed to redirect kinetic energy of a collision back at a target. A ram field dampens the impact on the ramming vehicle so the damage dealt to the ramming vehicle is negated but it deals the normal amount of ram damage.

Remote X

A remote vehicle is designed to be remotely operated using a command transmitter. The Remote rating of a vehicle is the maximum skill rating that can be used to operate it by remote control.

Repair X

A vehicle with Repair has automated systems that allow it to repair its own internal damage or repair a damaged vehicle that has docked beside it. Each turn, a vehicle with Repair can restore X Structure or repair X Structure from a friendly ship in the same Range Band. A friendly vehicle cannot move or fire its weapons during the turn that it is being repaired.

Sensor X

Sensors are powerful electronic warfare systems designed to detect, track, and target enemy ships or make the vehicle and other friendly units more difficult to hit or detect. The number after the Sensor is the number of sensor or counter tokens that a vehicle can use during a combat turn. A sensor token on a target gives the vehicle and any friendly units a +1 Attack modifier for all attacks directed at the target. A counter token on a vehicle gives all attackers a -1 Attack modifier for all attacks aimed at the marked vehicle. Each counter token cancels out one Sensor token on the same vehicle. At the end of each combat turn, all these tokens are discarded.

Sensor Matrix

These vehicles can produce a powerful sensor grid between them. If three or more friendly ships have Sensor Matrix then all opponents lose the benefits of Stealth, Fractal Shields, Decoy, Cloak, and Psycher that are in the same range band as one of them or between them.

Shield Ripper X

These vehicle can produce a massive magnetic field designed to tear an opponent's shields apart. A vehicle can use an Action to use its shield ripper on a target vehicle in the same range band. Roll a D10 against the Defense of the target vehicle and if it hits, the target's Shield is reduced by its Shield Ripper rating for the rest of a battle.

Smart

Smart vehicles are covered with a smart sensory skin integrated with auto monitoring, diagnostic, and targeting systems. The diagnostic and monitoring systems allow an operator with a neural interface to feel as if the vehicle is an extension of his own body. Its smart sensory skin allows an operator with a neural interface to view every aspect of the environment around a vehicle. A smart vehicle may reroll all its Attack and control tests.

Stasis Field

Stasis field generators produce a powerful stasis sphere that stops time trapping anything inside the field within the moment of time when it entered. Anything trapped inside the field cannot perform any actions and they cannot be effected by anything outside the field.

Stealth

A vehicle with Stealth produces a holographic stealth field that projects a false image and bends electromagnetic radiation around itself making it difficult to spot or target at a distance. A stealth vehicle cannot be fired on by an attacker more than five range bands away. All Attack tests targeting a stealth ship must remove a single die to a minimum of one die.

Super Robot

Super robots are massive frames composed of multiple vehicles or frames linked together into one. When these smaller frames forge into one super frame, a new super frame stat block is used. If one of the frames or vehicles is not present, the others cannot link. Super robot weapons used by the ultimate form are extremely powerful.

Target Matrix

A Target Matrix allows friendly vehicles to share sensor arrays and targeting systems to concentrate their fire on enemy targets. If three or more friendly vehicles with Target Matrix are in the same range band, they can reroll all their Attack rolls.

Transform

A transformable vehicle may have multiple Moves and Types that can be hidden except for the ones that are currently active. A vehicle with Transform has a special appearance for each of its specific functions and movement types. In each form, unused systems are deactivated and stored.

Void Shield

A void shield produces a massive gravity field that warps the space around a vehicle. This curvature of space deflects any incoming projectiles or energy beams away from it. Nothing can damage a vehicle with an active void shield but it cannot move or fire any of its weapons with this system activated.

Warp Field

These vehicles have powerful gravity generators that allow them to warp the fabric of space around themselves to deflect enemy attacks harmlessly away. Any Attack roll less than 9 on a vehicle with Warp Field automatically misses. A vehicle cannot activate its shields when its warp field is activated.

Wave Barrier X

Wave barrier systems generate a powerful energy field on one side of a vehicle designed to reflect attacks harmlessly away and damage anything it touches. The Wave Barrier rating is how much damage a vehicle deals when it rams a target but the vehicle receives no damage in return. This rating is also the amount of damage that this field can absorb before it is applied to a vehicle's Shield each turn. The damage that a wave barrier receives reduces the ram damage it can produce that turn. A wave barrier is fully restored at the beginning of each combat turn.

Vehicle Specials

Special	Description
Active Shield	Roll D10. Negate Attack die less than the roll.
Advanced	+1 Attack dice pool modifier.
Agile	Move Speed for free each turn.
Assault	Reroll Attack dice pools in same range band.
Aurora Field X	Deal X damage to everything in the same range band.
Biomech	Advanced and Agile. Restore 1 Structure.
Burst X	Move double Speed X times.
Cargo X	Vehicle has cargo holds.
Carrier X	Carry X frames, shuttles, or fighters.
Cloak	Cannot be attacked until it releases energy.
Command X	+X Initiative modifier for all allies.
Countermeasures	Missiles only hit on rolls of 9+.
D Time	Roll two dice pools and pick the best.
Decoy	Enemies require two Actions to attack it.
Defense Swarm	Roll D10. Negate Attack dice less than roll.
Devotion	Ram to deal damage equal to its Structure.
EM Burst X	Action to deal X damage in same range band.
Escort	Action to absorb damage targeting an ally.
Fast	Move free after firing weapons.
Force Manipulators	Move an object a distance equal to its Speed .
Fractal Shields	An enemy must be in same range band to attack.
Gravity Trap	Vehicles cannot Jump when active.
Hand Shield X/Y	Add X to Armor. Subtract Y from Speed.
Living	Life instead of Structure. Regain 1 Life a turn.
Manipulators	Vehicle can pick up things like a character.
Mine Sweeper	Destroy mines.
Modular	Multiple weapon loads.
Multi	Link to form a more powerful vehicle.
Nano Repair X	Restore X Structure each turn.
Overload	Double damage or Range of weapons.
Phoenix Field X	Ram to deal X damage.
Power Sink X	Absorb X damage that penetrates Armor.
Psycher	Cannot be attacked by enemies more than 3 Range Bands away.
Ram Plate	Double ram damage produced.
Ram Field	Ramming vehicle is not damaged.
Remote X	Remotely controlled with a max skill of X.
Repair X	Repair X Structure.
Sensor X	+1 or -1 Attack modifier for each Sensor token.
Sensor Matrix	Friendly vehicle negates defensive specials.
Shield Ripper X	Action to permanently reduce Shield by X.
Smart	Reroll all Attack tests.
Stasis Field	Trap target in stasis field.
Stealth	Enemies must be within 5 range bands to attack.
Super Robot	Link to form a powerful frame.
Target Matrix	Three allies together can reroll attacks.
Transform	Change shape and Movement type.
Void Shield	Negates all attacks.
Warp Field	Negates all Attack rolls less than 9.
Wave Barrier X	Absorbs X damage or deals X ram damage.

Vehicle Weapon Statistics

Damage (DAM): This represents the amount of damage a weapon produces per attack. An S represents a multiple of the vehicle's Strength.

Rate of Fire (ROF): A weapon can perform this number of attacks with the use of one Action.

Range (RNG): This is the maximum distance in range bands that a weapon can be fired. A weapon with no Range stat can only attack a target in the same range band.

Capacity (CAP): This represents the number of times a weapon can be fired or activated before it needs to be recharged or reloaded.

Vehicle Weapon Specials

Area X: Area weapons hit everything on a roll of 4+ that is in the same range band as the target and they ignore cover. X represents the number of range bands that the attack spreads in both directions. Area with no number only effects targets in the original range band.

Continuous: These weapons deal their damage for multiple turns after they first hit. Each turn that the damage is applied, lower it by one success die until no damage is applied.

Disrupt: These weapons only deal Shield damage.

EMP: EMP weapons only deal damage to shields, vehicles, and robots.

Field: Field weapons produce a wide beam that allows it to hit everything directly in front of the weapon. A Field weapon always hits on a roll of 4+.

Flux: This weapon ignores Shields.

Hot: These weapons can only be fired once per combat turn.

Immobilize X: Immobilize acts like grappling an opponent using a weapon's Immobilize rating against a target vehicle's Strength or Speed.

Indirect: An indirect weapon is designed to be fired into the air so its projectile will land on its target. Indirect weapons ignore a target's cover.

Knockdown: Anything hit with a Knockdown weapon is knocked to the ground or flipped over if the number of successful dice rolls times its Factor is equal or greater than the Strength of the target times its Factor. If a vehicle has no Strength rating use its Size times its Factor. A knocked over vehicle loses all its Actions for that turn. A vehicle with Strength can right itself using one Action but a vehicle without Strength must have help or it cannot get up or right itself.

Melt: This weapon ignores a target's Armor.

SHRED: A Shred weapon permanently reduces a target's Armor rating by one for each successful Attack die that penetrates a target's Shield.

STUN: This weapon only deals Stun damage.

TORRENT: Add one extra die to your Attack dice pool when firing a Torrent weapon.

Vehicle Mounted Weapons

Macro Cannon

DAM	RNG	ROF	CAP	SPECIAL
3	8	1	10	INDIRECT

Macro cannons fire high velocity explosive rounds designed to penetrate even the toughest armor. These smart rounds can compensate slightly in flight to improve their accuracy. Macro cannons are massive weapons that can only be carried by tanks and battle frames.

Autocannon

DAM	RNG	ROF	CAP
1	3	3	30

Autocannons can saturate an area with high velocity armor piercing rounds. They produce a great deal of sound and light when they are fired.

Linear Cannon

DAM	RNG	ROF	SPECIAL
5	5	1	KNOCKDOWN

Linear cannons are kinetic energy rail guns designed to fire hyper velocity particles with an electromagnetic linear accelerator.

Laser

DAM	RNG	ROF
2	5	1

Lasers generate long duration beams of intense coherent light.

Auto Laser

DAM	RNG	ROF
2	3	3

Auto laser cannons are designed to fire multiple short bursts of coherent light.

Burst Laser

DAM	RNG	ROF	SPECIAL
2	2	6	TORRENT

Burst lasers use a fluctuating magnetic field to project a burst of laser beams.

Star Laser

DAM	RNG	ROF
3	30	1

Star lasers are powerful beam weapons with an extremely long range that must have their own singularity drive to provide it with enough power to fire.

Beam Cannon

DAM	RNG	ROF
5	8	1

Beam cannons are massive weapons that generate powerful beams of intense light with an extremely long range.

Hydra Laser

DAM	RNG	ROF	SPECIAL
2	3	1	AREA

Hydra cannons produce an intense beam of coherent light that can sweep out a given area destroying everything in its path.

Static Cannon

DAM	RNG	ROF	SPECIAL
10	1	1	INDIRECT / AREA

Static cannons fire multiple random arcs of energy that dance over a target. These weapons are difficult to control because they produce a massive area of destruction that damages everything in its range including enemy and friendly targets.

Plasma Cannon

DAM	RNG	ROF	SPECIAL
10	3	1	HOT

Plasma cannons produce and propel a super heated sphere of plasma contained within a weak magnetic field that results in a powerful weapon with limited range.

Pulse Cannon

DAM	RNG	ROF	SPECIAL
5	3	6	HOT / SHRED

Pulse cannons project a fine stream of plasma using a powerful magnetic field. This intense beam of energy can burrow through a ship's shields and hull in seconds.

Plasma Projector

DAM	RNG	ROF	SPECIAL
15	4	1	HOT / FIELD

Plasma projectors produce a massive wave of plasma designed to sweep away any enemy in front of a vehicle.

NOVA CANNON

DAM	RNG	ROF	SPECIAL
30	3	1	HOT / FIELD

A nova cannon is a powerful fusion cannon that projects a massive blast of plasma that can melt through anything in its path.

REFLEX CANNON

DAM	RNG	ROF	SPECIAL
30	20	1	HOT / FIELD

A reflex cannon produces a massive gravitational field that warps and tears the fabric of space destroying everything in its path, no matter how large or powerful. Reflex weapons lift and throw their targets around while ripping and tearing them apart.

HYPERWAVE CANNON

DAM	RNG	ROF	SPECIAL
100	50	1	HOT / FIELD

Hyperwave cannons fire a warp field that shreds the very fabric of reality in front of it. It destroys anything in its path and can destroy a small planet or moon with a direct hit.

FLUX CANNON

DAM	RNG	ROF	SPECIAL
30	100	1	FLUX

Flux cannons produce a massive wave in the fabric of space using a massive graviton pulse. This wave has unlimited propagation but requires immense amounts of energy to fire.

WARP CANNON

DAM	RNG	ROF	CAP	SPECIAL
100	1	1	3	HOT / AREA

Warp cannons project a fine stream of exotic matter using a powerful magnetic field. This stream of exotic matter creates a micro singularity that can crush a target ship.

FUSION CANNON

DAM	RNG	ROF
8	12	1

Fusion cannons create a powerful fusion reaction inside their reaction vessel and they project this radiation and plasma at a target when fired. This weapon is extremely deadly at close range.

MOTION CANNON

DAM	RNG	ROF
12	6	1

Motion cannons are powerful beam weapons that produce an intense ionic trail that can be immediately followed by another beam attack. Every time a ship makes a successful attack with this weapon, it may make another motion cannon attack without spending an Action. Each new attack has a separate Attack roll and additional attacks are made until an unsuccessful Attack roll is made.

ANNIHILATION CANNON

DAM	RNG	ROF	SPECIAL
5	5	1	HOT / FLUX

Annihilation cannons are spinal weapons that allow a vehicle to fire a blast of psychic energy that causes matter to dissociate on contact. It ignores a target's armor and shields making it a deadly assault weapon.

FURNACE CANNON

DAM	RNG	ROF	SPECIAL
35	1	1	HOT

Furnace cannons unleash a solar flare directly from a contained micro star at a target, incinerating it with intense heat and radiation.

BLADE CANNON

DAM	RNG	ROF	CAP	SPECIAL
3	2	1	10	FIELD

Blade cannons are electromagnetic rail guns designed to fire hyper velocity blades surrounded by an unstable energy field.

HATE CANNON

DAM	RNG	ROF	SPECIAL
X	1	1	HOT / FLUX

This psychokinetic weapon channels the sense of hatred and rage of its operator and converts it into pure energy. Hate cannons deal X damage equal to the Mastery rating of its operator. This deadly psychic weapon deals its damage to a target's Life or Structure.

DISRUPTER

DAM	RNG	ROF	SPECIAL
5	3	1	DISRUPT

Disrupters produce a massive burst of static charge designed to knockdown a defensive shield.

EMP Cannon

DAM	RNG	ROF	SPECIAL
20	2	1	EMP / AREA / DANGER

EMP cannons fire a massive electromagnetic discharge designed to disrupt and destroy electronic systems within a target vehicle. These arcs of energy fire out and dance over a target but it can be dangerous because these arcs can backfire on the firing vehicle.

Ion Cannon

DAM	RNG	ROF	SPECIAL
3	5	1	EMP

Ion cannons discharge a powerful electromagnetic pulse designed to short and fuse circuitry in a target vehicle. Ion cannons deal internal circuit damage so vehicles damaged by these weapons can be salvaged after a battle.

Neural Disrupter

DAM	RNG	ROF	SPECIAL
1	5	1	STUN

Neural disrupters fire an intense beam of energy designed to overload the nervous system of a living creature rendering it unconscious without any long term side effects.

Flamer

DAM	RNG	ROF	CAP	SPECIAL
3	1	1	10	FIELD / CONTINUOUS

Flamers project a stream of incendiary material that self ignites and incinerates a target. Flamers are perfect for destroying structures, disrupting troop formations, and clearing out enemy hiding places. Flamers also have a powerful psychological effect because of the intense heat and billowing smoke that they produce. Flamers only function in an oxygen rich atmosphere.

Inferno Cannon

DAM	RNG	ROF	CAP	SPECIAL
10	2	1	10	TORRENT / CONTINUOUS

Inferno cannons project a flood of incendiary material that self ignites and incinerates everything in its path. An inferno cannon is designed to fire its torrent of flame a long distance making it the perfect weapon to use against multiple ground troops hidden in dense terrain. It is a powerful psychological warfare weapon because its massive gout of flame can cause terror in most infantry formations.

Multi X

Multi is a nano system that can be redesigned on the fly to produce a weapon with abilities that are perfect for the current situation. The Multi rating of a weapon can be distributed to the Damage, Range, or ROF of this weapon.

A Multi 10 weapon can have Damage 4, Range 4, and ROF 2. This Mutli 10 weapon can also have Damage 8, Range 1, and ROF 1. The total stats for a Multi 10 system must always equal 10.

Missile X

DAM	RNG	ROF	CAP
8	10	1	X

Missiles are high explosive concussion missiles with a full spectrum sensor array and a fire and forget targeting system. They are designed to hunt down their targets allowing them to hit vehicles that are evading or maneuvering erratically. X represents the number of missiles carried by a vehicle.

Plasma Missile X

DAM	RNG	ROF	CAP
12	10	1	X

Plasma missiles are seeker missiles carrying a payload of ultra hot plasma held within the containment field of its warhead that is released on impact. X represents the number of plasma missiles carried by a vehicle.

Fusion Missile X

DAM	RNG	ROF	CAP
15	10	1	X

Fusion missiles are seeker missile containing a fusion reaction warhead that uses gravity generators to crush matter together until a nuclear fusion reaction occurs. Fusion missiles essentially create a small star within their warheads that is unleashed on impact. X represents the number of fusion missiles carried by a vehicle.

Conversion Missile X

DAM	RNG	ROF	CAP	SPECIAL
100	10	1	X	AREA 5

Conversion or con missiles are seeker missiles that contain a matter/antimatter warhead. The total conversion of matter to energy produces an incredible amount of destructive power. These weapons produce such a powerful blast that everything around them is destroyed. X represents the number of conversion missiles carried by a vehicle.

Drill Missile

Drill Missiles are designed to hit a target and bore into its structure and detonate. Any missile can be made a drill missile and this adds the Shred special to it.

Rocket Launcher

DAM	RNG	ROF	CAP
3	5	1	5

Rocket launchers fire multiple unguided high velocity rockets. These rockets are armor piercing and carry high explosive warheads.

Grenade launcher

DAM	RNG	ROF	CAP	SPECIAL
3	5	1	4	INDIRECT

Grenade launchers fire high explosive shape charged grenades with an electromagnetic pulse generator. These grenades are designed to explode when their proximity fuses are activated making them perfect for disrupting large troop formations. Special grenades can be used to produce special effects.

Swarm Launcher

DAM	RNG	ROF	CAP	SPECIAL
10	2	1	10	TORRENT / SHRED

Swarm launchers fire hundreds of miniature explosive armor piercing darts in a scatter pattern that creates a massive kill zone. This weapon was designed to crack open armored or hard targets and disrupt power armored troop formations.

Mine X

DAM	CAP	SPECIAL
20	X	AREA

Mines are explosive devices deployed in a vehicle's Range Band. Mines have proximity sensors so they detonate and deal their damage using a single Attack dice for any enemy vehicle entering the Range Band where the mine is located. Friendly vehicles have transponders that prevent friendly mines from activating. X represents the number of mines carried by a vehicle.

Conversion Mine X

DAM	CAP	SPECIAL
100	X	AREA

Conversion mines act exactly like standard mines. They contain matter/antimatter reaction vessels that produce a powerful explosion. X represents the number of conversion mines carried by a vehicle.

Mono Blade

DAM	SPECIAL
2 S	MELEE

A mono blade is a metasteel blade with a monomolecular edge. Blades can be in the form of a spear, sword, knife, axe, or hull projection. When a vehicle has a pair of mono blades, they deal 5 S damage for each attack.

Chain Blade

DAM	SPECIAL
3	MELEE / SHRED

Chain blades are powered rotary blades designed to slice through armor or cut down trees. These saw blades have a monomolecular metasteel edge that rotates five thousand times per minute. When a vehicle has a pair of chain blades, they deal 5 S damage for each attack.

Power Fist

DAM	SPECIAL
2 S	MELEE / SHRED

A power fist can generate a powerful electric field around itself that allows it to shred an opponent's shields and armor. When a vehicle has a pair of power fists, they deal 5 S damage for each attack.

Power Blade

DAM	SPECIAL
3 S	MELEE / MELT

A power blade is a massive metasteel blade that produces a powerful energy field allowing it to melt through any material. Blades can be in the form of a spear, sword, knife, axe, or hull projection. When a vehicle has a pair of power blades, they deal 7 S damage for each attack.

Power Claw

DAM	SPECIAL
4 S	MELEE / MELT

These long thin razor sharp metasteel blades generate a powerful electric field allowing them to melt through the most hardened and heavily armored targets. When a vehicle has a pair of power claws, they deal 10 S damage for each attack.

Energy Blade

DAM	SPECIAL
20	MELEE / SHRED / MELT

An energy blade is a projector that produces a massive energy blade designed to slice through a target's armor. Energy blades can be used to actually slice off entire piec-

es of another vehicle or slice it completely in half. When a vehicle has a pair of energy blades, they deal 50 damage for each attack.

Shock Whips

DAM	SPECIAL
10	Melee / Immobilize 2 S

Shock whips are designed to entangle another frame and inflict massive shock damage. A shock whip has Immobilize equal to 2 S. When a vehicle has a pair of shock whips, they deal 30 damage for each attack and have Immobilize equal to 3 S.

Rotary Gears

DAM	SPECIAL
5	Melee / Shred

Rotary gears convert the entire forearm section of a vehicle's arm into counter rotating metasteel blades designed to shred and grind metal. When two arm systems are used against a target, the blades can catch and pull a target towards the blades so they deal 10 damage with Immobilize equal to its Strength. It automatically deals the same damage for each turn the target is immobilized.

Hyper Drill

DAM	SPECIAL
10	Melee / Shred / Melt

Drills are powerful high speed rotary or counter rotating drill bits designed to shred through dense or hardened armor and almost any building or structure. Drill bits are constructed from metasteel embedded with industrial grade diamond. This weapon was designed to shred rock but it works well against heavily armored targets.

Power Driver

DAM	SPECIAL
20	Melee / Shred / Melt

A power driver is a massive metasteel pile driver covered in a powerful energy field that allows it to rip through an enemy's shields and armor if given enough time.

Death Roller

DAM	SPECIAL
10	Melee

This set of two, three, or four counter rotating metasteel gears have razor sharp edges designed to tear another vehicle apart. It can also take the form of a giant spiked or bladed roller.

VEHICLE WEAPON STATS					
NAME	DAM	RNG	ROF	CAP	SPECIAL
Macro Cannon	3	8	1	10	Indirect
Autocannon	1	3	3	30	
Linear Cannon	5	5	1	-	Knockdown
Laser	2	5	1	-	
Auto Laser	2	3	3	-	
Burst Laser	2	2	6	-	Torrent
Star Laser	3	30	1	-	
Beam Cannon	5	8	1	-	
Hydra Laser	2	3	1	-	Area
Static Cannon	10	1	1	-	Indirect / Area
Plasma Cannon	10	3	1	-	Hot
Pulse Cannon	5	3	6	-	Hot / Shred
Plasma Projector	15	4	1	-	Hot / Field
Nova Cannon	30	3	1	-	Hot / Field
Reflex Cannon	30	20	1	-	Hot / Field
Hyperwave Cannon	50	40	1	-	Hot / Field
Flux Cannon	30	100	1	-	Flux
Warp Cannon	100	1	1	3	Area
Fusion Cannon	8	12	1	-	
Quantum Cannon	12	6	1	-	
Annihilation Cannon	5	5	1	-	Hot / Flux
Furnace Cannon	35	1	1	-	Hot
Blade Cannon	10	2	1	10	Knockdown
Hate Cannon	3	1	1	-	Hot
Disrupter	5	3	1	-	Disrupt
EMP Cannon	20	2	1	-	EMP / Area / Danger
Ion Cannon	3	5	1	-	EMP
Neural Disrupter	1	5	1	-	Stun
Flamer	3	1	1	10	Field / Con
Inferno Cannon	10	2	1	10	Field / Con
Missile X	8	10	1	X	
Plasma Missile X	12	10	1	X	
Fusion Missile X	15	10	1	X	
Conversion Missile X	100	10	1	X	Area 5
Rocket Launcher	3	5	1	5	Area
Grenade Launcher	3	5	1	4	Indirect
Swarm Launcher	6	2	1	10	Torrent / Shred
Mine X	5	-	-	X	Area
Conversion Mine X	100	-	-	X	Area
Mono Blade	2 S	-	-	-	Melee
Chain Blade	3	-	-	-	Melee / Shred
Power Fist	2 S	-	-	-	Melee / Shred
Power Blade	3 S	-	-	-	Melee / Melt
Power Claw	4 S	-	-	-	Melee / Melt
Energy Blade	20	-	-	-	Melee / Shred / Melt
Shock Whips	10	-	-	-	Melee/Immobilize 2S
Rotary Gear	5	-	-	-	Melee / Shred
Hyper Drill	10	-	-	-	Melee / Shred / Melt
Power Driver	20	-	-	-	Melee / Shred / Melt
Death Roller	20	-	-	-	Melee

Common Vehicles

These vehicles will be encountered by Legionnaires on many worlds so they must learn to fight against them and use them in times of need.

Air Car

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	1	2	10	0	0	2	2/4/6

Crew	Type	Move
1/4	Transport	Hover

Air cars are passenger vehicles that use vectored thrust lift fans for movement making them very reliable and maneuverable. They are commonly found on colony worlds and megasprawls. These aircraft are heavily automated making them extremely safe under most driving conditions. They use a powerful inertial damper to protect the driver and passengers during crashes, extreme turns, and sudden changes of speed.

Grav Car

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	5	1	2	10	0	0	2	2/4/6

Crew	Type	Move
1/4	Transport	Hover

Grav cars are the most advanced driving machines ever developed. Their powerful grav drives allow them to perform high precision maneuvers and achieve incredible flight speeds. Grav drives provide a comfortable and quite ride while maintaining incredible maneuverability and handling. These aircraft are heavily automated making them extremely safe under most driving conditions. They use an inertial dampening system to protect the driver and passengers during crashes, high G turns, and intense acceleration. They are the most common form of transportation on most modern worlds.

Grav Bike

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	7	3	2	10	0	0	1	1/2

Crew	Type	Move
1/1	Transport	Grav

Grav bikes are the ultimate riding machine because they combine incredible speed and the best handling of any consumer vehicle. They can be difficult for a novice to handle because of their speed and lightning fast response time. Grav bikes are not recommended for inexperienced riders because the slightest mistake can result in disaster. Grav bikes make excellent reconnaissance and scouting vehicles because of their incredible speed and small size.

Strider

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	1	2	10	0	2	3	3/6/9

Crew	Type	Move
1/1	Transport	Walk

2 Lasers

Striders are two legged scout vehicles designed for operations in overgrown environments like forests and jungles. They use their two powerful legs to quickly transverse over open terrain or slowly walk through very difficult terrain.

Grav Tank

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	5	3	2	100	8	8	3	5/10/15

Crew	Type	Move
3	Tank	Grav

Laser / Beam Cannon / Sensor 1

Grav tanks have powerful grav drives that allow these massive armored weapon platforms to quickly maneuver around the modern battlefield. Grav tanks make perfect battlefield superiority weapons and surface saturation platforms. They are commonly used as battle frame support weapons to help absorb the brunt of an enemy's attack.

Grav APC

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	5	3	2	100	4	4	3	4/8/12

Crew	Type	Move
1/8	Transport	Grav

Laser

Grav APCs are armored troop transports that have powerful grav drives that allow them to quickly maneuver around the modern battlefield. This vehicle is lightly armored and armed so it must stay behind cover and quickly deploy its troops onto the battlefield.

Drop Ship

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	6	5	2	10	6	2	3	4/8/12

Crew	Type	Move
1/8	Transport	Grav

2 Lasers / Sensor 2

These aerospace planes are designed to transport troops, vehicles, and battle frames from an orbiting spacecraft to the surface of a planet. Drop ships descend at supersonic speeds so passengers require training and experience to maintain orientation and focus during a drop. These ships are designed to hit the surface hot, drop their payload, and escape at high velocity with all their weapons blazing.

Heavy Lifter

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	6	5	2	10	6	2	3	4/8/12

Crew	Type	Move	Special
1/8	Transport	Grav	Carrier 5

Laser

These extremely large aerospace vehicles are designed to transport smaller vehicles and heavy equipment from an orbiting ship to the surface of a planet. Its massive rear loading ramp allows it to quickly load and unload its payload of cargo or vehicles.

Light Freighter

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	4	3	2	100	6	2	6	10/15/20

Crew	Type	Move	Special
2/4	Space	Grav / Jump	Cargo 3

Laser / Sensor 1

This is the standard deep space freighter designed to transport cargo and supplies between planets. This is a bulk freighter that can haul immense amounts of cargo. It was not designed for comfort or speed. Most light freighters are completely automated when operated by a mega corporation.

Free Trader

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	5	6	2	100	8	2	4	3/6/12

Crew	Type	Move	Special
1/6	Space	Grav / Jump	Cargo 1

Auto Laser / Sensor 1

This common independent freighter is used by traders and smugglers to transport small amounts of valuable cargo. It is designed for speed and bulk cargo transport. It has minimal living quarters that provide cramped living conditions for its crew and passengers.

Freelancer

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	6	6	2	100	6	2	3	2/4

Crew	Type	Move	
1/6	Space	Grav / Jump	

Laser / Sensor 1

Freelancers are the most common spacecraft used in the universe. They are simple to manufacture so they are produced by thousands of different companies and come in a multitude of shapes and sizes. Freelancers are the cheapest way for a group of adventurers or explorers to get around space.

Battle Lancer

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	6	6	3	100	15	5	4	3/6/12

Crew	Type	Move	
1/6	Space	Grav / Jump	

Auto Lasers / 6 Missiles / Sensor 1

Battle lancers are powerful battle corvettes that make perfect system defense boats. They are also used by bounty hunters to hunt down and capture their prey.

Pirate Raider

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
6	6	6	2	1000	15	5	6	1/2/3

Crew	Type	Move	Special
1/6	Space	Grav / Jump	Cloak

2 Lasers / Beam Cannon / Sensor 1

Pirate raiders are the scourge of the universe because they mean death or slavery for the crew and passengers of any commercial ship. Space raiders are manufactured using advanced cloaking technology that makes them almost impossible to detect before it is too late.

Spectrum Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	3	5	2	2	10	4	2	1	2/3/4

Crew	Type	Move
1	Armor	Grav / Walk

Laser

Spectrum power armor is designed for urban suppression, riot control, and street superiority. It is used by special police units, independent mercenary groups, and corporate black ops forces. It is considered to be too bulky and slow for military use but its powerful shielding makes it immune to most conventional weapons. They are cheap to manufacture and are more than a match for regular troops or street criminals. It is not a military design and would not survive for more than a few seconds outside the urban battlefield.

Immortal Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	4	6	3	3	10	6	6	1	2/4/6

Crew	Type	Move
1	Armor	Grav / Walk

Auto Laser / Beam Cannon / Sensor 1

Immortal armor is designed for battlefield superiority and ship boarding combat. Its advanced design provides its user with incredible power and speed but only elite mercenary groups and successful pirate clans can afford them. It is designed for combat against armored vehicles

and light battle frames. Immortal armor is designed for experienced pilots because it does not have extensive automation or control systems.

POWER LOADER

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	1	2	1	1	10	0	0	1	1/2

CREW	TYPE	MOVE
1	ARMOR	WALK

Power loaders are the powered exoskeletons used to move heavy cargo and weapons. When worn they give a person the power of a forklift so a trained operator can quickly move even the heaviest load. In times of great need, a power loader can be used as a makeshift suit of power armor.

KATANA FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	5	2	2	100	6	2	3	4/8

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

LASER / FLAMER / POWER BLADE

Katana frames are used by mercenary groups and local militia because of their low cost and impressive array of weapons. They are used as heavy support weapons for planetary militia or as scouts for a force of powerful battle frames. A squad of Katanas can concentrate their fire to destroy more powerful frames but they have little close combat capabilities forcing them to retreat if an enemy gets too close. Katanas are designed for hit and run raids because they have powerful weapons and good speed but only minimal defense.

DEMOS FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	4	7	7	3	100	15	5	3	5/10/15

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

AUTO LASER / BEAM CANNON / ENERGY BLADE / SENSOR 1

Demos frames are designed to operate only in space and are commonly used to defend independent orbital stations, deep space stations, and convoys of space freighters. They are very fast and deadly in close combat, which is why they are so popular with the pirate clans. The Demos design has both long range and close combat capabilities making it a well rounded space superiority frame. The Merchant Guild operates thousands of these frames to defend their major trade centers and patrol their cargo routes.

OVERLORD FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	1	3	2	2	100	20	8	3	10/15/20

CREW	TYPE	MOVE
1	FRAME	WALK

2 AUTO LASERS / BEAM CANNON / POWER BLADE

Overlords are used by mercenary and planetary defense forces as their main battle frame. This capital frame is well known for its massive power plant that allows it to constantly fire a barrage of energy weapons while operating its shields at full strength. This mighty frame has incredible firepower but its lack of speed and maneuverability makes it vulnerable to concentrated enemy fire and missile barrages. An Overlord pilot can overcome these shortcomings by staying under cover and having escort frames to help deal with incoming missiles or fast attack vehicles.

NINJA FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	6	3	2	100	4	2	3	3/6

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

LASER / ENERGY BLADE / SENSOR 2

Ninjas are scout frames designed for stealth and speed. Mercenary groups and the pirate clans use them for hit and run raids on strategic sites and deep reconnaissance missions. Most pilots hate Ninjas because of their light armor plating and limited defensive shielding. They are armed with a single light laser but they have a full spectrum sensor and communication array and a complete electronic warfare suite. The main tactic of good Ninja pilots is to keep moving, fire and retreat, and stay under cover as much as possible to offset this frame's limited defensive capabilities.

INDUSTRIAL FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	1	3	1	1	100	0	2	3	5/10

CREW	TYPE	MOVE
1	FRAME	WALK

Industrial frames are designed to perform heavy construction or engineering jobs. These machines can be installed with special equipment to perform specialized jobs including cranes, chain saws, sonic pulverizer, welding torches, rollers, drills, electromagnets, liquid sprayers, scoops, and wrecking balls.

Robots

Robots are automated machines and some advanced designs can be fully sentient. Robots are used as disposable troops on the modern battlefield and guards of important buildings. They perform most of the menial labor and run the factories of the future. Robots have Type and Move that determine how they operate in the game universe. Robots can also be assigned weapons and Specials.

Robot Statistics

Agility (AGI): Agility represents when a robot takes its turn in combat and determines a robot's close combat dice pools.

Intelligence (INT): Intelligence represents a robot's ability to respond to its environment and follow directions. A robot with an Intelligence rating of 5 or more is considered to be fully sentient. Intelligence determines a robot's ranged combat dice pools.

Speed (SPD): This is the number of range bands that a robot can move by spending an Action.

Defense (DEF): Defense determines how hard they are to hit during combat.

Strength (STR): This is the amount of damage a robot deals with its body.

Factor (X): Factor is multiplied by a robot's Structure, Shield, and Armor to determine their true values. A robot's Factor is also multiplied by the damage produced by its weapons and body in combat.

Actions (ACT): This is the number of actions a robot can perform each combat turn.

Shield (SHD): The Shield rating absorbs damage that hits a robot. Shields are restored each combat turn.

Armor (ARM): The Armor rating of a robot is reduced from the total damage that penetrates a robot's Shield before it is subtracted from the robot's Structure.

Size: Robots have a Size Class that represents their overall size and mass.

Structure: The final Structure number is the total damage a robot can absorb before it is destroyed. A point of Structure is reduced for every point of damage that penetrates a robot's Shield and Armor. Stun damage has no effect on a robot. When a robot receives damage equal to its first Structure rating, its Agility and Defense ratings are reduced by one. Every time a robot receives damage that adds up to the next Structure rating, its Agility and Defense is reduced by another one. When its total damage equals the final Structure rating, the robot is destroyed.

Robot Types (Type)

A robot's type determines its function and appearance. Robots can be assigned multiple types.

Animal: These robots have an animal or insect shape.

Drone: These robots look like a vehicle or has a very geometric shape.

Float: These floating torsos have arms but no legs.

Frame: This massive frame is fully automated or controlled by a Mind system.

Mech: These humanoid shaped robots have legs and arms.

Multi: These humanoid shaped robots have multiple legs, multiple arms, or both.

Space: These capital ships are fully automated or controlled by a Mind system.

Tank: These robots have multiple turrets or a single massive turret.

Walker: These robots have two, four, or six legs and they are designed to move over rough terrain or through buildings and ships.

Robot Movement (Move)

Robot movement types determine how it moves and operates in the game universe. Robots can be assigned multiple movement types.

Grav: Grav drives allow a robot to move with incredible precision over any surface, through the air, or underwater.

Ground: Simple wheels or rollers allow robots to move quickly over smooth surfaces or extremely slowly over rough or dangerous surfaces.

Hover: Hover robots use thrusters or propellers to move through the air.

Path: These robots are installed onto a track that they must follow when they move.

Spider: These robots have long legs that allow them to quickly move over rough terrain.

Stationary: These robots are installed in place and cannot move. They can only rotate in different directions.

Track: Tracked robots are designed to move slowly over extreme terrains including sand, ice, and broken rocks.

Walk: Robots commonly move around with legs in sets of two, four, or six legs.

Wings: These robots use metal wings to glide and fly.

ROBOT SPECIALS (SPECIAL)

These Specials are robot specific but robots can be assigned any vehicle Special.

COLLECTIVE X

This allows robots to remotely link together and combine their processing powers to make a more intelligent machine. The Collective rating equals the number of robots that can be linked and add their Intelligences together.

FOLDING

These robots can fold up into a smaller space so that they can be carried or stored. When activated, these robots unfold their arms and legs and their heads pop up.

OVERRIDE X

Override allows highly intelligent machines to take control of other machines and computer systems. A robot can take control of another vehicle or robot by winning a skill contest using its Override rating against the Intelligence of another robot or the skill rating of a vehicle's operator.

SWARM

These small robots move together in a horde so they are individually hard to kill or stop so they have high Defense but they are vulnerable to blast weapons. Weapons with Field, Area, Torrent, Flood, or Scatter deal triple damage to swarm robots.

COMMON DRONES

Drones are semi-sentient robots designed to perform jobs considered to boring, repetitive, physically demanding, or dangerous for humans. Drones are programmed to obey their operators without question and most have limiters that prevent them from harming or acting in a way that would harm a human or Gens.

BATTLE POD

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
1	3	3	4	3	2	10	4	4	1	2/4

TYPE		MOVE	
ROBOT: FLOAT		GRAV	

LASER

Battle pods are mobile combat machines designed to support other combat vehicles. They are designed to distract an opponent and weaken its shields so that its command vehicle can finish it off. Mercenaries use battle pods to disrupt enemy formations, intercept incoming missiles, and charge enemy fortifications.

BATTLE DRONE

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	3	2	5	1	2	10	0	2	1	2/4

TYPE		MOVE
ROBOT: MECH		WALK

AUTO LASER

Mercenary groups and planetary militia use battle drones for fire support and deep reconnaissance. They are also used as guards in critical or secret megacorporate and government installations. These fearless mechanical warriors charge forward no matter how many losses they take making a horde of them a frightening sight for any enemy force.

POWER GOLEM

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	4	3	5	2	2	10	10	10	1	5/10

TYPE		MOVE
ROBOT: MECH		WALK / GRAV

2 AUTO LASER / 2 POWER FISTS

Power golems are fighting machines that have incredible power in their compact design. Power golems are often used as bodyguards, security patrol, and assassins by megacorporations. They are manufactured with many different exterior designs based on their intended function and the preference of their masters. Most power golems look like metallic men or woman with no facial features except for eyes and a mouth.

SERVICE DRONE

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
1	1	2	3	1	1	1	0	0	1	2

TYPE		MOVE	SPECIAL
ROBOT: MECH		WALK	REPAIR 1

These small tech robots are designed to perform repairs and maintenance work on vehicles and computer systems. These repair drones are used on most spacecraft and space stations to perform emergency repairs inside and on the surface of a ship even during combat.

WORK DRONE

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
1	1	1	2	1	1	1	0	0	1	2

TYPE		MOVE
ROBOT: MECH		WALK

Work drones have a humanoid design and they act as assistants and servants for people. They perform almost all manual and skilled labor in most modern societies freeing people to spend their time improving their minds.

Replicants

Replicants are organic machines designed to appear and act like a human or Gens. Their synthetic skin looks like living tissue and their artificial intelligence programs can mimic the reactions and feelings of a real person. They can eat food and digest it for power, but they are usually maintained by periodically replacing their internal nutrient fluids. These machines are only used in special situations, vital missions, or as super toys by the ultra rich because of their incredible price tags. They are heavily ray shielded so they are not effected by electromagnetic weapons like robots and vehicles. The more advanced their design, the more realistic their personality and ability to simulate emotions and feelings.

Escort

STR	AGI	INT	DEF	ACT	Structure
4	4	8	6	2	5

Seduce 5 / Diplomacy 5

Escort replicants are designed to act as escorts and companions for the rich and powerful. These replicants are often used for unusual and bizarre activities that would be unpleasant for a real person. Many custom pleasure replicants are designed to look like long lost loved ones or celebrities. These replicants are designed to be beautiful and intelligent, but no replicant can truly act like a real person because they lack true experience and emotions.

They can be programmed to please specific tastes and live in any culture by taking into account the specific customs and beliefs of their owners. Many replicants act as completely reliable personal assistants for celebrities, corporate executives, and high level politicians. These replicants have limiters that prevents them from harming a sentient even if their owner is in great physical danger unless it is given a direct command for help.

Ghost

STR	AGI	INT	DEF	ACT	Structure
4	8	3	7	4	5

Stealth 4 / Gun 4 / Laser Pistol

Ghosts are designed to infiltrate strategic areas to perform sabotage, reconnaissance, or espionage or to terminate a select individual. These machines can take on any appearance but most often they are designed to look like an average person allowing them to disappear into a crowd. Some ghosts are designed to look like a specific individual in order to frame or replace them. Ghost are not very useful for deep penetrations because they can be detected with a deep scan.

Master

STR	AGI	INT	DEF	ACT	Structure
6	6	4	6	4	10

Fight 6 / Gun 6 / Laser Rifle / Laser Sword

These advanced combat replicants are extremely powerful and expensive weapons used by powerful organizations that need a military operation accomplished at all costs. Master replicants are perfect for assigning a secret or covert operation because they are completely trustworthy and can be set to self destruct once a mission has been accomplished or compromised.

Minotaur

STR	AGI	INT	DEF	ACT	Structure
12	6	4	6	4	15

Fight 3 / Gun 3 / Assault Laser or Scatter Laser

Minotaurs are combat replicants used by large mercenary groups as assault and support troops. These powerful warriors have no fear and their great strength allows them to carry and handle the most powerful assault weapons. They lack great fighting skills but make up for it with their incredible strength and speed. These combat replicants are designed to produce fear in their enemies having skull like faces and jet black skeletal bodies.

Some minotaurs have massive alloy horns and their bodies are covered with hundreds of razor sharp blades or long spikes. A small squad of minotaurs is more than enough to destroy an entire battalion of regular troops. Minotaurs are used in the heavy support role for a squad of regular troops providing them with heavy fire support and acting as a close combat monster that will make opponents think twice before assaulting. Minotaurs are also used by some police forces to deal with heavily armed or fortified criminals or when machines or military grade weapons are being used to commit crimes. Police minotaurs known as steel enforcers are found on extremely dangerous and crime ridden levels of large mega arcologies.

True replicants represent a clear and present danger to our society because of their ability to perform assassinations, suicide bombings, and political or corporate espionage without exposing the real criminals to the light of justice. I suggest that any citizen caught with a true replicant for any reason should receive immediate field execution and all their family's land and property should be seized. Long live the Empress.

Grand Enforcer Fesren

NATURAL ENCOUNTERS

ANIMAL ENCOUNTERS

Animals have complex and adaptable nervous systems that make them the most dangerous threats on a primitive world. Animals have evolved to survive in many environments so they encompass a massive number of body plans and physical and behavioral adaptations. They can be used as planetary threats or as companions for the central characters on a primitive world. Animals can be powerful monsters or other dimensional creatures that the Legionnaires will encounter and must defeat.

Animals can be described with short or elongated necks, tails designed for balance, stability, manipulation, and armament, and multiple legs, tentacles, fins, and arms. Animals can be covered with hair, scales, feathers, a shell, an exoskeleton, or a layer of slime. Animals can have different intelligence levels that range from none to near sentience including colonial and family groups that have been known to have group super intelligence.

ANIMAL STATISTICS

These characteristics describe an animal's physical and mental abilities.

STRENGTH (STR): This is the amount of damage that an animal produces for an attack.

AGILITY (AGI): Agility represents when an animal takes its turn in combat and determines its close combat dice pools.

INTELLIGENCE (INT): Intelligence represents an animal's ability to respond to and control its environment. An animal with an Intelligence rating over 5 or more is considered to be fully sentient. Intelligence determines an animal's ranged combat dice pools.

DEFENSE (DEF): Defense determines how hard an animal is to hit during combat.

FACTOR (X): Factor is multiplied by an animal's Life and Armor to determine their true values. An animal's Factor is also multiplied by the damage it produces.

ACTIONS (ACT): This is the number of actions an animal can perform each combat turn.

SIZE: Size Class represents the overall size and mass of an animal.

LIFE: Life represents the amount of damage or Stun damage an animal can sustain before it dies. An animal is considered wounded if its Life is ever reduced by half or more. A wounded animal has all its dice pools reduced by half rounding up.

ANIMAL BODY TYPES

The following body types are used by the gamemaster to describe animals in your game.

AMORPHOUS: These organisms can survive in extremely high gravity and atmospheric pressures. Their organs float freely within their viscous bodies and they slide around dissolving and absorbing whatever they touch.

AMPHIBIAN: Amphibians live most of their lives submerged or around water but they can live on dry land for a limited time. Most amphibians must constantly stay in a moist environment or their bodies will quickly dry out. Their body plans include walker and hopper.

AVIAN: Avians are warm blooded and lay eggs. There are flying, gliding, swimming, and land avians. Avian bodies are covered with feathers and scales. Body plans include flyer, glider, swimmer, and runner.

ENERGY: These organisms evolved to live amongst the stars and inside nebulas. They are composed almost entirely of energy allowing them to live in any environment even the vacuum of space. They feed by absorbing energy from their surroundings or directly from starlight. Their feeding habits explain why they are commonly known as vampire clouds. They can coalesce their form to become solid in any shape that they desire.

FISH: These organisms have gill systems that extract dissolved oxygen from water or other liquid environments. Fish usually lay eggs and most are cold blooded. Body plans include oval, teardrop, flat, and long bodies with two, three, four, multiple, or no fins, sea horse, eel, ray, and shark.

FLOATER: Many bag life forms were created to populate low grav worlds. They fill themselves with low density or high temperature gases that allow them to float and travel with the wind. Floaters can also be found floating on top of large bodies of water or inside gas giants.

FLUID: These creatures were created from pure super strings so they can burrow into the fabric of the space time continuum creating wormholes. These creatures are extremely dangerous and they have accidently destroyed entire planets by opening a portal near them.

GAS GIANT: These organisms were designed to live in the crushing pressure of a gas giant. They have aerodynamic designs that allow them to glide on the upper layers of liquid gas. Many of these creatures use the massive magnetic fields found on these gas worlds to propel themselves forward.

INSECTOID: These organisms have an exoskeleton instead of an internal skeleton. They have simple or no respiratory or circulatory systems. Most lay eggs and don't raise their young. Body plans include insect, butterfly, scorpion, crab, lobster, shrimp, and spider.

MAMMAL: Mammals are warm blooded, give birth to live young, and most raise their young until they are able to fend for themselves. Mammals have hair and produce milk for their young. Body plans include crawler, walker, glider, flier, swimmer, and aquatic.

MASSIVE: These incredibly large, heavy, and powerful creatures have thick armored plating and an intricate skeletal system that can support their incredible height and weight. Their size and shape differ but they are all unimaginably powerful and almost indestructible.

POLYGON: These creatures are shaped like a polygon and they have a set of sense and internal organs, legs, and arms for each of their lateral sides. Their internal and external symmetry makes them very resistant to mutation, which may be why they are commonly found on exotic or extreme worlds.

REPTILE: Reptiles are cold blooded animals that lay eggs. A few give birth to live young but only a few reptile species actually raise their young. Reptile bodies are covered in scales or armored plates. Reptile body plans include runner, grazer, crawler, glider, serpent, swimmer, burrower, and paddler.

SIMPLE: These simple organisms include sponges, jellyfish, anemone, worms, and other simple organisms. They have few or no internal organs. These organisms reproduce by cellular division and simple sexual reproduction. Simple animals include sponges, jellyfish, anemone, coral, worms, snails, squids, and clams.

SURVIVAL: These super predators were designed to deal and absorb massive amounts of damage. They have lightning fast reflexes and acute senses. These creatures have many adaptations including external resin armor, razor sharp claws and teeth, acid blood, redundant organ and organ systems, a light bending surface that produces camouflage, and cellular regeneration that when combined makes them the perfect hunters.

CRYSTAL: Crystal life forms are entirely made of ionic compounds. Their mental patterns are built directly into their crystal structure and they absorb energy directly from the warmth of their environment. Battle Heralds fall into this class of life form.

ORGANIC ROCK: Organic rock creatures are composite creatures made from stone and organic materials so these creatures need to eat equal amounts of organics and minerals in order to survive. They are perfect for high gravity and low moisture worlds.

COHESIVE LIQUID: Cohesive liquid creatures are formed from complex molecules that give them life but allow their bodies to be entirely liquid at all temperatures and pressures. These creatures were designed for water worlds and the high gravity and pressure of gas giants.

BEAST: These humanoid monsters are massive creatures that have hands that can grasp weapons or powerful claws.

HORROR: These truly alien creatures are designed to fight and kill. They have been engineered or have evolved to kill and survive in the most deadly environments.

Animal Movement (Move)

Each movement type allows an animal to travel through its environment in a different way.

BURROW: Burrow allows an animal to dig into and through the ground so they can move through sand, gravel, dirt, or even solid rock depending on the species.

FLOAT: These animals have gas bladders that allow them to float on low gravity planets or in a liquid environment.

FLY: Flight allows an animal to actively fly through the air by flapping its wings.

GLIDE: Glide allows an animal to catch and ride atmospheric currents in order to travel through the air but they must be in an elevated position in order to take flight.

MOBILE: Mobile animals have no active form of movement but they move with the current flow or are blown around by the wind.

PROPEL: Some animals can move themselves by propelling their liquid or gas environment from their bodies. Some rare creatures actually generate bio plasma or ionizing energy in order to move.

STATIONARY: These animals do not move and are usually attached to their environment or another animal.

SWIM: Aquatic animals live underwater and they travel submerged or on the surface of the water. Some animals have gills allowing them to permanently exist underwater while other animals hold their breath allowing them to stay submerged for only a limited time. Aquatic animals move by flapping their fins, moving their bodies and tails, or through muscular water propulsion.

WALK: Animals that walk use legs to crawl, run, and jump over the ground. Animals can have two, four, six, eight, or more legs. Some ground animals have no legs and slither over the ground using their ribs to push themselves forward.

Animal Specials (Special)

Animal specials include natural chemical and physical defenses and other special abilities. Any Special followed by a number deals that much damage per attack in the same range band. A special followed by two numbers deals ranged damage. The first number is the damage produced and the second number is the range of the attack in range bands.

Absorb X

These animals feed on their prey by directly absorbing their life energy. These creatures deal damage and reduce a character's Strength by X for every successful attack. A character is killed if her Strength is ever reduced to zero. A character's Strength will recover if she is given enough time to rest.

Acid

These contractile organs project a molecular acid that can quickly dissolve flesh and armor. Acid gives an animal's attacks Shred and Continuous.

Acid Blood X

Acid blood represents an animal with blood that acts as a molecular acid once it contacts its native atmosphere. This makes killing an animal dangerous because of the danger of being sprayed with its corrosive blood. When these animals are hit, all combatants in the same range band are attacked with damage equal to X. Acid blood has the Shred and Continuous.

Acrobatic

These animals are so elusive and acrobatic when they move that they are extremely difficult to hit. A character must reroll all successful Attack dice made on these creatures.

Ambush

These animals have evolved to blend into their environment so that they are almost impossible to see until it is too late for their prey. They use different types of camouflage or light bending techniques. In their natural environment, these animals always attack first.

Amorphous

These animals do not have an internal or external skeleton. They have a soft amorphous body so they usually exist in aquatic or extremely low gravity environments. These soft bodied animals receive double damage from all attacks.

Anchor

Anchors are hooks, spikes, or small teeth filled mouths that can be shot from an animal's body to kill or pull another creature into its mouth. A character cannot leave the range band of one of these animals if he was hit by one this turn.

Armored Carapace X

These animals have resin exoskeletons, hardened skin plates, or massive bone projections that cover their entire body that provides them with Armor X.

Blaster X/Y

These animals produce a massive bioelectric discharge or a ball of energetic plasma that can burn or shock an opponent or its prey.

Bore

These animals can bore into a character's body to feed or lay eggs. Once these animals successfully hit, they automatically damage a character each combat turn until a successful Medical test is performed on the character or the animal is killed.

Breath Weapon X/Y

These creatures can produce fire, ice, electricity, acid, or poison that they can project a great distance from their mouths. Acid breath has Shred and poison breath has Lethal X but produces no damage.

Camouflage X

These creatures have pigment patterns and exterior ornamentation that helps an animal blend into its environment making it difficult for predators or prey to see them. These animals cannot be fired on by an attacker that is further away than the animal's Camouflage rating in range bands.

Confusion X

These animals have a psychic ability designed to confuse an enemy's mind. To determine if a character is confused, he must pass an attribute contest using her Intelligence against its Confusion rating. If the character loses, all his dice pools have a maximum of one die for that turn.

Constrict X

These creatures can grapple a character using their body or appendages. To grapple a character, the animal must pass an attribute contest using its Constrict against a target character's Strength.

CONTROL X

These psychic creatures can actually take control of a character's mind and use him as a puppet. A character must pass an attribute contest using his Intelligence rating against the animal's Control rating or the animal takes control of his mind for a turn. If the animal wins the contest, it may perform a single action using the target character. The effected character cannot do anything else for the rest of the turn.

CRUSH X

These animals can bear hug or grab a character to crush her. Animals can use their bodies to roll over a victim or coil around her to crush the life out of her. Animals can also stomp on a person with their feet or sit on him. A character must pass an attribute contest using her Agility against the animal's Crush rating or receive damage equal to the total of an animal's Crush and Strength ratings.

DISEASE

These animals are diseased or grow bacteria in their mouths that can weaken their prey on contact. These animals infect a character with a disease when they make a successful close combat attack. These infections will kill a character or animal in a few hours without treatment.

DOMINATE X

These psychic creatures can produce terror or confusion in a character making it impossible for her to move. A character must pass an attribute contest using his Intelligence against the animal's Dominate rating or lose all her Actions for that turn.

ENERGY FORM

These animals are made of pure energy. They can only be damaged by energy and explosive weapons.

ETHEREAL

These creatures from another dimension can phase through anything so the damage that they produce ignores an opponent's Shield and Armor.

EXPLODE X

These animals explode when they die. They deal damage to everything in the same range band as them equal to their Explode rating.

FAST

These animals move so quickly and evasively that all ranged attacks targeting them receive a -1 Attack modifier.

FEEL NO PAIN X

These animals feel nothing during combat and always fight to the death. This total lack of fear and resistance to physical pain provides them with Armor X.

FEAR

These extremely large and ferocious animals create fear in the minds of anyone that sees them. Characters receive a -1 Attack modifier when these animals are in the same range band.

FEARLESS

These animals never retreat no matter how injured they are or how many of their companions have been killed.

FEEDING FRENZY

These animals clamp their claws or jaws into a character and tear them apart once they have their prey captured. These animals receive an extra Attack dice for each successful Attack die in their original Attack dice pool.

FRENZY

These creatures enter a blood rage when they are injured turning them into true killing machines. These animals deal double damage after they have been injured.

GENE STEAL

Gene steal allows an animal to absorb the genetic material from other animals or characters stealing their traits including a character's appearance. These animals can gain one Advantage from a character or a Special from another animal after a successfully attack.

GROUP MIND X

These animals use psionics or ultrasonics to communicate with each other in a way that allows them to form a collective intelligence that is more powerful than their individual minds. These collectives allow these animals to act as a sentient creature with high intelligence but when they are separated they revert back to their instinctive natures. The Group Mind rating is the Intelligence rating of each member if that many members are present. Their individual Intelligences drop every time a member of the group is lost or separated from the group. These groups are usually forged after birth so it is difficult to add new animals once a member is lost.

GROUND ERUPTION

These animals burrow through the ground and they can explode upward right behind or below a group of characters. When these creatures burst from the ground, they always attack first.

Hallucination X

These creatures use chemicals, spores, or psychic attacks to cause characters to have severe hallucinations. A character must pass an attribute contest using her Perception against the animal's Hallucination rating or lose all his Actions for that turn.

Hive Mind

Hive mind animals are extremely stupid and are controlled by a powerful super intelligence through creatures that are powerful psychic nodes. These animals lose all their Actions if an animal with Hive Node is not in combat with them.

Hive Node

These animals are the psychic node of their group mind that controls every member of their collective.

Hot Spray X/Y

These animals mix chemicals in their bodies that produce a hot caustic spray that is fired at high speed at an opponent. Hot spray has Continuous.

Hunter

These animals are instinctive killing machines and the ultimate predator in their environment. They may reroll all attacks.

Implant

These animals can implant an egg or fetus into another animal or a character when they attack. Without medical attention, the growing animal will kill the character over time as it eats him from inside and eventually burst out of his body.

Invisible X

These animal use psychic abilities or physical attributes to bend the light around them making them impossible to see until they are close enough to strike. A character always receives a -1 Perception and Attack modifier for each range band she is away from the animal. A character can only attack these animals if he first passes an attribute contest using her Perception against an animal's Invisibility rating.

Leaping

These creatures have a massive leaping ability that allows them to attack enemies in adjacent range bands by spending a single Action.

Lightning X/Y

These animals can project bolts of electricity from their bodies that can burn and shock an enemy. Lightning produces Immobilize X.

Lure X

These creatures have camouflaged bodies but they project a piece of their body in order to lure their prey closer so that they can capture them. A character must pass an attribute contest using her Perception against the animal's Lure rating or the animal attacks first.

Mount Link

These animals have a psychic or physical link that allows a rider to meld their mind with it. These animals do not require the use of Actions to ride.

Phase

These animals can pass through any substance allowing them to move through walls. These animals ignore an opponent's cover and Armor when they attack.

Pincers

Pincers represent crushing claws or mandibles that can grasp and crush an enemy. The close combat attack of these animals has Shred equal to their Strength.

Poison X

These contractile organs inject a biological poison through hollow fangs into a victim. The venom or toxin can also be spit out as a cloud or a concentrated stream directed at a victim's eyes. Some creatures secrete poison from their skin or concentrate it within their bodies. When these animals attack they can deal Lethal X instead of damage.

Poison Cloud X

These animals produce a toxic cloud of poison or spores that acts as a hallucinogen or irritant that renders a character unconscious or kills her. Poison clouds produce X Stun damage or Lethal X that effects every unprotected character in the same range band as the animal.

Psi Blast X/Y

These animals can produce a massive mental attack designed to destroy an enemy's mind. Psi blast reduces a character's Intelligence by one for each successful Attack die up to Y range bands away. A character is killed if his Intelligence is ever reduced to zero. A character's Intelligence will be restored with enough rest.

Psi Shield X

These animals can generate a psychic shield with Shield X and its Factor is determined by the gamemaster.

Radioactive X

These animals evolved or were exposed to high radiation so they emit large amounts of ionizing radiation that is deadly to everything living around them. Anything in the same range band as these animals receives an amount of damage equal to their Radioactive rating each combat turn.

Ram

Some animals have hardened skulls, horns, antlers, or protective head armor that allows them to ram an enemy at full running speed. This adds Knockdown equal to an animal's Strength to its close combat attacks.

Rending

These viscous creatures can tear the limbs off a character by having a number of successful close combat Attack dice equal to the target character's Strength rating.

Regeneration X

Regeneration represents an animal with rapid cellular regeneration that allows it to quickly heal injuries and regenerate entire organs or limbs. These animals regain a number of Life per combat turn equal to their Regeneration rating.

Rock Hard X

These animals are formed from living rock or crystal. They are immune to Stun damage and Lethal weapons. They have Armor equal to their Rock Hard rating. Rock Hard animals receive double damage from Shred weapons.

Sabers

Sabers represent massive blades made of resin or bone that replace its hands or project from its forearms. Exoskeleton arms of an animal are sometimes shaped like giant scythes or hooks. These animals deal double damage in close combat.

Scatter X

Scatter allows an animal to project a cloud of spines or barbs to startle or blind an enemy. An animal can attack with Scatter to automatically deal its Scatter rating in damage to every character in the same range band.

Scent Trail

This animal produces a powerful chemical trail that allows other members of its species to quickly move toward a marked area. These animals may spend an Action to move directly to the range band of another one of its kind.

Shapeshifter X

These animals change their shape so their bodies look like local vegetation making them almost impossible to see. They can also make themselves look like other animals or even people. A character must pass an attribute contest using her Perception against its Shapeshifter rating or the animal goes unnoticed and attacks first in combat.

Shell X

A shell provides a great deal of protection for an animal's body and a high Armor rating but its great weight limits an animal's speed and mobility. A shell only partially covers an animal's body but the rest of its body can be pulled into the shell in times of danger. These animals have Armor X.

Slam

These creatures ram or throw a character to the ground when they hit. If this animal has a number of successful Attack dice equal to a character's Strength, the character is knocked to the ground prone.

Slime

These creatures produce a very thick and sticky substance over their entire body designed to trap their prey or slow down their predators. Characters in the same range band as these animals must pass an attribute contest using their Strength rating against the animal's Slime rating or they lose all their Actions.

Sneak

These animals can blend into their environment allowing them to move in close before attacking. At the beginning of combat, these animals can be placed in the same range band as a character.

Sonic X/Y

Sonic represents an ultrasonic organ that projects a concussive force or a deafening sound in an atmosphere or a liquid environment. Sonic attacks deal X Stun damage with Range Y.

Spines X

These sharp spikes project from an animal's body. They are formed from bone or hardened skin. Larger spines

are referred to as spikes. They automatically hit and deal their damage if a person attempts to grab an animal.

SPIT

These animals can spit web or poison into a character's eyes or face. A character loses one Action for each successful attack made by these animals.

STEALTH

These creatures use terrain in a devious way to take down their prey. They attack from behind, from above or below, or through walls. Stealth animals always go first in combat if they are in a confined area like a forest, jungle, building, or ship.

STENCH X

These animals produce a powerful smell. An unprotected character must pass a Resolve test that requires rolls equal to the Stench rating of the animal in the same range band for a success or lose all his Actions for that turn.

STINK SPRAY X/Y

These animals can spray a chemical that produces such an incredible stench that it can cause severe nausea. An animal must take a ranged attack to use this ability. The range of this attack equals the second Stink Spray rating. An unprotected character must pass a Resolve test with required rolls equal to the first Stink Spray rating for a success or he loses all his Actions that turn.

STOMP

These creatures are so large and heavy that they can deal triple damage if their number of successful Attack dice are equal to a character's Agility by directly stepping on her.

SURFACE ARMOR X

Animals with surface armor have internal skeletons and external plates or scales that provide extra protection for their vital organs. These animal have Armor X.

SWALLOW WHOLE

These massive creatures can swallow a character whole if their number of successful close combat Attack dice are equal or greater than a character's Agility.

SWARM

These animals are extremely small but attack as a massive swarm. Only one successful Attack die per dice pool deals damage to a swarm animal. Weapons with Area, Torrent, Scatter, and Field deal triple damage to a swarm animal.

SWIFT

An animal with Swift may move to an adjacent range band after it makes a successful attack.

TAIL WEAPON

Tail weapons include clubs, spikes, and stingers. Clubs are knobs of bone at the end of an animal's tail that can be used to crush or smash a target. Spikes represent pointed bone or shell extensions that can be used to slash, gore, or impale a target. Stingers represent a poisonous needle that can inject a biological poison into a target. These animals get a second attack that does not require an Action if the animal's original attack hits. This second attack has a dice pool equal to the number of successful close combat Attack dice in the original attack.

TENTACLE X

An animal with tentacles can constrict or slap a target. Some tentacles are covered with stinging cells, barbs, grasping feet, and suction cups. These animals have multiple limbs so they can attack a number of times equal to their Tentacle rating for each Action used.

TERROR X

These extremely monstrous or horrific creatures are so scary that they can actually destroy the sanity of a character that encounters them. When these creatures are first encountered, every character must pass a Resolve test or permanently lose one point of Reality. Each roll that is equal or greater to an Animal's Terror rating is a success.

THRASH

These animals grab hold of their prey with their jaws and thrash their body to tear pieces or entire limbs off their victims. Animals with Thrash deal double damage for all Attack rolls of 8+.

TIME SHIFT

These animals can move through time allowing them to change position at will. These animals have evolved or were designed to tear through the fabric of space time. These animals can spend an Action to move any number of range bands.

TIMID

These animals are extremely careful so they will run

away when encountered and will lay down and play dead when cornered.

Tools

Some animals use sticks and rocks as tools in order to defend themselves and gather food. Some animals even construct simple tools and weapons. If an animal uses a tool, it deals double damage in close combat.

Tough Hide X

These animals have extremely strong skin that has evolved to resist the attacks of massive predators so it can deflect most modern weapons. This provides an animal with an Armor rating equal to its Tough Hide rating.

Trample X

Large creatures can attack by running over a character. Trample allows an animal to automatically deal damage equal to their Trample rating to all characters in the same range band as them each combat turn.

Ultrasound

These animals produce an ultrasonic pulse that allows them to use echo location to precisely target and track their prey. An animal with ultrasound ignores all visibility modifiers and can reroll all Attack rolls.

Ultravision

These animal's vision can detect the electromagnetic spectrum other than the visual spectrum. These animals may ignore all visibility modifiers except for distance.

Venom X

Many animals produce various biological poisons designed to intimidate predators and subdue prey. Venoms include somatic toxins designed to dissolve muscle and tissue, neurotoxins designed to paralyze or kill, hallucinogens and poisons designed to deter consumption, or irritants designed to cause sores and inflammation. These animals close combat attacks have Lethal equal to their Venom rating.

Web X

These animals produce biological webs or glues that prevent characters from moving. A character in the same range band as these animals must pass an attribute contest using his Strength against the animal's Web rating or lose all his Actions for that turn.

Animal Specials	
Special	**Description**
Absorb X	Reduce Strength by X.
Acid	Attacks gain Shred and Continuous.
Acid Blood X	X Damage with Shred and Continuous.
Acrobatic	Force opponent to reroll Attack dice.
Ambush	Always attacks first in its own environment.
Amorphous	Animal receives double damage from all attacks.
Anchor	Character cannot leave range band if this animal hits him this turn.
Armored Carapace X	Armor X
Blaster X/Y	Damage X and Range Y
Bore	Deal damage until Medical skill is applied.
Breath Weapon X/Y	Damage X and Range Y.
Camouflage X	Must be within X range bands to fire on.
Confusion X	Pass Intelligence against Confusion or he has only one die for all his dice pools.
Constrict X	Grapple using constrict versus character's Strength.
Control X	Control test versus character's Resolve. If character loses, animal can perform one Action using the character.
Crush X	Crush test versus character's Agility. If the character loses, he receives damage equal to the total of its Crush and Strength rating.
Disease	Attack infects character with a disease.
Dominate X	Dominate test versus character's Resolve. If character loses, he loses all his Actions.
Energy Form	Only energy and explosives deal damage.
Ethereal	Animal ignores a target's Armor and cover.
Explode X	When they die, they deal X damage to everything in the same range band.
Fast	All ranged attacks on this animal receive a -1 Attack modifier.
Feel No Pain X	Armor X.
Fear	Characters in the same range band receive a -1 Attack modifier.
Fearless	Never retreat.
Feeding Frenzy	Extra Attack die for each successful die in an Attack dice pool.
Frenzy	Deal double damage after they have been injured.
Gene Steal	Copy an advantage or skill from a character.
Group Mind	Intelligence equals the number of these animals in a group.
Ground Eruption	Attacks first when it erupts from the ground.
Hallucination X	Pass Perception test versus the Hallucination rating or lose all his Actions.
Hive Mind	Loses all Actions if not in combat with a Hive Node animal.
Hive Node	Hive leaders of a collective mind.
Hot Spray X/Y	Damage X and Range Y. Continuous X.
Hunter	Reroll all attacks.
Implant	Requires immediate medical attention.

SPECIAL	DESCRIPTION
INVISIBLE X	-1 ATTACK AND PERCEPTION PER RANGE BAND.
LEAPING	MOVE ONE RANGE BAND AND ATTACK FOR ONE ACTION.
LIGHTNING X/Y	DAMAGE X AND RANGE Y. IMMOBILIZE X.
LURE X	PASS PERCEPTION AGAINST LURE OR ANIMAL ATTACKS FIRST.
MOUNT LINK	NO ACTIONS REQUIRED TO RIDE THIS ANIMAL.
PHASE	IGNORES ARMOR AND COVER.
PINCERS	SHRED EQUAL TO AN ANIMAL'S STRENGTH.
POISON X	DEAL NO DAMAGE TO PRODUCE LETHAL X.
POISON CLOUD X	X STUN OR LETHAL X IN THE SAME RANGE BAND.
PSI BLAST X/Y	DAMAGE X AND RANGE Y.
PSI SHIELD X	SHIELD X.
RADIOACTIVE X	X DAMAGE TO EVERYTHING IN SAME RANGE BAND.
RAM	ADDS KNOCKDOWN TO CLOSE COMBAT ATTACKS.
RENDING	TEARS OFF ARM IF THE NUMBER OF SUCCESS DICE EQUALS A CHARACTER'S STRENGTH
REGENERATION X	RESTORE X LIFE EACH TURN.
ROCK HARD X	ARMOR X. IMMUNE TO STUN AND LETHAL DAMAGE. RECEIVE DOUBLE DAMAGE FROM SHRED ATTACKS.
SABERS	DOUBLE DAMAGE IN CLOSE COMBAT AND SHRED.
SCENT TRAIL	MOVE TO THE SAME RANGE BAND AS ANOTHER ANIMAL WITH SCENT TRAIL FOR ONE ACTION.
SHAPESHIFTER X	PASS PERCEPTION AGAINST SHAPESHIFTER OR IT GOES FIRST.
SHELL X	ARMOR X.
SLAM	NUMBER OF SUCCESSFUL ATTACK DICE EQUAL A CHARACTER'S STRENGTH, SHE IS KNOCKED PRONE.
SLIME	PASS STRENGTH VERSUS SLIME OR BE TRAPPED.
SNEAK	APPEARS IN THE SAME RANGE BAND AS A CHARACTER.
SONIC X/Y	STUN DAMAGE X AND RANGE Y.
SPINES X	GRAB ANIMAL, IT DEALS X DAMAGE.
SPIT	CHARACTER LOSES ONE ACTION FOR EACH SUCCESSFUL ATTACK.
STEALTH	GOES FIRST IN COMBAT IN THEIR ENVIRONMENT.
STENCH X	PASS RESOLVE TEST AGAINST X OR LOSE ALL ACTIONS.
STINK SPRAY X/Y	PASS RESOLVE TEST AGAINST X OR LOSE ALL ACTIONS.
STOMP	DEAL TRIPLE DAMAGE IF ATTACKS EQUAL AGILITY.
SURFACE ARMOR X	ARMOR X.
SWALLOW WHOLE	SWALLOW IF GOOD ATTACK DICE EQUALS AGILITY.
SWARM	ONLY ONE ATTACK DICE PER ATTACK HITS.
SWIFT	MOVE AFTER A SUCCESSFUL ATTACK FOR FREE.
TAIL WEAPON	FREE ATTACK WITH DICE EQUAL TO SUCCESSFUL DICE.
TENTACLE X	X ATTACKS PER ACTION.
TERROR X	RESOLVE TEST AGAINST X. FAIL LOSE ONE REALITY.
THRASH	DOUBLE DAMAGE FOR ROLLS OF 8+.
TIME SHIFT	MOVE ANY NUMBER OF RANGE BANDS PER ACTION.
TIMID	ALWAYS HIDES OR RUNS AWAY.
TOOLS	DOUBLE DAMAGE WHEN USING A TOOL.
TOUGH HIDE X	ARMOR X.
TRAMPLE X	DEALS X DAMAGE IN THE SAME RANGE BAND.
ULTRASOUND	IGNORES VISIBILITY MODIFIERS. REROLL ATTACKS.
ULTRAVISION	IGNORE VISIBILITY MODIFIERS EXCEPT FOR DISTANCE.
VENOM X	LETHAL X.
WEB X	PASS STRENGTH VERSUS WEB OR LOSE ONE ACTION.

ANIMAL SENSES

An animal's senses represent its ability to detect, analyze, and visualize its environment and the range of these senses. Senses also determine how an animal sees its environment and interprets its world.

ELECTRICAL SENSE: Some animals can detect the electrical discharge produced by the nervous systems of living creatures.

ENERGY SENSE: A few space faring organisms can detect the presence and intensity of the electromagnetic fields produced by power sources and astrological bodies.

HEARING: Animals can detect sounds ranging from subsonic to ultrasound with varying sensitivities.

MAGNETIC: Some animals can detect the direction of a planet's magnetic field in order to orient themselves.

MOTION: These animals can feel the motion of its prey as they move over the ground.

SCENT: Scent represent an animal's olfactory sensory organs that allows it to detect the scent of things in an atmosphere or liquid environment. Many animals can detect single molecules allowing them to track and identify other animals from a great distance.

SONAR: Sonar allows an animal to visualize its environment using reflected sound waves. These sound waves can also be directed at close range to render an enemy unconscious. This sense can only be used in an atmosphere or underwater.

TASTE: Some animals have such sensitive taste organs that they can detect other animals by tasting the air or the liquid environment around them. They can detect a chemical gradient in the air or water to determine the exact distance and location of another organism.

THERMAL: Some animals can sense the infrared spectrum. These animals have thermal vision that allows them to detect and track other animals by their heat trail and signature in total darkness.

TOUCH: Some animal's sense of touch is so sensitive that it can distinguish the slightest surface variations and determine the chemical composition of anything that it touches. Some animals are so sensitive that they can detect the slightest air movement produced by creatures hundreds of meters away.

VISION: Some animals have eyes designed to visualize their environment in color or shades of gray. Many animals have light intensifying or collecting eyes that provide them with night vision or allow them to see light in the ultraviolet spectrum. Some animals have telescopic vision that allows them to see a great distance away.

Animal Lifestyle

Lifestyles describe how animals interact with each other and the composition and interactions within their families and communities.

Independent: These animals live independent lives and only come together to mate. Either a male or female parent raises the offspring depending on the species.

Family: These animals live in family groups and mate for life. They raise their offspring and work together for the mutual defense, growth, and survival of their family.

Pack: These animals live in small or large groups where only the dominant male and female can breed. They work together to raise offspring, to gather or capture food, and for their mutual defense.

Colony: These animals live in massive groups and are usually directly related. Members of the colony dedicate their lives to the survival and protection of the colony and are willing to die to defend it. Each member of the colony has a specific job that they dedicate their lives to perform. Their bodies are often designed to perform a specific task. Colonies usually have leaders, elders, or a queen that produces all the offspring in the colony.

Animal Feeding Habits

Feeding habits describe how an animal acquires nutrients including autotrophy, grazing, and predation.

Autotroph: Autotrophs can perform either photosynthesis or chemosynthesis in order to generate their own internal food source from water, simple organics, trace minerals, and chemical or solar energy.

Direct: Direct feeders can absorb energy directly from another living creature or from any source of radiant energy including sunlight.

Grazer: Land grazers feed on vegetation including grass, leaves, and bark and the nectar of flowers. Aquatic grazers feed on floating algae and microscopic sea creatures.

Harvester: Harvesters gather and store food including vegetables, fruits, nuts, and seed from their environment and may also plant and harvest their own crops.

Parasite: Parasitic animals drain blood and other bodily fluids from other animals as a source of nutrition. Parasites can also live inside and feed on a host. This parasitic process slowly degrades a host's health until it dies of malnutrition and disease.

Passive: Passive feeders include filter feeders and animals that directly absorb nutrients from their environment.

Predator: Predators hunt down and capture other animals for food. They usually capture only the weak, young, or aging from a prey herd. Most predators also scavenge when times are tough.

Scavenger: Scavengers eat dead and decaying animals. Many scavengers eat the remains of the animals killed by larger predators.

Sample Animals

Bane Wolf

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
6	4	4	4	10	3	12	2	Walk

Animal: Beast / Thick Fur 3

These huge wolves are the size of a large truck and they were engineered by the Ancients to be obedient pets. They are extremely intelligent making them very dangerous in combat. They always hunt in packs allowing them to corner and destroy any prey.

Bore Swarm

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	4	2	6	10	3	6	2	Walk

Animal: Beast / Swarm / Armored Carapace 10

These small insects swarm out of trees and quickly devour large prey by dissecting them with their razor sharp pincers and carrying away the small pieces. Swarms of these insects can dismantle a person in less than a minute.

Demon Tiger

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	4	2	6	10	3	6	2	Walk

Animal: Beast / Agile / Thick Skin 5

These three meter long pitch black super predators look like a muscular hairless tiger. They have evolved to take down the largest and most powerful prey so they have carbon fiber skeletons and skin that makes them extremely tough and difficult to injure.

Ice Wurm

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	4	2	6	10	3	6	2	Burrow

Animal: Beast / Ground Eruption / Swallow Whole / Armored Carapace 5

These thirty meter long worms are covered in white skin plates as hard as metasteel. They burrow through rock hard ice hiding from the arctic environment where they live. They remain completely still waiting for the slightest motion. Once they sense their prey, they burrow toward it and erupt from the ground to swallow it whole.

PLANT ENCOUNTERS

When developing any form of vegetation you must first decide if it helps make the environment more alien or realistic or if it is there to create an obstacle or danger.

PLANT STRUCTURE

Plants include three separate families: algae, fungus, and plants. Many terraformed planets have algae in their oceans and plants on their surface that produce atmospheric oxygen. Bacteria and molds are used to soften and decompose soil so terrestrial plants can take hold. Bacteria and funguses are also important because they recycle dead plant and animal matter.

ALGAE: These single cell organisms are autotrophic and reproduce by simple mitosis. They differ from bacteria because they rarely cause disease and are usually photosynthetic or chemosynthetic making them totally self sufficient. Algae can form colonies and larger structures such as kelp.

FUNGUS: Funguses are colonial organisms that live by dissolving and absorbing living and dead organic matter. Funguses include molds, yeast, smuts, and mushrooms.

PLANT: These multi cellular organisms are composed of cells with hardened cell walls. Plants differ from animals because they do not have internal organs or nervous tissue and they produce seeds that germinate into offspring. Plants include mosses, grasses, ferns, bushes, trees, flowering plants, and fruiting plants.

PLANT MOVEMENT

Most plants are stationary because they lack a nervous system. Predatory plants have simple chemical and mechanical triggers that cause automatic movements designed to trap prey or frighten predators. Most plants depend on chemical defenses and symbiotic animals for fertilization because of their lack of locomotion.

NOMADIC: Nomadic organisms are not anchored to their environment so they drift with the current or on gusts of wind. Their motion is totally random and determined by their environment. Nomadic vegetation depends on photosynthesis or chemical autotrophy to survive.

PREDATOR: These plants have evolved the ability to react to touch by clamping down or entangling anything that touches them. They then release digestive enzymes and fluids to dissolve the captured prey.

STATIONARY: Stationary organisms attach or anchor themselves to the ground or any hard surface so they cannot be moved or displaced without uprooting them. Stationary vegetation depends on photosynthesis or chemical autotrophy to survive.

PLANT SPECIALS

Many types of plants have evolved special adaptations that include natural poisons, dense bark, barbs, and spines designed to defend the immobile organism.

ACID X

These plants produce and spray a powerful molecular acid that can melt through skin and metal over time. These attacks deals X damage with Shred and Continuous.

BARK X

Many plants have dense layers of hardened dead cells covering their exteriors. This defense limits any form of movement but provides a great deal of stability and rigidity. Bark provides a plant with Armor X.

ENTANGLE X

Some plants produce fluids that bind victims in place or have contracting vines or leaves that can entrap any person or animal that touches it. Entangle provides a plant with the special Immobilize X. Each turn that a victim cannot escape, the Immobilize rating is cumulative.

ESCAPE

These plants have an unusual design that allows them to quickly pull in or shoot off when they are touched.

FLOAT

Some plants fill parts of their bodies or exterior air bladders with various gases in order to float on water or through the air on low gravity worlds.

ILLUMINATION

These plants produce so much bioluminescent that a player can see in total darkness using only their light.

MAN TRAP X

These plants are designed to slam down and trap its prey. If a character is in the same range band as a man trap plant, he must pass an attribute contest using his Agility rating against the plant's Man Trap rating or be trapped and lose all his Actions. At the beginning of each combat turn, a trapped character can retake this contest in order to escape.

Ripper X

Some plants have jaws or razor sharp whipping vines that can tear their prey apart. Many plants have razor sharp leaves that it can slash apart a predator or its prey. These plants deal X damage in close combat.

Sonic X

Some mushrooms and plants have evolved the ability to produce massive burst of sound designed to scare away predators. Sonic allows a plant or fungus to produce X Stun damage to everything in its same range band.

Spines X

Many plants grow dense spines or barbs used to defend the immobile plant that can be as sharp and hard as razor wire. Characters in the same range band as these plants must pass a skill contest using their Agility rating against the plant's Spine rating or lose one Life. In a few cases, these barbs may be covered in natural somatic poisons or neurotoxins producing X Stun damage or Lethal X.

Spores X

Many funguses release spores when touched that can infect a person's respiratory system or skin. These spores can have neurological and toxic effects depending on the species of fungus. Spores provide a fungus with the special Stun X or Lethal X. Some spores cause severe hallucinations or extreme pain.

Sticky Trap X

These plants produce a dense and extremely sticky liquid designed to trap or hinder a predator or its prey. Characters in the same range band as the plant must pass a skill contest using their Strength rating against the plant's Sticky Trap rating or they cannot leave that range band.

Toxin X

Many plants produce natural poisons that will injure or kill a person that eats or touches it. Some plants produce an exterior chemical that acts as a skin irritant or produces toxins that act as neurotoxins and somatic poisons. Many of these toxins are used to produce pharmaceuticals so new species of plants are constantly being tested for their potential as a new drug. Toxins allow a plant or fungus to produce Lethal X or X Stun damage.

Sample Plant Dangers

Lash Vines
Plant / Predator / Entangle 5 / Toxin (Stun 5)

These deadly plants grow on large trees. They lay in wait for their prey and their poisonous vines fall down on them. These plants can trap large animals in their poisonous vines and slowly absorb their nutrients over time.

Burstrooms
Fungus / Stationary /Spore (Lethal 10)

These small purple mushrooms fire off a nerve toxin into the air that can kill anything that accidentally gets too close to them.

Maulrooms
Fungus / Stationary / Acid 5 (Shred / Continuous 2 / Field)

These gigantic mushrooms spray a corrosive cloud of acid whenever they feel the slightest ground vibration. This flora is greatly feared because it blends into its environment making it extremely dangerous for any explorer on an unfamiliar death world.

Screaming Trees
Plant / Stationary / Bark 10 / Sonic 5/2 (Stun)

These ancient trees have survived through eons of time because of their incredible defenses that allows them to produce an intense sonic burst that will stun any animal or insect attempting to injure them.

Shredder Plant
Plant / Predator / Ripper 5

These plants grow on many jungle worlds making many of the Imperial death worlds almost unlivable except for a few jungle fighter cults. They are believed to be the product of Old Empire genengineers that wanted to keep people away from these untouched virgin worlds.

Slaughter Vine
Plant / Stationary / Man Trap 5 / Rip 5

These hanging vines fire off hooked barbs that trap its prey then they slash it apart with their razor sharp flaying vines.

Warp Weed
Plant / Spore 10 (Stun)

These dangerous plants can render any possible predator unconscious by releasing a cloud of paralyzing spores whenever they detect the slightest movement.

Diseases

Diseases include viruses, bacteria, prions, and other biologically active agents. These organisms are non-sentient and simply exist to consume, reproduce, and mutate. Most scientists do not consider viruses to be living because they lack their own reproductive machinery and prions are simply destructive self replicating protein molecules. Diseases include many viable structural forms and life plans that have allowed microorganisms to exist in almost every possible environment imaginable. They can survive and flourish in extremes of temperature, pressure, and concentration and parasitically within more complex organisms.

Diseases should be considered extremely dangerous because they can be difficult to detect and cure once a person is infected. These infections can result in death without proper medical attention usually involving medical nano tech. Many of these microorganisms cause diseases with no known medical cure that can result in a quick or lingering death once they have infected a host. Many terraformed worlds are considered forbidden because their surface is covered with numerous virulent microorganisms. These death worlds can only be colonized if they are completely reformatted, terraformed, and their biosphere totally restocked. Diseases are defined by their structure, potential vectors, and their effect on other organisms.

Disease Structure

Structure represents the molecular and cellular form that these organisms have evolved or been given. All the structures available to microorganisms are simple and designed only for survival and reproduction. These organisms are easy to engineer to function as drugs, tools, weapons, chemical factories, and terraforming machinery.

VIRUS: A virus is a protein coated strand of genetic material that has the ability to take over the cellular machinery of its host in order to reproduce itself. Viruses have no independent reproductive mechanism and many can only infect a specific type of cell. Many have the ability to constantly mutate their outer protein coats making them extremely virulent. They can also lie dormant for decades until they come into contact with a viable host.

BACTERIA: These simple single cell organisms have the ability to reproduce quickly if the proper nutrients and environmental conditions are available. They have evolved to live in almost every imaginable environment. Many bacteria are coated in a gel that makes them extremely virulent.

PROTIST: These complex single cell organisms are eukaryotic in origin so their infection cannot be treated with simple antibiotics. Protists include amoebas and disease causing sporozoans. They differ from bacteria because they have cellular organelles and lack cell walls and gel coats.

PRION: This is a biologically active protein molecule that has the ability to cause disease by taking over or damaging the molecular machinery of an infected cell or altering the structure of proteins found in a host. Prions can only be removed using medical nano manipulators.

BIOLOGICALLY ACTIVE MOLECULE: These include biologically active free genetic material and lipid molecules that have the ability to cause disease by taking over or damaging the molecular machinery of an infected cell. This category also includes biological toxins and excretions that can affect complex organisms. Many of these biotic agents do not replicate inside those infected.

Disease Vector

Since diseases cannot actively hunt for their hosts, they can only be encountered within an environmental medium or from the internal fluids of a host. Vectors are the medium that diseases use to travel and spread their infection. The most dangerous microorganisms have the ability to lie dormant within a host or in an inert form allowing them to spread undetected throughout an entire community before they are detected.

AIRBORNE: These diseases are extremely dangerous because they can live in and move through an atmosphere. A person would only have to breathe in the foreign agent or have it touch his skin in order to become infected. This is the most common form used for biological weapons.

BODILY FLUIDS: These diseases live in the bodily fluids of an infected host. A person would have to be exposed to these fluids and actually have them enter his body to become infected. These fluids include blood, sweat, urine, tears, and saliva.

INSECT AND ANIMAL: These diseases are transported by an animal or insect host. A person will be infected if he is bitten, stung, cut, or even touched by an infected vector.

SPORE: Spores are the dormant form of a disease that allow it to exist in almost any environment. They can remain inert forever but once they encounter water and nutrients they become active and infectious.

WATERBORNE: These diseases live in pools or bodies of freestanding water. A person would have to drink or touch the water to become infected.

Disease Function

Many microorganisms can cause disease in an infected host but most are benign or too weak to overcome a person's immune system and his natural complement of helper microorganisms. A disease's function includes its ability to cause disease and death in a host. Modern medicine can cure most diseases but many diseases can replicate so quickly that irreversible damage can occur within hours unless an infected person can be placed in stasis until the proper treatment can be administered.

Control

These diseases effect a victim's mind so that they have an uncontrollable desire to repeatedly perform a specific action. This can include sneezing, biting, or itching which all help the disease to be spread to other people.

Dissolve

Some diseases excrete chemicals that dissolve the binding proteins that hold cells together within a person's tissues and organs. Symptoms range from tissue soreness or total liquefaction of a host's skin and organs causing profuse internal and somatic bleeding. Some diseases can even dissolve through metal, plastic, and glass if given enough time.

Fever

Many diseases cause a host to run an elevated fever. If a person's body temperature goes too high, her proteins may start to dissociate and she will suffer permanent organ and brain damage.

Hallucination

Some diseases produce chemicals that can affect a person's brain function in a very negative way. These chemicals can cause mild visual anomalies or extreme hallucinations. A few rare organisms can actually take control of a person's mind and trap them in an imaginary world of their psyche. These dreaming victims cannot wake up and the disease slowly devours them.

Nerve Damage

Many diseases directly infect or damage a person's neurons leading to loss of nerve function and paralysis. This damage can cause a person to lose voluntary muscle control and mental function. The early signs of infection include sporadic and uncontrollable muscle contractions and the inability to speak properly, which eventually leads

to a total loss of brain function. Later stages of infection result in blindness and permanent paralysis.

Organ Failure

Many diseases may infect and severely damage a person's internal organs. These diseases can release digestive enzymes and toxins or form cysts that can damage organs and other tissues. Many infections lead to excessive fluid buildup, tissue swelling, and elevated body temperatures that can lead to brain and spinal damage.

Rampage

These diseases cause brain damage that leads its victims into extreme acts of uncontrollable violence. In the later stages of this disease, victims must be restrained in order to control their extreme acts of violence against themselves and other people.

Unleash

These diseases unleash the parts of the mind that control inhibitions so these victims act with total abandonment making them perform risky behaviors that they would not normally engage in.

Sample Diseases

Paranoia Virus

This virus is not deadly but it does cause extreme paranoia in those infected that can become so intense that an infected person may become violent because she imagines that other people are plotting to kill or hurt her.

Baccus Virus

This virus eventually leads to total neurological breakdown but before that it attempts to spread to as many people as possible. It releases the portions of a victim's mind that hold back her inhibitions so she begins to perform various behaviors that she would not normally engage in which helps spread this unusual virus.

Nightmare Virus

This virus attacks the regions of the brain that allows a person's brain to dream. The subconscious part of the mind actually takes over the conscious part of a victim's mind. During the later stages of this infection, a character actually perceives his dream world to be the real world so he responds to other people in extremely bizarre and dangerous ways.

SYSTEM AND PLANET DESIGN

SYSTEM DESIGN

When designing a system of planets, the first step is deciding if it is uninhabited or occupied by non-sentient or sentient organisms. If life exists within the system, only a few combinations of star and planet types can directly sustain life, which limits your choices. If a sentient race occupies the system, the species and its culture will greatly influence the appearance and technology of the planets in a system. Many races prefer specific atmospheric and climatic conditions so the worlds of a system will slowly be terraformed to the preferences of the dominant race if they have access to the proper technology.

It is also possible to find sentient races on exotic and desolate planets in the form of mining and trading centers, farming and fishing complexes, manufacturing plants, research facilities, and colonies. Occupied systems will also have fleets of civilian and military spacecraft and space facilities. Most of the asteroids and moons in these systems will eventually be converted into space stations or defense platforms.

System location is also important when determining a system's composition because any system in or near the core will have already been converted to an Imperial hive world or a Republic home world. Most of these systems will have their stars converted to types better suited to support life. Undiscovered worlds in the Frontiers can contain all types of unknown species and cultures. These worlds can also be a great resource of lost technology and undiscovered treasures. They may also contain a myriad of uncataloged animals and microorganisms that can be a real danger or a monetary jackpot for explorers.

When designing a system, you must select the size and mass of the stars and the number, size, and types of planets in a system and any unusual phenomena or anomalies that make it unique. Then determine the types of life found on any of the terrestrial planets in the system.

STELLAR DESIGN

Each system has a core star, binary stars, or a system of multiple stars, which are classified by class, brightness, and size. Each spectral class has a range of brightness. A star's brightness ranges from 15 (dimmest) to ‑10 (brightest). Stars also fall into the following decreasing size classifications: super giant, giant, main sequence, dwarf, and subdwarf. The type of star determines its temperature, size, mass, and color.

SPECTRAL CLASS

Spectral class represents the size, brightness, mass, color, temperature, appearance, longevity, and life pattern of a star. There are also exotic stars that change their type.

TYPE O
BRIGHTNESS: ‑10 TO ‑5
SIZE: SUPER GIANT

These extremely bright blue stars have a short life span that results from their intense heat and luminosity. They are usually referred to as blue giants and have a surface temperature greater than 30,000°C.

TYPE B
BRIGHTNESS: ‑5 TO 0
SIZE: GIANT

These blue white stars have high luminosity and tend to be very large. They have an average surface temperature of 15,000°C.

TYPE A
BRIGHTNESS: 0 TO 3
SIZE: GIANT

These massive white stars produce high intensity luminosity without producing massive solar radiation and flares making them prime locations for the construction of fleet repair docks and construction facilities. Most anti-matter conversion plants are produced near these stars because the worlds that surround them cannot support life. They have an average surface temperature of 9,000°C.

TYPE F
BRIGHTNESS: 3 TO 5
SIZE: MAIN SEQUENCE

These yellow white stars produce many colonized worlds but planets orbiting them tend to be very arid and barren. Planets closest to these stars are usually too hot to support life.   They have an average surface temperature of 7,000°C.

TYPE G
BRIGHTNESS: 5 TO 7
SIZE: MAIN SEQUENCE

These yellow stars produce the perfect balance of radiation and light for humans and Gens making their systems perfect for colonization. Type G stars are represented by the star Sol that supports the planet Earth. Most stars that are near the cores of the Imperium and Star Republic have been converted to type G stars. They have an average surface temperature of 5,000°C.

TYPE K
BRIGHTNESS: 7 TO 10
SIZE: MAIN SEQUENCE

These orange stars don't provide as much light or heat as a type G star but they are highly prized because many of the explored planets that orbit them are prime candidates for terraforming. They have an average surface temperature of 3,500°C.

TYPE M
BRIGHTNESS: 10 TO 15
SIZE: DWARF TO SUBDWARF

These red stars represent one third of all known stars because their low intensity results in a greatly extended life span. They are commonly known as red dwarfs and have an average surface temperature of 2,000°C.

SUPERGIANT
BRIGHTNESS: -10 TO -5
SIZE: SUPER GIANT

These super massive red stars have an average surface temperature of 3,000°C but their incredible mass and volume make them appear very bright.

RED GIANT
BRIGHTNESS: -10 TO -5
SIZE: GIANT

These massive red stars are dying main sequence stars that have core fusion reactions occurring between helium and other elements instead of hydrogen. They have an average surface temperature of 6,000°C

WHITE DWARF
BRIGHTNESS: -10 TO -5
SIZE: DWARF

These are the remnants of dying low mass main sequence stars. When a star goes nova and blows off its envelope in the form of a planetary nebula, all that is left is a core of carbon and a burning shell of helium. They have an average surface temperature of 10,000°C.

PULSAR
BRIGHTNESS: -10
SIZE: MAIN SEQUENCE TO DWARF

These are the remnants of massive stars. They are rapidly rotating, highly magnetic neutron stars that generate intense bursts of radio waves, x-rays, or visible electromagnetic radiation at regular intervals. They are the second densest objects in the universe after a singularity.

VARIABLE STAR
BRIGHTNESS: VARIES FROM 5 TO -5 IN A SET PATTERN
SIZE: VARIES FROM GIANT TO MAIN SEQUENCE IN A SET PATTERN.

Many stars become unstable causing them to periodically expand and contract, which results in a periodic change in their brightness. This change can destroy any life found in these star systems and the massive solar flares that they produce can also destroy spacecraft entering these systems.

PROTOSTAR
BRIGHTNESS: -15 TO -10
SIZE: SUPERGIANT TO MAIN SEQUENCE

These are stars in the process of being born. Protostars are slowly coalescing spheres of hydrogen and dust that are building up enough gravity to start their nuclear furnace. Protostars are prized by terraformers because they can be quickly converted to type G stars in a few years instead of the hundreds of years required to convert a fully evolved star into a type G star. Stories have been written about lost technology from the Old Empire that allowed the ancients to convert nebulas into protostars or fully evolved stars back into protostars.

PLANET DESIGN

Each planet differs in its size, environment, geography, resources, indigenous life, and dominant civilization. When designing a planet decide what its function will be within a mission because if it is a trading center or capital world make sure it has the ability to sustain life, contains valuable resources, and is located in the center of a large galactic civilization or near a large populated Frontier zone. Populated worlds should never have extreme environments unless they contain some unique or valuable resource.

SIZE

The size of a planet determines its surface gravity, which is compared to Earth's standard gravity of 1G. The gravity of a planet is a mass multiplier for anything on the planet. A gravity of 2G would make everything feel as if it were twice as heavy as it does on Earth. Most humans cannot last very long on a planet with 5G or greater. Even a Legionnaire would have trouble moving on a 8G planet.

DENSITY

The materials that compose a planet and its core determine its density and gravity. Each planetary density has a gravity multiplier used to compute its actual gravity. Planets are either solid or gas giant. A super dense giant sized planet would have a gravity of 6G.

MAGNETIC FIELD

A planet must have a liquid or partially liquid core composed of iron, cobalt, or nickel in order to produce a planet wide magnetic field. Large planets with high concentrations of radioactive isotopes maintain a molten outer core so that its natural rotation produces a magnetic field that shields life on its surface from the deadly solar radiation produced by its local star. A planet's magnetic field may disappear or fluctuate for short periods of time exposing the world to intense solar and galactic radiation. Small and inert planets usually have a solid core because they cooled off very quickly after they were first formed so they have no protective magnetic field. Many gas giants have magnetic fields that can be hundreds of times greater than the Earth's magnetic field.

ENVIRONMENT

Planets are categorized by their environment, which describes their average temperature, atmospheric composition, hydrosphere density, and climate. Most alien environments, that have not been terraformed, will have atmospheric compositions deadly to humans and Gens. The density of a planet's atmosphere ranges from none, trace, thin, standard, dense, and super dense. Gas giants do not have a specific environment but are massive spheres composed of various gases including hydrogen, helium, noble gases, heavy metals, and organic molecules.

ARCTIC
TEMPERATURE: -100°C TO 0°C

These planets either orbit a cold star or they are very distant from their star. Arctic planets are extremely cold but they may have an equatorial zone warm enough to support life. All the water on these planets is frozen but bodies of water can be found near geothermal vents and hot zones.

BARREN
TEMPERATURE: -200°C TO 1500°C

These planets have no atmosphere, have little or no geological activity, and are barren of all life. The surface of a barren planet is scared from multiple meteor and comet hits that never erode because of the planet's complete lack of atmospheric and geological activity. They have no atmosphere so their surface temperature changes drastically depending on their current position and distance from their local star. The dark side of these worlds is usually freezing cold while the bright side of the world is hot enough to melt rock.

DESERT
TEMPERATURE: 30°C TO 90°C

These arid planets approach extremely close to their star, orbit a very hot star, or are in a multiple star system. The entire surface of this planet is covered in deserts and plateaus and water can only be found in the atmosphere, trapped in polar icecaps, or hidden as groundwater. There is atmospheric moisture that can be captured with traps.

EXOTIC
TEMPERATURE: -50°C TO 500°C

These planets have extremely unusual atmospheric and hydrosphere compositions. Their atmospheres can contain halogen and noble gases and many exotic organics that support indigenous life but that are deadly to humans and Gens. Many exotic environments contain hydrogen, helium, ammonia, and methane. Many of these atmospheres are corrosive and have extremely high atmospheric pressures.

HOSTILE
TEMPERATURE: -100°C OR 500°C

These planets have normal land formations, large bodies of water, and an atmosphere. Many of these planets have massive amounts of atmospheric carbon dioxide that traps the infrared radiation produced when ultraviolet radiation from a star hits its surface. This trapped heat can make a planet as hot as a furnace. Other planets have atmospheres composed of strange mixtures of methane, carbon dioxide, hydrogen, helium, nitric acid, sulfuric acid, nitrogen, and oxygen making their atmospheres lethal to humans and Gens. Other hostile planets have massive amounts of aerosol and dust particles in their upper atmospheres that blocks out heat and light radiated from their local stars leaving them frozen wastelands.

VOLCANIC
TEMPERATURE: 300°C TO 1500°C

These unstable planets have incredible amounts of geothermal activity that results in volcanoes and magma flow. This excessive geothermal activity is the result of a planet that has recently formed, contains a high concentration of radioactive isotopes, or that is constantly bombarded by meteors and comets. Erupting volcanoes and magma flow are constantly changing the surface of these planets and some of these worlds have a molten surface. These planets can have an oxygen rich atmosphere but they usually have massive concentrations of atmospheric sulfur gases and carbon dioxide. They can also have small bodies of water that are constantly boiled away or turned into pools

of sulfuric acid. These worlds are an abundant source of heavy metals and rare crystals that are constantly being pumped to their surface by volcanic activity.

Terrestrial
Temperature: -10°C to 35°C

These planets are like Earth because they have an oxygen nitrogen atmosphere and have multiple temperate environments. These planets have large bodies of water covering ten to eighty percent of their total surface area that helps to regulate a planet's temperature. Terrestrial planets have deserts, plains, mountains, tundra, beaches, swamps, jungles, and forests. For life to evolve, an oxygen rich atmosphere is necessary because the ozone layer that will naturally form in the upper atmosphere protects life from the high energy radiation produced by a planet's star. Another necessity of life is a liquid iron core that produces a magnetic field that protects its surface from solar flares and ionizing solar radiation.

Planetary Governments

A planet may have one central government or many powerful governments that may have very different ruling and belief systems.

Anarchy: This occurs when people have no government or their government has fallen apart because of war, nuclear holocaust, famine, plague, or rampant crime and corruption. Crime lords, warlords, gangs, and mobs rule this type of society.

Autocracy: A single person controls and guides an entire society. Dictatorships are usually militarily or economically enforced and are very unstable because the populace has little or no rights and are usually mistreated or terrorized.

Caste: In a caste system, people are born into different castes or classes. There is usually a ruling class, a merchant class, a working class, and sometimes a slave or untouchable class. These classes of people never interact and people can never move into a higher caste.

Control: This society is under total control and its people are conditioned to obey from birth. They are under constant surveillance and total submission to their leader is mandatory. People are brain washed during their school years and they are bombarded with political propaganda and monitored and controlled by secret police their entire lives. There is no freedom of speech, religion, press, or thought. People who act or even think against these governments are immediately arrested and reprogrammed or just disappear without a trace.

Master Control: A central computer controls every aspect of a society. The brains of the populace are replaced with bio computers as a rite of passage into adulthood in order to maintain total control over the slave population. The master computer that controls their society usually has some twisted final goal that its society is working toward. These societies are always destroyed when they are discovered by Imperial and Fleet forces.

Corporate State: Megacorporations control society and public policy is based on the profit and survival of these corporations. This form of government is unstable because different corporations are constantly trying to destroy each other and they never share any information or resources. These corporations are controlled by a handful of majority shareholders and families that subjugate the rest of their society.

Democracy: People elect leaders to represent them in their government. It provides a good balance of personal choice and direct representative leadership. People are elected so private and corporate interests gain power by funding different political campaigns.

Republic: Republics are made possible by Virtual Space and a homogenous and automated society. Everyone in a republic has the right to have their voice heard and the speed of Virtual Space makes this possible. Everyone has the right to vote on every government decision but a true republic quickly breaks down unless everyone is working for the betterment of their fellow citizens.

Hive: People are mentally linked and work as a large super organism. All their actions are for the survival and benefit of their society. People communicate instantly with each other and can sense each other's thoughts and feelings, which slowly removes a person's individuality and personal drive.

Church State: People live their lives dedicated to their religious beliefs. This type of society is governed by the elders and leaders of their state church. All political, social, or technological advancements are banned if they go against the teachings and beliefs of their church, so dissidents are constantly being hunted down and cleansed by church inquisitors.

Oligopoly: A small group of people has taken control of the rest of their society. This form of government is usually militarily or economically enforced so it is very unstable and unjust.

Monarchy: People are controlled by a royal family lead by a king, emperor, or duke. These rulers are usually looked up to or feared by their people. This system can only exist in a militarily controlled or resource limited so-

ciety. Imperial nobles are a type of modern monarchy.

PARADISE: Technology has freed people from work, disease, pain, fear, and even death. People live only to find new forms of enjoyment and enlightenment in the real world or virtually. When people tire of this kind of life, they have themselves stasis stored until something interesting happens or they simply commit state sanctioned suicide. To maintain its population size, births are only allowed with government approval.

SURVIVAL: People live a lifestyle designed to survive in an incredibly harsh environment. Most social conflicts are resolved with challenges fought to the death. The leader of these people must have great leadership skills and be a skilled warrior able to defend his or her position.

TECHNOCRACY: People depend on machines for everything and a master computer controls their entire society. These people may have no idea or even care what really controls their lives.

TRIBAL: Groups of people are lead by a leader, who has the most skill and experience. Tribal governments can only function in nomadic societies with small populations or in environments with extremely limited resources.

UTOPIAN: There are no direct leaders but everyone works for the betterment of their society. All decisions are made by mutual agreement in order to benefit society. Every citizen receives a monthly allocation as long as they live even if they do not work. All excess money that people make is given to the common good and no one is ever without food, shelter, education, or medical care. This form of government is also known as the collective but it is very rare in its true form.

PLANETARY CULTURE

Many planets have one or two dominant sentient species that have developed their own unique civilizations. Each society has a central government, a specific level of technological advancement, distinctive beliefs and achievements in art, entertainment, literature, religion, ethics, mathematics, and science. Different societies emphasize different technological fields so they may be advanced in one type of technology but have no background in a slightly different field. If a society is transplanted from another planet, it may not have the capacity to manufacture some of the technologies available on their homeworld. If a planet is discovered in the Frontiers, it may contain new species of forgotten Gens or a society of humans or Gens that are still in the darkness of the Eternal Night that may still use and understand lost technology. Many religions also dominate different areas of a given planet.

TECH LEVEL

Many societies have not developed advanced technology while others have gone beyond the technology of the Imperium and the Star Republic. The following is a guide to the types of technologies that are normally discovered at specific points in the development of a society. Many societies develop specific technology fields while others forms of technology are totally ignored or misunderstood. For example, a race can develop advanced shield technology but still be using chemical rockets for propulsion.

STONE AGE: Fire, Levers, Domesticated Animals, Agriculture, Painting, Canoes, Carts, and Tools and Weapons made of Wood, Bone, and Stone

METAL AGE: Wind and Water Power, Paper, Pulleys, Metal Tools and Weapons, Metal Armor, Bows and Arrows, Compass, Clock, Calendar, Fermentation, and Sailing Ships

AGE OF REASON: Advanced Mathematics, Science, Medicine, Surgery, Perspective, Printing Press, Gun Powder, and Optical Devices

INDUSTRIAL AGE: Factories, Cars, Trains, Boats, Planes, Antibiotics, Fertilizers, High Explosives and Steam, Fossil, and Electrical Power

INFORMATION AGE (MODERN): Fission Power, Basic Spacecraft, Nuclear Weapons, Electronics, Wireless Communication, Medical and Recreational Drugs, Robotics, Computers, and the Internet

SPACE AGE: Fusion Power, Space Colonies, Space Elevators, Environmental Domes, Fusion Drives, Lasers, Shields, Artificial Intelligence, True Robots, Androids, Generational Terraforming, and Genetic Engineering

CONVERSION AGE (STRIKE LEGION ERA): Antimatter Power, Terraforming, Weather Control, Cloning, Gene Manipulation of Children, Frames, Bio Frames, Gens, Mastery, Thinking Machines, Minds, Bio Machines, Jump Drives, Dyson Spheres, Solar Engineering, and Nano, Bio, and Cyber Tech

AGE OF WONDER (OLD EMPIRE ERA): Transmutation, Total Mastery, Group Mind, Time Travel, Time Control, Worm Hole Construction, and Transdimensional Portals

RESOURCES

Many planets have specific resources that make them strategically or economically valuable. Planets may contain deposits of crystal, gemstones, minerals, rare elements, and metals that can be mined. The atmospheres of many planets can be processed for rare elements and valuable organic molecules. Many economically impor-

tant planets may have natural biological sources of pharmaceuticals that might be expensive or impossible to replicate. A planet might also have valuable indigenous life forms that have great military or research value and possible culinary or cultural interest. A few planets contain relics and storehouses of lost technologies and forgotten knowledge. The most valuable undiscovered worlds have stockpiles of ancient weapons and ships.

SATELLITES

A planet may have one or more satellites orbiting it. These small celestial bodies can be developed just like a planet but they must be smaller than one half the size of its orbiting planet. Many planets have over thirty full sized moons that have true atmospheres and stable environments. Most moons are too small to maintain an atmosphere so they are no more than barren rocks. Massive planets can have moons large enough to support a terrestrial atmosphere. Other planets have millions of small satellites that form into stable rings around their circumference. Most moons around developed worlds are used for mining or trading outposts. The following options are designed to make a planet special so they are not common occurrences on most worlds but they can make missions on alien worlds more exciting.

PLANETARY OPTIONS

These options create unique worlds filled with special dangers and opportunities.

ABSORBING PLANET

This is a living world that will absorb anything that stays in one place for too long. Everything that has evolved on this world has learned to never stop moving.

ARCOLOGY

The entire surface of a planet is covered with a massive city. The weather of this world is completely controlled and all traces of planetary water are stored underground. These cities may go up to fifty kilometers underground and hundreds of kilometers above the ground. Most food and large scale technologies are supplied from local support planets or underground factories.

ARTIFICIAL WORLD

These worlds are completely artificial and were constructed for some unknown reason in the distant past. Most of these worlds are Old Empire relics that are miracles of super science. These worlds can be hollow or filled entirely with miraculous structures and machines.

BINARY PLANETS

Binary worlds are when two equal sized planets orbit each other and their nearby star. These worlds are so close that their gravitational fields cause massive tidal and seismic waves and constant volcanic activity to occur on each other.

BIO HAZARD

A few planets have such a large number of deadly and virulent microorganisms that any non-indigenous life exposed to its unfiltered air is immediately overcome and consumed. Any sentient attempting to explore this planet must have a completely sealed environment and observe extreme hot zone precautions to prevent infection. These microorganisms will slowly evolve ways to avoid filtration and penetrate any type of biological seal over time. These worlds are prized by biotech corporations for their unlimited biological diversity and resources.

DARK WORLD

These worlds result from a binary planetary system that causes an occasional intersection between the larger sister planets and the system's star creating a total planetary eclipse that can last weeks.

DEATH WORLDS

These worlds have atmospheres that are deadly to humans and Gens after only a few minutes of exposure. Animals on these planets are extremely deadly and it is a world were survival of the fittest is a daily experience. Even the plant life has developed deadly adaptations that allow it to survive in this brutal environment.

DIMENSIONAL TEARS

These worlds fall on a dimensional or temporal tear in the fabric of space time that makes them a gateway that creatures or characters from other times or dimensions can cross over into our dimension and time line. These worlds are eventually destroyed by the paradoxes created by these transdimensional gates and temporal warp portals.

DYSON SPHERE

Dyson spheres are massive space engineering projects where a thin walled spherical frame is built to enclose a portion of space. These spheres have diameters up to two hundred million kilometers allowing them to enclose an entire star and a complete inner surface atmosphere. Dyson spheres rotate in order to generate centrifugal force that creates its artificial gravity. Thrusters on the outer surface of the sphere constantly fine tune its rotational velocity. Populations live on the inner surface of the sphere

and these massive habitats have the surface area of a hundred planets. Dyson spheres require massive amounts of raw materials to construct so local asteroids, moons, and even planets must be consumed during their production.

ECCENTRIC ORBIT

A few planets have non-standard orbits, which cause them to periodically and drastically change their distance from their local star. This causes their surface temperature to vary from -250°C to 1000°C depending on their orbital position. This incredible temperature variation prevents life from existing on these planets unprotected.

ELECTRIC STORMS

These worlds have constant electrical storms of destructive power caused by a bizarre mixture of chemicals in their atmosphere or extreme atmospheric ionization caused by severe solar winds or flares from their local star.

EMERGENT INTELLIGENCE

Many creatures or machines make a leap of evolution or thinking that changes them into fully sentient creatures that will soon develop an advanced society and technology. These new cultures are easily manipulated at this early stage of development so all interference with them can change their future forever.

END OF DAYS

All planets are constantly bombarded by stellar debris but once in a long while a planet will be hit with an asteroid so large that it will kill almost all life on its surface. Comets or passing asteroids can also be devastating if they are large enough. These massive bodies can actually alter the magnetic field of local stars causing deadly solar storms or massive gravitational stress on a planet that results in killer earthquakes and tsunamis.

ENDLESS SHAFT

The ancients have created massive shafts that can be a kilometer wide and that pass entirely through the crust of a planet and all the way into its mantle. These shafts may lead to nowhere, be big enough to have their own ecology, or lead to a subterranean world.

EXTREME

A planet may have an extremely fast orbit or planetary rotation. These weird worlds may have powerful naturally occurring magnetic fields or oscillating electromagnetic fields that can distort all electronic devices and electromagnetic shields on these worlds. These strange worlds are difficult or impossible to colonize because of their negative effect on living organisms and advanced technology.

FARM WORLD

These planets are covered in agricultural land, grazing fields for livestock, and productive forests. All the oceans of these planets are covered in floating aquaculture farms and marine breeding grounds.

FEEDER WORLD

These living worlds feed off the negative emotions of those living on their surface. These monstrosities have developed psychic abilities to control the minds of the people living on their surface that urges them into constant war and conflict to keep itself fed.

FIRE AND ICE

Some worlds are too close to their star and have no atmosphere or an atmosphere that is too thin to store enough solar heat. The night side of this worlds is freezing cold and the day side is hot enough to melt steel and rock.

FLOATING ROCKS

Some planets have extremely powerful magnetic fields that prevent any form of electronic sensor from functioning properly. On these worlds, the magnetic fields produced can be so great that entire sections of land with high levels of iron content can be lifted into the air where they become stationary floating rocks. Some of these floating rocks can be as massive as a mountain. On these worlds, only vehicles made of special alloys or carbon fiber can operate safely.

FRIGID

These worlds are extremely far from their star or their star is very dim. These worlds have livable atmospheres but at night certain regions can become so cold that the atmosphere partially liquefies making it lethal for anyone left outside. Local animals have learned to hide underground at night where the air does not flash condense.

FORGE PLANET

The entire surface of these planets is covered with factories, forges, smelters, and refineries producing all forms of resources and technology. The entire orbital circumference of these planets is filled will solar collectors, orbital factories, repair docks, and trade centers. These worlds produce most of the technology and machines used by most modern societies.

Geothermal Shafts

Many societies have solved their energy consumption problems by drilling deep shafts into the surface of their planet's crust. These shafts may be hundreds of kilometers deep and hundreds of meters wide. They tap directly into the magma layer of a planet and convert this massive heat energy into unlimited amounts of usable energy.

Group Mind

Group minds form when all the organisms on a planet form an intelligence network creating a super intelligence that has a consciousness and personality. Individual organisms exist independently but their combined intelligence forms this ultra organism. No individual part is significant but when combined they create a higher consciousness with possible Mastery potential. These worlds act as massive computers that can store the memories of the dead and some of these worlds can actually control the living things on them and use them in their defense.

Hallucination Field

Some planets produce bizarre fields that can distort the mental patterns of animals and sentient beings resulting in hallucinations. These distortions can release memories and subconscious thoughts that can be very pleasurable or extremely frightening.

Interdict Planet

Access to an interdict planet is restricted by some space faring government for political or safety reasons. These planets are protected by remote sensors that alert a local fleet, a planetary defense system, an orbital base, an automated defense platform, or patrol ships. Planets may be declared interdict because of contamination, infestation, secret danger, or to enforce a political agreement or embargo. These worlds may even have a powerful piece of ancient technology that defends or even controls this world from orbit.

Laser Array

A laser array is a series of reflective satellites orbiting a planet that can deflect a massive planetary laser canon allowing it to hit any target on or above the planet's surface.

Lethal Radiation

These planets have natural or artificial sources of intense radiation that are lethal to anyone exposed to it for more than a few minutes. This intense radiation is not common but it is usually caused by massive wars by now

forgotten civilizations that once existed on this blasted world.

Living Fields

This world is covered with a living field of organisms that move together and that will consume anything that they touch. These appear to be nothing but grass but on closer inspection each blade is a separate life form that has linked together to form a super organism.

Living World

A living world is a super organism who's consciousness results from the union of the minds of all the organisms on that world. This group consciousness is formed from the lesser creatures on these worlds so any sentients living there will believe that their world is alive. This group mind can exists anywhere that these animals live so it can spread to other worlds. On some worlds, the trees and their connected root structures create a massive super-computer that acts as a super consciousness with almost unlimited processing power and storage capacity.

Longevity World

These paradise worlds produce naturally occurring biogenic fields that allow living organisms to completely regenerate and rejuvenate their bodies. Any person or animal that lives on one of these worlds is cured of all diseases and over time actually grows physically younger and stronger. If a person permanently lives on one of these worlds, she can live forever in perfect health unless she has an accident or is physically killed. All these worlds are held in great secrecy and are only used by the ultra rich and powerful. All attempts to replicate this biogenic field using modern science has failed.

Magnetic Storms

These worlds have extremely active molten iron cores that produce extremely powerful magnetic fields that can ebb and flow in strange ways producing massive magnetic fields in specific or random regions of these worlds. These magnetic fields can destroy or scramble electronic devices and prevent sensors and shields from functioning. These magnetic fields can become so intense that any metal structure will be thrown, lifted, pulled, or crushed when these magnetic storms become too intense.

Modified Gravity

An advanced civilization can create devices that actually alter the gravity experienced on the surface of a planet. These changes in gravity can affect its entire surface or be

isolated to a specific area. Planets have been known to be altered to produce a gravity ranging from 0G to 10G.

ORBITAL GRID

An orbital grid is a sealed shell that isolates a planet from the rest of the universe but allows specific forms of solar energy and light to penetrate. These structures may function as orbital factories or docking stations but they usually function as defensive screens that integrate massive and almost impenetrable shield generators. Orbital grids can only be produced by a society with extremely high technology and immense resources.

OVERCROWDED

Some worlds may be populated by over a hundred billion people so they require every inch of land to be used for housing. People must live underground, in the oceans, and in massive arcologies that reach into the sky and deep underground. These worlds are so packed that their entire sky is filled with air cars that can get stuck in total gridlock that can last for weeks at a time.

PLANETARY GUARDIAN

Many planets are protected by a sophisticated automated system with an advanced AI and powerful weapons. These guardians prevent any outside contact with its world protecting its population from hostile invaders or enforcing its laws against outsiders. These guardians may be under the control of the planetary population or completely self motivated. These guardians may exist as a single entity or be remotely distributed over the entire world. They can be found underground, on the surface of a world, or orbiting above it.

PLANETARY GUN

These massive reflex or laser arrays go kilometers into the ground and are surrounded by a complex of command, control, and power systems. When a planetary gun is fired it can destroy everything in a five degree arc above its barrel. Massive lasers are considered weapons of last resort because they destroy huge amounts of a planet's atmosphere when they are fired.

PLANETARY WEB

These ancient traps can be found around some worlds. They are invisible to sensors but if a ship touches them, they start to contract around the ship. These fibers are attracted to energy, so activating weapons and drives cause more fibers to concentrate around the ship.

RADIATION

These worlds have zones of intense radiation or the entire planet can radiate low to extreme amounts of radiation. This radiation can come from high levels of nuclear isotopes in the crust of the planet or result from an ecological or scientific disaster or nuclear war.

REALITY SCHISM

Some worlds become embedded with ancient entities that make them behave in extremely odd ways. A reality schism is when people think and the shards of these entities make these thoughts reality. This can be very dangerous so people on these worlds must learn to control their thoughts and emotions.

RESORT WORLD

These pleasure worlds are terraformed to be beautiful paradises of natural wonder. These planets have climate control so the weather is always perfect and the environment is pristine. Their oceans are full of massive prize fish and designated areas of land are filled with trophy animals. These worlds are natural wonders covered in pristine forests and jungles with absolutely no pollution. The only people living on these worlds are workers and ultra rich guests.

RETROGRADE ORBIT

This planet does not have an orbit in the proper plane as the rest of the planets in a given system. This must be a captured world or a world that has been knocked out of its proper orbit.

ROGUE PLANET

These planets have been knocked out of their orbit by the effects of a black hole or supernova. These planets hurtle through space and can be difficult to detect because they produce no intrinsic light. All life and any atmosphere present are stripped from a planet when its trajectory suddenly changed.

SATELLITE COMPLEX

Some worlds are surrounded by an intricate array of over ten thousand satellites that provide defense, communication, manufacturing, and almost unlimited energy in the form of microwaves beamed down by solar energy collecting satellites.

SPACE COLONY

Some worlds have moved their population into space

where their society has built massive space colonies. Free colonies are found in deep space and orbital colonies are in permanent orbit around their world. Elevator colonies are in permanent orbit around their world and they have a space elevator connected directly to its surface.

Space Elevator

These massive space engineering projects are stable towers that extend twice the geosynchronous orbital distance above a planet's surface. A massive counterbalance designed to stabilize the tower is placed at twice the geosynchronous orbital distance at its end. At the level of geosynchronous orbit, an orbital complex is built to load and unload cargo freighters. Elevator cars then move up and down the tower transporting cargo and passengers at almost no cost. On a few worlds with these complexes, the rich and powerful live in the safety of space while the rest of the world lives on the surface to produce the resources that are sent up the space bean stalk.

Subterranean Worlds

On worlds with high tectonic plate activity, massive underground caverns can form when plates overlap with a gap. These massive world caverns can contain entire ecologies that are completely different from any surface ecosystem if a geothermal energy source is available to sustain life.

Temporal Shift

These rare planets exist in a temporal distortion that causes time on a planet to go faster or slower than the standard time line. This means that on an accelerated planet, time passes incredibly quickly while the outside universe appears to be moving slowly. A slowed planet appears to be moving in slow motion in relation to the outside universe. These temporal planets usually exist in an independent dimension that isolates them from the rest of the universe. Many of these temporal distortions cannot be entered or left without special portal constructs.

Terraformed World

These planets are covered with massive terraforming stations that slowly convert its atmosphere to a composition suitable for the controlling interests of the project. Terraforming organisms and nano manipulators are also utilized to alter a planet's atmosphere and soil composition. These worlds exist at different levels of completion so some worlds will still be completely inhospitable while other worlds nearing completion will have atmospheres that are almost breathable by Gens and humans.

Time Anomalies

A few worlds have naturally occurring time anomalies that form on their surface. These include areas were the flow of time is distorted so that people can live their lives normally but they age at a very slow rate. Fleet has only discovered three of these prized longevity worlds but it is unknown if the Imperium has discovered any of them. Another time anomaly is called a time fracture that only occurs for a short period of time on a given world. On a few strange worlds, animals, people, and objects from different points of a planet's history appear during the current time line for a short period of time and then disappear. This does not appear to cause a time paradox because it is a naturally occurring event.

Underground Complexes

Some planets have massive underground cities that protect their citizens from radioactive or biological dangers on their surface. In civilizations that have been in a constant state of war, the only safe place to live is deep underground in heavily shielded bunkers. On desert worlds, many civilizations store massive amounts of water that they have collected with water traps and vaporators. On other worlds, massive stockpiles of wealth and weapons are stored safely underground in these massive tombs.

Underwater Cities

Many worlds have built massive cities deep underwater in their larger oceans. These societies build these massive underwater arcologies in order to lessen the impact of the incredible overcrowding that they are experiencing.

Unisex World

A world may have a cloned society because at some time the opposite sex of their dominant species was lost or not present on an alien world. Attempts to replicate them were not successful so they simply clone the single gender so that over time all memories of the other gender was lost.

Unusual Shape

A few rare worlds are not spherical but have a totally random shape. These worlds have zones of different gravitational pull because of their eccentric shape. These worlds must have gone through a recent catastrophic event in order to have such an unusual shape. They will also have areas of great volcanic activity where their crust is extremely thin or near the magma interior.

SPACE PHENOMENA AND ENCOUNTERS

Space phenomena are very rare spatial events that can be encountered when a Strike Team is moving from one planet to another or the phenomena may be what needs to be overcome to complete a mission.

ALTERNATE GATE

This tear in real space leads to an alternate reality that is extremely similar to our own but can have huge or small differences. Every person is present in both universes but they may have totally different personalities, pasts, and allegiances.

ASTEROID BELT

This is a field composed of hundreds to millions of small and large asteroids. Each asteroid can be composed of ice, metals, minerals, crystals, and organics making them valuable resources for any local space faring society or space colony. Asteroids range from one to ten thousand kilometers in diameter. Impact with an asteroid would destroy any spacecraft or colony so asteroid belts are usually avoided. They also make great hiding places for pirates, smugglers, and rebels. Many asteroid communities exist to avoid political and religious persecution or to hide criminal activities. In either case, many of these societies appear strange and are hostile to strangers and outsiders.

BLACK HOLE

When a star of sufficient mass dies it completely collapses into a singularity. This singularity creates such powerful gravitational forces that even light cannot escape. Black holes produce the equivalent of Speed toward themselves on anything that approaches them too closely. This force depends on the distance of an object from the singularity but anything entering the area around a singularity known as the event horizon can no longer escape. Super massive black holes are singularities that have grown by consuming stars and even other black holes. Naked singularities are rapidly rotating black holes whose rotation has replaced its event horizon with an alternate time dimension or wormhole. Most known black holes are surrounded by science facilities and ships performing wormhole and super weapon research.

CAUSALITY LOOP

These temporal anomalies cause a portion of the space time continuum to constantly repeat in a specific region of space. Anyone entering this area must continually repeat a specific moment of time over and over again until she can find a way to escape from the time anomaly. Every time a new loop begins, the people trapped in the anomaly will have an increasingly strong sense of déjà vu. Once the anomaly has been detected, the people trapped will remember more and more about their temporal prison after each loop, hopefully leading to a possible solution and escape. If a person ever escapes from a permanent anomaly, he should remember to leave a danger buoy behind so that other space travelers will not fall into the same trap.

CAUSALITY RIFT

These are strange areas of space caused by the warping of the fabric of reality. They allow different versions of a person or spacecraft from alternate dimensions to exist in the same space time coordinate. They allow people to communicate with past and future versions of themselves if they have ever been in a location where the rift was present in their own time line.

CHAOS RIFT

These areas of space are considered to be dangerous because of a strange warping of the fabric of reality that distorts the brain patterns of sentient creatures leading to temporary delusions and irrational behavior for short term exposure and irreversible insanity and uncontrollable sociopathic violence for long term exposure.

CHAOS EXPANSE

Vast regions of space are still distorted from the time of the Eternal Night. These regions of reality have constantly changing physical laws that can make passing through this expanse of space extremely dangerous. When any character attempts an Act of Mastery in this distorted region of space, it will produce an almost totally random result determined by the gamemaster.

CLOAKED MINEFIELD

These mine fields have a single station that projects a holo field to hide these mines. More advanced mines have individual miniature cloaking systems that make them almost impossible to detect.

COMET

These ten to ten thousand kilometer diameter blocks of ice, rock, and organics take an elongated orbit around the galaxy. It takes a periodic time ranging from hundreds

to even tens of thousands of years to complete its orbit leaving a trail of gases and debris behind it. Comets have been known to collide with planets and moons causing environmental catastrophes.

CONSUMING CLOUD

These interstellar clouds are composed of parasitic nano manipulators that have mutated into a random all consuming horror. They move by riding solar winds and the scattering action of supernova explosions. These massive clouds consume anything that they touch and use them as resources to produce more copies of themselves. These nano clouds consume comets, starships, moons, planets, and even stars. They are the horrific product of modern technology and one of the most frightening plagues of humanity. A starship's defensive shields will prevent this perverted nano tech from damaging it.

CONVERSION CLOUD

This is a cloud of ancient primordial antimatter that has survived in the vacuum of space. Any normal matter that enters this cloud is instantly annihilated unless a powerful electromagnetic barrier protects it. These clouds sometimes form at the junction between our dimension and an alternate antimatter dimension.

CULTURE BUOY

When a society on a doomed world died during the Eternal Night, it could not escape so its people often recorded their greatest achievements and memories and sent them into space so that their existence would not be forgotten. Many of these devices are powerful Mastery implements that can pull the consciousness of anyone with Mastery potential into a simulated world so that a person chosen by the machine can experience how these extinct people once lived.

DATA LIBRARY

The Old Empire attempted to keep its history and technology safe in the form of massive space complexes know as Great Libraries. These monoliths are hundreds of thousands of years old but their powerful automated defense systems still protect their corrupted knowledge. Most of the data stored in them has been destroyed or distorted by the passage of time leaving nothing but a few fragments of useful information. These libraries are designed to self destruct if their security systems are ever breached but these systems almost never function anymore. If an intact Imperial Library is ever discovered it would contain a wonder of knowledge and secrets from the past.

DIMENSIONAL PORTAL

These rifts in the fabric of space allow travel to different dimensions. Reports have been made of people traveling to alternate versions of their own reality or to other dimensions where the laws of physics and reality may be very different from our own. Only emergency buoy records have been recovered from these portals because no known survivors have ever escaped from these one way doors.

DOOMSDAY DEVICE

These ancient weapons can be the size of a planet but they all have the power to destroy a world with a single shot or have the ability to make a local star go nova. These massive ships can be almost impossible to destroy but they may be deactivated or destroyed from within.

ENERGY SINK

An energy sink is created when the fabric of reality becomes warped in a specific region of space. Most forms of stored or generated energy will be instantly drained of all power leaving a spacecraft stranded if it enters an energy sink. Depending on the type of rift, living things may or may not be affected.

FEY SPACE

The fabric of reality in this region of space is extremely weak so a Master can easily alter it to his will. Any Act of Mastery performed within a region of Fey Space automatically succeeds no matter how difficult. When an Act is attempted, the entire region of Fey Space around a Master should be greatly effected by this manipulation of reality.

GLOBULAR STAR CLUSTER

Globular star clusters represent thousands of stars that occupy a volume of space ranging from one to five light years across. These stars are so close that at night the inhabitants of the planets within these clusters can see thousands of stars brighter than the brightest star seen from Earth. These stars produce so much ambient light that the night sky on these worlds is bright as an overcast day.

GRAVITY WELL

These deadly areas of space contain a subspace singularity that has fallen out of real space. They are impossible to detect but they still produce an inescapable event horizon that results in a permanent prison for any unlucky ship and its crew.

Great Barrier

These massive areas of dark matter are dangerous to travel through and their immense mass can pull ships out of nullspace into this deadly sea of darkness. All ships avoid these area of dark matter.

Ion Storm

Ion storms are created when a tear in real space leads to nullspace or subspace right above a cloud of protostellar gas. When this gas streams through the crack, massive amounts of energy are released that can damage or destroy nearby ships and unlucky worlds.

Incorporeal Consciousness

These beings are extremely rare but they represent some of the most ancient minds that have ever existed. They represent races that have transcended the flesh of the body and exist in the infinite expanses of the universe directly controlling the fabric of space and reality. They have unlimited power and in a few recorded cases these omnipotent beings have interfered with human and Gens affairs and even altered a few evolutionary lines and the fates of a few societies simply for their amusement or as part of a personal experiment.

Kill Zone

These ancient relics are massive fields of automated weapon platforms that are designed to destroy anything without the proper security codes that attempts to pass through them. It is unimaginable but some of these space barriers can be thousands of light years across.

Killer Asteroid

A few random asteroids and spatial bodies have trajectories that coincide with a planet with a sentient population. If it is massive enough it can completely destroy a society and the entire biosphere of a planet. These asteroids are usually pushed away with massive nuclear furnaces built onto their surface but they may have to be completely annihilated if this technique does not work. Some asteroid are so large that only the power of a Master can stop them from colliding into a doomed world.

Micro Wormhole

These wormholes are so small that a ship could not pass through them but radio signals can be sent through allowing communication between regions of space that might be on opposite sides of the universe.

Miniature Space

These warpatures of space actually change the size of anything that passes through them. Ships passing through them are permanently shrunk and the only way to reverse this process is to create a reversed warpature of space or actually turn back time.

Nebula

Nebulas are massive interstellar clouds of gas and dust. They are created from supernova explosions and contain radioactive particles that interfere with defensive screens, sensors, and direct communication. Nebulas negate the effects of defensive shields and interfere with sensors and all forms of communication. Nebulas known as dark nebulas are so dense, they reduce visibility and sensor ranges to zero. A ship that attempts to travel through a dark nebula can be damaged or destroyed if it travels too fast or collides with an unseen object.

Neutron Star

Neutron stars are the stellar cores of stars that have gone supernova but were not massive enough to form a black hole. The surface of these stars has been blown off and a core of about ten to twenty kilometers in diameter remains. Within a neutron star, the mass is so compressed that protons and electrons are crushed together to form neutrons. Neutron stars produce a massive gravity field that pulls anything near it toward itself with a force similar to a black hole.

Phase Rift

A phase rift is a tear in real space that has blended in with subspace. If a ship passes into one of these tears, the ship and its crew will be thrown into subspace. Nothing will appear to have changed but their actions will have no effect on the real world and nothing in the real world can see or effect them.

Plasma Cloud

These super heated plasma clouds are created when a cloud of hydrogen gas pours through a temporal rift into nullspace. These clouds create massive amounts of heat, light, and wide spectrum radiation. This energy can destroy an unshielded spacecraft that collides with one of these phenomena.

Private Space Station

In the Frontiers and some regions of Republic space are massive independent stations that have become centers of trade and commerce. They are run by indepen-

dent business people or underworld organizations. Many illegal activities occur here but these stations have their own laws that must be followed when Legionnaires are aboard them. They are great sources of illicit items and services.

Quasar

These quasi stellar objects produce massive amounts of energy and radiation. Quasars are produced when a huge cloud of cosmic dust is drawn into a black hole. The friction of the accelerating particles passing near the speed of light creates incredible and variable energy emissions.

Radiation Cloud

These dense clouds of radioactive dust inflict immense amounts of damage for every second anything passes through them that depends on the cloud's density and composition.

Ship Trap

These ancient traps are found all over the universe and many have been tagged with signal buoys to keep ships away. They have two methods of destroying ships. They absorb all the energy from a ship leaving it completely inert or they create a massive gravitational field that prevents a ship from ever escaping.

Sleeper Ship

These ancients ships carry passengers in suspended animation that are waiting for some specific event or who's ship has malfunctioned and trapped them. Some sleeper ships contain the mental patterns of their passengers and their genetic material to produce a new body with a personality download when a suitable planet is discovered.

Spatial Distortion

This is a corruption in the structure of reality in a localized area. They cause the laws of physics to randomly change making bizarre and impossible events occur within them. This area of distortion can be stable but most spatial distortions quickly stabilize and disappear.

Space Derelict

These ships or space stations have had a terrible tragedy so their entire crew has been lost. These derelicts may be empty or they may still contain the thing that killed the crew.

Space Pirates

Space pirates are the scourge of the universe. This scum raids planets, cargo freighters, and luxury liners to loot them of their goods and capture prisoners to be sold as slaves. The Legion must always be on the lookout for these criminals and finding their secret bases is a high priority.

Space Probe

These devices may be millions of years old so their original programming may be completely lost because of the degradation of their systems. These ancient devices were designed to search the galaxy for life. When they find life, they convert it into an energy signal for storage and analysis. These death machines are extremely powerful and they have been a plague for any world that has been discovered by one.

Spatial Rift

These tears in the fabric of real space are direct portals into nullspace. This allows a vehicle to enter nullspace without a jump drive. The vehicle can only escape nullspace by exiting through the same or another spatial tear or by using a transdimensional jump drive.

Stasis Field

These temporal anomalies represent areas of space were time has stopped so anything entering them will be trapped forever in an unchanging state.

Subspace Mines

These mine fields were created during the Old Empire so their advanced designs allow them to exist in subspace. Once a ship in real space passes over them they appear in real space and explode. These mine fields can never be detected so they are extremely dangerous.

Subspace Radiation

The universe that exists right under real space completely destabilizes normal matter. This distortion can seep through cracks in real space creating areas filled with destructive energy. Matter cannot exist in these areas for long and eventually everything near them slowly disintegrates.

Supernova

A supernova is a massive explosion that occurs when a super massive star dies. When a star reaches a point where its entire core is solid iron, it collapses and produces an explosion equivalent to the power generated by a billion stars in one second. Another path to supernova occurs when a white dwarf slowly accumulates excess

mass from a companion star until it is massive enough to go nova. Supernova events are extremely rare so if one is about to occur, research ships from all over the universe will gather to collect invaluable scientific data.

TEMPORAL DISPLACEMENT

This temporal distortion will actually fling a ship and its crew forward or backward in time ranging from a few years to thousands of years from its standard time. The only way for a ship to get back to its own time is to find another temporal distortion to send them back.

TEMPORAL DRIFT

These temporal anomalies represent areas of space where time progresses either extremely slowly or rapidly. Sometimes time can even move backwards in these bizarre areas of space. These areas have been known to have biogenic effects permanently reversing the physical effects of aging in people. Biogenic effects can be very dangerous because unborn babies can be turned into stem cells causing termination of a pregnancy and anyone exposed to these fields for an extended period of time will eventually revert back to proto cells.

TEMPORAL RIFT

These tears in the space time continuum allow a vehicle to travel to any moment in the time line. This tear in space is found in the exact same location at every moment in time in a given space time continuum. A temporal rift allows copies of the same thing from different times to exist together at the same point in time and space. If these different temporal versions of the same thing ever come into contact, their existence will be erased throughout time to resolve the paradox. A great deal of research is being performed on these rifts and many new forms of exotic matter have already been discovered near them. How to collect or manufacture this matter is poorly understood but it is believed that temporal rifts can someday be used as a super weapon against the Imperium.

UNSTABLE STAR

An unstable star has a magnetic field that is constantly in a state of flux. These stars grow and shrink changing the energy output from their cores. This change in solar density causes massive explosive burst of solar radiation and intense solar flares.

WARP RIFT

These fast moving tears in the fabric of space can be almost one kilometer in length. They are very rare but anything that they touch is pulled into an alternate dimension. If any part of a ship or world is in its path, it will be torn off and pulled into the rift. The pieces pulled in will be quite safe inside the new dimension and can possibly be recovered if the rift can be found again. These rifts move at random and their only trail is the destruction that they cause so they can be difficult to find again.

WORLD EATERS

These incredibly large Old Empire machines slowly move around the universe consuming every world and star that they encounter. They seem to be indestructible but their incredibly slow pace means that a doomed planetary system can be evacuated before one of these death machines arrives.

WORMHOLE

This subspace tunnel connects two points of real space that can be infinitely far apart. Three dimensional space would appear as a curved surface in a higher dimensional universe so this curvature allows any two points of space to touch and be connected by a wormhole. These tunnels allow vehicles entering them to travel the distance between the two ends of a wormhole in an instant. Wormholes can be very unstable and can collapse without any warning destroying anything traveling through them at the time. The Imperium and Republic have created many artificial wormholes between important political and commercial centers. These wormholes are held open with exotic matter that generates negative mass. This exotic matter is extremely expensive to manufacture so only the most strategically important planetary systems are linked in this way. Wormholes are created by placing exotic matter at the end points of the desired wormhole. Then an artificial singularity is forced through one end and if the system has been designed properly, the singularity will be consumed producing a permanent wormhole.

WORMHOLE NETWORK

This ancient system was created by the Old Empire by powerful merchant princes that wanted to link their star empires together. This network is formed from thousands of linked wormholes that connect every corner of the universe. If a ship accidently enters this network, it can be transferred through an incredible numbers of these connections to an unknown part of space. It can be difficult or impossible to determine the exact sequence of wormholes necessary to get a ship back home.

Personal Weapons

The hand weapons available in the Strike Legion universe range from simple hand blades to advanced reflex weapons. Each weapon has special abilities and weaknesses that a character can use to her advantage, so experienced combatants always have an edge. Knowing the capabilities of each weapon allows a character to determine the threat level of her enemies so she can best prioritize her targets and determine which targets should be avoided. Training allows a character to know how and when to use a specific weapon for its greatest effect and how to use weapons obtained from enemy supplies or downed troops.

Combatants should focus their energies on critical targets, easy or undefended opponents, and targets that when destroyed can cause a breach in the enemy's battle lines. It is always advantageous to focus fire on combatants with heavy support weapons or approaching assault troops with deadly close combat weapons. Postpone engaging troops that are heavily entrenched or have superior position, that have weapons that cannot penetrate your defenses, or that have armor that is too tough for your weapons to penetrate.

Modern energy, plasma, and railgun weapons have integrated heat exchangers that convert waste heat into usable energy allowing continuous firing without the danger of overheating or critical failure. Modern weapons use induction technology so they have very few moving parts, which greatly reduces the chance of mechanical failure.

Personal Weapon Statistics

Damage (DAM): This represents the amount of damage a weapon produces for each successful Attack die. S damage produces damage equal to a character's Strength.

Factor (X): Factor is the amount a weapon's Damage is multiplied to determine its total value. *For example, a weapon with Damage 4 and Factor 100 deals 400 damage.*

Range (RNG): This is the maximum number of range bands that a weapon can be fired. If a weapon has no Range, it can only be used to attack a target in the same range band.

Rate of Fire (ROF): This is the number of attacks a weapon produces by spending one Action.

Capacity (CAP): This represents the number of times a weapon can be activated before it needs to be recharged or reloaded. A weapon with a Capacity D is disposable so it can only be used once and then must be discarded.

Strength (STR): A character receives -1 Attack and Initiative modifiers for each rating a character's Strength is lower than a weapon's required Strength rating.

Personal Weapon Specials

Accurate X: Accurate weapons receive a +X Attack modifier.

AP: These anti personnel weapons are designed to shred flesh but they do limited damage to hardened targets. AP weapons deal no damage to a target with Armor 5 or greater.

Area X: Area weapons hit everything on a roll of 4+ that is in the same range band as the target and they ignore cover. X represents the number of range bands that the attack spreads in both directions. Area with no number only effects targets in the target's range band.

Continuous: These weapons deal their damage for multiple turns after they first hit. Each turn that the damage is applied, lower it by one success die until no damage is applied.

Danger: If a character ever fails an Attack dice pool with a weapon with Danger, it automatically hits her.

Disrupt: These weapons only deal Shield damage.

Dissolve X: Dissolve weapons cannot effect Shields and they can only deal Structure or Life damage. They also permanently reduce a target's Structure or Life and Armor by X.

EMP: EMP weapons only deal Shield damage and they can only deal damage to vehicles and robots. They do not deal damage to characters unless they have cyber or nano tech installed.

Field: Field weapons produce a wide beam allowing it to hit every target directly in front of a weapon with a roll of 4+.

FLOOD: These weapons produce such a dense field of fire that it is almost impossible to dodge. Flood weapons can reroll all Attack dice that miss. Successful dice are not rerolled.

FLUX: This weapon ignores Shields.

GRENADE: Grenades are one shot disposable weapons that use Agility to attack. They are indirect weapons that have the special Area. If a character fails an Attack test with a grenade, it detonates in the character's current Range Band.

HOT: A Hot weapon can only be fired once per combat turn.

IMMOBILIZE X: Immobilize grapples an opponent with a weapon's Immobilize rating against a target's Strength. Every time a character is hit with this weapon, the Immobilize rating is cumulative. If the target ever wins the grapple test, the cumulative Immobilize effect is lost.

INDIRECT: Indirect weapons are designed to be fired into the air so that their projectile will land on a target. Indirect weapons ignore a target's cover.

KNOCKDOWN: Anything hit with a Knockdown weapon is knocked prone to the ground or flipped over if the number of successful Attack dice is equal or greater than a target character's Strength. If a character is knocked prone, he loses all his Actions for that turn and she must use one Action during the next turn to stand up.

LETHAL X: Lethal weapons have a toxic effect that will kill a character instantly if she loses a contest using her Strength against the weapon's Lethal rating.

MELEE: Melee weapons can only deal damage to a target in the same range band or they can be thrown into an adjacent range band.

MELT: Melt weapons ignore a target's Armor.

SCATTER: Scatter weapons project an expanding field of damage. Scatter allows a character to reroll any Attack test for this weapon.

SELECT: Stun weapons produce standard or Stun damage.

SHRED: Shred weapons permanently reduce a target's Armor rating by the number of successful Attack die that penetrates a target's Shields and it deals its damage as normal.

SMART X: Smart weapons fire a rocket propelled projectile with an auto tracking AI that guides it to its target. Smart weapons receive a +X Attack modifier and they ignore a target's cover.

STUN: These weapons only deal Stun damage.

TORRENT: Add one extra die to a character's Attack dice pool when firing a Torrent weapon.

Projectile Weapons

Pistol

DAM	X	RNG	ROF	CAP
1	1	3	1	15

This small hand held weapon is constructed from light weight alloys and it fires ballistic rounds, needles, or blades. Its large firing capacity and its ability to be easily concealed make it versatile and vital on planets that prohibit energy weapons.

Shotgun

DAM	X	RNG	ROF	CAP	SPECIAL
2	1	1	1	6	SCATTER

This standard hunting weapon fires a spreading shot round for improved accuracy or a solid round for greater stopping power. Shotguns are deadly at close range but they have a powerful recoil. If solid rounds are used, this weapon deals five damage but it loses the special Scatter.

Auto Shotgun

DAM	X	RNG	ROF	CAP	SPECIAL
2	1	1	3	6	SCATTER

This automatic shotgun is a room sweeper designed to produce a large killing field at close range. If solid rounds are used, this weapon deals five damage but it loses the special Scatter.

Assault Pistol

DAM	X	RNG	ROF	CAP
1	1	2	3	10

This massive pistol was designed to saturate a target with high velocity rounds at close range. It is the perfect street superiority and terrorist weapon. It has a massive cylindrical clip with a large storage capacity but it is considered to be extremely unreliable.

Assault Rifle

DAM	X	RNG	ROF	CAP
3	1	3	5	6

This automatic rifle is often used by corporate and public police forces. It fires a powerful armor piercing round and has a high rate of fire.

Sniper Rifle

DAM	X	RNG	ROF	CAP	SPECIAL
5	1	5	1	3	ACCURATE 1

This massive rifle is designed to fire a huge round with incredible range and high accuracy. In the hands of a true marksman this weapon is a deadly stealth weapon de-

signed to take out an opponent that has no idea that it is being targeted.

AUTOCANNON

DAM	X	RNG	ROF	CAP	STR
5	1	3	3	30	3

This weapon is designed as a heavy support weapon because it can lay down a dense field of fire. It is one of the most difficult weapons to operate because of its incredible weight and massive firing recoil. The ammunition for this weapon is stored in a backpack worn by its operator.

ASSAULT CANNON

DAM	X	RNG	ROF	CAP	STR	SPECIAL
3	1	3	10	20	4	TORRENT

This is the ultimate street weapon because its ten rotary barrels give it an awesome firing rate alongside its large capacity of powerful high velocity rounds. The ammunition for this weapon is stored in a backpack worn by its operator that reloads the weapon through a feeding belt.

MACRO CANNON

DAM	X	RNG	ROF	CAP	STR
15	10	5	1	1	5

This heavy weapon fires huge hyper velocity rounds designed to penetrate or shatter armor. Each massive round is over a half meter long and weighs one kilogram. This shoulder launched weapon has an integrated inertial damper designed to absorb the massive recoil produced when this weapon fires making it an efficient and cheap portable anti-armor weapon.

BOLT PISTOL

DAM	X	RNG	ROF	CAP	STR	SPECIAL
10	10	4	6	10	3	SMART 1

Bolt pistols fire explosive rockets that guide themselves to their target and detonate. These powerful rounds easily shred through flesh and armor. Their heavy recoil makes them difficult to handle but their high rate of fire makes up for this drawback.

BOLT RIFLE

DAM	X	RNG	ROF	CAP	STR	SPECIAL
30	10	6	6	20	5	SMART 1

These massive rifles fire a powerful explosive armor piercing round designed to explode inside a target and destroy it from within. This powerful weapon fires a burst of these deadly rounds to tear apart a target. Bolt rifles are the main weapon of the Imperial marines.

REAPER PISTOL

DAM	X	RNG	ROF	CAP	STR	SPECIAL
5	10	5	1	30	3	KNOCKDOWN

This handheld mass driver fires a round at near the speed of light from an electromagnetic linear accelerator. Even though this round weighs less than a gram, it produces enough kinetic energy on impact to shred through the thickest armor. In an atmosphere, it produces a concussion blast and a visible turbulence trail in the wake of its projectile.

REAPER RIFLE

DAM	X	RNG	ROF	CAP	STR	SPECIAL
10	10	7	1	50	3	KNOCKDOWN

This long rifle is a heavy handheld gauss rifle designed to fire rounds at near the speed of light so they can penetrate the toughest armor. In an atmosphere, it produces a concussion blast and a visible turbulence trail in the wake of its projectile.

REAPER CANNON

DAM	X	RNG	ROF	CAP	STR	SPECIAL
10	10	7	5	20	4	KNOCKDOWN

This massive hypervelocity railgun is a support weapon designed to destroy the hardest targets and fortified structures with a stream of ultra velocity rounds. In an atmosphere, it produces a massive concussion blast and a visible turbulence trail in the wake of its projectile that can be seen a few kilometers away.

SLAYER CANNON

DAM	X	RNG	ROF	CAP	STR	SPECIAL
15	10	7	10	10	5	KNOCKDOWN / TORRENT

This weapon is a repeating particle accelerator allowing it to fire controlled bursts of anti-armor particles. The slayer cannon is perfect for long range armor support and suppression. Its massive magnetic coils and coolant system make it heavy and difficult to handle. In an atmosphere, it produces a concussion blast and a visible turbulence trail in the wake of its projectile.

RAZOR RIFLE

DAM	X	RNG	ROF	CAP	SPECIAL
4	1	2	1	10	FIELD / AP

This rifle is designed to set up a suppressive field of ceramic shards. It is the perfect anti-personal weapon but has little effect on hardened targets. Razor weapons are perfect for situations where damaging the combat environment can be dangerous or deadly. This weapon is de-

signed for combat inside nuclear reactors, chemical manufacturing facilities, fuel refineries, and starships.

SABER CANNON

DAM	X	RNG	ROF	CAP	STR	SPECIAL
2	10	5	1	20	4	FIELD / AP

This two meter long rifle uses an anti-grav generator to propel a massive cloud composed of hundreds of razor sharp ceramic shards. This long range suppression weapon is perfect for eliminating swarms of lightly armored troops and for clearing enemy units from forests and jungles. This anti-personnel cannon is commonly used by Imperial marines to clear out large formations of light troops or civilian hordes.

SPIKE LAUNCHER

DAM	X	RNG	ROF	CAP	STR	SPECIAL
5	10	3	1	10	3	SHRED

This weapon fires a ten centimeter long pin with a counter rotating metasteel tip designed to impale a target and shred it to pieces from inside. This projectile is fired using a powerful electromagnetic pulse. This weapon was designed to kill heavily armored targets like power armored troops at close range. These pins are usually poisoned providing the weapon with Lethal 5.

SPIKE CANNON

DAM	X	RNG	ROF	CAP	STR	SPECIAL
15	10	5	1	10	5	SHRED

This weapon fires multiple ten centimeter long pins with counter rotating metasteel tips designed to impale a target and shred it to pieces once it has penetrated through its armor. This weapon was designed to kill a group of heavily armored opponents or a heavy combat vehicle at close range. This weapon is powerful enough to destroy a suit of power armor with a single shot or shred through a single soldier. These pins are usually poisoned providing the weapon with Lethal 5.

GORGON RIFLE

DAM	X	RNG	ROF	CAP	STR	SPECIAL
10	10	1	1	10	4	FLOOD / AP

The weapon known as a gore gun fires a cloud composed of millions of micron sized metasteel shards at hypersonic speed through its wide barrel that can instantly reduce a person into a cloud of gore. This weapon was designed as an anti-personnel weapon so it can be fired inside a spacecraft or nuclear reactor without danger.

DESTRUCTOR PISTOL

DAM	X	RNG	ROF	SPECIAL
2	100	1	1	DISSOLVE 5 / CONTINUOUS

Destructor pistols fire a nano manipulator vector with a blast of compressed air. This vector bursts on contact and the nano manipulators dismantle anything that they touch. Destructor weapons have no effect on Shields. Nano tech weapons are banned on all populated worlds, space stations, and orbital colonies.

DESTRUCTOR RIFLE

DAM	X	RNG	ROF	SPECIAL
2	100	4	1	DISSOLVE 5 / CONTINUOUS

Destructor rifles fire a nano manipulator vector with a blast of compressed air. This vector bursts on contact and the nano manipulators dismantle everything that they touch.

BOOST RIFLE

DAM	X	RNG	ROF	CAP
2	10	10	1	1

These weapons fire a projectile weapon with a multi stage boosting system that gives it incredible range and accuracy. The bullets used with this weapon are made of a special alloy that allows their path to be better controlled by a gun monk. These weapons receive triple Range when fired by a character with Bending instead of the normal double range.

NEEDLER

This assassination weapon is designed to fire small resin needles with pressurized air. This weapon causes little physical damage but its needles are coated with a deadly synthetic neurotoxin that kills instantly on contact. A victim's body quickly metabolizes the poison and the needle leaving little evidence of the actual cause of death. These needles can also be made with a drug that immobilizes a target. This weapon has a very short range so it is only used in close combat or against an unexpected victim.

HUNTER

This assassination weapon is a small device with a grav drive that allows it to deliver a poisonous sting or a cloud of poison to a designated target. The image or genetic sample of the intended victim is programmed into the hunter and it is deployed near the target. It will hunt down and kill the intended victim using its powerful artificial intelligence and sensory suite.

ENERGY WEAPONS

LASER PISTOL

DAM	X	RNG	ROF
1	10	3	1

Laser pistols are designed to produce a beam of intense coherent light that can slice through armor or disintegrate flesh. It is the most commonly used hand weapon in the entire universe because it is easy to manufacture on any tech level world and it is one of the deadliest hand weapons ever developed. It also requires little or no training to operate.

SPECTRAL LASER

DAM	X	RNG	ROF	SPECIAL
1-10	1	3	1	SELECT

This versatile hand laser can be set to produce varying levels of damage. It can also be set to produce either standard or Stun damage making it the perfect combat and control weapon. It is an advanced weapon that is expensive to manufacture. Spectral lasers are standard issue for all Fleet officers.

AUTO LASER

DAM	X	RNG	ROF	SPECIAL
1	10	2	6	HOT

This fully automatic laser pistol is one of the most deadly hand weapons ever developed. It fires intense beams of energy at an incredible rate but its major drawback is its tendency to overheat. Its large capacitor makes it extremely heavy and bulky.

LASER RIFLE

DAM	X	RNG	ROF
5	10	5	1

This powerful laser weapon is used by mercenary and corporate black ops teams because of its powerful energy beam and extremely long range. It is a devastating weapon at long range against hard targets and armored vehicles. It is the standard issue rifle for the Imperial military.

ASSAULT LASER

DAM	X	RNG	ROF	SPECIAL
5	10	3	3	HOT

This rapid fire laser rifle can shred bone and melt heavy armor. It is commonly found in the hands of mercenaries and military special forces. Its high cycle rate results in problems with overheating and power surges.

LASER CANNON

DAM	X	RNG	ROF	STR
1	100	6	1	3

This support weapon is designed to accurately destroy armored targets on the modern battlefield. It is lighter and more accurate than most other heavy support weapons.

DEVASTATOR LASER

DAM	X	RNG	ROF	STR	SPECIAL
6	100	6	1	5	HOT

Devastator lasers are portable heavy support weapons that can fire an intense laser beam designed to melt through the thickest armor or penetrate the most powerful defensive shield.

MULTI LASER

DAM	X	RNG	ROF	STR	SPECIAL
3	10	3	6	4	TORRENT / HOT

This support weapon was designed to destroy hardened or armored targets and produce a wall of suppressive laser fire. This weapon is over two meters long making it difficult to handle and its tendency to overheat makes it extremely unreliable.

SCATTER LASER

DAM	X	RNG	ROF	STR	SPECIAL
3	10	3	12	5	TORRENT

This multi barreled laser fires its beams in an alternating pattern that creates a massive killing field in front of the weapon. This weapon is perfect for decimating enemy formations or destroying covered targets. It is designed to destroy fast moving light vehicles such as grav bikes, hover scouts, and suits of power armor.

PLASMA PISTOL

DAM	X	RNG	ROF	STR	SPECIAL
1	100	1	1	2	HOT

This large hand weapon propels a small bolt of super heated plasma. It is devastating at close range but it requires an entire combat turn after firing to cool down and recharge enough to fire again.

PLASMA RIFLE

DAM	X	RNG	ROF	STR	SPECIAL
3	100	2	1	3	HOT

Plasma rifles are commonly used as heavy support weapons because of their ability to destroy most targets with a single hit. Plasma rifles fire a large bolt of super heated plasma.

Plasma Cannon

DAM	X	RNG	ROF	STR	Special
5	100	3	1	4	Danger / Hot

This heavy plasma projector can easily destroy hardened targets like tanks and battle frames. Plasma cannons are not common because of their reputation for exploding when their plasma generator overheats.

Fusion Caster

DAM	X	RNG	ROF	Special
10	100	2	1	Scatter / Hot

This long and massive weapon creates a small fusion reaction in its containment chamber. This plasma stream is then projected toward a target using an electromagnetic field pulse. This short range weapon was designed to melt rock and cut through armor by pouring a stream of plasma onto it. It is a deadly close combat and assault weapon used primary against hard or armored targets. This stream of plasma can be passed over a target like water from a hose to cause massive damage at close range.

Inferno Cannon

DAM	X	RNG	ROF	STR	Special
10	100	1	1	5	Field / Hot

This weapon creates a small fusion reaction in its containment chamber. Inferno cannons unleash this energy and channel its destructive force toward a target using a powerful magnetic field. They have limited range but are one of the deadliest hand held anti-armor weapons available.

Reflex Cannon

DAM	X	RNG	ROF	STR	Special
10	100	10	1	8	Flood / Hot

Reflex cannons tear apart reality and any object in its path with a massive gravitational field. They actually tear apart the very pattern of the target. This weapon creates a path of destruction that can be used to annihilate heavy targets and large troop formations. It can be left on for a long duration to destroy large building and small mountains.

Render Rifle

DAM	X	RNG	ROF	STR	Special
10	10	1	1	4	Shred

This weapon is a powerful tractor repulsor beam generator. It is designed to generate a quick sequence of tractor beam and pressor field emissions designed to tear a target into pieces as its fluctuating beam passes over it.

Ion Rifle

DAM	X	RNG	ROF	Special
1	10	5	1	EMP

This weapon discharges a massive electromagnetic pulse designed to short and fuse electronic circuitry.

Shield Disrupter

DAM	X	RNG	ROF	Special
3	100	1	1	Disrupt

This weapon fires a powerful beam of static charge designed to disrupt a defensive shield. Its powerful discharge can shred a shield at close range.

Neural Disrupter

DAM	X	RNG	ROF	Special ca
2	1	2	1	Stun

This hand weapon produces an intense energy beam that can overload the neural circuitry of a living creature rendering it unconscious. This weapon is perfect for non-lethal suppression and capturing a target unharmed. Repeatedly firing at a living target converts its Stun damage to standard damage by causing permanent neural damage.

Disrupter Rifle

DAM	X	RNG	ROF	Special
5	1	3	3	Stun

This heavy stunner fires a beam of static charge designed to short circuit the mind of a living creature rendering it temporarily unconscious. This weapon is perfect for non-lethal suppression or capturing a target unharmed.

Disrupter Cannon

DAM	X	RNG	ROF	STR	Special
5	1	5	10	4	Stun / Flood

This riot control stunner is designed for crowd control and special police operations. This weapon was designed for non-lethal crowd and riot control but close range extended bursts can be lethal.

EMP Cannon

DAM	X	RNG	ROF	STR	Special
10	10	1	1	4	Flux / Hot / Danger

EMP cannons fire a modulating electromagnetic pulse designed to deliver a powerful beam of energy, which ignores defensive shields and screens. This weapon is difficult to control because the EMP pulse tends to move toward the closest conductive material, which might be the operator.

Pulse Pistol

DAM	X	RNG	ROF	Special
3	10	1	1	Knockdown

This handheld weapon is designed to fire a concentrated sonic wave that can punch a hole in a large target or completely crush a smaller target. Pulse weapons are only effective in an atmosphere or underwater.

Pulse Rifle

DAM	X	RNG	ROF	STR	Special
6	10	1	1	2	Knockdown

This powerful sonic generator is designed to punch holes in the thickest armor using a focused sonic pulse. Pulse weapons are only effective in an atmosphere or underwater. Underwater, a pulse rifle produces a massive turbulence wake that traces out the path of the sonic pulse.

Pulse Cannon

DAM	X	RNG	ROF	STR	Special
12	10	1	1	4	Knockdown

This sonic support weapon fires a concentrated high frequency sonic pulse designed to destroy hardened targets. These compact weapons convert a single soldier into a tank or sub killer. Pulse weapons are only effective in an atmosphere or underwater. This weapon produces a massive turbulence wake when it is fired.

Special Weapons

Flamer

DAM	X	RNG	ROF	CAP	Special
3	1	1	1	20	Area / Flood / Continuous

This handheld flamethrower sprays a stream of long duration incendiaries. This incendiary material is designed to adhere to a target and burn continuously. Flamers are perfect for clearing long hallways, tunnels, caves, and hidden places where enemies might hide.

Heavy Flamer

DAM	X	RNG	ROF	CAP	STR	Special
3	10	2	1	20	3	Area / Flood / Continuous

This massive flame projector is designed to take out large troop formations hidden in dense jungles or in hard cover. These handheld flame cannons spray a stream of long duration incendiaries. Heavy flamers require a heavy fuel pack to supply the weapon with a constant source of fuel.

Acid Sprayer

DAM	X	RNG	ROF	CAP	Special
5	10	1	1	20	Dissolve 3 / Danger

This weapon sprays a fountain of molecular acid designed to melt through armor and flesh. This weapon can be dangerous because the acid can splash on the user.

Ice Projector

DAM	X	RNG	ROF	CAP	Special
2	1	1	1	20	Immobilize 4

This weapon projects highly endothermic liquid designed to instantly freeze solid. The ice prison that forms around a target immobilizes it. Each combat turn, the ice melts and its Immobilize rating is reduced by one. Each point of standard damage applied to the ice also reduces its Immobilize rating by one. It can also be used to freeze bodies of water and create patches of ice on any surface.

Ice Cannon

DAM	X	RNG	ROF	CAP	STR	Special
5	1	2	1	20	3	Immobilize 6

This support weapon projects a tsunami of extremely endothermic liquid designed to absorb a target's thermal energy. This causes ice to form around a target, immobilizing it. Each combat turn, the ice melts and the Immobilize rating is reduced by one. Each point of standard damage applied to the ice also reduces its Immobilize rating by one. It can also be used to freeze bodies of water and create patches of ice on any flat surface.

Mono Caster

DAM	X	RNG	ROF
3	100	1	1

This weapon fires a monofilament mesh, which can slice through almost any material. When this mesh hits a person, he becomes entangled in the razor sharp web converting him into a pile of gore or it can convert a vehicle or suit of power armor into pieces of wreckage in seconds.

Bow

DAM	X	RNG	ROF	CAP
S	1	2	1	1

This ancient weapon is one of the most silent and deadly long range weapons ever created. The modern version is made of composite memory materials and has a reactive fiber string. Bows require Fight to accurately fire off an arrow.

ACCELERATOR BOW

DAM	X	RNG	ROF	CAP
3	10	5	1	1

This is a modern version of an ancient weapon. It uses a powerful electromagnetic field to project the magnetized alloy shaft of an arrow at incredible speeds. Accelerator bows also use Fight to fire off an arrow at supersonic speed.

CROSSBOW

DAM	X	RNG	ROF	CAP
3	1	2	1	1

Crossbows use mechanical power to project an arrow with greater velocity than a bow, but they take longer to reload. A crossbow requires one Action to reload.

WEB CASTER

RNG	ROF	Special
1	1	IMMOBILIZE 3

This weapon fires a ball of adhesive fibers that bind to a target and immobilize it. These fibers contract when they are stretched, so a character's attempts to struggle free cause it to squeeze tighter. A special chemical spray will quickly dissolve these fibers.

NET GUN

ROF	Special
1	IMMOBILIZE 5

A net gun fires a mesh net designed to subdue a person. The weighted ends of the net make it extremely difficult to escape from.

EXPLOSIVES

MISSILE LAUNCHER

DAM	X	RNG	ROF	CAP	STR	Special
1	100	6	1	D	2	AREA 1 / SMART 1

This meter long shoulder mounted missile launcher fires an armor piercing high explosive missile designed to crack open enemy armor and destroy enemy troop formations.

DOOM LAUNCHER

DAM	X	RNG	ROF	CAP	STR	Special
5	100	6	1	D	4	AREA 2 / SMART 1

This one meter wide shoulder mounted block shaped missile launcher fires a hail of armor piercing mini missiles designed to crack open armored vehicles and destroy enemy troop formations.

SWARM LAUNCHER

DAM	X	RNG	ROF	CAP	STR	Special
1	100	4	6	6	4	AREA 1 / SMART 1

This man portable missile rack can launch its entire payload in one barrage. It is designed to saturate a target with high explosive miniature smart missiles. It is tripod or backpack mounted.

DEATH STORM LAUNCHER

DAM	X	RNG	ROF	CAP	STR	Special
1	100	6	1	4	4	AREA 2

This massive launcher rests on a user's shoulder and carries a four rocket magazine allowing it to produce sustained saturation fire to destroy light frames and armor.

EXECUTIONER PISTOL

DAM	X	RNG	ROF	CAP	Special
1	10	2	1	10	AREA / DANGER

This pistol fires small high explosive rounds designed to explode near its target. These weapons can be dangerous because their rounds can detonate in their firing chamber.

EXECUTIONER RIFLE

DAM	X	RNG	ROF	CAP	Special
2	10	5	3	20	AREA / DANGER

This rifle fires a short burst of small explosive rounds that detonate on impact.

DETONATOR PACK

DAM	X	Special
2	100	AREA 2

Detonator packs are small high explosive discs designed to produce either a directional cone or an explosive sphere. They are equipped with timed, proximity, and remote detonators and electromagnetic, spike, and adhesive attachment sites. Their effectiveness depends on placing them properly.

DIRECTIONAL MINE

DAM	X	Special
1	100	FIELD

These shape charged high explosive mines are normally placed under camouflage and when their proximity sensors are activated, they detonate spraying a target with shrapnel. These mines fire a concentrated blast in the direction of anything that activated them.

Conversion Mine

DAM	X	Special
1	1000	Area 10

Conversion mines are normally placed deep underground to avoid detection and they detonate when their proximity sensor is activated. They contain a small vessel of antimatter that produces a massive sphere of destruction that engulfs everything within its blast radius.

Grenades

Acid Grenade

DAM	X	Special
5	10	Grenade / Dissolve 3

This mini grenade sprays a fountain of molecular acid when it is activated that covers everything around it in this corrosive material that quickly melts through flesh and armor.

Blast Grenade

DAM	X	Special
1	100	Grenade

This large hand grenade is an anti-armor ordnance weapon with a timed delay detonator. It produces a very large and intense blast radius designed to destroy armored vehicles.

Concussion Grenade

DAM	X	Special
5	1	Grenade / Stun

Concussion grenades are designed to generate a powerful shock wave which can render everyone in its blast radius unconscious. Concussion grenades only function in an atmosphere or underwater.

Control Grenade

Special
Grenade

Control grenades produce a powerful irritant cloud designed to render a character unconscious if they do not quickly leave the gas cloud.

Conversion Grenade

DAM	X	Special
5	1000	Grenade / Area 5

This matter/anti-matter grenade is designed to destroy buildings and massive vehicles like battle frames and tanks. This suicide weapon has such a massive blast radius that it can only be safely dropped from an aircraft.

Destructor Grenade

DAM	X	Special
10	100	Grenade / Dissolve 5 / Continuous

Destructor grenades discharge a cloud of nano tech that dismantles anything that comes into contact with it. Anything located within the range band where this weapon detonates automatically receives base damage. Nano tech is sensitive to electromagnetic radiation so it will no longer function if it ever passes through a defensive shield.

EMP Grenade

DAM	X	Special
1	100	Grenade / EMP

EMP grenades produce a powerful electromagnetic pulse designed to knockdown shields and destroy all types of electrical equipment and machinery.

Flash Grenade

Special
Grenade

Flash grenades produce an intense flash and a sonic pulse designed to disorient and confuse opponents. All characters in the range band where the flash grenade detonates must take a challenging Agility test. Anyone that fails this test receives a -1 Action modifier for the rest of the battle.

Gravitic Grenade

Gravitic grenades warp space causing the force of gravity to increase around it. This device is designed to capture and hold anything within the effected area. As long as a character is within the field, she must pass a difficult Strength test each turn or lose all her Actions for that turn. Any Size two or less vehicle will have its Actions reduced by one while it is in the effected area.

Grenade

DAM	X	Special
2	10	Grenade

This small hand held explosive has a timed delay, impact, dead man switch, and proximity detonator and it explodes with incredible force and fragmentation.

Hades Grenade

DAM	X	Special
1	1000	Grenade / Area 2 / Continuous

These fuel air grenades release a combustible aerosol that ignites into a massive fireball causing a local atmospheric implosion. Hades grenades are perfect for cleans-

ing an area of biological contamination and destroying large troop formations.

Mini Grenade

DAM	X	Special
5	1	Grenade

These grenades are the size of a finger so they are easy to conceal but they still pack a powerful blast.

Plasma Grenade

DAM	X	Special
5	100	Grenade

This powerful grenade contains plasma held in a suspension field that is blasted outward when detonated. It is a deadly anti-armor bomb that when planted directly on the surface of a vehicle can take down almost anything.

Pulse Grenade

DAM	X	Special
10	1	Grenade / Stun

Pulse grenades generate powerful high frequency sound waves designed to stun the nervous system of anyone within the range of its sonic suppression field. Pulse weapons are only effective in an atmosphere or underwater.

Seeker Grenade

Seeker grenades have a small gravity drive and a simple AI that allows them to find their target. Seeker grenades can travel up to five range bands per turn. Any type of grenade can be made into a seeker grenade.

Singularity Grenade

DAM	X	Special
10	1000	Grenade / Area 10

This hand grenade has a containment field holding a micro singularity, which can be unleashed near an opponent. This small point of mass creates a massive gravitational field that will tear apart everything within the effected area of the grenade. The event horizon destroys everything near it so it can only be safely detonated with a timer or remote control. These devices can be so powerful that it can destroy a small planet or a large moon.

Sleep Grenade

Sleep grenades generate a chemical cloud, which induces sleep and unconsciousness in anyone that breathes in the gas. These grenades were designed for crowd control and hostage situations.

Smoke Grenade

Smoke grenades generate a biogenic cloud of dense smoke, which interferes with a person's or machine's visibility and thermal imaging. These grenades are perfect for creating a diversion or confusion, covering a character's advance or escape, and producing a distress signal.

Spider Grenade

Spider grenades have six small mechanical legs and a simple AI that allows them to sneak up to a target. Spider grenades can travel up to two range bands per turn. Any type of grenade can be made into a spider grenade.

Tangle Grenade

Special
Grenade / Immobilize 6

Tangle grenades produce a burst of chemical fibers designed to stick to anything that they touch. These fibers start to contract squeezing and totally immobilizing any opponent hit by them.

Toxic Grenade

Special
Grenade / Lethal 6

Toxic grenades produce a cloud of poison that only affects characters and other living things. This cloud effects anything living that breathes in the toxin or allows it to touch its skin. Multiple toxic grenades used in the same range band creates a cloud of gas with a cumulative Lethal rating.

Grenade Launcher

RNG	ROF	CAP	Special
3	1	1	Indirect

This one chamber weapon fires specially designed grenades. The different grenades available make it versatile and perfect as a squad level support weapon. Its damage parameters and special effects depend on the type of grenade used.

Auto Grenade Launcher

RNG	ROF	CAP	Special
3	3	3	Indirect

This grenade launcher has a large cylinder designed to carry many specially designed grenades that it fires using an electromagnetic pulse. The damage and effect of this weapon depends on the type of grenade used. It can be attached to any rifle for added firepower.

Grenade Mortar

RNG	ROF	CAP	SPECIAL
6	1	6	Indirect

This extremely powerful magnetic caster fires any type of grenade an extremely large distance. The different grenades available make it versatile and perfect as a squad level support weapon. Its damage parameters and special effect depend on the type of grenade being used.

Melee Weapons

Blade

DAM	X	SPECIAL
S	1	Melee

This weapon has a single edged metasteel blade that is deadly in close combat. Blades include mono, fractal, vibro, and ceramic blades, knives, and swords.

Razor Blade

DAM	X	STR	SPECIAL
8	1	4	Melee

This weapon consists of a meter long composite handle with an equally long blade attached to its end. The blade can be folded into the handle making it easier to carry and conceal.

Chain Sword

DAM	X	SPECIAL
S	10	Melee / Shred

This sword houses a rotating diamond edged chain blade designed to shred through bone and armor in seconds. Its powerful motor and grinding action makes it very difficult to handle.

Power Blade

DAM	X	SPECIAL
2 S	10	Melee

Energy crackles and surges around the blade of this power weapon.

Lightning Sword

DAM	X	SPECIAL
2	10	Melee / Danger

This razor sharp blade crackles with an electric field designed to stun an opponent on contact. The blade of this weapon deals its damage and the lightning field deals one Stun damage. This weapon deals both types of damage for a successful Attack die. This weapon can be danger-

ous because the wielder of the sword can be hit by the crackling energy that dances around its blade. If a character fails her Attack test, she is only hit by the weapon's Stun damage.

Heat Blade

DAM	X	SPECIAL
10	10	Melee / Melt

This powered blade has a thermal edge that heats up until it glows blue allowing it to easily melt through flesh and armor. Heat blades can melt through anything so a user can carve up an armored vehicle in seconds.

Energy Blade

DAM	X	SPECIAL
1	100	Melee / Melt

This weapon creates a long shaft of energy contained within a magnetic field. When this blade hits a target, the field collapses for a second and unleashes enough energy to melt through anything. When the blade is turned off, this weapon becomes an easily concealed handle. The length and intensity of the energy blade can be altered by adjusting the controls found on the handle. An energy blade produces little or no bleeding because its blade cauterizes the injured area as it passes through the victim.

Energy Staff

DAM	X	SPECIAL
1	100	Melee / Melt / Danger

This weapon generates two long shafts of energy from opposite ends of its handheld generator. These shafts of energy are unleashed when they come into contact with a target. It allows a user to attack twice for each Action spent. This deadly weapon is difficult to handle but it allows an experienced swordsman to fight two opponents at the same time. It can be split in half and each half can be used as a single energy blade weapon allowing it to function as two separate energy blades. An energy staff produces little or no bleeding because its energy blades cauterize the injured area as they pass through a person's body.

Power Axe

DAM	X	STR	SPECIAL
3 S	10	3	Melee

This metasteel hand axe generates a powerful energy field around its double edged blade, which allows it to melt through the toughest armor with only minimal force because of the great size and mass of its double headed axe.

PLASMA AXE

DAM	X	STR	SPECIAL
2	100	3	MELEE / MELT / DANGER

A plasma axe consists of a plasma generator attached to a handle. The generator creates a stream of plasma contained in a magnetic field at the head of the axe. When the axe hits a target, it unleashes the plasma stream allowing it to melt through almost anything.

POWER SCYTHE

DAM	X	STR	SPECIAL
6 S	10	4	MELEE

This large pole arm looks like an ancient farming scythe, but its giant blade is surrounded by a powerful energy field making it a lethal close combat and assault weapon. It is perfect for destroying light vehicles and power armored troops.

ENERGY HALBERD

DAM	X	STR	SPECIAL
4	100	4	MELEE / MELT / DANGER

Energy halberds have a plasma generator at the end of its length that generates a stream of pure destructive energy contained by a weak magnetic field. This long energy blade is unleashed when it comes into contact with its target pouring down superheated plasma over it. It allows an experienced combatant to carve up tanks and power armor with a single slice.

RAZOR LASH

DAM	X	STR	SPECIAL
3	10	3	MELEE / DANGER

A forearm projector unleashes a two meter long powered diamond edged chainsaw cord designed to shred flesh and armor. After it strikes a target, it can be left to shred it to pieces or it can be set to automatically retract. This is dangerous because the blade is difficult to control when it quickly coils back into the projector.

AUTO BLADE

DAM	X	RNG	SPECIAL
3	10	2	MELEE / DANGER

This automated throwing blade is a thermal edged smart blade that performs auto targeting and tracking when thrown. When a person attacks with this weapon, he must make an Attack test and a moderate Agility test. If he passes the Agility test, he catches the auto blade if it hits or misses. If a user fails this test, he drops the weapon and must use an Action to pick it up.

POWER CLAW

DAM	X	SPECIAL
2	10	MELEE / SHRED

This deadly assault weapon is a heavy gauntlet that generates a powerful energy field around its three razor sharp metasteel claws allowing it to melt through anything. The claws and energy generator are all integrated into a device that is worn like a massive gauntlet that covers the hand and forearm of the wearer. If a pair are worn, they deal ten damage for each attack.

CLUB

DAM	X	SPECIAL
S	1	MELEE

This simple club, hammer, baton, or bat can be made of any material and it comes in many different shapes, sizes, and lengths. Almost any object in an environment can be used as a makeshift club. If used by a suit of power armor, it doubles the damage produced by a single hand attack.

THRUST HAMMER

DAM	X	SPECIAL
2	100	MELEE / KNOCKDOWN / DANGER

This war hammer has a pointed metasteel head and a small jet engine designed to accelerate the hammer toward an opponent at supersonic speed. This weapon is very difficult to handle but it is cheap and can deal incredible amounts of damage to the most heavily armored opponents.

GRAV HAMMER

DAM	X	SPECIAL
5	10	MELEE / KNOCKDOWN / ACCURATE 1

This weapon has a grav generator installed in its armored head that creates a powerful gravitic force between the weapon and its target. This allows the hammer to strike a target with incredible force without much effort from the wielder and makes it almost impossible to avoid.

GRAV FIST

DAM	X	SPECIAL
1	10	MELEE / KNOCKDOWN / ACCURATE 2

Grav fists have grav generators built into their knuckles that create a powerful gravitic force between the weapon and its target. This allows the armored fist to strike a target with an incredible force that cannot be avoided. If a pair of these gauntlets are worn, they convert the wearer into a close combat monster. If a pair are worn, they deal five damage for each attack.

Power Fist

DAM	X	Special
10	10	Melee

Power fists are massive metasteel gauntlets surrounded by a powerful energy field that allows a character to melt through armor on contact. Their large energy field generators make these gauntlets heavy and extremely bulky. If a pair is worn, they deal twenty damage with Knockdown for each attack.

Motor Fist

Motor fists are power frames attached to metasteel gauntlets. These frames are worn over the arms allowing a character to punch through walls or shatter bone with a single punch. A character receives a +2 Strength modifier when wearing these power frames on a single arm or a +4 Strength modifier if it is worn on both arms. A character wearing motor fists deals standard damage instead of Stun damage during hand to hand combat.

Liquid Knuckles

This dispenser sprays a stream of powerful chemical irritants. When it is sprayed in a character's face it causes temporary unconsciousness. The person will feel as if he was hit in the face with a truck and he will have no memory of what happened. This device was designed as a non-lethal personal defense weapon so the chemicals in liquid knuckles cause no permanent damage or side effects. A character sprayed with liquid knuckles must pass a hard Resolve test or be knocked unconscious for D10 turns.

Stunner

DAM	X	Special
1	10	Melee / Stun

This handheld device discharges a massive electric current that can render a person unconscious. It is only effective with direct skin contact or through light clothing. This weapon will not deal damage through body armor or a personal field. It also comes in the form of a shock glove.

Stun Baton

DAM	X	Special
3	10	Melee / Stun

This device generates a powerful electric discharge at its tip making it effective for subduing people at close range. It can be instantly extended up to a length of two meters or retract. It can be used as a normal club if the shocking device is not activated.

Neural Whip

DAM	X	Special
1	10	Melee / Stun / Immobilize 5

Neural whips have an electrical generator in its handle that discharges through its long segmented whip when activated. This whip is designed to short circuit any living creature's nervous system on contact.

Inductor

This handheld device uses nerve induction to create the sensation of intense physical pain that is powerful enough to stun a person or render her temporarily unconscious. It can also be set to produce the sensation of intense heat and cold, crushing pressure, or disintegrating flesh. If used repeatedly or over an extended time, an inductor causes permanent nerve damage. A character hit by an inductor must pass an extreme Resolve test or be rendered unconscious for D10 turns.

Garrote

Garrotes are composed of two handles attached by an alloy or nylon cord designed to strangle a victim. If a character scores a hit with a garrote, he must take an opposed Strength test. If the attacker wins this test, the victim receives damage equal to the attacker's margin of success.

Mono Garrote

DAM	X	Special
1	1000	Melee / Danger

Mono garrotes are composed of two handles connected by a monofilament wire. The wire can slice through any material with little or no effort. The mono garrote can be used to decapitate a target or slice off an opponent's hand or arm. Mono garrotes are deadly in the hands of an expert but are very dangerous to use.

Mono Lash

DAM	X	Special
2	1000	Melee / Shred / Danger

This weapon consists of a handheld dispenser filled with a wheel of monofilament wire that can cut through almost anything. A monowire is attached to a metal weight that is thrown over a target so that the wire goes taut. Any object in the path of the monowire is cleanly sliced into two pieces. Once the wire is free, it automatically retracts back into the dispenser. This weapon is difficult and dangerous to use, but a mono lash is deadly in the hands of an expert. The monowire gives off a slight glow that allows its user to see it.

Personal Defense

Personal defense is the body armor and personal shields used to protect a character's body from damage during combat. These items provide a character with Shield and Armor ratings. Damage absorbed by a personal shield is not restored during combat or during an entire mission.

Personal Fields

Body Field

Shield	X
10	10

This personal shield generator projects a spherical energy barrier around its user. It has a trigger timer that deactivates the shield whenever its user fires a linked hand weapon. A body field has a slight flicker as it oscillates on and off to allow air diffusion.

Deflection Field

Shield	X	Special
30	10	Only works against energy weapons

This device creates an electromagnetic field designed to deflect energy discharges and coherent light. This shield is only effective against energy weapons.

Force Barrier

This field projector creates a destructive energy barrier around an individual that unleashes its energy if anything touches it. Anything that attacks this character with a hand or melee attack is automatically hit for five damage.

Conversion Field

A conversion field surrounds a person's body and redirects energy aimed at her into the ground. It will only function if a character is standing on a non-conductive material like earth or concrete. A character standing in water or on top of a metallic surface is automatically hit by every Attack die from an energy weapon.

Force Screen

This shield projector is worn on the forearm and it projects a powerful force field that can be used to defend a specific area of the defender's body. To determine if the screen blocks an attack, roll a single D10. If this roll is higher than the highest Attack die in an Attack dice pool, the attack is negated. Any roll higher than the defending character's Agility is ignored. A force screen can also be used to smash a target allowing a character to deal Strength damage to an opponent.

Kinetic Field

This device creates a barrier around the user composed of densely packed air or water molecules accelerated to high velocity contained within a magnetic field. This barrier deflects or decelerates any projectile rounds and melee weapons aimed at the user. It completely negates all physical damage but has no effect on energy weapons. An edged weapon can be slowly moved through this field nullifying its effect but the attacker receives a ⁻6 Initiative modifier. Kinetic fields only function in an atmosphere or underwater.

Personal Armor

Street Armor

Armor	X
2	1

This light body armor is composed of armorgel covered in dense ballistic mesh that can absorb and distribute the impact of a weapon. It is thin and light enough to be worn comfortably underneath street clothes.

Combat Armor

Armor	X
5	1

This suit of body armor has power augmentation servos to negate is weight, the protective capabilities of an environmental suit, and an integrated communication array.

Battle Armor

Armor	X
8	1

This heavy suit of body armor has power augmentation servos, the protective capabilities of an environmental suit, an integrated communication array, and a battle suite. Battle armor provides the wearer with +1 Attack and Strength modifiers.

Battle Form

Armor	X
2	10

This advanced suit of polymer armor has an integrated micro servo mesh that provides the wearer with improved strength and speed. Its light weight and monomolecular aligned crystalline armor makes it thin enough to be worn underneath street clothes undetected. It provides a character with +1 Strength and Agility modifiers and it Armor rating is doubled against all melee weapons.

WETSUIT

ARMOR	X
5	10

This advanced nano tech matrix integrates into the skin of a wearer allowing it to completely surround and protect him. Wetsuits mold themselves around a wearer filtering, regulating, and modify anything that passes through it allowing a person to permanently exist in almost any environment. This matrix also augments a wearer's physical attributes and sensory range providing the character with +1 Strength, Agility, and Perception modifiers. Wetsuits also provides a character with two bonus Actions.

REACTION ARMOR

ARMOR	X
2	1

This light body armor is composed of nano tech designed to link together when a powerful force hits it. This armor goes completely rigid to deflect physical damage and reflective to disperse energy damage. Reaction Armor can become Armor 20 to absorb more damage but the character wearing it loses all her Actions for that turn.

PERSONAL TRANSPORTATION

Personal transportation devices provide a character with special movement types and much greater movement for each Action spent. A flying personal transportation device allows a character to float above ground troops preventing them from attacking with melee weapons even if they are in the same range band.

FLIGHT PACK

SPD	MOVE
3	HOVER

Flight packs produce thrust and maneuver using two synchronized turbo fans that can only function in an atmosphere. These turbo fans are baffled to produce a minimum amount of noise but at night, they produce a trail of light that can be easily detected. Flight packs are ultra fast but can be very difficult to handle.

GLIDER

SPD	MOVE
3	GLIDE

This collapsible ultra light glider uses a small electromagnetic turbo fan for propulsion. This device can only be used in an atmosphere and it requires a stretch of flat land for takeoff and landing.

GRAV PACK

SPD	MOVE
3	GRAV

A grav pack generates an anti-grav field which makes its wearer weightless and its synchronized repulsion field generators propel the wearer forward at high speed. Grav packs are easy to use and require little or no training to operate. They are so agile that they allow a character to make two movements with one Action. A character can perform any Action in between these movements making this device perfect for guerilla warriors using hit and run tactics.

JUMP PACK

SPD	MOVE
4	THRUST

Jump packs produce thrust and maneuver using two synchronized ramjets that produce a great deal of noise and light. They only function in an atmosphere but are completely automated so that they can be operated by anyone with minimal training.

THRUST BOARD

SPD	MOVE
3	HOVER

These smart boards have an integral grav drive, radar sensing, and a smart correction system. This board is extremely fast and agile and its smart drive system helps a rider maintain his balance. A rider's feet are strapped to the board so he maneuvers by moving his legs and body. Speed and braking are controlled by a remote handheld device or a neural interface.

VECTOR PACK

SPD	MOVE	SPECIAL
2	THRUST	AGILE

Vector packs only work in zero gravity environments. This pack contains compressed air that can be released from vectored thrusters. The movement of this pack is controlled by an automated system that compares the momentum of the operator to his desired speed and direction to determine which thrusters to fire and the rate and duration of the discharge. Once a person is in motion in zero gravity, he will continue to move at the same speed and direction unless he uses his thrusters again or experiences some other external force or obstruction. This makes maneuvering in null gravity extremely difficult without proper experience and training.

TECH SUITS

Tech suits are specialized outfits designed to give a character special abilities when they are worn. Tech suits can be worn under body armor or normal street clothing and they provide attribute modifiers and special abilities when activated. The abilities of multiple suits can be integrated into a single powerful suit.

BATTLE SUIT

This combat power suit is composed of powered contractile fibers, which amplify a person's strength and reflexes. Its internal sensors allow it to instantly respond to a person's movements. A simple arm movement is converted into a lightning fast motion allowing a character to hit with incredible strength or run at amazing speeds with little or no fatigue. A character wearing this suit receives +2 Strength and Agility modifiers and moves three range bands per Action. Battle suits also provide a character with a bonus Action.

BLADE SUIT

A blade suit is made of memory fibers so that it can instantly change the shape of its arms to form blades or hammers to strike an enemy with a surprise attack. A character in a blade suit deals Strength damage for a hand attack.

CLIMATE SUIT

This suit has temperature sensors that control heating and cooling elements integrated into its fabric, which regulate the temperature inside the suit to maintain a normal environment even in temperatures ranging from subzero to temperatures hot enough to melt rock. In extremely hot environments, an external hit sink is required that can become hot enough to melt metasteel if touched.

CLIMBING SUIT

This induction suit allows a character to stick to any surface so that he can scale a wall like a spider and hang upside down from a tree branch.

DEEP SUIT

A deep suit allows a wearer to dive hundreds of kilometers underwater by using an advanced liquid breathing system that maintains a character's internal pressure. This suit has hydraulic articulators designed to move the limbs of the suit and a diving computer that maintains the suit's integrity and monitors the safety of its operator. Deep suits negate all underwater modifiers.

DESCENT SUIT

This aerial assault suit is lined with miniature grav generators that allow a character to slowly descend from high elevations to safely land on the ground. Descent suits allow a character to safely jump from a tall building or an aircraft.

ENVIRONMENTAL INTERFACE

This suit is made of an ultra dense thin film polymer fabric that allows the wearer to actually feel the environment around his body. This material allows nothing to pass through it so the wearer is completely protected from all chemical and biological agents in his environment. The suit also has a respirator with osmotic and nano tech filters that process out all trace contaminants from the atmosphere. This suit comes with a frame applicator that a person walks through where a thin osmotic polymer is coated over the entire surface of the suit. When the wearer passes from a hot zone to a safe zone, she decontaminates herself by walking through another frame that removes this external layer and any hazardous contaminants.

ENVIRONMENT SUIT

Environment suits have a sealed environment that is regulated by an integrated computer and a full spectrum life support system. This suit protects a wearer from extremes of temperature, pressure, and atmospheric composition. It allows a character to survive in the total vacuum of space and other hostile environments. Environment suits have reaction thrusters that allow a person to move two range bands for a single Action in a zero grav environment. Its thrusters and the contact and magnetic soles of its boots negate the effects of low or null gravity when the wearer is standing on a solid surface.

EXO SUIT

This hydraulic body frame amplifies a character's strength by responding to his movements with external pressure sensors. This thin mechanical frame can be hidden under bulky clothing or a trench coat. A character wearing this suit receives +3 Strength and -2 Agility modifiers.

FLASH SUIT

This suit is covered in intense light generators that produce random flashes of light designed to blind an opponent. It comes with special optics that block out excess light whenever the suit is activated. All enemies within two range bands of a flash suit lose one Action.

HALO SUIT

This suit has integrated field generators that produce massive energy circles around a character's body. These field rings push back anyone that comes to close to this character negating all hand and melee attacks of characters with Strength 3 or less.

RECLAMATION SUIT

Reclamation suits are designed to recycle the moisture lost by a wearer through perspiration, respiration, and urination. This suit filters this water and makes it available to the wearer in a reservoir bladder. This suit will allow a character to survive without an outside source of clean water for up to two weeks.

STEALTH SUIT

Stealth suits are coated in mimetic polycarbons that change coloration according to a varying electric current. The surface of this suit mimics the appearance of its surrounding making the wearer appear to blend into her environment. A character wearing a stealth suit receives two extra dice for any Stealth dice pool and a +1 Defense modifier. The benefits of these suits are negated in the rain, snow, or fog.

SUITSKIN

Suitskins are the most common form of business and leisure clothing used in known space. They are composed of metabolic fibers designed to make the suit self cleaning. The fibers are water resistant and actively expel water from the suit when it gets wet. Its built in nano matrix allows it to alter its shape, color, size, and design to fit any person or situation. Most suits come with a set of preprogrammed styles but extra designs can be loaded into its database. These suits are fire resistant, temperature regulated, and self repairing. Suitskins are also designed to protect its wearer by absorbing damage from falls, minor cuts, and fire.

SURVIVAL SUIT

Survival suits are designed for bike and board riders and custom designs are used by mountain climbers and sky divers. These suits are composed of armorgel covered in quick response air cushions designed to make a person's body rigid and absorb the shock of a crash. These air cushions are designed to deploy when the wearer is falling or crashing at high speed or it can be activated manually. The suit also has a cervical airbag designed to protect the wearer's head so helmets are not necessary for bike or board riders wearing this suit.

PERSONAL EQUIPMENT

The following standard and specialized equipment is available in most sectors of known space. Many planets depend on goods from other systems making the supply of some advanced technology dependent on the services of deep space freighters, local free traders, and privateers. Local wars, alien raiders, and Imperial activity can cut off the supply of goods to a planet making many goods difficult and expensive to purchase.

ANALYSIS OPTICS

These goggles use a powerful artificial intelligence to detect the movement and distance of every moving object in its view and points out anything special or unusual in a character's environment. These optics provide a user with +1 Perception and Attack modifiers.

AUTO GRAPPLER

An auto grappler fires a grappling hook attached to a synthetic cord. It contains a powered winch, which reels in the cord pulling up the user. It is dual sided so it can be turned sideways and fired in opposite directions allowing it to be used as a zip cord.

CLIMBING GEAR

This complete set of climbing gear includes a synthetic rope, power pitons, adhesion pitons, cleats, ice cleats, a pike, an ice axe, and a climbing harness.

CODEX

A codex is a universal translator that uses a powerful artificial intelligence and a massive linguistic database to perform translations of anything a character hears or speaks. Even if the language is unknown to the codex, it can analyze dialogue for syntax and vocabulary clues to create a metacodex for the new language.

COMPANION

This small computer and communication device has an artificial intelligence that actively organizes a person's assignments, meetings, appointments, errands, and personal life. It comes either as a handheld holo panel or holo projector attached to a wrist strap. It contains a folding monitor panel and a holographic projector for viewing data and local video stations. It is fully voice operated and uses voice recognition subroutines to prevent unauthorized use. This device also monitors the life signs of a user and warns her if it detects any dangerous or life threatening conditions including hypothermia, dehydration, in-

fection, cardiac arrest, and poisoning. A companion can also signal local authorities if the user requires medical or emergency assistance. It also contains an integral light, an inertial compass, and a geosynchronous mapping device.

DECOY PROJECTOR

This holographic projector generates multiple holographic images of its user. These holographic images distort if anything passes through them including rain, snow, mist, or sand. A character must pass a hard Perception test to determine which image is the real target. If the character fails this test, he rolls a D10 and automatically misses for all rolls of 7 or less.

DIVING GEAR

Diving gear allows a character to function in an underwater environment. It includes swim fins, a wet suit, a weight belt, and a gill mask or a compressed air tank with a breathing mask. Gill masks remove the dissolved oxygen from water and provide unlimited amounts of breathable air. They only function in liquid environments with at least minimal amount of dissolved oxygen. The air tank stores air as a highly compressed solid contained in a magnetic field.

EM EFFECTOR

These handheld devices project electromagnetic induction fields that alter the function and programming of an electronic device. It allows a user to deactivate or take control of an unprotected computer, robot, cyber implant, vehicle, or weapon system. A character gains control of a system by passing a skill contest using her Intelligence rating against the Intelligence of a robot or the operator's skill rating for the target system. It can even erase the short term memories of a person but it is impossible to directly manipulate or create memories with an EM Effector.

FIELD PROJECTOR

DAM	X	STR	SPECIAL
2	100	4	MELEE / DANGER

A field projector is designed to pulverize rock and knock down trees or vegetation. It produces a massive gravitational pulse that can break rock and bend steel.

FILTER MASK

This mask filters environmental contaminants and other foreign materials from the air that a person breathes. This device has a nano filter designed to extract trace amounts

of bacteria, viruses, organics, and chemicals from the atmosphere. It also has a limited amount of air stored in it for emergencies.

FUSION DRILL

DAM	X	STR	SPECIAL
6	10	5	MELEE / DANGER

A fusion drill produces a burst of plasma designed to vaporize rock and ore. It is the standard mining tool used throughout the universe.

GAMER

This small electronic and magnetic manipulator is designed to control electronic gaming devices like slot machines and electronic simulations. The use of this device is considered cheating, highly illegal, and can get the user arrested or killed if she is ever caught using one.

GRAV RAM

This powerful grav battering ram is designed to knock down a wood or steel door. These can be used on anything as a weapon to deal five damage with Factor 10.

GRAPPLE WIRE

A grapple wire is composed of a thin synthetic wire that unwinds from a bracelet dispenser or rod when its weighted tip is fired at a target. When this weapon is fired, it can entwine a person when the wire hits its target and the weighted tip spins around her body. The dispenser then retracts the wire, tightening it around the target. This weapon produces Immobilize X when a successful hit is made. X equals the number of success dice in a character's Attack test. It can also be used as an auto grappler.

GRAVITY TRAP

A gravity trap is a small thin disc that can be placed anywhere or buried underground. It can be activated by remote or be set to automatically activate when anything passes over it. This device has the effect of Immobilize 7 on everything in its range band.

GYRO MOUNT

A gyro mount is a harness mounted servo mechanical arm attached to a personal weapon that allows it to be moved and fired with ease. Only one weapon can be mounted on a gyro mount at a time. It negates any Strength modifiers for firing the weapon attached to it.

INTRUSION SET

This set provides a user with the tools necessary to by-

pass electronic and mechanical locks. It includes an auto lock pick, an auto lock decoder, a magnetic lock inverter, lock detonators, and a signal grabber with automatic code decryption software.

Intrusion Sensor

This anti-surveillance device has a white noise generator that prevents most forms of audio intrusion and a high intensity EM transmitter designed to scramble the entire electromagnetic bandwidth. It also has a sensitive interphase, neutrino, and radio signal detector that allows a user to sweep rooms and people for concealed or shielded tracking and surveillance devices.

Locator

This set includes a wrist band transmitter and a signal locator. The locator can detect the high burst neutrino signal coming from the transmitter that can pass through any material. The locator then directs the user to the transmitter. Locators also come with micro signal beacons that can be attached to anything that a character wants to follow or left at a location that the character wants to find again.

Meta Torch

DAM	X	SPECIAL
2	10	Melee / Melt / Danger

This small hand laser is designed to produce an intense beam of coherent light that quickly melts metal surfaces together at a rate of ten centimeters per combat turn or cuts through metal at the same rate.

Mining Set

This set includes everything an independent miner needs to search and mine for crystals and minerals. It includes an industrial metasteel hand drill, detonators, explosive plastic, and expansion plastic for excavation. It also contains an ore analyzer, nano probes, and an automated nano drill for automated analysis and refinement of metal ores or natural crystals from any environment.

Motion Detector

A motion detector allows a character to track the movement of anything around them using its powerful senor suite. This device produces a radar signal to detect the movement of anything within five hundred meters. It also detects air movement and ground vibrations to detect anything that is not directly in the path of its sensors. A character receives a +2 Perception dice pool modifier to detect an opponent when using a motion detector.

Multi Sensor

This compact device has a full spectrum sensor array that can detect and analyze any type of electromagnetic or chemical signal. Multi sensors have motion, radiation, spectrographic, and seismic detectors. This device also has the ability to perform chemical and structural analysis of anything within one thousand meters. Multi sensors can also project a powerful electromagnetic pulse, which totally scrambles radio communication over an entire battlefield. A multi sensor comes with mobile sensors that can be used for perimeter sentry, surveillance, tracking, and long term or dangerous observations. Multi sensors provide a user with a +1 Perception dice pool modifier.

Neural Inhibitor

This device induces low brain wave activity, which stimulates deep sleep in anyone when this device is placed on their forehead. This device is used to subdue dangerous people or Masters when basic restraints are not sufficient to control them. This device works very quickly so it can also be used to subdue unexpected victims.

Plasma Cutter

DAM	X	STR	SPECIAL
2	100	5	Melee / Danger

A plasma cutter produces a thin strip of super heated plasma trapped in a narrow magnetic field. This device can cut through anything that fits between its two plasma projectors.

Recon Drone

Recon drones are semi-sentient grav pods with integrated multi sensor arrays, data relays, and digital recording systems. This device can be used for area surveillance or it can be programmed to search for and follow a specific target. Recon drones are also equipped with inflatable balloons so a drone can float silently and not produce a detectable heat or energy signature.

Repair Wizard

This small hand held device carries a nano tech suite designed to repair almost anything. It first scans the damaged area to identify the problem and its powerful AI determines how to fix it. It then releases specially programmed nano tech that performs its work and then it automatically deteriorates.

Restraints

These alloy restraints are designed to bind a person's

hands or wrists together. The lock mechanism can be key or voice print operated.

SENTRY GUN

Sentry guns are automated weapon platforms designed to defend a specific area. It comes with a remote that activates its motion sensors allowing it to fire on anything that enters its overwatch area. This tripod mounted machine can be armed with any personal weapon. When it fires, it has Initiative 3 and uses two Attack dice. Any damage will destroy this machine.

SURVIVAL BALL

This protective ball is made of lightweight polymers and has a fully contained environment, water, and rations that can sustain a person for a few days in a hostile environment or deep space. It is stored in a small backpack and it unfolds and inflates instantly when activated.

SURVIVAL SET

This set includes everything necessary to survive in a hostile environment: respiratory filters, cooking gear, a portable stove, hand lights, a flare gun, micro flares, lighters, perimeter sensors, filter canteens, inertial compasses, a power saw, portable heaters, an ultrasound cleaner, a folding environmental tent, and thermal sleeping bags. This entire set fits in a light backpack that can act as an emergency flotation device.

TECH KIT

This kit contains all the tools and diagnostic equipment necessary to do repairs or modify any mechanical or electronic device. This set includes hand tools, an auto tool, a multi torch, a molecular binder, a laser wielder, a diagnostic computer, a signal grabber, and a circuit analyzer.

TEMPORARY SHELTER

Temporary shelters are portable environmental tents that are temperature controlled providing up to four people with a safe and warm place to sleep under most conditions. These tents maintain a comfortable environment even in subzero temperatures and desert conditions. These lightweight tents automatically deploy and fix themselves to the ground making them resistant to hurricane level winds. They automatically refold into the size of a small backpack for transport.

THERMAL CLOAK

Thermal cloaks are constructed from synthetic fibers designed to dampen the infrared spectrum, which masks the thermal image generated by a character's body. Thermal cloaks also have an internal cooling system designed to reduce a user's thermal image. Characters wearing a thermal cloak are undetectable by infrared devices.

TRACKER

A tracker is an electromagnetic launcher that fires a nano tech projectile that sticks to a target. This nano tech package sends a signal so that a character with a detector can track the target anywhere on a planet. A simple scan can detect this nano tech tracking device.

WETWARE

Wetware are biological constructs genengineered to act as weapons. Bio weapons have the advantage that they can be grown on worlds that are far from Imperial and Republic manufacturing centers.

BIO NEEDLER

DAM	X	RNG	ROF	CAP	SPECIAL
1	10	2	1	10	TORRENT / LETHAL 6

This organic weapon is grown and composed of living tissue. It broods bone shards that are harder than metasteel, which it propels at high velocity with a massive muscular contraction of its firing orifice. These bone shards are covered with a natural neurotoxin created by the weapon. It naturally replenishes its shards and neurotoxin once a day and it only requires a nutrient solution to remain fully operational.

NEEDLE BURSTER

DAM	X	RNG	ROF	CAP	STR	SPECIAL
1	100	6	1	20	2	TORRENT / LETHAL 6

This weapon is the fully evolved form of the bio needler so it can propel its shards with three times greater force. It broods bone shards that are hard as metasteel, which it can propel at high velocity with a massive muscular contraction of its firing orifice. These bone shards are covered with a natural neurotoxin created by the weapon. It naturally replenishes its supply of ammo once per day but it must stay submerged in a nutrient bath when not in use.

BIO PLASCANNON

DAM	X	RNG	ROF	STR	SPECIAL
1	100	3	1	4	DANGER / HOT

This organic weapon creates a sphere of bio plasma contained in its internal magnetic field. When activated it can

project the plasma to melt through flesh and armor. Bio plasma weapons are notoriously unreliable because these organisms have trouble producing a consistent amount of plasma and if excess plasma is generated, the organism may not be able to control it causing it to explode.

SPORE LAUNCHER

RNG	ROF	CAP	STR	SPECIAL
3	1	20	3	LETHAL 8

This large organic cannon fires specially engineered spores that grow at an incredible rate when they encounter water. They continue to grow until all the water in their current environment is consumed. If these spores are exposed to a person's skin, they grow until his entire body is consumed leaving only a pile of sludge and bones. These spores remain inert while stored in the brooding chamber of the weapon but activate when they pass through the enzymatic solution that coats the weapon's firing orifice. This muscular orifice can project these spores at speeds great enough to penetrate heavy body armor. It naturally replenishes these spores once a day.

BLOOM GRENADE

SPECIAL
GRENADE / LETHAL 8

This hand grenade produces a large cloud of spores that grow at incredible rates when they contact anything organic. If these spores are exposed to a person's skin, they grow until the person's entire body is consumed leaving only a puddle of gore.

BIO SENTRY

These organisms are designed to protect an area from intrusion. They have a small body core with optical, auditory, motion, and olfactory sense organs. When it is initially activated, anyone wishing to enter a room guarded by a bio sentry must allow it to take a tissue sample for genetic and chemical analysis. A bio sentry then extends its tendrils throughout the room it is guarding and if an unauthorized person enters, it attacks. The sentry can attack up to three people at a time and anyone within a protected room is within its range. Its tendrils can contract around a person with the equivalent of Immobilize 5 and the barbs on its tendrils are coated in poison producing Lethal 5.

DNA DATA STORAGE

Computer data can be stored in the form of DNA's double helix so that a single chromosome can contain the equivalent of one million data chips. Copying data is sim-

ply performed by DNA replication of the chromosome. DNA data was designed for data couriers because it can be easily concealed and carried as a single chromosome hidden on or inside their body. Data can even be integrated into a person's genetic code. The DNA reader/replicator can be attached to any computer system.

CYBERWARE

Cyberware is tech that can be surgical implanted into a character's body providing her with advanced senses and enhanced physical abilities. Excessive cyberware use can distort a character's perception of reality that will eventually lead to cyberpsychosis.

ADRENAL BOOSTER

This unit boosts the flow of epinephrine from a person's adrenal gland. A character receives a +1 Agility modifier for adrenal booster.

ARM BLADES

DAM	X	SPECIAL
5	1	MELEE

A person's arm is installed with massive retractable blades that project out from her forearm, elbow, or palm.

BANSHEE VOCALS

DAM	X	SPECIAL
5	1	STUN

This weapon is installed in a person's mouth allowing her to project a powerful sonic pulse in an atmosphere or liquid environment.

BIOREGULATOR

This artificial gland synthesizes neurotransmitters and inhibitors that regulates a character's mood, maintains her blood pressure, sustains her alertness and attention, and suppresses her fatigue. Bioregulators can be set to regulate feelings of fear, anger, anxiety, lust, and hatred but with control of these emotions, a person becomes very predictable and will appear detached or cold. In many sectors of space, bioregulators are implanted in career or violent criminals and people with severe mental disorders.

BLOOD FILTER

In this system, a person's liver is replaced with a detoxification plant and nano filters are implanted in all the major arteries and lymph nodes of her body. This system filters out any foreign matter from a person's blood negating the Lethal rating of any weapon. It also prevents most

forms of infection and negates the effects of drugs and alcohol.

Body Medic

The body medic process infects a character with wide spectrum medical nano manipulators designed to repair and stabilize physical damage or chemical imbalances caused by physical attacks, harsh environments, and infection. The nano tech reconstructs a person at the molecular level making the healing process quick and painless. It can reattach severed limbs, reconstruct large areas of missing tissue, and completely regrow organs that have been destroyed. A character with body medic receives Healing Factor and it can quickly detoxify natural and chemical poisons negating a weapon's Lethal effect.

Bone Lace

In this process, nano manipulators integrate a porous metasteel mesh into a person's bone matrix making his bones almost indestructible. All damage applied to a character with bone lace is reduced by half rounding down.

Bone Replacement

A character's bones are all replaced with metasteel constructs designed to house the blood producing marrow of the original bones. This process provides a character with a permanent +2 Strength modifier and doubles a character's Life and Stamina ratings.

Claws

DAM	X	SPECIAL
3	1	Melee / Shred

A character's arm can be installed with multiple retractable metasteel blades that project from a character's knuckles, forearms, elbows, wrists, or fingers. A character with cyber claws installed in both hands deals ten damage for each attack.

Contraceptive Implant

This device regulates progesterone levels in females making it completely effective in preventing unwanted pregnancies. Its fine control of a woman's hormone levels avoids the side effects caused by drug based contraceptives.

Cortex Bomb

This small high explosive is implanted in the center of a person's cerebral cortex and it can be detonated with a predetermined signal from an external transmitter. Cortex bombs can also be set to detonate if anyone attempts to tamper with a character's mind. This bomb is powerful

enough to completely destroy a person's brain, so it can be used to coerce him into doing something that he doesn't want to do. It can only be detected with a full body scan.

Cyber Gills

Oxygen processing units are implanted into the sides of a character's neck allowing him to extract dissolved oxygen from water and other liquids. This allows a user to breathe underwater for an unlimited duration as long as the liquid environment contains sufficient amounts of dissolved oxygen. Specially designed gills can allow a character to survive in very low oxygen environments by efficiently extracting oxygen out of any liquid or gas.

Cyber Laser

DAM	X	RNG	ROF
1	10	1	1

Cyber lasers are installed in a cyber optic or inside a character's palm allowing her to fire at a target as a surprise attack. When a character fires this weapon, it always attacks first in combat.

Cyber Lash

DAM	X	SPECIAL
5	10	Melee / Shred / Select / Immobilize 3

This powered metasteel tentacle is concealed in the forearm and projects out of a person's wrist. It can be electrified to subdue an enemy. A character with cyber lash installed in both hands deals ten damage for each attack and produces Immobilize 10 for each attack.

Cyber Optics

A person's eye is replaced by a photosensitive digital camera. This optic can be manufactured to look like a natural eye of any color or with a designer appearance including bizarre iris shapes or no iris at all. This optical unit is very sensitive to motion and color changes so it provides a character with Eagle Eye and negates all visibility modifiers including range based modifiers. It also allows a character to record what he has seen for up to three hours.

Cyber Power Fist

DAM	X	SPECIAL
6	10	Melee

This prosthetic hand is surrounded by a powerful energy field that allows it to tear through armor with ease. When activated a cyber power fist generates a powerful energy field around itself. When a pair are installed, they deal fifteen damage with Knockdown for each attack.

CYBER TENTACLES

DAM	X	SPECIAL
15	10	MELEE / SHRED / SELECT / IMMOBILIZE 6

These extremely powerful semi-sentient metasteel tentacles have crushing claws that allow it to manipulate or destroy an opponent. They are installed in a character's torso and are directly linked to her brain. Any number of tentacles can be installed and they can all be used to attack the same or different targets with the use of a single Action. For every tentacle that the character uses for locomotion, a character can move that number of range bands for a single Action.

For example, a character with four cyber tentacles can move up to four range bands for each Action spent.

CYBER SABER

DAM	X	SPECIAL
1	100	MELEE / MELT

This energy blade projector is installed in a character's wrist and allows her to surprise an opponent with this deadly energy weapon. When a character first attacks with this weapon, she receives a +5 Initiative modifier. If a pair of cyber sabers are installed, they deal five damage for each attack.

DATA DRIVE

This device allows up to five hundred terabytes of information to be stored in a character's mind. It performs a data transfer uplink when a security code is heard. It also has an emergency erase system that can be activated on command or when someone attempts to tamper with a character's data drive. A character can access this information at anytime but there is a slight delay when the information is being mentally searched for.

DERMAL DISPLAY

Dermal displays are optical dermal weaves that display recorded or broadcast images or video on the surface of a character's skin. This allows a person to have a constantly changing tattoo or a corporate symbol displayed on her body, which has made them very fashionable. A character can also display computer information directly on their hands and arms.

DERMAL ARMOR

A character's skin is integrated with dense nano polymers, which toughens it and makes it resistant to damage but it is impossible to detect without a deep scan. A character's body receives Armor 5 but his skin still feels the same when touched by another person.

DISTRIBUTED CIRCULATORY SYSTEM

A characters entire circulatory system is rebuilt with nano tech to create multiple micro hearts throughout the character's entire body that can keep his circulatory system functioning even if his heart or large sections of his body are destroyed. This nano tech can also repair his circulatory system when it is damaged. A character receives a +5 Life modifier for this modification.

FULL CONVERSION

A person's brain is extracted from his body and implanted into an artificial conversion body. This conversion body is composed of powered contractile fibers, an optical neural net, a cold fusion reactor, full spectrum sensors, an automated repair system, and a life support system that maintains the person's nervous system. If the operation is a success and the nano surgeons are able to connect his nervous system to the life support and control systems of the conversion body, it will respond as if it were his original body. A character maintains his attributes but his Strength, Agility, and Perception are changed to 6. He no longer has Life or Stamina but instead has Structure 7 and Armor 3 with Factor 10. He produces standard damage for all hand attacks and is immune to Stun damage.

INTERNAL AIR

This system stores a small unit of super compressed oxygen in a person's chest cavity, which can supply her with up to three hours of breathable air. The oxygen is released directly into a person's blood and the carbon dioxide is removed with nano tech air scrubbers.

INTERNAL COMMUNICATOR

This cyberware implant integrates interphase, radio, and neutrino receivers into the auditory centers of a character's brain allowing him to intercept or receive any communication frequency or bandwidth. Interphase, radio, and neutrino transmitters are installed into a user's mastoids allowing vocalizations to be transmitted.

INTERNAL DETONATOR

This high explosive charge is implanted in a person's chest cavity. It can be activated with a preset mental trigger or by biting down on a contact trigger that looks like a tooth. When activated, this device destroys a character's body and causes one damage with Factor 100 and Area. This is the modern suicide weapon used by religious and political fanatics. It can also be used as a way to control another person when remotely operated.

INTERNAL SHIELD

A miniaturized shield projector is implanted inside a character's chest cavity and it uses the biochemical energy of his body to power it. It projects a defensive shield around her entire body with Shield 3 and Factor 10.

INTERNAL TECH

Internal technology or IT is designed to maintain the physical and mental stability of an individual. These nano manipulators are designed to constantly repair and rejuvenate a person's body in order to maintain health and well being. It also regulates blood pressure, hormone production, and body temperature. It allows a character to alter skin pigmentation to prevent ultraviolet radiation damage, produce coagulants that prevent bleeding, and maintain a state of suspended animation when she is severely injured. A character receives +2 Life and +5 Stamina modifiers.

LION HEART

The nervous systems of a character is completely rebuilt and parts of his brain are replaced with computer chips so that all thoughts of fear and doubt are completely removed providing a character with a +3 Resolve modifier.

LINEAR FRAME

The entire skeletal system of a character is replaced with a servo mechanical metasteel frame that is directly linked to a character's mind and produces any desired body movements. A linear frame converts a character's Strength to 6.

MECH ARMS

These advanced prosthetic arms move using miniature servos and contractile bundles protected within their structures. These arms are extremely strong and resilient to damage but they can still only support a limited amount of weight because of the stress placed on the attachment point of a person's body. The hand of a mech arm can be detached and it will crawl along the ground to perform simple tasks for the character. A character with Mech Arms receives a +3 Strength modifier and converts all his close combat damage to standard damage. Extension arms are a special version that actually extends outward and wraps around an opponent providing a character with two extra dice for any grapple dice pool.

MECH LEGS

These advanced prosthetic legs move using miniature servos and contractile bundles protected within their structure. These legs are extremely strong but they have internal limiters designed to protect the attachment point between a person's body and the prosthetic. Normal leg articulation is standard but extra points of articulation on these legs are available. Shoe like feet are standard but various numbers of toes can be selected with different numbers of articulations. A character with mech legs receives a +1 Strength modifier and she can move two range bands for each Action spent. Mech legs can be installed with wheels to allow them to move three range bands for each Action spent. Mech legs can also produce a powerful electromagnetic field that allows them to attach to any metal surface.

MECH WINGS

SPD	MOVE
3	GRAV

These advanced mechanical wings are connected to a character's skeleton and they contain grav generators that allow her to fly in any environment. They are produced in many different styles including bird, bug, bat, bone, fairy, and mechanical.

META HEARING

Meta hearing replaces a person's auditory canals with sensitive audio receivers, which can detect the entire range of sound frequencies including ultrasonics and subsonics. It comes with a built in sound editor that can be set to remove background noises and reduce loud sounds to a set decibel level. A character can selectively increase the volume and isolate any sound that he hears using parabolic sensors allowing him to find the exact location of the source of any sound. Direction sense allows this rig to analyze changes in the intensity of any sound to determine the speed and direction of its source by analyzing its Doppler shift. This rig can also record anything that a character hears. A character can review recorded material directly in the auditory centers of her brain allowing instantaneous and lighting fast access. Stress analysis allows a user to perform a voice stress analysis on a speaker to determine if she is telling the truth. It also allows a user to determine another person's mood and emotions by analyzing the tone and inflection of her voice.

META TASTE

Meta taste allows a user to do chemical analysis of anything she tastes or puts into her mouth. It comes with a taste editor to block designated flavors and it can be set

to edit out any background tastes. Meta taste comes with chemical analyzers and a large database of chemicals and biological organisms so a user can determine the actual identity and properties of anything that she puts into her mouth. It can also be set to make anything a character eats taste like something else, so a bowl of synthchow can be made to taste like a farm fresh steak.

Mind Drive

This neural net computer is made of optic refractors imbedded in a super conductive ceramic block. A person's brain is replaced with this device and his personality pattern, memory, and knowledge is transferred into its internal memory. This unit improves a character's reaction time and processing power by using the instantaneous response of circuits instead of the chemical processes of neurons. A mind drive converts a character's Intelligence and Agility to six but lowers her Presence to one. This process essentially converts a character into a Mind system with a living body. This character's mental engrams can be copied and stored for safekeeping in a backup drive in case something bad happens to him.

Mind Interface

This miniaturized computer system is installed into a character's brain and is controlled by her thoughts. This device has wireless access allowing it to link to any local data network or computer system.

Mnemonic Implant

In this process, a person's hippocampus is removed and replaced with an artificial biochemical factory that greatly improves her short and long term memory. A person's memory becomes so perfect that she may have trouble distinguishing her current reality from her past experiences. The character receives Eidetic Memory.

Modulated Vocals

This device allows a character to modulate his voice in order to duplicate the exact voice pattern of another person. It can also generate sounds that mimic those produced by vehicles, animals, and anything found in nature. Modulated vocals have a vocal amplifier, which allows a person to greatly increase the volume of his voice. This implant also allows a person to modulate the frequency of his voice in order to communicate in the subvocal or ultravocal ranges, which are sound frequencies too low or too high respectively for unmodified humans to detect. Its voice synthesizer can add pleasing and soothing harmonics to a character's voice that provides him with a +1 Presence modifier when he speaks or sings. Modulated vocals also give a person a beautiful speaking and singing voice with almost perfect vocal pitch and a complete vocal range.

Mono Finger

DAM	X	SPECIAL
3	100	MELEE / DANGER

In this enhancement, one finger is removed from a person's hand and replaced with an artificial finger. This new finger has a monofilament wire dispenser integrated into its structure. When the fingertip is pulled off and thrown, it acts as an attached weight that dispenses a mono wire. All five fingers on a hand can be converted to mono fingers so that they deal ten damage but it hits the user on any rolls less than five.

Multi Arms

In this process, a third or fourth mech arm is attached to a character's body underneath one of his existing arms. The character's brain and nervous system must be rewired and reprogrammed so each extra arm provides a character with a bonus Action.

Multi View

In this process, a receiver is implanted in the visual cortex of a character's mind. It receives the visual information transmitted from up to ten grav scout drones. They are controlled by a transmitter implanted in the character's cerebral cortex. These drones can be directly controlled, set to search for a specific target, or set to explore or patrol a specific area. They constantly send visual information to the character's mind, which is rewired to process and comprehend it. These drones are perfect for exploring dangerous places and looking behind a blind spot for hidden adversaries. A character with multi view receives a +6 Initiative modifier.

Muscle Graft

Bundles of synthetic muscle are weaved into a person's existing muscular system to improve her overall strength. These micro machines run off the bioelectric energy produced by a character's body. A character with muscle graft receives a +1 Strength modifier.

Muscle Replacement

In this process, all voluntary muscles of a person's body are replaced with powered contractile fiber bundles providing a character with a +3 Strength modifier.

NANO BODY

All the voluntary muscles of a person's body are replaced with nano tech constructs providing him with a +5 Strength modifier. The character is injected with nano manipulators that decompose the muscle fibers and then replace them with these contractile nano structures.

NANO FILTER

This process involves infecting a person with nano tech designed to hunt down and neutralize or destroy foreign matter like viruses, bacteria, poisons, alcohol, and drugs in a character's bloodstream. Nano filters neutralize the effects of Lethal weapons and negate the effects of drugs, alcohol, poisons, and alcohol consumed by this character. Nano filters can also decompose excess levels of hormones produced by the body to reduce the effects of some genetic diseases. Anything that cannot be broken down is excreted from a character's skin.

NASAL FILTERS

This system is implanted into a person's nostrils, nasal passages, and trachea and it filters out all the contaminants and foreign matter from the air that he breathes. It can also be set to either filter out or allow entrance of specific airborne chemicals from his environment. This is a common implant found on polluted or alien worlds.

NEO HAIR

This cosmetic process replaces a character's hair with thin fiber optic strands that glow with various preprogrammed color schemes. It can also be set to change color with a person's mood or when he talks.

NEURAL INTERFACE

This neural jack is implanted into a character's brain and it allows her to create a wireless link between her mind and any vehicle or computer system. This is a common implant used by most citizens of the Republic and the Imperium.

NICTITATING MEMBRANES

A second transparent eyelid made of a dense polymer is installed in each of a character's eyes. When lowered these optic membranes allow a person to see perfectly underwater and protects her eyes from smoke and chemical irritants. Their polarized coatings also protect a character from flash and blinding weapons. These dense membranes will also protect a character's eyes from minor physical damage.

OLFACTORY ENHANCEMENT

This enhancement allows a character to do chemical analysis on anything he smells. It comes with a scent editor that can block out designated scents and edit out background aromas. This olfactory unit has chemical analyzers and a large database of chemicals and biological organisms so a user can determine the actual identity and chemical properties of any substance he smells. The sensitivity of the unit allows a character to determine the direction that a specific scent is originating from by measuring its concentration gradient.

ORIENTATION SYSTEM

An internal sensor array and gyroscope detects the orientation and position of every part of a person's body. This data is processed by an internal computer and relayed to the brain improving a character's balance and coordination. It provides a character with a +2 Agility modifier. These gyroscopic inertial sensors also function in null gravity and deep space.

PAIN EDITOR

A pain editor is implanted into a person's brainstem and it edits out any pain sensations originating from her body. The danger of this system is that it can prevent a person from noticing that she has received a life threatening injury. Pain editors can also convert pain sensations into other sensations so that pain can be noticed without the user actually feeling pain. These characters are immune to Stun damage.

PERFECT METABOLISM

A character's stomach is replaced with a nutritional processor that allows a person to survive by eating anything organic. This allows a character to survive in almost any environment. It has pathogenic filters that destroy all dangerous or unknown bacteria, viruses, and other microorganisms that might contaminate a character's food or water.

POWER CLAWS

DAM	X	SPECIAL
3	10	MELEE / SHRED

A character's arms can be installed with retractable metasteel claws that are covered by a crackling power field when activated. This system uses a person's own bioelectric energy for power. If a pair of power claws are installed they deal ten damage and their attacks can be rerolled.

Razor Nails

DAM	X	SPECIAL
1	1	MELEE

These retractable metasteel blades project from underneath a person's nails. These small blades are often poisoned to deal Lethal 3.

Rifle Arm

This cyber modification places a weapon down the shaft of a character's forearm. This weapon fires through a concealed firing port located in the character's wrist or elbow. Any personal weapon that can fit into a person's forearm can be installed as a rifle arm. Weapons are reloaded through a concealed compartment in a character's forearm.

Sensitive Touch Skin

This sensory net is weaved into a person's skin allowing her to perform chemical analysis on anything that she touches. This sensory unit comes with chemical analyzers and a large database of chemicals and biological organisms so a character can determine the actual identity and properties of any substance that she touches. This unit comes with a tactile editor that removes background and undesirable sensations.

Sense Recorder

This device records up to two hundred hours of sensory data from a person's experiences. The data is stored on a ceramic chip located in a character's skull, which can be downloaded through a neural interface. Sense recorders are used by entertainers, media reporters, and undercover government and corporate agents.

Sense Transmitter

This implant relays all the sensory stimuli a character experiences with a neutrino transmitter to a remote receiver. The receiver must be within a hundred meters or the sensorium will be heavily distorted.

Sensor Array

This multi spectrum sensor mesh is weaved into a character's bones giving him the ability to detect and track distant targets. This array provides a character with a +2 Attack modifier and allows him to ignore all visibility modifiers. He can also determine the exact distance and relative motion of a target up to five kilometers away. Sensor array also provides a +1 Perception modifier and allows a character to determine the exact distance of any target.

Shield Hand

These prosthetic hands have an integrated shield generator that produces a small but very powerful electromagnetic field. It is almost impenetrable so a character can block any attack by taking an Agility test where any roll of 10 blocks an opponent's successful Attack die. If a character has two shield hands, he can use them to catch and hold an energy melee weapon or an extremely hot object between the fields. A shield hand can also be used to peel open another shield. It negates an enemy's Shield rating by five for a successful attack. An active shield hand can be safely immersed into very hot or corrosive substances and intense energy fields without harm.

Shock Skin

This process installs a mesh into the matrix of a character's skin that uses the bioelectric energy of the character's body to produce a blast of electrical charge. Anyone touched by this character receives five Stun damage.

Skillsoft

A skillsoft implant is a neural net circuit that relays its stored information directly into a person's cerebral cortex. These neural implants are configured with the actual neural patterns from another person. The information stored on these implants originates from actual people so residual memories and thoughts may seep into a person's mind causing disorientation or dementia. These implants give a person the equivalent abilities of a specific skill rating.

Slave Drive

When this device is implanted into a person's brain, it can be used to control his thoughts and actions. Slave drives interlace commands into a person's consciousness that cannot be resisted. These commands can be programmed into the slave drive or they can be sent to the person through a wireless device.

Sonar Array

A sonar array is implanted into a person's forehead allowing her to project, receive, and analyze subsonic sound waves. It allows her to form a mental image of her surroundings based on how various surfaces reflect sound. This provides a +1 Attack modifier and allows a character to ignore all visibility modifiers. It also allows her to determine the exact distance, position, and relative motion of a target providing a character with a +1 Perception modifier. Sonar arrays only function in an atmosphere or a liquid environment.

SUBDERMAL ARMOR

Thin flexible sheets of nanocomposite armor are implanted under a character's skin to protect all her vital internal organs. It is completely undetectable without a deep scan. Subdermal armor provides a character's body with Armor 3.

SUBDERMAL COMPARTMENT

A small compartment is implanted into a character's body and concealed with a flap of artificial skin making it difficult to detect without a full body scan. This system is used to transport secret, important, illegal, or contraband items.

SURROUND VIEW

In this process, four optic studs are implanted into a character's skull and linked to the visual cortex of her brain. These four studs project from the skull and capture images from around the character's body. Her brain is rewired to process these images so that she can see an entire 360° view around her body and the entire area above her head. This increased visual field provides a character with +4 Initiative and +1 Perception modifiers.

THERMAL REGULATOR

An integrated set of micro heat sensors and thermal elements are implanted throughout a character's body that protect his internal organs and extremities from extreme cold. This system is designed to protect a character from conditions like frostbite or hypothermia. It provides a character with Immunity to Cold.

TOOLHAND

This cyber replacement is not very popular, except with die hard techs and fixers. Its fingers contain retractable tools that are equivalent to a fully equipped tool and intrusion kit.

WIRED REFLEXES

A person's nerve bundles are replaced with nano tech wires that significantly increases the speed that his nerve signals travel. A character with wired reflexes receives a +2 Agility modifier.

VISION SKIN

Mimetic polycarbon is weaved into a person's skin. These fibers change color according to a varying electric current to produce images and coloration on a person's skin. Vision skin is the current fashion trend because it allows a person to change her skin coloration and patterns. It also displays lighted or standard tattoo images or video on a person's skin. It can produce a camouflage pattern that allows a character to blend into her surroundings providing her with a +2 Stealth modifier.

VISOR

This full spectrum sensor array is implanted over a person's eye sockets providing total access to the entire electromagnetic spectrum of any environment. Visors also allow a person to determine the range and track multiple targets providing a character with a +1 Attack modifier.

BIO TECH

Bio Tech represents biological alterations that can be made to a character's body using viruses and medical nanites. Bio Tech also represents the technology that can permanently alter the natural structure and function of a character's body and mind.

BIOS AUGMENTATION

In this process, a person's body is infected with various designer bacteria, viruses, and flora. Her digestive system receives specialized bacteria and flora that allows her to digest any type of organic matter and neutralize most poisons and toxins. These detoxifying bacteria also live in her mucous membranes so any toxins she eats, drinks, or breaths are also neutralized. She is also infected with a special prophage virus that has no side effects but prevents any further infection from other viruses and bacteria. Her skin is imperceptibly infected with various designer bacteria and flora that keep her skin clean and prevent body odor. These bacteria even clean her teeth and keep her hair fresh and clean without bathing. She only needs to dust off the dead bacteria everyday to keep herself perfectly clean and hygienic. This process also greatly increases the action of her immune system making her immune to almost every disease.

BODY DESIGN

Body design is the growth of body parts or organs created from a person's own genome or from altered designer genomes that are used as replacement organs and body parts. Blood vessels and nerve innervations are attached using medical nano manipulators. A person's immune system sometimes requires modifications to prevent rejection of the engineered replacement parts. Replacement operations of damaged or amputated limbs and diseased or damaged organs have become standard medical

procedures performed in most modern hospitals. Some people known as transforms have designer limbs grafted on that resemble tentacles, hands that resemble tiger or crab claws, skin covered in beautifully patterned fur, and designer digestive systems that allow them to digest almost anything. Transforms also alter their bodies to have designer metabolisms, unique organ arrangements, and special skin pigmentations. This process allows people to have perfect sex changes or convert themselves into hermaphrodites or something totally androgynous.

Body Sculpting

This invasive reconstructive surgery is designed to improve or alter a person's physical appearance. Characters can improve their appearance through skin grafting, tissue culture implantation, and bone and facial reconstruction. People can alter their appearance to look totally alien and many companies specialize in designer appearances that include feline, reptilian, monstrous, angelic, and demonic appearances. A character with body sculpting receives a +1 Presence dice pool modifier.

Clone

The cloning process uses a genetic sample to produce a perfect physical copy of a person. These genes can be sampled, stolen, or read from a person's body using a powerful EM effector. A clone can be produced to resemble that person at any specific age. Clones are usually created to resurrect a person or replace a dead loved one. If it is raised as an infant, it will have a different but unusually similar personality when compared to the original person. An adult clone can be produced and implanted with the recorded or downloaded memories of the actual person. Recorded memories can be stored by people who want to be resurrected when they die. There are many services that provide clone storage and immediately imprint it with a client's most recent mind scan once he dies.

If the mind of a person is recorded into a different body or into a body with the incorrect age, the clone may have severe emotional and psychological problems. If a clone is made from a clone, the second generation clone can have severe mental damage caused by the degradation of the mental pattern after each scan. Fourth generation clones are considered completely inviable because of the massive degradation of the scanned mental engram after being copied so many times. To prevent mental degradation, an old mental scan can be used for each new clone that is made. There are legends of clone tanks from the Old Empire that allowed unlimited cloning that gave their ancient leaders the equivalence of immortality.

Mental Cleansing

This process uses EM effectors to balance a person's personality and mood by diffusing and editing her memories of past traumas including rape, abuse, injury, and childhood neglect until they can no longer affect her. A character's mind can be cleared of all fears, aversions, regrets, hatreds, and fetishes by removing her negative association paths. Mental cleansing involves suppressing and stimulating various subpersonalities and mental routines while avoiding any damage to a person's primary personality. The Imperium uses mental cleansing to rehabilitate political dissidents and criminals and to cure mentally ill patients. Many people consider this process mental rape because a person's personality and memories are inevitably altered or stripped away.

Mental Encoding

Mental encoding involves neural programming through precise field induction that allows memories, skills, and patterned motions to be inserted into a person's mind. These memories are permanent and it can be difficult for a person to determine which memories are real and which are artificial. During an encoding session, data must be synchronized to a person's exact brain pattern. Mental encoding is not always successful and can permanently damage a person's memories and cognitive abilities.

Methuselah Process

The Methuselah process involves infecting a person with nano tech that repairs and rebuilds the structure and genome of every cell in a person's body. This process can only slow the aging process and cannot regenerate heavily damaged genetic material so a person will still slowly age and die over time. This process increases a person's life span by a factor of ten but the nano tech does little or nothing for the elderly.

Shaper Mods

Shaper mods are evasive and extreme alterations of a person's body, mind, and biochemistry that allow her to perform specific abilities and functions almost perfectly. These adaptations are considered dangerous because they tend to strip a person of her humanity and sanity. In some mods, internal organs are replaced, nervous tissue grafts are implanted, and a person's mind is reprogrammed using drugs and psychotechnic training. This evasive reconstruction is only performed on young children whose minds are still malleable, because no successful Shaper modification has ever been performed on an adult.

PLEASURE MOD

Pleasure mods have major physical reconstruction that makes their bodies and faces extremely beautiful and almost perfect. Their bodies are reengineered to excrete powerful pheromones, perfumes, and narcotics on command allowing them to easily control and manipulate other people that are near them. They are trained to have total control over their bodies and their sense of pleasure. They can enhance or completely turn off their pleasure and pain sense at will. They are also trained to exploit other people's desires and weaknesses and to manipulate and control their thinking. They receive a +3 Presence dice pool modifier made against people exposed to them and a +5 Presence dice pool modifier made against people that are intimate with them.

MULTI MOD

Multi mods require total neurological rewiring and brain remapping that allows them to use both their hands and feet simultaneously with total precision. A person's mind is altered so that he can manipulate objects with his highly modified feet as if he were using his hands. Multi mods were designed to be perfect null grav workers and soldiers. They can perform the same action with all four limbs with the use of only one Action. These characters can perform actions with both hands and both feet at once without any test modifiers. *For example, a multi mod can fire four hand weapons with the use of only one Action.*

FRONTAL MOD

Frontal mods are engineered to be perfect leaders, diplomats, and negotiators. Their brains are altered to allow total concentration and recall on command. They are also trained and surgically altered to maximize their charisma and leadership potential. They are trained to take advantage of the weaknesses that only they can detect in other people by detecting and understanding their personalities and emotions. They receive a +2 Intelligence modifier and a +2 Diplomacy dice pool modifier made against people that they have had time to observe and interact with.

REJUVENATION PROCESS

This process of physical reconstruction and genetic repair turns back a person's biological clock making him feel and look as good as he did in his prime, no matter what his age. In this process, a person is submerged in a pool of nano manipulators that totally rebuilds his physical body and repairs his aging genome. The rejuvenation process can reverse a character's physical age by up to thirty years. This process can only be performed a limited number of times before the degenerative nature of the brain results in a senile with a young body but experimental nano tech techniques can repair their degenerative neural damage.

VIRAL EVOLUTION

In this process, a person is infected with specially designed retroviruses that insert designer genes into a person's genome and deactivates many of her standard genes. Every cell in a person's body is affected causing massive changes in her metabolism and physical structure. The effect of this process is different for each person. The character receives a pool of five permanent +1 modifiers that can be distributed in any combination to a character's Strength, Intelligence, and Agility.

MED TECH

Med Tech represents the advanced medical technology of the future that allows a person to survive almost any wound or injury and can cure any disease.

AUTO SURGEON

This machine has many manipulators, medical nano tech, internal scanners, and a bio neutralization field that allows it to perform routine and emergency medical and surgical procedures with the equivalent of Medic 5.

MED KIT

This set includes all the equipment necessary to perform most medical field procedures. Med kits include: trauma patches, air splints, an air hypo, analgesics, stimulants, sedatives, tranquilizers, mood suppressants, nano coagulants, nanobacter bandages, antiseptics, radiation inhibitors, a neural stimulator, surgical tools, a tissue regenerator, and a laser scalpel.

MEDICAL SCANNER

This specialized scanner can perform full spectrum internal scans of a person's body and chemical analysis of a patient's tissue and fluid samples with deep scan sensors. It measures chemical balance, bone density, structural integrity, cellular activity, hormone levels, body temperature, heart rate, blood pressure, respiration, and neurological activity. This handheld computer uses bio and chemical sensors and its artificial intelligence diagnosis program to make basic diagnosis and suggest proper medical treatment providing a user with the equivalent of Medic 2. A medical scanner can talk a person through

most standard and emergency medical procedures or even simple surgical procedures.

REGENERATION FRAME

This device creates an electromagnetic field around an injured or amputated area to prevent infection. It also creates a regeneration field that causes a perfect copy of a severed limb or digit to grow within a few weeks. It can also regenerate destroyed, damaged, burnt, or scarred tissue without any scaring.

SURGICAL FRAME

This surgical device sets up a containment and sterilization field around a patient's body that prevents infection during surgery. It can be used to sterilize surgical instruments and lab equipment. It can also be used to sterilize food and water.

NEURAL DESENSITIZER

This device is placed on a character's head and it renders her unconscious and completely negates all pain sensations. This allows a medic to quickly perform field surgery without the patient feeling any pain.

MULTI INJECTOR

This handheld device stores hundreds of drugs that can be injected into a patient subdermally. It can be linked to a medical scanner that command an injector's nano matrix to manufacture a mixture of drugs based on its medical diagnosis.

DRUGS

In the future, drugs are more powerful and deadlier than ever because they are designed to alter the very physical and chemical structure of a person's body with side effects ranging from minor addiction to insanity. There will always be people willing to ruin their lives for instant gratification or the promise of power so the market for these powerful drugs grows each year. Many designer drugs can be made to coincide with a person's metabolism so people can avoid side effects including addiction but these designer drugs cost a thousand time more than the street version.

ANTI RAD

This drug is designed to absorbed residual radiation while the nano probes restore the genetic damage caused by ionizing radiation. These nano probes are then excreted from the skin to permanently remove the radiation from the body.

ABSORB

This drug re-initiates the brain's latency period allowing a person to absorb massive amounts of information and new languages like an infant. It is often used by students to study for important tests.

BOOST

This drug opens the sensory regions of the mind that greatly improves a character's five senses. Users of this drug may reroll all Perception tests.

BRAVE HEART

This drug removes all feelings of fear and boosts a person's desire to win. It also removes all feelings of self doubt. A character taking brave heart receives a +2 Resolve dice pool modifier. A massive dose provides a +5 Resolve modifier but the character permanently loses one Reality.

CLARITY

This drug is designed to open the creative regions of the mind. It also makes people more alert and gives them greater mental focus. Clarity provides a character with a +1 Intelligence modifier. A massive dose provides a +3 Intelligence modifier but the character permanently loses one Reality.

COMBAT

This drug causes the body to release a surge of adrenaline and endorphins that boost a person's reflexes, endurance, and strength. This drug provides a character with +2 Initiative and Attack modifiers and +5 melee and close combat damage modifiers.

CONTROL

Control is used by the Imperium to control large portions of its population. This drug provides a user with a constant sense of well being no matter how severe their actual situation may be. Control makes its users extremely receptive to all forms of control and removes most feelings of self motivation.

EUPHORIA

This modern recreational drug has become popular because it is easy and cheap to manufacture and causes intense feelings of pleasure and euphoria. It is composed of phenethylamine, the human body's natural amphetamine. Each dose lasts up to one hour and causes few side effects, but it is highly addictive.

EXTREME

Extreme is a pain blocker developed for terminally ill patients, those injured by weapon's fire, and people involved in severe vehicle crashes. It completely blocks all pain signals to the brain. A character never fatigues and can never be rendered unconscious by losing Stamina while under the influence of this drug.

FEAR FACTOR

This drug greatly improves a character's resolve and almost completely removes all feelings of self doubt and fear. Characters using Fear Factor receive a +2 Resolve dice pool modifier. A character can take a massive dose of this drug to automatically pass all Resolve tests for an entire day but the character permanently loses one Reality.

FULL SPECTRUM ANTIDOTE

This drug consists of a wide spectrum of nano manipulators designed to hunt down and destroy known pathogens. It also detoxifies poisons, toxins, drugs, mutagens, viruses, bacteria, pyrons, and alcohol. This drug decreases the Lethal rating of a weapon to zero if administered quickly.

FOCUS

This drug allows a character to block out all exterior information and completely focus on the most important aspects in his environment. A character using Focus receives a +1 Perception dice pool modifier.

FREEZE

This drug allows a person's body to go into a state of hibernation making him appear to be dead until the effects of the drug have worn off. It is used by soldiers that would normally be overcome by chemical warfare agents by stopping their metabolism until the chemicals have cleared away.

HATE

This combat drug sends a user into a bloodthirsty rage turning him into a killing machine by releasing a massive surge of endorphins and adrenaline. A character receives a +1 Attack modifier and an extra Action. A massive dose provides a +2 Attack modifier and three extra Actions but the character permanently loses one Reality.

HEAL

This small dose of nanites is designed to rebuild any physical damage that a user has received and then self terminate. A single dose of Heal restores five Life.

MIND L453

This chemical is a waste product produced by a rare and massive ground burrowing insect found on the planet Aczera Prime. This drug has never been successfully synthesized and this insect can only survive on this world. If taken regularly, it opens untapped areas of the sentient mind that provide permanent +1 Intelligence and Mastery modifiers. While the drug is still active, the user receives an additional +2 Mastery modifier until it is metabolized in about a day. Long term use of this drug creates a silver tint in a character's pupils but this can be surgically altered or covered up by wearing colored contact lenses.

RAGE

This drug coverts a person into a muscle bound monster. Rage is very addictive and illegal in most sectors of known space. A rage rig automatically injects Rage into a user's peripheral and central nervous systems throughout the day. A massive dose can be administered to produce a massive burst of physical power. A character taking Rage receives +4 Strength and +2 Agility modifiers. A massive dose of Rage can be given that provides a character with +6 Strength and +4 Agility modifiers for the duration of combat but the character permanently loses one Reality.

SLEEP

This drug renders a character unconscious for a number of minutes or hours depending on the dose administered. Sleep has no effect on a Legionnaire.

SPEED

This drug greatly enhances a user's mental reaction time and processing power. It is commonly used by warriors that want an edge on the modern battlefield. A character taking Speed receives a +1 Agility modifier.

STIM

This drug contains a variety of synthetic stimulants. It allows a character to stay awake and alert as long as the drug has not been metabolized. Long term use of this anti-fatigue drug can result in severe hallucinations and paranoia.

TIME TWIST

This drug alters the perception of its user so that the world around him appears to move in slow motion. A character taking time twist receives an extra Action or the vehicle operated by this character gains an additional Action. A massive dose increases the bonus to two Actions but the character permanently loses one Reality.

TITAN

This drug provides fast energy and a surge of oxygen to a character's muscular system that greatly boosts a character's strength. Titan provides a character with a +1 Strength modifier. A massive dose provides a +3 Strength modifier but the character permanently loses one Reality.

WIZARD

This drug opens windows into a character's mind allowing her to better see and understand the intricacies of reality. Wizard provides a character with a +1 Mastery modifier.

VENUS

A character taking Venus produces pheromones that make her extremely attractive to the opposite sex of her species. Venus provides a character with a +1 Presence modifier.

XM5

This is the modern hallucinogenic and pleasure drug of choice. It was designed not to be physically or psychologically addictive. Each dose causes mild euphoria and a constant state of alertness for a few hours. It can also be engineered to produce specific hallucination or different types and degrees of pleasure. It is legal on most Frontier worlds and all Imperial hive worlds.

ZEUS

This male sexual enhancer provides a man with unlimited sexual stamina for up to five hours. It releases a surge of testosterone and nitrogen gas into the user's body so this drug can only be safely used once per day.

ZEPHYR

This capsule contains nano tech that creates an anti gravity field that allows a character to make a safe descent from any height. This effect only last a few minutes before the nanites self terminate.

ZOOM

Zoom is a mega boost mixture of synthetic stimulants and adrenaline analogs that causes a character to move and act with lightning reflexes. It provides a character with two bonus Actions per turn. This is the most addictive drug in the universe and most people cannot live without it after their very first use because it completely alters their perception of reality and their cellular metabolism forever.

PERSONAL WEAPON STATS

NAME	DAM	X	RNG	ROF	CAP	STR	SPECIAL
PROJECTILE WEAPONS							
PISTOL	1	1	1	1	15	-	
SHOTGUN	2	1	1	1	6	-	SCATTER
AUTO SHOTGUN	2	1	1	3	6	-	SCATTER
ASSAULT PISTOL	1	1	2	3	10	-	
ASSAULT RIFLE	3	1	3	5	6	-	
SNIPER RIFLE	5	2	5	2	3	-	ACCURATE 1
AUTOCANNON	5	2	3	3	30	3	
ASSAULT CANNON	3	1	3	10	20	4	TORRENT
MACRO CANNON	15	10	5	1	1	5	
BOLT PISTOL	10	10	4	3	10	3	SMART 1
BOLT RIFLE	30	10	6	3	20	5	SMART 1
REAPER PISTOL	5	10	5	1	30	3	KNOCKDOWN
REAPER RIFLE	10	10	7	1	50	3	KNOCKDOWN
REAPER CANNON	10	10	7	5	20	4	KNOCKDOWN
SLAYER CANNON	15	10	7	10	10	5	KNOCKDOWN / TORRENT
RAZOR RIFLE	4	1	2	1	10	-	FIELD / AP
SABER CANNON	2	10	5	1	20	4	FIELD / AP
SPIKE LAUNCHER	5	10	3	1	10	3	SHRED
SPIKE CANNON	15	10	5	1	10	5	SHRED
GORGON RIFLE	10	10	1	1	10	4	FLOOD / AP
DESTRUCTOR PISTOL	2	100	1	1	-	-	DISSOLVE 5/CONTINUOUS
DESTRUCTOR RIFLE	2	100	4	1	-	-	DISSOLVE 5/CONTINUOUS
BOOST RIFLE	2	10	10	1	1	-	
ENERGY WEAPONS							
LASER PISTOL	1	10	3	1	-	-	
SPECTRAL LASER	1-10	10	3	1	-	-	SELECT
AUTO LASER	1	10	2	6	-	-	HOT
LASER RIFLE	5	10	5	1	-	-	
ASSAULT LASER	5	10	3	3	-	-	HOT
LASER CANNON	1	100	6	1	-	-	
DEVASTATOR LASER	6	100	6	1	-	5	
MULTI LASER	3	10	3	6	-	4	TORRENT / HOT
SCATTER LASER	3	10	3	12	-	5	TORRENT / HOT
PLASMA PISTOL	1	100	1	1	-	2	HOT
PLASMA RIFLE	3	100	2	1	-	3	HOT
PLASMA CANNON	5	100	3	1	-	4	DANGER / HOT
FUSION CASTER	10	100	3	1	-	5	SCATTER / HOT
INFERNO CANNON	10	100	1	1	-	5	FIELD / HOT
REFLEX CANNON	10	100	10	1	-	8	FLOOD / HOT
RENDER RIFLE	10	10	1	1	-	4	SHRED
ION RIFLE	1	10	5	1	-	-	EMP
SHIELD DISRUPTER	1	100	1	1	-	-	DISRUPT
NEURAL DISRUPTOR	10	1	2	1	-	-	STUN
DISRUPTOR RIFLE	20	1	3	3	-	-	STUN
DISRUPTOR CANNON	30	1	5	10	-	4	STUN / FLOOD
EMP CANNON	10	10	1	1	-	4	FLUX / HOT / DANGER
PULSE PISTOL	3	10	1	1	-	-	KNOCKDOWN
PULSE RIFLE	6	10	1	1	-	-	KNOCKDOWN
PULSE CANNON	12	10	1	1	-	3	KNOCKDOWN

Special Weapons

Name	DAM	X	RNG	ROF	CAP	STR	Special
Flamer	3	1	1	1	20	-	Flood / Area / Con
Heavy Flamer	3	10	2	1	20	-	Flood / Area / Con
Acid Sprayer	5	10	1	1	20	-	Dissolve 3 / Danger
Ice Projector	2	1	1	1	20	-	Immobilize 4
Ice Cannon	5	1	2	1	20	3	Immobilize 6
Mono Caster	3	100	1	1	-	-	
Bow	S	1	2	1	1	-	
Accelerator Bow	3	10	5	1	1	-	
Crossbow	3	1	2	1	1	-	
Web Caster	-	-	1	1	10	-	Immobilize 3
Net Gun	-	-	-	1	3	-	Immobilize 5

Explosives

Name	DAM	X	RNG	ROF	CAP	STR	Special
Missile Launcher	1	100	6	1	D	2	Area 1 / Smart 1
Doom Launcher	5	100	6	1	D	4	Area 2 / Smart 1
Swarm Launcher	1	100	4	6	6	4	Area 2 / Smart 1
Death Storm launcher	1	100	6	1	4	4	Area 2
Executioner Pistol	1	10	2	1	10	-	Area / Danger
Executioner Rifle	2	10	3	1	20	-	Area / Danger
Detonator Pack	2	100	-	-	D	-	Area 2
Directional Mine	1	100	-	-	D	-	Field
Conversion Mine	1	1000	-	-	D	-	Area 10

Grenades

Name	DAM	X	RNG	ROF	CAP	STR	Special
Acid Grenade	5	10	-	-	D	-	Grenade / Dissolve 3
Blast Grenade	1	100	-	-	D	-	Grenade
Concussion Grenade	5	1	-	-	D	-	Grenade / Stun
Conversion Grenade	5	1000	-	-	D	-	Grenade / Area 5
Destructor Grenade	10	100	-	-	D	-	Grenade/ Dissolve 5 / Continuous
EMP Grenade	1	100	-	-	D	-	Grenade / EMP
Grenade	2	10	-	-	D	-	Grenade
Hades Grenade	1	1000	-	-	D	-	Grenade / Area 2 / Continuous
Mini Grenade	1	10	-	-	D	-	Grenade
Plasma Grenade	5	100	-	-	D	-	Grenade
Pulse Grenade	10	1	-	-	D	-	Grenade / Stun
Singularity Grenade	10	1000	-	-	D	-	Grenade / Area 10
Tangle Grenade	-	-	-	-	D	-	Grenade / Immobilize 6
Toxic Grenade	1	10	-	-	D	-	Grenade / Lethal 3
Grenade Launcher	-	-	3	1	1	-	Indirect
Auto Grenade Launcher	-	-	3	3	1	-	Indirect
Grenade Mortar	-	6	-	1	6	-	Indirect

Melee Weapons

Name	DAM	X	RNG	ROF	CAP	STR	Special
Blade	S	1	-	-	-	-	Melee
Razor Blade	8	1	-	-	-	4	Melee
Chain Sword	S	10	-	-	-	-	Melee / Shred
Power Blade	2 S	10	-	-	-	-	Melee
Lightning Sword	2	10	-	-	-	-	Melee / Danger

Name	DAM	X	RNG	ROF	CAP	STR	Special
Heat Blade	10	10	-	-	-	-	Melee / Melt
Energy Blade	1	100	-	-	-	-	Melee / Melt
Energy Staff	1	100	-	-	-	-	Melee / Melt / Danger
Power Axe	3 S	10	-	-	-	2	Melee
Plasma Axe	2	100	-	-	-	2	Melee / Melt / Danger
Power Scythe	6 S	10	-	-	-	3	Melee
Energy Halberd	4	100	-	-	-	3	Melee / Melt / Danger
Razor Lash	3	10	-	-	-	3	Melee / Danger
Auto Blade	3	10	2	-	-	-	Melee / Danger
Power Claw	2	10	-	-	-	-	Melee / Shred
Club	S	1	-	-	-	-	Melee
Thrust Hammer	2	100	-	-	-	-	Melee / Danger / Knockdown
Grav Hammer	5	10	-	-	-	-	Melee / Knockdown / Accurate 1
Grav Fist	1	10	-	-	-	-	Melee / Knockdown / Accurate 2
Power Fist	10	10	-	-	-	-	Melee
Stunner	1	10	-	-	-	-	Melee / Stun
Stun Baton	3	10	-	-	-	-	Melee / Stun
Neural Whip	1	10	-	-	-	-	Melee / Stun / Immobilize 5
Mono Garrote	1	100	-	-	-	-	Melee / Danger
Mono Lash	2	100	-	-	-	-	Melee / Shred / Danger

Personal Equipment

Name	DAM	X	RNG	ROF	CAP	STR	Special
Field Projector	2	100	-	-	-	4	Melee / Danger
Fusion Drill	6	10	-	-	-	5	Melee / Danger
Meta Torch	2	10	-	-	-	-	Melee / Melt / Danger
Plasma Cutter	2	100	-	-	-	5	Melee / Danger

Wetware

Name	DAM	X	RNG	ROF	CAP	STR	Special
Bio Needler	1	10	1	1	-	-	Torrent / Lethal 6
Needle Burster	1	100	6	1	10	2	Torrent / Lethal 6
Bio Plascannon	1	100	3	1	20	4	Danger / Hot
Spore Launcher	-	-	3	1	20	3	Lethal 8
Bloom Grenade	-	-	-	-	D	-	Grenade / Lethal 8

Cyberware

Name	DAM	X	RNG	ROF	CAP	STR	Special
Arm Blades	S	1	-	-	-	-	Melee
Banshee Vocals	5	1	1	-	-	-	Stun
Claws	3	1	-	-	-	-	Melee / Shred
Cyber Laser	1	10	1	1	-	-	
Cyber Lash	5	10	-	-	-	-	Melee / Shred / Select / Immobile 3
Cyber Power Fist	3	10	-	-	-	-	Melee
Cyber Tentacle	15	10	-	-	-	-	Melee / Shred / Select / Immobile 6
Cyber Saber	1	100	-	-	-	-	Melee / Melt
Mono Finger	3	100	-	-	-	-	Melee / Danger
Power Claws	3	10	-	-	-	-	Melee / Shred
Razor Nails	1	1	-	-	-	-	Melee

The Human Empire

The Imperium is the largest galactic power in known space encompassing over three million populated systems that represent humanity's ultimate display of power. The Imperium's primary goal is the purification of the universe for the exclusive use of humanity. The Imperium is ruled by the iron fist of the Empress, who is a powerful Master of time and space. She is known as the Imperial mother and goddess because her people look up to her as their savior and the head of their church. Her people worship her as an immortal god and every Imperial citizen is indoctrinated in her teachings since birth. She has taught her people to become fanatic xenophobes that fear and hate mutants, Gens, and aliens.

The Empress guarantees obedience with the threat of her mighty battle forces and the elaborate faith that worships her as a messiah. Her sisterhood spreads her teachings and searches through the masses to eliminate heretics and rebels. She controls the Imperium with her massive Imperial Armada and the constant presence of her Imperial Legion on every Imperial world. The population of every Imperial world knows that resisting the Empress is futile because at the smallest sign of revolt, her fanatic Imperial marines will be unleashed on the rogue world. These ruthless warriors systemically kill every single person on the interdict planet without damaging the planet's infrastructure or manufacturing capacity. The planet is then quickly repopulated with the excess populations from other Imperial worlds.

She has used her control of time to extend her life allowing her to rule the Imperium for more than twenty millennia. This near immortality has allowed her to personally guide the formation of the Imperium so she has dominated every aspect of Imperial society including language, fashion, media, art, economics, religion, and even marriage and sexual practices. Little is known of the Empress except for her intense hatred of any sentient race that she considers to be non-human. She has driven the Imperium to a xenophobic frenzy in which her people strive to cleanse space of all races considered impure or that do not worship the Empress.

The Empress developed her genometrics program in the early days of the Imperium to unify and improve her people. Every Imperial child has at least one of his or her genes replaced with an Imperial gene, which are genes copied from the Empress's own genome. Over the past five thousand years of this program, the entire Imperial population has acquired about fifty percent of the Empresses genes so when the Empress calls the Imperial population her children, she is technically correct. This is why the entire Imperial population is tall and beautiful and every citizen is born with impressive Mastery potential.

The Empress rarely leaves Earth so her champion, the Imperial Overlord Kaser, represents her in all her off world affairs and personally deals with missions that are vital to the survival of the Imperium. The Overlord is a powerful Master in his own rite and he has his own personal army known as the Doom Legion. These warrior fanatics are selected from the finest soldiers found throughout the Imperial war machine. They are equipped with the most advanced weaponry produced by the Imperium and they are the best supplied and trained troops in the Imperium. The Doom Legion also has an entire battle fleet designed to defend its assault carriers led by the Overlord's flagship, the Doom Blade. The Doom Blade is a massive two mile long super dreadnought carrying a thousand battle frames.

To control and organize a population of over two hundred thousand trillion Imperial citizens, the Imperium has created a massive Imperial bureaucracy that covers the entire surface of the largest Dyson sphere ever created. Every spatial body in the Sol system except for the Earth and the Sun was used to create this massive structure. The Empress's seat of power, the Earth is the only planet left orbiting the Sun and it is surrounded by an impenetrable field created by hundreds of powerful Imperial Masters. The Sun and Earth have also been plunged into subspace making them impossible to attack. The Earth has been renamed Terra Prime and restored to a natural paradise for the private use of the Empress and her consorts.

Each planet within the Imperium is controlled by an Imperial governor selected for his loyalty to the Imperium and her prestigious and honorable military service. These governors and the bureaucracy are only figure heads because the actual government is controlled by a

mysterious device known as Central Command. Central Command is a moon sized structure that orbits the Earth. It monitors the Imperium with a data collection network covering the entire expanse of the Imperium and manages all the records, infrastructure, governments, and economies of every Imperial planet. The Empress uses Central Command to control every facet of her empire and it is believed to be a massive computer containing the consciousness of the Imperium's greatest and most influential minds throughout its history.

The hordes of Imperial soldiers are conscripted and quickly trained by the Imperial Armada and Defense Corps. The Imperial Armada is led by Grand Admiral Thrass and it fields over fifty million capital ships within its fleets. Its main function is to defend the galactic borders of the Imperium from invasion and to assault the Imperium's enemies. Each Imperial ship has a full complement of battle frames for defense. The Imperial Armada's main battle tactic is to overwhelm an enemy with its enormous numbers so most of its ships are smaller destroyers and assault cruisers.

The Imperial Defense Corps is led by Supreme Commander Drade and it has a more defensive role, which includes defending Imperial worlds from invasion and maintaining obedience in the local Imperial populace. They function as the local police force and operate planetary defenses on their stationed worlds. Most Imperial planets have an entire legion of Imperial troopers with support vehicles and battle frames but Imperial worlds on the frontlines may have up to ten legions of Imperial troops and a full division of battle frames. The Corps patrols their assigned systems using light patrol cruisers and defends them using orbital battle stations. Every Imperial world must provide the Corps with fresh recruits each year who are assigned to some distant Imperial world for life.

The Imperial power structure is organized into thousands of enclaves that distribute the power of the Imperium so that no one can ever challenge the power of the Empress. All enclaves are allowed to draw forces from the Legion and the Armada depending on their needs. These enclaves are designed to distribute the power of the Imperium over many leaders so that the great rebellion that occurred in the Imperium's dark past can never happen again. The enclaves listed in this chapter are only a small sample of the myriad of Enclaves found in the Imperium.

Imperial Command is led by Lord Madra and it supervises the internal affairs of the Imperium. Command selects and administers all the planetary governors and political ambassadors. It is their job to maintain all the Imperial core and frontier worlds and to maintain trade between them.

The Imperial Justice is the ultimate law enforcement agency of the Imperium and its function is to destroy criminal organizations, exterminate interplanetary criminals, and uncover and destroy rebel and dissident factions. Lone Imperial justices scour Imperial space for criminals and rebel activity and they execute anyone they deem to be impure.

The Agency is lead by Inspector General Garnth and it is designed to gather political and military intelligence, spread propaganda, crush revolts, discredit anti-Imperial activists and crush alien and mutant collaborators and sympathizers, perform surveillance on Imperial citizens, sabotage enemy military and production installations, maintain planetary security, kidnap important political and business figures, interrogate prisoners, perform Imperial conditionings, and destabilize enemy governments.

The Assassin's Guild trains assassins that make sure that every Imperial citizen is loyal to the Empress, no matter how powerful and important an individual believes she is. An assassin is stationed on every Imperial command ship and planetary control station as a symbol that no one is above the Empress's law. Assassins have the right of life or death above all Imperials and they are constantly on the watch for any sign of rebellion or disloyalty. Advanced sects of the Assassin's Guild include the death hunters and the death reapers. The death hunters are armored assassins trained to penetrate heavily defended installations and are used when stealth and public opinion are not important. Death reapers are ninjas that have been chemically, genetically, and cybernetically enhanced into perfect killing machines that are designed to terminate people that are extremely powerful or other assassins that have gone rogue.

Psi Core is the Imperium's Mastery guild that determines which Imperial citizens have high enough Mastery potential and conscripts them from birth and trains them to be a living weapon. These gifted children are trained to become fully enlightened Masters so that they can fight alongside Imperial soldiers as a battle avatar. The Psi Core sends these Masters to other enclaves but their true allegiance is always with the Core. Females with extremely high Mastery potential are given to a local monastery to become a Protectorate sister who will spread the word of the Empress throughout the Imperium.

The Protectorate is led by Mother Superior Cadella and it is every sisters calling to spread the Imperial religion throughout the Imperial hordes and to make sure that no

heretic goes unpunished. The Protectorate is composed of female Masters who are trained from birth to alter the feelings and beliefs of the Imperial populace in order to avert revolts and maintain total obedience to the Imperial Mother. Since its creation by the Empress over three thousand years ago, the sisterhood has inserted myths and prophecies on every Imperial world that are used to control her people and the path of their entire culture. These women are revered as saints but their true mission is to spread the word of total obedience to the Empress throughout the Imperium. They are trained to control every aspect of their minds and bodies making them deadly combatants and expert negotiators. A few select sisters known as Silk assassins are trained to be the most feared warriors in the entire Imperium and they are the Empress's left hand of vengeance.

The Authority is led by High Lord Arthruk and it was created by the Empress to be her most loyal and trusted weapon. Combat brothers are her ultimate terror troops because they are trained to defeat any Imperial warrior and they make sure that every Imperial enclave remains completely loyal to the Empress. The Authority produces her royal guard and their members are selected to be her royal consort when she wants to have more children.

Imperial forces have suffered severe losses against the Fleet and the onslaught of alien invaders. The Imperium's masses of light ships and frames are no match for their enemies' superior technology and training. The Imperium's early attempts to correct these inadequacies with refits led to further embarrassing defeats and appalling losses of ships and frames. The Imperium is currently producing a new generation of ships and frames to help support their current battle forces. Some of these new capital ships are the largest and most advanced super dreadnoughts ever constructed. They are also producing next generation Mind controlled battle cruisers and capital ships and advanced biomechanical frames at a very slow rate. The Imperium has produced billions of support drones that have greatly increased the survival rate of their battle frames and capital ships.

The entire Imperial populace is under constant surveillance and their every action is scrutinized by Imperial Intelligence for any sign of heresy or rebellion. When a citizen is deemed impure, he is terminated by the Assassin's Guild, mentally cleansed and reprogrammed by members of the Intelligence ministry, or conscripted into the Imperial Legion. No one is free of suspicion, everyone must maintain total devotion to the Imperium and the Empress at all times or suffer.

Imperial society is separated into two unequal halves: a small group of nobles and the hordes of common citizens. The nobles are the upper class that live in luxury on paradise worlds that have a maximum population of one million people including their servants. Nobles come from families hand selected by the Empress to live above the masses but this royalty makes sure that the Empress is always happy or they will be quickly replaced. The rest of the Imperial population are known as citizens and they are packed onto Hive worlds that can support up to one hundred billion people. Citizens usually live hard lives because half of the Imperium's resources are used on its massive government and war machine while another quarter is used to fulfill the nobles and the Empress's every desire.

To maintain control over the populace, the Imperium provides the Citizen's Credit, which is a monthly resource allocation that every Imperial citizen receives no matter what his or her situation. All Imperial citizens receive free medical services and are guaranteed food, clothes, and shelter but the local Imperial governor determines the quality and quantity of their allotment. Every citizen also receives physical rejuvenations and mental cleansings when needed. None of these rules apply to the nobles, who always receive whatever their hearts desire as long as they please the Empress. Nobles sometimes command a large Imperial fleet or an entire Legion of Imperial troopers but they only do this for status or to impress the Empress.

Many people feel that the Imperium's only purpose is to support the opulent lifestyles of the Empress and her Nobles. A few brave Imperial citizens are willing to risk their lives to fight against the Empress and free humanity from her insane desire for control and power. The Resistance is currently small but their numbers grow each day as the Imperium shows its weakness in battle and its massive populace teeters on the edge of anarchy as the Imperial military complex is destroyed by the Strike Legion.

IMPERIAL DEFENSE CORPS

The Imperial Defense Corps is the planetary security force that protects every Imperial world. An Imperial Defense battalion contains ten thousand soldiers that are permanently stationed on each Imperial world to protect it from invasion and make sure that its citizens remain loyal to the Imperium. Conscripts from different worlds are always stationed on a distant Imperial world to make sure that their loyalty is to the Imperium and not to that world. The Defense Corps maintains strict military discipline so a Legion lieutenant can summarily execute any trooper for any form of disobedience or laziness. Fear is the primary tool of the corps because every recruit learns during training camp that the only punishment for defiance is death.

IMPERIAL GENERAL

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	5	5	6	6	5	10	4	10	15

FIGHT 5 / GUN 5 / PILOT 5 / FRAME 5 / COMMAND 6 / BODY FIELD / LASER PISTOL / POWER BLADE

Imperial generals control all Defense forces on their assigned world and they are selected for their military genius and honorable battle experience. A general's influence only exists on his assigned world and he can never leave it. When assault forces are being formed, Imperial commanders are taken with their specific battalion but a general must always stay behind.

IMPERIAL COMMANDER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	3	6	2	6	9

FIGHT 3 / GUN 3 / PILOT 3 / FRAME 3 / COMMAND 3 / BODY FIELD / LASER PISTOL / POWER BLADE

Imperial commanders are selected from the most dedicated and outstanding officers to lead an entire Imperial Legion battalion. Imperial commanders must endure an enhancement program that makes them fearless and deadly in combat. The very sight of an Imperial commander gives his men the will to fight to the death for the glory of the Imperium.

IMPERIAL TROOPER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

FIGHT 1 / GUN 1 / PILOT 1 / BATTLE ARMOR / AUTO LASER

Imperial troopers are the hordes of soldiers that are the infantry of the Legion. They defend the countless Imperial military installations and they maintain peace and control throughout the Imperium. Troopers are never allowed to serve on their planet of origin. They are shipped to other worlds so that their allegiance is only to the Imperium and the corps. They receive little combat training but are well equipped and their strict military discipline and organization makes them deadly in large numbers. Imperial troopers use concentrated fire to disrupt enemy formations and destroy light troops and vehicles. The only way that they can be a threat to a Legionnaire is with a mass attack by these nameless hordes.

IMPERIAL SCOUT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	3	2	2	3

FIGHT 1 / GUN 1 / STEALTH 1 / PILOT 1 / BATTLE ARMOR / AUTO LASER

Imperial scouts are rangers that act as forward observers and reconnaissance troops. They pilot grav bikes and act as hit and run assault troops for a legion battle group.

IMPERIAL SHOCK TROOPER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	1	1	2	2	3	2	4	6

FIGHT 2 / GUN 2 / PILOT 2 / BATTLE ARMOR / LASER PISTOL / ASSAULT LASER / CHAIN SWORD

Imperial shock troopers are experienced soldiers selected for their bravery under fire and military skill from the hordes of Imperial troopers. A shock trooper leads a squad of regular troopers. Teams of shock troopers perform important missions and they act as an Imperial commander's command group.

IMPERIAL VETERAN

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	3	6	3	6	9

FIGHT 3 / GUN 3 / STEALTH 3 / TECH 2 / BATTLE ARMOR / BODY FIELDS / LASER PISTOL / ASSAULT LASER / ENERGY BLADE

Imperial veterans are selected from Defense veterans and they are trained to perform special covert operation missions. These special weapons and tactics troopers use stealth to take out enemy commanders and destroy important military targets behind enemy lines.

MASTER TROOPER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	3	3	4	2	7	4	8	12

FIGHT 4 / GUN 4 / PILOT 3 / BATTLE ARMOR / BODY FIELDS / LASER PISTOL / ASSAULT LASER

These masters of war do not want to take roles of leadership because they live only to fight. They have fought in every imaginable environment and they always seek out greater threats and are willing to do anything to win. They are a one man army that performs solo search and destroy missions that only they can accomplish.

Imperial Champion

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	5	5	5	5	5	10	4	10	15

Fight 5 / Gun 5 / Pilot 5 / Frame 5 / Command 5 / Battle Armor / Body Fields / Laser Pistol / Assault Laser / Energy Blade

Each Defense battalion has a champion, who is considered by all observers to be the finest and bravest warrior of his entire battalion. They are always the first to charge into battle and they are a role model for young recruits. A champion usually leads a squad of veterans as an honor guard that acts as a deadly assault group.

Imperial Medic

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	1	1	1	3	2	2	3

Medic 2 / Laser Pistol / Med Kit / Medical Scanner

Imperial medics are the battle doctors that keep the hordes of Imperial troopers alive so that they may fight another day for the glory of the Empress. They are taught to heal those that have a chance to survive and give final rights and the killing blow to anyone with no chance of survival.

Imperial Field Surgeon

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	4	2	2	1	5	2	2	3

Medic 4 / Laser Pistol / Med Kit / Medical Scanner

Field surgeons are combat medics that have performed thousands of field operations. They have become expert surgeons that can perform almost any medical procedure under the most extreme combat conditions. They can keep people alive that lesser medics would consider to be a lost cause.

Each Imperial world must provide a minimum number of Legion recruits every year so most worlds use this opportunity to get rid of their criminals, political and social dissidents, sick, and mentally ill.

Lord Issic

Imperial Armada

The Imperial Armada is in charge of the massive Imperial fleets and their hordes of battle frames. These massive fleets of capital ships are the Imperium's greatest weapon so every fleet admiral is assigned a personal assassin and Protectorate sister to make sure that he is completely loyal to the Empress. The Imperial Armada requires millions of new recruits each year to replace those lost in battle so they constantly acquire new conscripts every time an Imperial fleet is near a populated Imperial system.

Every Imperial fleet has the right to acquire food and resources from any local Imperial system no matter what effect this acquisition will have on the local worlds. Many Imperial citizens would gladly sacrifice their freedom and safety to join the Armada in order to escape the deadly crime and hunger of the Imperial slums. For many Imperial citizens, the military represents their only chance for a moment of peace and quite.

Imperial Overlord

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	5	6	4	6	6	10	4	10	15

Fight 5 / Gun 5 / Pilot 5 / Frame 5 / Navigator 5 / Command 6 / Tactical Genius / Body Field / Laser pistol / Power Blade

Imperial overlords are in charge of an entire quadrant of space and they command a massive main battle fleet that they use to assault alien worlds and Star Republic systems. Overlords are military and strategic geniuses so they are primary assassination targets for the Legion.

Supreme Commander

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	4	3	4	4	7	3	6	9

Fight 3 / Gun 3 / Pilot 3 / Frame 3 / Navigator 5 / Command 4 / Tactical Genius / Body Field / Laser pistol / Power Blade

Every sector of space is controlled by a single supreme commander personally chosen by the Empress. Their tactical genius makes their fleets incredibly efficient and deadly. They are a major threat to the Star Republic because they can take their massive fleet of Imperial ships and forge it into a disciplined and confident fighting force.

Imperial Captain

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	3	6	2	6	9

Fight 3 / Gun 3 / Tech 3 / Pilot 3 / Frame 3 / Navigator 3 / Command 3 / Body Fields / Laser Pistol

Imperial captains command an Imperial capital ship. They have proven their bravery and leadership in combat in order to move up through the ranks and earn command of their own ship. The massive fleets of the Imperium require numerous captains so many officers are promoted before they are prepared or qualified for command. The Empress is well known for regularly punishing her captains with death for failing a mission or disappointing her in some way so being a captain is considered to be one of the most dangerous jobs in the Imperium.

IMPERIAL COMMAND OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

NAVIGATOR 2 / TECH 2 / GUN 2 / LASER PISTOL

The deck crew of an Imperial capital ship is the most experienced and trusted crew members aboard a ship. They take their orders directly from their captain and they operate the primary controls of their ship. Their abilities determine the strength and efficiency of their ship.

IMPERIAL OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

NAVIGATOR 1 / GUN 1 / LASER PISTOL

A massive Imperial fleet requires a great deal of officers to control its huge number of Imperial war machines. Imperial officers are not known for their quality, but they are very loyal to the Empress and they perform their duties to the best of their abilities. They have a strict chain of command and their food is drugged to make them completely obedient.

IMPERIAL PILOT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	2	2	1	1	1	4	2	2	3

PILOT 2 / FRAME 2 / TECH 1 / GUN 1 / LASER PISTOL

Imperial pilots are the Imperium's quickly trained battle frame pilots. These pilots have limited formal training but most have a great deal of real life combat experience if they can stay alive long enough.

IMPERIAL HARRIER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	3	3	2	3	2	6	2	4	6

PILOT 3 / FRAME 3 / TECH 2 / GUN 1 / LASER PISTOL

Harriers are the veteran battle frame pilots of the Armada. They are known for their superior piloting skills and extensive combat experience. They act as the wing commander of a frame battle group and they are in charge of training new recruits.

IMPERIAL ACE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	4	4	4	2	4	8	3	4	6

PILOT 4 / FRAME 4 / TECH 4 / GUN 2 / ACE / SYNCH / LASER PISTOL

Once in a long while a piloting genius is born and he becomes one with his battle frame and rises above all other pilots. He becomes the ultimate killing machine and one of the greatest threats to the Fleet.

IMPERIAL ENGINEER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	2	1	1	1	3	2	2	3

TECH 2 / SCIENCE 2 / LASER PISTOL / TECH KIT

Imperial engineers are the mechanics and scientists of the Imperial war machine and they perform all field repairs on damaged battle frames and capital ships.

IMPERIAL MASTER ENGINEER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	4	2	2	1	5	2	2	3

TECH 4 / SCIENCE 4 / LASER PISTOL / TECH KIT

Imperial master engineers are incredibly experienced and it is their job to train new recruits in the art of holding a poorly constructed Imperial capital ship or battle frame together.

DO NOT ALLOW THE OUTSIDER OR ALIEN TO INFLUENCE OR CONTROL YOU. THEY ARE THE ENEMY AND MUST BE DESTROYED.

IMPERIAL DOCTRINE

IMPERIAL MARINES

Imperial Marines were designed by the Empress to be her personal honor guard and terror troops. These ancient heros are evolved from the best candidates of her Imperial war machine to become immortal warriors trained to be perfect fighting machines. The Imperial augmentation process used to change a human into a Marine is an ancient technology that is not well understood so its survival rate is extremely low.

These warriors are used to punish renegade worlds and they are equipped with weapons that are much more powerful than regular Imperial troops allowing them to sweep over these forces with lightning fast assaults. When an Imperial governor goes rogue and he turns his world against the Imperium, Imperial marines rain orbital death onto this rogue world. They then land on its scared surface by drop pods and ships to exterminate any survivors. Their power armor is covered in bones and spikes to create horrifying images in the minds of their enemies.

Once a marine survives the augmentation process his body is permanently bonded and linked to his own suit of Devastator power armor. This armor can never be removed and he is allowed to personalize it but only a marine captain may wear a gold helmet. Every marine is an immortal but each is willing to die for each other and do anything to succeed at every mission that they are assigned. They are taught to feel no mercy or fear but to only deliver quick retribution to the wicked.

Imperial Marine

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	4	3	3	4	2	7	2	10	15

Fight 4 / Gun 4 / Armor 4 / Tech 2 / Marine / Devastator Armor / Bolt Pistol / Chain Sword / Bolt Rifle / Scanner / 4 Grenades / 4 EMP Grenades

These warrior fanatics are one of the most destructive weapons that the Empress has at her command. They have devoted themselves to battle and every marine is willing to fight and die without question for the greater glory of the Imperium. These heavily modified superhuman killing machines are designed to recaptured planets that have rebelled against the Imperium. When a planet is declared traitor, a legion of Imperial marines aboard a massive battle fortress arrives to systematically destroy the traitor planet's defenses with its orbital weapons and mobile frames. They then land thousands of marines by drop pod to destroy a planet's air defense systems and command structure. Once the marines have gained aerial superiority and have destroyed a planet's communication and command systems, ten thousand more armored marines arrive by drop ship to destroy a planet's Defense forces and recapture its surface, one building at a time. Their total devotion and complete lack of mercy is one reason that the Imperium is so loyal to the Empress.

Imperial Praetor

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	6	6	6	6	6	10	2	16	24

Fight 6 / Gun 6 / Armor 6 / Tech 4 / Marine / Tactical Genius / Devastator Armor / Bolt Pistol / Scanner / Chain Sword / Bolt Rifle / 6 Grenades / 6 EMP Grenades / 2 Hand Damage

An Imperial Praetor is the battle master of an entire legion of ten thousand Imperial marines. He is a veteran of a thousand battles and has fought against unimaginable odds but has always survived and conquered. He is a master of war so his presence makes all marines around him Fearless and he drives them to fight to the death for the glory of the Empress.

The greatest strength of the Imperium is its unity of purpose: the total domination of the universe for the sole use of humanity.

Duke Furcol

Imperial Enclaves

The Imperium is separated into thousands of separate Enclaves that each specialize in a unique technology and combat style. Each enclave has its own leaders and controls its own Imperial worlds. The Empress still remembers the horror when her most trusted generals turned against her in a bloody rebellion. Now she separates the power of the Imperium into thousands of separate organizations, so that only she has total control of the Imperium and no one will ever be able to challenge her again.

Each Imperial enclave has access to an unlimited number of basic troopers that are totally loyal to them. Most enclaves closely guard their special weapons and techniques in order to be recognized as the most powerful force in the Imperium. They use a large portion of their worlds' resources developing new weapon systems to defeat the Fleet and the Legion. The Empress's Sisterhood and Brotherhood and the Imperial Assassin's Guild ensure that every enclave leader and Imperial military commander remains loyal to the Empress. Imperial power is distributed throughout the enclaves so each must be assigned members of all three watchdog groups in order to maintain their obedience.

Imperial Intelligence Agency

The Agency is in charge of espionage and counter espionage in the Imperium. It is their job to infiltrate every aspect of Republic society including academic, religious, government, and military organizations in order to sow disorder and steal technology and military and industrial secrets. Imperial agents spend their entire lives integrating themselves into a foreign society or organization as the perfect sleeper agent so that one day they will be trusted enough to deal real damage to the enemy from within.

Imperial Agent

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	3	2	1	1	2	5	2	2	3

Fight 2 / Gun 2 / Pilot 2 / Stealth 2 / Infiltrate 2 / Tech 2 / Laser Pistol

Imperial agents are intelligence operatives trained in subterfuge, espionage, seduction, intimidation, interrogation, and demolition. Agents maintain the internal security of the Imperium, disrupt foreign governments, and observe enclave leaders to make sure that they remain loyal to the Imperium.

Special Agent

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	4	3	3	3	3	7	2	6	9

Fight 3 / Gun 4 / Pilot 3 / Stealth 3 / Infiltrate 3 / Tech 3 / Laser Pistol

Special agents are the finest agents in the Imperial Agency and they are sent on the most important missions where stealth and intelligence are vital for success. These super agents are joined together into death squads to deal with powerful Imperial governors that have gone rogue

or when powerful Battle Avatars become too powerful to control.

IMPERIAL JUSTICE

The Imperial Justice is in charge of the internal security and law enforcement of the Imperium. They enforce the laws of the Imperium and hunt down and crush any sign of rebellion on every Imperial world. An Imperial governor is in charge of his world's Bureau of Justice. They act as his personal bodyguards and army on that world. They are completely loyal to their governor and will defend him with their life. There are no Imperial prisons because all crimes have either a death or lifetime Defense Corps service sentence.

IMPERIAL JUDGE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

FIGHT 2 / GUN 2 / PILOT 2 / INVESTIGATE 2 / COMBAT ARMOR / LASER PISTOL / SCANNER / RESTRAINTS

These law enforcement agents are the ultimate law in the Imperium and all criminal cases fall under their jurisdiction when they are in an Imperial sector. These warriors of order have complete discretion over every Imperial citizen's life when justice is at stake, all for the greater glory of the Imperium. When they are present they are judge, jury, and executioner for anyone that breaks the law. Every Imperial judge receives full Imperial conditioning so they are completely incorruptible and totally devoted to cleansing criminals and traitors from the Imperium.

IMPERIAL ARBITER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	3	3	4	4	7	3	8	12

FIGHT 4 / GUN 4 / PILOT 3 / INVESTIGATE 3 / COMBAT ARMOR / LASER PISTOL / SCANNER / RESTRAINTS

Imperial arbiters are the lord judge for an entire Imperial world. They must maintain the peace and punish the guilty by sending their judges into the slums to find and punish criminals. They have fought every form of evil and treachery and have purified them all.

IMPERIAL INQUISITOR

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	6	6	6	6	10	4	12	18

FIGHT 6 / GUN 6 / PILOT 6 / INVESTIGATE 6 / BODY FIELDS / COMBAT ARMOR / LASER PISTOL / SCANNER / RESTRAINTS

An Imperial inquisitor is the leader of all justices within an entire sector of space. An inquisitor will personally investigate any crime that is a direct threat to the Empress or the survival of the Imperium.

NO CRIME MUST GO UNPUNISHED OR THE ALIEN WILL BELIEVE WE ARE WEAK.
THE EMPRESS

IMPERIAL TRADE AGENCY

The Trade Agency is led by Grand Enforcer Reeve and it controls and collects tariffs on all cargo and passenger transports, enforces trade agreements between Imperial worlds, and handles all deep space salvage operations. It is their job to collect tariffs, patrol shipping routes and supply lines, escort frigates through hot zones, and maintain the Imperial Trade Guild.

IMPERIAL TRADE AGENT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

FIGHT 1 / GUN 1 / PILOT 1 / INVESTIGATE 1 / NAVIGATOR 1 / LASER PISTOL

These agents are the Imperial Trade Authority's police force so they are trained to pilot light patrol ships and forcefully board and secure suspect ships. They defend Imperial space from smugglers, slavers, drug runners, pirates, and planetary raiders throughout the Imperium.

ONLY THE EMPIRE OF MAN WILL REAP THE FRUITS OF THE UNIVERSE.
THE EMPRESS

IMPERIAL SURVEY

The Survey handles the exploration of Frontier space, planetary terraforming, mining operations, alien world reformatting, and ancient technology research. They set up new colonies in the Frontier and mining rigs on alien worlds and inside asteroid fields. They deal with all first contact situations that always end badly for newly discovered species. It is also their job to discover ancient sites in the search for lost technologies that can one day be used by the Imperial war machine.

IMPERIAL RANGER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	1	1	1	1	2	2	2	3

FIGHT 1 / GUN 1 / PILOT 1 / TECH 1 / NAVIGATOR 1 / LASER PISTOL

Imperial rangers are the space scouts of the Imperium and they will spend the rest of their lives in space exploring the expanses of space looking for new societies to conquer and sites of lost technology that might change the

future of the war with the Star Republic and the powerful aliens that are assaulting the Imperium.

Imperial Explorer

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	2	2	2	6	2	6	9

Fight 3 / Gun 3 / Pilot 3 / Tech 3 / Navigator 3 /
Laser Pistol / Assault Rifle

Imperial explorers are veteran scouts that have been in space for most of their lives so the splendors of the universe have lost all meaning to them. These rogue captains of Imperial scout vessels have learned that being safe is more important than discovery because their primary job is to keep their crew and themselves alive.

The universe is ours so we must explore it.
The Empress

Imperial Assassin's Guild

The Assassin's Guild is the ultimate law because they must determine who is loyal and who must be punished for their disobedience. No one is exempt from their watchful eye and final judgement. If the Guild determines that an Imperial governor or even a supreme commander has become rogue and does not put the Empress needs before his own, he is marked for execution and he and all his family and friends will be rounded up and terminated. They protect the Imperium with fear because everyone knows that treachery will eventually be punished no matter how powerful the individual.

The Imperial government and bureaucracy has become extremely inefficient because no one wants to stand out, appear to have any suspicious ideals, or commit any questionable actions or they will end up behind the barrel of an assassin's gun. Every Imperial governor follows a very specific script and never attempts to do anything creative or imaginative so every Imperial world simply grinds downward toward total collapse as any new ideas or creative sparks are quickly squashed by agents of the Imperial Agency and the Assassin's Guild.

Imperial Assassin

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	2	6	2	6	9

Fight 3 / Gun 3 / Stealth 3 / Pilot 3 / Tech 2 / Body Fields /
Laser Pistol / Blade / Needler / Hunter

Imperial assassins are highly trained and augmented ninja operatives that assassinate important political and military leaders and destroy or sabotage strategic installations and ships. They are feared by every citizen and leader of the Imperium because they have the right to execute anyone that they consider to be a dissident or traitor. If a standard assassin is not enough to remove a rogue Imperial leader, more powerful assassins are available to handle any situation or help from the Protectorate or Brotherhood is requested by the Guild.

Death Reaper

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	3	3	3	1	9	4	12	18

Fight 6 / Gun 6 / Stealth 6 / Pilot 3 / Tech 3 / Claws /
Internal Tech / Body Fields / Laser Pistol / Energy Blade /
Needler / Hunter

Death reapers are genetically, chemically, and cybernetically augmented ninjas designed to be raging psychotic killing machines. Reapers are chosen from the most deranged and dedicated Imperial assassins for modification. These assassins are feared because once they are assigned to a target, they will not rest until the person, her friends, and her family are all destroyed. Death reapers terminate important political opponents of the Empress when she wants to make an example out of someone. These assassins not only kill their target but they also hunt down and exterminate her entire family and all her friends and political allies. The Intelligence ministry then erases the victims from all Imperial documents and records. The target is basically erased from existence. The Empress has been known to use these assassins to dispose of lovers that have angered or bored her.

Death Hunter

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	6	3	3	3	3	9	3	6	9

Armor 6 / Stealth 6 / Fight 3 / Gun 3 / Pilot 3 / Tech 2 /
Armor Arts / Death Hunter Armor / Body Fields /
Laser Pistol / Energy Blade / Needler / Hunter

Death hunters are the most feared shock troops in the Imperium. These warriors are selected from the finest warriors in the Imperial war machine and they are only used when a mission is vital to the survival of the Imperium or important to the Empress. Death hunters are well known as the Imperial Mother's personal assassins. They are totally loyal and will do anything to protect and serve her. They enforce her decrees with swift punishment when high ranking Imperial officials are defiant or rebellious. Every death hunter has full Imperial conditioning, which is considered to be incorruptible, so the Empress trusts them with her life.

War is the fire that forges mankind's soul into steel.
The Empress

Imperial Foundation Prime

The tech priests of Foundation Prime believe that technology is the solution to all problems so they have created super soldiers and battle robots to destroy the Strike Legion. Foundation Prime is in charge of all lost technology sites and they extract technology from newly discovered alien races before they are purged. They believe that the flesh is weak and the future of the human race is a digital one.

Tech Priest

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	3	1	1	1	4	2	2	3

Tech 3 / Gun 1 / Mind Drive / Neural Interface / Body Fields / Laser Pistol / Tech Kit / Scanner / Metatorch

Tech priests invent and construct new and wonderful weapons for the Imperial war machine and they live for the day when they will be granted the right to be changed into a machine to better serve the Empress.

Cyber Wolf

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
6	6	1	1	6	1	7	7	6	12	18

Fight 6 / Assault 6 / Cyber Lash / Internal Tech / Warrior / Body Fields

These cybernetically reconstructed tech priests are a special program designed by the Foundation to create a warrior capable of hunting down and killing a Legionnaire. They have a very short life span once converted because of the incredible stress that these modifications place on their bodies.

Shiva

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	3	3	3	1	9	2	12	18

Fight 6 / 4 x Cyber Tentacles / Internal Tech / Body Fields

These cybernetically reconstructed tech priests are another family of Legionnaire killers. They are designed and trained to use their powerful mechanical tentacles to tear their opponents apart.

Ultimate

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	5	3	3	3	1	8	6	12	18

Fight 5 / Gun 5 / Pilot 2 / Body Medic / cyber Optics / Linear Frame / Pain Editor / Skillsoft / Wired Reflexes / Body Fields / Laser Pistol / Tech Kit / Scanner / Metatorch

When a tech priest achieves the highest level of the priesthood, he is allowed to be rebuilt and most of his flesh is replaced with the machinery that he loves. These warriors are programmed to fight with powerful skillsoft implants that make them react faster than the most powerful warriors in the Imperium.

Fanatic

STR	AGI	INT	PER	RES	PRE	DEF	ACT	Armor	Structure
6	6	3	6	3	1	8	4	3	7

Fight 5 / Gun 5 / Full Conversion / Body Fields / Scatter Laser / Factor 10

When a powerful warrior receives fatal injuries they are allowed to continue their fight by transferring their minds into a fighting machine. Fanatics are the tech priests greatest works of art because they combine the power of technology with the fighting skill of an experienced warrior.

My battle fleets lay a blanket of security over all my children. Every world must thank these warriors for the sacrifices that they make for humanity.

The Empress

Imperial Weavers

The Weavers are the Imperium's bioengineering specialists that design biological weapons and bio-enhancements. They believe that all forms of technology can be replaced with biological analogs so they do not use any form of thinking machine and they breed their own human computers known as mentalists. Most of their weapon systems were created from breeding programs designed to enhance specific properties of the human body to their extreme limits. New breeding stock is constantly being searched for within the Imperial populace so secret tests are performed on every Imperial child that is born and this data is given to the Weavers to be analyzed.

Mentalist

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	6	1	1	3	7	2	2	3

Science 6 / Tech 6 / Laser Pistol / Scanner

Mentalists are genetically engineered minds that are breed and raised to be powerful scientists and bio techs. These human super computers push the limits of the human mind but their personalities and sense of reality are extremely fragile.

Exalted

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	2	2	2	2	8	2	12	18

Fight 6 / Gun 6 / Pilot 2 / Tech 2 / Paragon / Body Fields / Energy Blade / Plasma Pistol

The exalted are the result of a breeding program designed to produce perfect physical specimens. They are

the Weavers attempt to produce their own super soldiers and the eventual replacements for every Imperial citizen. The Empress has ordered a breeding program where only the best exalted breed and perfect fetuses are harvested and grown to maturity to create perfect exalted blood lines.

Warped

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	6	2	2	2	6	8	2	4	6

Gun 2 / Pilot 2 / Tech 2 / 2 x Act of Mastery 6 / Body Fields / Energy Blade / Laser Pistol

The Warped are the result of a breeding program designed to produce humans with incredible Mastery potential. It has resulted in humans with incredible reality sensitivity but most of them go insane as children because of their increased senses. The Psi Core has set up special training nurseries to help raise these babies by creating special pocket universes with modified realities to protect their small minds until they have time to develop their mental control.

Deviant

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2/8	2/8	2	2	2	2	4/10	2	4/16	6/24

Gun 2 / Pilot 2 / Tech 2 / Transformed 8 / Body Fields / Energy Blade / Laser Pistol

Deviants are soldiers that have been infected with special viruses that allow them to transform into a special combat state. This state is a monstrous biological form that gives a deviant incredible physical power and the ability to fire biolasers. Deviants become instinctive killers that lose all sense of intelligence when they transform into their monstrous state.

Aberrant

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

Gun 2 / Pilot 2 / Tech 2 / Trans State 8 / Body Fields

Aberrants have been infected with viruses that allow them to change parts of their body into powerful weapons transforming them into living weapons. These creatures can absorb other people's bodies to heal damage and restore their energy reserves.

Remnant

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

Gun 2 / Pilot 2 / Tech 2 / Mutant 8 / Body Fields

Remnants are breed for their powerful mutant abilities that give each remnant a unique and powerful special ability. Each remnant has a different random power but a team of these freaks can be a real match for a Strike Team.

Titan

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	3	1	1	1	1	4	2	16	24

Fight 3 / Brawler / Body Fields / Energy Blade / Laser Pistol / Scatter Laser / 2 hand Damage

Titans look like a normal human except that they are three meters tall and bursting with muscles. Titans are the result of breeding programs designed to create powerful physical laborers and deadly close combatants.

We can only survive if we all accept our place in life and put the survival of humanity over our own desires.

The Empress

Imperial Psi Core

The Psi Core is the Imperium's Mastery guild in charge of all Imperial citizens with advanced Mastery potential. The Psi Core takes Imperial children from their parents if their Mastery potential is high enough and they are trained to become living weapons to serve the Empress. These Masters are given to other enclaves but their loyalty is always to the Core. The Empress fears the Core more than any enclave so she has been broken it into four parts with separate leaders that all fear and mistrust each other. These four schools of Mastery are known as Serventis, Garland, Verdor, and Hemley after their four originators.

Battle Acolyte

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	2	2	2	2	2	4	2	4	6

Fight 2 / Gun 2 / Pilot 2 / Tech 1 / Act of Mastery 2 / Body Fields / Energy Blade / Laser Pistol

Acolytes are apprentices to a battle avatar. Every avatar is assigned a few acolytes to train. They have minor Mastery talents and with proper training they will develop into a full avatar.

Battle Avatar

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	3	3	3	2	3	6	2	6	9

Fight 3 / Gun 3 / Pilot 3 / Tech 2 / Act of Mastery 3 / Body Fields / Energy Blade / Laser Pistol

Battle avatars are Masters trained since childhood to support their fellow Imperial warriors with their mental powers. These Masters are incredibly powerful because of their intense training, total dedication to the Imperial Mother, and extensive combat experience.

AVATAR LORD

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	3	3	3	2	3	6	2	6	9

FIGHT 5 / GUN 5 / COMMAND 5 / PILOT 4 / TECH 2 / ATTUNED / ACT OF MASTERY 3 / 2 X ACT OF MASTERY 4 / BODY FIELDS / ENERGY BLADE / LASER PISTOL

Many sectors of the Imperium are commanded by an avatar lord and they are incredibly dangerous because they can destroy an entire Fleet battle group with a wave of their hand.

DEATH TROOPER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
5	5	5	5	6	5	6	10	4	10	15

FIGHT 3 / GUN 3 / PILOT 3 / TECH 1 / ACT OF MASTERY 2 / BODY FIELDS / ENERGY BLADE / LASER PISTOL / ASSAULT LASER

Death troopers are specialized squads of Mastery talents used as special ops designed to succeed in missions that a normal trooper would not have a chance of surviving. Each trooper in a squad has a different but complimentary Mastery ability so they work together as a perfect killing force.

IMPERIAL PALADIN

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	4	3	3	3	3	3	7	2	6	9

FIGHT 3 / GUN 3 / PILOT 4 / FRAME 4 / TECH 2 / SYNCH / ACT OF MASTERY 3 / BODY FIELDS / ENERGY BLADE / LASER PISTOL

Imperial paladins are battle avatars trained to merge with their battle frame to become a perfect fighting machine. These Masters combine their mental powers with the killing force of their frame to create the ultimate weapon. A group of paladins is probably the most dangerous threat a Strike Team can face. The Psi Core has a special Black Forces division of paladins that are sent to intercept Legionnaires when they are detected in Imperial space.

IMPERIAL TEMPLAR

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	3	3	3	3	3	7	2	8	12

ARMOR 4 / FIGHT 4 / GUN 4 / PILOT 3 / TECH 2 / ARMOR ARTS / ACT OF MASTERY 3 / BODY FIELDS / CRUSADER ARMOR / ENERGY BLADE / LASER PISTOL

Imperial templars are battle avatars trained to merge their Mastery powers with a suit of Imperial power armor. They are the ultimate deep strike team that can strike at the very heart of the enemy. Legionnaires should always be on the watch for a templar group because they can be almost impossible to defeat without some preparation.

SUBJUGATION IS THE PRICE OF TRUE FREEDOM.

THE EMPRESS

IMPERIAL PROTECTORATE

The Protectorate is the Empress's order of holy priestesses and their only purpose in life is to spread and enforce the belief in every Imperial citizen that the Empress is a goddess. They preach the Imperial religion and they punish heretics that do not believe. The Protectorate has a holy monastery on every Imperial world and they make sure that the local Imperial populace is not corrupted with heretics. The Protectorate also acts as enforcers and gene manipulators for the Empress. They kill anyone that speaks against the Empress and any rogue Imperial governor will receive a visit from these warrior zealots if an Imperial assassin fails to punish the infidel.

They have also been given the task by the Empress to create and manipulate the bloodlines of Imperial citizens in order to produce people with greater intelligence, beauty, and Mastery potential. The Protectorate is succeeding at this task by forging family unions and killing suitors that do not fulfill the genetic framework that they are attempting to forge. These bloodline manipulations may take hundreds of generation to achieve success but the Empress never worries about time.

The Empress uses members of her Sisterhood to create new enclaves whenever she needs people that she can trust to fulfill her newest insane project. Protectorate sisters are willing to do anything for the Empress because they all believe that they will spend all eternity with her in heaven as a reward for their faith and obedience.

PROTECTORATE SISTER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	3	3	3	3	3	6	3	6	9

FIGHT 3 / GUN 3 / PILOT 3 / ACT OF MASTERY 3 / VOICE / INTERNAL TOXIN / BODY FIELDS / ENERGY BLADE / LASER PISTOL

Protectorate sisters are Masters trained since birth to spread the divinity of the Empress throughout the Imperium. They insert myths and legends into the cultural fabric of every Imperial world. The Protectorate then uses these beliefs to control the subconscious of the populace and indoctrinate them into serving the Imperial Mother. The sisterhood's main goal is to make people believe that the Empress is a prophet and messiah. They also teach the righteousness of the Imperium's crusade to cleanse the universe and the need for human domination of the deviant alien. These women are designed to control every aspect of their bodies and minds making them the ultimate diplomat warriors. They are living weapons because they incubate various diseases and venoms within their bodies and are trained in the Voice, which allows them to insert vocal commands into the minds of the weak willed.

Reverend Mother

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
6	6	6	6	6	6	6	10	5	12	18

Fight 6 / Gun 6 / Flight 6 / Pilot 6 / Act of Mastery 6 / Voice / Internal Toxin / Body Fields / Energy Blade / Laser Pistol

Reverend mothers are sister superiors that control an entire sect of the sisterhood. She is the spiritual leader of her sisters and she leads them into battle showing them the rage that a love for the Empress gives every great warrior of the faith. She is the ultimate inquisitor of the Empress because she has power over everyone in the Imperium. She sits in her monastery fortress and she can judge and kill any Imperial governor or grand admiral if she believes that their loyalty is not complete. Only the Empress is above them in power and they are her embodiment on each Imperial world.

Silk Assassin

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
5	5	5	5	5	5	3	10	5	10	15

Fight 5 / Gun 5 / Pilot 5 / Armor 5 / Stealth 5 / Act of Mastery 3 / Voice / Internal Toxin / Body Fields / Energy Blade / Laser Pistol

This secret society of assassins only accepts the finest candidates from the Protectorate. They are feared by the enemies of the Imperium because of their skills in battle and assassination and their total dedication to their mission and the Empress. Silk assassins are all woman and they will only accept help from a man when the survival of their clan is at stake. They are trained to hate and use men through seduction and treachery.

Many sisters apply to the Silk clan but only a few survive the brutal initiation ritual and the secretive rite of purification. Once an assassin has proven her worth, the true nature of the Imperium is revealed to her and her new place in its inner workings is determined. Silk assassins may never leave the clan once they have been initiated. These assassins are completely dependable so they enforce the Empress's will throughout the universe.

Death Dancer

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
5	5	3	3	5	3	3	8	4	10	15

Fight 5 / Gun 5 / Pilot 3 / Act of Mastery 3 / Voice / Internal Toxin / Body Fields / 2 Energy Blades / 2 Auto Lasers

These Protectorate sisters are cyber enhanced killers designed to move quickly into close combat and tear apart anything that they choose. Their are not many of these killing machines but each sect has a few death dancers to support their weaker sisters in close combat.

Valkyrie

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
6	6	3	3	4	3	3	7	4	16	24

Fight 6 / Gun 6 / Flight 3 / Pilot 3 / Ambidexterous / Voice / Internal Toxin / Act of Mastery 3 / Linear Frame / Mech Wings / Adrenal Boosters / Body Fields / 2 Energy Blades / 2 Laser Pistols

These Protectorate sisters are a special warrior sect that specializes in aerial close combat using a pair of mech wings covered in beautiful white feathers. Valkyries drop down amongst their enemies and tear them apart with their paired energy weapons. Their amazing ability to close in on an enemy and wreak havoc has lead to the shadowy image of an angel of death spreading throughout Fleet forces.

Phantom

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	4	4	4	4	3	7	3	6	9

Fight 3 / Gun 3 / Stealth 4 / Infiltrate 4 / Pilot 3 / Slayer Zeta / Act of Mastery 3 / Voice / Internal Toxin / Body Fields / Energy Blade / Laser Pistol

These Protectorate sisters are trained from birth to be a perfect double agent. They can imitate any voice and they can control their physiological responses making their lies and deceptions completely undetectable. They are used to infiltrate Star Republic and Fleet organizations in order to steal technology, learn military secrets, and kill important military, science, and political leaders of the Republic.

Surge forward my children. Our destiny is victory.

The Empress

Imperial Authority

The Imperial Authority was created by the Empress when she realized that even a sister superior or master assassin could be corrupted and she decided to create one more aspect of her grip of dominion. These three powers not only watch everyone else for treachery but they also monitor each other for any sign of rebellion.

Every combat brother is trained from birth and they receive full Imperial conditioning so they are completely loyal to the Empress. Each combat brother believes to his very core that the Empress is a god and he can guarantee his place in heaven by serving her and sacrificing his life in her service. These warrior priests also help solidify the Imperial religion amongst the Imperial war machine. Their is a battle priest assigned to every Defense battalion and every trooper has the right to get final rights from a priest before he terminates him.

Combat Brother

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	4	4	4	4	3	8	3	6	9

Fight 3 / Gun 4 / Pilot 4 / Armor 4 / Frame 4 / Tech 4 / Gun Kata / Devotion Power Armor / Body Fields / Energy Blade / Laser Pistol

A combat brother is a warrior priest that has been raised to love and revere the Empress and to act as her righteous hand of vengeance. Their incredible training and total commitment to the words of the Empress makes them deadly in combat and a true example of righteousness for the lesser warriors around him.

Combat brothers bring vengeance to the enemies of the Empress because they gain their power from their devotion to the Empress and they will never stop until they are killed. They maintain military order within the Imperium because they enforce the laws of the Empress with lethal force. Their Devotion power armor makes them an even match for a Legionnaire but they are so few in number that they are rarely encountered by a Strike Team unless the Legion directly assaults one of their fortress monasteries.

Gun Priest

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	6	6	6	6	10	4	12	18

Fight 6 / Gun 6 / Pilot 6 / Armor 6 / Frame 6 / Tech 6 / Gun Kata / Devotion Power Armor / Body Fields / Energy Blade / Laser Pistol

Gun priests are the spiritual leaders of the Brotherhood and they lead all the brothers in their Imperial sector. These powerful warriors are true zealots and they act as perfect examples of faith and hard work for their fellow combat brothers. Members of the Brotherhood look up and respect these men as true examples of how true faith can make someone invincible. Gun priests are the only members of the Brotherhood who are selected to breed with the Sisterhood to produce the next generation of zealot warriors.

Battle Cleric

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	4	4	4	4	3	4	8	3	6	9

Fight 3 / Gun 3 / Pilot 3 / Armor 3 / Frame 3 / Tech 3 / Gun Kata / Act of Mastery 4 / Devotion Power Armor / Body Fields / Energy Blade / Laser Pistol

Battle clerics are combat brothers with high Mastery potential so they have spent most of their lives with the Psi Core training to be a battle avatar. Once their training is complete, they return to add their Mastery powers to the power of their fellow brothers.

Prophet

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	5	4	4	4	3	4	9	3	6	9

Fight 3 / Gun 3 / Pilot 3 / Armor 3 / Frame 3 / Tech 3 / Gun Kata / Precognition / Act of Mastery 4 / Body Fields / Devotion Power Armor / Energy Blade / Laser Pistol

Prophets are combat brothers trained in the art of precognition and future sight. This allows them to see the future actions of their opponents making them deadly combatants that always seem to be in the right spot at the right time during a battle. They can outmaneuver and out think a Legionnaire so they should be considered primary threats in any battle. Prophets are feared by all Legionnaires because they are difficult or impossible to defeat without a great deal of luck or a precog Legionnaire on their Strike Team.

Honor Guard

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	3	4	4	3	9	4	12	18

Fight 6 / Gun 6 / Armor 6 / Pilot 3 / Gun Kata / Devotion Power Armor / Body Fields / Energy Blade / Laser Pistol

These combat brothers have proven themselves in hundreds of battles and they have been placed in the most honored position as one of the Empress's personal honor guard. These combat brothers go through the marine process and are changed into immortal warriors that live only to defend the Empress from all threats. Any mission that directly interests her is handled by her honor guard. They receive intense Imperial conditioning because they are one of the few humans that are allowed to approach the Empress.

We must stand together or we shall all perish.

The Empress

Imperial Evolution Sector

Once the Imperium realized that the Legion could not be stopped with its current forces, they enacted their own super soldier programs. The Imperium gathered its greatest scientists and warriors to create a force that could stop the Legion and attack the heart of the Star Republic. These first few projects created warriors almost as powerful as a Legionnaire and their enhancement techniques are improving each day. The search for Evolution Sector research stations and lead scientists is the most important goal of every Fleet Intelligence agent because it is feared that they will perfect their enhancement projects unless they can be stopped.

Gun Saint

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	6	5	5	5	2	10	4	8	12

Fight 4 / Gun 6 / Pilot 4 / Gun Kata / Sharpshooter / Lightning Reflexes / Body Fields / Battle Armor / Laser Pistol / Multi Laser

Gun saints are the Imperium's first attempt at making a super soldier. They are lightning fast and have almost perfect aim but they are extremely rare because most candidates do not survive the saint process. These Imperial warriors are designed to kill from afar and use their gun katas to make their movements impossible to predict. Gun saints fly around a room running up walls while firing weapons accurately with both hands. Evolution Sector has greatly increased their saint production rates by sacrificing up to five thousand Imperial citizens a day to produce a single gun saint on each of its Hive worlds.

Martial Adept

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	5	5	5	2	10	6	12	18

Fight 6 / Pilot 4 / Ambidexterous / Lightning Reflexes / Warrior / Weapon Master / Body Fields / 2 Energy Blades

Martial adepts are the newest Imperial evolution program designed to create a warrior that can defeat a Legionnaire. These warriors are close combat monsters and their enhanced senses and reflexes make them so fast that their image blurs at full speed making them impossible to dodge or hit. They have become the Empress's finest weapons and death teams of martial adepts are sent into Republic space to destroy important military installations.

Samurai Savant

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	8	8	5	5	2	10	4	10	15

Armor 6 / Target 6 / Armor Arts / Vital Strike / Body Fields / Iron Ronin Power Armor / Laser Pistol

Samurai savants are the Imperium's attempt to make the ultimate power armor pilot but this process requires thousands of candidates to produce one viable survivor. Death teams of these super soldiers armed with Iron Ronin armor are the Imperium's most deadly weapon. They are extremely rare so they are only used on missions vital to the Empress's personal plans or the survival of the Imperium.

The unclean shall be cleansed by the light of the Empress!

Imperial Battle Cry

Imperial Covenant

The Imperial Covenant is the Imperium's attempt to develop a reliable super soldier program so that regular troopers can be quickly and easily transformed into ultimate warriors. The Empress gathered her most intelligent and technically adept Protectorate sisters to be trained as tech witches to develop these new weapon programs. These woman use mind replacement and cybernetic enhancements to convert a normal person into a tech warrior.

Tech Witch

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	5	4	4	4	3	9	2	8	12

Fight 4 / Gun 4 / Tech 5 / Science 5 / Medic 5 / Pilot 2 / Act of Mastery 2 / Voice / Internal Toxin / Body Fields / Laser Pistol / Scanner / Tech Kit

Tech witches are Protectorate sisters that have been selected for their high intelligence and technical aptitude to be trained in science and technology instead of Mastery and the art of war. These women are science protégées and each is a master cyber surgeon that can perform the intricate surgery required to replace a human brain with a computer system. These sisters have broken all ties with the Protectorate and they work on secret projects for the Covenant. Their goal is to create armies of cyber soldiers that can overwhelm Fleet forces once their numbers are great enough.

Reborn

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
5	6	12	3	6	1	10	2	10	15

Fight 5 / Gun 5 / Pilot 5 / Armor 5 / Cyber Core / Linear Frame / body Fields / Street Armor / Energy Blade / Scatter Laser

Reborn are selected for their great physical strength and agility so that their new minds can be best utilized. Their brains have been replaced with a cyber core programmed with the skills of the greatest warriors found in the Imperium making each an instant super warrior after their surgery. Reborn are destined to become the primary ground forces for the Empress's new vengeance fleet.

Dreamer

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	8	12	6	3	1	10	2	4	6

Frame 8 / Pilot 8 / Navigator 8 / Fight 2 / Gun 2 / Cyber Core / Body Fields / Laser Pistol

Dreamers are selected for their incredible reflexes that give their cyber core the finest body to control. Their brains have been replaced with a cyber core programmed

with engrams from the greatest Imperial pilots creating an instant ace after the Tech Witches have performed their sinister surgery. Dreamers will be the pilots and navigators for the Empress's indestructible vengeance fleet which she believes can destroy the Republic.

WE BELIEVE THAT THE OVERPOPULATION OF TERAK VIII IS COMPLETELY OUT OF CONTROL, SO WE WILL START DIVERTING ALL EXCESS POPULATION TO THE WORKSHOPS OF THE WITCHES AND EVO SCIENTISTS.

ADVISOR QUIX

Imperial Asylum

The Imperium systematically performs strange and dangerous experiments on its population so their insane asylums are filled with these failures. These mistakes are then turned over to the mind benders who restructure the minds of these patients to open and expand sections of their brains that have never been tapped. These patients have new areas of consciousness unleashed giving them superhuman abilities that are boosted by their uncontrollable madness. Some patients achieve total genius and their intelligence and imagination appear to have no limit but their thoughts seem entirely focused on death and destruction.

Mind Bender

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	4	2	8	4	5	2	2	3

TECH 4 / SCIENCE 4 / MEDIC 4 / LASER PISTOL / MED KIT

Mind benders run the Imperial Asylum found on every Imperial hive world so they have an unlimited number of patients to perform their mind altering experiments on. They have learned to use drugs and surgery to alter the minds of their victims but only after performing millions of unsuccessful procedures that have completely stripped away the sanity of their victims.

Harlequin

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	8	1	1	8	4	9	8	2	3

GUN 8 / SHOOTER 8 / INSANE / AMBIDEXTEROUS / BODY FIELDS / 2 AUTO LASER

The velocity of a Harlequin's mind has been so greatly accelerated that he can plan out thousands of possible actions and calculate their results before he even begins to move allowing them to kill most opponents before they can even react. Harlequins always attack first no matter who they are fighting and they can reroll all their dice pools.

Jester

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	8	1	8	8	10	2	2	3

GUN 8 / COMMAND 8 / INSANE / PRECOGNITION / BODY FIELDS / AUTO LASER

These insane masters of strategy seem to enter the minds of their enemies to determine their current and future plans with frightening accuracy. This makes it impossible to surprise or trick a jester in combat so a Legionnaire must hope they get lucky when fighting these monsters. Jesters are only hit on Attack rolls of 10 and they can never be surprised.

Joker

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	8	8	1	8	4	10	8	16	24

FIGHT 8 / INSANE / AMBIDEXTEROUS / BODY FIELDS / 2 ENERGY BLADES

Jokers are the true embodiment of insane evil and rage. They love to kill and torture and their twisted minds have accelerated their bodies so much that they become a whirling cloud of blades in combat. Their demonic aura and lunatic laughter creates terror in their opponents. Any opponent in the same or adjacent range band as a joker has their Actions reduced by half.

Clown

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	8	1	2	8	1	9	6	16	24

FIGHT 8 / INSANE / AMBIDEXTEROUS / 2 POWER FIST

Clowns are insane lumbering brutes who have grown into deformed monstrosities that only know how to smash and destroy. They represent the lowest form that a human can be devolved into while still showing flashes of humanity. Clowns produce double close combat damage if their Agility is equal or greater than their opponents.

HUMANITY IS THE FUTURE OF THE UNIVERSE. OUR LIGHT WILL FILL THE DARKNESS.

THE EMPRESS

Imperial Paranormal Division

The paranormal division is designed to control and harness beings from other dimensions in order to create super soldiers possessed by these creatures. Imperial investigators are trained in all the arcane knowledge gathered by the Imperium over the last five thousand years that allows them to understand and control these other dimensional beings. Playing with these infernal forces is extremely dangerous because many of these creatures cannot be controlled.

Imperial Investigator

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
1	1	2	2	1	1	1	3	2	2	3

Gun 2 / Investigate 2 / Act of Mastery 1 / Laser Pistol

Imperial investigators are students of the dark arts and they have uncovered forbidden knowledge about the alternate universes of pure chaos and evil. This knowledge has been slowly gathered and recorded by investigators over the last five millennia in a secret tome known as the Imperial Hexerema. Investigators use dangerous rituals to dominate these powerful beings from other dimensions to possess their hosts converting them into powerful weapons for the Imperial war machine.

Infernal

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	8	4	1	8	4	10	4	16	24

Fight 8 / Possessed / Body Fields / 2 hand Damage

Infernals are humans possessed by demonic spirits creating a creature with immense strength and an intense hatred for life. These monsters assault with unimaginable violence driven by the intense hatred of the demons trapped within their bodies.

Specter

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	4	1	1	4	7	4	6	9

Fight 3 / Absorb 4 / Spectral / Body Fields

Specters are humans possessed by a spirit that allows them to become ethereal and gives them a touch that drains the life force of anything living. A group of spectres can easily kill a Strike Team that is not prepared to deal with these occult creatures.

Accursed

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	4	1	1	4	10	4	12	18

Fight 6 / Possessed / Spectral / Spark 10 / Body Fields

Accursed are humans that have been possessed by multiple demons and spirits giving them immense power. They can tear through armor plates with their bare hands, walk through walls, and destroy their enemies with bolts of ethereal energy that crackles and sparks from their hands.

I am willing to destroy the entire time stream in order to remove the foul stench of the gens from this universe. You have my permission to use any temporal or arcane technique to erase them from my sight.

The Empress

Imperial Death Factory

The Death Factory uses genetic engineering and Mastery to create biological constructs that range from massive man sized creatures with the power of a tank to gigantic monster the size of a high rise building designed to destroy enemy frames and entire cities. These monster are transported by specially designed transport ships and are unleashed on enemy worlds to wreak havoc and destruction.

The Death Factory uses barren worlds to create these atrocities because the Empress does not want to accidently taint the gene pool of her people with the monsters that their genengineers are creating. Imperial dissidents and rebels are sent to these factory worlds for experimentation and transformation.

Imperial Genengineer

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	1	4	1	1	1	5	2	2	2

Tech 4 / Laser Pistol

These scientists are trained in genetic manipulation that allows them to transform humans into monsters that are sent by remote transports to Republic worlds to create terror and destruction. These deadly creatures still have a small glimmer of humanity because they were all created from unwilling Imperial citizens.

Grendel Monster

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
12	6	1	6	10	4	10	2	Walk

Animal: Beast / Thick Skin 8 / Fast / Leaping

Grendels are horrific black creatures that are powerful enough to tear apart a light vehicle or heavily armored soldiers. These creatures move in swarms and their fearless assaults are so ferocious that they can easily overwhelm any opponent. They are true terror weapons because they infect their victims with a transformation virus that changes them into one of these monsters.

Abomination Monster

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
6	4	4	4	10	3	12	2	Walk

Animal: Beast / Armored Carapace 12 / Acrobatic / Hunter

These vicious monsters are designed to fight in the confined space of spaceships and arcologies. Their lighting fast and agile armored bodies are designed to hunt and consume everything living in their kill zone once they have been unleashed.

Ravager Beast

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
16	6	1	8	100	6	30	3	Walk

Animal: Beast / Tough Hide 10 / Hunter / Slam

Ravagers are immense creatures covered in dense carbon fiber scales that allows them to shrug off most physical attacks. They look like massive reptilian humanoids with huge claws and giant razors projecting from their backs. They can easily tear apart a Fleet frame with their claws and rip a capital ship in half if they can catch one.

Warmonger Beast

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
15	4	4	4	100	3	12	4	Walk

Animal: Beast / Armored Carapace / Crush 10 / Frenzy

Warmongers are massive creatures covered in rock hard plates that allow them to shrug off devastating attacks. They look like a collection of rocks that have formed a humanoid body. This allows them to close in on enemy frames to tear them apart with their four powerful clawed arms. These creatures are the super heavy frame destroyers created by the Death Factory.

Overmind Beast

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
30	4	4	4	1000	3	12	4	Fly

Animal: Beast / Psi Shield 50 / Psi Blast 10/50

Overminds are massive floating brains covered in a dozen eye stalks. These psychic creatures use psychic blasts and mental barriers to destroy their enemies. They use their minds to float and fly at incredible speeds making them great support beasts for the other more powerful close combat monsters.

Overlord Beast

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
30	4	4	4	1000	3	12	4	Walk

Animal: Beast / Tough Hide 30 / Stomp / Slam

Overlord beasts are the largest creatures created by the Death Factory and they can only be destroyed by the concentrated assault of a capital ship or Guild Master because of their massive size and psychic shielding.

These monsters that you have created are wonderful weapons but you are forbidden to ever give them true intelligence or you are simply creating a new plague of aliens. Give them instinct but never sentience.

The Empress

Imperial Pyramid

The Pyramid is a secret organization designed to control the future of the Imperium. The Empress realized long ago that her people would not always accept her demands so she created the Pyramid to manipulate them without them knowing and to guide Imperial society into her desired future.   This secret organization has inserted hundreds of true and false conspiracy theories into Imperial society making it impossible for new people to know what is really going on.

Pharaohs are the cabal leaders of the Pyramid and they can see all the possible futures for every change that the Pyramid is attempting to enact. They can use their precognitive abilities to determine the best social doctrine that might result in current hardship but that will result in total victory a millennia down the line. Manipulators are Pyramid field agents that change the thinking and memories of influential Imperial citizens and leaders to slowly make sure that the future will be one that pleases the Empress.

Imperial Pharaoh

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	6	6	6	4	4	10	4	8	12

Fight 4 / Gun 4 / Command 4 / Body Fields / Laser Pistol

Pharaohs are the leaders of the Pyramid that determine the current path of Imperial society to create a future for the Imperium that will please the Empress. They look deep into the future to determine what effect that every major and minor change in the path of Imperial society will have on the Imperium's future.

Imperial Manipulator

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	3	3	3	2	2	5	2	4	6

Fight 2 / Gun 2 / Infiltrate 2 / Laser Pistol

Manipulators are Pyramid field agents that alter the thinking and opinions of the masses. They infiltrate every aspect of Imperial society to get close enough to its leaders to insert ideas and beliefs that the Pyramid wants them to have. They are everywhere in Imperial society. They build false lives and families simply to fit in but once they are needed elsewhere they suddenly abandon these people and their responsibilities to create a new life.

In order to lead my people to glory we must control every aspect of their lives and thoughts.

The Empress

Imperial Robots

The Imperium uses many robots to defend their most vital economic and military installations because most of their basic soldiers have limited training. Imperial robots will be one of the greatest threats to a Legionnaire and they must be neutralized as quickly as possible or simply avoided.

Hunter Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	1	4	2	2	10	0	2	1	2/4
TYPE				MOVE						
ROBOT: MECH				WALK						

LASER

Hunters are the basic patrol robots used to guard most Imperial installations. They are also used as basic troops on Frontier worlds where the local population might be very small. Some Imperial enclaves only use Hunters as troopers because they do not trust everyday Imperial troopers with the protection of their greatest secrets.

Brawler Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	3	3	4	2	2	10	5	2	1	5/10
TYPE				MOVE						
ROBOT: MECH				WALK						

2 POWER FISTS

Brawlers are close combat robots that use their power fists to destroy power armored foes or Legionnaires. Their massive bodies allow them to hit opponents with an incredible amount of force and power.

Nemesis Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	3	3	4	3	2	10	10	5	1	5/10
TYPE				MOVE						
ROBOT: MECH				WALK						

2 LASER / BEAM CANNON / SENSOR 1

Nemesis drones are heavy support drones. Their limited defense makes them easy to destroy but they can annihilate long range targets with their heavy laser cannon.

Destroyer Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	4	3	5	3	2	10	20	5	2	5/10/15
TYPE			MOVE				SPECIAL			
ROBOT: FLOAT			GRAV				AGILE			

2 AUTO LASERS / 2 ENERGY BLADES

Destroyers are assault robots that use their powerful shields to soak up damage until they can close into kill range. They then overwhelm their opponents by saturating them with their assault and force weapons.

Manhunter Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	3	4	6	4	2	10	20	5	2	6/12
TYPE			MOVE				SPECIAL			
ROBOT: FLOAT			GRAV				STEALTH			

2 BLADE CANNONS

Manhunters are assassination robots used by the Imperium to infiltrate enemy territories and destroy them from within. Their stealth system allows to them to move undetected behind enemy lines to assassinate important military leaders and destroy vital communication and control systems.

Executioner Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	5	4	6	1	4	10	30	5	2	6/12
TYPE			MOVE				SPECIAL			
ROBOT: FLOAT			GRAV				ADVANCED			

4 AUTO LASERS

Executioners are the powerful assault robots that saturate a target with their four assault laser arms. They are difficult to destroy because of their heavy armor and powerful shielding.

Assassin Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	3	4	7	3	3	10	15	5	2	5/10
TYPE			MOVE				SPECIAL			
ROBOT: FLOAT			GRAV				ADVANCED / AGILE			

2 PULSE CANNONS / 2 POWER BLADES

Assassins are deadly thinking machines that can move at incredible speeds to slam into enemy formations and destroy them with their powerful close combat weapons. Assassins have arms with integral lasers and blades.

Enforcer Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	4	4	6	3	2	10	30	5	2	5/10
TYPE			MOVE				SPECIAL			
ROBOT: FLOAT			GRAV				AGILE			

2 BEAM CANNON

Enforcers are the most advanced Imperial robot in production. These legless drones have massive beam weapons that allow them to tear apart armored targets with ease. They were designed to hunt down and destroy Fleet marines and Legionnaires.

Leviathan Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	2	3	3	2	2	100	10	3	3	5/10/15
Type			Move							
Robot: Float			Grav							

2 Laser / 2 Plasma Cannons / Plasma Projector

Leviathan battle platforms are giant siege weapon barges designed to tear apart Fleet frames. They are extremely slow and have no close combat weapons so they depend on support drones for defense.

Cyclops Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	3	2	5	3	2	10	0	2	1	2/4
Type			Move							
Robot: Float			Grav							

Laser / Sensor 1

Cyclops drones are super light and ultra fast reconnaissance robots equipped with a wide range of sensors. They are only lightly armed for defense and have minimal armor. They perform battlefield reconnaissance and aerial patrol for Imperial garrisons and command stations.

Arachnid Drone

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	1	1	3	1	4	10	0	2	2	4
Type			Move			Special				
Robot: Float			Grav			Repair 1				

Arachnids derive their name from their multitude of manipulators and laser torches. They perform most of the repairs on Imperial capital ships during and after combat.

Ripper Drone Swarm

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	1	1	6	3	2	1	0	0	0	20
Type			Move			Special				
Robot: Animal			Walk			Swarm				

These small insect drones move in massive swarms and they can overwhelm an intruder and tear them into pieces. They are small enough to move through a partially opened window or under a door.

Space is the domain of man and all its worlds were created for our sole use. We must fight to protect our birthright because nothing can be allowed to stop our domination of the universe. My children, we must destroy all mutants and gens to cleanse our Eden of this alien plague.

The Empress

Imperial power Armor

Devastator Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	2	4	3	2	10	5	3	1	2/4
Crew	Type		Move						
1	Armor		Grav / Walk						

Burst Laser / Plasma Cannon

Devastator armor is used exclusively by Imperial marines. Every marine is given his own suit that he may modify or decorate as much as he desires but only commanders can wear gold helmets or markings. These heavy suits of power armor have thick armor plating that limits their maneuverability and speed. Devastator armor has limited shielding, which is more than enough to fight planetary militia and rebels on interdict planets or exterminating low tech aliens on newly discovered worlds. Devastator armor is designed to instill fear in the Imperial populace, which is why every Imperial marine legion designs their suits with death and demonic related images and they carry horrific banners into combat.

Death Hunter Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	4	3	10	20	4	1	4/8/12
Crew	Type		Move						
1	Armor		Grav / Walk						

2 Auto Lasers / 2 Beam Cannons / Sensor 4

Death Hunter power armor was designed for both stealth and frontal assaults on a heavily defended installations. It utilizes both integrated close assault weapons and long range siege cannons. The sight of a death hunter squad instills fear in every Imperial citizen because their appearance always means someone is going to die. Death hunters are used by the Empress to teach disobedient servants respect and to destroy important military or civilian targets. They are her personal terror weapons because their excessive use of force is designed to teach everyone watching a lesson in obedience and fear.

Iron Ronin Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
8	6	8	5	3	10	30	5	1	5/10/15
Crew	Type		Move						
1	Armor		Grav / Walk						

2 Burst Lasers / Nova Cannon / Sensor 6

These incredibly powerful suits of power armor are designed for the Empress's samurai savant program. This armor is so advanced that one suit takes hundreds of Imperial tech adepts over a year to complete so that each suit

is a rare artifact that only samurai savants and supreme commanders are allowed to use.

Crusader Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
9	5	7	6	4	10	20	10	1	5/10/15

Crew	Type	Move
1	Armor	Grav / Walk

2 Pulse Cannons / Plasma Projector / Sensor 2

Crusader armor is advanced power armor designed to keep up with incredible mental kinetics of an Imperial templar. These suits of armor represent the best technology that the Imperium can produce but less than a thousand has ever been manufactured. As the Legionnaire threat becomes intolerable to the Empress, more Imperial factory world resources are allocated to Crusader production. Crusader armor is also used by Imperial Praetors.

Devotion Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
8	8	8	6	5	10	20	5	1	5/10/15

Crew	Type	Move
1	Armor	Grav / Walk

2 Burst Lasers / Sensor 2

Devotion armor is crafted by the Authority's own tech priests and each suit is custom made for a specific combat brother's fighting style and special abilities. These are the finest suits of power produced by the Imperium. Her royal guard is composed of her finest combat brothers armed in ancient suits of Devotion armor that are as ancient as the Empress herself.

Imperial Battle Frames

Lancer Battle Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	2	4	2	2	100	2	2	3	4/8

Crew	Type	Move
1	Frame	Grav / Walk

2 Laser

Lancer battle frames are used by the Imperial Defense Corps for heavy weapon support, planetary patrol, and police special forces. Lancers have a simple design that makes them easy to manufacture and repair on even the most remote and primitive Imperial worlds. They are a symbol of security and fear for every Imperial citizen because they feel safe when their planet is defended by many powerful frames but they also know that these frames can be turned against them at any moment.

Ranger Battle Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	2	5	3	2	100	5	2	3	3/6

Crew	Type	Move
1	Frame	Grav / Walk

Auto Laser

The Ranger's ultra light design allows it to use its speed and agility to out maneuver enemy frames so it can pick them apart with its auto laser. Rangers have come to represent the power of the Imperium because a swarm of these frames darken the sky whenever the Imperium attacks. When Rangers face superior forces, they attack in mass and concentrate their fire on a single target. The Imperium uses attrition to win battles so the loss of a few hundred Rangers is always part of every battle plan. The Imperial fleet uses hordes of Rangers to swarm and overwhelm its enemies but this tactic has resulted in horrific losses against Fleet and alien forces. Rangers make perfect scouts and can perform lightning fast hit and run raids against primitive forces. Their simple design makes them easy to mass produce on any Imperial world and they are easy to repair and maintain.

Paladin Battle Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	3	5	3	2	100	10	2	3	4/8

Crew	Type	Move
1	Frame	Grav / Walk

Laser / Plasma Cannon / Power Blade

Paladins are equipped with heavy weapons but their light shielding and armor make them extremely vulnerable to fast attack vehicles. The Imperium still has vast numbers of these frames but it quickly being replaced by the Raptor. A group of Rangers usually defends a Paladin giving it time to destroy an enemy's hard targets.

Raptor Battle Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	4	6	3	3	100	20	5	3	4/8/12

Crew	Type	Move
1	Frame	Grav / Walk

2 Burst Lasers / Beam Cannon / Energy Blade

Raptors are a second generation frame design that combines heavy shielding and weaponry with incredible speed and agility. The Imperium is attempting to produce Raptors as quickly as possible but their advanced technology makes them expensive and difficult to manufacture and maintain. The Raptor is a support frame designed to replace the Paladin but each Imperial factory world can only produce a few dozen of these advanced designs each day.

Gladiator Battle Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	5	7	4	3	100	30	5	3	5/10/15

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

2 PULSE CANNONS / PLASMA PROJECTOR / ENERGY BLADE / SENSOR 2

Gladiators are the fastest and most powerful frames produced in the Imperium. Their ultra light design combines deadly power, lightning fast speed, and incredible maneuverability. They are deadly in the hands of an experienced pilot and only the most respected and decorated pilots are assigned to them.

Dragon Capital Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
12	2	3	2	2	100	30	10	3	15/30

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

AUTO LASERS / PLASMA CANNONS / POWER BLADE

Dragons have a wide selection of heavy weapons and heavy shielding and armor but their lack of speed has doomed this old design. This massive frame towers over other frames but it is almost completely helpless against faster frame designs. Dragons are still used as heavy support weapons but they must be defended by a group of Rangers.

Titan Capital Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
12	4	5	3	3	100	50	10	3	10/20/30

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

2 BURST LASERS / REFLEX CANNON / ENERGY BLADE / SENSOR 2

Titan frames are the largest battle frames produced by the Imperium but they are still extremely fast and agile. They are produced in small numbers because a Titan costs as much as a capital ship to manufacture. These machines are used to command and support a large swarm of Rangers and Paladins.

Pegasus Capital Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
12	6	8	9	3	100	50	10	3	10/20/30

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

2 BEAM CANNONS / REFLEX CANNON / ENERGY BLADE / SENSOR 2

Pegasus frames are blazingly fast allowing them to maneuver around the battlefield so that they can deal immense amount of damage with their reflex cannon. These speed machines can also move quickly into assault range to tear apart slow moving enemy frames. The Empress is building thousands of these frames for her secret Vengeance Fleet.

Supreme Capital Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
16	7	8	6	5	100	100	20	3	10/20/30

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

2 PULSE CANNONS / NOVA CANNON / ENERGY BLADE / SENSOR 2

Supreme frames are the most advanced frames manufactured by the Imperium and in the hands of a skilled Imperial pilot, they are equal to any Fleet frame. Supreme frames are massive machines designed to be incredibly quick and agile and they are able to deal out and absorb incredible amounts of damage.

My Imperial armada was only designed to protect and maintain order amongst my people, not fight a galactic war. This has been my greatest mistake.

THE EMPRESS

Imperial Vehicles

Razor Scout Bike

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	6	10	2	1	2	2	1	1/2

CREW	TYPE	MOVE
1/1	TRANSPORT	GRAV

LASER

Imperial troopers use scout bikes to patrol large areas around a military outpost. These fast and agile vehicles allow scouts to patrol flat terrain and observe enemy positions. These bikes are also perfect for hit and run attacks on supply lines and lightly armed troop formations. They can turn a few trained troopers into a real threat to armored troopers and light vehicles.

Hammer Battle Bike

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	5	7	2	1	10	3	2	2/4

CREW	TYPE	MOVE
2	TRANSPORT	GRAV

2 LASER / BEAM CANNON

The Hammer is a heavy support bike designed to provide a squad of Razors with a way to handle armored vehicles or battle frames. Many Imperial commanders prefer using teams of Hammers instead of battle frames

because of their greater maneuverability and speed on the battle field. The driver controls the bike while the gunner controls the heavy beam cannon.

Broadsword Scout Walker

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	2	2	10	5	10	3	3/6

Crew	Type	Move	
1/1	Transport	Walk	

2 Auto Lasers

Scout walkers use their two legs to patrol areas with dangerous or dense terrain like mountain regions, jungles, and forests.

Katana Battle Speeder

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	5	6	2	10	5	2	3	3/6

Crew	Type	Move	
1/6	Transport	Grav	

2 Lasers / Plasma Cannon

Katanas are open topped armored battle transports designed to get a small group of troops onto a battlefield and then act as a heavy support weapon platform. This is the most common Imperial transport when its weapons are removed.

Gladius Battle Raider

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	3	2	10	30	20	3	20/40

Crew	Type	Move	
1/10	Transport	Grav	

4 Auto Lasers / 2 Plasma Cannons / 2 Inferno Cannons

The Gladius is the super heavy battle transport designed to smash through the frontline of an enemy's formation. It is designed to move a small strike force of armored troopers into the midsts of an enemy to disrupt their battle plans. The Gladius can absorb an incredible amount of damage forcing the enemy to focus its fire on it allowing other Imperial forces to move into assault range.

Rapier Shuttle

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	4	2	10	5	2	3	3/6

Crew	Type	Move	
1/30	Transport	Grav	

2 Lasers

Imperial shuttles are used to transport soldiers between ships and from an orbiting capital ship to a planet's surface. They are the most common vehicles found in the Imperium because they are also used as commercial ve-

hicles when all their weapon systems have been removed and replaced with extra passenger accommodations and cargo capacity.

Scimitar Battle Transport

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	4	3	2	10	20	5	3	5/10

Crew	Type	Move	
1/20	Transport	Grav	

2 Lasers / Plasma Cannon

Battle transports are designed to move twenty troopers in full battle armor quickly into a battle zone. Scimitars deliver troops safely onto the battlefield and provide support fire once they have disembarked.

Atlas Heavy Lifter

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	3	3	2	100	30	10	4	10/20/30

Crew	Type	Move	Special
3	Transport	Grav	Carrier 2

4 Lasers

The Atlas is a massive battle transport designed to carry two battle frames or one capital frame safely to a battlefield. It can also carry twenty grav bike troopers or five scout walkers. The frames or grav bikes can be dropped into battle without even landing making this battle transport a deadly tactical weapon in the hands of a master strategist. It can also be used to drop large amounts of explosives on enemy formations from the sky.

Test subject 43,563 appears to be a complete success. Her Mastery potential was increased by 430 percent and her mind and memories appear to be intact. We believe if this current process is successful in at least a fraction of a percent of the subjects that our agents are gathering from hive world Sedtra III that we should immediately begin full implementation of project Phoenix on every Imperial world. Long live the Empress.

Imperial Sci Tech Prime

IMPERIAL CAPITAL SHIPS

PATHFINDER SCOUT

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	4	2	1000	5	2	4	2/4/6

CREW	TYPE	MOVE	SPECIAL
12	SPACE	GRAV / JUMP	DEVOTION

2 LASERS / SENSOR 2

The Pathfinder scout is a support ship designed to perform reconnaissance for an Imperial battle fleet to determine the power and number of enemy forces and to scan target planets and battle stations before an assault.

CLERIC REPAIR FRIGATE

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	5	4	2	1000	5	5	4	4/8/12

CREW	TYPE	MOVE	SPECIAL
30	SPACE	GRAV / JUMP	DEVOTION / REPAIR 1

2 LASERS

The Cleric frigate is the Imperial repair tender designed to keep its massive fleets moving. Imperial ships are constantly in need of repair because most are barely held together by their chief engineer.

FURY FRIGATE

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	4	2	1000	5	5	4	4/8/12

CREW	TYPE	MOVE	SPECIAL
30	SPACE	GRAV / JUMP	DEVOTION / ESCORT / CARRIER 10

2 LASERS / BEAM CANNON

Fury escorts protect larger capital ships from missiles and enemy frames. They are also used for system patrol and supply line defense. Furies are used by the Imperial Justice to hunt down space pirates and rebel forces.

VICTORY DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	4	2	1000	12	8	5	5/10/15

CREW	TYPE	MOVE	SPECIAL
50	SPACE	GRAV / JUMP	DEVOTION / CARRIER 20

4 LASERS / 2 BEAM CANNONS

Victory destroyers are the light attack craft that make up the bulk of the Imperial armada. They are lightly armed but the concentrated fire from a Victory battle group can rip apart a Republic heavy cruiser in seconds. Victory destroyers are designed to move in groups so that they can swarm their enemies with their host of battle frames. Every Imperial capital ship is escorted by at least three Victory class destroyers.

ARIES LIGHT CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	4	2	1000	20	10	6	8/16/24

CREW	TYPE	MOVE	SPECIAL
100	SPACE	GRAV / JUMP	DEVOTION / CARRIER 30

6 LASER / 4 BEAM CANNON

Aries cruisers are fleet defense ships that create a defensive barrier around their battle group against enemy frames and missiles using their compliment of battle frames and laser batteries. They can also act as battle carriers in a large battle group providing defense for the rear of a fleet formation. These cruisers have little armament so they depend on their large compliment of frames for offense and defense.

GLORY HEAVY CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	4	2	1000	30	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	DEVOTION / CARRIER 50

8 LASERS / 6 BEAM CANNONS

Glory cruisers are the main battleships of the Imperial fleet. They have heavy shielding and weapons and they carry a large compliment of battle frames. Their multiple laser batteries make them deadly at close range and their large payload of battle frames allow them to soften a target's defenses before they move in for the kill.

MAELSTROM INTERCEPTOR CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	4	2	1000	30	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	DEVOTION / GRAVITY TRAP 10

6 LASERS

Maelstrom cruisers are support ships that can trap other ships in real space preventing them from escaping once an Imperial fleet has engaged them in space combat. Maelstroms are lightly armed because most of their structure is filled with the machinery for their gravity trap.

RAGE BATTLE CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	6	3	1000	40	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	DEVOTION / ADVANCED / CARRIER 50

6 BURST LASERS / 6 BEAM CANNONS / REFLEX CANNON / SENSOR 4

Rage cruisers are one of the Imperium's next generation ships and their massive spinal reflex cannon makes them the perfect heavy support ship for a group of older

cruisers. A Rage cruiser's multiple heavy laser cannons and large missile capacity makes it deadly at long range.

Dominion Missile Cruiser

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	4	2	1000	10	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	DEVOTION

4 LASERS / 30 PLASMA MISSILES / SENSOR 4

Dominions are a stripped down Glory cruisers that have almost all their systems replaced with missile banks and targeting and tracking systems.

Overlord Heavy Carrier

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	4	2	1000	10	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	DEVOTION / CARRIER 200

8 LASERS / 4 BEAM CANNONS / SENSOR 4

Flood carriers are designed to transport a horde of battle frames but the massive hangars required to hold these frames severely limits their offensive and defensive capabilities. Overlords are so massive and slow that they must be surrounded by escort frames in order to survive.

Haven Troop Transport

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	4	2	1000	10	10	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
100/2000	SPACE	GRAV / JUMP	DEVOTION / CARGO 4

4 LASERS

Haven troop transports are designed to move mass amounts of troops, support vehicles, and battle frames from world to world.

Warlord Fleet Carrier

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	2	6	1000	200	30	12	60/80/120

CREW	TYPE	MOVE	SPECIAL
2000	SPACE	GRAV / JUMP	DEVOTION / CARRIER 500

20 LASERS / 10 BEAM CANNONS / COMMAND 2 / SENSOR 12

This massive frame carrier was designed to release a host of battle frames to shatter enemy formations or defend against a Republic battle fleet. Its open bay design allows its compliment of frames to be quickly deployed and its spinal weapon makes the Warlord a deadly fleet support weapon. To help reinforce their fleet and compete with the Republic, the Imperium has focused on producing these massive capital ships at a rate of one per week.

Goddess Dreadnought

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	3	8	1000	100	30	10	20/40/60/80

CREW	TYPE	MOVE	SPECIAL
2000	SPACE	GRAV / JUMP	DEVOTION / CARRIER 1000

20 LASERS / 20 BEAM CANNONS / REFLEX CANNON / COMMAND 3 / SENSOR 10

This space control ship is the flagship of the Imperial armada. Each Empress acts as a command ship for each of the Imperium's great battle fleets. It has incredible firepower, immense frame carrying capacity, and advanced command and control electronics. It has a frightening spinal reflex cannon that stretches across its entire two kilometer length that can shatter a small moon.

Empress Super Dreadnought

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	6	12	1000	200	50	12	30/60/90/120

CREW	TYPE	MOVE	SPECIAL
2000	SPACE	GRAV / JUMP	DEVOTION / REPAIR 3 / CARRIER 2000

30 LASERS / 30 BEAM CANNONS / HYPERSPACE CANNON / COMMAND 5 / SENSOR 20

The Imperium has only built three of these immense ships and the one called the Inner Light is the Empress's personal flagship. They are over ten kilometers long and can carry two thousand battle frames.

DEAR EMPRESS WE HAVE AMASSED OVER TEN THOUSAND CAPITAL SHIPS IN THE ZETA PRIME REGION AND I BELIEVE THAT WE CAN OVERWHELM THE REPUBLIC'S DEFENSE LINES NEAR SECTOR 3451 AND DESTROY HUNDREDS OF REPUBLIC WORLDS BEFORE THEY CAN MOUNT A COUNTER ATTACK. ALL WE NEED IS YOUR BLESSING TO BEGIN OUR ASSAULT.

FLEET ADMIRAL REMEL

Imperial Stations

Imperial Citadel

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
1	2	0	20	10000	100	10	15	10/20/30

CREW	TYPE	MOVE	SPECIAL
10000	SPACE	STATIONARY	REPAIR 20 / CARRIER 100

20 LASERS / 20 BEAM CANNONS / COMMAND 10 / SENSOR 10

Imperial Citadels are massive battle platforms and system control stations designed to protect important planetary systems. They act as command posts and repair stations for an entire sector of Imperial space. These massive constructs require incredible resources to build so they are a primary target for any Strike Team.

Eternal Battle Station

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	2	0	10	100	100	20	12	30/60/90

Crew	Type	Move	Special
500	Space	Stationary	Repair 5 / Command 8 / Carrier 20

10 Lasers / 4 Beam Cannons / Command 2 / Sensor 2

Eternal stations are small command posts used to protect less important planetary systems and they act as command stations for an entire Frontier sector. These smaller bases can be quickly built on the frontlines where Imperial forces need extra support.

Scion Fleet Repair Dock

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	2	0	10	100	50	10	12	60/90/120

Crew	Type	Move	Special
1000	Space	Stationary	Repair 20 / Carrier 10

6 Lasers

Scion repair docks construct and repair all Imperial ships on the battle lines that are far from any Imperial factory world. These repair docks can be quickly built next to asteroid belts and resource rich worlds to help support a local battle group or assault fleet.

Imperial Jump Gate

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	2	0	10	100	50	50	12	30/60/90

Crew	Type	Move	Special
200	Space	Stationary	Carrier 10

10 Lasers

Imperial jump gates are massive machines that were built during the time of the Old Empire. These portals can be repaired but new ones cannot be produced with the Imperium's current level of technology. When these huge machines are turned on, they open the wormhole network created by ancient Imperial scientists allowing a few Imperial capital ships to be instantly transported to another active Imperial jump gate anywhere in the universe. The Imperium has a limited number of these machines so they are defended by their own defense fleet and an army of enclave monstrosities. They are located by the most important Imperial worlds and near the most strategic battle fronts. They are one on the most important strategic targets in Imperial space so they have incredible defensive system protecting them from the Legion.

I DO NOT WANT TO HEAR YOUR PROBLEMS. I WOULD SACRIFICE A MILLION SHIPS TO BREAK THE REPUBLIC SO MOVE EVERY SHIP WE HAVE TO THE BATTLEFRONT AND DESTROY THEM NOW OR YOU WILL BE REPLACED SUPREME COMMANDER VERAK.

THE EMPRESS

Imperial Support Drones

Support drones provide extra firepower and defense for Imperial frames and capital ships. The Imperium was forced to produce them after they saw how effectively the Fleet used their drones against Imperial forces. Support drones have greatly increased the survival rate of Imperial forces and are considered the cheapest and most effective way to improve the Imperial war machine.

Firestorm Battle Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	1	3	4	1	100	5	2	2	2/4

Type	Move
Robot: Drone	Grav

Laser

Battle drones provide light fire support that can be used to destroy incoming missiles and damage enemy frames at close range. Firestorms in mass can be used to break enemy formations and attack well defended positions. Every Imperial battle frame is escorted by a Firestorm which has greatly increased their survivability.

Savior Shield Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	1	3	4	1	100	20	2	2	2/4

Type	Move	Special
Robot: Drone	Grav	Escort

Shield drones are defensive machines designed to absorb damage and protect a frame or ship from long range attack. They can also be used to defend a frame or ship so that it can move into close combat range. Walls of shield drones are used to protect a battle group or a wing of frames when they charge into assault range.

Avalanche Fire Drone

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	1	3	4	1	100	5	2	2	2/4

Type	Move
Robot: Drone	Grav

Beam Cannon

These automated heavy weapon platforms provide Imperial vehicles with extra firepower and they can lay siege to a capital ship or base station while staying outside an enemy's weapon range.

MOST OF OUR ASSAULT ARMADA WAS DESTROYED IN MINUTES BY WHAT WE BELIEVE WERE TEN STRIKE CRUISERS SUPPORTED BY OVER A HUNDRED LEGION FRAMES. MY CREW AND I HAVE SET OUR SHIP TO SELF DESTRUCT AS PUNISHMENT FOR OUR DEFEAT. LONG LIVE THE EMPRESS.

FLEET ADMIRAL REMEL

The Power of Diversity

The Star Republic is an ancient democratic government composed of hundreds of independent human and Gens societies united for their common defense, trade, and the exchange of technological and cultural advances. The Republic encompasses over six thousand populated worlds and has a populace of over one tillion citizens. The Star Republic's cultural diversity is the main reason for its technological and cultural dominance over the Imperium. Republic citizens pride themselves in their belief that every sentient is created equally and has the right to freedom, liberty, access, and rejuvenation. The Republic believes each member culture should maintain its own beliefs, religions, and perspectives but that each society should be open and tolerant of other points of view.

All member planets participate in electing the Republic President who heads the Republic High Council, which is the voting body of the Star Republic. The Council has the power to declare war, collect taxes, and change Republic law. The President is not just a figurehead because he or she has veto rights over all laws passed by the Council. Each member planet of the Republic elects or assigns a representative to cast a vote in their interest during Council meetings. Each member planet must also pay a yearly tax based on their planetary income. This money is used to support the Fleet, government operations, and charitable and social allocation programs.

There is no penalty for member planets that do not pay this tax, but they no longer receive a Patrol presence, other member worlds will no longer trade or have political negotiations with them, and they lose representation in the Council. Many societies that are members of the Star Republic are very secretive or intolerant so they pay their taxes but remain neutral or isolated from the rest of the Republic. The President and the Council run the general government but each individual planet is expected to elect, operate, and maintain its own government and infrastructure.

In the early history of the Star Republic, each member planet had to maintain its own defense force. After a few hundred years, the Fleet was introduced as a unified military force that would protect the entire Republic. The Fleet quickly grew and the Fleet Academy was created to recruit and train new Fleet officers. The Fleet only accepts the best applicants from its member worlds and it is considered a great privilege and honor to be selected into the Academy. At the age of sixteen, any Republic citizen may apply to the Fleet Academy, which is a four year program where cadets study military strategy and the academic field of his choice. A cadet also receives piloting, survival, combat, and technical training.

After cadets complete their second year at the Academy, they must select and apply for a specialty in the field of their choice. Every Fleet officer is competent in combat, piloting, and technology but each officer must train to become a master in a specific field. Specialties include engineering, medical, navigation, piloting, operations, science, security, assault, and command. The Fleet Academy is the premiere and most competitive academic institution in the entire Republic so they always receive the finest recruits.

After graduating from Fleet Academy, cadets are assigned to the Patrol, which is a division of the Fleet. Patrol maintains a safe zone around member planets and they secure interplanetary trade routes. They must also maintain and operate the sensor arrays and data relays that monitor Republic space and its immense borders. Fleet candidates must perform three years of Patrol duty in order to qualify for a Fleet position. If a candidate performs his service with exceptional bravery and skill, he receives a Fleet commission. If a candidate serves in Patrol without performing any exceptional actions, he may have to serve another three years of Patrol duty in order to qualify for the Fleet. This guarantees that Fleet officers are well trained and highly experienced. Some Patrol officers never qualify for the Fleet so they spend their entire careers in Patrol.

Patrol maintains peace throughout Republic space so that each member system, even in the most remote areas, is patrolled by at least five Patrol cruisers at all times. Republic worlds of military or economic importance may have an entire battle group of Patrol cruisers for defense.

STAR REPUBLIC

Each patrol cruiser is crewed by ten Patrol officers and another ten Patrol officers remain in standby on its assigned planet. Every week, the two command crews change position so there is always a fresh crew on patrol duty.

Patrol cruisers constantly confront smugglers, pirates, Imperial raiders, and Battle Herald scouts. Most Patrol cruisers are lightly armed and armored but each has five mobile frames for escort and the superior training of every Patrol officer gives them a major advantage over any opponent. In times of great need, Patrol cruisers have been called to fight alongside Fleet capital ships during important missions or as the last line of defense for a besieged system. A Patrol cruiser will only leave its assigned system if the Republic itself is threatened because many planets have no independent planetary defense and would be left defenseless without a Patrol presence.

After a successful tour of duty in Patrol, qualified candidates are given a commission as a Fleet officer. These candidates enter Fleet as ensigns and are assigned to a Fleet ship according to their aptitudes and Patrol duty performance. Fleet must defend all Republic worlds, attack enemies of the Republic, and explore the frontiers of unexplored space. Fleet derives its power from the fact that most of its ships are advanced heavy cruisers and capital ships. Fleet does not maintain massive armadas of ships and frames like the Imperium but its ships and frames are far more technologically advanced and have superior armament and defensive systems. Fleet also depends on its highly experienced and talented crews and pilots in order to maintain battlefield superiority. Fleet also has the largest number of biomechanical frames and Mind operated ships and frames in active service. Fleet and Patrol also use a massive number of powerful drones to defend and support their small number of advanced capital ships.

Fleet maintains its dominance over Imperial forces with its superior training and technology. Fleet constantly builds new ship and frame designs that utilize the Republic's most recent technological and tactical advances. Immediately after a Fleet crew performs its five year tour of duty, their ship is decommissioned and salvaged. A recently constructed ship is then commissioned with the same name as the older ship, assigned its original crew, and returned to the front line. This constant turnover of ships is possible because of the vast resources of the Star Republic and the limited number of Fleet officers available. The Imperium has recently destroyed so many Fleet ships that it is getting more difficult to get enough qualified Fleet officers to crew all the newly constructed second generation line ships.

Fleet is led by High Admiral Fusan, his ten fleet admirals, and a counsel of ten Mind advisors. These leaders are stationed on a massive mobile fortress known as Fleet Command. The leaders of Fleet and Intelligence are stationed on this microworld ship that contains a massive pocket universe. It has its own defense and support fleet and Fleet Command is the site of all Fleet and Strike Legion tactical and deployment decisions. Fleet Command was not stationed on a planet so that it could be moved to best support the ever changing frontlines of the war against the Imperium.

The Fleet's secondary goals include the exploration of space, the addition of new member planets to the Republic, and the terraforming and colonization of new Frontier worlds. Hundreds of Fleet generation cruisers, which allow their crews to bring their families and loved ones, explore the Frontier for new societies, natural resources, lost and alien technologies, spatial anomalies, and viable planets for terraforming. These ships follow the paths scouted out by the millions of sentient exploration probes that are constantly being deployed by Fleet scouts.

The constant addition of new member societies maintains a steady flow of new technology and knowledge that allows the Republic to maintain its military and industrial advantage over the Imperium so finding these undiscovered civilizations is important to the survival of the Republic. Fleet officers that choose to explore the universe dedicate their lives to the journey because most generation ships never return to Republic space but instead continue to explore the endless frontiers of unexplored space. Exploration missions can be very dangerous because unrecorded spatial anomalies can be completely unpredictable and first contact with new civilizations usually begins with mistrust and violence.

All Fleet officers are sworn to protect Republic space and its citizens and uphold Fleet directives. Any officer that breaks any of its directives is placed before a board of inquiry and may face dishonorable discharge from the Fleet and can be executed if the infraction breaches Republic security. Fleet directives state that a Fleet vessel must respond to a distress signal from any Republic world, Fleet officers must obey the laws of alien or undiscovered civilizations, and no Fleet personnel shall ever use nano tech, biological, or nuclear weapons on a populated world. The Fleet's prime directive states that Fleet officers shall never tamper or alter the time line in any way.

Many member governments of the Republic have independent military forces equal to the Fleet in numbers but none of them can equal the military might of the Fleet.

These forces are designed to defend the systems of these governments but they have been known to fight alongside Fleet forces in times of great need. The largest and most powerful of these independent armies include those defending the Pax Coalition, the Arayan Republic, the Draken Alliance, the Oram Collective, the Kafrin Alliance, and the Veraxin Collective.

Fleet forces are losing ground to the Imperial onslaught everyday and replacing valuable Fleet officer gets more difficult each day. The Legion Program was developed in secrecy over the last ten years so that the Legion can take the war to the Imperium and help the Fleet by constantly weakening the Imperial war machine.

FREEDOM
HONOR
SACRIFICE

FLEET

FLEET PERSONNEL

Fleet personnel are the most highly trained soldiers in the universe and they have dedicated their lives to defending the worlds of the Republic. Each Fleet officer is an expert in her specialty so Fleet vessels operate at maximum efficiency and each Fleet frame is manned by an experienced and highly skilled veteran pilot. These characters can be used as cinematic characters to help a Strike Team complete a mission.

ANY WORLD THAT IS WILLING TO EMBRACE THE REPUBLIC'S IDEALS OF FREEDOM, PEACE, AND JUSTICE WILL BE ALLOWED TO JOIN THE STAR REPUBLIC.

PRESIDENT VELON

FLEET PATROL

Every Patrol command group is designed to be racially and technically diverse. Patrol officers are expected to help local governments and communities maintain peace and order on their assigned world and defend this world from invasion.

PATROL OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	2	2	2	2	4	2	4	6

FIGHT 2 / GUN 2 / PILOT 2 / FRAME 2 / TECH 2 / BODY FIELDS / SPECTRAL LASER / SCANNER

Patrol officers are Fleet academy graduates that must now serve a three year tour of duty in Fleet Patrol in order to qualify for an assignment within the Fleet. Patrol officers have their own specialty but they can all operate and maintain any form of Patrol or Fleet technology.

PATROL COMMANDER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	3	3	3	6	2	6	9

FIGHT 3 / GUN 3 / PILOT 3 / NAVIGATE 3 / TECH 3 / BODY FIELDS / SPECTRAL LASER / SCANNER

Patrol commanders are selected from Patrol officers that have entered their third year of Patrol service and have shown outstanding aptitude and courage. They are in charge of all Patrol officers stationed in their assigned system.

THE FUTURE OF THE UNIVERSE IS BRIGHT AND THE FLEET WILL GUARANTEE THAT EVERY REPUBLIC CITIZEN CAN LIVE IN PEACE AND SECURITY.

FLEET

FLEET OFFICERS

A Fleet officer must first graduate from Fleet academy and then serve at least three years of Patrol duty where he hones his skills and completes his advanced academic studies on his assigned world. Only Patrol candidates that perform exemplary duty can become a Fleet officer. At the end of each candidate's tour of duty, his service records are reviewed and qualified applicants are assigned to open Fleet positions. Fleet officers are well known for their excellent and diverse training and their extensive battle and flight experience. The Fleet not only has superior technology but the incredible training and skill of its officers is the main reason that the Fleet is the most formidable fighting force in the universe.

FLEET OFFICER SPECIALTIES

Fleet officers have qualified for Fleet duty through their exemplary Patrol duty and excellent academic and training records. They are considered to be the finest soldiers in the universe because of their extensive training, high intelligence, integrity, and dedication to the beliefs of the Fleet and the Republic. Every Fleet officer is dedicated to protecting her fellow citizens.

FLEET CAPTAIN

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	4	4	4	4	8	2	8	12

FIGHT 4 / GUN 4 / TECH 4 / PILOT 4 / FRAME 4 / ARMOR 4 / NAVIGATE 4 / COMMAND 4 / BODY FIELDS / SPECTRAL LASER / SCANNER

Fleet captains have proven their leadership and tactical skills after many years of exceptional and in many cases extraordinary duty. Fleet officers can only gain a commission by standing out as a leader amongst their peers

and then moving up the ranks by showing extreme bravery and honor in the line of duty. Command officers are first assigned to smaller ships and must earn command of more powerful ships by performing their duties with honor and bravery. Command candidates gain the attention of Fleet Command by performing heroic and ingenious acts of bravery in the service of their crew or during a space battle. Fleet captains are the best and brightest warriors that the Fleet has to offer.

FLEET ENGINEER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	3	3	3	2	5	2	4	6

Tech 3 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Body Fields / Spectral Laser / EM Effector / Tech Kit / Scanner / Meta Torch

Engineering officers are trained to perform all repairs and modification to a ship's systems and drive. They also maintain and repair damaged mobile frames and power armor and all equipment and weapons used by a Fleet crew. They also set up mobile battlefield structures and perform mining operations.

FLEET CHIEF ENGINEER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	4	4	3	3	6	2	4	6

Tech 4 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Command 2 / Body Fields / Spectral Laser / EM Effector / Tech Kit / Scanner / Meta Torch

Chief engineers are extremely experienced engineers that have performed many tours of duty and succeeded in holding ships together in the worse possible combat situations. Their main job is to calibrate and maintain their ship's jump and maneuver drives and its conversion reactor. Most chief engineers can tell what is wrong with their ship just by listening to it.

FLEET MEDICAL OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	3	2	2	2	5	2	4	6

Medic 3 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Tech 2 / Body Fields / Spectral Laser / Medical Scanner / Multi Injector / Med Kit

Medical officers are fully trained doctors that can perform any form of surgery under the worst combat conditions. Medical officers take care of the physical and mental wellbeing of a ship's crew by regularly performing physical checkups and psychological profiles on every crew member aboard their assigned ship. They are responsible for diagnosing and curing alien diseases that might infect their crew.

FLEET CHIEF MEDICAL OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	4	2	3	2	6	2	4	6

Medic 4 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Tech 2 / Command 2 / Body Fields / Spectral Laser / Medical Scanner / Multi Injector / Med Kit

Chief medical officers are the head of all the medical staff aboard a Fleet ship or base. They are extremely experienced and are recognized to be master surgeons and experts in medical diagnosis. They run the sick bay aboard their ship and train all new medical officers. During a medical emergency, their command supersedes their own captain and they can relieve their captain of her duty for medical reasons.

FLEET SCIENCE OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	3	2	2	2	5	2	4	6

Science 3 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Tech 2 / Body Fields / Spectral Laser / Scanner

Science officers have all published numerous independent science articles and have dedicated their lives to discovering and understanding new cultures, lost technologies, new life forms, and unrecorded spatial phenomena. Many science officers join the Fleet for a chance to explore the undiscovered expanses of the universe to uncover their infinite mysteries. They are the first to set foot on every undiscovered planet and enter new archeological sites looking for signs of lost technology and culture.

FLEET CHIEF SCIENCE OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	4	2	3	2	6	2	4	6

Science 4 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Tech 2 / Command 2 / Body Fields / Spectral Laser / Scanner

Chief science officers are highly trained and respected researchers and scientists. They have all developed and published new scientific theories that have earned them great respect in the academic community. They are the head of their ship's science department and function as their captain's science advisor.

FLEET SECURITY OFFICER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	2	2	2	2	5	2	6	9

Fight 3 / Gun 3 / Pilot 2 / Frame 2 / Armor 2 / Tech 2 / Investigate 2 / Body Fields / Spectral Laser / Assault Laser / Scanner / Motion Detector / Restraints

Security officers maintain the internal security of their ship and protect its crew from harm. They perform police and patrol duties aboard a ship and maintain peace among

its crew. It is their job to scan all incoming cargo and equipment and give security clearance to anyone visiting their ship.

Fleet Chief of Security

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	2	2	2	2	6	2	8	12

Fight 4 / Gun 4 / Pilot 2 / Frame 2 / Armor 2 / Tech 2 / Investigate 2 / Command 2 / Body Fields / Spectral Laser / Assault Laser / Scanner / Motion Detector / Restraints

Chief security officers are in charge of the security of their ship and its crew. They maintain a constant surveillance of their ship and it is their duty to determine what situations are real threats to their ship and how to best deal with them. They must also enforce all commands of their captain aboard their ship.

Fleet Navigator

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	2	3	3	2	2	5	2	4	6

Navigator 3 / Fight 2 / Gun 2 / Pilot 2 / Frame 2 / Tech 2 / Body Fields / Spectral Laser

Navigators plot the safest and most efficient jump vectors for their ship using their intuition, knowledge, and their ship's jump computer. Candidates with sufficient Mastery potential are usually selected for navigator training. Every Fleet ship has two navigators that work together to produce the safest and most efficient jump possible. Navigators are the only members of Fleet that don't serve in Patrol but instead they navigate exploratory cruisers in the Frontier for three years before entering the Fleet.

Fleet Pilot

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	3	3	2	2	2	6	2	4	6

Pilot 3 / Frame 3 / Fight 2 / Gun 2 / Tech 2 / Body Fields / Spectral Laser / Assault Laser

Fleet pilots are trained to fly mobile frames in the defense of their ship, on reconnaissance missions, and to attack enemy capital ships, battle frames, and planetary defense forces. Pilots are selected for their piloting and targeting skills but hotshots that endanger fellow officers and civilians are not tolerated in the Fleet.

Fleet Wing Leader

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	4	4	3	3	3	8	2	4	6

Pilot 4 / Frame 4 / Fight 2 / Gun 2 / Tech 2 / Command 2 / Body Fields / Spectral Laser / Assault Laser

Wing commanders have flown hundreds of successful missions and sorties. They command all the frames on a

Fleet ship during combat and help train the rookie pilots under their command. These aces are looked up to by all other pilots aboard a ship.

Fleet Marine

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	2	2	2	2	5	2	6	9

Fight 3 / Gun 3 / Armor 3 / Pilot 2 / Frame 2 / Tech 2 / Body Fields / Combat Armor or Excaliber Power Armor / Spectral Laser / Assault Laser / Scanner

Marines are hardened combatants trained to fight in every environment and board enemy ships and assault secure installations. Marines are the special forces of the Fleet and only the finest and most hardened warriors are selected. Fleet marines are known for their bravery and total dedication to the Fleet. Marines are always the first to enter a hostile situation and always the last to leave.

Fleet Marine Captain

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	3	3	3	3	7	2	8	12

Fight 4 / Gun 4 / Armor 4 / Pilot 3 / Frame 3 / Tech 3 / Command 3 / Body Fields / Combat Armor or Excaliber Power Armor / Spectral Laser / Assault Laser / Scanner

Marine captains are hardened soldiers that have fought in almost every environment and situation imaginable. They have shown their leadership in numerous battle campaigns and have proven their tactical and strategic genius in times of great need. All Fleet marines assigned to a ship are under their command and it is their job to plan and assign marines to all combat missions.

Fleet Special Operative

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	4	4	4	4	8	2	8	12

Fight 4 / Gun 4 / Pilot 4 / Tech 4 / Armor 4 / Frame 4 / Body Fields / Combat Armor or Excaliber Power Armor / Spectral Laser / Assault Laser / Scanner

Special operatives are the most experienced and skilled marines in the Fleet and they fight alongside Legionnaires when extra team members are required to finish a difficult mission. Groups of these soldiers are often sent into Imperial space to take care of missions that are not important enough for a Strike Team to be used.

Fleet Hero

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	4	4	4	3	8	4	8	12

Fight 4 / Gun 4 / Pilot 4 / Armor 4 / Frames 4 / Tech 4 / Navigator 4 / Command 4 / Body Fields / Spectral Laser / Scanner

Fleet heros are special captains that have such creative

minds that the battle tactics that they use during combat becomes required studies for all future Fleet candidates. These men and women are the perfect leaders because they are masters of war, strategy, and diplomacy. They drive the officers around them to work harder and they are a paragon of perfection that every new recruit can use as an example to strive for.

Fleet Master

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	4	3	3	3	3	6	2	4	6

Fight 2 / Gun 2 / Pilot 2 / Tech 2 / Armor 2 / Act of Mastery 3 / Body Fields / Spectral Laser / Scanner

A few guild Masters go through Fleet training and become Fleet officers that add their special powers to their assigned battle group. Every battle fleet has at least one Master assigned to its flagship to protect the other ships from Imperial battle avatars.

> War has three parts. Planning, engagement, and learning from one's mistakes.
> Fleet Training

Fleet Vehicles

Fleet and Patrol ships and frames give the Fleet a major technological advantage over Imperial forces that has prevented the Imperium from overrunning the Republic. The Fleet's superior training and weapons has allowed these warriors to repel all Imperial attempts at full scale invasion. The following ships and frames are so advanced that only limited numbers can be constructed and maintained compared to the hordes of inferior ships and frames produced by the Imperium. The superiority of Fleet vehicles and their crews compensate for the incredible numeric disparity between Fleet and Imperial forces.

Patrol Armor and Frames

Crusader Power Armor

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	5	3	2	10	2	2	1	2/4

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	ADVANCED

2 Auto Lasers / Power Fist / Sensor 2

Crusader armor is the power armor used by Patrol forces to deal with planetary invaders and for boarding enemy ships and space derelicts. Crusader armor is not extremely powerful but when used by an experienced and skilled Patrol officer, it is a match for anything fielded by the Imperium.

Defender Mobile Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	2	5	4	2	10	5	5	3	2/4/6

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ADVANCED

2 Auto Lasers / Energy Blade / Sensor 2

Defenders are the mobile frames used by Patrol pilots to defend every system in the Republic. They are not designed for frontline combat so they are lightly armed and have minimal shielding. Patrol pilots learn to use a Defender's speed and agility to defeat more heavily armed and armored opponents. They are the perfect training frames to prepare Patrol pilots to fly the more advanced and powerful Fleet frames.

Fleet Shuttles

Interceptor Shuttle

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	4	4	2	10	10	2	2	4/8/12

CREW	TYPE	MOVE	SPECIAL
1/12	AEROSPACE	GRAV	SMART

2 Hydra Lasers / Sensor 3

Interceptor shuttles are designed to transport fleet officers between capital ships and from an orbital Fleet ship to a local world. Interceptors are used by Fleet officers to deliver landing parties on unexplored worlds and to perform scouting mission.

Dominator Battle Shuttle

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	3	2	10	30	5	2	4/8/12

CREW	TYPE	MOVE	SPECIAL
1/6	SPACE	GRAV / JUMP	SMART

2 Hydra Lasers / 2 Beam Cannons / Sensor 3

Dominators are battle transports designed to transport Fleet marines into a deadly combat zone. These shuttles are powerful troop transports and heavy weapon support platforms.

Inferno War Shuttle

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	3	2	10	10	5	2	4/8/12

CREW	TYPE	MOVE	SPECIAL
1	SPACE	GRAV / JUMP	SMART

2 Hydra Lasers / Reflex Cannon / Sensor 3

Inferno shuttles are powerful heavy siege platforms that have replaced all the passenger capacity with a massive spinal weapon designed to tear enemy capital ships apart.

FLEET ARMOR AND FRAMES

EXCALIBER POWER ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	2	6	3	2	10	10	2	1	3/6/9

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	SMART

2 STAR LASERS / 2 POWER FISTS / SENSOR 2

Excaliber armor is composed of advanced nano tech constructs making it one of the most powerful suits of power armor ever designed. This advanced battle armor makes Fleet marines deadly at long range and indestructible close combat monsters in an assault. Fleet ships carry very few marines but Excaliber armor makes them more than a match for a horde of Imperial soldiers. This armor gives each Fleet marine the power of a battle tank and makes them fast as a grav bike. Its power fists make it deadly in close combat and its star lasers allow it to decimate distant opponents.

VANGUARD MOBILE FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	8	10	3	100	15	2	3	3/6/9

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	SMART

2 STAR LASERS / ENERGY BLADE / SENSOR 5

Vanguard frames are light and extremely fast and agile so they are used by the Fleet primarily for patrol and scouting missions. Vanguards usually remain with their carrier ship to protect it from fast moving enemy drones, missiles, and battle frames. Many Fleet pilots prefer Vanguards to their larger brothers because they are so fast and agile that they are untouchable when piloted by an experienced Fleet pilot.

AVENGER MOBILE FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	6	6	6	3	100	20	5	3	5/10/15

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	SMART

2 STAR LASERS / REFLEX CANNON / ENERGY BLADE / SENSOR 5

Avengers are the most advanced and expensive mass produced frames in known space. Advanced nano tech is used to produce this powerful and agile fighting machine with its ultra compact body design. Avenger frames use their beam weapons to weaken a target and then move in for the kill with its energy blade. Avengers have the perfect balance of speed and power allowing a Fleet pilot to dominate the modern battlefield.

CHAMPION MOBILE FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
8	4	5	5	3	100	50	5	3	10/20/30

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	SMART

2 STAR LASERS / 2 REFLEX CANNONS / 2 ENERGY BLADES / SENSOR 5

Champion battle frames are Fleet's heavy assault frames designed to engage and destroy enemy capital ships. It uses its speed and agility to maneuver toward a target while it dissects it with its powerful beam weapons. Champions are also feared in close combat because of their speed and powerful energy blades. They are slower than other Fleet frames but no other frame can deal and absorb more damage.

WITH PROPER TRAINING AND PRACTICE A VEHICLE CAN BECOME AN EXTENSION OF A WARRIOR. FRAMES ARE ONLY A TOOL, YOU ARE THE TRUE WEAPON.
FLEET TRAINING

FLEET FRAME OPTIONS

Frame options provide Fleet frames with extra thrust, sensors, defense, and firepower allowing them to be quickly modified to best suit their current mission objectives. These modular systems can be attached by Fleet technicians within minutes and jettisoned at any time by a pilot. The ejected systems are reclaimed by recovery drones for reuse at the conclusion of a successful battle. Any option installed on a Fleet frame reduces its Speed by half rounding up. Two options on a frame reduces its Speed by three fourths. Three or more options installed on a frame reduces its Speed to one. A mobile frame can spend an Action to eject one or all installed options to discard their specials and modifiers.

STRONGHOLD BODY ARMOR

This optional armor is installed on missions where defense is more important than speed such as patrol missions and the defense of friendly planets or battle stations. It can be ejected if a frame ever requires a boost of speed or if the armor becomes severely damaged. A Fleet frame with this option installed doubles its Armor rating.

MAELSTROM SCATTER PACK

Scatter packs are micro missile launchers attached all over the surface of a frame. They allow a frame to saturate an enemy target with a barrage of missiles before engaging with it. Once these missile launchers are empty, the frame discards them and engages the weakened enemy. It

is standard practice to equip every active Fleet frame in a battle group with maelstroms. Once all frames have been deployed, they simultaneously unleash their missiles in a massive wave of destruction. The empty scatter packs are then ejected and the mobile frames engage the enemy. A maelstrom pack provides a frame with ten Plasma Missiles.

PEGASUS FAST PACK

These conversion boosters can be attached to any Fleet frame to greatly increase its thrust for a short period of time. Fast packs provide a frame with sudden bursts of speed. A frame with a Pegasus pack has three burst tokens. A burst token can be used to triple a frame's Speed for one combat turn. Multiple burst tokens can be used in a single turn.

REAPER ASSAULT PACK

The Reaper is a massive beam rifle attached to a power source and targeting system. Reaper packs convert any Fleet frame into a heavy support weapon powerful enough to destroy a capital ship. Assault packs are extremely heavy so they are usually discarded once they have been damaged or when enemy frames engage the equipped frame. Reaper packs are usually installed for raids on enemy planets and space stations. A reaper pack provides a frame with a Reflex Cannon.

AURORA SHIELD PACK

The aurora shield pack is a massive power source and shield generator. When a fleet frame has this pack installed, its Shield rating is doubled.

FREEDOM FOR ALL!

FLEET BATTLE CRY

PATROL CAPITAL SHIPS

PEACE PATROL CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	6	2	2	1000	5	2	4	4/6/8

CREW	TYPE	MOVE	SPECIAL
5/5	SPACE	GRAV / JUMP	ADVANCED / CARRIER 3

2 Hydra Lasers / Beam Cannon / Sensor 2

Peace patrol cruisers are used by Patrol to defend every Republic world. They are used to patrol, scout, and defend all sectors of Republic space freeing up Fleet ships to fight the war with the Imperium. Peace cruisers are the final training ground for every Fleet officer and these small ships teach their crews to work together in order to survive and defeat any opponent.

FLEET CAPITAL SHIPS

UNITY DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	8	8	3	1000	20	10	6	6/9/12

CREW	TYPE	MOVE	SPECIAL
10	SPACE	GRAV / JUMP	SMART / ESCORT / CARRIER 5

4 Hydra Lasers / 2 Beam Cannons / 10 Plasma Missiles / Reflex Cannon / Sensor 5

Unity destroyers are extremely fast and their spinal weapon and missiles racks make them devastating at long range. They are designed to escort larger Fleet capital ships but a battle group of these destroyers is more than a match for a battle group of Imperial battleships. Their agility allows them to constantly maneuver so that their spinal weapon is always just in range of their enemies. These small capital ships are always fielded in battle groups of three. They use their speed, maneuverability, and long range firepower to decimate enemy fleet formations.

INDEPENDENCE HEAVY CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	6	6	4	1000	30	15	6	10/15/20

CREW	TYPE	MOVE	SPECIAL
50	SPACE	GRAV / JUMP	SMART / CARRIER 20

10 Hydra Lasers / 4 Beam Cannons / 20 Plasma Missiles / Reflex Cannon / Sensor 10

This heavy cruiser makes up the core of any Fleet battle group. Its powerful weaponry and heavy shielding make it deadly in combat and difficult to destroy. This ship is known as a mobile assault platform because it carries a large compliment of mobile frames and has incredible long range firepower allowing it to tear Imperial ships apart before they can even engage. Independence cruisers act as command ships for smaller battle fleets.

FREEDOM BATTLE CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	6	6	3	1000	50	15	8	10/15/20

CREW	TYPE	MOVE	SPECIAL
50	SPACE	GRAV / JUMP	SMART / CARRIER 10

10 Hydra Lasers / 6 Beam Cannons / 20 Plasma Missiles / Hyperwave Cannon / Sensor 15

Freedom cruisers are the Fleet's newest battleship and they are one of the most advanced ships in known space. They are designed to destroy dreadnoughts, base stations, and planetary fortifications on their own. They use their hyperwave spinal weapon to destroy anything within its range or their massive array of laser banks to tear enemy ships or battle stations apart at close range.

Liberty Dreadnought

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	5	6	5	1000	100	20	10	20/40/60/80

Crew	Type	Move	Special
300	Space	Grav / Jump	Smart / Carrier 40

20 Hydra Lasers / 20 Beam Cannons / 100 Plasma Missiles / Hyperwave Cannon / Sensor 30

Liberty dreadnoughts act as a powerful flagship for an entire Fleet battle fleet. It hyperwave cannon can destroy a heavy cruiser with a single shot. Its assault laser batteries allow it to engage and destroy an entire enemy battle group by itself.

Independence Battleship

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	4	6	12	1000	200	50	11	30/60/90/120

Crew	Type	Move	Special
500	Space	Grav / Jump	Smart / Carrier 60

30 Hydra Lasers / 30 Beam Cannons / 150 Plasma Missiles / 2 Reflex Cannons / Hyperwave Cannons / Sensor 30

Independence battleships are the most powerful ship built by the Fleet but they are so expensive to manufacture that their is only one active Independence in every sector of Republic space so the loss of one would be a true disaster.

Justice Fleet Carrier

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	4	8	1000	200	50	12	40/80/120/160

Crew	Type	Move	Special
1000	Space	Grav / Jump	Smart / Carrier 200

20 Hydra Lasers / 10 Beam Cannons / 50 Plasma Missiles / Command 5 / Sensor 20

The Justice fleet carrier is the largest ship produced by the Fleet. It is the primary command ship of every Fleet armada and it is every Fleet admiral's flagship. Its lack of heavy firepower is compensated by its massive compliment of mobile frames that it can use to dominate a battlefield. This swarm of powerful frames can destroy weaker capital ships and harass more powerful ships making them easy kills for other Fleet ships.

We have already inserted over seven hundred armed freedom fighters into the Quirm region of Aflapo III. Tomorrow we will begin the final assault by dropping an entire marine battalion into the region to help capture the capital. Once the people of Aflapo III are free, the entire system will be accepted into the Republic.

General Cedle

Fleet Stations

Union Command Station

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
1	2	0	10	1000	500	50	12

Structure	Crew	Type	Move
60/90/120	100/1000	Space	Stationary

Special
Smart / Repair 5 / Carrier 100

20 Hydra Lasers / 10 Beam Cannons / Command 5 / Sensor 20

Union command stations are built in every sector of Republic space and they act as the central command station for all local Fleet forces. These massive space control stations act as a resupply and repair station for all Fleet ships stationed within their sector. Union stations are also the local Fleet training academy for all the worlds in its sector.

Harmony Battle Station

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
1	2	0	4	1000	100	10	8

Structure	Crew	Type	Move
30/40/60	10/50	Space	Stationary

Special
Smart / Repair 2 / Carrier 20

10 Hydra Lasers / 5 Beam Cannons / Command 2 / Sensor 10

Harmony battle stations defend every Republic core system. They provide a great sense of security to the citizens of these systems because of their powerful armament and large compliment of mobile frames. Rookie Fleet pilots are stationed here for their final training before being sent to the frontlines of the war with the Imperium.

Castle Defense Platform

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
1	2	0	4	100	30	10	4	10/20/30

Crew	Type	Move	Special
1	Space	Stationary	Smart / Cloak

4 Hydra Lasers / 4 Beam Cannons / Sensor 2

Castle stations are towed by Fleet ships to support the defensive lines of any battlefield were intense combat is expected. These highly automated weapon platforms can be operated by a single Fleet officer and they have the firepower of a heavy cruiser. Castles remain cloaked until the enemy closes into kill range and then they unleash death upon them.

Frontal attacks are for the stupid or insane. There is great honor in stealth and strategy.

Fleet Training

FLEET SUPPORT DRONES

Every Fleet capital ship and mobile frame is assigned a compliment of semi-sentient support drones that depends on the unit's current mission. Weapon drones can be used to intercept incoming missiles and battle frames or break through an enemy's battle lines. Heavy support drones can disrupt enemy fleet formations and pick off an opponent's command and support units. Missile drones allow a Fleet battle force to saturate enemy forces with a swarm of missiles before engaging the enemy. Shield drones protect a ship or frame from enemy fire greatly increasing its survivability. Recon drones are perfect for analyzing a battlefield to determine an opponent's strengths and weaknesses before engaging an enemy.

LIGHTNING FIRE DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	10	2	2	2/4

TYPE	MOVE
ROBOT: DRONE	GRAV

HYDRA LASER

Broadswords are the standard fire support drones used by the Fleet. They are designed to lay down a blanket of suppressive fire to repel enemy missiles and keep enemy frames from closing into close combat range. It is standard Fleet procedure, for a wall of broadswords to charge forward with Fleet forces moving in from behind.

TORNADO ASSAULT DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	10	2	2	2/4

TYPE	MOVE
ROBOT: DRONE	GRAV

3 AUTO LASERS

These massive drones use their auto laser arrays to tear apart enemy missiles or frames threatening their command ship or frame. They are primarily used for defense but they can obliterate capital ships and frames at close range. Tornados stay close to their command frame or ship providing perimeter defense.

MINOTAUR SIEGE DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	15	5	3	4/8

TYPE	MOVE
ROBOT: DRONE	GRAV

2 BEAM CANNONS

Siege drones are heavy support weapon platforms designed to destroy enemy targets at long range. These massive drones are used to knockdown the shields of a capital ship or annihilate battle frames but they are also used to remotely bombard a planet or space station.

WHIRLWIND SCATTER DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	10	2	2	2/4

TYPE	MOVE
ROBOT: DRONE	GRAV

10 PLASMA MISSILES

Whirlwinds are mobile missile platforms that fire their payload of missiles and then fall back to reload. Scatter drones are often left unused during a battle to provide a surprise attack for anything attempting to move into close combat range.

PROTECTOR SHIELD DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	10	2	2	2/4

TYPE	MOVE	SPECIAL
ROBOT: DRONE	GRAV	ESCORT

Protectors are designed to defend Fleet frames by absorbing and deflecting enemy fire. They are very agile and their massive shields can deflect large amounts of enemy fire. Shield drones are usually used to protect command ships, supply freighters, and ships carrying important people or cargo.

INFILTRATOR RECON DRONE

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	5	4	2	100	10	2	2	2/4

TYPE	MOVE
ROBOT: DRONE	GRAV

LASER 1 / SENSOR 1

Infiltrators provide Fleet frames with long range reconnaissance and mine sweeping capabilities. Recon drones perform deep reconnaissance and surveillance in dangerous environments including combat zones or near unknown spatial anomalies. Recon drones are also used to explore new planets and perform scientific survey of spatial bodies. Infiltrators can also guide missiles to targets at extremely long range.

MISSILES CAN EASILY BE DODGED SO THEY SHOULD BE USED TO WEAKEN AN OPPONENT'S POSITION AND MASK THE TRUE ATTACK OF A WARRIOR.

FLEET TRAINING

REPUBLIC FACTIONS

The following Republic factions are not a complete list so only the largest factions with at least a few hundred populated worlds are listed. These are not necessarily the most powerful Republic factions but they are common allies that will join forces with your Strike Team during their missions.

ARAYAN COMMONWEALTH

Arayan have a closed society so no outsider will ever be found aboard an Arayan starship. Arayan females must command all military forces so the Arayan only manufacture massive battleships with thousands of male crew members lead by a single Dominatrix. In ground combat, Arayan swarm their enemy with masses of terminators supported by a command group of female executioners.

ARAYAN TERMINATOR

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	3	2	2	3	2	5	2	12	18

FIGHT 3 / GUN 3 / PILOT 2 / ARMOR 2 / NIGHT VISION / TOUGH

Terminators are the male soldiers that act as shock troopers for the Arayan Commonwealth. These massive warriors are selected as young girls for their incredible strength and endurance. Arayan society is segregated by gender so terminators can only be male and they are always lead by an executioner commander.

ARAYAN EXECUTIONER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	3	3	3	3	7	3	8	12

FIGHT 4 / GUN 4 / ARMOR 3 / COMMAND 3 / NIGHT VISION / TOUGH

Executioners are the elite Arayan female warriors, who are well known for their ruthlessness and bravery in battle. They are selected when they are young for their superior reaction time and tactical genius. Arayan society is segregated by gender so executioners can only be female and they command all Arayan military forces.

PHALANX ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	2	4	2	2	10	10	10	1	3/6/9

CREW	TYPE	MOVE
1	ARMOR	GRAV / WALK

2 LASERS / 2 POWER FISTS / SENSOR 1

Phalanx armor is the massive and heavily armored suits worn by Arayan male warriors. Phalanxes are extremely well armored and shielded but they lack speed and agility. This power armor is designed for deadly close combat where Arayans excel. Their dual power fists allow them to obliterate their enemies in close combat so a squad of Phalanxes can tear apart a light battle frame in a few seconds. Terminator squads rush the enemy's frontlines while Executioners lay down suppressive fire.

ADEPT ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	4	6	4	3	10	15	2	1	2/4/6

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	FAST / COMMAND 2

2 BEAM CANNONS / ENERGY BLADE / SENSOR 3

Adept armor is built for speed and fire superiority. It is designed to command and support the masses of terminators that make up the bulk of Arayan ground forces. Female Arayan warriors are one of the most dangerous and feared combatants in known space because of their legendary ferocity and total commitment to victory that has been taught to them since birth.

DOMINATOR BATTLE BARGE

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	3	2	15	1000	200	50	12	40/80/120

CREW	TYPE	MOVE
2000	SPACE	GRAV / JUMP

20 LASERS / 10 BEAM CANNONS / REFLEX CANNON / SENSOR 10

These massive battleships are the only starcraft that the Arayan Commonwealth produces because these titanic ships allow a single female commander to control an immense amount of firepower. These leviathans give the Arayan people a great sense of security because of their incredible armament and almost impenetrable defenses. The Dominator's primary drawback is that its immense size makes it slow and ponderous.

CHEDEN COLLECTIVE

The Cheden Collective have mastered the use of defensive shields that has allowed them to produce fleets of the hardest capital ships in the universe. Cheden ships join many Fleet battle groups and they take the point so that they can use their defensive shields to absorb the brunt of enemy fire. They have kept their energy field technology a secret even from other Republic factions in fear that the Imperium might ever discover it. Cheden scientists developed all the shield technology used in Legion vehicles and personal defense systems.

Fortress War Destroyer

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
6	7	5	3	1000	100	10	5	10/20

Crew	Type	Move
50	Space	Grav / Jump

4 Burst Lasers / Plasma Cannon / Sensor 2

Fortress war destroyers are the most powerful ships in their class because they can absorb as much damage as an opponent's battleship. They can fight their way into the midst of an enemy's fleet formation allowing them to shred an opponent's forces apart from within.

Stronghold War Cruiser

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	6	4	8	1000	300	20	8	30/60

Crew	Type	Move
400	Space	Grav / Jump

6 Burst Lasers / 4 Plasma Cannon / Sensor 6

Stronghold cruisers have shields that are almost ten times as powerful as other ships in their class giving them incredible survivability. Strongholds use their powerful defenses to get into close range where they can unleash their plasma weapon arrays.

Castle Battleship

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	6	4	12	1000	1000	20	10	100/200

Crew	Type	Move	Special
800	Space	Grav / Jump	Command 3

12 Burst Lasers / 4 Plasma Cannons / Reflex Cannon / Sensor 12

These huge warships have the most powerful defensive shields of any capital ship in the universe and they use their incredible defensive screens to move into kill range and tear apart their enemies. Castle battleships are almost impossible to destroy without the concentrated fire of an entire battle group of heavy cruisers.

Draken Coalition

Draken are a warrior race so the Coalition has the largest standing defense fleets in the Star Republic and they are constantly sending expeditionary fleets to the frontlines of the war with the Imperium so that their warriors can prove themselves in battle. Draken ships are always welcome to join a Fleet defense fleet because they are valiant warriors willing to charge into battle no matter what the odds so that they can prove themselves. Draken are a proud warrior race so they will never retreat no matter what the odds.

Draken Immortal

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	4	4	3	3	3	6	3	6	6

Frame 4 / Fight 3 / Gun 3 / Pilot 3 / Tech 2 / Flight / Natural Weapons / Spectral Laser

Draken are incredible frame pilots because of their engineered reflexes and spatial perception and the immortals are the best pilots that the Draken have to offer. Draken were engineered for war and an immortal's love of battle is clear as she tears apart the battlefield with her powerful war frame.

Sentinel War Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	4	6	6	3	100	20	5	3	10/20/30

Crew	Type	Move	Special
1	Frame	Grav / Walk	Smart

Burst Lasers / Pulse Cannon / Energy Blade / Sensor 3

Sentinel frames are used by the Draken for fleet support and battlefield superiority. Sentinel frames are extremely fast and they have a large assortment of weapons. They are designed to defend their carrier ship from enemy frames and missiles.

Ascension War Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
6	4	6	2	2	1000	20	5	4	5/10/15

Crew	Type	Move	Special
1	Frame	Grav / Walk	Smart

2 Pulse Cannons / 2 Energy Blades / Sensor 6

Draken make incredible frame pilots and the Ascension frame is one of the deadliest weapons on the modern battlefield when piloted by an experienced Draken pilot. These massive frames are perfect for hunting down and destroying enemy capital ships.

Wyvern Battle Destroyer

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
6	6	4	3	1000	10	5	6	10/20

Crew	Type	Move	Special
10	Space	Grav / Jump	Smart / Carrier 5

4 Lasers / Beam Cannon / Sensor 3

Draken fleet formations utilize a large number of Wyverns supported by a few larger capital ships. This tactic allows many warriors to prove themselves in battle. A large battle group of Wyvern in hunting formation can easily tear apart enemy ships with their concentrated fire. These fast battle destroyers fight alongside their deployed battle frames because the Draken are masters of swarm tactics.

Dragon Battle Cruiser

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	4	4	4	1000	50	10	8	15/30/45

Crew	Type	Move		Special
50	Space	Grav / Jump		Smart / Carrier 20

10 Lasers / 5 Beam Cannons / Sensor 5

Dragon cruisers are deadly capital ships designed to support a Wyvern battle formation. They provide excellent long range support fire and command electronics so they are commonly used to command expeditionary fleets. Dragons fight alongside their war frames in order to rush their enemies.

Raptor Dreadnought

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	4	2	8	1000	150	50	10	20/40/60/80

Crew	Type	Move		Special
200	Space	Grav / Jump		Smart / Carrier 50

20 Lasers / 15 Beam Cannons / Sensor 20

Raptors act as the command ship for any Draken defense fleet. The mighty Raptor can flood a battlefield with frames and provide electronic warfare support for an entire fleet. Raptors are gigantic battleships that are limited by their lack of speed that prevents them from joining a glorious battle charge.

Eleden Warden

The Eleden Warden use sentient frames to protect their worlds and they use simple automated cargo freighters to move these sentient frames into battle. These frames use advanced repair nano tech making them resistant to incredible amounts of damage. The Eleden have developed advanced battle Mind systems that have freed their people from the pain of war. Eleden frames fight in pairs so that one frame can perform repairs while the other frame fights. This battle twins technique makes Eleden frames impossible defeat without a full frontal assault.

Fury Sentient Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	5	6	6	4	100	20	10	3	10/20/30

INT	Type	Move		Special
5	Robot: Frame	Grav / Walk		Nano Repair 6

Burst Laser / Plasma Cannon / Power Blade / Sensor 3

Fury frames have an advanced Mind system that makes them lightning fast combat monsters that can decimate hordes of enemy frames up close. Their nano tech repair systems make them almost impossible to destroy. Fury frames are always fielded in pairs so that one frame can repair itself while the other Fury defends it.

Rage Sentient Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
8	4	6	4	4	1000	15	5	5	5/10/15

INT	Type	Move		Special
5	Robot: Frame	Grav / Walk		Nano Repair 6

Burst Laser / Plasma Projector / Power Blade / Sensor 3

Rage frames are huge sentient machines that have weapons powerful enough to tear apart enemy frames and capital ships. These support frames are slower than a Fury frame but their firepower more than makes up for this limitation. They also have a nano tech repair system that makes them nearly indestructible.

Federation of Terra

The Federation was formed from the descendants of the Old Empire. They grew into a powerful star empire that has turned away from the ideals of that ancient society but maintained their love of science and technology. These people discovered along time ago the genetic manipulations required for near immortality that they have engineered into their genomes. This perfect immortality process was lost during the Eternal Night but their descendants have spread over hundreds of worlds so they have strict breeding rules to prevent over population from occurring on these worlds.

Anyone that does not want to follow these strict reproductive rules can leave the Federation and have a family. Terrans always have trouble living with other societies because they never grow old and other people become suspicious and jealous of their gift over time. Terrans have become masters of bio science so every form of technology on their worlds is organic. They are master genengineers so they rush to any planet wide pandemic to help cure any disease that threatens the Republic.

X-32 Bioship

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	5	4	8	1000	20	10	7	6/12/18

Crew	Type	Move		Special
1	Space	Grav / Jump		Smart / Warp Field / Living

10 Lasers / 2 Quantum Cannons / Sensor 12

The X-32 is the latest generation of their bioship design. It is an almost perfect fighting machine that only requires a single pilot to merge with it to create one of the most powerful war machines in the universe. Its ability to self repair and acquire resources from almost any biological source makes it versatile and the perfect weapon to counterstrike into enemy territories. Many of the internal systems of a Strike Cruiser are based on this advanced living ship design.

FREE TRADE ALLIANCE

The Free Trade Alliance started out as an ancient human only government focused on trade and profit but it has evolved into a diverse powerhouse that encompasses every sentient race in the universe. Their core belief is "Profit is the purpose of all actions." The Alliance has no racial bias because they believe that the most qualified person will always rise to the top in any transaction. The Alliance has helped push the Republic forward because they compete with every other faction in the Republic for political and economic dominance so no culture that wants to survive can sit still with the Trade Alliance breathing down their necks.

The Free Trade Alliance is composed of a few hundred core worlds in the Star Republic but they have colonized thousands of Frontier worlds and have hundreds of space colonies all over the universe. The Alliance can be found anywhere that a profit can be made and resources can be gathered. Alliance trade caravans cross the universe protected by a few manned Free Trade battleships filled with drone frames but most of their fleets are composed of drone cargo transports and drone destroyers.

FORTUNE TRADE CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	4	8	1000	50	10	7	6/12/18

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	CARGO 3 / CARRIER 30

10 LASERS / 4 LINEAR CANNONS / SENSOR 12

These massive warships defend their armadas of drone freighters loaded with trade goods. These ships help deliver all the alien goods and scarce resources to every corner of Republic and Frontier space. As a Trade Master grows in wealth and power, her ship becomes more advanced and it gains more powerful weapons and defensive upgrades after each delivery.

DESTINY DRONE FRAME

STR	AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE
2	3	4	5	3	2	100	10	2	3

STRUCTURE	TYPE	MOVE
5/10	ROBOT: FRAME	GRAV / WALK

2 LASERS

These robot frames are designed to protect Alliance freighter caravans and to patrol the area in front of their fleet looking for enemy traps and spatial dangers. A Fortune cruiser is filled with Destiny frames and it acts as a command node for all drones in a trade caravan so if the ship is destroyed, the frames deactivate.

KISMET DRONE DESTROYER

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	4	6	6	3	100	10	5	6	20/40

TYPE	MOVE	SPECIAL
ROBOT: SPACE	GRAV / JUMP	CARRIER 10

4 LASERS / 2 BEAM CANNONS / SENSOR 3

Kismet destroyers are automated drone frame carriers that provide extra firepower to a trade caravan. The more powerful a master trader, the greater his number of Kismet destroyers.

PROVIDENCE DRONE FREIGHTER

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	4	3	2	100	10	10	8	10/20

TYPE	MOVE	SPECIAL
ROBOT: SPACE	GRAV / JUMP	CARGO 10

2 LASERS

These automated freighters are filled with all the goods that a master trader has negotiated for from all over the universe. The sight of an Alliance trade caravan is a joy to any Republic world because they are always packed with new and rare wonders from all over the universe.

FERMORIN SANCTUARY

The Fermorin detest war because any act of violence causes their people to revert back to their ancient war like origins. A few Fermorin choose to embrace their warrior nature to become a dark warrior that live to fight and destroy to defend their people. These warrior lunatics are dumped onto a battlefield to destroy any enemy that stand in their way. Dark warriors love violence and slaughter so their frames and power armor use loud and fearsome weapons, which drives them to incredible acts of bloodshed and murder.

FERMORIN DARK WARRIOR

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	4	4	6	6	9	4	12	18

FIGHT 6 / GUN 6 / ARMOR 4 / FRAME 4 / TARGET 4 / ARMOR ARTS / BERSERK RAGE / SYNCH / WARRIOR

These Fermorin have failed to control their true nature and have accepted their inner desire for war to become the defenders of their people. These warriors are masters of armor and frame combat allowing them to dominate any combat environment. The more a Fermorin fights, the more they revert back to their feral warrior state meaning that these warriors can never rejoin Fermorin society. They must spend the rest of their lives killing and fighting, which is fine with them.

COBRA POWER ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
10	3	6	3	3	10	20	10	1	10/20

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	ASSAULT / FAST

MACRO CANNON / INFERNO CANNON / 2 POWER CLAWS

Cobra power armor has huge hand blades and brutal weapons designed to tear an enemy apart to satiate a dark warrior's desire for bloody combat. Each dark warrior attempts to best each other during a battle to see which one of them can perform the most gruesome kill or tear apart the most opponents.

VIPER BATTLE FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
10	3	6	2	2	1000	30	10	4	20/40

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ASSAULT / FAST

MACRO CANNON / INFERNO CANNON / 2 POWER CLAWS

Viper frames are designed for up close brutal combat that dark warriors enjoy and that pushes them to greater feats of mass destruction. Their weapons are designed to produce as much noise and smoke as possible to create a devastated battlefield that allows a dark warrior to feel right at home.

PYTHON CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	2	3	2	1000	5	5	4	5/10

CREW	TYPE	MOVE	SPECIAL
100	SPACE	GRAV / JUMP	CARRIER 20

2 LASER

Python carriers are crewed by normal Fermorin to transport their dark warrior brothers to the battlefield. Python carriers simply drop off their host of Viper frames and retreat to watch the destruction from a safe distance. Python carriers have a civilian crew so they only use a single die for all combat tests.

GRANK FEDERATION

Grank homeworlds are filled with underground networks connecting their independent subterranean city states. Each of these underground arcologies is an independent government but they all pool their resources together to create small fleets to defend their worlds. Granks do not have a ground based army but their underground labyrinths are filled with deadly traps. If enemies ever invade their cities, Grank workers defend their people using their powerful mining machines so they operate using Armor or Frame dice pools with only one die.

EXCAVATOR ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	2	6	3	2	10	2	10	1	3/6

CREW	TYPE	MOVE
1	ARMOR	GRAV / WALK

HYPER DRILL / POWER DRIVER

Excavator armor is used by Grank engineers for mining and excavation work but it can be used in close combat when a Grank's underground home network is attacked. Their fusion cutter and power drill are designed for mining operations but work as deadly power weapons in an emergency.

DEMOLISHER FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
10	2	3	1	2	100	20	3	3	10/20

CREW	TYPE	MOVE
1	FRAME	GRAV / WALK

HYPER DRILL / POWER DRIVER

Demolishers are mining frames but in the defense of their people, they can be used as powerful close combat monsters. These massive machines are deadly when they fight in the cramped labyrinths of their subterranean tunnels. They are slow and cumbersome but their mining equipment can be used as powerful melee weapons.

LOKI ASSAULT DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	6	6	4	1000	20	5	6	10/20/30

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	ASSAULT / BURST 3

2 PULSE CANNON / FUSION CANNON / SENSOR 2

Grank are masters of fusion and plasma weaponry so the Loki has been designed to be lightning fast in order to quickly get into optimal firing range of its deadly assault weapons.

THOR ASSAULT CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	6	6	1000	100	10	8	20/40/60

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	ASSAULT / BURST 3

4 PULSE CANNON / 4 FUSION CANNON / SENSOR 6

Grank assault fleets rush into an enemy's fleet formation to tear enemy ships apart with their powerful heat weapons so this massive battle cruiser has been designed to be fast and highly maneuverable to quickly reach kill range with its opponent. The Grank rush into battle knowing that if they can get close enough to their enemy, they will win.

ODIN BATTLESHIP

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	4	6	12	1000	300	100	12	40/80/120/160

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	ASSAULT / BURST 3 / COMMAND 2

10 PULSE CANNON / 8 FUSION CANNON / SENSOR 2

The Odin is a massive dreadnought designed to be fast enough to keep up with its fast moving fleet so that they can quickly close in with an enemy fleet and tear them apart with their plasma and fusion weapons.

GUARDIAN PLANETARY DEFENSE

Guardians do not have a standing army because each of their core worlds is protected inside a pocket universe that is made stable using ancient Mastery artifacts. A few powerful Masters train to defend their worlds just in case an enemy breaks through these defenses. They are known as defenders and they spend their entire lives training to protect their fellow Guardians in case of an Imperial or alien invasion. These defenders must also hunt down and destroy any Guardians that follow the path of darkness even if these people are their friends and family.

GUARDIAN DEFENDER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	5	5	5	5	6	7	3	4	6

ENLIGHTENMENT 4 / ACT OF MASTERY 6

A few individuals on every Guardian homeworld are selected to join the ancient tradition of the Defenders. They train their entire lives in the art of war and dedicate themselves to fighting the enemies of their people. The chance of invasion is extremely small but these warriors must also hunt down and destroy the few Guardians on their world that have become corrupt and moved to the side of darkness.

HETOCHI DOMINION

The Hetochi are a completely psionic race that allows their ship crews to join their minds together and create a super efficient group mind to control their ship. Their fleets of uber spacecraft are unbeatable because they seem to read the minds of their enemies and their ships always seems to be in the right place at the right time. Hitochi always act as one so their ships move with the efficiency and power of a living organism. All the ships in a Hetochi fleet are psychically linked allowing them move as one. Hetochi ships take all tests with a four dice pool and all Hitochi ships in the same fleet can donate Actions to each other.

SPIDER DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	7	6	6	1000	30	10	4	10/20/30

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	PSYCHER

4 LASER / ANNIHILATION CANNON / SENSOR 2

The Spider is an advanced war destroyer and its crew of space form Hetochi join their minds together to create a super organism to control it with incredible efficiency. Even these small Hetochi ships have a spinal weapon making them extremely deadly at long range.

TARANTULA CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	5	12	1000	75	20	6	20/40/60/80

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	PSYCHER

8 LASER / 2 QUANTUM CANNONS / SENSOR 4

This war cruiser has a powerful dual spinal weapon making it a deadly support ship. Tarantulas are one of the most powerful heavy cruisers in the universe because they can destroy an enemy cruiser with a single alpha strike while remaining almost invisible to its enemies.

ARACHNID DREADNOUGHT

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	4	20	1000	150	50	9	50/100/150/200

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	PSYCHER

20 LASER / 2 QUANTUM CANNONS / COMMAND 6 / SENSOR 8

An Arachnid dreadnought has quad spinal weapons allowing it to tear multiple enemy cruisers apart with a single volley. They combine incredible power, advanced command electronics, and a powerful group mind that makes them one of the deadliest battleships in the universe. Arachnids act as the command ship in a Hitochi battle fleet and they form a group consciousness between all the other ships in their fleet.

INATION STAR EMPIRE

The Ination have spent millennia fighting undersea battles so their minds have developed true multi dimensional perception and strategies. They have the most feared battle fleets in the universe because when they are lead by an experienced grand admiral, they become almost unbeatable. They use five dice for all tests in space combat and their racial advantage allows them to reroll all Navigator dice pools. The interior of Ination ships are completely filled with water to deter enemy assaults.

DOOMSDAY DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	7	6	6	1000	30	10	4	10/20/30

CREW	TYPE	MOVE		SPECIAL
1000	SPACE	GRAV / JUMP		ESCORT / SENSOR MATRIX

6 LASER / SENSOR 2

Doomsday destroyers are light battle escorts but the incredible fighting skills of Ination captains and navigators make them deadly when they perform their perfectly coordinated attack formations.

ARMAGEDDON CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	6	12	1000	75	20	8	20/40/60/80

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	SENSOR MATRIX

10 LASER / REFLEX CANNON / SENSOR 6

Armageddon cruisers are very good capital ships but they are one of the most feared ships in their class because of the Ination's incredible skills at space combat. Their incredible speed and powerful spinal weapon allows an Armageddon to defeat most enemy cruisers with little effort.

JUDGMENT DREADNOUGHT

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	6	6	20	1000	150	50	11	50/100/150/200

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	SENSOR MATRIX

20 LASER / HYPERWAVE CANNON / COMMAND 5 / SENSOR 20

Judgment dreadnoughts are extremely fast and agile for their immense size. They can easily keep up with the other ships in their fleet allowing Ination admirals to use elaborate battle formations and tactics to outmaneuver and defeat Imperial fleets with ease.

KAFRIN ALLIANCE

Each Kafrin clan produces their own clan battle fleet but they join together in times of war to create massive war parties to attack their enemies and defend their homeworlds. These clan fleets are constantly at war with each other but when an external enemy presents itself, the clans forget their difference in order to crush their enemy.

KAFRIN RIP CLAW

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	2	3	3	6	3	6	9

FIGHT 3 / GUN 3 / PILOT 3 / FRAME 3 / NATURAL WEAPONS / SPECTRAL LASER

These warriors are the elite pilots of the Kafrin Alliance. They are the product of a thousand successful raids and skirmishes that have forged them into battle hardened and fearless warriors. They are the pride of every clan and every Kafrin child dreams of becoming a rip claw after they have proven themselves in battle.

PREDATOR BATTLE FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	3	6	6	3	100	50	10	3	5/10/15

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ADVANCED / FRACTAL SHIELDS

2 BEAM CANNONS / 2 POWER CLAWS / SENSOR 2

Predator frames were designed by the Kafrin to be the perfect balance of speed and power. The Kafrin's natural love for speed and grace is exemplified in this exceptional frame design. Its primary strategy is to weaken its opponents with its long range beam weapons and then move into close combat to finish its opponent off with its power claws. Kafrin pilots are trained to stay in constant motion using their incredible speed and maneuverability to avoid enemy fire as they slowly pick their enemies apart with their long range weapons as they prepare for the final killing blow.

SABERTOOTH CApital FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
8	6	6	6	3	100	100	5	4	10/20/30

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ADVANCED / FRACTAL SHIELDS

2 BEAM CANNONS / 2 POWER CLAWS / SENSOR 3

Sabertooth frames are massive battle machines but they are still fast and agile. To increase its speed, Kafrin engineers have stripped away the heavy armor found in other frames in its class. Instead they have been equipped with powerful shields and a mega drive. Even with its limited armor, the Sabertooth is still considered to be one of the best capital frames in production because of its great speed and powerful shielding that allows it to quickly move into close combat range to tear its opponents apart.

TIGER LIGHT CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	2	4	1000	20	5	7	10/20/30

CREW	TYPE	MOVE	SPECIAL
100	SPACE	GRAV / JUMP	ADVANCED / CARRIER 15

4 AUTO LASERS / 2 BEAM CANNONS / SENSOR 3

Kafrin fleet tactics relies on waves of powerful frames to destroy an enemy so all their spacecraft are designed to carry and support these battles frames. Tigers are fast and light so that they can quickly deliver their frames into the midst or behind an enemy fleet formation.

LION HEAVY CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	2	8	1000	60	10	9	30/60/90

CREW	TYPE	MOVE	SPECIAL
500	SPACE	GRAV / JUMP	ADVANCED / CARRIER 30

6 AUTO LASERS / 4 BEAM CANNONS / REFLEX CANNON / SENSOR 6

Lion carriers are designed to carry an immense payload of frames and provide long range support with its powerful spinal weapon. Kafrin are speed freaks so this massive ship is designed to outmaneuver all other ship in its class.

PUMA FLEET CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
2	4	2	20	1000	300	20	12	40/80/120/160

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	ADVANCED / CARRIER 120

12 AUTO LASERS / 8 BEAM CANNONS / SENSOR 20

These massive carriers have limited weapon systems but the Puma carries an entire battalion of frames and has a powerful electronic warfare system designed to support and enhance the waves of battle frames that it sends at its enemies. Pumas are used as flagships by every clan War Chief and it is his symbol of power and authority.

LAMERIAN DEFENSE FORCE

Lamerians abhor violence but a few must sacrifice their lives to fight for their people so that the rest may live in peace and security. Doomweavers are selected at the time of their coming of age ceremony and they dedicate their entire lives to training and war. Lamerian scientists have developed their powerful biomechanical frames that are larger than a heavy cruiser allowing a doomweaver to defeat any enemy of the Lamerian people.

LAMERIAN DOOMWEAVER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	4	4	4	2	8	4	8	12

FIGHT 4 / GUN 4 / PILOT 4 / FRAME 4 / ARMOR 4 / BEAUTY / CLARITY / PHEROMONES / SYNCH / ARMOR ARTS

At every child's coming of age ceremony, the elders select a few candidates to become the next generation of Doomweavers. These children are raised in the Cult of War and they are brutally trained to defend their people with total disregard for their own well being. Doomweavers are renowned for their bloodlust that drives them to protect their worldship and people without any regard for their own safety. A doomweaver's lifelong training and indoctrination allows them to enter a battle trance that converts them into an Avatar of Death.

DEATHDANCER BIO ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
7	7	7	6	6	10	20	3	1	3/6/9

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	BIOMECH / BURST 3

2 PULSE CANNON / 2 ENERGY BLADE / SENSOR 4

If enemy forces ever board a Lamerian worldship, Doomweavers merge with their Deathdancer armor to become a living embodiment of death and destruction. The link can become overwhelming and the two can merge forever into what the Lamerian call the Avatar of Hate.

DEATHSTRIDER BIO FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
8	7	7	6	6	100	50	5	3	10/20/30

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	BIOMECH / BURST 5

2 PULSE CANNONS / REFLEX CANNONS / 2 ENERGY BLADES / SENSOR 4

The Lamerian can only field a small number of frames because of their limited number of Doomweavers so they have made the Deathstrider one of the most powerful battle frames in the universe. This massive frame is extremely mobile for such a heavy design and its biomechanical nature provides it with self regeneration and lightning fast control capabilities. Deathstriders are the ultimate weapon found in Republic space and they were the model for all Legion frame designs.

DEATHWING BIO FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
12	5	5	5	4	1000	20	5	4	10/20/30

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	BIOMECH / BURST 5

2 PULSE CANNONS / 2 REFLEX CANNONS / 2 ENERGY BLADES / SENSOR 6

The Lamerians' massive investment in frame and weapon research has cumulated in the development of the Deathwing, which was the first biomechanical mobile frame design put into full scale production. The Deathwing is considered a dangerous design because it is known for having a mind of its own and it will only accept a pilot that it respects and that can perfectly synch with it.

META DOMINION

The Meta Dominion is a human star empire with an intense focus on genetic manipulation that has made their people extremely powerful. They have perfected the science of gene manipulation so they were leaders in the creation of the Legion Process. Every person born in the Meta Dominion is a perfectly engineered meta human de-

signed to dominate their selected role in society. These perfect soldiers make their fleets of missile ships a nightmare for any enemy fleet commander.

The Meta Dominion has a completely free society but their culture has developed the ability and preference to make their children perfect. The Dominion uses the best person for every part of their society so everyone has been improved to fulfill their specific role in society. To represent this perfection, Dominion ships use three dice for all dice pool tests.

HARRIER BATTLE FRIGATE

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	7	4	3	1000	10	2	5	3/6

CREW	TYPE	MOVE	SPECIAL
20	SPACE	GRAV / JUMP	AGILE / ESCORT

2 BURST LASERS / 6 FUSION MISSILES / SENSOR 1

Harriers are small warships that escort the other large missile ships and defend them from enemy frames and missiles. They swarm around larger friendly ships defending them from enemy attacks.

FALCON WAR DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	7	4	5	1000	30	3	6	5/10

CREW	TYPE	MOVE	SPECIAL
50	SPACE	GRAV / JUMP	AGILE

4 BURST LASERS / 20 FUSION MISSILES / SENSOR 2

Falcons are small missile destroyers that unleash their payload of missiles and then move back to defend the larger capital ships in their battle group.

HAWK WAR CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	6	4	8	1000	50	5	8	15/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	AGILE

8 BURST LASERS / 30 FUSION MISSILES / REFLEX CANNON / SENSOR 6

Hawks depend on their escort ships for defense so they have less defensive systems but have a massive spinal weapon and a large payload of missiles allowing them to punish enemy fleets at long range.

EAGLE COMMAND DREADNOUGHT

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	6	4	12	1000	200	10	10	50/100

CREW	TYPE	MOVE	SPECIAL
600	SPACE	GRAV / JUMP	COMMAND 3

12 BURST LASERS / 75 FUSION MISSILES / HYPERWAVE CANNON / SENSOR 12

An Eagle command ship is a true leviathan with its world shattering spinal weapon and colossal missile payload that allows it to decimate an enemy fleet formation before its battle group makes contact.

SERRAN DEFENSE FLEET

Each Serran worldship has a small defense fleet and hundreds of Mindships spawned by its core intelligence floating around it in a halo community. These Mindships have their own intricate society and they grow in intelligence and size everyday. Serrans excel at space combat and their leaders are masters of tactics and strategy so they are feared by all intelligent Imperial admirals. Serran ships roll four dice for all dice pool tests.

COLLECTOR

Mindships constantly add mass and new structures to themselves so that they become gigantic over time. This means that most of a mindship structure is composed of redundant systems or completely unnecessary structures. Whenever a ship with Collector receives Structure damage, roll a D10. For an even roll, the ship's Structure is reduced. For an odd roll, all Structure damage for this attack is ignored.

SERRAN FLEET COMMANDER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	6	6	6	6	9	2	6	9

COMMAND 6 / FIGHT 3 / GUN 3 / PILOT 3 / NAVIGATOR 3 / FLIGHT / TACTICAL GENIUS / BODY FIELDS / LASER PISTOL

Serran fleet commanders are ultimate tacticians and masters of war. They make their space armadas unbeatable when fighting enemy admirals with lesser minds. They are trained to completely understand multi dimensional warfare and how to forge their battle fleets into an unstoppable force.

HALO CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	3	8	1000	80	20	8	30/60/90

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	FAST

10 HYDRA LASERS / 50 PLASMA MISSILES / SENSOR 10

Serrans are master navigators and the Halo cruiser has the perfect balance of speed and power allowing it to dominate Imperial forces. Halos are designed to tear apart enemy ships before they can engage with their worldship. These powerful missile ships decimate their enemies with a barrage of missiles and then quickly reload their payload from their worldship.

Angel Dreadnought

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	3	2	20	1000	500	50	12	100/200/300

Crew	Type	Move	Special
2000	Space	Grav / Jump	Fast

20 Hydra Lasers / 200 Plasma Missiles / Reflex Cannon / Sensor 20

Angel dreadnoughts are designed to shred enemy ships apart if they ever get too close to their worldship. They are highly maneuverable and have multiple laser batteries that can annihilate an entire enemy battle group.

Juvenile Mindship

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
6	4	6	6	2	100	20	2	5	30/60

Type	Move	Special
Robot: Space	Grav / Jump	Smart

10 Hydra Lasers / Reflex Cannon / Sensor 2

When a Mindship is first produced it is only the size of a small destroyer but it is highly intelligent and extremely inquisitive. They grow each day in size and intelligence and all other Mindships in their community help teach them the ways of the universe and protect them from the dangers of dreaming, which occurs when a Mind gets trapped in the pure logic of its thoughts and cannot find its way back to the real world.

Mindship

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
4	8	4	4	10	100	100	10	8	100/200

Type	Move	Special
Robot: Space	Grav / Jump	Smart / Collector

20 Hydra Lasers / Reflex Cannon / Sensor 20

These giant ships are controlled by a sentient Mind and they are part of the community that has dedicated themselves to defending their home worldship. They are hundreds of years old and most are larger than a heavy cruiser.

Mind Monolith

AGI	INT	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
2	10	2	2	20	100	500	50	12	1000/2000

Type	Move	Special
Robot: Space	Grav / Jump	Smart / Collector

40 Hydra Lasers / Hyperwave Cannon / Sensor 100

Mindships constantly add to their structure whenever they have access to resources and salvage so ancient Mindships can grown to be hundreds of times larger than a newly created infant ship. An elder Mind Monolith can grow to be as large as the worldship that it orbits.

Quataren Hegemony

The Quataren Hegemony has no standing fleets because their people are spread out over the entire universe. Most of their research stations and bases are defended by a swarm of virtual frames but their massive research complexes may have a few Traveler carriers to defend them against enemy attack. Quataren never try to fight because their strategy is to hold off attackers long enough to make a nullspace jump to safety.

Hub X

These vehicles can control a number of Virtual Control vehicles equal to their Hub rating. There is no range limitation for this control. Quatren ships and bases carry more Virtual Control vehicles than they can control at any given time but once one of these virtual frames is destroyed, a new one is quickly launched.

Virtual Control

Vehicles with Virtual Control are operated by remote by a Quataren combat mind through a virtual space interface. These virtual warriors spend their entire lives in combat simulations so many times they cannot tell when a real battle is occurring or when it is just another war game. Virtual vehicles operate using a three dice Frame dice pool.

Wasp Virtual Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
3	4	6	10	4	100	10	5	3	5/10

Crew	Type	Move	Special
0	Frame	Grav / Walk	Agile / Virtual Control

Burst Laser / power Fist / Sensor 2

These lightning fast virtual frames are designed to outmaneuver enemy frames and tear them apart using their beam and melee weapons. Wasps are remote frames that will stop functioning if their Hub ship is ever destroyed.

Hornet Virtual Frame

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	Structure
5	5	6	6	4	100	15	5	3	5/10

Crew	Type	Move	Special
0	Frame	Grav / Walk	Virtual Control

Star Laser / power Fist / Sensor 2

This large support virtual frame is designed to destroy enemy frames from long range to support the faster close combat Wasps. Hornets are remote frames that will stop functioning if their Hub ship is destroyed.

TRAVELER FRAME CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	4	2	1000	20	10	5	15/30

CREW	TYPE	MOVE	SPECIAL
50	SPACE	GRAV / JUMP	HUB 6 / CARRIER 18

4 BURST LASERS / COMMAND 2 / SENSOR 2

These capital ships carry a host of virtual frames and they act as a control hub for them. Hive carriers are very large so that they carry more frames than they can control at any time allowing a destroyed frame to be quickly replaced with a reinforcement frame.

PATHFINDER RESEARCH STATION

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
1	2	0	4	1000	50	10	6

STRUCTURE	CREW	TYPE	MOVE
20/40/60	20/200	SPACE	STATIONARY / JUMP

SPECIAL
HUB 10 / CARRIER 30 / REPAIR 1

4 HYDRA LASERS / 2 BEAM CANNONS / COMMAND 2 / SENSOR 5

These mobile research bases are the most common home for Quataren scientists and their families. Pathfinders are defended by many virtual frames leaving their people to focus on science and discovery. Pathfinder stations are jump capable so their primary battle tactic is to hold off enemy ships with their virtual frames until they have time to jump to safety.

PIONEER RESEARCH COMPLEX

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE
1	1	0	30	1000	200	30	12

STRUCTURE	CREW	TYPE	MOVE
50/100/150	200/5000	SPACE	STATIONARY / JUMP

SPECIAL
HUB 20 / CARRIER 60 / REPAIR 3

10 HYDRA LASERS / 10 BEAM CANNONS / COMMAND 5 / SENSOR 20

These large research complexes are the home for thousands of Quataren scientists and their families. These huge mobile space colonies have massive sensor arrays and advanced long range probes and remote analysis and manipulation systems. Pioneer stations are jump capable so that they can quickly escape when an enemy attacks.

THEAN COMMONWEALTH

Thean create massive mega frames with the power of a capital ship and the agility and speed of a battle frame. These semi-sentient machines are highly automated so these metalsteel monstrosities can be controlled by a single pilot. These mega frames are stealthy and powerful enough to strike deep into the heart of the Imperium.

DEFIANT MEGA FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	5	6	8	4	1000	50	20	6	20/40

CREW	TYPE	MOVE	SPECIAL
1	FRAME	JUMP / GRAV / WALK	ADVANCED / STEALTH

2 BURST LASERS / 2 POWER FISTS / SENSOR 2

The Defiant mega frame is larger than a standard cruiser class capital ship and it is much more agile than any capital ship allowing it to destroy waves of Imperial ships with ease. These frames are so large that they have their own jump drive.

DOMINATOR MEGA FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
12	5	6	6	4	1000	100	30	8	50/100

CREW	TYPE	MOVE	SPECIAL
1	FRAME	JUMP / GRAV / WALK	ADVANCED / STEALTH

2 BURST LASERS / REFLEX CANNON / 2 POWER FISTS / SENSOR 4

The Dominator is a super massive mega frame that dwarfs the Defiant. It is the size of a super dreadnought but only a few have been produced because of the immense amounts of time and resources required to produce one. The Dominator *Endurance* fought its way to Terra Prime where it was destroyed by the Empress and her defense fleet.

VERAXIN EMPIRE

In many ways the Veraxin's social and military doctrines are similar to those of the Imperium. Their fleet tactics utilizes masses of light capital ships and battle frames to swarm an opponent during space combat. All Veraxin military personnel are raised from birth for their role as warriors so they are all highly skilled and disciplined.

The Imperium main battle line is right next the Veraxin Empire, which is why they initially joined the Star Republic. They still have not fully integrated into Republic society so Strike Teams have been sent into Veraxin space to help topple their current dictatorship. The Republic Senate plans to pull Fleet defense lines behind Veraxin space so that the Queen can fend for herself until her grip of power is weak enough for her people to rid themselves of her rule.

VERAXIN ETERNAL

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	3	3	2	2	2	6	2	6	9

FIGHT 2 / GUN 2 / PILOT 2 / FRAME 3 / ARMOR 3 / NATURAL ARMOR / NATURAL WEAPONS / LIGHTNING REFLEXES / LASER PISTOL

Eternals are the elite frame pilots that take care of any danger that occurs within the boundaries of Veraxin space.

These warriors are best known for their successful defense of the Karsek System against an Imperial war fleet of over a thousand capital ships where over three thousand eternals sacrificed themselves to successfully defend their home world.

VERAXIN HONOR GUARD

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
4	4	4	4	4	4	8	3	8	12

FIGHT 4 / GUN 4 / PILOT 4 / ARMOR 4 / NATURAL ARMOR / NATURAL WEAPONS / LIGHTNING REFLEXES / LASER PISTOL / DIVINE ROYAL ARMOR / BODY FIELDS / ENERGY BLADE

The members of the Veraxin honor guard are the personal bodyguards and servants of the Veraxin's Queen Mother. Every member of the honor guard is willing to die to protect her and will do anything that she commands without question. The honor guard are the most powerful warriors of the entire Veraxin empire and each has dedicated his life to defending their Queen.

RETRIBUTION ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	3	6	4	2	10	10	2	1	3/6/9

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	STEALTH / ASSAULT

2 AUTO LASERS / 2 POWER CLAWS

Retribution armor uses an advanced cloaking system that allows Veraxin warriors to move around a battlefield undetected until they are close enough to slaughter their enemies with their burst cannons and power claws.

DIVINE ROYAL ARMOR

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
6	4	8	6	3	10	50	5	1	3/6/9

CREW	TYPE	MOVE	SPECIAL
1	ARMOR	GRAV / WALK	ASSAULT / FAST

2 QUANTUM CANNONS / 2 POWER CLAWS

Divine Armor is worn by the Veraxin honor guard to protect their Queen. This power armor is the most advanced armor produced by their society requiring a full cadre of techs over a year to complete.

ETERNITY FRAME

STR	AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	3	5	3	2	100	20	2	3	2/4/6

CREW	TYPE	MOVE	SPECIAL
1	FRAME	GRAV / WALK	ASSAULT

2 AUTO LASERS / 2 POWER CLAWS / SENSOR 2

The Veraxin race was designed to strike fear into the hearts of their enemies and so are their Eternity frames.

They use their cloaking fields and advanced electronic warfare systems to completely disrupt an enemy's battle formations and chain of command sending their enemies into total disarray.

PALADIN DESTROYER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
5	6	4	8	1000	20	5	6	3/6/9

CREW	TYPE	MOVE	SPECIAL
40	SPACE	GRAV / JUMP	ESCORT / CARRIER 5

4 LASERS / 2 LINEAR CANNONS / SENSOR 2

Paladins are small capital ships that swarm an enemy fleet and absorb the brunt of its fire so that more powerful Veraxin ships can follow behind them and get into assault range. They are highly automated so they only require a small highly trained crew to operate.

CAVALIER LIGHT CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
4	5	4	8	1000	50	10	7	6/12/18

CREW	TYPE	MOVE	SPECIAL
100	SPACE	GRAV / JUMP	CARRIER 12

6 LASERS / 4 LINEAR CANNONS / SENSOR 4

These fast capital ships have limited weapons but in a large battle group they can decimate an enemy with their concentrated laser fire. At the same time, their host of battle frames harass their opponents and defend their fleet from enemy frames and missiles.

KNIGHT CRUISER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	4	4	8	1000	80	15	8	10/20/30

CREW	TYPE	MOVE	SPECIAL
200	SPACE	GRAV / JUMP	CARRIER 16

8 LASERS / 6 LINEAR CANNONS / SENSOR 6

Knight cruisers act as command ships for a Veraxin battle group but they are still much weaker than the main line ships of the other Republic factions.

ARCHER CARRIER

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	4	4	8	1000	80	15	12	10/20/30

CREW	TYPE	MOVE	SPECIAL
300	SPACE	GRAV / JUMP	CARRIER 50

15 LASERS / 8 LINEAR CANNONS / SENSOR 10

Archer carriers transport a large payload of Eternity frames into battle and they act as a command and support ship for an entire Veraxin battle fleet. Veraxin admirals use Archer carriers as their flagship, so these command versions receive Command 3.

To stop the Imperium, the Star Republic created the Legion Program to make super soldiers that will take the war to the Imperium. Volunteers that undergo the Legion Process are completely reconstructed using a complement of nano tech and field manipulation to make their bodies and minds perfect. Their strength, speed, agility, and intelligence are greatly increased and all their negative physical traits have been removed. Their immune systems are redesigned to make them immune to all types of diseases and toxins and most Legionnaires are nearly immortal. Very few individuals can survive the Legion Process but one out of a hundred candidates does survive the procedure to become a Legionnaire.

These Legionnaires are trained through mental engram programming that only the reconstructed mind of a Legionnaire can handle. Mass amounts of technological data and muscle memory engrams downloaded from masters of war are directly programmed into their minds. This makes each Legionnaire a perfect warrior that cannot be defeated.

A Strike Team of Legionnaires are equipped with the most advanced weapons and technology in the universe so they are prepared to overcome any situation and succeed at any mission no matter how difficult. Everyday, the Legion strikes into the heart of the Imperium weakening its hold on its people. The Legion and the Fleet are all that stands between the Imperium and the core worlds of the Star Republic so these warriors are willing to sacrifice their lives to protect their peoples' freedom.

The following Legionnaire archetypes can be used as central or cinematic characters. They all have different races to show that any race can be used to make your character. If these archetypes are used as central character, they start with five Surge and ten Reality.

LEGION ARCHETYPES

LEGION ACE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
8	12	12	8	8	7	10	6	19	29	5	10	SERRAN	MALE

FRAME 12 / PILOT 9 / TECH 8 / ANALYZE 6 / CONTROL 6 / GUN 6 / FIGHT 6 / FLIGHT 3 / BATTLE FORM / FLEET / FLIGHT / FRAME BOND / GEARHEAD / LONGEVITY / SYNCH / VECTOR PRIME / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: ADVENTURE / POLITICIAN / TECH WORLD

An Ace has specialized in piloting a mobile frame and can control one better than anyone in the universe. Aces take control when enemy forces are too powerful for conventional weapons to defeat.

LEGION ADEPT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
14	14	8	7	6	6	10	8	28	42	5	10	ARAYAN	FEMALE

FIGHT 14 / ASSAULT 8 / STEALTH 7 / PILOT 6 / INTIMIDATE 4 / MEDIC 3 / ACROBAT / AMBIDEXTEROUS / ART OF WAR / BEAUTY / FLEET / HATRED / LIGHTNING REFLEXES / LONGEVITY / NIGHT VISION / TOUGH / WARRIOR / 3 HAND DAMAGE
ORIGIN: PRIDE / ARTIST / PERFECT SOCIETY

An Adept has developed their body to perfection so that they can fight with lightning fast speed and reflexes and lethal accuracy. They excel when a battle occurs in tight quarters like inside spacecraft and buildings.

LEGION AGENT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
9	9	12	7	6	12	10	7	18	27	5	10	VERAXIN	FEMALE

INFILTRATE 12 / FIGHT 9 / GUN 9 / MANIPULATE 8 / PERSUASION 6 / STEALTH 6 / CONTROL 6 / PILOT 6 / INVESTIGATE 4 / FINISHING MOVE / FLEET / LIGHTNING REFLEXES / LONGEVITY / MASTER OF DISGUISE / NATURAL ARMOR / NATURAL WEAPONS / TELEPATH / BOOST 2 / 2 HAND DAMAGE
ORIGIN: HATRED / MILITARY / ALIEN ENVIRONMENT

Agents are master spies that can integrate into any organization or society and blend in like a local. They instinctively copy local customs, verbal intonations, mannerisms, accents, and body language to perfectly blend into any culture without arousing any suspicions.

LEGION EXPERT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
9	9	8	8	8	8	10	6	21	23	5	10	HUMAN	MALE

FIGHT 9 / GUN 9 / FRAME 8 / ARMOR 8 / PILOT 8 / NAVIGATOR 8 / CONTROL 8 / TECH 8 / STEALTH 8 / MANIPULATE 6 / FLEET / GHOST / LONGEVITY / TELEPATH / BOOST 1 / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: HOME DESTROYED / TECH / TELEPATHIC SOCIETY

An Expert has decided to be a jack of all trades and has mastered every aspect of battle, science, stealth, and manipulation. Most Legionnaires are Experts because this training provides them with incredible versatility and the highest probability of completing any mission.

LEGION HEALER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
7	6	12	7	7	7	8	10	5	14	21	5	10	QUTAREN	MALE

MEDIC 12 / TECH 6 / FIGHT 6 / GUN 6 / PILOT 5 / LIFE 8 / ACROBAT / BRAWLER / FLEET / HEALER / LONGEVITY / NATURAL ARMOR
ORIGIN: EXPLORER / LABORER / TECH WORLD

A Healer uses technology and Mastery to heal wounds and injuries of his teammates. He can save his fellow Legionnaires from any lethal wound no matter how severe simply by laying his hands on the injured comrade which causes instant cellular restoration.

LEGION HUNTER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
8	16	6	9	9	8	10	8	19	29	5	10	LAMERIAN	FEMALE

GUN 16 / SHOOTER 12 / FIGHT 4 / FLIGHT 4 / TECH 4 / PILOT 5 / CRACK SHOT / EAGLE EYE / FLEET / GUN KATA / LONGEVITY / PHEROMONES / SHARPSHOOTER / BOOST 1 / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: DUTY / ARTIST / DYSTOPIAN WORLD

A Hunter is a master marksman that has trained herself to never miss at any range when firing a personal weapon. They seem to instinctively aim by using all their senses to find and track their targets as they flip and dodge while firing dual hand weapons.

LEGION MASTER

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
8	8	9	6	6	6	11	10	6	16	24	5	10	GUARDIAN	MALE

FIGHT 6 / GUN 6 / ENLIGHTENMENT 4 / PILOT 3 / TECH 3 / ACT OF MASTERY 7 / ACT OF MASTERY 4 / ATTUNED / FLEET / IMMUNITY TO COLD / LONGEVITY / 2 HAND DAMAGE
ORIGIN: THRILL / POLITICIAN / FROZEN WORLD

Legion Masters have such incredible Mastery potential that they have developed into a power that can alter the path of the universe. These Masters must also be excellent frame pilots to utilize the true power of an Eclipse frame.

LEGION MENTALIST

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
7	7	12	8	8	12	10	6	17	26	5	10	VERAXIN	FEMALE

COMMAND 12 / DIPLOMACY 12 / CONTROL 7 / INTIMIDATE 7 / MANIPULATE 7 / FIGHT 5 / GUN 5 / NAVIGATOR 5 / PILOT 5 / TECH 5 / FLEET / LIGHTNING REFLEXES / LONGEVITY / NATURAL ARMOR / NATURAL WEAPONS / NIGHT VISION / SILVER TONGUE / TACTICAL GENIUS / BOOST 2 / +1 ATTACK MODIFIER
ORIGIN: ADVENTURE / SOCIALITE / DARKNESS

A Mentalist is a master of mind control and social manipulation that has learned to control other people using every form of persuasion and thought control.

LEGION MIND BENDER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	RACE	GENDER
8	9	12	7	7	12	10	5	19	29	5	10	MORDEN	FEMALE

MANIPULATE 12 / DIPLOMACY 12 / PERSUASION 12 / INTIMIDATE 10 / FIGHT 8 / GUN 8 / TECH 8 / AUTHORITY / FLEET / LONGEVITY / SILVER TONGUE / BOOST 2 / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: LOST FAMILY / TECH / SPACE BORN

A Mind Bender specializes in mind control and psychological warfare. They are masters at using fear, intimidation, seduction, and diplomacy to dominate their enemies. They are also experts in interrogation and indoctrination of enemy troops and civilians allowing them to gain vital information or use these Imperials to do their biding.

LEGION NAVIGATOR

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
7	7	15	7	6	8	10	4	14	21	5	10	INATION	MALE

NAVIGATION 15 / TECH 12 / COMMAND 8 / SCIENCE 6 / PILOT 6 / FIGHT 7 / GUN 7 / ACE / ASTROPATH / FLEET / LONGEVITY / TACTICAL GENIUS / TRUE SIGHT / VECTOR PRIME / BOOST 1
ORIGIN: IDEALIST / ARTIST / ALIEN ENVIRONMENT

A Navigator is a master of multi dimensional combat so he dominates a battlefield with the power and speed of his Strike Cruiser. If no one wants to play a navigator, the gamesmaster can run one as a cinematic character to fully utilize the power of their team's Strike Cruiser.

LEGION OPERATIVE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
12	12	8	7	7	8	10	6	24	36	5	10	GRANK	FEMALE

FIGHT 12 / ASSAULT 12 / GUN 8 / STEALTH 8 / PILOT 5 / TECH 4 / FLIGHT 4 / COUP DE GRACE / DANGER SENSE / FLEET / HIGH DENSITY / LONGEVITY / NIGHT VISION / 3 HAND DAMAGE
ORIGIN: HATRED / PERFORMER / CORE WORLD

An Operative is a true ninja that uses stealth and deception to solve problems that seem impossible for other Legionnaires to solve. They create fear in every Imperial because they can strike a man down without any warning.

LEGION PALADIN

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
9	9	8	8	8	8	10	6	21	32	5	10	HUMAN	FEMALE

FIGHT 9 / GUN 9 / FRAME 8 / ARMOR 8 / PILOT 8 / ASSAULT 8 / SHOOTER 4 / TECH 4 / MEDIC 4 / CHALLENGE / CRACK SHOT / FLEET / LONGEVITY / VITAL STRIKE / WARRIOR / BOOST 1 / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: LOST LOVER / SCIENTIST / ARCOLOGY SLUM

A Paladin is a balanced warrior that can fight in any environment using any weapon imaginable. They have trained to be a god of war but they lack the technical and social skills of other Legionnaires.

LEGION PILOT

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
8	16	8	8	8	6	10	8	19	29	5	10	KAFRIN	MALE

ARMOR 16 / TARGET 10 / PILOT 7 / TECH 6 / FIGHT 5 / GUN 5 / CONTROL 5 / ACROBATIC ACE / ARMOR ARTS / BATTLE LORD / FLEET / LONGEVITY / NATURAL WEAPONS / NEED FOR SPEED / PERFECT AIM / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: HONOR / TECH / DEATH WORLD

A Pilot is a power armor specialist that can use a suit of Spartan armor to its maximum potential making this warrior a force of destruction without comparison.

LEGION PRECOG

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
7	6	10	11	6	6	10	10	5	14	21	5	10	THEAN	FEMALE

COMMAND 10 / FIGHT 6 / GUN 6 / PILOT 6 / TECH 4 / METACOGNITION 8 / ATTUNED / FLEET / LONGEVITY / PRECOGNITION / +2 ATTACK MODIFIER
ORIGIN: LOST FAMILY / LABORER / TECH WORLD

Precogs were developed to allow a Strike Team to always be one step in front of any enemy no matter how powerful their opponents may be. Their ability to see the future makes it possible for a team to defeat anyone or anything no matter what the odds.

LEGION RANGER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
8	8	8	10	8	8	10	6	19	29	5	10	METAHUMAN: INTELLECT	FEMALE

FIGHT 8 / GUN 8 / SURVIVAL 8 / STEALTH 8 / MEDIC 8 / PILOT 6 / FLIGHT 6 / TRAINER 6 / ANIMAL INSTINCT / CRACK SHOT / FLEET / GHOST / LONGEVITY / WHISPERER / BOOST 1 / +1 ATTACK MODIFIER / 2 HAND DAMAGE
ORIGIN: PRIDE / MILITARY / CORE WORLD

A Ranger is a master of survival and she acts as the scout for her Strike Team.   They weaken enemy forces and determine their weaknesses before their team engages them. They also clear all the traps and dangers that their team might encounter. They are masters of personal flight and assault tactics in any Strike Team.

Legion Rigger

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
8	8	12	9	8	8	10	6	19	29	5	10	Undange	Male

Tech 12 / Control 12 / Science 8 / Manipulate 8 / Pilot 6 / Navigator 6 / Fight 5 / Gun 5 / Fleet / Gearhead / Genius / Immunity to Cold / Longevity / Master Crafter / Boost 1 / +1 Attack Modifier / 2 Hand Damage
Origin: Thrill / Politician / Core World

A Rigger is a Strike Team's field engineer that repairs all Legion vehicles and equipment. She also modifies enemy technology so it can be used by her fellow Legionnaires. They are master craftsman that are constantly tinkering with new weapon systems and they can make a weapon from almost anything in an emergency.

Legion Ronin

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
16	16	6	6	6	5	10	8	32	48	5	10	Fermorin	Male

Fight 16 / Assault 16 / Stealth 6 / Gun 8 / Pilot 6 / Flight 6 / Intimidate 4 / Art of War / Fleet / Immovable Stance / Longevity / Warrior / Weapon Master / 4 Hand Damage
Origin: Duty / Military / Low Gravity

A Ronin is a master swordsman and a close combat monster. They move so fast that they can kill anything within their reach before their opponent can even react. They defend their team members from assaults and they challenge every powerful enemy leader to personal combat.

Legion Sniper

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
8	16	8	8	7	7	10	7	16	24	5	10	Draken	Male

Gun 16 / Shooter 8 / Stealth 8 / Survival 7 / Tech 7 / Pilot 7 / Bending / Crack Shot / Fleet / Flight / Longevity / Natural Weapons / Sharpshooter / +1 Attack Modifier / 2 Hand Damage
Origin: Hatred / Politician / Tech World

A Sniper is a perfect shot at any range. Their attacks always hit no matter what the situation and they do not know how to fail. They are the striker for any team that always takes out the opponent's most important ally.

Legion Solo

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
9	9	8	8	8	8	10	6	21	32	5	10	Human	Female

Fight 9 / Gun 9 / Stealth 8 / Tech 8 / Frame 6 / Armor 6 / Pilot 6 / Navigator 6 / Infiltrate 4 / Manipulate 4 / Control 4 / Diplomacy 4 / Flight 4 / Science 4 / Medic 3 / Fleet / Longevity / Boost 1 / +1 Attack Modifier / 2 Hand Damage
Origin: Lost Family / Tech / Core World

Solos have the skill to survive in any environment and complete any mission on their own. Their incredible will and determination allows them to finish missions that other Legionnaires would find impossible.

Legion Specialist

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
12	8	10	8	8	9	10	6	25	38	5	10	Hetochi	Male

Command 10 / Diplomacy 10 / Fight 8 / Gun 8 / Frame 8 / Armor 8 / Navigator 7 / Pilot 6 / Fleet / Longevity / Telepath / Natural Armor / Night vision / True Sight / Vector Prime / Boost 1 / +1 Attack Modifier / 3 Hand Damage
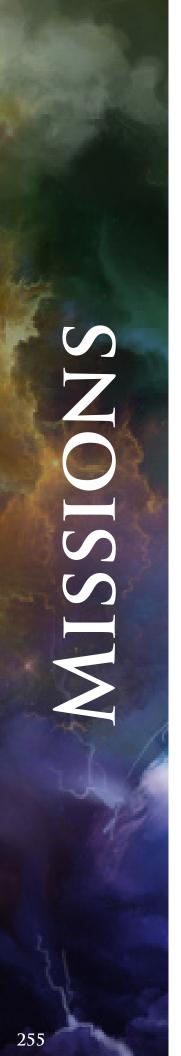Origin: Duty / Socialite / High Gravity

A Specialist is a true leader and a master navigator that pilots a team's Strike Cruiser. They act as a diplomat and tactician that can lead a Strike Team through situations that cannot be overcome with brute force. These commanders must forge their team into the ultimate fighting machine and lead them to victory.

Ultimate Warrior

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA	Surge	Reality	Race	Gender
11	11	7	6	6	7	8	10	7	22	33	5	10	Metahuman: Intellect	Female

Fight 11 / Assault 10 / Gun 6 / Pilot 6 / Intimidate 6 / Force 1 / Fleet / Immovable Stance / Longevity / Warrior / Omega Counter / Pressure Points / Submission Hold / 3 Hand Damage
Origin: Adventure / Performer / Low gravity

An Ultimate Warrior has used his Mastery potential to turn herself into the perfect living weapon. She moves faster than a human can even sense and when she attacks, she unleashes her true inner power. These warriors surge with such power that weaker opponents are actually pushed away by their powerful battle auras.

Missions

Missions are thematic adventures where a Strike Team needs to accomplish some goal in order to succeed. These missions are designed to represents a one hour long television episode where the Legionnaires are given a challenge and they must resolve it as quickly as possible. A gamemaster should keep a story moving by keeping players working on a mission's important plot points.

Mission 1: Apocalypse Rising

Introduction

The team docks a deep space freighter at the Independent orbital colony *Blue Horizon* near the Frontier world of Chalgan to deliver emergency medical supplies. Their Strike Shuttle is hidden in its cargo bay. The true purpose of their visit is to receive instructions for a secret mission from the colony administrator. The Republic wants ties to this colony as a way to bring all the Frontier clans into the fold so this mission must succeed at all costs. *Blue Horizon* has extremely tight security because of the civil war between the homeworld of Chalgan and its space colonies. The colonies want their independence but Chalgan refuses to give up its right to these valuable resources. Chalgan is ruled by a viscous dictator that dominates his world with a iron fist.

The Assignment

When your team enters Blue Horizon, colony administrator Koltz greets them. She brings you to her briefing room and explains the real mission to your group. A massive rogue asteroid is heading straight for the colony and the dozens of ships that the colony has sent to intercept it have all disappeared without a trace. The administrator believes that all their ships are being watched so an independent group may go unnoticed and intercept the asteroid. Time is running out and the impact threshold, which is the distance from the colony where the asteroid can no longer be stopped, will occur in less than two days. Administrator Koltz tells the group that two other colony battleships will also attempt to intercept the asteroid. The administrator

apologizes for his secrecy but all their communications are constantly being monitored.

To prevent a riot, the people of *Blue Horizon* have not been told of the impending disaster but as many children as possible have been ferried to other colonies in the guise of cultural field trips. The colonies do not have enough ships to move the over four hundred thousand colonists living in *Blue Horizon* in time so the group and the colony's final two battleships must succeed at all costs. The team is told that all the lives on this colony rest in their hands and time is quickly running out.

Silent Voyage

The two colony battleships disembark and hurtle toward the asteroid while the group's Strike Shuttle is attached to one of the ships by a monofilament wire. The team's shuttle is released once it has achieved the proper trajectory and velocity to reach the asteroid undetected in stealth mode. The shuttle must then run on momentum and passive sensors for the rest of the trip. Once the shuttle is deployed, the two colony ships blast off at high acceleration. The group's shuttle must hurtle toward the asteroid at its release velocity. After seven hours, the team sees the two battleships engaged in combat with twenty Imperial destroyers. The two colony ships have no chance but they fight to the death. The team's shuttle drifts right past this battle and onward toward the deadly asteroid.

The Apocalypse

After another six hours, the team sees the asteroid coming straight at them. The asteroid appears to have a massive complex of thrusters built onto its surface. The team should fire on the asteroid's command complex but its incredible ground based defense grid will quickly disable the team's shuttle causing it to crash land on the asteroid's surface. The team must now fight its way to the command station and seize control of it.

To gain control, the group must fight an army of fifty Imperial shock troopers, fifty Chalgan soldiers, and three battle avatars on the surface of the rogue asteroid. The Chalgan soldiers have the same stats as a basic

Imperial trooper. The surface of this asteroid is covered in massive crystal formations that give the group many places to hide. The asteroid has no atmosphere and it is considered a limited gravity environment. The characters should defeat the enemy soldiers as quickly as possible because the point of no return is quickly approaching.

Once the team has captured the command station, one of the characters must redirect the thrusters and alter the path of the asteroid. The battle group of Imperial destroyers that attacked the colony ships is now heading straight for the rogue asteroid at maximum thrust. The team must crack the security protocol of the main computer and take control of its defense grid. Once the main computer has been interfaced, the defense grid will make quick work of the enemy ships.

Conclusion

The team can now reveal to the colonies that the rogue asteroid was a plot devised by the Chalgan government working with the Imperium to destroy the most vocal of the free space colonies. When this act of genocide is revealed, there will be a civil war within the Chalgan government, which will led to the downfall of its central government. The new government will sign a treaty with the colonies that will end the war and give the colonies their freedom.

Mission 2:
Operation Blackout

Introduction

Characters start this adventure on an independent orbital trade station above the Frontier world of Carcacus 3. They have been directed to meet a contact in the station's dance club. The Legionnaires enter the club and after looking around, they find a woman that meets the contact's description. She is a beautiful young Asian woman sitting in a booth located at the rear of the bar. Your team has received information that this woman is the leader of a local Resistance cell. She introduces herself as June Satori and she explains that we need to move quickly because she thinks that she was followed.

The team looks up from their booth to see five death reapers that immediately start firing. Satori is their primary target and if she is killed, the mission is over. These assassins cross the dance floor to reach Satori so the characters should use the confusion caused by the Imperials firing into the crowd to get her out safely. The Legion-

naires must escape with Satori and make it back to their ship as quickly as possible. When the characters leave the club, they discover the whole station is crawling with Imperial marines. To get to their Strike Shuttle, the team needs to fight through three groups of ten Imperial marines on their way to their ship's airlock. The entire station should be in total disarray as everyone is attempting to evacuate once everyone realizes that Imperial forces are occupying the station.

The Strike Team boarded the station using their Strike Shuttle to avoid detection so they must still get back to their hidden Strike Cruiser. As soon as their shuttle disembarks, the team discovers that the station has been boarded by a Glory class Imperial cruiser and that six more are headed straight for the base at full speed. The team's shuttle is ordered to power down and prepare to be boarded. The characters must quickly escape and luckily for them a massive asteroid belt orbits between Carcacus 3 and 4. The Imperial cruisers release their battle frames as they fire on the station and destroy it. One hundred Ranger frames move at full speed toward the team's shuttle.

The shuttle must escape the pursuit of these Imperial frames through the asteroid belt to get back to their Strike Cruiser hidden inside an asteroid. The Glory class cruisers will not pursue the character's ship into the belt but the Ranger frames will charge right into the asteroid swarm after the team's ship. Imperial forces will pursue with suicidal abandon so your team will require impressive flying skills to survive. The team's only chance of survival is to charge straight through the belt dodging hundreds of asteroids ranging in size from small boulders to moon sized planetoids and enemy fire. The team must get back to their Strike Cruiser and launch their own frames to destroy the pursuing Imperial frames that survived the chase.

Transit

Once aboard their Strike Cruiser, the characters should talk to Satori and find out what important information she has for them. She explains that her rebel friends have discovered the location of this sector's force commander and they have devised a plan to destroy him with the Legion's help. The team should make a few diversionary jumps before they make their final jump to the Thebus system, the location of the rebel base. As the group's ship hurtles toward Thebus, any Master in the group should discover that June is the most powerful Void that he or she has ever sensed or even thought possible. Her field of stability is perfect and she can extend it thousands of kilometers from her body.

If any Legionnaire talks to June during the journey, she will explain how she became a member of the Resistance. The Resistance is a rebel group attempting to overthrow the tyranny of the Imperium and the Empress. The Resistance's main forces were hidden in this sector of space but Imperial spies recently discovered their presence. She explains that an insane Imperial grand admiral known as Seth Ricor, who is one of the Empress's original Death Lords, recently arrived and started hunting down local rebel forces. Ricor is a powerful Dark Master that was sent by the Empress to cleanse all life from this sector.

He has destroyed every Resistance base that he has discovered slaughtering millions of rebels. The Resistance has gathered all its remaining forces to form a small assault group to attack Ricor's fleet but they need June to protect them from his incredible powers of Mastery or they won't stand a chance. Their plan sounds like a suicide mission but if it fails the Resistance will be completely destroyed and any hope that the Imperium will gain its freedom will be lost forever.

Arrival

When the group arrives at Thebus, they discover that over thirty Resistance battle frigates and a newly built battleship orbit it. The group docks its ship with the battleship *Doomslayer* and delivers June to the waiting Resistance officers. The group is briefed on the battle plan to board Ricor's ship, the *Overwatch* and kill Ricor. The *Overwatch* has the power of ten battleships, carries a full legion of battle frames, and leads a battle group of twenty Victory class destroyers.

The Resistance plans to directly assault the *Overwatch*, which they believe is undergoing extensive repairs so most of its major systems are non-operational. Insider intelligence has revealed that it is orbiting Midor Prime while the repairs are being performed. One of the Resistance battle frigates has been modified using Ancient technology to board the *Overwatch* and deliver June and a group of shock troops. Their mission is to assassinate Ricor and destroy the *Overwatch* from within.

Flash Point

Before the briefing ends, a massive alarm rings throughout the ship. Ricor appears on the briefing room screen and explains that your group was allowed to escape from the Carcacus sector. He mocks your team by stating that you lead him right to these rebel scum. The team rushes toward their ship as June boards the modified assault frigate. The team's ship disembarks as Imperial frames attack

the rebel base. The first thing that the team sees is a fully functional *Overwatch* surrounded by a battle group of destroyers. Imperial frames surround the frigate with June onboard so the team must destroy twenty Ranger frames to protect her.

Once the modified frigate carrying June gets close enough to the *Overwatch*, it will unleash its shield negation cannon to knock down its left facing shield. June's frigate and the group's Strike Cruiser will then be accidentally blasted toward the *Overwatch* by the force produced when one of the Victory class destroyers explodes. The *Overwatch's* downed shield then flickers back online once the two ships are inside its boundary.

June and her escorts board the *Overwatch* and quickly move to fulfill their parts of the plan. As many members of the team that want should enter the ship to hunt down the Dark Master. As soon as the Imperials discover what has happened, he lowers his left shield and fifty Ranger frames move toward the two ships. To survive, the frigate and the team's ship must escape to open space before the shield reactivates. Now there are two battle grounds, the Legionnaires that remained on the ship must defeat the Imperial ships using their Strike Cruiser and Legion frames while the Legionnaires, June, and the Resistance troops that boarded the *Overwatch* must sabotage its main reactor and shield generators and kill Seth Ricor.

Forty Resistance troops, June, and the Legionnaires must be divided into three groups. One group will destroy the shield generators, another group will set charges to destroy the main reactor, and the final group will challenge Seth Ricor himself. Allocate all forty Resistance troops to take care of the first two tasks, which will both happen automatically if Ricor is defeated. June and all the Legionnaires will attack Ricor's command chamber. When these forces break through the chamber's main doors, the team discovers that twenty death reavers guard Ricor. The reavers attack once they see you.

Once the fight with these Imperial assassins is over, Ricor will beckon June and the Legionnaires into a rear chamber that displays the space battle outside. Ricor laughs as a hundred new Glory class cruisers appear from behind the moon of Thebus. Ricor tells you that your friends are doomed as he draws out his energy blades. The Legionnaires and June must draw their own blades to battle Ricor and a number of his apprentices equal to your number of warriors.

During the battle with Ricor, June will be mortally wounded. She will attempt to maintain her null field as long as the Masters need to defeat Ricor. This is a good

time for the characters to use their Surges because if they loose, Ricor will destroy the entire Resistance fleet. Once Ricor is defeated, the characters must rush to an escape pod because the other Resistance forces have already started the detonation sequence to destroy the *Overwatch*. June dies in the arms of one of your characters and she thanks the group for everything that they have done for the cause of freedom.

For the Legionnaires in space, the battle appears to be lost, but when June dies, her null field dissipates and the two battle avatars carried by the Resistance battleship make quick work of the remaining Imperial ships. Before the *Overwatch* explodes, the Legionnaires and any remaining Resistance troops must escape in escape pods or stolen Imperial shuttles. With the destruction of the *Overwatch* and the onslaught of the Resistance avatars, the entire Imperial battle group will begin to retreat.

CONCLUSION

Ricor has been defeated so this sector of the Frontier will become a stronghold for the Resistance and a new site for future Fleet operations.

MISSION DATA

JUNE SATORI

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	5	4	3	3	10	8	3	6	9

FIGHT 3 / GUN 3 / PILOT 3 / NEGATE 10 / ENERGY BLADE

June is the most powerful Void that has ever existed and no Act of Mastery can be performed in the same system as her. She is also an excellent warrior and swordsman.

DETH RICOR

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
15	15	6	6	8	6	8	10	6	30	45

FIGHT 15 / AMBIDEXTEROUS / WARRIOR / ENERGY 8 / BODY FIELDS / 2 ENERGY BLADES

Ricor is a powerful Dark Master and one of the greatest swordsman in the universe. He must be fought with a great deal of care or he will quickly kill any Legionnaire not designed for close combat.

RICOR'S APPRENTICES

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	3	3	3	3	3	6	3	8	12

FIGHT 3 / AMBIDEXTEROUS / WARRIOR / ENERGY 3 / BODY FIELDS / 2 ENERGY BLADES

Ricor's Apprentices are also powerful Masters and excellent swordsmen that will be a real danger to most Legionnaires.

OVERWATCH BATTLESHIP

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	4	2	12	1000	50	20	8	10/20/30/40

CREW	TYPE	MOVE	SPECIAL
1000	SPACE	GRAV / JUMP	CARRIER 500

20 LASERS / 20 BEAM CANNONS / REFLEX CANNON / COMMAND 5 / SENSOR 10

The *Overwatch* is a powerful mega battleship that Grand Admiral Seth Ricor has built for himself. It integrates a powerful Mastery implement that gives him the power to destroy an entire planet with his mind. When Seth Ricor is aboard his flagship and attached to the Mastery Implement, his Mastery and Energy ratings are doubled. This dark ship has spread fear and death throughout the Frontier and its sight means death for all Resistance forces.

MISSION 3:
THE ABSOLUTE HUNT

INTRODUCTION

The team starts this mission by attacking a communication station in Imperial Sector 147. Fleet Intelligence believes that something big is happening there because massive numbers of research ships have been moving to this sector from all over the Imperium. The player's Strike Team must take the comm station with great stealth or they will not be able to monitor radio traffic in the Sector without being detected. The team will need to defeat thirty Imperial techs and twenty Imperial troopers without letting them set off any alarms to capture the station without being detected.

Once the team has secured the station, they must hack the communication network and insert a nodal perception virus into the data stream to sort through all communications in the sector for anything important. After a few hours, the virus detects messages coming from the Fenra system showing that the Imperium has discovered an ancient artifact site on the desert world of Fenra 5.

The Strike Team should quickly race to Fenra 5 as the computers aboard their Strike Cruiser analyze the communications occurring on the surface of that world in greater detail. There appears to be a great deal of traffic on the planet about a criminal who has stolen a relic from a newly discovered ancient site preventing Imperial scientists from performing their experiments. By the time the characters reach Fenra 5, computer analysis shows that the Imperium has been searching the planet for a scientist named Clarissa Niko. The Imperial governor of this world has asked the Imperial archon to send Hunters to his world to help find this woman. The team should go down to the

surface of this world and quickly find this woman because experienced Hunters can be extremely dangerous. The team should release orbital scout drones to monitor this world as they search for clues on its surface. The team should break into the planet's ancient central command and insert another nodal perception program to search every public camera on this world for any sign of the lost scientist. Analysis of the video will show that someone that looks like Niko was recorded entering an abandoned warehouse in a neighboring town a few hours ago.

The Hunt

The team should acquire a local aircar and move quickly to the location where she was spotted. The team should spot Niko holding a group of Hunters at a bay with a handgun but they are slowly moving in and surrounding her. These Hunters appear to have no morals because they are indiscriminately firing and hitting many innocent bystanders. The team should save Niko and quickly escape with her because these Hunters appear to be extremely powerful.

The Story

Once the team saves Niko she explains to them that she needs to get back to the wasteland with the key that she stole. The wasteland is a massive desert that covers most of Fenra 5. Niko tells the party that the ancient site is a massive stasis tomb for an alien race and the key is an activation device that will awaken them from their long sleep. Niko was an Imperial researcher and she was shocked when she learned that they were planning to kill the aliens in their sleep. Niko explains that when she was analyzing an alien computer, it merged with her mind and showed her how these aliens once lived and how they destroyed their own world. Niko experienced an entire lifetime as if she was one of these aliens and when she awoke she knew that she must help them.

These aliens destroyed their world with an unstoppable nano tech weapon but they were able to create an underground safe zone before the parasitic nano manipulators consumed the entire surface of their planet. This race of Gens eventually designed and released anti-nano agents believing that it would eventually destroy the viral nano tech. The Gens decided to wait out the process in suspended animation and reclaim their world once the anti-nano agents had cleansed and rebuilt its surface. Their automated revival system must have malfunctioned because the Gens were never revived even though their world was reborn.

She also discovered technical schematics and blueprints of the underground complex written in an unknown language, which she now understands. Niko downloaded this data into her data drive and erased it from the main core of the underground complex. Niko activated the alien defense grid and ran away with the activation key that controls the complex's main computer.

The Complex

The team must take Niko to the wasteland using the maps stored in her memory drive. The wastelands are a dangerous place because they are controlled by nomadic gangs and a few warlords with their own personal armies. Halfway to their destination, a hidden sniper knocks down the team's air car. Once the vehicle crash lands in the desert, a group of savage raiders on three sand skiffs will attack. The group must defeat them and capture one of the skiffs in order to reach the hidden complex.

The group should follow the directions imbedded in Niko's mind and they will eventually end up in the southern mountains. When they reach the tallest mountain, they should search its eastern face. They will find a hidden door right where Niko said it would be. Niko inserts the crystal key into a hidden panel and the door opens to reveal a ladder shaft leading straight down into the mountain. If a Legionnaire shines a light down the shaft all he will see is a dark endless tunnel and if he drops something down the shaft it will fall out of sight without ever making a sound.

The team must climb down this ladder, which is over two kilometers long to reach the main chamber. When they reach the bottom and exit the shaft, they will see an immense underground complex larger than anything they thought possible. This underground cavern is fifty kilometers across and two kilometers high. It is so large that it has its own internal environment with clouds near the ceiling and a massive light source that makes the cavern bright as a sunny day. The entire cavern appears to be filled with millions of functioning and occupied suspended animation chambers.

The team must avoid Imperial troops that guard the ancient site and try to get Niko to the central computer terminal recorded in the technical data she downloaded. When she finds the terminal, she must use the crystal key to begin the revival process for the entire complex. Once activated, the computer terminal links with Niko's mind.

Niko tells the group that they must repair three separate malfunctioning data nodes in order to start the revival process and awaken the sleeping Gens. Niko also tells

them that she must permanently join her mind with the alien system to bring it back online. She will not listen to arguments so the team should begin the repairs. As the group attempts to perform the repairs, the remaining Hunters will arrive to get revenge. The characters must defeat these Hunters and any guards they encounter.

Once the repairs are finished, Niko lifts into the air and the entire underground structure comes alive. The key around her neck floats up and inserts into the main computer terminal in the ceiling of the structure. Niko's entire body surges with energy that arches down to the hibernation chambers below, which begin to open with gusts of steam. The entire structure begins to shake as it begins to move upward through the mountain range. Once it bursts through the surface, it begins to float into the air revealing its fifty kilometer long structure. Within an hour, all the sleepers awaken and armies of automated defense drones reactivate and drive off the remaining Imperial forces.

Conclusion

Niko has become an integral part of the alien computer giving her complete access to all the knowledge and history of their ancient race. She thanks the team for their help and asks them to stay to help rebuild the sleepers' lost civilization. Millions of sleeping Gens begin to awaken in this complex and all around the wasteland hundreds of these massive stasis tombs begin to rise out of the ground.

Mission Data

Clarissa Niko

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
1	3	5	3	3	3	6	2	2	3

Pilot 2 / Tech 5 / Science 5 / Fortune / Genius / Miracle Worker

Clarissa received her double doctorate in bioengineering and physics at the age of ten. She should be played as an eccentric and innocent genius that only wants to do what's right. Clarissa is a warmhearted woman that always seems to be getting into trouble. She should not be seen as a troublemaker but instead as a person who is always in the wrong place at the wrong time. Clarissa should be played as a person that has decided to risk her life to save the lives of the innocent sleepers. She has no battle experience but she is willing to fight when the rights of the innocent are abused. She never wants to hurt anyone so if she injures or kills someone, even in self defense, she should be in complete shock and deep remorse for the rest of the mission.

The Seven Hunters

These seven Hunters were hired by the Imperial archon in charge on this entire Imperial sector and they are willing to do anything to claim their prize. They are ruthless killers and each is a master of a specific weapon and fighting style. These Hunters have a great deal of experience and are infamous in this sector of space for their psychotic disregard for life and total commitment to the hunt. They all live for the thrill of the hunt and are willing to risk everything to capture their prey.

They have successfully worked together for a long time so they have learned to trust and depend on one another. The loss of one member will drive the others to seek revenge with almost murderous rage for their fallen comrade. For each Hunter killed during this mission, all other Hunters receive an extra Action and a +1 Initiative modifier.

For example, if the team kills three of the Hunters, the other Hunters receive three extra Actions per combat turn and a +3 Initiative modifier.

Key

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	4	6	6	4	8	4	12	18

Fight 6 / Pilot 2 / Acrobat / Ambidextrous / Art of War / Counter Strike / Lightning Reflexes / Street Armor / Energy Blade

Key is a master of martial arts and a grandmaster in the use of all hand weapons. Her love of battle and blood lust gets her into trouble because she will accept any challenge or duel that she feels might actually be fun. She only understands strength and power so she will look up to and maybe even fall in love with anyone that can defeat her in personal combat. During combat she will rush toward the Legionnaires looking for the greatest close combatant to challenge. It is her desire to fight only the greatest warriors even if she is no match for them. She will never surrender and will do anything to win.

Viper

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	6	4	4	6	4	10	3	4	6

Fight 2 / Gun 6 / Pilot 2 / Tech 2 / Crack Sot / Cheap Shot / Combat Armor / Chimera Rifle

Viper is a master sniper and she is renowned for her perfect aim. She almost never talks and the only thing she cares about is her work. She has been known to sit unmoving for days until her target comes into view so that she can get one clean shot. Viper takes great pride in her ability to fire a single accurate kill shot so she will become

angered and frustrated if she ever misses her target. She is a solo operative but works with these other Hunters when the reward is great enough. She is wanted in many systems for her crimes and is worth a lot of money if captured dead or alive. When combat starts, Viper should always be placed in an elevated position waiting to take a clean shot at the Legionnaires. She always gets to attack first when combat first starts.

CHIMERA RIFLE

DAM	X	RNG	ROF	SPECIAL
5	10	6	3	ACCURATE 2

This extremely accurate long barreled laser rifle is perfectly balanced and designed to be dismantled in seconds. It has an incredibly fast capacitor recharge rate allowing an expert marksman like Viper to fire off three accurate shots per Action spent that can each be aimed at a separate target.

JADE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
6	6	5	5	5	5	9	3	12	18

FIGHT 6 / PILOT 2 / TECH 2 / ART OF WAR / HIT AND RUN / ULTIMATE BLOW / WEAPON MASTER / STREET ARMOR / MONO SERPENT

Jade is a master of mono weapons and she is almost invincible at close range. Her body appears to blur as her movements become perfectly timed and coordinated once she enters her fugue state. She and a handful of other students from the same fighting school can handle the mono serpent, which can be as deadly to its user as it is to an opponent. She works closely with her partner and lover Blade. They are never separated and will fight to the death to protect each other. They always fight back to back creating a deadly killing field around each other with almost no weak spots because they can easily deflect projectile weapons and dodge energy weapons. Jade uses her environment as a weapon by jumping on top of large objects to gain an elevated position and kicking small objects at her enemies. She does not mind a straight up fight but she will try to win by any means necessary.

MONO SERPENT

DAM	X	ROF	SPECIAL
1	100	10	MELEE / DANGER 5

This is the monofilament weapon used by Jade. It allows her to extend and attack with up to ten monofilament wires at once with a single Action. The wires are controlled by the movements of her trance like death dance. These fine wires appear to flow around an enemy leaving nothing but a trail of death and destruction.

BLADE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
8	8	3	4	4	4	6	4	16	24

FIGHT 3 / COUP DE GRACE / FURIOUS CHARGE / WEAPON MASTER / STREET ARMOR / 12 BLADES / ENERGY STAFF

Blade is a master of edged weapons and always carries various blades all over his body. He is also a master of thrown weapons making his every movement deadly at close range. He is extremely violent and a true psychopathic killer. Blade is also a very cold person and has a very sick sense of humor. Jade seems to be the only person that understands him and that can control him. He provides long range support for her with his throwing blades allowing her to focus on close targets. They move together as a dance as he throws blades between her legs and over her shoulders as they move toward their target.

NITRO

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
2	4	6	6	6	2	10	3	4	6

FIGHT 2 / GUN 6 / PILOT 4 / TECH 6 / MASTER CRAFTER / COMBAT ARMOR / 5 GRENADES / 5 DETONATORS PACKS / LASER PISTOL

Nitro is a master of demolition and mass destruction. He is a ruthless terrorist wanted by the Republic for his many crimes against society. Nitro is the leader of these Hunters because of his leadership skills and total lack of fear and morals. His primary function in the group is command and the destruction of hard targets like tanks, frames, and gun emplacements. During combat Nitro will lead from the rear because he has hidden many explosive devices all over the battlefield before a battle begins. At the beginning of a battle with Nitro, every Legionnaire rolls a D10. A character is hit by the detonation of a hidden Detonator pack on any roll greater than his Perception rating.

EXTREME

STR	AGI	INT	PER	RES	PRE	DEF	ACT	ARMOR	STRUCTURE
8	8	4	6	4	1	10	4	3	7

FIGHT 8 / GUN 8 / PILOT 2 / TECH 2 / FULL CONVERSION / EXECUTIONER RIFLE / CHAIN SWORD / FACTOR 10

Extreme has converted himself into a living weapon by undergoing the full conversion process. This process has corrupted his mind making him an emotionless and paranoid killing machine that hunts for the pure enjoyment of killing. Extreme feels no emotion so he cares nothing for the other Hunters but he stays with them because they provide him with many opportunities to kill. Extreme does not gain the modifiers when other Hunters die.

AVALANCHE

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
12	4	2	2	6	4	6	3	24	36

Fight 4 / Gun 4 / Pilot 2 / Nano Body / Combat Armor / Rhino Mini Laser

Avalanche is a heavy weapon specialist. He has altered his body so that he can carry an auto laser with his bare hands because Avalanche only lives to achieve greater levels of firepower and physical strength. Avalanche's primary role in the party is to provide suppressive fire support so he focuses all his attention on long range targets so he can be defeated by closing in on him from behind. Nitro stays near him to defend him from enemy assaults.

RHINO MINI LASER

DAM	X	RNG	ROF	STR	SPECIAL
10	10	3	20	8	TORRENT

This super heavy assault laser cannon was custom designed for Avalanche by a master weaponsmith. Its hand crafted elegant design makes it completely reliable but it requires constant maintenance in order to operate. Very few people can pick up this massive meter long weapon with its rotating laser arrays let alone aim and fire it.

DESERT RAIDER

STR	AGI	INT	PER	RES	PRE	DEF	ACT	LIFE	STA
3	2	1	1	2	1	3	2	6	9

Fight 2 / Gun 2 / Pilot 1 / Tech 1 / Blades / Assault Rifle or Missile Launcher

These mutant creatures are damaged humans that scavenge the wastelands looking for weak travelers that accidently wander into their territory. They attempt to knock down any aircraft that accidently pass over their territory to scavenge it for resources and capture its pilot and passengers for food. These mutant survivors are extremely strong and are vicious killers.

SAND SKIFF

AGI	DEF	SPD	ACT	X	SHD	ARM	SIZE	STRUCTURE
3	5	1	2	10	0	0	3	4/6

CREW	TYPE	MOVE	SPECIAL
1/4	TRANSPORT	GRAV	CARGO 1

Sand skiffs are cargo platforms with mag drives and weapons bolted onto them. They have giant solar panel sails that power their grav drive and weapons so they can only function during the day. They are cheap to construct and are perfect for long distance travel over sand and water. This vehicle has little maneuverability but it can carry large amounts of cargo and passengers.

INTRODUCTION

The Master's Guild has detected extremely disturbing changes in the fabric of reality in the Imperial system of Temor. They have asked the Republic for help because of the incredible danger that this alteration posses for the rest of the universe. The Republic has assigned your Strike Team to escort Master Yexon to this system and determine what is happening. Master Yexon is an experienced Investigator, a famous Dark Master hunter, and a retired member of the Fleet. This will be his final mission before he retires so he is excited to work with the Legion for the first time in his long career.

INCURSIONS VALOG

When the team's Strike Cruiser arrives in the Temor system, the planet Temor 3 has a frightening red aura surrounding it that can be seen by everyone including non Masters. This makes Master Yexon extremely worried about the future of this cursed world. When the team lands on the dying world, they must find ground transport and move to a massive reality tear in the center of the city of Vance.

When they arrive, dark red clouds surround the tallest residential building and a massive vortex has formed in the center of a bright green glowing pentagram on the eastern face of the building. Out of this vortex pours Lesser Demons that tear apart anyone that they can catch. The Strike Team must close the portal by destroying the pentagram or the building. This building is protected by Dark Master Seth Valog and his five dark apprentices. When the party arrives thirty Lesser Demons are already surrounding the portal and ten more demons come out each combat turn.

Once this portal has been closed, the characters have no time to rest because Master Yexon senses another massive tear in reality so the team must rush toward the city of Delon to the southeast.

INCURSION GORDON

When the team arrives massive red clouds surround a huge blimp with a glowing red pentagram on its side. A black vortex forms inside the pentagram and Winged Horrors pour out of it. The team must bring down the blimp to stop this demonic incursion. Onboard the blimp is Dark Master Seth Gordon and four of her apprentices that will protect the blimp with their lives. Thirty Winged Horrors

circle the blimp and ten more pour out of the vortex at the beginning of each combat turn. The Legionnaires must fight this battle with their flight rings while Master Yexon watches from below.

When the blimp is destroyed, Master Yexon points the way to the next incursion site in the city of New Fertin to the northwest.

INCURSION REX

Red lightning clouds hover menacingly above the local power plant. On the cooling stack of the fusion generator is a massive glowing purple pentagram that is producing a black vortex at its center. Out of the vortex pours Hate Elementals created out of pure demonic energy. The pentagram is protected by Dark Master Seth Rex and her five apprentices. Ten Hate Elementals already surround the portal and two are produced from the gate every combat turn until it is destroyed. The party must close the gate or bring down the entire cooling tower to stop the incursion. Once the third pentagram is destroyed, Master Yexon points the way to the next demonic gate to the east in the city of Dew.

INCURSION RETTER

Massive red lightning clouds surround a sewage treatment plant on the outskirts of Dew. On the side of a gigantic holding tank glows a huge orange pentagram. Out of this arcane portal pours the pestilence of the rotting horrors known as Plague Warriors. This gate is protected by Dark Master Retter and his seven dark apprentices. The gate is already surrounded by ten Plague Warriors and three new ones are produced every combat turn until the gate is destroyed. This encounter is extremely dangerous because a single touch from these rotting demons can kill a Legionnaire. This encounter can also be difficult because once the pentagram is destroyed, the wall of the sewage tank will be breached and its contents will pour out. When this portal is neutralized, Master Yexon leads the characters to the next incursion site to the southwest in the city of Dawn.

INCURSION YUGELOV

Menacing red clouds surround a grand outdoor amphitheater in the center of downtown Dawn. On the inside of the massive stage dome glows an immense pink pentagram that generates hundreds of Sonic Screamers a minute. These monsters swarm about making it impossible for the team to reach the pentagram. This portal is protected by Grand Dark Master Yugelov, who has created a mental

shield around the gate while his twelve dark apprentices strengthen the impenetrable field making this situation seem hopeless. Master Yexon quickly realizes that it will be impossible for the Legionnaires to penetrate the shield that protects the demonic gate so he thanks the team for their help. He then flies toward Yugelov and slams him into the ground. For one second, the shield collapses and Master Yexon creates a massive singularity that consumes all the Dark Masters, demons, the entire amphitheater, and himself. With Yexon gone, the Legionnaires must decide what to do next because they can see red clouds filling the entire sky of this dying world.

INCURSION PRIME

The Legionnaires should be shown a map of the world with the five incursion points drawn as dots on it. They must figure out that these points can be connected into a massive pentagram that covers the entire eastern continent of Temor 3. They should see that the center of this pentagram drawn on the map is a massive super volcano at the center of the continent. From the team's aerial surveillance satellites, they can see an incredibly large glowing white pentagram that surrounds the entire volcano. The Legionnaires must get back to their ship and return with mobile frames to finish this mission. From these aerial views, the Legionnaires can see an immense creature step out of the volcano. This deadly creature is a demon prince and his wings spread out to the size of the volcano. Every combat turn, a greater demon is produced from the volcano that joins their prince in battle above the volcano. When the Legionnaires kill the demon prince, it will crash down into the volcano causing it to erupt destroying the pentagram and ending the demonic incursion on this world.

MISSION DATA

MASTER YEXON

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
4	4	4	6	6	5	5	8	3	8	12

FIGHT 4 / GUN 4 / PILOT 4 / MOTION 5 / SINGULARITY 3 / NEGATION 3 / ENERGY BLADE

Master Yexon is a Grand Master of Motion, Singularity, and Negation. When he was a child, his entire family was tortured and killed by a Dark Master but he was saved by a Guild Master that raised him as her own son. He has devoted his life to destroy anyone that treads the side of darkness. He uses his incredible powers of Mastery and his understanding of the madness caused by the brilliance of reality to hunt down and kill hundreds of Dark Masters and all their apprentices.

He knows that this mission will be his final hunt but he is extremely excited by the chance to work with Legionnaires. Early on in the mission, it becomes obvious to Yexon that this is not a normal disturbance in reality and whatever is happening on this Imperial world threatens the future of the universe. He should be roleplayed as a man that has seen everything but that is still worried about what he sees during this current mission.

The Dark Masters

Dark Master Valog

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	5	4	3	3	4	8	2	6	9

Fight 3 / Gun 3 / Pilot 2 / Random 4 / Warp 4 / Energy Blade

Seth Valog is a Dark Master that will attempt to kill the Legionnaires by corrupting the environment around them causing the entire battlefield to warp into deadly substances and traps. He will attempt destroy the Legionnaires with twisting effects of his warp fire. His apprentices will hinder the Legionnaires by destroying their weapons and equipment.

Dark Master Gordon

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	4	4	6	6	4	6	2	4	6

Fight 2 / Gun 2 / Pilot 2 / Animate 4 / Motion 4 / Energy Blade

Seth Gordon is a Dark Master of Matter that uses the environment around a Strike Team as a weapon. She can animate everything to form deadly golems of steel and rock. She will also attempt to hold the Legionnaires down so that they cannot maneuver or escape. Once trapped she will crush them with cars or entire buildings. Her apprentices will launch debris and any large object that they can find at the Legionnaires to injure and confuse them.

Dark Master Rex

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	4	3	4	4	4	7	2	6	9

Fight 3 / Gun 3 / Pilot 2 / Alter 4 / Transform 4 / Life 4 / Energy Blade

Seth Rex is a Dark Master of Life that can kill with a single touch. She also boosts her and her apprentice's physical properties making them almost impossible to hit. She will constantly regenerate herself during the battle. Her apprentices will boost their master and themselves and they will attempt to hold the Legionnaires in place so that they can be easily killed by Seth Rex.

Dark Master Retter

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
3	3	4	4	5	4	4	7	2	6	9

Fight 2 / Gun 2 / Pilot 2 / Tech 1 / Forge 4 / Power 4 / Energy Blade

Seth Retter is a Dark Master of Power and he attempts to blast the Legionnaires and will destroy anyone that attempts to interfere with the demonic gate under his protection. He will create massive creatures of pure energy to crush the Legionnaires. His apprentices annoy the Legionnaires by firing weaker blasts and producing blinding lights that will make it difficult to target Retter and his apprentices.

Grand Dark Master Yugelov

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	5	6	6	6	5	7	3	4	6

Fight 2 / Gun 2 / Pilot 2 / Energy 5 / Energy Blade

Seth Yugelov is a Dark Ardent that can generate energy fields that are completely indestructible. Her apprentices boost the strength of her defensive field and produce defensive fields around Yugelov to protect her from enemy attacks.

Dark Apprentices

STR	AGI	INT	PER	RES	PRE	MAS	DEF	ACT	LIFE	STA
2	2	2	2	2	2	1	4	2	4	6

Fight 2 / Gun 2 / Pilot 1 / Act of Mastery 1 / Energy Blade

These evil Masters are training with their dark lord and they are willing to do anything to gain greater power. They believe that by serving their Dark Master they will be able to learn the evil secrets to his great power. These insane Masters will attack anyone that threatens their master but their limited Mastery potential makes them a minor threat to a Legionnaire. A dark apprentice's Act of Mastery must be the same as one possessed by their evil master.

Demons

Lesser Demon

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
6	4	4	8	10	3	6	1	Walk

Animal: Beast / Ethereal / Fearless / Swift / Tough Hide 5 / Acid Blood 5

Lesser demons are red muscular humanoids that have long black claws and horns that they use to tear apart their enemies. Their black hoven feet allow them to run at incredible speeds using their unnatural physical power. They are extremely dangerous close combat monsters because they explode when they die.

DEMON PRINCE

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
20	4	5	8	100	6	30	6	WALK / FLY

Animal: Beast / Fearless / Ethereal / Tough Hide 20 / Acid Blood 20 / Dominate 10

This red humanoid towers over a capital frame and carries a massive black axe that allows it to destroy anything within its reach. It has a powerful breath weapon of demonic flame that warps its enemies into mindless slaves. Its massive wings allow it to fly with incredible speed and grace for such a large monster.

GREATER DEMON

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
12	6	2	5	100	2	10	4	WALK / FLY

Animal: Beast / Fearless / Ethereal / Tough Hide 10 / Acid Blood 10

These huge demons are five meters tall and their massive black blades allow them to slice through a battle frame with a single blow. These creatures have small magical wings that lift their muscular bodies into the air and allow them to fly at very slow speeds.

SONIC SCREAMER

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
2	6	2	6	10	2	3	1	FLY

Animal: Beast / Fearless / Confuse 5 / Sonic 10/5

These flying disks are covered in twisting facial expressions and they produce a constant sonic blast that will drive anyone insane. Sonic Screamers can focus this burst of sonic energy into a destructive cone of pure energy to destroy their prey.

WINGED HORROR

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
4	6	2	6	10	3	5	2	FLY

Animal: Beast / Fearless / Feeding Frenzy

These winged demons are eyeless monstrosities with gigantic mouths filled with a thousand razor sharp teeth allowing them to tear through armor and flesh in seconds. These creatures can swarm and feast on an enemy leaving nothing but a few bone fragments in seconds.

HATE ELEMENTAL

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
5	5	5	6	10	3	10	2	WALK

Animal: Beast / Fearless / Energy Form / Blaster 20/2

Hate Elementals are formed from pure demonic energy and they can change their shape to any form. They can spray gouts of this corrupting energy to destroy anything living.

PLAGUE WARRIOR

STR	AGI	INT	DEF	X	ACT	LIFE	SIZE	MOVE
5	2	2	4	10	2	15	1	WALK

Animal: Beast / Fearless / Disease / Confuse 10 / Lethal 15

These living embodiments of disease and pestilence exist only to infect and corrupt the living. Their rotting bodies create an intense stench that causes instant nausea to anyone around them. Their diseased touch is strong enough to kill a Legionnaire so their rotting bodies should be avoided at all costs.

MISSION 5: BASE CRASH

INTRODUCTION

The Imperium has almost finished construction of their first super star base that is the size of a large moon. The Imperium has named this battle station the *Dominion* and they have placed most of their hopes on destroying the Republic on it. This mobile battle station can destroy entire sections of the Fleet's battle line so your Strike Team must destroy it before it becomes fully operational and moves to the frontlines of the war. It is currently orbiting the Imperial world of Derum Beta where it is being loaded with crew and supplies.

PARTY CRASH

The team must infiltrate one of the supply depots on the planet's surface that is sending up thousands of cargo and troop transports to the *Dominion* every few minutes. The team must disable the crew of one of these transports and fly it up to the *Dominion*. Once inside, they must determine how such a large structure is able to stay stable and move. Republic spies believe it is either a piece of Old Empire technology or a powerful Master holding it together. If the team can remove this stabilizing force, Republic Intelligence believes that the *Dominion* will simply collapse into itself.

DATA CRASH

Once the team enters the base, alarms quickly sound. The base detects the genetic composition of anyone that enters the base and anyone not in the database activates security protocols. The team's stolen ship is quickly surrounded by twenty Executioner drones. The team must destroy these robots before more reinforcements arrive. Once the team escapes to a safe location they must find a data link so that their best hackers can invade the *Domin-*

ion's command and control system and determine what is holding this impossibly large ship together.

These characters must pass an Extreme scene challenge that includes challenging Science, Infiltrate, and Tech actions in order to determine how the base is being held together from its secured data banks. If they succeed, the Legionnaires will find schematics of the base that details how a powerful gravity generator in its core is the stabilizing force for the entire base and how it absorbs almost all of the energy produced by the base. The only way to get to the *Dominion's* core is to pass through the open expanses of the residential section, known as the Great Expanse, which is a massive chamber one kilometer high and one hundred kilometers long that expands through the entire central section of the *Dominion*.

Long Run

The Strike Team must figure out the best way to cross the Great Expanse that is covered in military bunkers, residential areas, and factories. The Legionnaires can acquire Imperial vehicles that can be found all over this area but every Imperial soldier on the base will be on high security alert and ready to fight. In order to pass all the way through this chamber, the team must survive twenty encounters using the following chart to determine what the team encounters each time by rolling a D10.

Roll	Long Run Encounters
1	15 Imperial Troopers
2	7 Imperial Troopers on five Razor Bikes and one Hammer Battle Bike
3	5 Enforcer Drones and a Leviathan Drone
4	10 Destroyer Drones
5	4 Samurai Savants
6	6 Valkyries
7	4 Master Troopers and an Imperial Champion
8	3 Scout Walkers piloted by Imperial Troopers
9	12 Imperial Troopers in 3 Katana Battle Speeders
10	12 Imperial Marines

Core Crash

After the Strike Team has trekked across the Great Expanse they come across a massive set of metasteel doors at the entrance to the *Dominion's* central core. Once they enter through these locked doors, they will encounter the final guards which include three battle avatars (Motion, Detonate, and Power), five gun saints, and five Silk assassins. Once these Imperial threats are eliminated, the Strike Team must destroy the glowing cross that floats in the middle of the chamber and the entire station will begin the shake and fall apart.

The team must be careful because kilometer long support beams will start to fall from the ceiling of the Great Expanse and the power will have failed leaving the base completely dark except for a few emergency lights. The team must quickly travel through the Great Expanse but there won't be any encounters because everyone will be fleeing for their lives looking to find an escape pod or shuttle to escape from this collapsing deathtrap. The team must acquire an Imperial shuttle and fly away before the *Dominion* finally collapses into itself and explodes.

Mission 6: Dead Space

Introduction

The Fleet battle station *Triumph* has gone completely silent for a week, so your Strike Team is being sent to find out what has happened to the thousand Fleet officers stationed at this silent base. When your Strike Cruiser arrives at the station, *Triumph* is in complete darkness and there is no sign of life. Every member of your team should suit up in Spartan power armor and enter the darkness of this massive space station.

Once a Legionnaire opens the air lock to enter the main structure, ten Hive Warriors jump out and attack the team. The team must quickly kill these monsters and move inside the *Triumph* to seek revenge for all the lost Fleet officers. When the Legionnaires turn on their flood lights, they see that the walls are covered in blood and an odd shiny black organic material that twists and undulates. This material must be what blocks all signals from inside the base. The inside of the station is steamy hot and reeks of rotting flesh. The team realizes that the station has been converted into a massive Hive brooding nest. The team must fight its way to its conversion core to cause a core breach that will destroy the base before this Hive brood is unleashed on an unexpected Republic world.

Death Traps

To get to the core, the crew must survive twenty events as they move deeper into the station. To determine what happens in each event roll a D10 and follow the event's directions. This is a survival grind and survival is the true

goal of this mission. Losing a single member is a great loss to the team and the Republic so everyone must stick together and use group tactics to destroy the hordes of attacking bugs.

Once the Strike Team survives the hordes of Hive Warriors and gets to the core, they see the true monstrosity of this brood in the form of their queen. The core has been turned into a disgusting and steaming egg chamber where the queen feeds off the power of the core and produces hundreds of dripping eggs every hour that are carried away by blind and mindless Hive Slaves.

Roll	Death Trap Events
1	Fight 5 Hive Warriors
2	Fight 10 Hive Warriors
3	You are surprised by 5 Hive Warriors so they attack first
4	Fight 15 Hive Warriors
5	Set a trap for the enemy so that you get to attack first during the next event.
6	Fight 20 Hive Warriors.
7	You are surprised by 10 Hive Warriors so they attack first.
8	Fight 20 Hive Warriors and 2 Hive Brutes.
9	Team receives a moments rest. All Legionnaires restore 10 Life.
10	Fight 5 Hive Brutes.

Final Rights

In the station's core room, the massive Hive queen is attached to a hundred meter long egg sack undulating with yellow putrid eggs. The Hive mind and her eggs feed on the energy of the core but they are protected by her personal royal guard. Once the team enters the room, the queen detaches herself from the egg sack and attacks. To get to the core your team must defeat a Hive mind and thirty Hive brutes. This battle will be difficult and if these monsters cannot be defeated, the team can still win if they destroy the core and themselves.

If the team defeats the queen, they can set the core to self destruct and quickly escape to safety. The surviving Hive warriors on the *Triumph* will be stunned by the massive psychic death scream produced by the Hive mind when she died. All Hive warriors can now be simply pushed aside or stepped over without any danger. The team must get back to their Strike Cruiser and escape before the *Triumph* explodes destroying this infestation of Hive monsters forever.

MISSION 7: LEGION²

INTRODUCTION

A Strike Team can become corrupted by influences from another dimension or the work of a Dark Master. Strike Team *Lightning* was sent on a simple mission to determine the source of a reality rift forming near the Frontier world of Gelgnor Prime. A week later a challenge was sent to Fleet command. The lost Strike Team demands that challengers from their rival Strike Team be sent to fight them in gladiatorial combat. If these Legionnaires are not sent alone, the members of *Lightning* threaten to disappear forever.

Fleet command knows that this must be a trap but the destruction of this rogue team is a priority so they send your team members to the planets listed by the traitors. Your team is ordered to execute the rogue Legionnaires with extreme prejudice. The rogue Strike Team will have the same number of members as the players' team. Each character that specializes in a specific field will fight a rogue Legionnaire with the same combat specialty on a special world.

Each battle will between a single central character and a rogue Legionnaire. The enemy will have similar stats as your character but remember you have Surges and your imagination to pull out a victory. After defeating the rogue Legionnaire, you have been commanded to return his body for analysis. You may have served on a Strike Team with your enemy but you must remember her mind has been corrupted and her actions place the future of the Republic at stake.

GLADIATOR

The close combat expert of the group should be sent to the ice world of Verdak. There she will fight a Legion Ronin to the death. This world was selected by this lunatic because it completely negates a character's speed and maneuverability. This battle takes place on a massive sheet of ice that is incredibly slippery. To represent this dangerous terrain both Legionnaires roll 2D10 for each round of combat. The character with the lowest roll attacks first. If a Legionnaire rolls higher than their Agility, he slips and loses half of his Actions rounding down.

METAL CRUSH

The group's best frame pilot should be sent to Kefer, which is a massive planet with an unusual gravitational

field. He should land with his Retailator frame to fight a Legion Ace with her own Retailator. This world has an oscillating gravitational field that constantly changes from normal to extreme. This makes flying a frame impossible so this frame battle will occur on foot. Roll a D10 each combat turn to represent this changing gravity. Reduce this roll from each frame's Speed rating for that turn.

Iron Hammer

The group's best power armor pilot should be sent to the world of Gern, which is known for the powerful lightning storms that cover its surface. She will fight a Legion Pilot and both Legionnaires will be suited in Spartan power armor. To represent the constant lightning strikes, roll a D10 every turn for both Legionnaires. Each Legionnaire's Spartan armor receives Shield damage equal to their roll.

Sneak Attack

The group's stealthiest character should be sent to planet Hilgrin, which is a death world that the Legion often uses to train newly evolved Legionnaires. The deadly vegetation of this world is represented by both character's rolling 2D10 each turn. Each Legionnaire receives Life damage equal to how much higher the roll is than her Agility.

Shoot Out

The group's master marksman should be sent to the planet Albion, which has a bizarre reflective surface that creates a blinding light during the day. Legionnaires on this world can only fire at a target in the same Range Band.

Mind Game

The group's Master should be sent to planet Telgar that has a natural reality tear passing through it. The character will fight a Legion Master but the reality tear makes using Mastery extremely dangerous because of the feedback created by the anamoly. When a Master uses an Act of Mastery on this world his Life is reduced by D10.

Mission 8: Puzzle

Introduction

Another Strike Team has brought back a piece of ancient technology that Republic scientists believe is part of a larger puzzle. This artifact glows more brightly whenever it gets close to another piece of the puzzle, so

Fleet scouts used the piece to find the other parts. They followed the puzzle piece to the Frontier world of Geltar Seti, which was surrounded by an entire Imperial armada. Your team is given the puzzle piece and ordered to get to Geltar Seti and find the rest of the pieces before the Imperials do. Your team must sneak past the Imperial blockade to get to the surface of this world. Once on the planet's surface, your team should follow the puzzle piece to a hidden doorway that leads to a massive underground catacomb.

Maze Hunters

This is an unimaginably large set of caverns that appear to have no end but the puzzle piece will eventually lead the team to the other pieces. This is a search mission so the characters roll a D10 to determine who they will encounter and fight in the catacomb to get a piece of the ancient puzzle. The characters win if they collect all six numbered pieces and still have their original piece. This can be a real grind because the pieces that the team needs to finish the puzzle may take a long time to come up. If characters roll an encounter for a piece that they already have, they must still fight but they will receive nothing in return.

Roll	Long Run Encounters
1	20 Imperial Troopers
2	6 Death Troopers and Puzzle Piece 1
3	6 Enforcer Drones
4	6 Reborn and Puzzle Piece 2
5	6 Infernals
6	6 Shivas and Puzzle Piece 3
7	6 Aberrants and Puzzle Piece 4
8	6 Ultimates and Puzzle Piece 5
9	6 Cyber Wolves
10	6 Death Reapers and Puzzle Piece 6

Puzzle Solved

When all seven pieces of the puzzle have been discovered, the characters must figure how to put them together. Once the puzzle is complete, it will appear that nothing has happened but once the team gets outside they will notice that when they look around everything is frozen in place. Leaves and birds will have stopped motionless in the air and their will be no sound or any wind. The team should eventually realize that this puzzle stops time but it still allows the wielders of the puzzle to move freely. When a piece of this time key is removed, time starts again.

Mission 9:
Solitaire

The following introductory mission is designed to be played as a solo mission where a single powerful Legionnaire enters the massive Imperial star base *Stormchaser* to destroy it from within. This is a true grind because a single character must fight through the event chart trying to survive until you roll 100 to find the station's core and destroy it.

To play this adventure, a player rolls D100 and does what the event states. There is no escape so all combatants encountered must be defeated. If a character fails at any skill check, he will be punished.

Roll	Solitaire Events
1	FIGHT 5 IMPERIAL TROOPERS.
2	VACUUM ROOM. PASS INTELLIGENCE TEST OF 8 OR DIE.
3	FIGHT A CYBER WOLF.
4	DEACTIVATE SECURITY SYSTEM. PASS TECH TEST OF 8 OR LOSE ONE INTELLIGENCE.
5	FIGHT 3 IMPERIAL MARINES.
6	FIGHT AN EXALTED.
7	FIGHT AN IMPERIAL TEMPLAR.
8	LASER TRAP. PASS AGILITY TEST OF 8 OR LOSE FIVE LIFE.
9	ESCAPE TRAINING ROOM. PASS AGILITY TEST OF 5 OR DIE.
10	OPEN THE SECURITY GATE. PASS TECH TEST OF 10 OR LOSE A SURGE.
11	FIGHT 2 ASSASSIN DRONES.
12	POISON CLOUD TRAP. PASS AGILITY TEST OF 7 OR DIE.
13	FIND SECRET PASSAGE DOOR. PASS PERCEPTION TEST OF 8 OR LOSE ONE INTELLIGENCE.
14	FIGHT 2 SHIVAS.
15	PASS THROUGH DRONE REPAIR STATION. PASS STEALTH TEST OF 8 OR FIGHT 6 BRAWLER DRONES.
16	FIGHT 2 DEATH TROOPERS.
17	FIGHT 4 HUNTER DRONES.
18	DEACTIVATE THE GENE SCANNER. PASS SCIENCE TEST OF 9 OR LOSE ONE PERCEPTION.
19	FIGHT 3 IMPERIAL ASSASSINS.
20	CRAWL THROUGH AN AIR DUCT. PASS AGILITY TEST OF 8 OR LOSE ONE STRENGTH.
21	FIGHT 2 REBORNS.

Roll	Solitaire Events
22	LOST IN THE GARBAGE CHAMBER. PASS PERCEPTION TEST OF 9 OR LOSE ONE AGILITY.
23	FIGHT 2 MANHUNTER DRONES.
24	PASS THROUGH AN EXTREMELY LONG CORRIDOR. PASS STRENGTH TEST OF 9 OR LOSE FIVE LIFE.
25	FIGHT 2 CYBER WOLVES.
26	FIGHT 2 DEATH REAPERS.
27	MOVE THROUGH A BUSY CORRIDOR. PASS INFILTRATE TEST OF 8 OR LOSE ONE AGILITY.
28	GRAVITY TRAP. PASS STRENGTH TEST OF 10 OR LOSE ONE AGILITY.
29	FIGHT 2D10 SHOCK TROOPERS.
30	COMMAND NODE ACCESSED. PASS TECH TEST OF 9 TO GAIN ACCESS TO THE STATION'S TECHNICAL READOUTS. IF YOU SUCCEED, YOU CAN ALWAYS ROLL TWO D100 AND PICK THE EVENT YOU WANT.
31	FIGHT 2 EXALTED.
32	CAPTAIN'S QUARTERS. FIGHT AN IMPERIAL ADMIRAL. IF YOU DEFEAT HIM, YOU GAIN THE MASTER KEY THAT ALLOWS YOU TO AUTOMATICALLY PASS A SINGLE EVENT.
33	MEDICAL ROOM. PASS MEDICAL TEST OF 8 TO RESTORE ONE ATTRIBUTE RATING.
34	FIGHT A SILK ASSASSIN.
35	HIDDEN ALCOVE. GAIN THREE LIFE.
36	FIGHT 30 IMPERIAL TROOPERS.
37	GAIN INFORMATION FROM A TECHNICIAN. PASS MANIPULATE TEST OF 6 OR LOSE ONE INTELLIGENCE.
38	FIGHT 2 DEATH HUNTERS.
39	SECURITY ROOM. PASS STEALTH TEST OF 10 TO GAIN THE OVERRIDE CODE. IT ALLOWS YOU TO ADD 5 TO ANY EVENT ROLL.
40	CROSS A BRIDGE UNNOTICED. PASS STEALTH TEST OF 8 OR LOSE THREE LIFE.
41	FIGHT 20 IMPERIAL TROOPERS.
42	MASTER CRAFTER'S CHAMBER. PASS PERCEPTION TEST OF 9 OR LOSE ONE PERCEPTION.
43	FIGHT 2 IMPERIAL TEMPLARS.
44	EMPTY CORRIDOR.
45	SWING OVER A CHASM. PASS AGILITY TEST OF 8 OR DIE.
46	SNEAK PAST SECURITY NET. PASS STEALTH TEST OF 7 OR LOSE ONE AGILITY.
47	COMPUTER ACCESS. PASS TECH TEST OF 8 TO AVOID THE NEXT EVENT.

ROLL	SOLITAIRE EVENTS
48	FIGHT GUN PRIEST.
49	FIGHT 10 IMPERIAL ASSASSINS.
50	FIGHT 5D10 IMPERIAL TROOPERS.
51	FIGHT COMBAT BROTHER.
52	DART TRAPS. PASS AGILITY TEST OF 7 OR DIE.
53	FIGHT 3 RIPPER DRONE SWARMS.
54	FIGHT 30 IMPERIAL TROOPERS.
55	BLINDING LASER TRAP. PASS AGILITY TEST OF 8 OR LOSE THREE PERCEPTION.
56	FIGHT AN EXECUTIONER DRONE.
57	EMPTY BEDROOM. REST TO GAIN 5 LIFE.
58	ARMORY ROOM. YOU MAY TAKE ANY IMPERIAL WEAPON OR EXPLOSIVE.
59	INFIRMARY. GAIN 10 LIFE.
60	ILLUSION TRAP. PASS PERCEPTION TEST OF 9 OR IGNORE THE FIRST ROLL OF 100.
61	CRUSHING ROOM. PASS INTELLIGENCE TEST OF 7 OR LOSE FIVE LIFE.
62	FIGHT 3 TITANS.
63	FREE FLEET PRISONERS. FIGHT 10 IMPERIAL TROOPERS. RESTORE ALL LIFE AND GAIN TWO SURGE.
64	SECRET CHAMBER. PASS PERCEPTION TEST OF 10. IF YOU SUCCEED, YOU AUTOMATICALLY GO TO ENCOUNTER 100.
65	FIGHT 2 SHIVAS.
66	EMPTY STORAGE ROOM.
67	FIGHT A MANHUNTER DRONE.
68	JUMP OVER AN ENDLESS CHASM. PASS STRENGTH TEST OF 7 OR DIE.
69	SNEAK PAST A BATTALION OF TROOPERS DISGUISED AS AN IMPERIAL TROOPER. PASS INFILTRATE TEST OF 10 OR FIGHT 200 TROOPERS.
70	REPAIR ROOM. PASS PERCEPTION TEST OF 10 TO GAIN TECHNICAL READOUTS OF THE STATION. IT ALLOWS YOU TO ALWAYS REROLL ANY EVENT ROLL.
71	MOMENTS REST. HEAL YOUR LIFE AND STAMINA TO THEIR MAX.
72	FIGHT 25 IMPERIAL TROOPERS.
73	FIGHT AN ULTIMATE.
74	ENGINEER TRANSPORTER. PASS TECH TEST OF 10 TO AUTOMATICALLY GO TO ENCOUNTER 100.
75	FIGHT AN ASSASSIN DRONE.

ROLL	SOLITAIRE EVENTS
76	FIGHT AN IMPERIAL CHAMPION.
77	CREW CAFETERIA. PASS INFILTRATE TEST OF 7 TO GAIN FIVE LIFE.
78	CHAMBER OF SOLITUDE. FIGHT 2 COMBAT BROTHERS.
79	ELECTRIFIED FLOORS. PASS PERCEPTION TEST OF 8 OR DIE.
80	FIGHT 20 IMPERIAL TROOPERS.
81	PIT TRAP. PASS AGILITY TEST OF 9 OR LOSE THREE LIFE.
82	FIGHT A TITAN.
83	SECURITY CHECK POINT. PASS STEALTH TEST OF 9 OR LOSE ONE AGILITY.
84	CAPTURE THE CHIEF ENGINEER. PASS MANIPULATE TEST OF 10 TO MAKE THE ENGINEER LEAD YOU STRAIGHT TO THE CORE. GO DIRECTLY TO ENCOUNTER 100.
85	FIGHT 3 IMPERIAL MARINES.
86	RADIATION CHAMBER. PASS AGILITY TEST OF 7 OR PERMANENTLY REDUCE YOUR LIFE BY THREE.
87	IMPASSABLE DOOR. PASS INTELLIGENCE TEST OF 10 OR LOSE ONE PERCEPTION.
88	FIGHT 3 BRAWLER DRONE.
89	FIGHT 10 X D10 IMPERIAL TROOPERS.
90	ESCAPE POD. YOU CAN LEAVE THE STATION BUT YOU LOSE.
91	CRUSHING CORRIDOR. PASS AGILITY TEST OF 8 OR DIE.
92	FIGHT 15 IMPERIAL TROOPERS.
93	FIGHT 3 EXALTED.
94	FIGHT A RIPPER DRONE SWARM.
95	FRICTIONLESS FLOOR. PASS AGILITY TEST OF 10 OR LOSE ONE AGILITY AND ONE STRENGTH.
96	SECURITY CORRIDOR MUST BE TRAVELED THROUGH UNSEEN. PASS STEALTH TEST OF 10 OR LOSE ONE AGILITY.
97	ENGINEERING ROOM. PASS SCIENCE TEST OF 10 TO AUTOMATICALLY GO TO ENCOUNTER 100.
98	FIGHT 2 FANATICS.
99	FIGHT 2 EXECUTIONER DRONES.
100	YOU HAVE REACHED THE CORE. DESTROY IT AND ESCAPE. YOU HAVE DESTROYED THE IMPERIAL STATION STORMCHASER AND HAVE WON.

Index

Table Index

Strike Legion

A Science Fiction Roleplaying Game

> **Play the role of a Legionnaire.**
>   (A superhuman fighting machine designed to be perfect.)

> **Fight the Imperium that wants to destroy everything that you believe in and love.**

> **Win at all costs.**

> **If you lose, all is lost.**

Strike Legion is a science fiction roleplaying game set in the future where the mighty Imperium fights the Star Republic for domination of the universe. The Imperium is a xenophobic star empire that encompasses millions of worlds of uncountable subjugated humans. The Star Republic is a union of different sentient species that fight for their right to peace and progress. The Imperium swarms its enemies with endless hordes of ships while the Republic is defended by the Fleet with its small fleets of powerful and advanced battleships. The Imperium seems unstoppable as each new wave of Imperial ships depletes Fleet resources to the breaking point. In comes the Strike Legion. Each Legionnaire is equal to an army of regular soldiers and it is their job to enter Imperial space and destroy the Imperial war machine from within. They can do what an entire fleet of ships could never accomplish. To win the war, the Legion will have to prevail but the Imperium creates new ways to defeat them everyday.

Players: 2 - 10

Play time: 30 minutes to 2 Hours

Age: 12+

Difficulty: Complex

JEN GAMES