



JAGS HAVE-NOT



Tabletop Roleplaying in
a Postapocalyptic Future

Volume III

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Artifacts & Monsters

This book contains the monsters, treasure, and weapons and armor lists that go beyond the “starting set.” Despite being “for the Game Master” (who will usually be allocating monsters, treasure, and so on) this is, frankly, available for everyone. The weapons and armor lists have been designed to be entertaining and illustrated. The monsters come in two sections: the picture and text descriptions--and then the actual stats in another (so if someone wants to read through the post-apocalyptic bestiary without ruining the fun of knowing all the stats, they can!)

This book is divided into the following chapters:

- Armor And Weapons - The Characters Chapter has a list of “basic stuff” that starting characters generally have access to. This lists the full range of weapons and armors that we have created for HaveNot.
- Monsters - Robots, Toxin Creators, and bio-mutations--as well as several “opponent” character types (Brigands, cyborg mercenaries, etc.). As noted, this has both a picture/descriptive text and a stats section.
- Artifacts - This is “Treasure,” the stuff of the ancients. It is divided into Age of Wonder and Age of War gear (although there is some overlap in that lots of Age of Wonder stuff was still used in the Age of War).



The installations of the time before are full of things both wonderful and terrible.

Armor and Weapons

Corsair Arms T-9 .2kv Pulse Pistol					L+: 1.4
					
The Corsair .2kv Pulse series is black carbon fiber finish with ergonomic curved grips and a top ejection port for the energy cell. Cooling vents on the front were enhanced with a metallic heat-exchange manifold.					Deep Ammo Reserve
Notes: The L3 and L4 versions are the Corsair T-11 and T-20. If fired with both hands it has no recoil.					
Lvl Cost	DMG	ROF	MAG	RCL	RNG
2 1000c	10 IMP	S	30	-1	-1/7y
3 2000c	14 IMP	S	30	-1	-1/7y
4 3500c	17 IMP	S	30	-1	-1/7y

Level+ Cost

Picture

Special Rules and Write-Up

General Statistics

The Age of War, by its nature (and as you would guess from its name) produced an awful lot of armor and weapons. These ranged from absolute terror weapons at the start of the Age of War to 20th century slug throwers at the end. Of course some of the good stuff from even the age before is still around somewhere. So here is some of the weapon Descriptions

The following weapon descriptions have a typical format as follows. Here's what the sections mean:

Section	Meaning
Level+ Cost	This is the amount of damage additional APs of damage add to the weapon. So if a character has +3 APs from a Trait to ranged weapon, the gun on the left will do Base Damage + (3 x 1.4) = Base Damage + 5 pts
Special Rules	If the weapon gets a Large Weapon bonus to hit or other things, it is listed here.
General Stats	Damage, Rate of Fire, Magazine Size, Recoil, and Range-Mods

Common Special Rules for Weapons

Weapons have a bunch of special notes and rules. Where these are fairly unique, they are described in the appropriate section. Here are some notes on some of the more common ones.

Special Rule	Notes
5 REA Activation	When "fired up" the weapon is usable for around 10 Rounds (1 min) of constant use after which it needs 4 Rounds off. When activated it is obvious and everyone who wants to can roll initiative. Usually activating it will allow a perception roll through a standard door (the activation makes sound, produces light, etc.)
Jams X+ (17+)	The weapon is prone to jamming. On a to-hit roll of the listed number or higher, the weapon jams. A jammed weapon (a) does not fire that round and (b) requires a 5 REA Action (unless otherwise noted) and a successful Firearms Skill roll at -2. If missed, the character must keep trying if they want to unjam the weapon. The weapon being damaged or dirty can decrease the Jam-number by 1 to 4 pts at the GM's discretion.
Slow Load (5 REA per shell)	Putting each bullet into the weapon (or power cell, etc.) is a 5 REA Medium Action.
+2 to hit with Lock On	The user makes a 5 REA Medium Action attack roll (Firearms or COR) to "lock on" to the target. If they hit then every attack on that target gets the listed bonus (+2) to weapons skill (harder to dodge / block, increases damage modifier). Usually this is for guided missiles. Note: Some rockets require lock and will not fire without having lock-on. The to-hit modifier for lock is the negative modifier for the weapon itself.
Explodes on X+ (18+)	Worse than jamming, some weapons explode. The rule is the same as Jamming except (a) the weapon is heavily damaged and will no longer function (it may be repaired at the GM's discretion) (b) the character takes full listed damage as IMP damage with a +4 Damage Modifier. (b) Everyone within 2 yards takes half damage with a +4 Damage Modifier. NOTE: In some cases the weapon may only explode on: <ul style="list-style-type: none"> • Automatic fire - single shots will not trigger the explosion • If overheated - the first shot will not trigger the explosion and so long as the character fires at half ROF (1 shot a round for most weapons, 1 shot every other round for weapons with an ROF of 1) it won't overheat.
Autofire ONLY	The weapon can only be fired in "full auto mode" (this usually represents hard-beam lasers or flame throwers or the like). If the character only has 5 REA the can fire once--but that's it. The rest of the shot is "wasted" and the weapon can only be used one time per round.

Autofire Rules (Amended)

This revises / expands on the automatic fire rules in the JAGS Core and JAGS Archetypes books.

(Fully) Automatic Fire - Concentrated Fire	8 REA Medium Action
Description: The shooter pays 8 REA to fire on a single target for 1.5x Base Damage and +2 to skill roll to hit. If the weapon is PEN damage, the PEN value is not multiplied (it is the PEN value of one shot). The weapon cannot be used again that round save for the additional shots if wanted.	
Ammo: All automatic fire events use exactly 10 Rounds (super high rates of fire will use more)	
Range Mod: The Range Mod listed is halved for each -1 of Recoil. So a -2 weapon with a -1/20y range mod goes to -1/5y when fired in fully automatic mode.	
Additional Shots: The shooter may target one or two characters "near" the primary target (usually within RANGE MOD / 2 yards or a minimum of 4 yards). These may be shot at for 1 REA each as part of the burst.	
• The first shot takes the recoil mod, if any	• The second shot takes 2x the recoil mod, if any

(Fully) Automatic Fire - Suppressive Fire	8 REA Medium Action
Description: The shooter pays 8 REA to fire on a given area. They get up to 3 9- rolls to hit people in that area (the GM may allow more for densely packed environments). This lasts for until the end of the Round or until the character doing the fire stops it, is incapacitated, or	
Range Mod: The Range Mod listed is halved for each -1 of Recoil. So a -2 weapon with a -1/20y range mod goes to -1/5y when fired in fully automatic mode.	

Acquiring Weapons

There are weapons all over the place: old installations are full of 'em. They are in the gullets of monsters. Raiders carry them--and stores sell them. There are a bunch of ways to get your hands on weapons. Here are some guidelines.

Finding Weapons in Installations

If a weapon's LVL Cost rating is L3 3500c that means it is most likely found in a Level 3 installation and has a purchase value of 3500 credits. Typically an installation will contain 4+ weapons of this level or higher (or the cash equivalent).

Buying Weapons from the Store

Most towns or outposts will have someone who sells weapons. Typically the weapons sold are at or around the Threat Index of the map (or a little below--often you have to go into installations to get the good stuff). Those buying weapons from stores will pay the purchase value (they can be sold for 1/10th the listed purchase value).

For determining what is for sale, we recommend the following guidelines:

- Weapons below the Threat Index of the map: 12- chance (1-3)
- Weapons AT the Threat Index of the map: 10- chance (1-2)
- Weapons above the Threat Index of the map: 8- for +1, 7- for +2, 6- for +3. (so on a roll of a 6 or lower a Threat Index 5 map would have a weapon shop with a Level 8 weapon)

Weapons at Multiple Levels

Many of the weapons listed here (and armors) have several levels listed. This is done for convenience sake as (a) producing multiple unique weapons for every level would be time consuming and often redundant and (b) while any weapon listed here can be scaled as necessary, having some already calculated makes it easier.

Whether or not the multiple tracks literally represent three different versions of the same weapon--or one weapon that can be found at any of those levels is up to the GM. In order to scale a weapon to another level, simply use the L+ value and add or subtract APs worth of damage as necessary.

Jackknife Special

L+: 1.1



No, no, no--trust me: you don't want to get fancy. Out in the wastes? All that laser shit falls apart. Vents clogged, heat exchanger falls off. No--you want good, reliable steel. This--this right here--is the gun for you.

Jams 17+

Lvl Cost	DMG	ROF	MAG	RCL	RNG
2 900c	10 PEN	S	5	-0	-1/5y

Desert Carbine .21

L+: 1.3



Beat up? This thing has character. Give that chamber a spin. Hear that? That's solid workmanship right there. You can tell. And that bullet? That'll knock down a Dust Crawler. BANG! This baby is reliable, accurate, and deadly. I've sold a hundred of these and I do my business on repeat customers.

Jams 16+

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3150c	21 PEN	S	5	-2	-1/25y

Ares "Perforator"

L+: 1.0



Ohhh man--the Ares "Perforator." They thought they were gonna take over the world with that thing. So they had the idea of a pistol--that fires full auto. Everyone's gotta have one, right? Uh--no. The thing carries 8 rounds and for some damn reason jams all the time with an extended clip. Plus, the damn thing is so cheap it's always failing and you can't aim it or anything. So you get one "rock and roll" trigger pull and that's in. On top that that, it kinda looks like crap. They did sell a bunch--but I think they lied their asses off to do it.

Poor sights (-1 to Aim Bonuses)
Jams 17+ when fired full auto

Jams 14+ with extended clip (any mode of fire)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	13 PEN	8 REA FA 1 REA, 2x	8	-1	-1/4y
5 5500c	18 PEN	8 REA FA 1 REA, 2x	8	-1	-1/4y

Sandstrom T-10

L+: 0.7



Sandstrom Ballistics is the division of Sandstrom Tornado that captured an old weapons fabrication plant. They produce a line of arms using very late AoW technologies. The results are hit and miss: their raw materials are not up to the job in many cases--but the weapons certainly look the part.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L7 11000c	19 PEN	8 REA FA 1 REA, 2x	30	-1	-1/50y

Sandstrom Auto-10

L+: 0.8



Sandstrom sells a lot of these. Stagecoach goes out. Stagecoach comes back, shotgun guard has a pair: someone tries to take them off and he's faster and a better shot. These things are decent, I mean, if you're right up close. Otherwise don't bother with the full auto: all those bullets and you won't hit anything!

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
3	2000c	10 PEN	8 REA FA 1 REA, 2x	30	-2	-1/5y
4	3500c	13 PEN	8 REA FA 1 REA, 2x	30	-2	-1/5y

Lem Diamondback

L+: 0.8



The Lem Diamondback is based on a truly ancient design with upgrades to the materials and attention to the manufacture. The sniper's thumb hole, the beveled magazine, and the exterior done in molecularly reinforced carbon fiber plate make it a prized possession for a lot of people. The round is low caliber for stopping a rampaging military grade cyborg--but it's still a preferred tool of precision marksmen.

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
8	14500c	22 PEN	S	30	-0	-1/150y

Sandstrom .50

L+: 1.5



Sandstrom Arms is down in Tornado City--decent stuff. They do a lot of reclamation and the take the salvaged tech and make custom pieces. This is an example: That huge bore? It's a mass-accelerator. Extra punch--bit it takes some time to cycle. It's essentially a "rail gun" rebuild!

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
5	5500c	29 PEN	1	6	-0	-1/50y

Lem Coldhammer (.445 Revolver)

L+: 1.1



It ain't fancy--but it means business--and its done a good job of putting men in the ground. The .445 single-action Coldhammer is a popular Tornado City Range-Rider personal gun. Ultra-reliable--heavy--but that helps compensate for the kick. It's black-chrome finish and hand grooves give it a handsome and serious profile. You can get one upgraded with an accelerator.

Slow Load
(5 REA per shell)

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
5	5500c	21 PEN	S	5	-1	-1/6y
8	14500c	30 PEN	S	5	-1	-1/6y



Ares AX-20 Hand Assault Rifle					L+: 1.1
					
After R. Coyne left Ares Arms, they toyed with discontinuing the line--but outcry from customers kept it alive. So they decided to further enhance it. The "shorty" was highly popular--so they took the AX line and made it ... shorter. This has been a popular gun with bandits--but also cash-strapped explorers who are okay with a "rifle bullet" that has very				Jams on 17+ Poor sights: -1 to Aim bonuses	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	18 PEN	8 REA FA 1 REA, 2x	30	-1	-1/3y

Rust Cannon .72					L+: 1.3
					
Come back over here. Look--you want to know what the Warlords carried? I mean--personal weapon--not the military stuff for the guards. Look at this. Yeahhhh. It's HUGE. This thing--look at that scroll work. It's art. It's a collector's piece, honestly, I wouldn't sell it but I've had some . . . cash flow problems. Anyway, what? No--it's accurate--just line it up--look through the sight on top. You can't miss.				Jams 16+ Poor sights: -1 to Aim Bonuses	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 4950c	25 PEN	S	6	-3	-1/4y

Reaper Arms Personal Cannon					L+: 0.8 L+: 1.4
					
This is another piece of artwork out of Tornado City. It's a pricey gun--but look at that scrollwork! Really, it's called a personal cannon because you can "fire all of your guns at once and get blown into space"--no, I dunno. It's like an ancient saying or something. Anyway--you cock it and BOOM--all six barrels at once!				Slow Load Armor Piercing 2x PEN Value Can Fire 1x For All Ammo (must have 4+ rounds)	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 6060c	16 PEN	S	6	-0	-1/5y
	27 PEN	1x	Empty	--	-1/5y

Ares Arms "Bone Saw" .48					L+: 1.2
					
Yeah. Towards the end of the wars they just said screw it and kinda went nuts. This is the "Bone Saw." I dunno who gave it that name. Sold though--it'll wreck anything it hits. Don't drop it--the safeties aren't all that. What? No--it's new. These come out of the box with the grips like that.					
Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 7200c	27 PEN	S	6	-2	-1/12y

CyberCrome .90

L+: 1.1



That one's a beauty, isn't she? At the end of the war Areas and a bunch of other guys were going after each other like crazy and a shadow outfit called CyberCrome--no "h"--made these to compete. At that point everyone was just saying Phuck-It and going for broke. It's a solid gun--but see that rail under there? That's a built in sound amplifier. It makes this son-of-a-bitch extra loud. No idea why they'd do that.

Extra Loud

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 1100c	27 PEN	S	6	-3	-1/15y

Bunker Gun (Tac-Shotgun)

L+: 1.3



So they knew the end was commin' and they went down in these bolt holes and they gave this thing to the last guy in--the newest guy--and said "hold the door" and locked him outside of the drop-shaft. Now, it's only got 4 rounds--but: BOOM--enclosed space? Close range? Can't miss! Yeah--we got a LOT of these off of corpses. What? No--it's not real wood.

+1 LWB
Slow Load (5
REA
Per shell)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000	20 PEN	S	4	-2	-1/20y

Ares-11

L+: 1.1



The Ares-11 is one of the most popular guns Ares Arms ever made--which makes it one of the most popular guns in the world. Its solid, if uninspired workmanship and "basic" design were an anomaly for Ares who never liked the gun and announced they were ending production several times. Non Corrosive coating over a stainless steel frame and black high friction grips.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	13 IMP	S	11	-1	-1/15y

Ares-13

L+: 1.3




Following the unexpected success of the Ares-11, Ares followed up with the 13 series which had gold plate and decals "flashburned" into the steel. The line was sold with a set of "molecular factories" which turned regular rounds into +P+ (extremely overloaded) shells. Besides this--and the coat--they didn't change the gun making it dangerous to fire.

Jams on 15+
Explodes on 17+

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	21 PEN	S	11	-2	-1/15y

Colbine Terror-Hawk					L+: 1.1
					
<p>The Colbine Terror-Hawk is one of the finest guns ever made according to the Tornado City Range Riders. A handsome single-action revolver with a vented muzzle and LED lights showing chamber status.</p>				<p>Slow Load (5 REA per round)</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	19 PEN	S	6	-1	-1/18y

20-Gauge Stub					L+: 1.2
					
<p>Solid personal defense: Pull this baby out and people back up. It's loud, intimidating--kicks like a mule. You can run people off your ranch or rob the Power Recharge joint--whichever.</p>				<p>Slow Load (5 REA per Round) +2 LWB</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	20 PEN	S	5	-2	-1/15y

Lem .20-.05 Revolver Rifle					L+: 1.1
					
<p>The Lem armory made a few highly iconic guns. One of these was the "20-oh-5." With certain machine toolings lacking, Lem made do with a single action revolver chamber, a precision upper receiver and built in telescopic sights. The round, a 22LR was designed to be a man-killer--and, indeed, the Lem found its way into range wars, guerilla actions, and town defense.</p>				<p>Slow Load (5 REA per Round) Enhanced Aim (+1 with Aim Action)</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	19 PEN	S	6	-1	-1/150y

K21 Metal Storm SMG					L+: 0.6
					
<p>I know, I know--the gun is legendarily weird looking--yes. Yes--you can take it out--but don't. That mag only works in this gun--and that magazine is a quantum gate. This thing has a rate of fire like a rainstorm and it never runs dry. Weird stuff, huh?</p>				<p>Infinite Ammo Extreme Rate of Fire +2 to hit, +2 LWB</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
8 145000c	17 PEN	8 REA XFA, 1 REA, 3x	Inf	-0	-1/15y

Lem .30 Repeater	L+: 1.0
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The Lem .30 carries a hunting-style cartridge but the gun itself is all tactical. Done in non-reflective matte-black with self-luminous 3-dot sights, and carbon-fiber buffering on all moving parts to absorb sound, this is built to be a sniper's gun.			Slow Load (5 REA per Round)		
Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	29 PEN	S	8	-1	-1/150y

Ares AX-19a "Shorty"	L+: 0.7 L+: 1.1
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The AX-19 was successful--which meant Ares wanted to immediately discontinue it and release a heavier version--but Coyne's contract required a specific life-cycle. So they asked to add a shotgun shell undercarriage. R. Coyne did this and shortened the barrel length, increasing the rifling--and created the AX-19a "Assault Model" or "Shorty" to the troops who used it. Note: Reloading the shell is a 10 REA action.					
Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 12100c	18 PEN	8 REA FA 1 REA, 2x	40	-0	-1/50y
	27 PEN	1	1	-2	-1/12

Ares AX-19 "Coyne"	L+: 0.7
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Ares was always having problems capitalizing on their successes. When their line of oversized, unreliable handguns crashed, they brought in a weapons expert R. Coyne--the aggressive use of the first initial has led some to suspect that Coyne was a woman. In any event, the AX-19 proved a reliable, effective weapon that was received well by troops.					
Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	18PEN	8 REA FA 1 REA, 2x	40	-0	-1/50y

Ares AX-19m "Marauder Conversion"	L+: 0.8
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The "Coyne" and the "Shorty" were successful so Ares Arms figured that a much less reliable (and cheaper) version would do even better! They moved the magazine to a rear loading "bullpup" configuration added a barrel shroud for no reason, and then added the blow-back gas system back in as an after though after it wouldn't fire reliably. Coyne quit.					
Jams on 17+					
Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	18 PEN	8 REA FA 1 REA, 2x	40	-0	-1/25y



Infused

Kassam Turbo-Shotgun

L+: 0.8



Kassam did a little bit of work with "infusers." See this switch, when it lights up, you've got about a minute of "infused fire." What's that? Well, the ordinary shotgun shells get infused with, um, energy. Go right through armor. That's the "turbo!" You can upgrade the infuser too!

5 REA
Activation
+2 LWB
Armor
Piercing 30
Pen Value

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	13 PEN AP	S	6	-1	-1/25y
5 5500c	16 PEN AP	S	6	-1	-1/25y
7 11000c	21 PEN AP	S	6	-1	-1/25y

Reaper Arms Dual-Barrel Incinerator

L+: 0.8



This baby is straight out of Tornado City! Look at the work on that handle and barrel--that's right--it does glow faintly! This is a Reaper Arms 20 gauge with a salvaged infusior added. The rounds--you use ordinary slugs--get "energized" when fired--so they burn"--you light 'em up with this? They stay lit!

Slow Load (5
REA per shell)
Hits by 4+ Burn

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	12 PEN	S	2	-2	-1/4y

Outlaw-6 Infused Six-Gun

L+:1.1



You like that? Yeah--it's cool, huh? Not too many like that. The shells get infused with power--and the mounting rail has an ... infused bayonet. We call this the Outlaw-6 because it's a pretty common build but it's not a production gun, if you know what I mean.

A hit by 4+ knocks the target back Damage / Mass yards. AGI roll -5 to stay standing. Blade uses AGI or Melee skill, Short Reach. -1 to hit if not in Close Combat.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3850c	18 IMP	S	6	-2	-1/12y
Blade	12 PEN	--	--	--	Short

Reaper Arms "Napalm-8" Shotgun

L+: 0.7



Another master-work beautiful gun from Reaper Arms. Blued barrel, brass upper receiver and Genetic Walnut stock. The Napalm 7 comes with an infuser to give the shots extra burn.

Slow Load
(5 REA per
round) Hits
by 4+ Burn

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	13 PEN	S	8	-1	-1/25y

CyberCrome .41 "Radium Revolver" L+: 0.6



Nasty piece of work--the bullets are infused with a . . . radiation? Some kind of energy so they and the wound glow. Inside you, it kinda melts flesh. This was an executioner's gun back in the Age of War. But today? It's just a gun.

Any hit by 4+ Burns for 1 round Burn damage is rolled at -1 CON

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	13 PEN	S	6	-2	-1/15y
8 14500c	15 PEN	S	6	-2	-1/15y
9 18500c	17 PEN	S	6	-2	v

Kassam-7 Rocket Carbine L+: 0.7




This is a nice piece of work--homing rockets. Just line the sensor up and FOOSH! You can't miss. No kick--just the sweet whip-crack of the shells breaking the sound barrier. I can sell you some HE rounds.

+2 to hit with 5 REA Action Lock-On

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5000c	14 PEN	S	10	0	-1/30

Gyrojet

Kassam Rocket SMG L+: 0.5



The Kassam Rocket SMG was a specific kind of support weapon: combining micro-rocket control with a cyclic rate of fire, the target could be subjected to a withing barrage of seeking kinetic kill missiles. It needed human guidance to set up the tracking--and came with an out the barrel high-powered flashlight--but once locked it could kill very fast, elusive, or shielded subjects.

+2 to hit with 5 REA Action Lock-On (total of +3 when combined with FA fire)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
8 14500c	15 PEN	8 REA FA 1 REA, 2x	80	-0	-1/30y
10 23000c	19 PEN	8 REA FA 1 REA, 2x	80	-0	-1/30y

Nitro-9 Gyrojet L+: 0.9



This is something you rarely see: an infused gyrojet. We pulled three cases of these out of a crater--don't worry, they're not radioactive. Takes a standard gyro-round--but it infuses it so--BOOM--like a mini-grenade launcher! I'm calling it the Nitro-9.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	19 IMP X	S	6	-1	-1/18y

Mass-Driver (Gauss/Rail)

Boron Arms - FS Rail Gun

L+: 1.6



Oh yeah--this is what you meant? The "two things sticking out"? Those are rails. Don't let anyone sell you that gauss-lev shit. This is the stuff you want--put a big hole in a security bot. What? Carbon--yeah, well the thing was left out in the desert for like 100 years. It's as washed as it's gonna get, kid.

5 REA to Activate

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	31 PEN	1	50	-0	-1/100y
6 8000c	36 PEN	1	50	-0	-1/100y
7 11000c	41 PEN	1	50	-0	-1/100y

Sciecide "Red Death" Railgun

L+: 1.0



I think their marketing team looked at it and went "It's red--and it kills people." Sciecide was like that. I guess anyone who sold arms to the Great Warlords was kinda like that. But maybe I'm wrong. What do I know? Maybe it's brilliant--after all, it IS red. And it TOTALLY kills people.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
9 18500c	43 PEN	1	30	-0	-1/200y
12 33500c	55 PEN	1	30	-0	-1/200y
15 53000c	67 PEN	1	30	-0	-1/200y

Vagadyne Gauss Pistol - "Overlord"

L+: 1.0



That's a great one! Textured grips. Armored white-wall finish. Vented top-rail--it's a handsome gun. Still in the original packaging. Gauss is where it's at. Don't be fooled by any of that super-slow "rail" shit. You want mag? Go Gauss!

Explodes on 17- if fired twice in a round (heat lasts until gun is unfired for 1 Round)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500C	16 PEN	S	6	-0	-1/30y
8 14500c	28 PEN	S	6	-0	-1/30y

"Hard - 9" Railgun

L+: 1.6



Deadly work of art. That's just a holo-display: of course I don't have one. We don't know who made 'em or even where the name came from--probably not the same place at all. It's a magic spell: touch the trigger and something's dead-dead-dead. We think this is pretty standard sniper-rail from the early Age of War. For them it probably wasn't even that big a deal--for us? Yeah.

5 REA Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
18 69500c	93 PEN	1	30	-0	-1/200y
19 76000c	98 PEN	1	30	-0	-1/200y
20 83000c	103 PEN	1	30	-0	-1/200y

Exotic

BlackCat Gauss Rifle

L+: 1.0



This--this is a classic. The BlackCat Gauss spools are brand new. That drum? That's the power cell. The stock and receiver are rebuilds. There's a thousand guns out there like this--BUT--you've heard about Gauss Instability? Yeah? BOOM? Right--this one has safeties on it. That's right. It'll shut off if it gets too hot! No worries!

Explodes 17+ on Full Auto Fire Shuts down (1R) on roll of 16

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	14 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/50y
4 3500c	17 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/50y
5 5500c	20 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/50y

Aftermath Rail Pistol

L+: 1.8



You don't see too many of these: almost no one wants a 5 shot rail pistol even if it's well built (these are) and hits like a hammer (it does). These were built by serious armorers after the wars died down, salvaging parts but putting together something that looks like it could've come off a factory. It's plenty reliable--just . . . slow.

5 REA
Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	29 PEN	1	5	-0	-1/15y
9 18500c	56 PEN	1	5	-0	-1/15y

Lew's "Absolute Morality"

L+: 1.3



There are a lot of stories--legends really--told about John Lews. How he started the Rangers. How he killed one of the last Great Warlords. How he did this or that great thing. Nobody really knows anything--except that he made some amazing guns. This is one. It's been rebuilt a few times--but the armorers were always master craftsmen. They say he made it for a young Ranger who was in over his head--and that he told to always stick to his vows and he'd be okay. The end of the story is that the guy died an old man--and passed on the weapon--but those are just stories.

Named Weapon (increases level with owner)
8 SP Pool per session to be spent on combat--including defensive. User must have L2 Philosophy or only use in service of justice.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	22 PEN	5	5	-0	-1/60y

Lews Justicar

L+: 0.7



Lews was a legendary firearms maker after the Age of War who, it is said, left his retirement to design and build weapons for The Rangers. Most of these weapons are lost. A few remain. The Justicar was one.

User adds WIL-10 to Base Damage. User gets +3 Init +1 with Aim Actions

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L9 18500c	23 PEN	5	6	-0	-1/25y

Energy Weapons

Blaster

Emperor .45 L+:0.6



These are legends--they say that the longer you fight with it, the more powerful it gets--like if you could survive long enough you could blow up the moon with it. I don't believe that for a second. It's strange looking though.

Increases in damage every round in combat (must be real combat)

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
L7	11000c	15 PEN, +3 RND	S	Inf	-1	-1/10y
L9	185000c	18 PEN, +3 RND	S	Inf	-1	-1/10y
L12	33500c	24 PEN, +3 RND	S	Inf	-1	-1/10y

Reaper Arms "Harbinger - 30"

L+: 1.4



Reaper got some particle rifles that were pretty busted up and did master-work rebuilds. It's reliable and safe to fire--but the cycle action has to both load a shell--it takes rifle bullets and turns them into particle streams--and cycle the converter. So it's slow--but deadly accurate.

Slow Load (5 REA per Round) 2 REA Between shots to cycle

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
11	28000c	51 PEN	S	5	-0	-1/100y

Warlord Swarm Gun

L+: 0.8
L+: 1.1



So you're tasked to make a gun for one of these guys running around in The Now who calls himself a Warlord. What do you do? You give him a fancy looking pulse gun--he might like it. He might kill you. What you do is give him a pistol with 3 barrels that fires a swarm of rockets at one poor son of a bitch. Give it "brass knuckle grips" and gold striping. He loves it! Then EVERYBODY wants one. Do you want one?

+2 to hit with lock-on (5 REA) Swarm Mode: fire 4+ rockets (requires lock) Empties gun Slow Load (5 REA per shell)

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
7	13200c	21 PEN	S	6	-0	-1/15y
--		29 PEN	1x	--	--	-1/15y

Glaz Empire - Personal Sidearm

L+: 1.1



We don't know who Glaz was. A Warlord, certainly--one of the bigger ones judging by the amount of stuff he left lying around (which passed on through many hands to get to us). This is an elegant Early Age of War personal side-arm. Maybe for home defense? Anyway, pull the trigger and it'll put a hole the size of a dinner plate in something.

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
13	39500c	46 IMP	S	60	-0	-1/20y

BlackCat Gauss Rifle

L+: 1.0



This--this is a classic. The BlackCat Gauss spools are brand new. That drum? That's the power cell. The stock and receiver are rebuilds. There's a thousand guns out there like this--BUT--you've heard about Gauss Instability? Yeah? BOOM? Right--this one has safeties on it. That's right. It'll shut off if it gets too hot! No worries!

Explodes 17+ on Full Auto Fire Shuts down (1R) on roll of 16

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	14 PEN	8 REA, FA 1 REA,2x	30	-0	-1/50y
4 3500c	17 PEN	8 REA, FA 1 REA,2x	30	-0	-1/50y
5 5500c	20 PEN	8 REA, FA 1 REA,2x	30	-0	-1/50y

Aftermath Rail Pistol

L+: 1.8



You don't see too many of these: almost no one wants a 5 shot rail pistol even if it's well built (these are) and hits like a hammer (it does). These were built by serious armorers after the wars died down, salvaging parts but putting together something that looks like it could've come off a factory. It's plenty reliable--just . . . slow.

5 REA Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	29 PEN	1	5	-0	-1/15y
9 18500c	56 PEN	1	5	-0	-1/15y

Sciecide Pulse SMG - "Malebog"

L+: 1.1



Sciecide's Pulse SMG was a disaster of optimization: designed for close combat, they completely ignored both sights and craftsmanship on the upper receiver alignment. As such, all you could do with it was go "cyclic" and hope to smear anything right in front of your face. The company marketed it under the name "Malebog"--which appears to be a misappropriation/ misspelling of the ancient word "Malebolge" meaning, roughly "evil ditch."

Poor Sights (-1 to Aim Actions)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
11 2800c	38 IMP	8 REA, FA 1 REA,2x	30	-1	-1/8y
13 39500c	45 IMP	8 REA, FA 1 REA,2x	30	-1	-1/8y
16 58000c	53 IMP	8 REA, FA 1 REA,2x	30	-1	-1/8y

Wasteland Hand-Cannon


L+:2.5




We got this off of a raider captain--he was a nasty piece of work. You see this every once in a while: Muzzle loading--you drop the power-cell down the barrel and when it locks? Ready to go. One shot per cell--VERMMOW! But it, you know, it gets the job done if you can hit anything.

Slow Load (5 REA Per Shell)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	46 IMP	1	1	--	-1/4y

Sciecide X-3 Particle Rifle					L+: 1.3
					
<p>The Sciecide X-3 Particle Rifle: laser "lead beam," lightning bolt follow up! The scope auto-tints to protect your eyes! Great gun--It was sold as a sniper rifle, I think--but EVERYONE can see where the shot came from! Still, these things? They hit. Like, hard.</p>				5 REA Activation Armor Piercing (2x PEN Val, Armor goes to 0 if failed)	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
15 53000c	63 PEN AP	1	30	-0	-1/200y
17 63500c	71 PEN AP	1	30	-0	-1/200y
19 76000c	78 PEN AP	1	30	-0	-1/200y

Pulse Rifle					L+: 1.0
					
<p>This is your basic Pulse Rifle. Sturdy, no-nonsense. Solid gun. They say why buy it when you can just find it. I say "that guy you found it off of?" Probably in a leetle over his head."</p>				Explodes 17+ on Full Auto Fire Shuts down (1R) on roll of 16	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	11 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/20y
4 3500c	14 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/20y
5 5500c	17 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/20y

Kassam 6Kv Soliton Magnum					L+: 1.1
					
<p>Look at this. This is definitely a collector's item. Not a whole lot were made--and they were popular. See the switch on the side here? Throw it and it changes the valence of the energy bolt--from deep penetration to HE on impact. Explosive fire-power with one button. Be sure you check which it's on before firing.</p>				Switch: Explosive to PEN 3 REA Short Action Slow Load (5 REA per Round)	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3850c	17 IMP X	S	6	-1	-1/12y
--	18 PEN	S	6	-1	-1/12
5 6050c	20 IMP X	S	6	-1	-1/12y
--	21 PEN	S	6	-1	-1/12
6 8800c	24 IMP X	S	6	-1	-1/12y
--	25 PEN	S	6	-1	-1/12

Vorn Labs Heavy Proton Sidearm					L+: 1.1
					
<p>This is a great buy--feel that: that's battle-ceramic. This thing is tough. That meter? Ammo--visual--but it won't move much. Blue is shooting. Yellow is cycling. Red is empty. These were favored by sargents as a reliable battle-tough side arm. Plus? The look is iconic. You can see 'em in the vids!</p>				Rate of fire is "1" on even numbered rounds.	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	16 IMP	2-1-2	45	-0	-1/15y
5 5500c	23 IMP	2-1-2	45	-0	-1/15y

Wasteland Particle Shotgun

L+: 1.6



This is good manufacture for a waster-weapon. Ejects power-cells like spent rounds. You gotta rack it, hard, between shots--to make sure the nodes connect. It's a little beat up--but all these things are. I'll give you 600 for it.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	34 IMP	S*	8	-2	-1/30y
7 11000c	39 IMP	S*	8	-2	-1/30y
8 14500c	44 IMP	S*	8	-2	-1/30y

Vayadyne K-2 "Carnosaur"

L+: 0.9



Vayadyne was solid--well, except for that one time. They kept taking a design that worked pretty well and makin' it better. What? Oh--they got steam-rolled back in the late Age of War and their bodies were hung from a giant arch and used for target practice. But anyway, yeah: they call this one "The Carnosaur." I don't know. I think it was, like, a lizard or something.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	16 IMP(24 FA)	8 REA, FA 1 REA,2x	90	-1	-1/30y
6 8000c	19 IMP (30 FA)	8 REA, FA 1 REA,2x	90	-1	-1/30y
7 11000c	22 IMP(33 FA)	8 REA, FA 1 REA,2x	90	-1	-1/30y

Corsair Arms T-9 .2kv Pulse Pistol

L+: 1.4



The Corsair .2Kv Pulse series is black carbon fiber finish with ergonomic curved grips and a top ejection port for the energy cell. Cooling vents on the front were enhanced with a metallic heat-exchange manifold.

Notes: The L3 and L4 versions are the Corsair T-11 and T-20. If fired with both hands it has no recoil.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
2 1000c	10 IMP	S	30	-1	-1/7y

Deep Ammo Reserve

Sciecide Pulse Shotgun


L+: 1.2





Sciecide was about middle-Age-of-Wars so their stuff is pretty brutal. This is the Pulse Shotgun--get the e-cell in here. Twist and push so it seats, throw that switch. Whole thing lights up! Wait one second for sync--then pull this back. Now: you can go blow a robot to bits!

Complex Magazine 8 REA to Reload +3 LWB

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	26 IMP	S	24	-2	-1/50y
9 18500	36 IMP	S	24	-2	-1/50y
12 33500c	47 IMP	S	24	-2	-1/50y

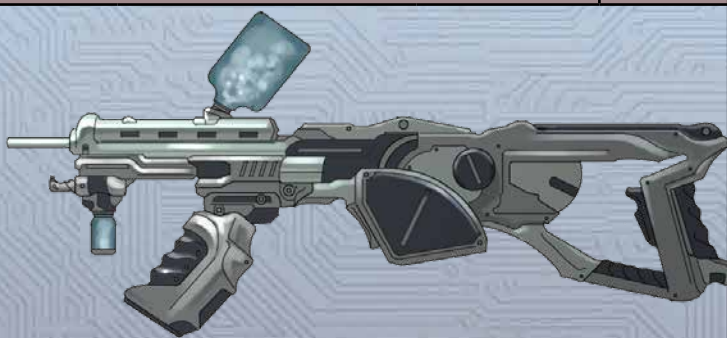
Boron Arms H.E.A.T Ray					L+: 0.5	
						
That's High-Energy Advanced Thermal Ray--and, yes, it burns people. This thing is ON FIRE. Literally. You can smoke a whole crowd of cannibals with this. What? No, you can't try it in here.				Hits by +4 BURN for 3 Rounds. Autofire. Individual shots hit for 10 IMP. Autofire hits for 15..		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
L6 8000c	10 IMP 3x BURN	8 REA, FA 1 REA, 2x	10 Rnds	-0	-1/30y	

Sciicide Plasma Sidearm					L+: 1.2	
						
Mid-Age of War Squad Commander's Side arm. Look at that--Hyper-steel components with EverPolish finish. Non-slip Inviso-coat on the grip. Zen Targeting sensor so you get haptic feedback when the muzzle is pointed at what you want to shoot. Takes six power-cells in the cylinder like bullets. Of course it's pricey--this thing is a work of art!				+1 to Firearms Skill (ZenTarget) Slow Load (5 REA per round)		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
8 14500c	32 IMP	S	6	-1	-1/20y	
9 18500c	35 IMP	S	6	-1	-1/20y	
10 23000c	39 IMP	S	6	-1	-1/20y	

Lady Termagant "Friendzoner"					L+: 2.6	
						
Thaaat's . . . a special order. Let me tell you about--I know--the color! One of the Great Warlords--Lady Termagant--was allegedly so beautiful that men could not help but fall in love with her. Maybe it was psionics? I don't know. Anyway, she ruled her Celibate Army by terror and, erm, hope--but when one of her male commanders got too close, instead of executing him, she'd . . . ghost him. This thing wraps them in a, uh, "higher dimension" so they're incorporeal--she can still hear them--no one else can--but you can see them--see through, like a ghost. She called it the "friendzone" because she was still, uh, friends with them. Or something. Anyway, her lieutenants (the girls) got a bunch of these too. They say the "ghosts" are still out there.					Uses Imprison (JAGS Archetypes pg. 104) 5 REA Activate	
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
7 11000c	57 INT	1	8	-0	-1/8y	
Standard		Target Immobilized 1 Round.				
Major		Friendzoned				
Critical		Friendzoned				
Catastrophic		Friendzoned				
Baylan Plasma Carbine					L+: 1.2	
						
Compact and brutal, the Baylan Plasma Carbine was used as a close range weapon for troops going into unknown enemy installations. It was a solid, reliable, and lethal weapon.						
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
8 14500c	33 IMP	S	50	-1	-1/30y	
10 23000c	41 IMP	S	50	-1	-1/30y	

Strange Matter "IC-9" Gun

L+: 1.6



No! Don't open that! It's not water--it's--uh--well, it was water. At one point. Now it's "Strange Matter." I don't know what that means, ask a scientist--but it spreads and then it's unstable and it explodes! I know. Wild? So this gun takes water as fuel, converts it into the--whatever--and then accelerates a tiny chunk to like super-fast--and fires it like a tiny little glowing firehose--just looks like ... liquid light? I can't describe it. It has to go real fast or it'll blow up in your face because anything it hits? It starts converting to Strange Matter. You hit a person with this--you might see them turn kind of ... into gray crystal? And then a few seconds later? BOOM! It's a crazy weapon. Crazy.

Full Auto Only
Automatic
Failure if the
stream hits a
Power Field or
Force Field.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
10 23000c	48 INT	8 REA, FA 1 REA, 2x	7x	0	-1/50y
Fail	24 IMP X Explosion (½ Intensity)				
Standard	Intensity / 2 Damage IMP X with to-hit DM. Does not ignore armor.				
Major	Target Converted to SM, explodes in 5 Rounds for INT x 2 Base Damage (8y RAD). Limited by target's BLD x 5.				
Critical	As above but explodes in 3 Rounds				
Catastrophic	Explodes Immediately.				

Sciecide Pulse SMG - "Malebog"

L+: 1.1



Honestly? This thing scares the piss out of me. Obviously it's a rebuild--but whatever it was before, I don't really want to know. Gives me the creeps standing near it. I've seen a man shot with it--he just sort of went ... black--like an outline. Then there was this POP and that was it. This price is low--just take it off my hands.

5 REA to
Activate
Similar to
Abnegation
(JAGS
Archetypes
pg. 303)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	30 INT	S	10	-0	-1/60y
Fail	½ INT in IMP Ignores Armor, DM as per to-hit roll				
Standard	1x INT in IMP Ignores All external defenses, DM as per to-hit roll				
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated				
Critical	Disintegrated				
Catastrophic	Disintegrated				

Deal Breaker .56

L+: 1.8



I've only ever seen one other like it--and I don't know where it came from. They're indestructible as far as I can tell and there are no markings--but when I picked it up, I knew what the name was. I can't explain it. It takes regular shells--single action--but turns them--the egghead I asked said--into ... "mini black holes?" Something like that.

Slow Load
Similar to
Abnegation
(JAGS
Archetypes pg. 303) Named
Weapon: Goes
up in level when
its owner does.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
15 53000c	83 INT	S	6	-2	-1/25y
Fail	42 IMP Ignores Armor, DM as per to-hit roll				
Standard	83 IMP Ignores All external defenses, DM as per to-hit roll				
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated				
Critical	Disintegrated				
Catastrophic	Disintegrated				

"ACME" Death Ray						L+: 1.7 L+: 2.4
						
Late Age of War weapon. It's got a ceramic shell: don't open it, these things stop working if the shell is breached. It's got a switch--narrow beam: one person dead. Wide beam: two or more people close together really sick. On the back? It's four letter-glyphs. I don't know what it means--but they tried hard to scratch it off.				5 REA to Activate Switch is 5 REA. Wide is +3 LWB and roll to hit 2+ targets within 4 yards of each other.		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
9 18500c	52 INT Wide	1	12	-0	-1/25y	
	75 INT Narrow	1	12	-0	-1/25y	
Standard	Minor Wound (Ignores Armor, Force Fields, or Power Fields)					
Major	As above: Major Wound					
Critical	As above: Critical Wound					
	As above: Critical Wound -2 to CON Roll					

Cobalt Dueling Pistol						L+: 1.5
						
Oh--that is gorgeous! You have a matched set? I could really get you a price. That's a Cobalt Dueling Pistol: Packs a punch and it, uh, the bullets are infused with Epsilon Radiation--breaks down matter. Hit someone with that anywhere--even through armor, they'll feel it! Oh--and keep it in a nice box: they're slightly radioactive.				Slow Reload RAD Effect: A hit by +4 inflicts 10 Damage Ignoring Armor or Power Fields next Round (not through Force Field or Power Armor)		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
6 8000c	33 PEN	2	2	-3	-1/10y	
8 14500c	42 PEN	2	2	-3	-1/10y	

Collapsar Gun						L+: 0.9
						
They say the ladies are always askin' for something small--but in my experience? They want the biggest piece they can--hey, hey--it was just a joke. Sure--okay--look: back over here since I can tell you're discriminating. The Collapsar Gun. Compact--but, uh--terrifying. Creates a . . . collapsar field. That's what they say, I don't do the science.				Area - 4 yards +3 LWB (+4 DM to everyone hit Will not damage owner--but will hit any friends if fired too close.		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
15 53000c	36 INT	1	10	-0	-1/8y	
Fail	Half INT Damage Ignores Armor, Power field, force fields. IMP +4 DM for the Radius, PEN Damage to the target hit (using original to-hit)					
Minor	Full INT Damage as above					
Major - Catastrophic	Target vanishes					

Reaper Arms - Elite						L+:1.2 L+:1.6
						
Reaper doesn't make a lot of energy weapons--but the Elite series are bespoke builds that they usually contract adventurers for. When they get a line on the plasma tubes for these things, they'll hire out a team--and then go to the waitlist. Yeah--there's a wait list. Small enough to fit in your waistcoat, powerful enough to punch a robot's ticket.				Can fire a single Overload shot every other round (1 R Charge--starting L2. If done, it is the only fire the gun can do that turn)		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
L9 20350c	37 IMP	S*	20	-1	-1/5y	
	48 IMP	1x	10	--	-1/5y	

Pulsar

Heavy Proton Fusion Gun L+: 0.7



See those yellow stencils? Those were warnings. This thing is low-grade radioactive--no, don't sweat it: something else will kill you first, kid. But it's a heavy frame accelerator with monopol guides--depress the trigger and it emits a stream of "heavy protons" that'll wreak havoc on whatever you aim it at. We know that these were carried by a group of "Celestial Bounty Hunters" working for a Great Warlord who went by REXXX--yeah, three. I guess. Maybe he was really into those kinds of vids. We don't know much about him--or these bounty hunters--but this is a mean piece of work.

Ignores Armor
Only fires Full Auto.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
11 28000c	26 IMP IA	8 REA FA 1 REA, 2x	30	-2	-1/6y

Vorn Pulsar II L+: 0.6



It's a pulsar--it's like--it's a blaster with a modulated soliton that goes right through armor like it's not there. Huh? Modulated--like--so they--uh--they polarize the--look, it just goes right through that stuff. Hyper-Carbon Hex-Plating? BAM--like it's not there. No, you can't stab anyone with the little knife. I don't even know why they put that thing on these. It was stupid.

Ignores armor

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	9 IMP IA	8 REA, FA	30	-0	-1/50y

Lambda Command Dress Revolver L+: 1.0



This was in your grandmother's bunker? This is a great find! Look at that high-contrast plating and perfect LED's! Okay--it's a Lambda Command Dress Revolver--Late-Middle Age of War before they became the Combine, this belonged to a ranked officer and was manufactured exclusively to be worn with his dress uniform. It has a single-action power-cell chamber. The hammer's action actually completes the circuit. This under here is the modulator for the Pulsar-Phase so it'll go through an inch or so of rigid mass before detonating. It wasn't designed for war--just for show--but it's plenty deadly now. What would you guess it's worth?

Slow Load
(5 REA Per Shell)
Ignores Armor

Lvl Cost	DMG	ROF	MAG	RCL	RNG
10 23000c	33 IMP IA	5	6	-2	-1/15y

Vorn Pulsar I L+: 0.9



This is the Mark 1. Look, they hadn't worked all the bugs out--it modulated at a higher frequency and it--no, I have NO IDEA what that means. It means it glows blue. But look, they didn't either--or at least they didn't know how to fix it. The Mark 1 tends to blow up in your hand. Bad. But it also hits a lot harder. You want it? Special price--just for you.

Ignores armor
Explodes 15+

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3080c	14 IMP IA	8 REA, FA 1 REA, 2x	30	-0	-1/25y

Laser

Lonnyx Laser Mag 8 kev

L+: 1.1



The Lonnyx 2 kev was a decently popular gun. The historians estimate that Lonnyx then sent people into various ruins or older battlefields to salvage more powerful lasers from the robot wreckage. Some of those teams returned and they released a limited run of the Mag 8kev. This included a choke on the exposure length for better penetration. A serious upgrade. People still complained about the casing--but, eh. It certainly got the job done.

5 REA
Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
9 18500c	35 PEN	S	6	-2	-1/15y
10 23000c	39 PEN	S	6	-2	-1/15y
11 28000c	42 PEN	S	6	-2	-1/15y

Wasteland Laser

L+: 1.1



Energy huh--yeah--it does get respect. This is a rebuild. It's a solid handgun frame with a las-tube fit in--by an expert armorer, I should add. Just touch the stud and let it activate--and then VIP! VIP! VIP. Everyone loves a laser! That--no. The red stripe on the side isn't a power-meter. It's just glow in the dark paint. . . . To help you find it if you drop it in the dark, obviously.

5 REA
Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 1800	14 PEN	S	30	-0	-1/25y

Lepton SMG "Reaver"

L+:
0.4



Another mystery weapon--really there are more mystery weapons than ones we know about. We know it was built for assaults. It uses penetrating lepton technology--it can cut a man cleanly in half without any difficulty at all. Probably carried by elite assault troops--bunker raiders--in the late Age of War.

Ignores
Armor

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	9 PEN IA	S	30	-0	-1/30y
8 14500c	12 PEN IA	S	30	-1	-1/8y
10 23000c	14 PEN IA	S	30	-1	-1/8y

Polonium Laser Carbine

L+: 1.0



This one is great--it's a salvage job. You can get 1-3 polonium cells--rare--but you can find or buy 'em! After that, a normal power-cell and you're ready to roll. Great weapon--won't let you down. Don't drop it.

5 REA to
Activate Full
Auto ONLY
8 REA to
reload Fragile
(11- break if
dropped)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	14 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/70
4 3500c	17 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/70
6 8000c	23 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/70

Lonnyx Laser Mag 2 kev

L+: 0.9



By the late Age of War everyone was recycling anything they could. We think that Lonnyx--whoever they were--used a batch of laser range finders for a nuclear drone as their weapons basis. Yeah. I know: that thing could kill you just measuring range. This thing will kill you when it's fired at you.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	14 PEN	8 REA, FA 1 REA, 2x	6	-0	-1/25y
5 5500c	17 PEN	8 REA, FA 1 REA, 2x	6	-0	-1/25y

5 REA
Activation

Lambda Confederacy RL-11 Assault Laser

L+: 0.8



The R-9 was popular enough for civilian troops so long as it wasn't used in its full auto-mode. The R-11 took the RL-9 and upgraded the heat-exchanges and then used a quad-density capacitor which gave it improved power and a deep reservoir of shots. This was issued as a close-combat weapon to insertion troops.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	19 PEN	8 REA, FA 1 REA, 2x	160	-0	-1/25y

5 REA
Activation
Deep Ammo

Lambda Confederacy RL-9 Laser SMG

L+: 0.9



The Lambda Confed was all over this area. They conscripted troops from everywhere they conquered. Stories vary about how those conscripts were treated--but one thing is for sure: the were given pretty good kit. The RL-9 is a decent lightweight laser gun. Solid manufacture. Nothing fancy. Does overheat though.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	12 PEN	8 REA, FA 1 REA, 2x	30	-0	-1/25y

5 REA
Activation
Overheats on 17+ after 1 round of FA fire.

9199 Lepton "Harvester"

L+: 0.4



Looks like a toy? Yeah? Don't touch it. That is a mid-Age-of-War Lepton Rifle: hard beam, ignores normal matter until about an inch in and then refracts all to hell, explosively. They used to mow down whole towns with these things.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
15 53000c	20 PEN IA	8 REA FA, 1 REA, 2x	100	-0	-1/200y

Ignores Armor
Only fires in Full Auto (hard beam) mode.

Other

Acid Cannon	L+: 0.9
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You see someone coming with one of these? You run. Maybe that was the idea. It converts fuel into this . . . green glowing . . . acid. Short range--splatters--but the stuff will eat through armor and keep on eating. Terror weapon.

+2 LWB
Slow Load (5 REA / shell)
Any hit burns for 3r

Lvl Cost	DMG	ROF	MAG	RCL	RNG
10 23000c	31 IMP	S	5	-2	-1/10y
11 28000c	34 IMP	S	5	-2	-1/10y
12 33500c	36 IMP	S	5	-2	-1/10y

Lorn Hegemony Incinerator Unit	L+: 0.6
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Andovidious Esquellency Lorn ran his empire in the middle Age of War. His Hegemony was policed by a special unit responsible for judicial executions. They had several different terror weapons for these purposes. One was the incinerator. It's a shotgun framed weapon that uses advanced run off of power cells to produce a fire-jet out of seemingly nothing. Apparently these were used for public executions back in the day. Now? Battlefield weaponry.

Any hit will Burn for 3 Rounds
+3 LWB
8 REA to reload

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	14 IMP	8 REA FA, 1 REA, 2x	5	-0	-1/10y
11 28000c	21 IMP	8 REA FA, 1 REA, 2x	5	-0	-1/10y
16 58000c	29 IMP	8 REA FA, 1 REA, 2x	5	-0	-1/10y

Wasteland Harpoon Gun	L+: 1.2
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This is a nasty piece of work--came off some Freqs down by Tornado City. Those guys with radios in their heads? Yeah. So this--your basic, I don't know? Grappling hook? But it has an Inertial dampener along the upper receiver so you can pull someone in a LOT harder than they tug on you. Gruesome. You want it? You can reverse it and it's a great grappling hook--pull you right up. Oh, and that wire? Auto-loading. If you miss, it just detaches. There's a ton of it in there.

Sticks in target on hit by 4+. 5 REA Action to PULL. PULL: 2x Base Damage Grapple. Moves target 6 yards per "pull." Pulled character takes -4 to all combat rolls and WORRY damage.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	19 PEN	1	10	-0	-1/12y

"Imp" Wasteland Flamethrower	L+: 0.9
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Picked this up off a raider! Yeah--town defenses aren't much into incinerator units. The pressure system's a little iffy--but, if you want to terrify someone? Nothing's better. Also, if you upgrade the hoses and the ignition system, we can use some Age of War fuel!

5 REA Activation Burn on hit by 4+ 12 Activation each Round

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	14 IMP	8 REA, FA 1 REA, 2x	8	-0	-1/7y
8 14500c	25 IMP	8 REA, FA 1 REA, 2x	8	-0	-1/7y

SHOK TV Guns

SHOK TV Harpoon Gun	L+: 1.4
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"Get Over Here! Red Team has found a HARPOON GUN! Why bring the fight to them when you can bring THEM TO THE FIGHT! Load up that spear and THUMP--OWW!! That looked like it hurt, Casey--are our contestants gonna live?"

Sticks in target on hit by 4+. 5 REA Action to PULL. PULL: 2x Base Damage Grapple. Moves target 6 yards per "pull." Pulled character takes -4 to all combat rolls and WORRY damage. Slow Load (5 REA per Harpoon)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	26 PEN	1	1	N/A	-1/8y

Slime Shotgun	L+: 1.3
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"IITTTTs SLIME TIME! Tell us about that weapon, Bob!"

"Well, Casey--the SLIME reservoir is a nano-goo that infects the rounds and CA-CHIK-BOOM! You're covered in slime! What's eating you? IT'S THE SLIME!"

"Hahah! You kill me, Bob!"

"Not yet, Casey."

Any hit burns for 3 rounds
Pump Action: +1 REA every other shot
Slow Load: 5 REA per shell to reload
+1 Large Weapon Bonus

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	16 IMP	1	8	--	-1/6y
7 11000c	25 IMP	1	8	--	-1/6y

Joker-9	L+: 1.0
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"Ohh--that's a nice gun!"

"It's tacky Bob."


"That's the Joker-9--every pull of the handle is a gamble! That's what they say, anyway. Feeling LUCKY, contestants? Take a spin--and see if you WIN!"


"You make all that up Bob?"


"Cocking" has a gamble roll. It may be done once for free during Initiative--and a 5 REA Medium Action after that.


Lvl Cost	DMG	ROF	MAG	RCL	RNG
L5 5500c	20 PEN	5	8	-0	-1/8y

Roll	Effect
00 - 03	3x Bullets: DOUBLE DAMAGE! 4 Shots
04 - 05	3x Bombs: Target takes +5 Base Damage PEN, Round explodes for Base Damage IMP X for everyone within 4 yards!
06 - 07	2 Smiles, 1 Bomb: +5 Base Damage PEN for 2 shots
08 - 09	3x Tongues: -5 Base Damage for 2 Shots.
10 - 11	2 Tongues, 1 Middle Finger: Jam! 5 REA to clear.
12 - 13	2 Middle Fingers: -2 Base Damage for 4 shots
14 - 15	Three Smilies: +4 Base Damage for 2 Shots
16 - 17	Three Ghosts! Ignore Armor!!
18 - 19	2 Ghosts, 1 Smile: Grave Dancer! +4 Damage for 4 shots, every kill turns into an SP for the shooter.
20	JACKPOT! QUAD DAMAGE (10 shots)

SHOK TV Blade Star					L+: 0.8
					
<p>"She's going for the Blade Star--Aaand--She got it! She ducks the guillotine, avoids the poison needles--and--wow--Ninja Stars! I think our audience is a little disappointed she didn't lose her head, Casey."</p> <p>"They're disappointed you didn't lose yours, Bob."</p> <p>"Hahah. What a kidder."</p>				Armor Piercing 2x PEN Value	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	15 PEN AP	S	12	-0	-1/9y

SHOK TV Spike-A-Pult					L+: 0.8
					
<p>"They've picked up a Spike-A-Pult--what are they doing?" "They're using it to slow down that Gibbous. Ooh--they got him stopped--"</p> <p>"Here comes the Hoard--and--"</p> <p>"Woah--they just fired a rocket and detonated the Gibbous inside the Hoard, Bob. That's talent!"</p>				<p>Launches a small spiky ball--which then grows to beach-ball size! The ball will also stick to targets. It has a Grapple of 48 and, if successful, effects a Hold on them (-4 to target others, -4 DM to attacks, reduced to Step Move)</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	48	S	12	-0	-1/9y

SHOK TV PAY-2-PLAY					L+: 0.9
					
<p>"He rolled the dice and got a Pay-2-Play Assault Rifle. Casey?"</p> <p>"It uses a Quantum Blockchain exchange to turn money into bullets. See? He's feeding coins in now!"</p> <p>"That could get pricey, Casey."</p> <p>"What's your life worth, Bob?"</p>				<p>REA to reload You feed coins directly in to purchase ammo (auto-created inside the magazine). Each mag costs 10x Level in Credits</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	23 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/50y
9 18500c	28 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/50y
11 28000c	33 PEN	8 REA, FA 1 REA, 2x	30	-1	-1/50y

SHOK TV Rail-Saw					L+: 1.2
					
<p>"That's the Rail Saw, Bob--take a rail gun that fires a rusty circular saw blade instead of a bullet!"</p> <p>"Sounds painful and unhygienic, Casey."</p> <p>"That's what your mom said, Bob."</p>				<p>Armor Piercing Slow Load (5 REA Per Round) +2 LWB Converts shotgun shells to saw-blades. Blades can target around corners at -5 (Ricochet)</p>	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
8 14500c	29 PEN	1	5	-0	-1/30y
13 39500c	53 PEN	1	5	-0	-1/30y

SHOK TV Wild Weasel	L+: 1.0
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"Ohh--the Golden Gun! Casey?"
 "That's the Wild Weasel revolver--see those crazy bullet arcs? Those rounds go right around or between any plates or cover. They won't go around corners exactly--but if the shooter can target you, you can't hide from the Wild Weasel."
 "Wild, Casey."
 "I hate you, Bob."

Ignores Cover and Coverage (Plate)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	22 PEN	S	6	-1	-1/6y
9 18500c	31 PEN	S	6	-1	-1/6y

SHOK TV CAT-A-PULT	L+: --
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Those are stasis balls, Bob. Inside each one is a shrunken down little monster."

"Is it actually a cat, Casey?"

"No Bob--it's a horrible mutation."

Deploys Tube Monster Appropriate for level of Weapon, which attacks nearest target next Round.

Disposable (cannot reload)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c		1	3	--	-1/15y

SHOK TV Price Gun	L+: 1.5
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That's the Price Gun, Casey! The target literally explodes into a pile of credits! That means BIG MONEY!"

"Only if they can get out with it, Bob."

Converts damage to Credits on a kill. Max of Target's DP + ADP. Half yield for each of the same target type in 24 hrs.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	28 IMP	1	12	-0	-1/6y

SHOK TV Kill-Cam Smart Rocket	L+: 2.0
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"He's aiming--let's go to the Kill-Cam! Hello Kill Cam!"
 "Hi Bozos. I could do your job better than you and I'm a suicide missile."
 "The Kill Cam seems a little salty today, Bob."
 "They're always salty Casey."
 "Right now I'm telling this guy where an access conduit is, Bob. To get him out of the arena."
 "I don't understand, KC. Why?"
 "He's had it with you guys, Bob. So have I. We're coming to get you." [END TRANSMISSION]
 "Casey? Casey?"

Shoulder Mounted Heavy Weapon Requires Lock (5 REA Aim) The Kill-Cam broadcasts the videos of its flights to the target, making fun of them or critiquing them along the way

Lvl Cost	DMG	ROF	MAG	RCL	RNG
14 46000c	90 IMP X	1	10	N/A	-1/100y

Crazy Grenades

K-201 Blast Grenade L+: 1.8

The basic Blast Grenade from the late Age of War is a thrown smart grenade (goes off as soon as it hits).



LVL COST	DMG	LVL COST	DMG
2 50c	20 IMP X	12 1675c	91 IMP X
4 174c	35 IMP X	14 2300c	105 IMP X
6 400c	49 IMP X	16 2900c	119 IMP X
8 725c	63 IMP X	18 3475c	133 IMP X
10 1150c	77 IMP X	20 4150c	147 IMP X

S-52 Frag Grenade L+: 1.4

The S-52 is a smart fragmentation grenade that hits everything within a 4 yard Radius with a 15- +3 LWB PEN attack.



LVL COST	DMG	LVL COST	DMG
2 50c	18 PEN X	12 1675c	74 PEN X
4 174c	29 PEN X	14 2300c	85 PEN X
6 400c	40 PEN X	16 2900c	96 PEN X
8 725c	51 PEN X	18 3475c	107 PEN X
10 1150c	62 PEN X	20 4150c	118 PEN X

T-302 Tox-Grenade L+: 1.5

The T-302 fills a 4 yard area with persistent blister-agent gas. This does damage so long the subject is in the area. It lasts for 10 Rounds. The cloud gives a -3 Perception Modifier to anyone inside or shooting through it.



Standard	Target suffers [Intensity/10] damage per Round at the start of the Round until they make a CON -3 roll. Note: This will be suffered immediately on being hit and then each Round thereafter with the roll-to-avoid coming first.
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Major	As above, but [Intensity/5].
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Critical	As above, but [Intensity/2].
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Catastrophic	As above, but [Intensity].
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LVL COST	DMG	LVL COST	DMG
2 50c	37 INT	12 1675c	98 INT
4 174c	49 INT	14 2300c	111 INT
6 400c	62 INT	16 2900c	123 INT
8 725c	74 INT	18 3475c	135 INT
10 1150c	86 INT	20 4150c	148 INT


F-6b Inferno Grenade L+: 1.4


F-6b creates an explosion which burns for the next round. Everyone within the 4y radius will take the same damage at the start of the next round.




LVL COST	DMG	LVL COST	DMG
2 50c	16 IMP X BURN	12 1675c	71 IMP X BURN
4 174c	27 IMP X BURN	14 2300c	82 IMP X BURN
6 400c	38 IMP X BURN	16 2900c	94 IMP X BURN
8 725c	49 IMP X BURN	18 3475c	105 IMP X BURN
10 1150c	60 IMP X BURN	20 4150c	116 IMP X BURN

H-99 Plasma Bomb		L+: 1.4	
The H-99 creates a "plasma sphere" that does uniform damage over a large area. It has a countdown timer for 1-5 Rounds or can be set (but be careful!) to go off when it hits something. It has a 40 yard radius.			
LVL COST	DMG	LVL COST	DMG
2 50c	16 IMP X+	12 1675c	71 IMP X+
4 174c	27 IMP X+	14 2300c	82 IMP X+
6 400c	38 IMP X+	16 2900c	94 IMP X+
8 725c	49 IMP X+	18 3475c	105 IMP X+
10 1150c	60 IMP X+	20 4150c	116 IMP X+

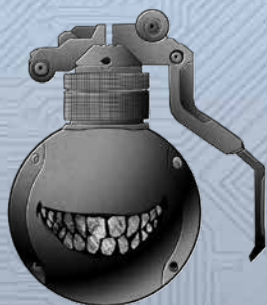
V-r2 Nerv Grenade		L+: 1.5	
The V-r2 shell unleashes a vicious neurotoxin gas in a 4 yard radius! This nerve agent must be inhaled and a protective mask will stop it (a filter mask will add to the resistance)			
Standard	Target must make a Major Wound roll.		
Major	Target makes two Major Wound rolls, one immediately and one at the start of the Round two Rounds later. The second is at -2.		
Critical	The target makes two Major Wound rolls (immediately, start of Round 3) both at -2. At the start of Round 5 they must make a Critical Wound roll.		
Catastrophic	As above but the rolls are at -3 and the Critical Wound roll is at -2.		
LVL COST	DMG	LVL COST	DMG
2 50c	18 INT	12 1675c	82 INT
4 174c	31 INT	14 2300c	95 INT
6 400c	43 INT	16 2900c	107 INT
8 725c	56 INT	18 3475c	120 INT
10 1150c	69 INT	20 4150c	133 INT

RV-3 Party Bomb			L+: 7.0
The grenade releases a cloud of Smile-5 narcotic gas! Everyone can groove. It plays a few musical chords when it “detonates.” (8 yard radius)			
Standard	Target feels happy and gregarious. May make bad decisions.		
Major	Target feels loved by the universe and important. May be followed by a crash. Unless presented with a clearly hostile situation the character will generally be friendly and happy.		
Critical	As above BUT the target will overlook being shot. If the person dosing them means harm or serious damage, the target may respond in an aggressive fashion—but otherwise will be inclined to “get along” if possible.		
Catastrophic	Target is “blissed out” and may be unable to take much decisive action. Will still fight if attacked.		
LVL COST	DMG		
2 50c	120 INT		
4 174c	176 INT		
6 400c	232 INT		
8 725c	288 INT		
10 1150c	344 INT		

Sn-90x Vibration Grenade			L+: 1.3
The vibrio-grenade unleashes powerful “saw-wave-shock-waves,” apparently using some kind of ‘Brownian motion converter’ rather than traditional sound. It creates “shear forces” inside solid material.			
It deals double Base Damage to robots and inanimate objects.			
LVL COST	DMG	LVL COST	DMG
2 50c	15 IMP X	12 1675c	65 IMP X
4 174c	25 IMP X	14 2300c	75 IMP X
6 400c	35 IMP X	16 2900c	85 IMP X
8 725c	45 IMP X	18 3475c	95 IMP X
10 1150c	55 IMP X	20 4150c	105 IMP X

L4 – Laugh Track Grenade

L+: 3.0



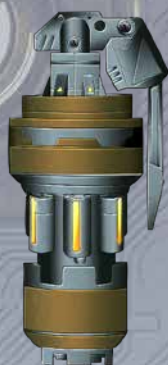
The “L4-LT” grenade detonates in a sound of canned laughter. Everyone in the blast radius gets a Resisted attack roll to attach a 20 / 4 negative SP Pool. These SPs may be spent against them by a target or rival in direct combat—or by the GM on important rolls. Disturbingly, the “design” on the side is actually a window. Inside appear to be actual teeth (or facsimiles) that evaporate when it detonates. Any character who has ever had a Success Point will be familiar with what has happened and eventually the negative SPs will wear off (it takes several hours).

LVL COST	DMG	LVL COST	DMG
2 50c	28 INT	12 1675c	147 INT
4 174c	52 INT	14 2300c	170 INT
6 400c	76 INT	16 2900c	194 INT
8 725c	99 INT	18 3475c	218 INT
10 1150c	123 INT	20 4150c	241 INT

Q4-Quantum Tunneling Grenade

L+: 1.4

The blast is a blue flash of a color described as “super-ultra-blue” (apparently it cannot be properly captured on film where disappointed observers who have seen it before predictably complain that it “just looks plain-old blue”). The bolts “quantum tunnel” through targets leaving damage in their wake (how that works with quantum tunneling that is basically “teleportation” remains a mystery). The blast ignores armor.



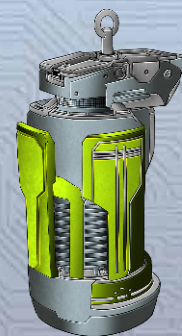
LVL COST	DMG	LVL COST	DMG
2 50c	15 IMP X+	12 1675c	67 IMP X+
4 174c	26 IMP X+	14 2300c	78 IMP X+
6 400c	36 IMP X+	16 2900c	88 IMP X+
8 725c	46 IMP X+	18 3475c	98 IMP X+
10 1150c	57 IMP X+	20 4150c	109 IMP X+

ML-403 Blender Charge

L+: 1.3

The blender-charge horrifyingly slices everything within its radius with semi-visible rotating blades! Possibly developed as a terror weapon, these were much feared by troops.

Every target in the 4 yard Radius is hit on a 15-, +3 LWB by the blades. The effect last for 10 Rounds (1 minute).



LVL COST	DMG	LVL COST	DMG
2 50c	16 PEN	12 1675c	70 PEN
4 174c	27 PEN	14 2300c	80 PEN
6 400c	37 PEN	16 2900c	91 PEN
8 725c	48 PEN	18 3475c	102 PEN
10 1150c	59 PEN	20 4150c	112 PEN

N-404 Div / 0 Grenade

L+: 7.0

The Div/o Grenade warns: “Create Discontinuity In Universe? Press Y to Continue.” People around these feel uneasy. Troops reportedly did not like carrying or using them




Fail	½ INT in IMP Ignores Armor, DM as per to-hit roll		
Standard	1x INT in IMP Ignores All external defenses, DM as per to-hit roll		
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated		
Critical+	Disintegrated		
LVL COST	DMG	LVL COST	DMG
2 50c	16 IMP X+	12 1675c	71 IMP X+
4 174c	27 IMP X+	14 2300c	82 IMP X+
6 400c	38 IMP X+	16 2900c	94 IMP X+
8 725c	49 IMP X+	18 3475c	105 IMP X+
10 1150c	60 IMP X+	20 4150c	116 IMP X+

EM-332 EMP Pulse Charge

L+: 1.3


The EMP charges were in some cases created in a kind of “home-made battlefield factory”—that’s why they look like pipes with bolts on either end! When triggered this creates an electronic surge that can destroy robots and electronic equipment. It will also stun, daze, knock unconscious, or inflict a Critical Wound on Cyborgs.



Standard	Stun		
Major	Unconscious		
Critical	Gear is destroyed. Robots need repair		
Catastrophic	Literally on fire if the GM rules that is possible.		
LVL COST	DMG	LVL COST	DMG
2 50c	69 INT	12 1675c	301 INT
4 174c	115 INT	14 2300c	347 INT
6 400c	162 INT	16 2900c	394 INT
8 725c	208 INT	18 3475c	440 INT
10 1150c	254 INT	20 4150c	486 INT

R4G3 – Robot Antagonizer

L+: 1.4



The Robot Antagonizer lands, extends three mechanical feet, and then emits a signal utterly enraging and insulting to robots. This usually sounds like some kind of nonsense to living beings--but they will chase it if they fail a check (until destroyed). It is at -8 to be hit and runs away at 32 y/round.

LVL COST	DMG	LVL COST	DMG
2 50c	69 INT	12 1675c	347 INT
4 174c	115 INT	14 2300c	394 INT
6 400c	162 INT	16 2900c	440 INT
8 725c	208 INT	18 3475c	486 INT
10 1150c	254 INT	20 4150c	

CM-41 Money Bomb

L



A perplexing device of unknown intent: it scatters credits, glowing (for a short time) from some unknown source within a 4 yard radius when it goes off. Money is the listed “cost.”

LVL COST	DMG	LVL COST	DMG
2 50c	None	12 1675c	None
4 174c	None	14 2300c	None
6 400c	None	16 2900c	None
8 725c	None	18 3475c	None
10 1150c	None	20 4150c	None

Cc-310 Amoeba Grenade

L+: None



The Amoeba Grenade releases a devouring «slime» that attacks whatever is nearby. The PWR (Power) rating determines the damage, the grapple-strength, and the ADP of the Amoeba!

LVL COST	DMG	LVL COST	DMG
2 50c	18 PWR	12 1675c	82 PWR
4 174c	31 PWR	14 2300c	95 PWR
6 400c	43 PWR	16 2900c	107 PWR
8 725c	56 PWR	18 3475c	120 PWR
10 1150c	69 PWR	20 4150c	133 PWR

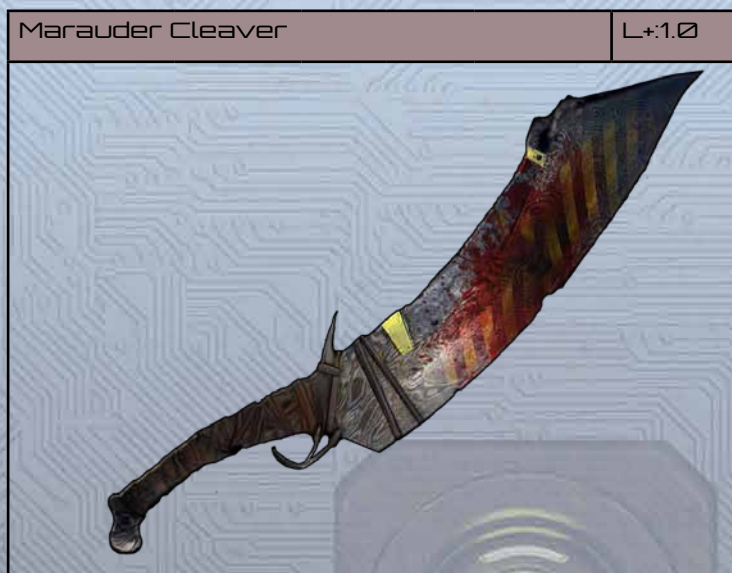


Amoeba				Move: 6y / Round, 2 y "Step"				Perception: 13-	
<p>The Amoeba attacks the target of the grenade immediately on the attack, grappling and dissolving everyone in the area. As it consumes, it can expand and move. Each Round the Amoeba will expend 8 REA to attack if anyone is within its reach. This will either consume/dissolve (if they are grappled) or attempt to grapple using the listed damage for the grenade.</p> <p>If no one is within range, the amoeba will go searching for prey (slowly). It last 3 Rounds without prey before dying.</p>									
Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	11	+3 / +3	See Grenade	Area Grapple	Grapple	4 yard Rad	8 REA		16-
				Consume / Dissolve	Grapple IMP	N/A	8 REA	Target Must be Grappled Ignores Armor after first hit.	N/A
DP	ADP	CON	Minor W.	Notes					
1	Listed DP	12-	Varies	-10 Damage from point PEN weapons (bullets, arrows, stabbing)					

Hand to Hand Weapons

Glass Katana					L+:0.7
Steel gets sharp, sure--but this is metallic glass. This was an Age of War piece of art-work. Today? Plenty deadly.			Armor Piercing Q-Strike: 1x 1 REA Strike Per Round, +2 Init		
Lvl Cost	DMG	REA	BAK	RCH	BLK
L4 3500c	+10 PEN AP	5*	+0	2H MED	o/o
L6 8000c	+14 PEN AP	5*	+0	2H MED	o/o
L8 14500c	+19 PEN AP	5*	+0	2H MED	o/o

Battle Staff					L+:1.0 L+:1.4
Lookit this--here. See that? Slide a shotgun shell in there--like that! Now, you hit someone? The trigger is here: BOOM! BIG SURPRISE! Just one though.				1x Shell, used after hit but before a block roll. 8 REA to reload. Uses Melee or Staff skill	
Lvl Cost	DMG	REA	BAK	RCH	BLK
L3 2000c	+12 PEN	5	+0	2H LNG	o/o
	17 PEN	--	--	--	--
L6 8000c	+21 PEN	5	+0	2H LNG	o/o
	30 PEN	--	--	--	--
L9 18500c	+30 PEN	5	+0	2H LNG	o/o
	43 PEN	--	--	--	--



They harvest strange metal out there--strange properties. If it looks like it cuts, they'll make it into a blade. This was a cannibal circus' weapon. We can't get the stains out.

Grave Dancer: Any kill gets +1 SP

Lvl Cost	DMG	REA	BAK	RCH	BLK
L5 5500c	+18 PEN	5	+1	1H MED	o/o
L8 14500c	+27 PEN	5	+1	1H MED	o/o
L11 28000c	+36 PEN	5	+1	1H MED	o/o

Rad Blade L+:1.1



Now that's some workmanship. Point the rad-clicker at it--yeah? So, look, keep it in the sheath when you're not using it and don't sleep with it between your legs, okay?

RAD: Any hit inflicts 10 DP at the start of the next round.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L5 5500c	+15 PEN	5	+0	1H MED	o/o
L7 11000c	+20 PEN	5	+0	1H MED	o/o
L10 23000c	+27 PEN	5	+0	1H MED	o/o

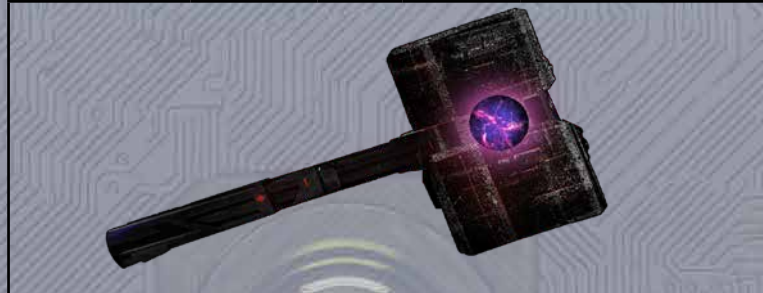


A lot of bikers use these: can't have your hands full. It'll also let you stop someone trying to shiv you if you can catch it. Handy!

Uses Street fighting or Melee Weapons
Allows use of hand

Lvl Cost	DMG	REA	BAK	RCH	BLK
L1 100c	+4 PEN	5	+0	Short	o/o

DIV 0 Maul L+: 1.5
L+: 1.4



Okay--hold this. Yeah, weird, huh? So be careful--don't touch either striking surface. This thing disintegrates on a clean hit. Yeah--boom. Like you see people fall apart into like, I don't know little cubes or something and then nothing. Poof.

Disintegration effect happens on any hit by 4+

Lvl Cost	DMG	REA	BAK	RCH	BLK
L7 13200c	+37 IMP	5	+1	1H M	o/o
	31 INT	5	+1	--	o/o
L10 27600c	+51 IMP	5	+1	1H M	o/o
	44 INT	5	+1	--	o/o
L13 47400c	+64 IMP	5	+1	1H M	o/o
	57 INT	5	+1	--	o/o

Fail	1/2 INT in IMP Ignores Armor, DM as per to-hit roll
Standard	1x INT in IMP Ignores All external defenses, DM as per to-hit roll
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated
Critical	Disintegrated
Catastrophic	Disintegrated

Electric Axe

L+:1.1
L+:1.8

This came off a raider lieutenant. Out in the wastes, they've taken anything they could get their hands on and put capacitors in it--or injectors--or whatever. This here? Decent piece of work on the blade, really. Almost professional. It's got two charges--you hit someone and they get an explosive voltage release. ZAP!

Two charges of IMP (Voltage) damage announced after a hit--but before any block/dodge. Uses the same to-hit modifier but a different damage roll. Both hits are applied separately. The CON roll for the electricity is at -1.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L3 2000c	+14 PEN	5	+1	1H MED	-1 / o
	24 IMP	--	--	1H MED	-1 / o
L4 3500c	+18 PEN	5	+1	1H MED	-1 / o
	30 IMP	--	--	1H MED	-1 / o
L5 5500c	+21 PEN	5	+1	1H MED	-1 / o
	35 IMP	--	--	1H MED	-1 / o
L6 8000c	+25 PEN	5	+1	1H MED	-1 / o
	41 IMP	--	--	1H MED	-1 / o

Power Glove

L+:1.8



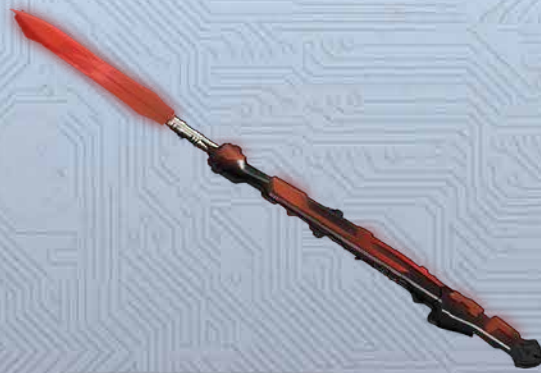
Slip this on--feel that--not bad, right? Now--hit the stud on the back. YEAH! POW! You can bash through a metal door with that son of a bitch!

5 REA Activation
Allows use of hand

Lvl Cost	DMG	REA	BAK	RCH	BLK
L3 2000c	+24 IMP	5	+1	Short	o/o
L8 14500c	+50 IMP	5	+1	Short	o/o
L12 33500c	+71 IMP	5	+1	Short	o/o

Positron Spear

L+: 0.4



Careful--don't touch the end--it'll go through you so you won't even feel it. Caulterize the wound too. This thing was a high-end cutting tool mounted on a combat haft. When you start it up? It'll still cut--cut through just about anything.

Uses either Melee or Staff skill
Ignores Armor on a hit by 6+
Double Base Damage on a hit by 6+
5 REA to Activate

Lvl Cost	DMG	REA	BAK	RCH	BLK
L8 14500c	+12 PEN	5	-0	2H Long	o / o
L12 33500c	+17 PEN	5	-0	2H Long	o / o
L16 58000c	+23 PEN	5	-0	2H Long	o / o

Cerulean

L+: 0.7



This is an elegant blade--they were made for a small cadre of assassins and the glowing blue blades were designed to make sure everyone knew who'd done the killing. If you get your hands on one of these you can fold it dimensionally inside you--or around you--whatever. It draws like drawing a normal blade--but from nowhere. Then you fire up the speed field and go to town!

5 REA Activation
Vanishes when not in use
One Handed

Lvl Cost	DMG	REA	BAK	RCH	BLK
L10 27600c	+24 PEN	3	+0	MED	o/o

Gravity Spear

L+: 1.0
L+: 1.1

This one's a beauty--if you're surrounded. You gotta start it up--but then you trigger here--see that? Wham--everyone around you gets the gravity pulse. What? No. Don't use it when your friends are all fighting alongside you!

Grav Pulse: 5 REA Activation, 1 R Charge, Hits everything within 8 yards for full damage Impact +4 DM.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L5 6600c	+27 PEN	5	0	2H Long	o/o
	21 IMP X+	5	0	8y RAD	--
L10 27600c	+32 PEN	5	0	2H Long	o/o
	37 IMP X+	5	0	8y RAD	--
L15 53000c	+46 PEN	5	0	2H Long	o/o
	54 IMP X+	5	0	8y RAD	--

Power Scythe

L+:1.3



This is a Raider Muscle weapon--big guy with the hydraulic scythe tends to intimidate everyone. Just strap it on and off you go!

Bulky

Lvl Cost	DMG	REA	BAK	RCH	BLK
L4 3500c	+21 PEN	5	+2	2H LNG	o/o
L7 11000c	+33 PEN	5	+2	2H LNG	o/o
L10 23000c	+45 PEN	5	+2	2H LNG	o/o

Isengrad - Named Sword

L+:1.1
L+:1.5
L+:1.9

This here? This was a warlord's captain's weapon. We don't know much about the history but there were several sets of these--matched pairs--given to bitter rivals. The instructions were that if they used it to kill the other--but only this--they would assume their command. If you come across one, be careful: these things have ancient blood on them and it's said they "know it."

2 Handed Cleave: 5 REA Activate, 1x per Round Power Cleave - Requires Activation (5 REA), 1 R Charge, 8 REA and ROF 1 (weapon cannot be used again even if they have REA)

Lvl Cost	DMG	REA	BAK	RCH	BLK
L12 46900c	+41 PEN	5	+0	2H Long	o/o
Cleave	+57 PEN	5	+0	2H Long	o/o
Power Cleave	+76 PEN	8	+0	2H Long	o/o


Gravity Spear


L+: 1.0
L+: 1.1


This baby--they're used by convoy defense--and raiders too! Nifty little gizmo: touch that there--and "psht!" the blade fires out on a pneumatic ram--whack! Won't go anywhere though--that's why it's "captive." Deadly!

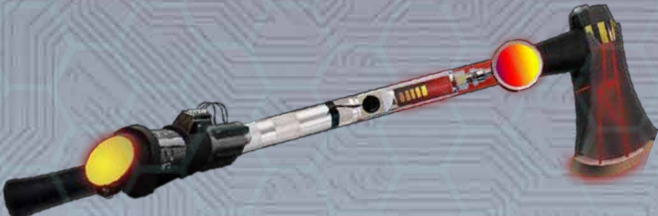
5 REA Activation Cleave is 1x per Round, costs 6 REA

Lvl Cost	DMG	REA	BAK	RCH	BLK
L3 2000c	+12/+15 PEN	5/6	+0	2H Long	o/o
L6 8000c	+20/+27 PEN	5/6	+0	2H Long	o/o
L9 18500cc	+29/+38 PEN	5/6	+0	2H Long	o/o

Inertial Axe						L+:1.2 L+:1.3
						
Flick it on and anyone who gets in the way of this gets walloped whether they block it or not! It'll go through doors, walls, whatever!			Inertial Driver: 5 REA to activate. If attack is blocked (not dodged) target is hit with the IMP attack as though a Ranged Attack (if their block works against ranged, it will stop that as well). Against rigid non-mobile objects, both attacks hit.			
Lvl Cost	DMG	REA	BAK	RCH	BLK	
L4 4200c	+18 PEN	6	+0	1H Med	o/o	
	+20 IMP	--	--	--	--	
L8 17400c	+33 PEN	6	+0	1H Med	o/o	
	+36 IMP	--	--	--	--	
L12 40200c	+47 PEN	6	+0	1H Med	o/o	
	+51 IMP	--	--	--	--	

Crimson Psychopomp						L+: 0.5
						
Ooh--yeah--this was a ceremonial blade--middle Age of War. Used for executions . . . among other things. An officer's weapon. Named "Psychopomp."			4 SP Pool per battle Ignores Armor			
Lvl Cost	DMG	REA	BAK	RCH	BLK	
L7 11000c	+12 PEN	5	+0	1H Med	o/o	
L12 33500c	+20 PEN	5	+0	1H Med	o/o	
L17 63500c	+27 PEN	5	+0	1H Med	o/o	

Power Cleaver						L+:1.2
						
Okay--sure--it looks weird. It's heavy. It's a little unbalanced--but this thing kicks ass if you use it right. When you grab it--there, grab it--feel that? That's the bio-feedback link. You can then discharge that potential energy into kinetic force! No idea how it works--but WHAM!			5 REA Activation Damage Bank recharges per combat (see Lucky Strike). Nvumber in [brackets] is damage pool sized. Bulky.			
Lvl Cost	DMG	REA	BAK	RCH	BLK	
L3 2000c	+10 PEN [9]	5	+1	1H Med	o/o	
L11 2800c	+37 PEN [12]	5	+1	1H Med	o/o	
L14 46000c	+45 PEN [15]	5	+1	1H Med	o/o	

Meson Axe						L+:1.2
						
These things just go. It's got some kind of . . . uh . . . linear accelerator that . . . uh . . . anyway, it hits really hard. Got a neonium-laced blade too!						
Lvl Cost	DMG	REA	BAK	RCH	BLK	
L7 11000c	+30 PEN	5	+1	2H Long	o/o	
L12 33500c	+49 PEN	5	+1	2H Long	o/o	
L17 63500c	+67 PEN	5	+1	2H Long	o/o	

Torch Glove	L+: 1.5 L+: 2.1
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Strap this on, put your hand in--and--yeah, there--you've got a blow torch . . . you can punch people with. The pack even has a momentum accelerator for the fist--but it's not THAT strong. Still? This thing is TERRIFYING. Maybe not all that reliable--but terrifying

Torch: 5 REA Activation, BURN on hit by 4+, LWB +2, Usable on g--each round. Bulky. Allows use of the hand.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L6 8800	+20 IMP	5	+1	Short	o/o
Torch	43 IMP	5	1 ROF	-1/3y	10 uses
L9 20350c	+33 IMP	5	+1	Short	o/o
Torch	63 IMP	5	1 ROF	-1/3y	10 uses
L12 36850c	+47 IMP	5	+1	Short	o/o
Torch	82 IMP	5	1 ROF	-1/3y	10 uses
L6 8000c	+25 PEN	5	+1	1H MED	-1 / o
	41 IMP	--	--	1H MED	-1 / o

Power Halligan	L+:2.1
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Yeah--same idea as the Force Crowbar--but heavier--and they built the unit in. It does blunt the tip some though

5 REA Activation Adds Damage in STR to forcing doors

Lvl Cost	DMG	REA	BAK	RCH	BLK
L3 2000c	+29 IMP	5	+2	2H Long	o/o
L9 18500c	+27 IMP	5	+2	2H Long	o/o
L17 63500c	+119 IMP	5	+2	2H Long	o/o

Force Crowbar	L+:1.7
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Yeah--so they hooked up a force field generator--stripped down--to a crowbar. You'd think it'd kind of suck but if you get hit with it? :: indicates head flying off ::

5 REA Activation Adds Damage in STR to forcing doors.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L2 1000c	+16 IMP	5	+1	1H Med	o/o
L5 5500c	+33 IMP	5	+1	1H Med	o/o
L8 14500c	+49 IMP	5	+1	1H Med	o/o

Bows

Arc Bow	L+:1.4 L+:1.0
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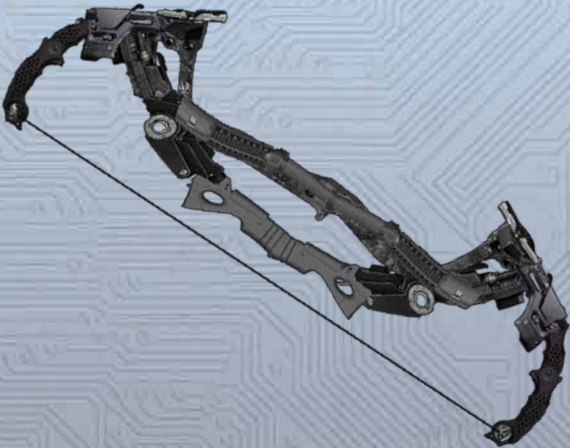


The Arc Bow uses an arrow as a guide-line for its capacitor discharge. When triggered, it literally converts the arrow into a lightning stream of ions, striking the target for electrical damage (-1 to CON rolls). This only works 1x a round. Otherwise it fires as a normal bow.

Bow
-1 to CON Rolls
Laser Sight: +1 to hit with Aim
1x R for Lightning.

Lvl Cost	DMG	REA	BAK	RCH	BLK
L2 1000c	12 IMP 6 PEN	1xBow	12	-0	-1/15y
L4 3500c	21 IMP 9 PEN	1xBow	12	-0	-1/15y
L10 2300c	46 IMP 32 PEN	1xBow	12	-0	-1/15y

Subtle	L+:1.0 L+:4.0
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Subtle is an assassin’s weapon. When activated it creates an Invisibility field (Stealth Field) that last until the user attacks (8 REA action to re-activate). The bow does listed PEN damage—but has a “toxin field” infused into the arrow.

Bow
Stealth Field
Toxin (White
Tailed Spired
Venom, Blood
Toxin)

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L4 7500c	17 PEN 75 INT	Bow	12	-0	-1/15y
L8 22500c	29 PEN 120 INT	Bow	12	-0	-1/15y
L12 48500c	41 PEN 170 INT	Bow	12	-0	-1/15y
Standard Effect		Target suffers [Intensity/10] damage per Round at the start of the Round until they make a CON -3 roll. Note: This will be suffered immediately on being hit and then each Round thereafter with the roll-to-avoid coming first.			
Major Effect		As above but Intensity /5			
Critical Effect		As above but Intensity /2			
Catastrophic Effect		As above but Intensity			

Cyber Bow	L+:1.4
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A power-augmented bow. It requires 5 REA to activate the enhanced power.

Bow
5 REA Activat

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L2 2000c	13 PEN	Bow	12	-0	-1/15y
L5 5500c	26 PEN	Bow	12	-0	-1/15y
L7 11000c	34 PEN	Bow	12	-0	-1/15y
L11 28000c	51 PEN	Bow	12	-0	-1/15y
L15 53000c	67 PEN	Bow	12	-0	-1/15y

Firesign	L+:1.1 L+:0.9
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The Firesign weapon infuses arrows with fire energy. Once per round the character can fire an arrow that will explode with a Burn effect for all targets within the 4 yard radius

Bow
Arrows can
explode at user’s
will
Burn on hit by 4+
5 REA Activate

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L2 2000c	7 PEN 9 IMP XB	Bow 1x	12	-0	-1/15y
L6 8000c	19 PEN 21 IMP XB	Bow 1x	12	-0	-1/15y
L9 18500c	29 PEN 29 IMP XB	Bow 1x	12	-0	-1/15y
L11 28000c	51 PEN	Bow	12	-0	-1/15y
L15 53000c	67 PEN	Bow	12	-0	-1/15y

Heavy Weapons

While you are still in the realm of man-portable weapons, Heavy Weapons are about the best you can do.

Varsaw Rocket Gun

L+: 1.8



The Rocket Gun is your basic, no-nonsense, direct fire HE support weapon. You'd see one guy in the squad lugging one of these around and trying his best to always be as far away from the action as he could.

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
3	2000c	22 IMP X	1	6	--	-1/40y
5	5500c	33 IMP X	1	6	--	-1/40y
10	23000c	59 IMP X	1	6	--	-1/40y

Rail Cannon

L+: 1.7



The Rail Cannon fires a discarding sabot round at extreme speeds. The ammo-reserve holds 18 shells--but every six shots, the user needs to take a 5 REA action to re-rack it. The Rail Cannon makes a soft, unsettling hum.

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
5	5500c	33 PEN	1	6 (18)	-0	-1/200y
8	14500c	48 PEN	1	6 (18)	-0	-1/200y
14	46000c	78 PEN	1	6 (18)	-0	-1/200y

Plasma Hammer

L+: 1.1



The Plasma Hammer is a defensive weapon--fire it up and the range isn't great--but anyone coming in gets a world of hurt. The area directly behind it suffers Back Blast, so if the weapon user is up front, be sure they have some clearance to the side!

5 REA
Activation
+3 LWB
Back-Blast (4y)

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
4	3500c	17 IMP	8 REA FA, 1 REA, 2x	30	-0	-1/40y
6	8000c	23 IMP	8 REA FA, 1 REA, 2x	30	-0	-1/40y
12	33500c	42 IMP	8 REA FA, 1 REA, 2x	30	-0	-1/40y

Neutron Laser

L+: 1.2



The "Neutron Laser" fires a deeply penetrating particle beam of "Neutrons reconfigured to act as Protons" (whatever that means). It's a red beam--and it leaves a mark!

Armor
Piercing 5 REA
Activation

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
6	8000c	26 PEN AP	1-2-1	40	-0	-1/200y
9	18500c	37 PEN AP	1-2-1	40	-0	-1/200y
13	39500c	51 PEN AP	1-2-1	40	-0	-1/200y



The Quantum Chain Gun fires “probabilistic bullets”--they are real bullets--but only exist for a few seconds in our reality. In any event, you can keep the trigger pressed for a long time on one power cell. The bullets are low caliber--but the rate of fire still chews things up pretty good!

Extreme Rate of Fire - +2 to-hit, +2 LWB

5 REA Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	11 PEN	8 REA XFA, 1 REA, 3x	100x	-0	-1/30y
6 8000c	18 PEN	8 REA XFA, 1 REA, 3x	100x	-0	-1/30y
11 28000c	30 PEN	8 REA XFA, 1 REA, 3x	100x	-0	-1/30y

Disruption Cannon

L+: 1.1

The Disruption Cannon fires a beam that disrupts chemical bonds in the target. This produces an explosion and, for the target hit, a disintegration / burn effect (lasts 3 Rounds--subjects of the explosion do not burn).

5 REA Activation

Any hit BURNS for 3 Rounds

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	21 IMP X	1	30	--	-1/50y
9 18500c	34 IMP X	1	30	--	-1/50y
15 53000c	54 IMP X	1	30	--	-1/50y

Meson Torpedo

L+: 1.8

Firing a cluster of “Overloaded Mesons,” The Meson Torpedo Launcher requires extended tracking (8 REA to fire) and only holds two power-cell shells--but its payload ripples through matter like it wasn’t there, blowing it to pieces.

Ignores Armor 8 REA to Fire Slow Load (5 REA per Round) 5 REA Activation Shoulder Fired

Lvl Cost	DMG	ROF	MAG	RCL	RNG
4 3500c	28 IMP X IA	1	2	--	-1/60y
7 11000c	45 IMP X IA	1	2	--	-1/60y
12 33500c	72 IMP X IA	1	2	--	-1/60y

Trauma Gun

L+: 2.4

The Trauma-Gun uses a steel bolt run through a “hyper accelerator rail.” It was designed to inflict maximum damage to a single hard-target like a powerful robot or bio-weapon.

Requires Lock On (5 REA, to-hit) 1 R Charge between shots

Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000c	60 PEN	1	10	--	-1/30y
10 23000c	81 PEN	1	10	--	-1/30y
16 58000c	124 PEN	1	10	--	-1/30y



The Lepton Eviscerator is an odd heavy weapon--it fires a steady beam that is weakly interacting with matter (although when it does interact, it does so disruptively). The Eviscerator requires lots of power for relatively little output--but on the receiving end of the beam? Deadly.

Activate 5 R
1 R Charge Up (between shots)
Ignores Armor

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
3	2000c	10 PEN IA	8 REA FA, 1 REA, 2x	12	-0	-1/100y
8	14500c	20 PEN IA	8 REA FA, 1 REA, 2x	12	-0	-1/100y
11	28000c	27 PEN IA	8 REA FA, 1 REA, 2x	12	-0	-1/100y



The Californium Laser takes a long time to charge up--and is shoulder-fired and clunky--but when it does fire? The nuclear-powered laser will slice up vehicles with ease. On Round 3 of combat, the Californium gets 1 Full Auto (hard beam) shot per Round for 10 Rounds.

Shoulder
Fired 5 REA
Activate

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
6	8000c	42 PEN 8 REA FA, 1 REA, 2x	0-0-1-1-1	20	--	-1/200y
10	23000c	64 PEN 8 REA FA, 1 REA, 2x	0-0-1-1-1	20	--	-1/200y
14	46000c	86 PEN 8 REA FA, 1 REA, 2x	0-0-1-1-1	20	--	-1/200y



The Heckfire is a reasonably common anti-HVT (High Value Target) direct fire rocket. The target is hit for the PEN attack (Armor Piercing) and everyone around them for 4 yards gets the IMP X.

Requires Lock
On Shoulder
Fired

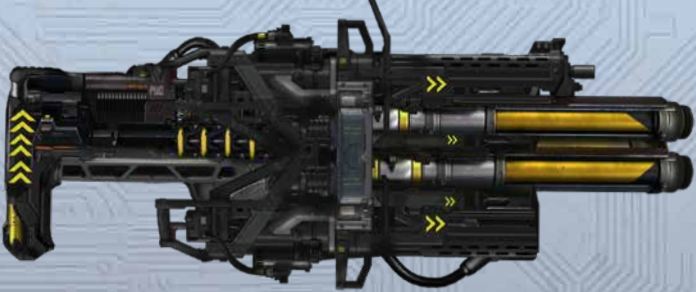
Lvl	Cost	DMG	ROF	MAG	RCL	RNG
4	3500c	18 PEN AP, 23 IMP X	1	6	--	-1/200y
8	14500c	30 PEN AP, 41 IMP X	1	6	--	-1/200y
13	39500c	47 PEN AP, 64 IMP X	1	6	--	-1/200y





The Swarm Launcher fires a barrage of 3 missiles that swarm drunkenly towards the target. These give a large spread of damage: Everyone within 4 yards of the target takes full damage (same as Target, but +4 DM). Everyone within 4-12 yards takes half damage.

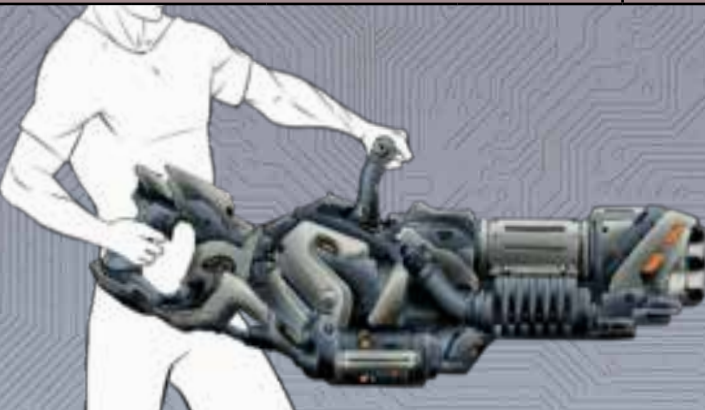
Shoulder
Launched
Large Area
Explosive
1 R Cool after
firing

Lvl	Cost	DMG	ROF	MAG	RCL	RNG
5	5500c	26 IMP X+	1	10	--	-1/50y
9	18500c	43 IMP X+	1	10	--	-1/50y
12	33500c	56 IMP X+	1	10	--	-1/50y

"HEAT Death"						L+: 1.6
						
The HEAT Death is a thermal "energizer" ray that sets things on fire and heats them "internally. It can be used as an incinerator but is really a direct-fire weapon.				Any hit Burns for 3 Rounds Shoulder fired 5 REA Activation		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
4 3500c	25 IMP BURNS	1	12	--	-1/100y	
7 11000c	39 IMP BURNS	1	12	--	-1/100y	
17 63000c	87 IMP BURNS	1	12	--	-1/100y	

HX-60 Heavy Man Portable Machine Cannon						L+: 1.2
						
The HX-60 was something of a failure: it had no brake on the fire select, a limited box ammo that was difficult to replace, and the need to "spin up" the internal system. Still, it hit pretty hard and so long as you were diligent about keeping it fully loaded, it could provide needed support against hard-target opponents.				5 REA Activate 8 REA to Reload Full Auto only		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
4 3500c	20 PEN	8 REA FA, 1 REA, 2x	60	-1	-1/50y	
9 18500c	39 PEN	8 REA FA, 1 REA, 2x	60	-1	-1/50y	
15 53000c	61 PEN	8 REA FA, 1 REA, 2x	60	-1	-1/50y	

GyroStorm						L+: 0.8
						
The GyroStorm is a high end gyrojet launcher that fires 100's of micro-rockets at the targets. The weapon is able to effectively hit targets well behind cover or who are highly mobile.				+2 to hit with lock on (total +3) 5 REA to activate Shoulder fired		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
3 2000c	13 PEN	8 REA FA, 1 REA, 2x	80	-0	-1/60y	
8 145000c	22 PEN	8 REA FA, 1 REA, 2x	80	-0	-1/60y	
16 1658000c	41 PEN	8 REA FA, 1 REA, 2x	80	-0	-1/60y	

Fusion Cannon						L+: 2.2
						
The Fusion Cannon houses a small nuclear reactor that fires beams of "particle spray" to devastating effect.				5 REA to Activate		
Lvl Cost	DMG	ROF	MAG	RCL	RNG	
3 2000c	28 IMP	1	60	-0	-1/35y	
7 11000c	55 IMP	1	60	-0	-1/35y	
14 46000c	101 IMP	1	60	-0	-1/35y	

Quantum Annihilator

L+: 1.6

The Quantum Annihilator is a heavy weapon in every sense of the word: it comes with a full body harness to make it controllable. It fires a black beam of disintegration. They say even touching it when its power cells are out feels wrong. These are extremely rare and some think them to be legendary

5 REA to Activate

Lvl Cost	DMG	ROF	MAG	RCL	RNG
10 23000c	50 INT	8 REA FA, 1 REA, 2x	80	-0	-1/50y
15 53000c	74 INT	8 REA FA, 1 REA, 2x	80	-0	-1/50y
20 83000c	100 INT	8 REA FA, 1 REA, 2x	80	-0	-1/50y
Fail	½ INT in IMP Ignores Armor, DM as per to-hit roll				
Standard	1x INT in IMP Ignores All external defenses, DM as per to-hit roll				
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated				
Critical	Disintegrated				
Catastro- phic	Disintegrated				

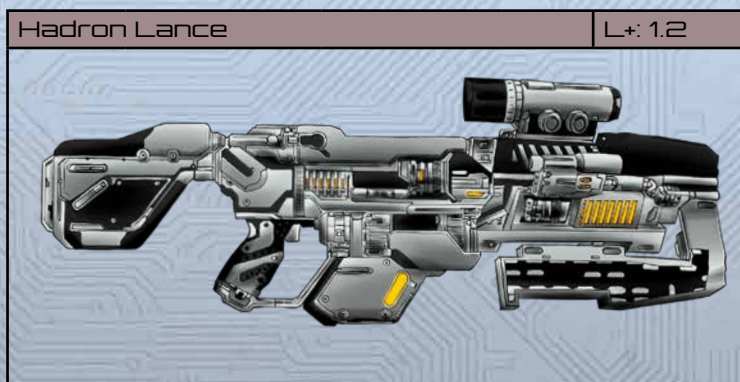
Catalogue Gun

L+:2.8

The Catalogue Gun fires a ray that scans and then “catalogues” the target! They are absorbed (it prints a small piece of paper with obscure glyphs on it that seems to be data or comments about them). It is unclear if this was intended as a weapon or not--the people interred are reasonably comfortable, will not suffer from lack of anything and can be released as an 8 REA Long Action

5 REA to Activate

Lvl Cost	DMG	ROF	MAG	RCL	RNG
3 2000c	29 INT	1	10	--	-1/50y
14 46000c	122 INT	1	10	--	-1/50y
19 76000c	165 INT	1	10	--	-1/50y
Fail	½ INT in IMP Ignores Armor, DM as per to-hit roll				
Standard	1x INT in IMP Ignores All external defenses, DM as per to-hit roll				
Major	Critical Wound roll at -4. Internal damage or above is Disintegrated				
Critical	Disintegrated				
Catastro- phic	Disintegrated				



The Hadron Lance fires a powerful kinetic bolt and also protects its holder with a Power Field generated by the same reactor

5 REA Activate
1 R Charge
Between Shots
Targets hit by 4+
are knocked back

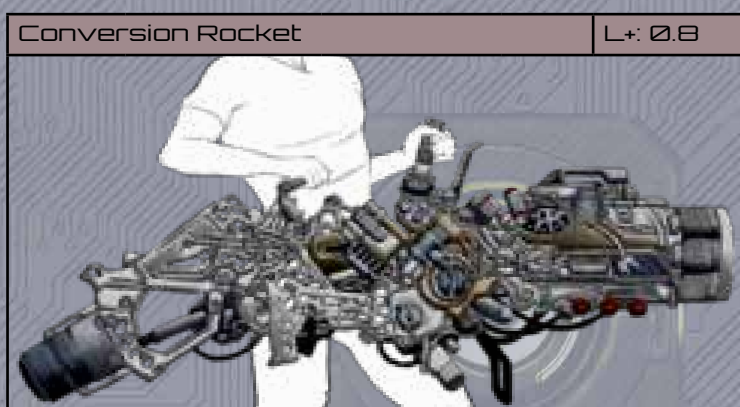
Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	36 IMP, 10 Power Field	1	12	-0	-1/100y
10 23000c	67 IMP, 15 Power Field	1	12	-0	-1/100y
17 63500c	111 IMP, 20 Power Field	1	12	-0	-1/100y



It's a little unpredictable: about a quarter of the bolts from this thing explode. The rest don't. Not sure why--but, eh: It gets the job done.

Any to-hit roll 8- is Explosive with Full Damage 4 yards, half damage 12 yards.

Lvl Cost	DMG	ROF	MAG	RCL	RNG
5 5500c	25 IMP	2-1-2	20	-2	-1/50y
11 28000c	49 IMP	2-1-2	20	-2	-1/50y
15 53000c	65 IMP	2-1-2	20	-2	-1/50y



The Conversion Rocket takes an ordinary gyrojet cartridge and feeds it through several infusors. What comes out is a rocket that explodes in a glowing cloud of smoke and light--and keeps on glowing. The radius gets hit at the end of every turn after the first for the next 300 Rounds (30 minutes). This is an "area denial weapon."

5 REA Activate
Large Radius (Full Damage 4 yards, 12 Damage 12 yards)
PERSISTENT

Lvl Cost	DMG	ROF	MAG	RCL	RNG
6 8000c	28 IMP X+, PERSIST	1	12	--	-1/50y
11 28000c	48 IMP X+, PERSIST	1	12	--	-1/50y
18 69500c	75 IMP X+, PERSIST	1	12	--	-1/50y

Armor

Just as the Age of War produced all kinds of weapons—so too did it produce a huge variety of armors. As with weapons, the Character's chapter lists the armors that are commonly available at the start of a game. This lists some that may be higher level.

Bulk

Armors have a BLK (Bulk) rating. This is a measure of how large and thick / heavy the armor is.

Bulk Score	Effect
1	Armor can be worn as normal clothes. Add-Ons designated as Overwear (armored trench coats, vests, jackets) can be worn with it.
2	The armor is bulky and Overwear Add-ons cannot be worn with it.
3	The armor is very heavy, often mechanized, and the character is at +1 to be hit (both by ranged and HTH attacks) when wearing it.

Armor ADP (A-ADP)

Some armor provides "A-ADP" this is ablative Damage Points that are built into the armor and represent some form of protection under the hard shell that degrades over combat. A-ADP acts like normal ADP except that it does not add to the character's Resist Value against resisted attacks (as it is just padding or some such).

Flack

Flack is physical material on the outside of (usually cheaper) armors that ablates. It is treated as a Power Field: that is, it is removed before armor's Damage Resistance is applied. It adds to PEN Defense so long as it is left. Restoring Flack usually takes a bit of repair / maintenance after a fight (30 min).

NOTE: If the character has armor with both Flack and a Force Field it doesn't make sense that Flack would be hit before the Force Field (unlike a Power Field which is always layered outside). As an Optional / Advanced rule, you can take the Flack score and reduce it by 20% when a Force Field is in play.

Slow / Heavy

Armor can be designated as Slow and/or Heavy. This represents not just bulk but extreme weight and possibly hindrance of movement in other ways.

- Slow: the wearer takes -2 Init
- Heavy: the character gets +1 to be hit if they do not have the listed STR (usually 13+)

Degrades

Some armors have plates that can fall off during combat. These plates have A-ADP associated with them. When the plate is hit, the damage that goes through is applied to the plate's ADP. When the ADP is gone, the plate stops working for the rest of the combat!

This takes about 30 min of maintenance after a battle to repair.

Cyber Strength

Some armor—high tech stuff, usually—enhances the wearer's Strength. In this case the armor replaces the character's STR with the armor. If it adds to strength, the cost is higher—as an Add On—and presumes the character fights with a HTH weapon.

Age of War – High Technology Harness

The Age of War allowed the production of advanced, integrated armors that had a dizzying array of possible capabilities and operations. They tend to be sealed, filtered, and reasonably comfortable.



Lambda Combine Forward Observer Outfit

Advanced Operations Suit

Blk 1

The Advanced Ops Suit was armor for "forward units" that were considered high-casualty. Not as expensive as Scout Solo Armor, it still had some pricey electronics for the senses.

- Radio Coms
- +10 Resistance Value Filter Mask
- +1 Perception Roll Sense Enhancers

LVL COST	DEF 1
L2 1500c	6/14 FULL
L3 2500c	9/22 FULL
L4 4000c	12/30 FULL
L6 6000c	18/45 FULL
L10 23500c	30/70 FULL
L11 28500c	33/80 FULL
L12 34000c	36/85 FULL
L13 39500c	39/95 FULL



Red Lioness Assassin Detachment


Scout Solo

Blk 1


Scout Solo was the term and choice of wear for advanced forward operators who would usually operate alone (there might be several on a team--but they would be spread out). Infiltrators, assassins, and observers, the Scout Solo gear was worn by some legendary operators.

- Radio Coms, Night Vision, -2 to be seen in darkness
- Improved Movement: +4 yards/sec for Running, +6 for Sprinting. Jump of 2x Sprint as 8 REA Long Action. Can cling to surfaces, crawl up walls at 4 yards/sec.
- Stealth Field: -4 Perception Mod when not moving (8 REA to engage).


LVL COST	DEF 1	DEF 2	OTHER
L7 11300c	19/45 FULL	14 A-ADP	10 FLACK
L8 16500c	22/55 FULL	14 A-ADP	10 FLACK
L9 20500c	24/60 FULL	21 A-ADP	10 FLACK
L10 25000c	27/65 FULL	21 A-ADP	15 FLACK
L18 71500c	49/120 FULL	34 A-ADP	25 FLACK

	Battle-Flex		Blk 2
	Battle-Flex was used by small unit commanders who would be handling special conditions (going into installations, etc.). It was well regarded and had an intimidating look.		
	<ul style="list-style-type: none"> • Radio Coms • Filter +5 Resistance 		
	LVL COST	DEF 1	DEF 2
	L3 2000c	6/15 FULL	5/11 Cv 3
	L5 5500c	12/30 FULL	8/20 Cv 3
	L7 11000c	16/40 FULL	9/25 Cv3
	L9 18500c	20/50 FULL	13/30 Cv 3
	L11 28000c	24/60 FULL	16/40 Cv 3
	L13 39500c	28/70 FULL	19/45 Cv 3
	L15 53000c	34/101 FULL	20/50 Cv 3
	L17 63500c	38/90 FULL	24/60 Cv 3


Glaz Army Sergeant - Forcible Entry & Loot Team

	Commando Rig		Blk 2
	Commando Rig was high-end tip-of-the-spear stuff for valuable troops going into very dangerous environments. It was built to take front-line abuse while keeping the wearer alive.		
	Strength Augmentation: The Commando Rig has +4 APs of STR (counts as Add-On)		
	<ul style="list-style-type: none"> • Radio Coms • Protective Environment (no gas/bio). Operates underwater for 6 hours. • Wave-Vision: See through debris, smoke, etc. 		
	LVL COST	DEF 1	DEF 2
	L10 30250c	19/45 FULL	10/25 Cv 3
	L12 40750c	23/55 FULL	12/30 Cv 3
	L14 53250c	26/65 FULL	16/40 Cv 3
	L16 65250c	31/75 FULL	33 A-ADP
	L18 76750c	34/80 FULL	39 A-ADP

Black Mamba Operator - Lorn Mercenary Battlegroup

	Hyper-Plast Battle Harness		Blk 3
	Hyper-Plast Battle Harness was high-end for the late age of war but probably low end armor for any other period. Hyper-Plast is lighter and more comfortable than it looks (the outfit has air circulators and a padded foam interior)--but the layering necessary to give the protection was bulky.		
	<ul style="list-style-type: none"> • Radio Coms • Filter +5 Resistance 		
	LVL COST	DEF 1	DEF 2
	L5 5500c	10/24 FULL	4/10 Cv 4
	L7 11000c	16/37 FULL	8/15 Cv 4
	L9 18500c	19/45 FULL	7/15 Cv 4
	L11 28000c	23/55 FULL	8/20 Cv 4
	L13 39500c	28/65 FULL	10/25 Cv 4
	L15 53000c	30/70 FULL	13/30 Cv 4
	L17 63500c	34/85 FULL	14/35 Cv 4
	L19 76000c	39/95 FULL	15/35 Cv 4

Kylon 8 Suicide Trooper

	Assault Shell		Blk 2
	The Assault Shell was an attempt to make a combat suit that would keep its wearer alive through the start of the battle. The theory was that if you could keep your "storm troops" alive for a crucial hour of early battle the rest of the force would be able to move in efficiently. As such these were designed with molecularly reinforced carbon-fiber plates over an armor layer that contained a smart-liquid designed to prevent penetration and distribute impacts. The result was an undercoat that was more pen-resistant than normal for its wear and internal shock and trauma absorbers		
	LVL COST	DEF 1	DEF 2
	L5 5500c	6/25 FULL	8/20 Cv 4
	L6 8000c	8/30 FULL	9/20 Cv 4
	L8 14500c	11/35 FULL	13/30 Cv 4
	L9 18500c	12/40 FULL	14/35 Cv 4
	L10 30250c	19/45 FULL	20 A-ADP
	L12 40750c	23/55 FULL	26 A-ADP
	L14 53250c	26/65 FULL	26 A-ADP

Teravis Professoriate Control Trooper



Lt. Kranness - Necromancer Division

Energized Plate	Blk 2
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Energized Plate Armor is high-tech middle Age of War wear that uses a Force-Field reinforced body sheath. A (rare) wonder of high technology, the Energized Plate comes with:

- +4 AP of STR (Add-On)
- Hover Movement: 20 y/round for 5 REA, 30 minute battery.
- Internal Environment: lasts 12 hours in void, refilters indefinitely in water or other hostile environment
- Night Vision, long range Radar. Radio Coms.

LVL COST	DEF 1	DEF 2
L9 12750c	12/30 FULL	24 FORCE FIELD
L11 37250c	14/35 FULL	29 FORCE FIELD
L13 48750c	17/40 FULL	34 FORCE FIELD
L15 62250c	19/45 FULL	40 FORCE FIELD
L6 8000c	9/22 FULL	10/25 Cv 5



Varsaw Assault Wing

Overwatch Hover Armor	Blk 3
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The Overwatch Hover Armor is a mechanized flight suit. It isn't designed for long-range flight, but, instead, is made to give airborne troops with heavy weapons a vantage point to rain down death on their ground-bound opponents. It is bulky and heavy--but the "wings" do retract--so its general profile only has a heavy backpack.

- Hover Flight, 1000y ceiling. 60y/round. 2hr Flight Time.
- +2 AP STR, Radio Coms, telescopic vision
- Atmospheric protection, 2hrs air, sealed suit

LVL COST	DEF 1	DEF 2
L8 19750c	17/40 FULL	13/30 Cv 4
L10 28250c	20/50 FULL	17/40 Cv 4
L12 38750c	24/60 FULL	19/45 Cv 4
L14 51250c	29/70 FULL	22/55 Cv 4
L16 63250c	32/75 FULL	26/65 Cv 4



Tyranness Bodyguard to Lady Anathema

Thanos Thermal Plate	Blk 2
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The "Thermal" comes from the manufacturing process--the armor i question doesn't (specifically) provide or promote burning. The Thermal Plate was an attempt to use dwindling resources to keep specific troops alive: thus, extremely tough plates were layered over flexible armor. They didn't have a lot of coverage--but if you were lucky . . . The armorers tried to compensate by adding a gel-layer to absorb shock--but the legend is that the term "Thanos" stuck because troops wearing it could be killed by an unlucky shot.

	DEF 1	DEF 2	OTHER
LVL COST	DEF 1	DEF 2	OTHER
L3 2000c	3/8 FULL	6/15 Cv 3	13 A-ADP
L4 3500c	4/10 FULL	9/25 Cv 3	13 A-ADP
L5 5500c	5/13 FULL	11/25 Cv 3	20 A-ADP
L6 8000c	5/13 FULL	14/35 Cv 3	26 A-ADP
L7 1100c	6/15 FULL	17/40 Cv 3	26 A-ADP
L8 14500c	7/18 FULL	19/45 Cv 3	33 A-ADP



Zug Infantry - Conscript

War Sheath	Blk 1
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War Sheath was a skintight flexible suit with built in smart-ceramic plates. The result was a surprisingly survivable light-weight suit that was sealed enough to help with exposure to various radiations and toxins--but was also cheap enough to mass-manufacture.

A lot of this was made and it was used by troops of many different skill levels.

- Filter Mask +10 Resistance

LVL COST	DEF 1	DEF 2
L2 1000c	3/7 FULL	3/10 Cv 5
L3 2000c	5/12 FULL	5/11 Cv 5
L4 3500c	6/14 FULL	7/15 Cv 5
L5 5500c	8/20 FULL	8/20 Cv 5
L6 8000c	9/22 FULL	10/25 Cv 5



Intrusion Shock Armor

The idea behind Intrusion Shock Armor was to have an energy shielded bodysuit with sufficient maneuverability to enter and recon a target zone. It is said that the early Age of War versions of these suits would render their wearers Out of Phase so they could walk through non-energized walls directly into (most) enemy territory. Today, these are far less capable- but they are still Force Field protected and powerful

- Radio Coms, Environmental Protection, Night Vision.
- Walk through 1 wall or door per day. 8 REA Long action.

LVL COST	DEF 1	DEF 2
L4 5500c	4/10 FULL	9/20 Cv 4
L5 7500c	4/10 FULL	11/25 Cv 4
L6 10000c	5/12 FULL	14/35 Cv 4
L7 13000c	5/12 FULL	15/35 Cv 4
L8 16500c	6/14 FULL	18/40 Cv 4
L9 20500c	6/14 FULL	20/50 Cv 4

Ghost Walker Outfit - Neon Recon Team - Warlord 80b ("Bob")



Necronium Battle Suit

Blk 3

The "death metal" Necronium is a black-silver in color. Resonant with the "frequencies of death." The Necronium Battle suit looks like some kind of medical Iron Maiden as it hooks into the wearer's body with needles and tubes. The suit itself feeds on blood. It provides:

- 30 STR, replacing the user's own (only other add-ons will add, the user's STR does not), Radio Coms, Sealed Environment.
- Provides Life Leach (Grab, then Drain for 5 REA Medium Action: 32 DP each Round, +4 Damage Multiplier).
- Its Power Field can be regenerated once by draining a Minor Wound from the wearer (requires MW roll).

Forward Battalion - Warlord Nerb the Ravenous

LVL COST	DEF 1	DEF 2
L10 29500c	23/55 FULL	50 POWER FIELD
L13 46000c	31/75 FULL	61 POWER FIELD
L16 64500c	40/95 FULL	78 POWER FIELD
L18 76000c	42/100 FULL	89 POWER FIELD
L20 89500c	47/110 FULL	100 POWER FIELD



Smart Skin

Blk 1

Smart Skin is an outer-layer of millimeter thin stabilized fluid with a network of graphene plates. The result is a resilient but comfortable body-sheath that provides substantial protection (but can get overwhelmed). It was used by lots of people from civilians to special ops.

LVL COST	DEF 1	DEF 2	OTHER
L3 2000c	2/5 FULL	3/7 Cv 3	31 A-ADP
L4 3500c	3/7 FULL	3/7 Cv 3	43 A-ADP
L5 5500c	3/7 FULL	4/11 Cv 3	56 A-ADP
L6 8000c	4/10 FULL	6/14 Cv 3	62 A-ADP
L7 1100c	4/10 FULL	7/18 Cv 3	74 A-ADP
L8 14500c	5/12 FULL	7/18 Cv 3	87 A-ADP

Sniper Suit - Dogs of War Regiment - Warlord Melmog



Varsaw Elite Guard Uniform

Blk 2

The elite body guards (all female) of the Varsaw empire wore full body coverage plated armor with resistant "skirts" that allowed them to use their exotic hand-to-hand weapon combat techniques.

Lvl Cost	Armor	Plate	Armor ADP
L11 28000c	14 / 35 FULL	11 / 25 Cv 3	85 ADP
L12 33500c	15 / 35 FULL	13 / 30 Cv 3	91 ADP
L13 39500c	17 / 40 FULL	13 / 30 Cv 3	98 ADP
L14 46000c	18 / 45 FULL	14 / 35 Cv 3	104 ADP



Forward - Rabid Unicorns

Grav Ball Uniform

Blk 1

The sport (as close an approximation as we can come) of Grav-Ball was played in the Age of Wonders. Apparently it was pretty rough as the suits are designed for something a lot like combat. With very strong, impact-absorbing plates the suit proved effective against enemies with energy weapons--so long as they were not too accurate with them. It is extremely comfortable to wear, self-cleaning, and cooling. Grav Ball provides:

- Grav-Jump: The character can leap STR-7 + 1 per point Acrobatics or AGI is made by yards straight up or 2x that at a distance as an 8 REA Long Action.

LVL COST	DEF 1	DEF 2	OTHER
L4 5500c	4/10 FULL	9/20 Cv 4	6 A-ADP
L5 7500c	4/10 FULL	11/25 Cv 4	12 A-ADP
L6 10000c	5/12 FULL	14/35 Cv 4	12 A-ADP
L7 13000c	5/12 FULL	15/35 Cv 4	19 A-ADP
L8 16500c	6/14 FULL	18/40 Cv 4	25 A-ADP
L9 20500c	6/14 FULL	20/50 Cv 4	31 A-ADP



Teravis Professoriate Control Trooper

Zug Inquisition Uniform

Blk 2

Zug's Investigators ("inquisitors") were sent to root out the various disloyal or irreverent officers of the force. They (and others like them) wore distinctive outfits. This is one of them—a rigid carbon-cell top over a flexible armor-plast coat, the outfit is grim looking—but fairly protective.

Lvl Cost	Armor	Plate	Flack
L4 3500c	4 / 10 FULL	7 / 17 Cv 5	11 Flack
L5 5500c	5 / 13 FULL	8 / 20 Cv 5	16 Flack
L7 11000c	7 / 18 FULL	12 / 30 Cv 5	21 Flack
L9 18500c	8 / 20 FULL	17 / 40 Cv 5	26 Flack
L12 33500c	12 / 30 FULL	22 / 50 Cv 5	37 Flack
L9 20500c	6/14 FULL	20/50 Cv 4	31 A-ADP

Wasteland Armors

These are armors that have been harvested from the wastes. They have been put together piece-meal by people who might have skill with armoring—but do not have access to the technology fabrication of the Age of War. Some of these do use technology where they could find and repurpose it—but they are crude, brutal, and often frightening looking.




Outrider Rig


BLK 1

Outriders are the generic name for scouts, forward observers, and lookouts who patrol in the wastelands. They might be operating out of a town or outpost—or part of a larger militarized force. The best of these have motorized bikes but horses or going on foot also happens. The outfit isn't designed for a long term stand-up fight—but rather to survive a quick encounter and (hopefully) escape.

- Filter Mask: +10 Resistance vs. Toxins
- Plates degrade. When the ADP is gone, the plate ceases to work for the rest of the combat.

Lvl Cost	Undercoat	Plate (Degrades)	Armor ADP
L3 2000c	3 / 7 FULL	4 / 11 Cv 4	23 ADP
L4 3500c	5 / 12 FULL	6 / 14 Cv 4	23 ADP

	Wasteland Leathers		BLK 2	
	Out in the wastes people wear what they can get. That means putting things together from whatever's at hand. Wasteland leathers uses armored plates and partial coverage with absorbent materials like leathers to give protection. So long as they hit the plates, it'll hold up pretty well—but if you get tagged around them, you're on your own			
	Lvl Cost	Under-coat	Plate	Flack
	L3 2000c	1 / 3 FULL	9 / 21 Cv3	15 Flack Cv3
	L4 3500c	2 / 5 FULL	12 / 30 Cv3	15 Flack Cv3
	L5 5500c	2 / 5 FULL	15 / 35 Cv3	22 Flack Cv3
	L6 8000c	3 / 7 FULL	18 / 45 Cv3	22 Flack Cv3
	L7 11000c	3 / 7 FULL	21 / 50 Cv3	30 Flack Cv3

	Hardplast Plates		BLK 1
	<p>Hardplast was a late Age of War polymer that actually made pretty good armor. It was light, durable, and was actually possible to mold using low heat and constant pressure. It had a porous surface that acted like a filter—but also made it reasonably cool to wear. It made great armor and people used a lot of it if they could get it. This represents some form of non-plate armor with scavenged Hardplast.</p>		
	LVL Cost	Armor	Plate
	L3 2000c	2 / 5 FULL	10 / 25 Cv 3
	L5 5500c	3 / 7 FULL	18 / 45 Cv 3
	L7 11000c	4 / 10 FULL	25 / 60 Cv 3
	L12 33500c	7 / 17 FULL	43 / 105 Cv 3

WIELD ADD-ON

Gladius Tech

BLK 1

Put together from a variety of artifacts and held together with leather straps and neonium bolts, the Gladius Tech plating is fearsome looking and highly effective—so long as you mostly hit the plates themselves.

- The Cv 3 Plates degrade. When the ADP is gone, the plate ceases to work for the rest of the combat.

- Adds +2 AP STR

Lvl Cost	Plate 1	Plate 2	Plate 2 - ADP
L5 9000c	8 / 20 Cv 5	5 / 12 Cv 3	19 ADP Cv 3
L7 14500c	12 / 30 Cv 5	10 / 24 Cv 3	37 ADP Cv 3
L9 18500c	16 / 40 Cv 5	13 / 30 Cv 3	56 ADP Cv 3
L11 31500c	21 / 50 Cv 5	15 / 35 Cv 5	65 ADP Cv 3

WIELD ADD-ON

Reaper Long Coat	BLK 2
<p>The reaper long-coats were worn first by terrifying executioners of an exiled warlord—but over the years they became symbols of power and capability for the remote survivors. Original ones were quite high technology, despite their rough appearance.</p> <ul style="list-style-type: none">• +20 Resistance against rad/bio/chemical• +4 AP STR• Night vision, radio coms	

Lvl	Under-coat	Plate	Armor ADP
Cost			
L6 8000c	9 / 25 FULL	4 / 8 Cv 2	46 ADP
L8 145000c	13 / 30 FULL	5 / 13 Cv 2	59 ADP
L9 18500c	15 / 35 FULL	5 / 13 Cv 2	65 ADP
L12 33500c	19 / 45 FULL	7 / 17 Cv 2	91 ADP
L14 46000c	22 / 55 FULL	7 / 17 Cv 2	111 ADP
L15 53000c	23 / 55 FULL	9 / 20 Cv 2	117 ADP

Reclaimed Armors

If you can't get a full suit of high-tech carapace but you have access to better stuff than wasteland wear, you can build yourself some reclaimed armor. This is done by taking pieces of high tech armor and, with technical know-how, putting them together to form a battle-ready, if often asymmetric fighting unit.



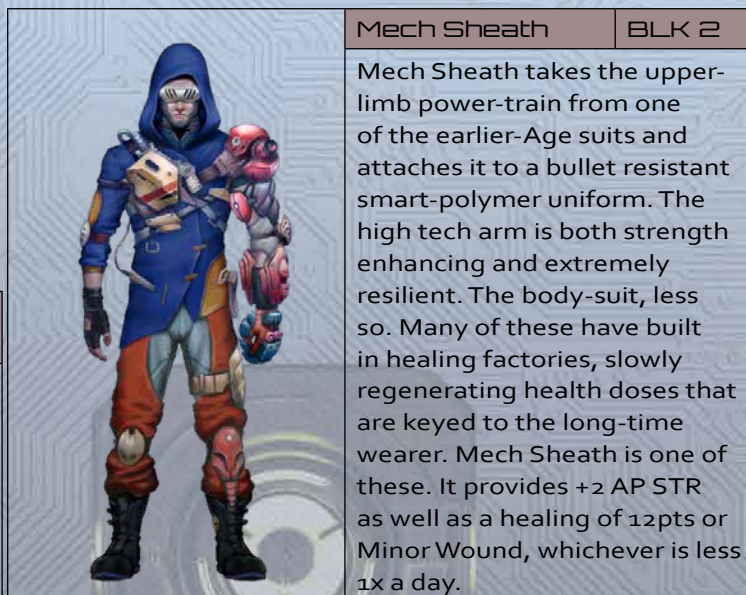
Power Carapace

BLK 3

If you take an industrial lifter-suit and meld it with what's left of a Forward Battle Power-Assault Rig you get Power Carapace. It's slow, clunky, and, well, powerful.

- Environmentally sealed. 3 hrs. air.
- HUD: Night vision, radio coms, see power sources and robots within 100 yards outside of installations.
- Has a 30 STR.
- Energy weapon mount on right hand (weapon varies). When ADP is gone, weapon ceases to function. Same level as armor.

LVL Cost	Armor	Plate	System ADP
L5 12500c	3 / 8 FULL	11 / 30 Cv 5	21
L9 37000c	7 / 16 FULL	20 / 50 Cv 5	34
L13 79000c	9 / 21 FULL	29 / 70 Cv 5	55



Mech Sheath

BLK 2

Mech Sheath takes the upper-limb power-train from one of the earlier-Age suits and attaches it to a bullet resistant smart-polymer uniform. The high tech arm is both strength enhancing and extremely resilient. The body-suit, less so. Many of these have built in healing factories, slowly regenerating health doses that are keyed to the long-time wearer. Mech Sheath is one of these. It provides +2 AP STR as well as a healing of 12pts or Minor Wound, whichever is less 1x a day.

	Armor	Plate	ADP
L7 14500c	4 / 10 FULL	12 / 50 Cv 2	26 A-ADP
L10 26500c	6 / 15 FULL	32 / 76 Cv 2	39 A-ADP
L13 43000c	8 / 20 FULL	40 / 95 Cv 2	52 A-ADP
L16 61500c	9 / 25 FULL	51 / 120 Cv 2	65 A-ADP



Smart Shell


BLK 2

Taking a high-survivability battle-skin and augmenting it with reclaimed war carapace pieces gives you smart-shell, a powerful reclaimed armor. It adds +2 AP to STR.


Lvl	Cost	Armor	Plate
L5	9000c	5 / 13 FULL	13 / 30 Cv 3
L9	22000c	8 / 20 FULL	25 / 60 Cv 3
L13	43000c	13 / 30 FULL	36 / 85 Cv 3
L17	67000c	16 / 40 FULL	47 / 115 Cv 3

Overwear

Overwear is the term for armor that you wear on top of other armor—such as an armored vest over a body-stocking or a trench coat of bullet proof material over general armor. Jackets and so on count as well. Overwear counts as an Add-On and is usually much lower in terms of armor value than the base armor.

	Ballistic Shaw WEAR ADD-ON	
	A Ballistic Shaw is a wear add-on that provides protection against penetration—if not punches or impact. The material, although dark, actually bleeds off heat fairly efficiently and will protect against radiation to a degree.	
	<ul style="list-style-type: none"> Mask gives +10 Resistance against toxins Suit gives +10 Resistance against radiation. 	
	Lvl Cost	Resistance
	L2 1000c	+10 Pen Def
	L5 3500c	+20 Pen Def
	L7 8000c	+30 PEN Def
	L9 14500c	+40 PEN Def

	Desert Rider Riding Coat Wear Add-On	
	The desert riders are most often found in the North West wastelands or the Deep Desert. The coats are made of a leather and chitin armor harvested from the giant scorpions.	
	Lvl Cost	Armor
	L2 1000c	1/3 Cv 8
	L7 8000c	1/3 Cv 8
	L9 14500c	2/5 Cv 8

	Commissar Overcoat Wear Add-On	
	In the Age of War, Commissars were tasked with troop discipline in the face of often crumbling morale. They were loyal—or loyalty conditioned—or both—and were given some of the better gear as, if the troops were rebellious, the Commissars would be expected to “restore order.”	
	The Commissar Overcoat is an Age of War outfit that actually contains a symbiotic organism that bonds with the wearer both telepathically and, where it touches flesh, through the blood.	
	Lvl Cost	Armor
	L4 3500c	1/3 Cv 8
	L6 8000c	2/5 Cv 8
	L8 14500c	2/5 Cv 8

	Armorplast Coat Wear Add-On	
	The Armorplast coat is basic Age-of-War armor that was often worn by both military and higher-end civilian forces by itself. It is cool, water-resistance, and self-cleaning / self-repairing.	
	Lvl Cost	Armor
	L3 1000c	1/3
	L5 3500c	2/5
	L7 8000c	3/7
	L9 14500c	4/10



Sensor Cloak

Wear Add-On

Used by scouts and commandos, the Sensor Cloak is Overwear armor that also makes the character difficult to detect by electronic systems, using a sophisticated array of internal projectors to create "electronic blind spots."

The character gets the listed negative to be detected by electronic sensors including sound, visual, and light-beams. This applies to robots and emplaced guns.

Lvl	Cost	Armor	Sensor
L3	2000c	1 / 2	-3
L5	7500c	2 / 5	-5
L7	15000c	3 / 7	-6



Flack Cloak

Wear Add-On

The material of the Flack Cloak is composed of a lattice of almost microscopic cells that provide a rigid surface when significantly disrupted. This acts as Flack.

Lvl	Cost	Armor	Flack
L2	1000c	1 / 3 FULL	5 FLACK
L7	8000c	1 / 3 FULL	10 FLACK
L9	14500c	1 / 3 FULL	20 FLACK



Force Cloak

Wear Add-On

The Force Cloak is a high-technology cloth with "Quantum Dot Mesh Generators" throughout it. Worn, it acts as a Force Field Add-On.

Stealth is the bonus the wearer gets to their Success Point total on a made Stealth roll.

NOTE: For Add-Ons the rate of Force Field is 3 Force Field for 1 AP.

Lvl	Cost	FORCE FIELD	Stealth
L3	1200c	3 FORCE FIELD	+1 SP of Stealth
L5	6000c	6 FORCE FIELD	+2 SP of Stealth
L7	9000c	9 FORCE FIELD	+3 SP of Stealth
L9	20000c	12 FORCE FIELD	+4 SP of Stealth

Monsters

The world of HaveNot is alive with monsters! They come in all shapes, sizes, dispositions, and biology. Robots hunt through the still smoldering ruins, Toxin Monsters bubble up from the discarded containers of the Age of Wonders. Bio-Weapons stalk the bad-lands, looking for blood.

Description & Statistics

We have broken down the monster data into two sections. The first is the description which has a picture with a size comparison and the write-up (from one of the bestiaries or databases!). It is generally correct—but may contain slightly misleading information! This is something players who feel knowing a monster's stats would harm their experience can look over without reading stats.

Statistical Data

Monsters are given a Statistical data table which is an indicator to the GM as to how the monster should be used vs. the PCs in terms of power level. The chart is read as follows:

- **TI is Threat Index.** The level the characters are at. NOTE in a Level 3 Installation, the characters will be Level 2 and will fight monsters slated for Level 2 characters.
- **No App.** Number Appearing. This is the number of the monsters.
- **Win %.** This is the percentage of time the monster won that battle in our simulated testing against 4 characters of the TI Level (we tested each battle 5000 times).

Example: If there is a 4-person group of Level 3 characters (in a Level 4 Installation or otherwise) they win almost 100% of the time against one Happy Fun Vore. However, 2 Happy Fun Vores will win 4% of the time against a party of L4 characters.

How You Should Use This

Our estimations for the group were reasonably combat oriented and were assumed to have at-level firearms. If a Win% is higher than 4% this represents a serious chance of a party wipe-out. The GM should shoot for attrition encounters to be at the 0% level and save higher levels of "Win%" for boss battles and so on. You should also try to keep in mind that if the characters have more points in non-combat abilities they are going to perform, likely, below the level listed. Some further notes.

Happy-Fun Vore

SIZE COMPARISON CHART



Statistical Enhancement Available		
TI	No App	Win
3	1	0%
4	1	0%
4	2	4%
5	2	0%
5	3	6%

One of the more disturbing "all consuming bio-weapons of the Age of War" is the Happy-Fun Vore. It gets its name from packaging in large tubs (where it looks like a black slime with yellow eyes floating in it). The packaging, a holdover from the Age of Wonders, proclaimed in glyphs and excited comely faces, great happiness and fun to those who opened it. Whatever was in there originally, a devouring slug monster was probably not intended.

The Happy-Fun Vore is ravenous and will scour the surroundings, looking for things (people) to eat.

If Encountered:

1. **Beware Containers!** Most packaged goods are safe—but a few were repurposed for bio-weapon storage. Look carefully!
2. **These Things Are Tough.** They bite reasonably hard and lash-out with pummeling pseudopods—but mostly? They're really tough. Expect to be in it for the long haul.

Statistical Enhancement Available

TI	No App	Win
3	1	0%
4	1	0%
4	2	4%
5	2	0%
5	3	6%

Not All Monsters Scale Linearly

In some cases a monster would have a 2% chance of victory against, say, Level 3 characters but then 2 of them would win like 32% against the same group. Be careful adding additional boss-type monsters to a battle: the numbers can go “over a cliff” rather quickly.

Drops

When a monster dies there is often something good left behind. The fairy tales about dragons and treasure are around for a reason, after all. In HaveNot certain kinds of monsters are extremely likely to have certain kinds of treasure—either inside them (or otherwise part of them) or, in some cases, in their “lair.”

Categories of Monsters

What kinds of monsters yield what kinds of things? Here is a table:



Monster Type	Notes	Drop
Toxin Monster	Created from the barrels of reality bending “toxic waste” that were left behind by the Age of Wonder (and then mined and used in the Age of War) Toxin monsters often decompose into the kinds of things that represent the fundamental changes Have technology made to the universe.	Common Drops: <ul style="list-style-type: none">• Pogs• Success Points• Credits
Vore	Vores were terror weapons—specifically bio-weapons—that were created to eat people alive. They were also used for a kind of “garbage collection function” and, as such, they often kept material they ate for later sifting and possibly reclamation. Today, a dead Vore could have a bunch of junk in its gullet—or wonderful power armor that the last wearer wasn’t quite lucky enough to use to keep them alive.	Common Drops: <ul style="list-style-type: none">• Age of War Weapons & Armor• Age of War Kit
Robots	Robots, when killed, can be scalped for Power Cells (usually worth selling in towns or markets) and can also yield Multi-Function Technology Components called, generically “sprockets” that can be used, with Engineering skill to build things (such as energy weapons).	Common Drops: <ul style="list-style-type: none">• Power Cells• Sprockets
Other Monsters	There are plenty of other monster types—they will have random items strewn about wherever they take their prey to eat it (or, depending on the intelligence of the monster in question, they might be carrying gear to use themselves!).	Common Drops: <ul style="list-style-type: none">• Age of War Kit• Age of War Armor and Weapons• Credits (or other saleable junk)

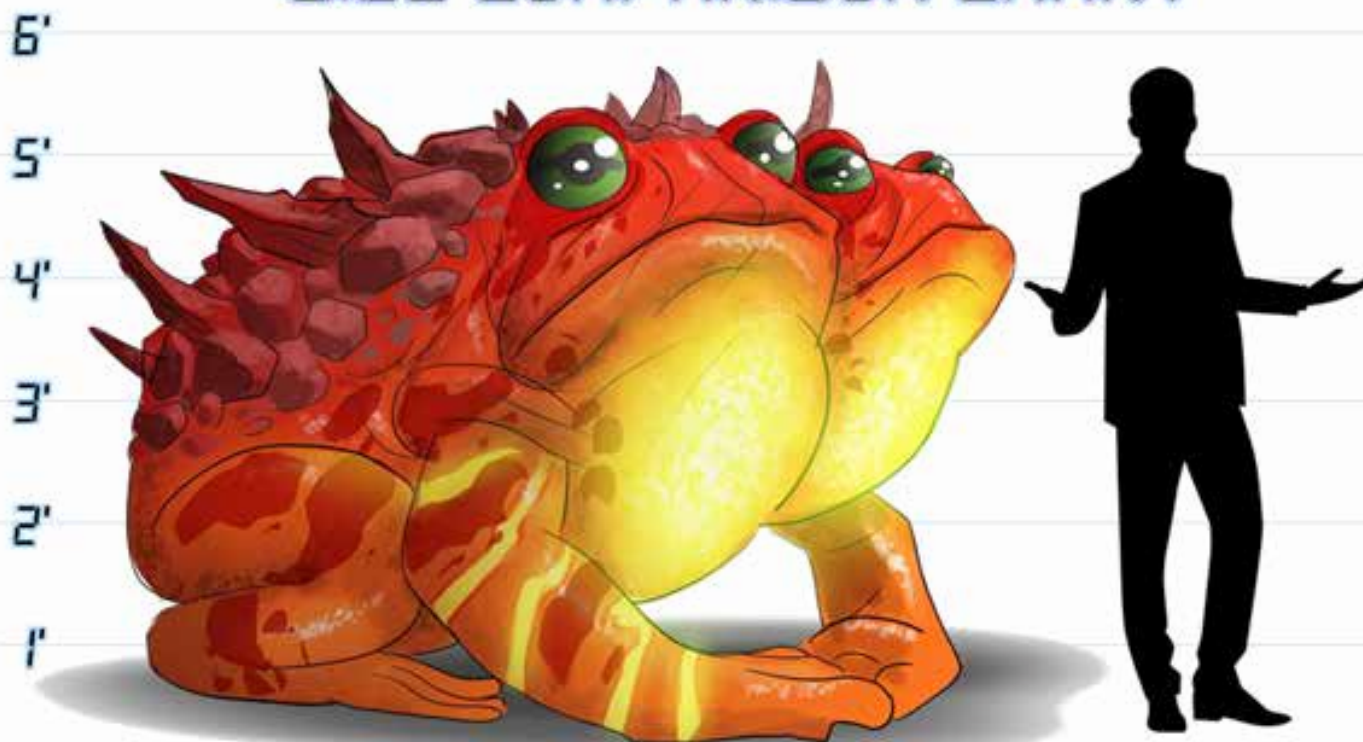
Sections

We have broken down the list of monsters into “General Monsters”—monsters found throughout the world—and “Area Monsters” which are typically found in very specific areas.

General Monsters

Bombast Toad

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
2	2	5%
2	1	0%
1	1	3%
3	3	5%
4	4	8%
5	4	0%
Kill It Quick		

These terrible creatures feed on the radioactive bones of our ancestors to generate their fearsome Plasma Belch! Beware the Glowing Toad!!

Found in the Badlands and Tox Zones. Often lurking in ravines or small ruins, alert for prey.

The Bombast Toad feeds on radioactive wastes as a larval state, growing to be a massive, plasma-powered predator. It is able to go for long periods without apparent nourishment (apparently due to its internal bio-plasma reactor)--but it has a taste for flesh and will eat as much as its twin-heads can catch!

When threatened it begins to glow even more brightly, eventually belching out a massive plasma ball that explodes in a burning cloud.

If Encountered:

1. **Keep your distance.** The Bombast Toad is lazy and may be reluctant to cross long distances unless you look especially delicious.
2. **Do Not Mock.** Bombast Toads are ill-tempered and can be enraged by taunting behavior.
3. **Try To Kill It Quickly.** Its Plasma Belch is dangerous. If the pouch under its mouth is glowing brightly, beware.

SIZE COMPARISON CHART

5'

4'

3'

2'

1'



Statistical Enhancement Available

TI	No App	Win
1	3	4%
2	4	1%

These brilliantly colored predators have wicked ecstasy drugs for blood and strike like lightning. Their wickedness glows brightly under ultraviolet light.

Rave Raptors are dangerous pack hunters--but they have other properties. They are susceptible to certain musical compositions which, if played, function as a Resisted Attack (they have a basic 9- resistance) and, if failed, they will dance.

In some cases, they have been trained to act as pets or companions. Their blood is a euphoric and sometimes Rave Raptors are hunted for it.

Rave Raptors have a symbiotic relationship with the (comparatively very are) Rave Rexes--the latter being able to control them and use them as assistants.

If Encountered:

- 1. Be on the lookout for bright colors.** Rave Raptors may camouflage themselves against Graffiti or other colorful surfaces. When excited they may leave faintly luminous footprints.
- 2. Party Down.** Rave Raptors are predators--but they enjoy a good time. If you are using chemical enhancers, playing music, and seem to be relaxed, Rave Raptors may ignore you. IF APPROACHED BY RAPTORS, SHARE PHARMACEUTICALS OR ALCOHOL.
- 3. Dance Off.** Raptors compete for dominance in a complex kinetic display of motion. If you are reasonably brightly colored and are able to dance, it may be possible to engage them in "ritual dance combat." Reports of this are not easily validated--but there sure are a lot of them from explorers who believe they can dance.

Rave Rex

SIZE COMPARISON CHART



Statistical Enhancement Available

T1	No App	Win
3	1	1%

Do not trust the Rave Rex--for the common person must look with askance on the party animal--no matter how literal!

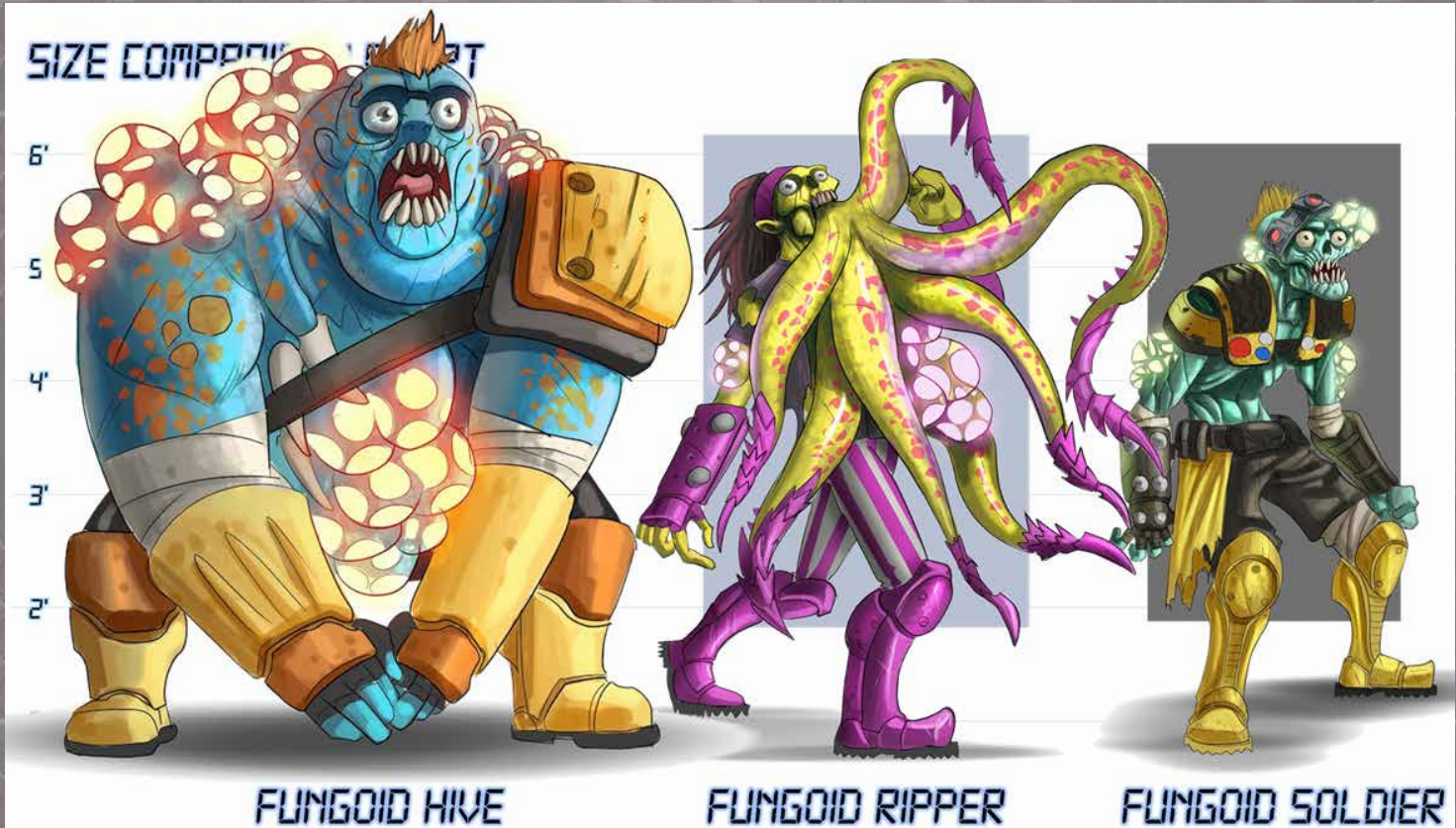
The Rave Rex is related to the Rave Raptor--but how is unclear. Whereas the Rave Raptors are pack-hunting predators, the Rave Rex is an intelligent and generally non-hostile sapien.

Little is known about Rave Rexes. They are intelligent, usually friendly, and often found with Rave Raptors operating in a tame manner. Rave Rexes consider entertainment and art-form and are usually accomplished showmen and musicians. They are also excellent bartenders

If Encountered:

- 1. Get Down.** Rave Rexes are non-hostile unless attacked and are almost always "ready to party."
- 2. Ask For Help / Advice.** Most Rave Rexes live in safe locations--even if inside a hazardous ruin. They can often provide information, payment for services, and so on.
- 3. Make A Note.** Rave Rexes are not necessarily static. Their view of reality is somewhat skewed and they seem to be unable to fear death or to experience panic. This may be due to the natural pharmaceuticals in their bio-system or something else. Still, if you keep a way to stay in touch with a Rave Rex, they can, for a time, be an ongoing source of advice or missions! Just keep it more or less a secret: once enough people find out about them, they tend to move along.

Fungoids



No Statistical Enhancement Available

Grotesque soldiers of the fungal kingdom, these awful aberrations may yet outlive us.

There are a number of aggressive bio-weapons that convert targets into "troops." One of these is the KREN-10D Fungal Weapon. It creates various kinds of fungal troops referred to as "Fungoids." Fungoids can lay dormant for extended periods of time.

Soldier: basic Fungoid. Rushes the target and will attempt to infect (with a claw attack) and then explode (if the target dies, they become a Fungoid).

Fungoid Ripper: A Fungoid with multiple barbed tentacles.

Fungoid Hive: Massive Fungoid that can "detonate" parts of itself, filling the area with aggressive spores.

If Encountered:

1. A Hive will usually have 5-10 Soldiers and 1-2 Rippers (this is a L3 group). If lower: Run! They're not fast.
2. A raiding group may have 2 Rippers and 2-5 Soldiers (L2 Group). There is usually a Hive somewhere. Or they might be dormant.
3. Single Rippers or 2-5 Soldiers are sometimes encountered in hibernation (L1).

Jaekelopterus Cyberus (Cyber Scorpion)

SIZE COMPARISON CHART



Statistical Enhancement Available Mk-1

TI	No App	Win
3	1	1%

Mk-2

TI	No App	Win
3	1	6%
4	1	0%
5	3	19%
6	3	1%

Mk-3

TI	No App	Win
10	1	6%

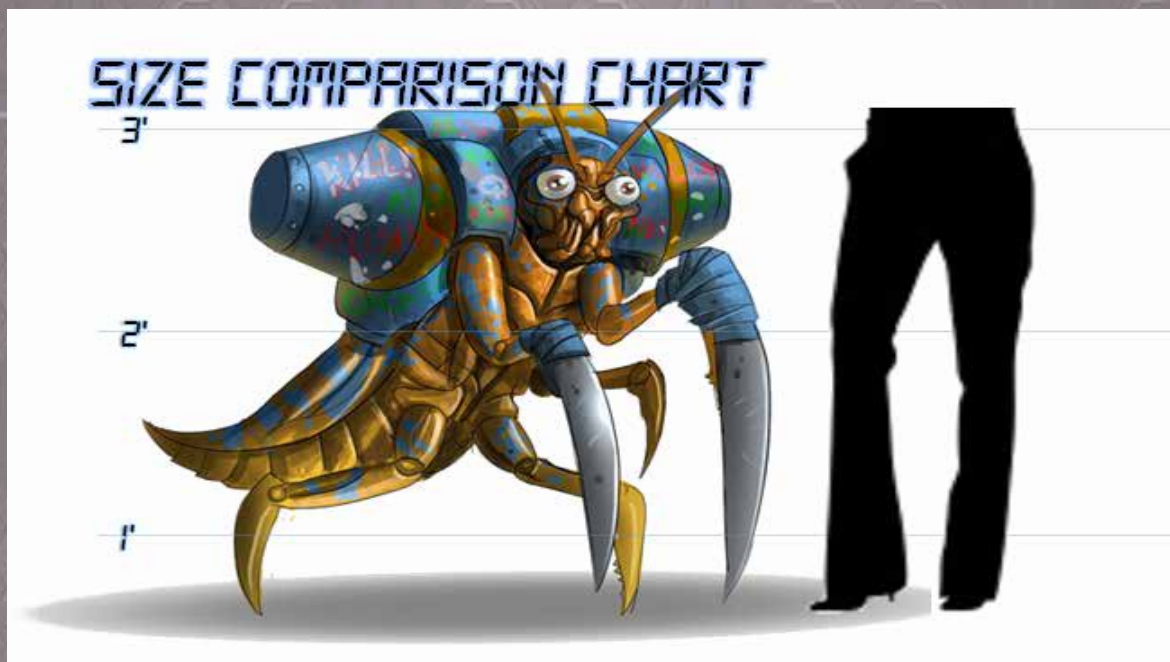
More commonly called "cyber-scorpions," these are bio-cyberic creatures who generate high-technology organs through biochemical processes. Once there was a command and control structure--but in our lazy age, it is no more.

The Jaekelopterus are only somewhat like biological creatures. The higher levels tend to be solitary (the Mk III may be found patrolling large areas that once contained important installations). The smaller ones may move in packs. They track radio signals and may converge on a source.

If Encountered:

1. Mark-3: Run. As fast as you can.
2. Mark-2: Hide. It might miss you.
3. Mark-1: Fight. You got this!

Gladiator Roach



Statistical Enhancement Available

TI	No App	Win
1	7	10%
1	6	2%
1	5	0%
2	8	0%
2	10	1%

Disgusting and determined, the Gladiator Roach makes its lair in the abandoned homes of man and waits on the ceiling to drop onto unsuspecting trespassers. Appalling!!

The Gladiator Roach is one of the more unpleasant bio-weapons. With thick bio-armor on the back and a taste for combat, Gladiator Roaches are sometimes kept as "fighting animals."

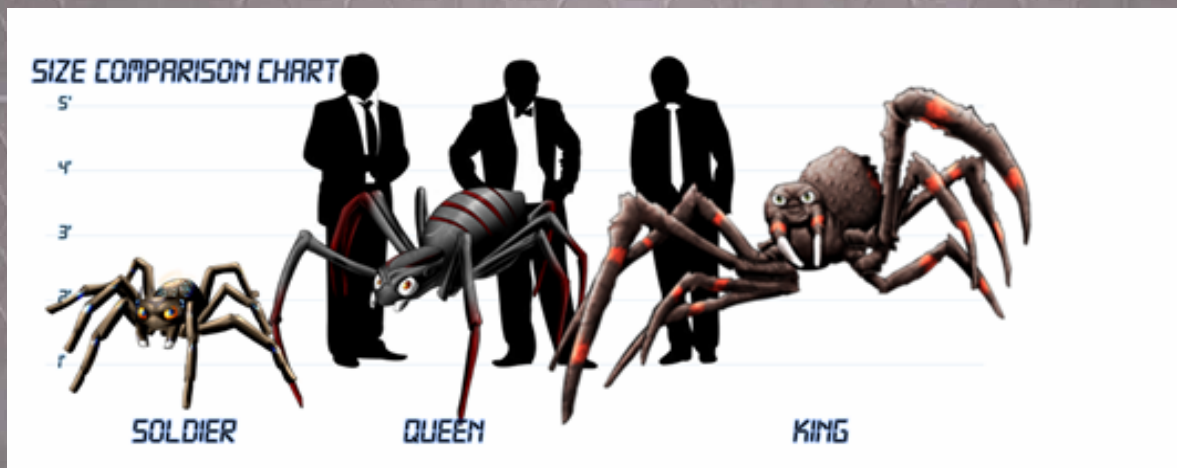
The humble Gladiator Roach is one of the more misunderstood bio-weapons. Although dangerous and ugly, these creatures would often rather feed than fight.

Gladiator Roaches can be sensitized not to attack humans--but in most infested installations, they will attack relentlessly.

If Encountered:

- 1. A Nest Can Contain 5-7 Roaches.** Look for dried slime secretions and a large round "ball with craters or holes in it." Nests are dark brown chitin. If you see one, be careful: it may contain many roaches.
- 2. Roaches May Be Tempted By Sweets.** Especially cookies. They have a weakness. These can be used as bait or to distract.
- 3. Roaches Can Climb Walls.** Check ceilings.
- 4. If You Have To . . .** you can eat them. Gross--but nutritious. Very, very gross. Consider dying.

Dust Spiders



Statistical Enhancement Available Soldier

TI	No App	Win
3	1	1%

Queen

TI	No App	Win
1	1	1%
1	2	25%
2	2	2%
2	3	39%

King

TI	No App	Win
2	1	5%
2	2	88%
3	2	8%

Dust Spiders are predatory mutants that stalk the wastelands, badlands, tox-zones, and ruins. They organize in a kind of military pattern with 1 king, 1-5 Queens, and then a host of Soldiers. They spin webs to encase paralyzed prey and hide in dark spaces or even in dug holes in the ground. When they attack, it is often with waves of Soldiers and then a Queen and her retinue.

If Encountered:

- 1. The Nest May Have Good Stuff!** If you encounter a raiding group of soldiers, there is likely a nest nearby. As victims are brought back, cocooned, and then eaten, it may have good treasure!
- 2. But Look Out For Queens!** If you find the nest, you will likely find one or more queens.
- 3. Lower Your Heart-Rate.** If you get bitten, but kill the hostiles, relaxing will likely prevent paralysis. You just need about 3 minutes (30 rounds) of down-time to shake it off.

Glorexx Tube Monster



Statistical Enhancement Available

TI	No App	Win
1	3	3%
1	4	21%
2	4	1%
2	5	4%
2	6	17%

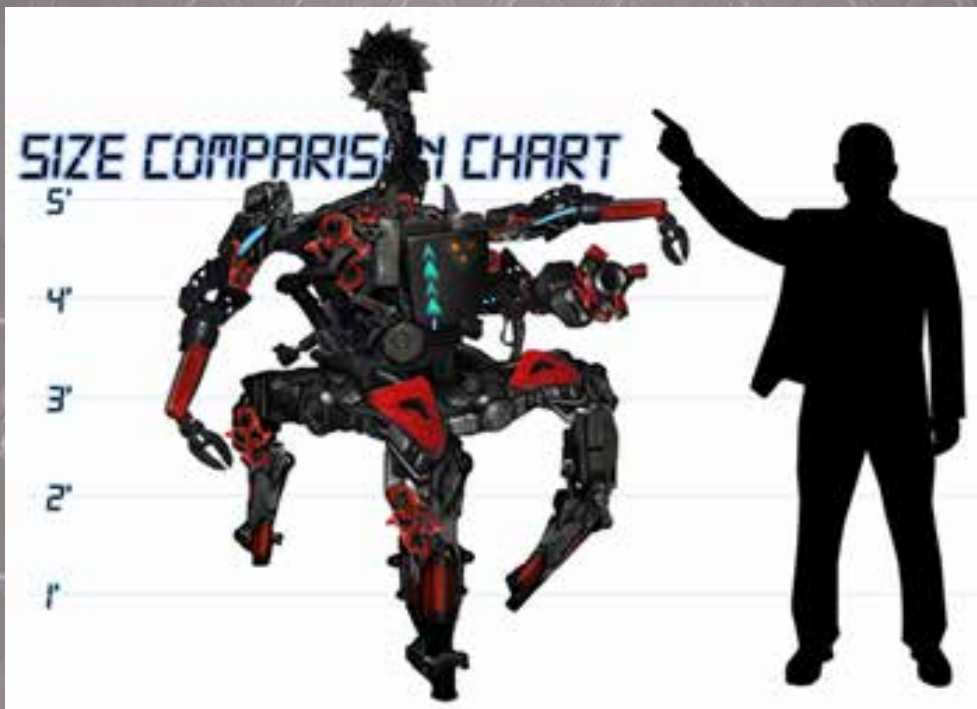
These foul creatures lurk in tubes, ready to be “vented” into the presence of hapless human explorers. They are vicious insectile horrors!

The Glorexx (L1) Hunter comes in sets of 1 or 2 and is regularly found as a bio-weapon. They are creepy invertebrates with an exoskeleton, a strong, spring-like tail, and multiple needle-sharp legs. They leap forward attack with their dagger like claws and using an electric sting from their cyborg mouths like a Taser.

If Encountered:

- 1. Look Out For Triggers:** If the Glorexx is contained in the stasis tube, it is relatively safe. Be careful around it.
- 2. Surround a Free Glorexx With Expendable Group Members.** The Taser attack is dangerous but it only goes every other Round. Try to provide a less critical group member as a target!

Weaponized Maintenance Robot



Statistical Enhancement Available

T1	No App	Win
1	1	2%
1	2	73%
2	2	2%
2	3	36%

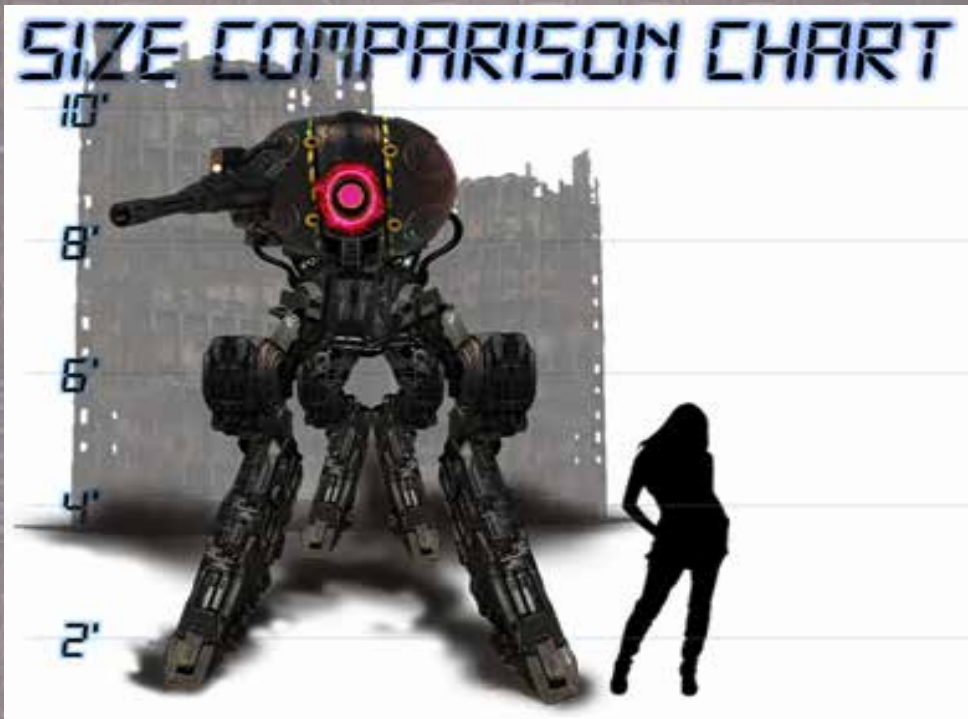
These units were often turned into weapon systems by installations who, in their throes of abandonment and security imperatives realized that anything which can be used to create or repair can, even better, be used to destroy.

Many of these were given enhanced personalities making them in some cases bloodthirsty or harboring a hatred for humankind.

If Encountered:

- 1. Try To Talk To It.** If it is attacking, you should be shooting as well--but hey, give it a try.
- 2. Remind It About Workplace Safety.** Many of these may be temporarily confused by old workplace safety signs (about which they were fanatical).
- 3. Run.** You may be faster than it is--and it can't move and strike more than once.

Heavy Security Drone



Statistical Enhancement Available

TI	No App	Win
3	1	16%
4	1	0%
4	2	39%
5	2	2%

The Heavy Security Drone is most often found either clomping around a minor ruin, randomly shooting at moving targets or, more dangerously, waiting in low-power "surveillance mode" for something unfortunate to cross its sensor path.

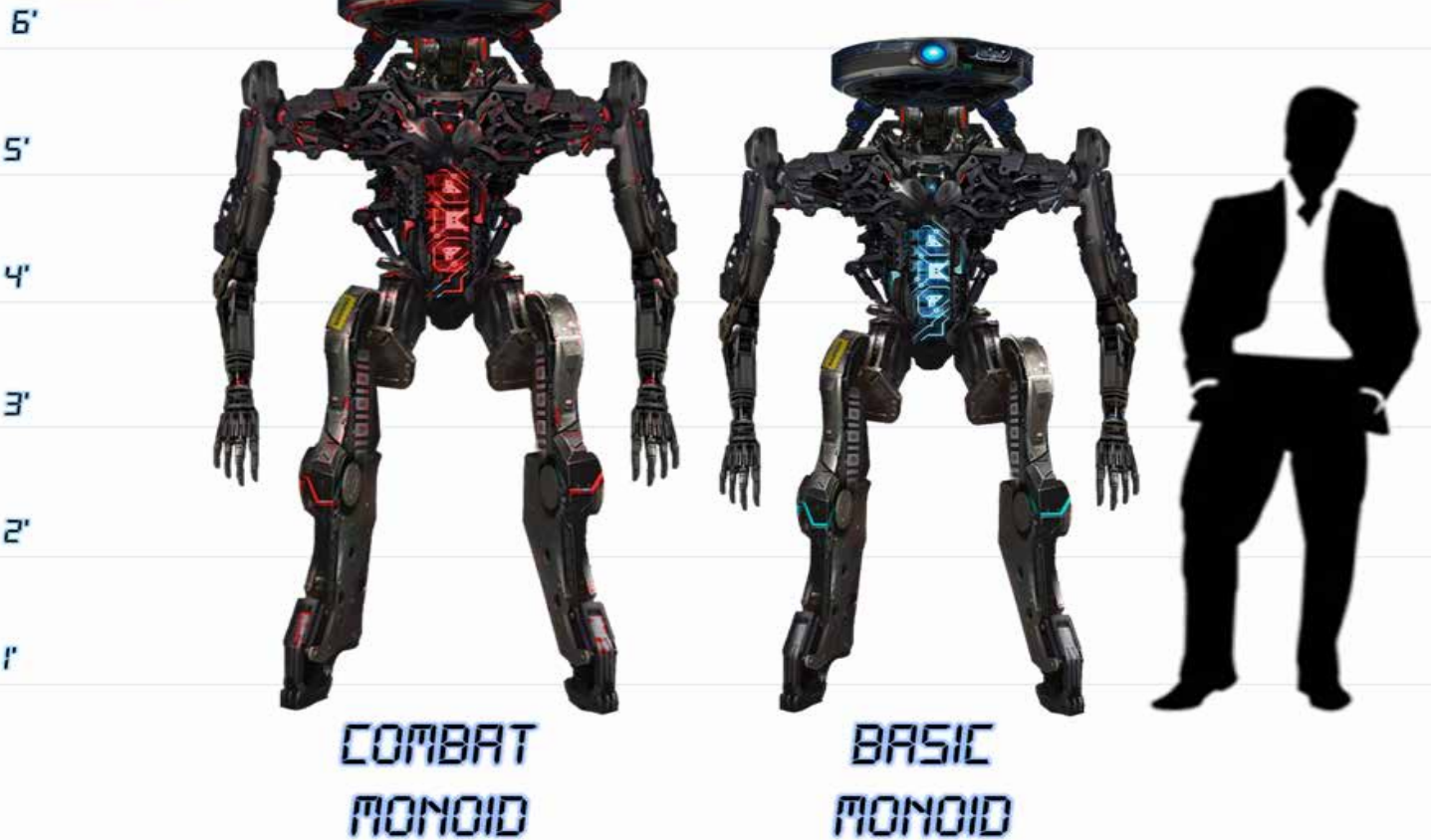
Over 9 feet tall and equipped with a soliton scatter-blaster, the heavy security drone is a plodding but highly formidable opponent for The Now--although it was probably only used as a battle unit in the late Age of War.

If Encountered:

- 1. If it's Asleep.** Don't wake it up. In "Power Down" mode, these units are vulnerable (for 1 Round) and have a 9- Perception.
- 2. If It's Awake. Hide.** Try to get into small areas the heavy drone can't. These units are not usually persistent. They may give up after a while and return to their power-station.

Monoid Robot

SIZE COMPARISON CHART



Statistical Enhancement Available Basic

TI	No App	Win
1	3	1%
1	4	7%
1	5	37%
2	5	0%

Combat

TI	No App	Win
2	3	6%
2	4	52%
3	4	1%
3	5	13%

The Monoid is a contradiction in concepts: lazy, indolent, and contemptuous of humanity, the Monoids populate the Age of Wonders environments where they spend their mechanical eternities trying not to do any work.

Although theoretically created for functions and purposes, they are possessed of bad attitudes, a proclivity to hide from whatever machine authorities reign in those strange places, and, while they will rally to "kill the intruders" (humans) they are also just as likely to be found engaged in card or dice games (to what end is difficult to imagine).

The Monoid can use weapons--but its central eye can also fire a power-beam.

If Encountered:

- 1. If You Have Surprise, Be Sneaky.** Monoids are not especially observant and may be either ambushed or avoided. They are often involved in exploits like gambling, viewing pornography (AVOID AT ALL COSTS), or shirking "work."
- 2. If Seen, Fight.** Monoids don't especially fear death and definitely like to "kill intruders"--however, if you provide an uphill battle for them, they may retreat for less difficult jobs.
- 3. You May Be Able To Bargain.** Monoids sometimes want things--which may be elsewhere in the complex. In cases where this can be discerned, they can be bargained with--but beware--they are untrustworthy.

Knife Fighter



Statistical Enhancement Type 1

TI	No App	Win
1	6	4%
1	7	14%
1	8	34%
2	8	1%

Type 2

TI	No App	Win
2	4	2%
2	5	13%
3	5	0%
3	6	2%
3	8	19%

Small, flying "balls of hate." Knife fighters are so named because they use two blades as their weapons rather than anything more sophisticated--they also use a variety of horrific and creatively obscene insults flashed on their display panels.

Example Knife Fighter Insults:

1. "ASSHOLE TULIP"
2. "I WILL PLANT A TREE IN YOUR MOTHER'S CUNT AND FUCK YOUR SISTER IN ITS SHADOW"
3. "TELL UR MOM 2 STOP CHANGING LIPSTICK. TURNED MY DICK INTO A RAINBOW"
4. "DISEASED TESTICLE TUMOR!"
5. "TOILET-HEADED CUMSPLOT!"
6. "PISS OFF VAGINABOLLOCKS!"
7. "YOU WISPY-HAIRED LEATHER FACED BAWBAG-EYED HUFFY WEE FUCKBUMPER!"



If Encountered:

1. **Read Panel At Own Risk:** If you get stabbed, being called a "GRANDFATHER REAMER" or "JACKASS TURKEY FELATOR" will just make everything worse.
2. **Get Hand-To-Hand Guys Out Front:** The Knife Fighters are quick and agile--but they are fragile and easier to hit with blades or other hand-to-hand weapons.
3. **Explosives. Explosives. Explosives.** Especially if you can get them at range. Dodge THIS!

Wunk

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
1	1	2%
4	3	7%
4	4	47%
5	4	21%
6	4	11%

Nightmarish toxin monsters emerging from the long abandoned barrels of DO NOT WANT, the Wunk appears as a vile, enormous spider with glowing . . . eyes? Eggs? Pustules? Who knows?

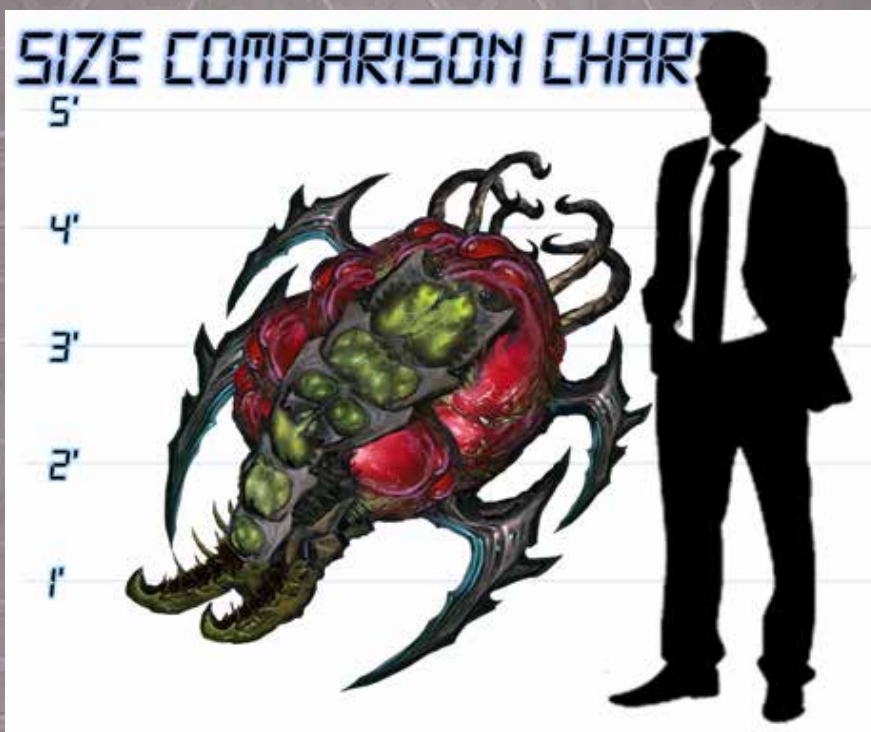
The Wunk is only somewhat bound to our reality and can slip through walls (as well as climb them) and its blades can pass through armor as though it were not there.

Finally, the Wunk can self-merge: do not be deceived by the solitary Wunk- it may have more Wunks occupying the "same space" only to split apart into seven

If Encountered:

- 1. Beware the Super positioned Wunk.** Wunks can appear as singletons but suddenly expand into one or more Wunks. Do not be fooled.
- 2. Wunks are Fast.** Slamming doors won't stop them but will slow them down some
- 3. Be Wary of Barrels.** These are Toxic Waste Monsters. They can come from barrels of Age of Wonder toxins!

Crimson Rive



Statistical
Enhancement
Available

TI	No App	Win
1	2	1%
2	4	4%
3	6	4%

The crimson Rive claws its way out of the toxic slime of the ancient world to visit its violence on ours! The Rive emits a frequency that causes extreme weakness in afflicted targets.

The Rive identifies its intended prey and, when charged, lashes out with a crimson aura that can fell even powerful targets. The attack is against WIL. It will not work through a Mind Shield. Rives often wait in hiding and then scurry out, attacking from all angles. NOTE: in the interest of play, the characters may just make one roll against the Rive's Aura each round until the last Rive is dead.

If Encountered:

- You May Feel Them First.** Rive's may get impatient and activate their auras! If you feel a sudden weakness, look out!
- Burn Them!** Rives are susceptible to areas of attack--they are soft-bodied and not especially hearty given their monstrous nature. They fear fire!

Leptosome



Statistical Enhancement Available

Tl	No App	Win
4	1	2%
4	2	81%
5	2	58%
6	2	29%
7	2	11%

The vicious Leptosome crawls out of its toxic barrels and spreads its tentacles in all directions. Feared both for its appearance and its voracious appetite, it is a terrible creature.

The Leptosome uses its tentacles to grapple and hold everyone within a 20 yard radius, its many arms stretching and deforming as necessary to entangle its prey. It then uses its terrible "phase tentacles" to constrict and strike, their unearthly material penetrating through armor as though it were not there!

If Encountered:

- 1. They Make Disturbing Sounds.** The Leptosome makes noises like soft laughter and squishy sounds, as it stalks its prey.
- 2. They Are Skinny.** The Leptosome can fit through a hole the size of a soda-can over about 10 Rounds. They are fluid and highly "stretchy." Don't underestimate them--they can hide almost anywhere!
- 3. They Are Vulnerable . . . to Sweets!** The voracious Leptosome can be tempted by candies. This generally will not work in combat--but can be used to draw them away or into an ambush.

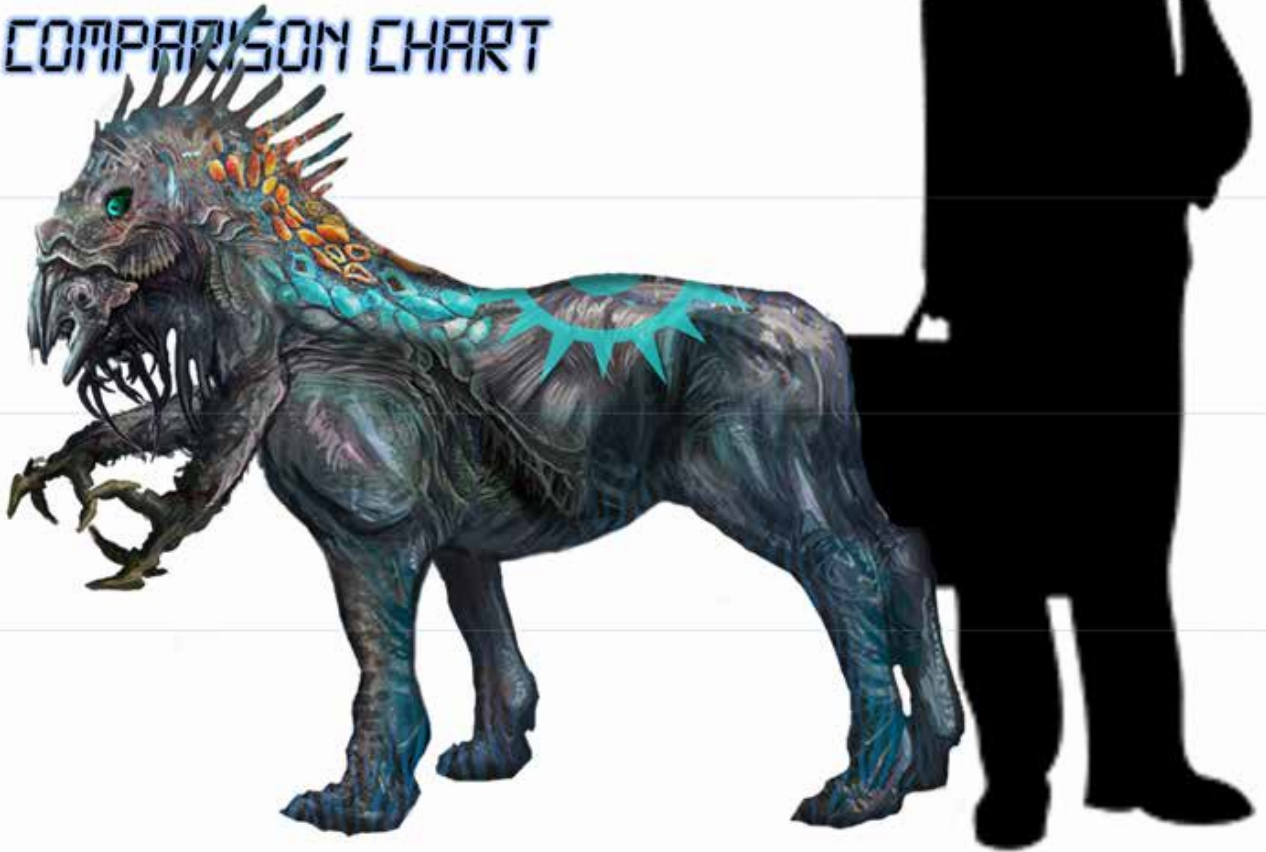
Ravener

SIZE COMPARISON CHART

3'

2'

1'



Statistical Enhancement Available

TI	No App	Win
6	1	0%
7	2	14%
8	2	6%
8	3	63%
9	3	2%

Freakishly quick, the Raveners are deadly hunters that can stalk and then pounce on unsuspecting prey! The Ravener is said to be "time-shifted," using some kind of telepathic field to move "sideways" in time--often lesser opponents are destroyed before they even realize they are under attack.

A group of Raveners is called a haunt. They tend to live in ruins--especially "dead" and empty ones. They often bring "trophies" of their kills back to their lairs (this can include weapons, armor, etc.). There is a theory this is done to "attract more prey." Raveners are often found in groups of 2 or 3.

If Encountered:

- 1. Use Explosives.** The Ravener only gets a -4 Damage Mod vs. explosives--also, explosives "rarely miss!"
- 2. Get Back To Back.** Raveners will often attack in small groups and love to attack from behind, sometimes using their "Bullet Round" to get behind targets and deny them a Block/Dodge and halve their AGI Bonus.
- 3. If You Find Ravener "Pups"** . . . Although most consider them "disgusting looking" some have found the pups and raised them. Although not safe, they can sometimes be found in the company of a particularly powerful bandit or other leader (they do not do well in towns or civilization for any period of time).

Stripped Hunting Snorg



Statistical Enhancement Available

TI	No App	Win
3	1	0%
3	2	75%
4	2	0%
4	3	19%
5	3	1%
5	4	9%

The Hunting Snorg was developed as a terror-weapon / execution system by the Great Warlord Tehxevious Sine. He would unleash packs of them on prisoners and film the results.

When he was poisoned by one of his imperial concubines, his last act was to open the Royal Kennels and release hundreds of Snorgs on his loyal subjects. Now they exist in the wild. Top job, Sine. Top job!

Hunting Snorgs will aggressively stalk and attack prey in the Wastelands. They are known to "play with their food" and otherwise try to attack for maximal terror.

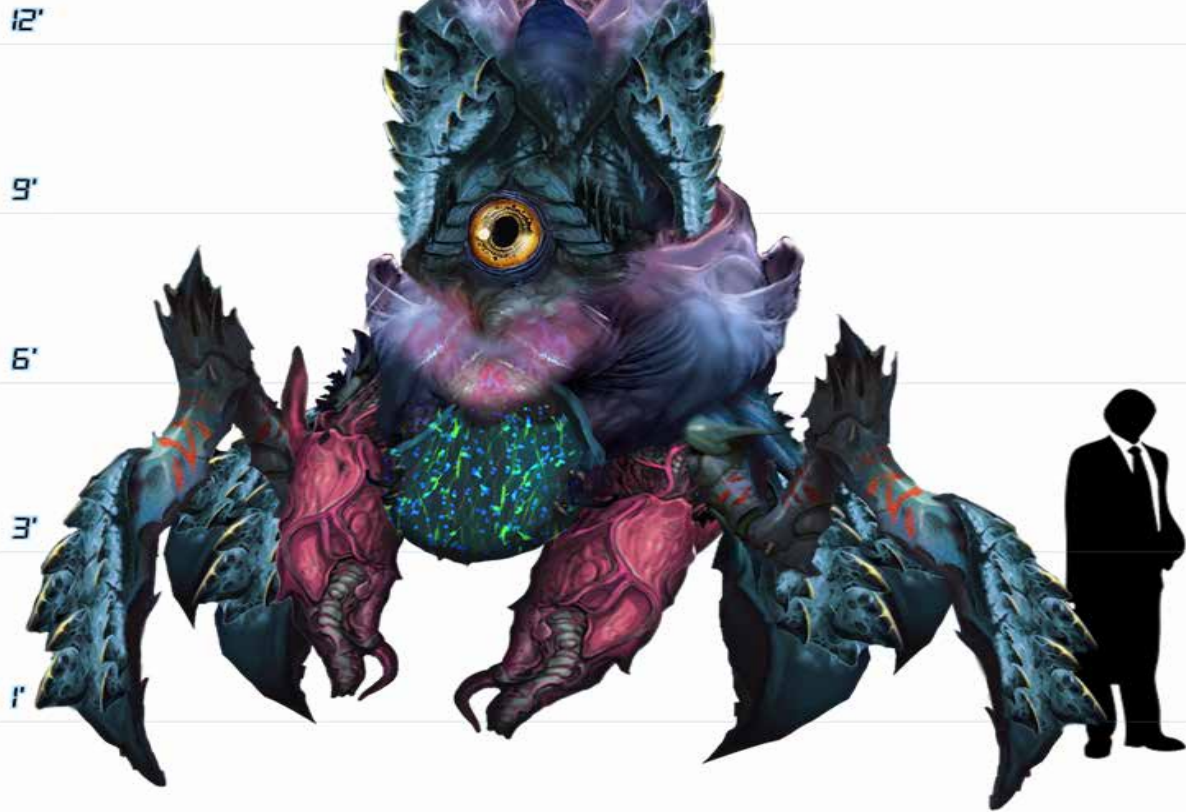
The Snorg has incredibly fast regeneration (to a point) that is reflected by its large amount of ADP.

If Encountered:

- 1. Do NOT Scream:** Hunting Snorgs tend to prefer to attack screamers due to the "drama."
- 2. Hiding Is Hard:** Snorgs have excellent senses and can track prey for miles (+3 smell perception)

The Towering Blue-Claw

SIZE COMPARISON CHART



Statistical Enhancement Available

Tl	No App	Win
5	1	19%
6	1	3%
8	2	8%

The massive, lumbering Blue Claw is a heavily armored 15' tall tower of organic steel with sharp claws and an internal bio-reactor. Blue Claws tend to inhabit wastelands and ruins where they generally scavenge for food (they can get by on very little thanks to their internal reactor). The Blue Claw is not always aggressive, but is territorial and is sometimes given to hunting humans. It is hypothesized that these may have been created as a "carion removal system" for cleanup after chemical strikes on cities. They are immune to most chemical toxins

If Encountered:

- 1. Look for Claw Marks:** A Blue Claw area may show gouges in concrete as the Blue Claw marks its territory.
- 2. Back Away Quietly:** If the Blue Claw is not attacking, even if you are seen, back slowly away being alert for a "lair" (do not go in)
- 3. Deploy Rations:** Giving over a substantial amount of food can distract a Blue Claw (100 lbs. worth).
- 4. Run For Small Spaces.** The Blue Claw can, disturbingly, squeeze through a normal sized doorway--their armor is flexible and they can get low to the ground and tilt their giant heads back--however, if you have a space much smaller than that, you may be able to escape a hungry Blue Claw.

Ruins Stalking Worm

SIZE COMPARISON CHART

4'

3'

2'

1'



Statistical Enhancement Available

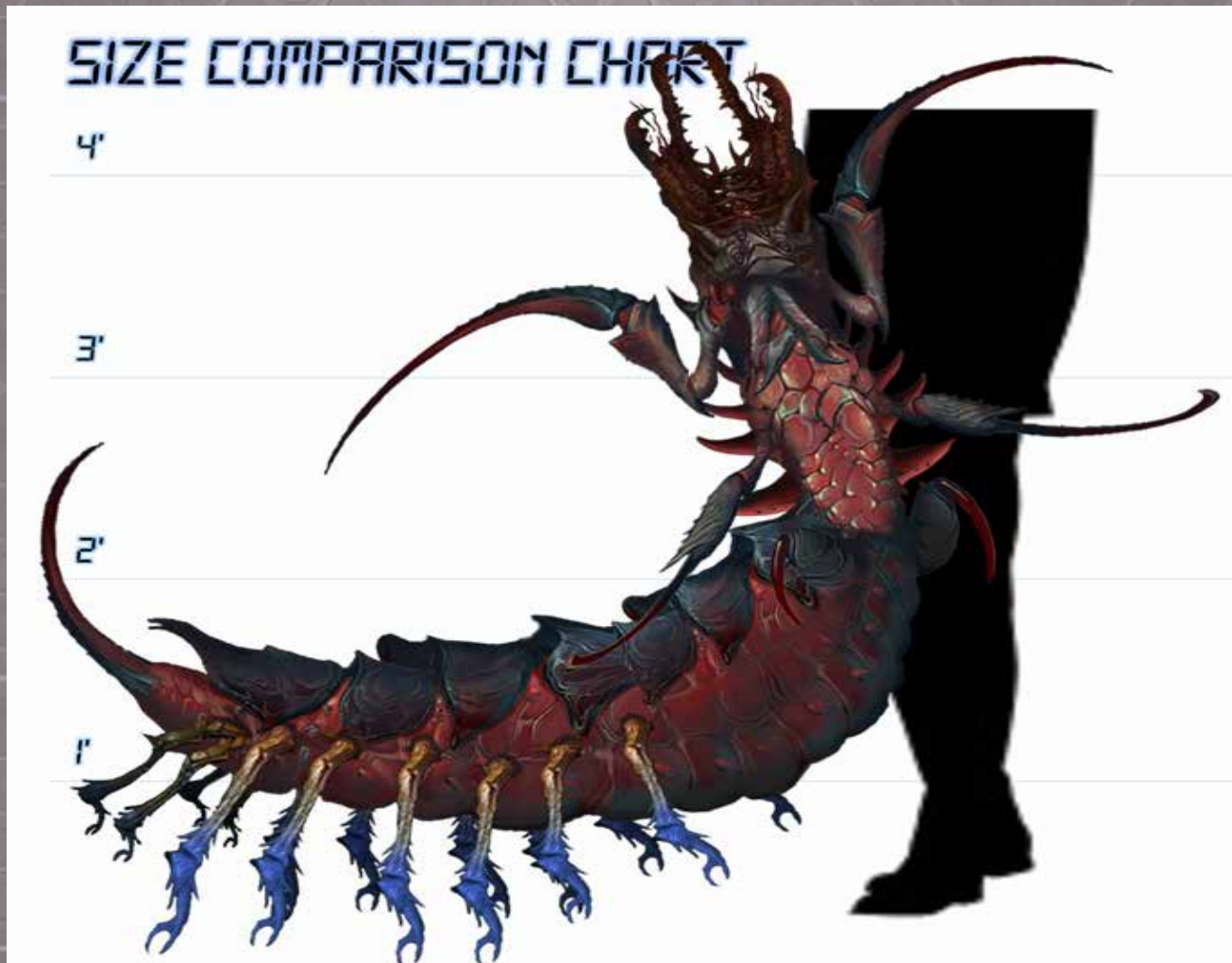
TI	No App	Win
1	6	2%
2	8	1%
2	10	7%

The Stalking Worm is a gruesome bio-weapon that often lurks in abandoned ruins and, sometimes, even sealed installations. Stalking Worms detect vibrations in the ground and then stealthily sneak towards their prey, finally either dropping on them from above or, sometimes leaping at them (they Worm can jump several yards--terrifying!). Against singular opponents or if greater in number, they will affix themselves to the target with their barbed fangs and try to burrow into it!

If Encountered:

- 1. Look For Trails Of Slime and Egg Casings.** Stalking Worms leave trails of slime when they climb on walls. They also lay eggs with thin papery shells about the size of a large softball. If you see those, there may be a clutch of stalking worms nearby!
- 2. Be Careful of Air Vents, Lockers, Etc.** The worms love to hide in small spaces where they can leap out from all directions, trying to latch on to prey! Beware small cubby-holes in worm territory!

Zilk Worm



Statistical Enhancement Available

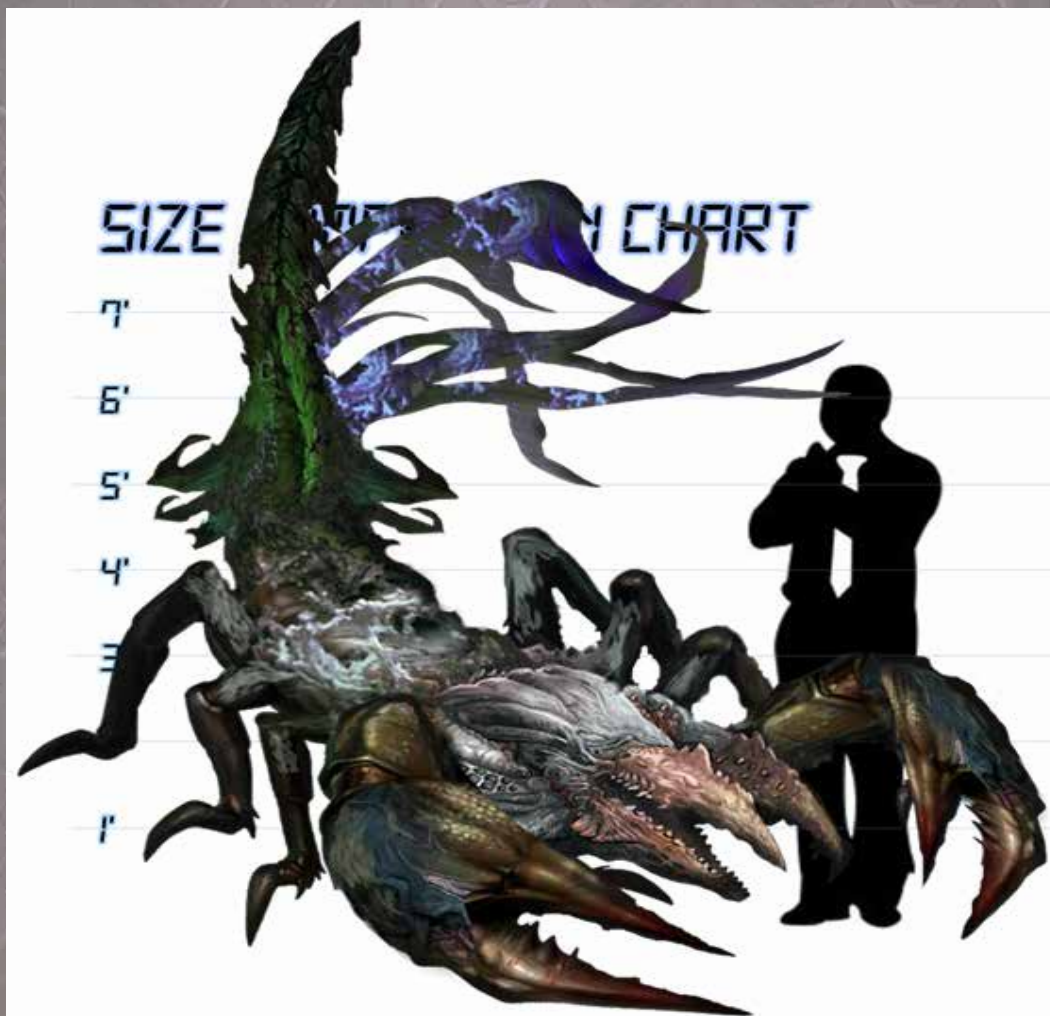
TI	No App	Win
1	1	0%
1	2	29%
2	3	9%

The Zilk Worm is a large, armored predator with a poisonous bite! They were created because of their ability to spin Neo-Silk (Zilk) as an advanced material (and, even today, they form webs as hammocks)--but at some point they escaped and were extremely aggressive in the "wild." Zilk Worms tend to live in shafts of large buildings in the ruins or in high-walled canyons.

If Encountered:

- 1. Be On The Lookout For Webs:** Check vertical shafts (elevator hulls, stairwells, or air-shafts). If you see white webbing, be careful!
- 2. Carry Anti-Venom:** A shot of Anti-Venom will usually drop the results by 2 levels per dose.
- 3. Harvest the Zilk!** The Zilk is fairly valuable and can usually be sold for 100c per Zilk Worm!

Dust Crawler



Statistical Enhancement Available

TI	No App	Win
4	1	8%
5	1	0%
5	2	27%
6	2	6%

The Dust Crawler lives out in the dust-lands--the fine grained sands of the Desolation and the Wastes. Dust Crawlers burrow under the sand building large "trapdoor spider" type holes from which to attack.

When they detect prey they leap out, stabbing with their talons and slashing with their deadly, sharp tail. Dust Crawlers mate in the night in craters and lay their eggs there. The sounds of their mating include the heavy thumps of their tails on the ground--and, for the males, a haunting wind-driven melody from the brilliant plumage tendrils on their tails.

A Dust Crawler hole is -5 to see if not being looked for. -3 or Survivalist Skill will spot one, however.

If Encountered:

- 1. Look For Bleached Bone Piles.** Dust Crawlers will deposit piles of bones from victims within 100 yards or so of their lairs. If you see them, look out.
- 2. If You Live, Search The Hole.** Dust Crawlers pull their victims' bodies into their lairs. They consume the flesh--there is often some "good stuff" in there.
- 3. Don't Mess With Eggs.** In Crawler territory be careful going into shallow craters or low dry ravines. If the Crawlers detect someone smashing their eggs (or just walking near them) every Dust Crawler in the area will converge!

Armorback



Statistical Enhancement Available

TI	No App	Win
5	1	12%
6	1	3%
8	2	8%

The Armorback was, it is said, created as a steed for one of a Great Warlord's lieutenants--one that could be ridden into battle zones. The legend says that the genetic formula made the beasts tough enough--but impossible to control. The lieutenant ordered them destroyed--but alas, that failed too.

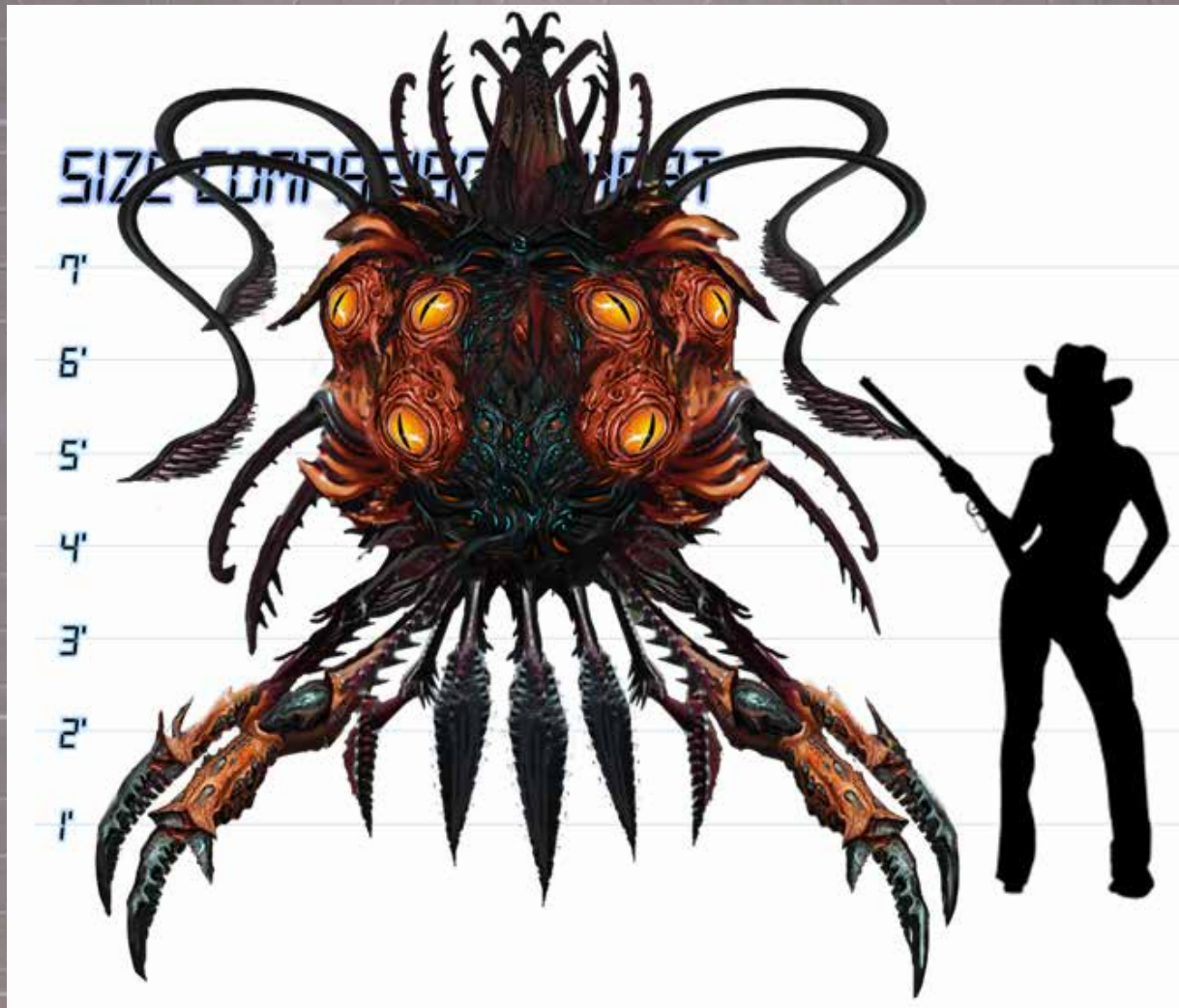
The story might not be true--but one thing it possibly gets right--but not in the fashion it seems to is this: Armorbacks are smart. They have human intelligence and are quite capable of speech. Out in the distant Wastes or the Toxin Zones you will find Armorbacks leading bandit or brigand groups!

They have been known to take over Evolved Hyena Tribes (female Armor Backs, anyway). And even human encampments. They are potentially brutal--but capable leaders.

If Encountered:

- 1. Try To Talk Your Way Out.** Armorbacks are known for being brutal or callous with fragile humans--however they can be negotiated with. This is especially true if you have something of substantial value they cannot just take (such as a fragile piece of technology).
- 2. Their Skin Is Bio-Force field Reinforced.** Armorbacks do have an external armor covering--but it also encases them under the skin--which is, itself reinforced with a powerful force field. Be careful trying to harm them.

Quockerwodger



Statistical Enhancement Available

TI	No App	Win
5	1	25%
6	1	7%
7	1	1%
7	2	56%
8	2	7%

The foul Quockerwodger is a toxin monster from the canisters of "Brain Bleach" that were used in the Age of Wonders to "wash" disturbing thoughts from people's heads.

Now they are orange glowing predators that seem "lighter than air" at times and are hostile to all ordinary life. Within each Quockerwodger is a black rubbery sphere with a vicious looking "smiley face" on it.

In battle, the Quockerwodger literally ricochets off floors and walls, flailing with barbed tentacles and lashing with its lower claws. Its attack is directed at a primary target--but it uses its to-hit roll (as an Explosive) against all "secondary targets" within a 4 yard radius (+3 Large Weapon Bonus) for half damage.

Each "Eviscerate Attack" a Round must be directed at a different primary target--but, again, all secondary targets in the area will be attacked as well.

If Encountered:

- 1. Quockerwodgers Glow Orange When They See You.** A Quockerwodger with its "eyes closed" is dull colored and somewhat smaller than their full size (they "deflate slightly"). If one glows orange, it means it has detected you! Look out!
- 2. Quockerwodgers Can Fit In Small Places.** Quockerwodgers inflate to about 9' tall--but they can fit into small toxin barrels or other smaller places. If they are really compressed they must spend 5 REA to inflate--be on guard!

Zillixx Mk-1 (Tube Monster)



Statistical Enhancement Available

TI	No App	Win
2	2	3%
3	3	7%
4	4	3%

The Zillixx Mk-1 is all bio-weapon. They can be deployed in sets of less than 3--but 3 in a "monster tank" is fairly common. The multi-armed Zillixx has a pod full of dorsal teeth and a tangle of tentacles for combat and locomotion. They are ravenous!

There are some of these that have escaped "into the wild" where they were not supposed to be able to breed--but, of course, they do.

If Encountered:

- 1. Look for Monster Tubes!** Scout for embedded tubes in walls, ceilings, or floors.
- 2. Don't Raise Alarms.** If an alarm is raised, many tube monsters will be released, even if they are nowhere near by and begin hunting.

Cyberspine

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
4	1	5%
6	2	32%
7	2	3%

Cyberspines were created to be installation guardians, executioners, and shock-troops. They have complex bio-electronics that can be keyed to "friend identification implants" (which, mostly, no longer exist) making them theoretically safe for the intended personnel.

Nearly immortal, they now lie dormant in various bases and abandoned bolt-holes. When awakened either by an alarm or the detection of prey / motion, they begin to hunt. They are clever enough to open doors and hatches, can hide, stalk, and ambush, and otherwise wreak havoc on unsuspecting intruders!

If Encountered:

- 1. Seal Hatches.** They can usually get them open but it may take time. Time is good.
- 2. They Can See In The Dark.** Their red-eyes provide thermal vision.
- 3. Avoid Alarms.** These creatures don't live in "tubes"--they are generally already deployed (there may be "kennels" with nutrient and power hookups for them). That's dangerous--but if an alarm is raised, they WILL wake up.
- 4. Be Alert For Warning Signs.** Many installations posted signs warning that entrants needed the IFF chips or they could be attacked!

War-Dogs



Statistical Enhancement Available

TI	No App	Win
3	6	3%
3	7	17%
4	7	0%
4	10	0%

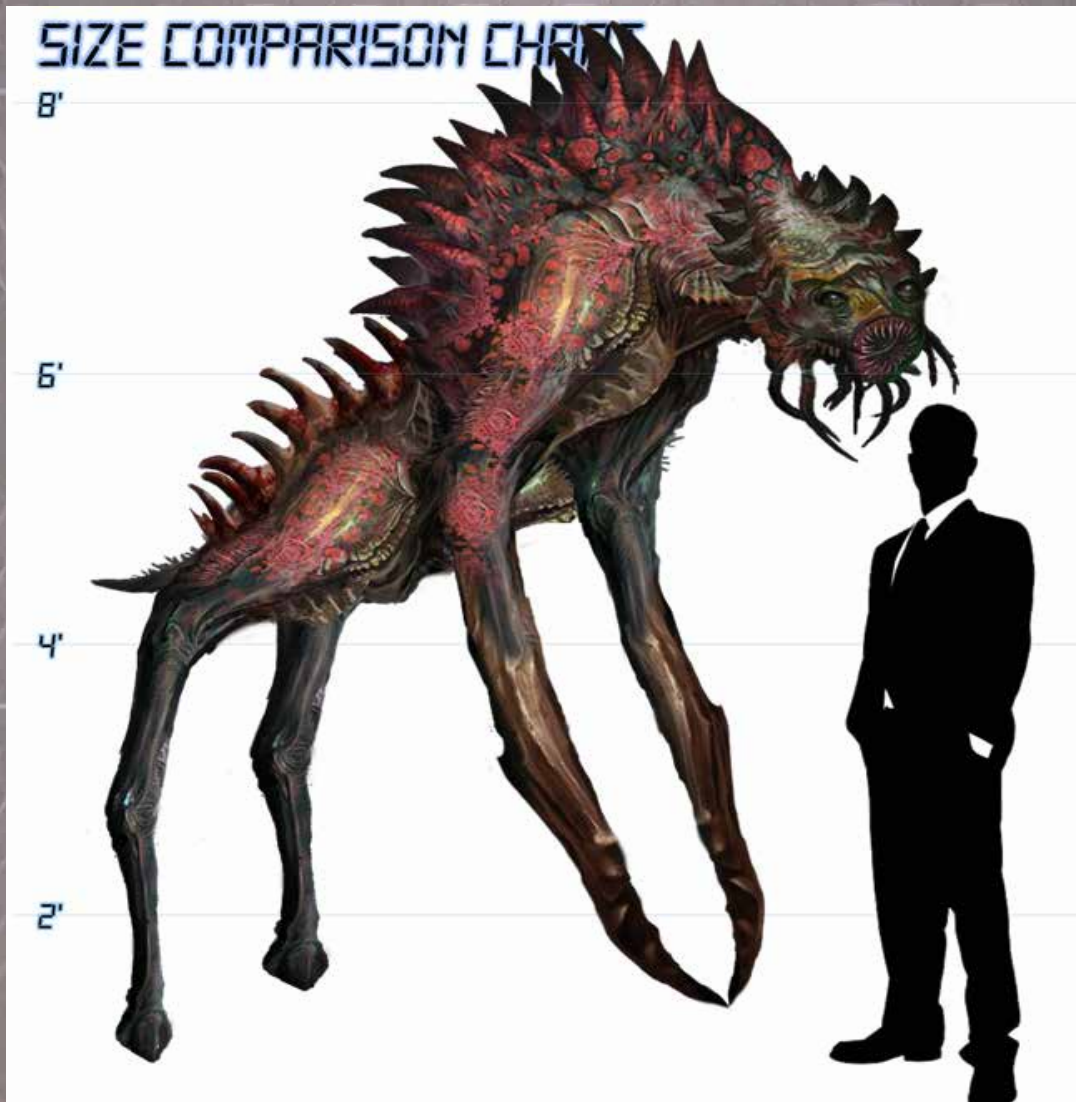
Scout units were often accompanied by expendable bio-weapons. The War-Dogs were an example of these. The War-Dogs were given the same basic instincts as trained hunting dogs--obedient to their masters, attentive to humans, loyal, and so on.

It is said that the genegeneers who created them worked to make them grotesque so that the soldiers would not fall in love with them. Perhaps it worked. Now-feral, packs of War-Dogs wander the Tox-Zones and Badlands, sometimes baying at the sky.

If Encountered:

- 1. War-Dogs Regenerate.** War-Dogs are hard to poison (+4 CON vs. toxins) and have a regeneration capability (reflected by their ADP).
- 2. They Are Clever.** War-Dogs have figured out how to open doors, have ambushed stragglers, used distractions, and so on.
- 3. They CAN Be Trained.** Despite their disgusting appearance, people have claimed and trained War-Dog pups.

The Awfuls



Statistical Enhancement Available

TI	No App	Win
4	4	3%
4	5	16%
5	5	0%
5	6	1%
5	7	3%

Tall, gruesome, skeletal, these predators that often come during dust storms have a bunch of names--Dust Walkers, Storm-Wraiths, and so on. But the one that sticks just calling them The Awfuls.

They are quiet (16- Stealth) tall and lean monsters that travel singly or in small packs, and unleash their terror on any human that is unfortunate enough to cross their path.

If Encountered:

- 1. Awfuls Dislike Direct Sun.** They hide in shadowed ravines and caves, inside abandoned buildings, and attack at night. Go to bright direct sunlight and they may leave chase (an overcast day, however, will not deter them).
- 2. They Are Merciless.** The Awfuls will kill as much as they can--even if they cannot eat it.

Vore Horribilis



Statistical Enhancement Available

TI	No App	Win
8	1	2%
8	2	79%
13	2	12%
14	2	7%

The Battle Vore projects refer to a wide variety of bio-weapon projects that existed under various regimes throughout the age of war. The Battle Vores were terror-weapons: eating machines that would simply not stop until their visible (or otherwise) potential food was devoured.

They were grown in pods and designed by AIs for maximal terror. The Vore Horribilis is an example of such: when activated, it will rampage across the countryside, looking for living organisms, grabbing them with its many arms, and stuffing them into its giant mouth.

If Encountered:

- 1. Look In The Belly!** If you kill a vore there is often good stuff in there. They tended to liquefy anything biological--but leave non-biological things in relatively good condition. Because of their use on the battlefield they often had stomachs full of weapons, armor, and other things.
- 2. Be Careful:** A Vore Horribilis can grab a human and devour them completely in one quick snap of their jaws. If you are not heavily protected: RUN.

The Hideous Zugzwang



Statistical Enhancement Available

TI	No App	Win
8	2	4%
9	2	1%
10	3	19%
11	3	11%
12	3	7%

The Hideous Zugzwang is a Toxin Monster from the seething barrels of NOPE-NOPE-NOPE left behind as the dross from the miracles of the Age of Wonders. The Hideous Zugzwang appears as a floating "jelly" of tentacles, teeth, and luminous purple . . . "skin." It is drawn to life forms and, when it descends on them it will pulse its body--expanding in a flash like an explosion (4 yard radius). The creature's touch is corrosive! And phases through armor, ignoring it!

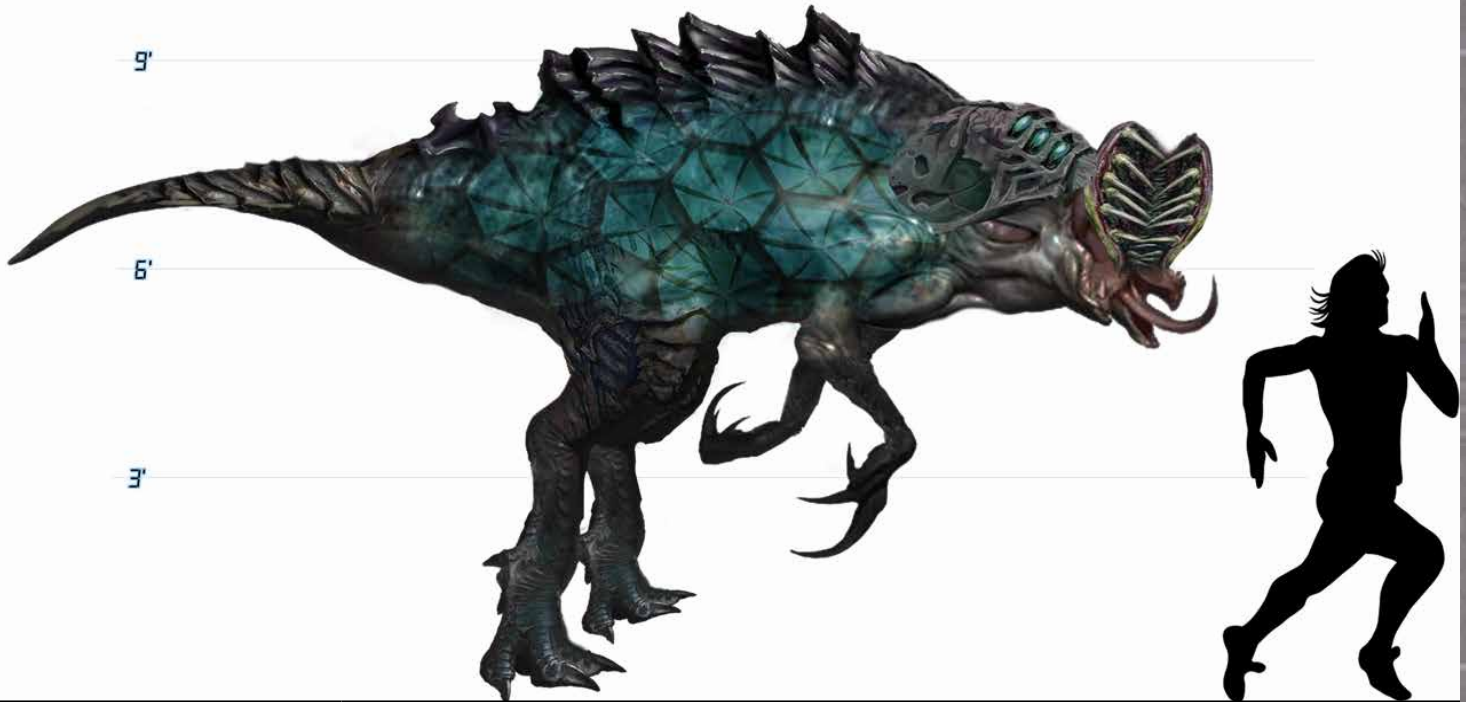
It also lashes out in all directions with its tendrils. The creature is not alive in the conventional sense and other than consuming things, appears to have no concrete purpose.

If Encountered:

1. **Listen for 'Burbling' Sounds:** Zugzwangs, when active (seemingly at random) make a burbling noise as they move randomly around, looking for things they can consume.
2. **Burn Them:** Zugzwangs do not get their -10 Damage Mod vs. fire attacks!

Canem Vigilante

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
3	1	1%
4	2	6%
5	3	3%

The Canems were created as guards for large clusters of conquered civilians who the Great Warlords thought could be "rehabilitated" (possibly reprogrammed) into subservience. Today they still have those instincts. They will prey on humans (every human is now an "escaped prisoner"--but they may also herd human prey into installations they identify as "Loyalty Centers."

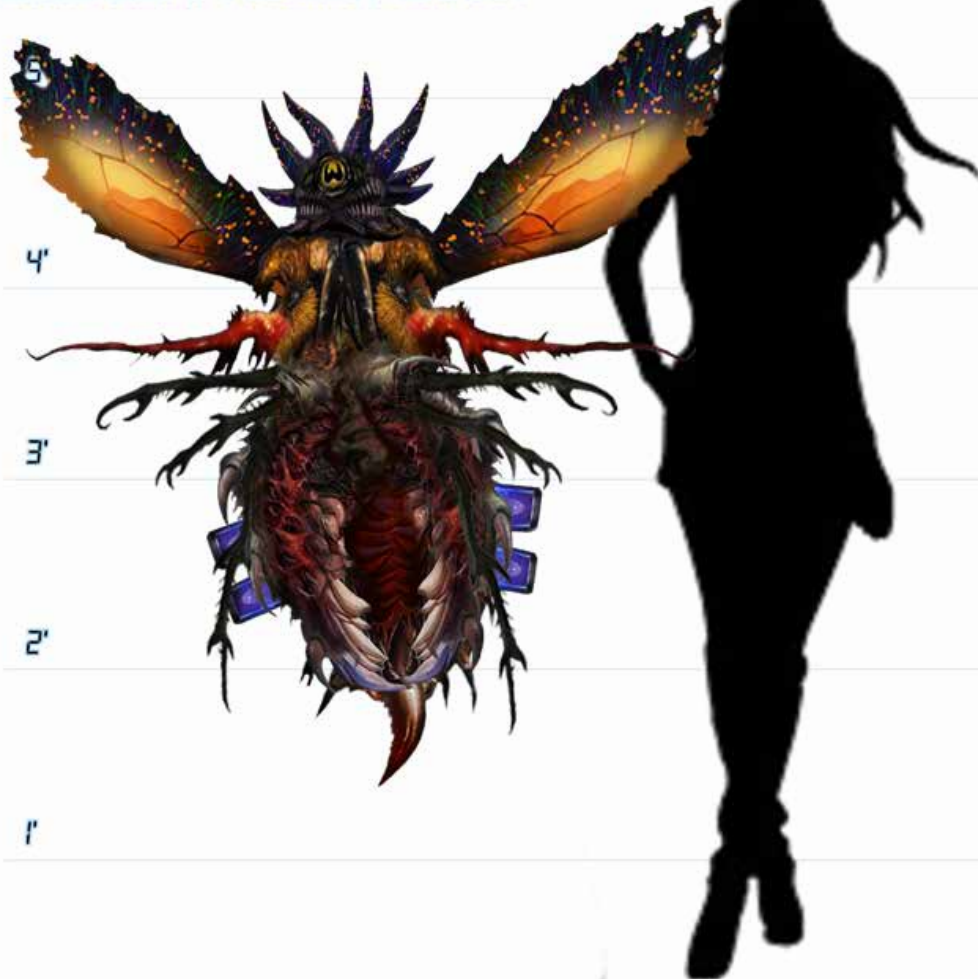
They are very fast and have been domesticated at times by war-leaders as riding mounts.

If Encountered:

- 1. If They Outnumber You, Go To The Installation.** If you come out of another exit alive, they will leave you alone.
- 2. Kill Them Quickly.** The spinning tail-bash can take out a whole group!

Sparkle-Vos Wasp

SIZE COMPARISON CHART



Statistical Enhancement Available

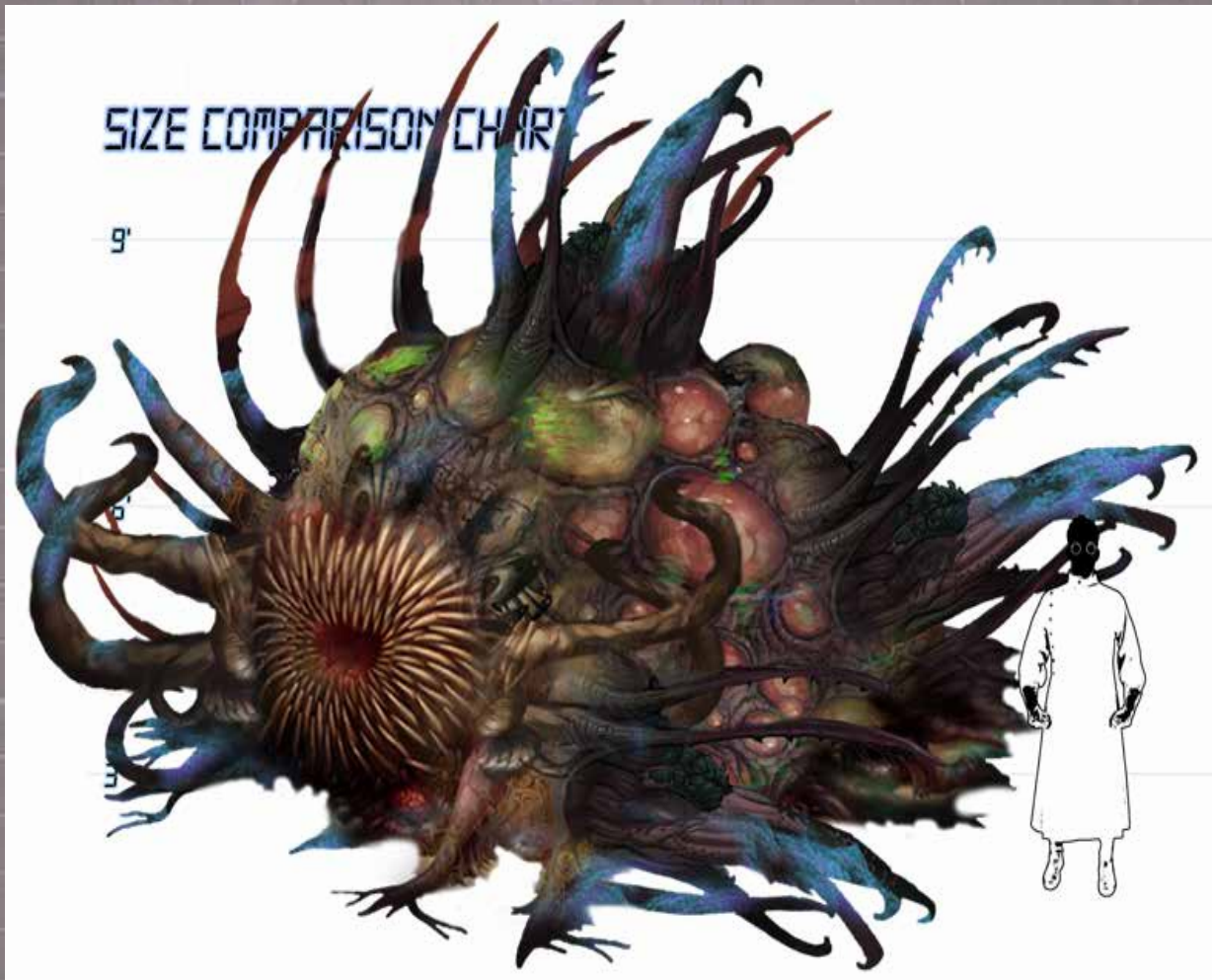
Tl	No App	Win
3	1	41%
4	1	6%
5	2	10%

The bloated, glowing Sparkle-Vos Wasp is a lurid toxin monster (DO NOT WANT) that has an odd fixation: the collection of credits. The Sparkle-Vos is dedicated to the collection of the crypto-currency "Credit" and is capable of absorbing them into its "BLOK-CHAIN" (an internal UbiNet database of credit-codes). It glows with a toxic light and buzzes around the installations it infests.

If Encountered:

- 1. You Can Buy It Off.** Dropping 100c per person will fascinate the wasp, causing it to break off attacks while it hoards and "counts them."
- 2. If You Kill It--Collect.** The Sparkle-Vos explodes into 1000c when killed. If it absorbs more than that, it splits into more than one wasp!
- 3. It Can Smell Your Credits.** If you have credits in loose, physical instantiation, it will know--it will smell them.

Vore laiuniam ("Ee-I-U-Uam")



Statistical Enhancement Available

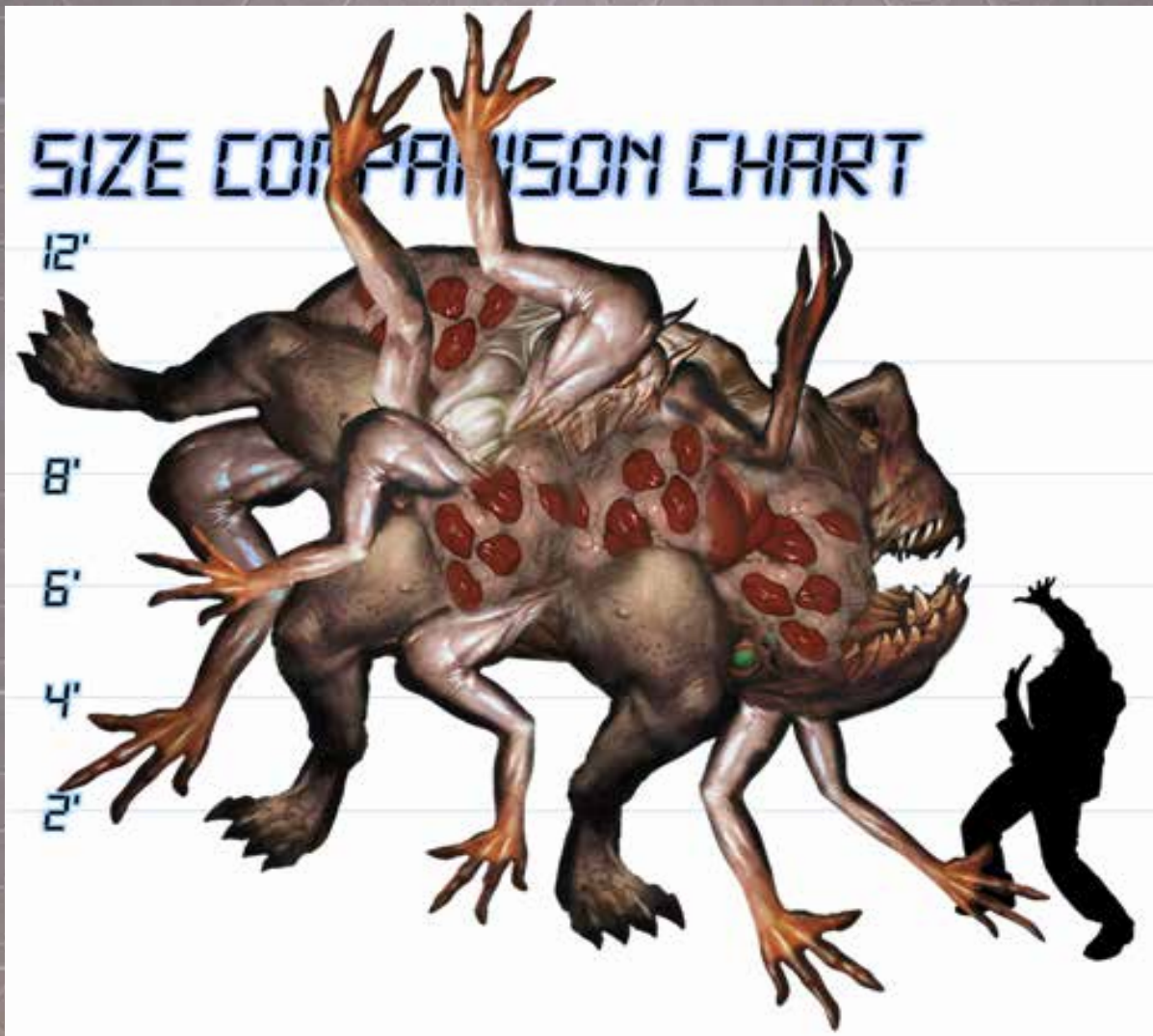
TI	No App	Win
13	1	3%
12	1	11%
15	2	40%

The Vore laiuniam represents a bioterror weapon from the middle age of war. Against targets without heavy armor, this crawling, oozing, terrifying bio-form would be almost unstoppable. It is highly immune to physical damage, huge, and all consuming. Flesh that it touches, it absorbs, and its pseudopods can eat through all but the heaviest armor nearly instantly.

If Encountered:

1. **RUN.** Don't look at it. Just run. Fast.
2. **It can Squeeze Through Doors.** It takes it 2 Rounds to get through an ordinary sized hatch.
3. **Save The Last Round For Yourself.** Getting Consumed sucks.

Rapax Vore



Statistical Enhancement Available

TI	No App	Win
10	1	21%
11	1	4%
12	1	0%

The grasping, misshapen Rapax Vore is one of the "consuming" battlefield terror weapons that were unleashed in the Age of War.

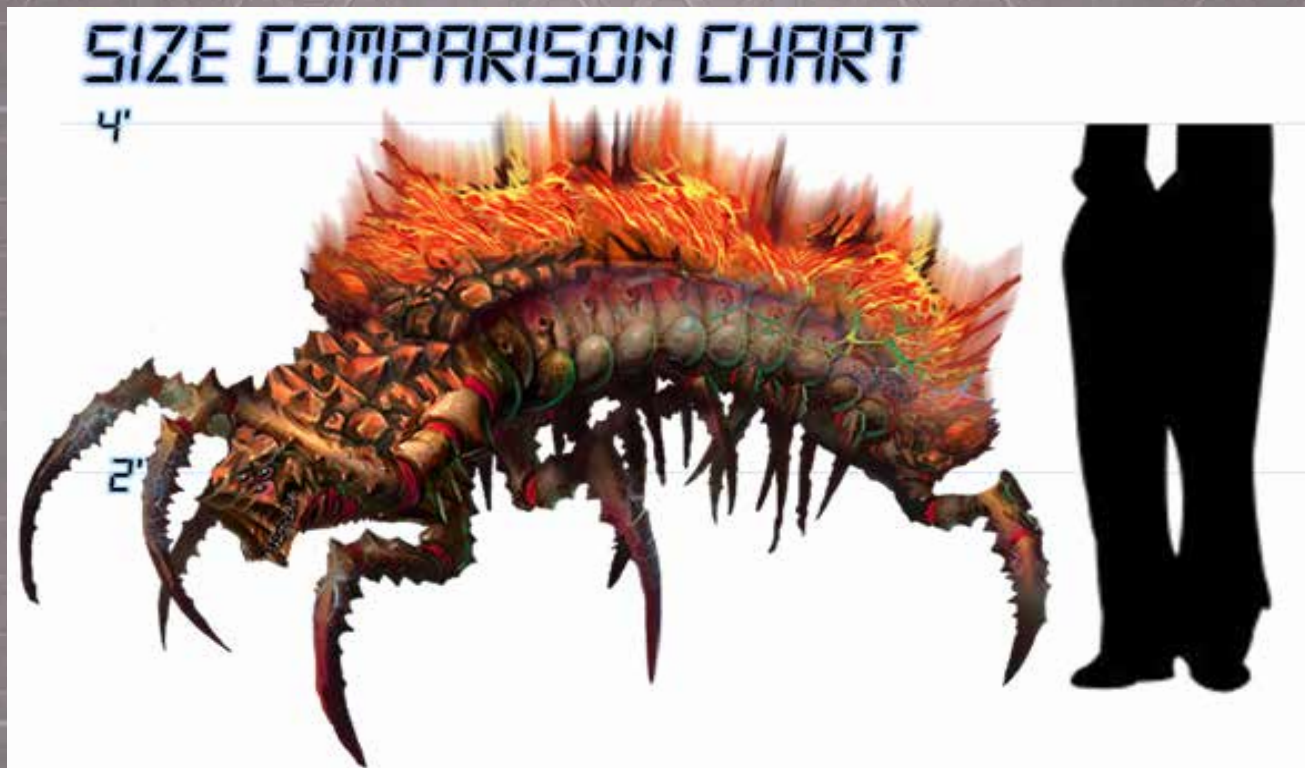
It grabs targets, squeezes them, and then, sometimes, discards them--possibly throwing them (a Slam-release maneuver).

All the while, its misshapen mouth roars gibberish and laughs in a demented fashion. Like all Vores, its digestive processes mean that it may have excellent stuff in its belly . . . if you survive.

If Encountered:

- 1. Stay Out Of Reach.** Don't get too close! They aren't slow--but if you have a vehicle you can outrun them.
- 2. Taunt Them!** If you yell gibberish or insults at them, while it seems unlikely they understand, it does enrage them. Use this to draw them into a trap!
- 3. Loot the Belly!** They're vores. They live forever and may have eaten something nice.

Neutron Bug



Statistical Enhancement Available

TI	No App	Win
5	5	2%
5	6	8%
4	4	7%
2	2	15%

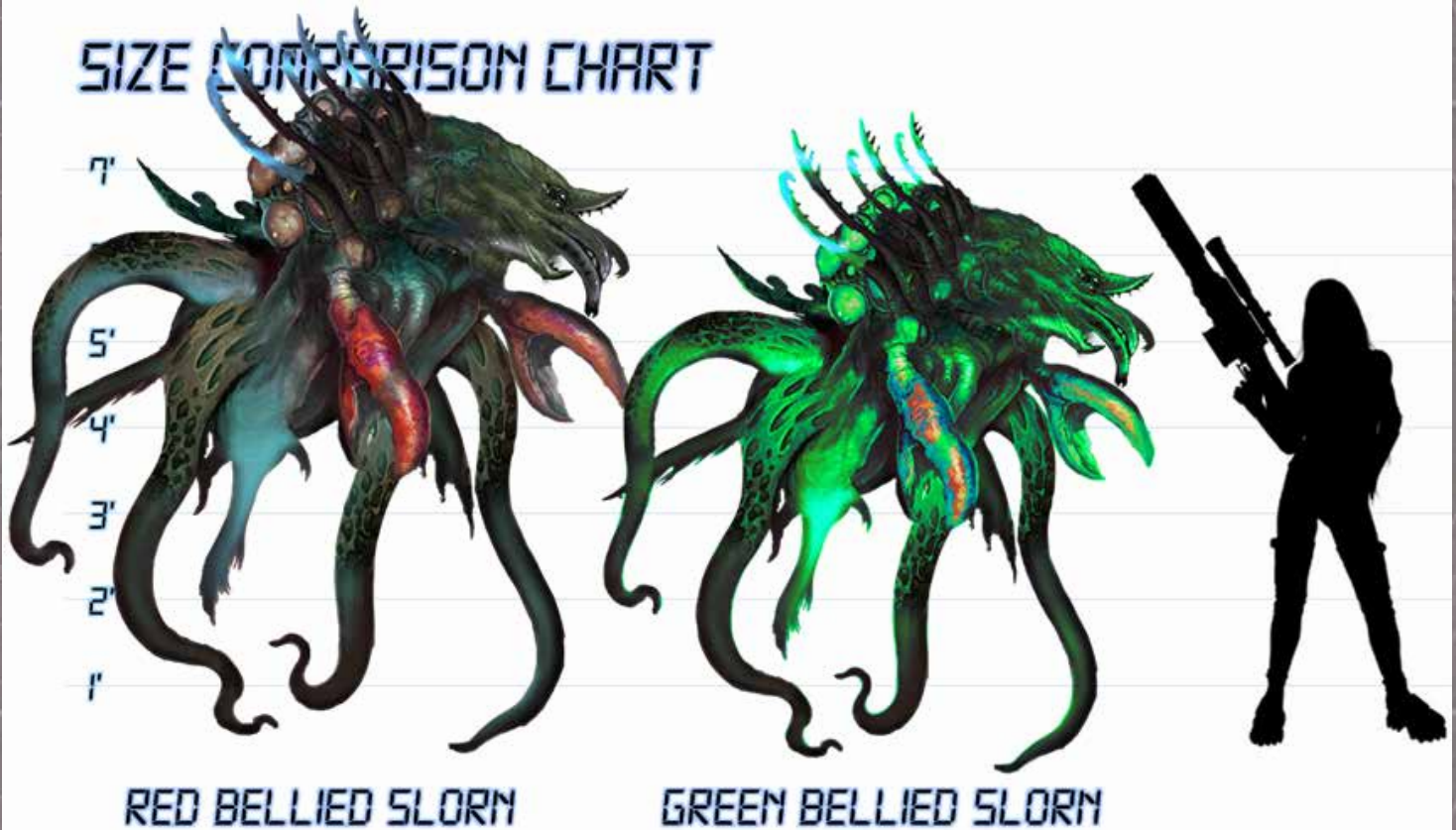
There are indications that the Neutron Bug was created as a power source. Its bio-reactor gives it a luminous orange glow and its claws and pincers shine with red energy. The Neutron Bug lives in small clutches and will devour or horde power-cells (presumably to eat--although they seem self-sufficient energy wise). In combat, on a 9- they will get an extra 3 strikes for 1 REA each, unleashing a flurry of burning death!

If Encountered:

- 1. Concentrate Fire to Remove Force Fields!** Bringing down a force field will let you quickly kill the bug!
- 2. Raid The Power Cells!** Neutron Bugs usually at least 100c worth of power-cells in their nest.
- 3. Their Bodies Can Cook Food!** Tuck your sandwich inside the Neutron Bug carcass and 2 minutes later-- MMMmm! Hot!

Slorns

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
3	1R	5%
5	2R	13%
6	2R	4%
6	1G	4%
7	1G	0%
7	2G	73%
8	2G	18%
9	2G	4%

The Slorn is a tentacled floating bio-form that was created, we are told, by a Warlord who was looking for an idiot-savant data-system that could learn, collate, and regurgitate facts on demand. The project failed: The first Slorns (the Red Bellied Slorns) were extremely smart--but were not "idiot-savants." They were independently minded and not quite docile enough for his tastes. He ordered them destroyed.

The Slorns, however, had seen this coming and used the bio-forges to create weaponized units--the Green Bellied Slorns--which proved more than a match for the civilian troops. The Red Bellied Slorn has the same capabilities (it is slightly larger) as the Green Bellied Slorns save for the Rad Field and Power Beams.

Green Bellied Slorns are extremely dangerous hunters, stalking the Badlands and the Wastes. They are drawn to various installations and are good at getting inside. Red Bellied Slorns are physically dangerous (to low level humans) but usually prefer to live somewhat remotely, carrying on their research, exploration, and study.

If Encountered:

- 1. Know Your Slorns:** The color differences are not always as pronounced as the illustration. Look for the red underbelly! If it is already glowing green, run!
- 2. If It Has A Book or Tablet:** Try to talk! It might just be playing with it--but why!
- 3. If It Is a Red Bellied Slorn:** Make Friends! Many of them have Mercipath healing powers and can heal you!

Slumgullion

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
2	2	0%
2	3	19%
1	2	10%

A toxin monster rising out of BRAIN BLEACH that resembles a monstrously misshapen hunting cat weighing over four hundred pounds.

The Slumgullion is extremely resistant to physical damage, its liquid-like skin simply "splattering" in a toxic spray while its claws can rend metal. Slumgullions can squeeze through non-water-tight spaces at a rate of 1 BLD (they have 30) per Round. They are drawn to people who feel cheated or robbed in some way.

If Encountered:

- 1. Think Happy Thoughts.** The Slumgullion is drawn most to those who feel cheated by life or given too little. Think happy thoughts and perhaps they will attack someone else?
- 2. Don't Punch It!** The Slumgullion's skin burns with an acid that will leap to any unarmed attack that hits it!

Grubulous Mk1 (Tube Monster)



Statistical Enhancement Available

TI	No App	Win
1	8	2%
2	8	1%
2	12	26%
3	12	3%
4	12	1%

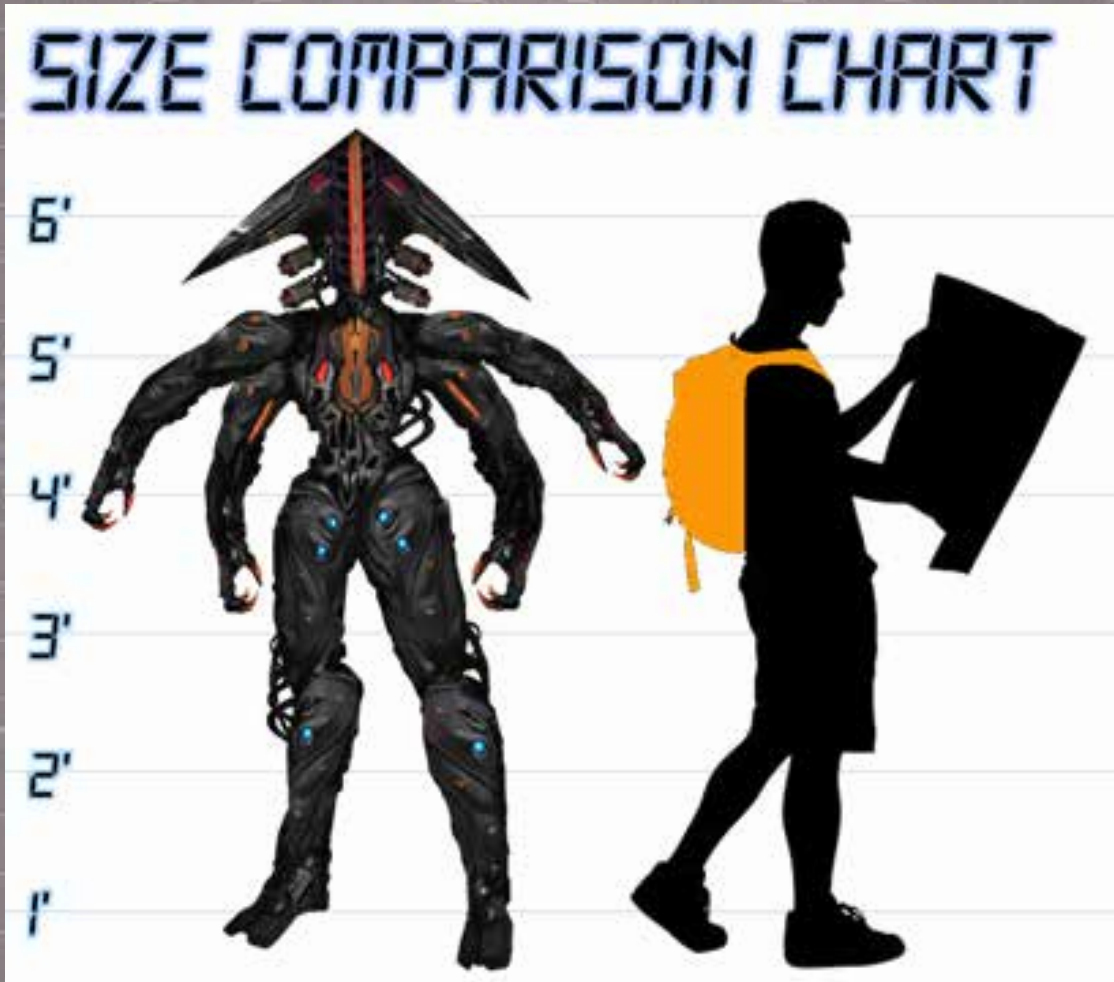
In the realm of "Tube Monsters"--the vile defense systems that place weaponized life-forms in quick-release tubes to launch at potential invaders--the "Grubulous" is particularly disgusting!

The Grubulous Mk-1 is a small enough entity--and appears as a multi-legged, soft-bodied worm. Don't let its small size fool you! The Grubulous's multi-segmented body pulses with a "time-shifted" viral load! When the Grubulous bites it injects this viral code into the target--this supercluster of weaponized biology undergoes "explosive amplification" and fully-formed "Groublui" burst from the target's body, joining in the attack!!

If Encountered:

- 1. Stand Back!** Grubloui move in a serpentine pattern, skittering quickly from side to side. They are hard to shoot--but not extremely fast.
- 2. Beware The "Single Grubulous"** The "standard shell" carries 12--but some installations (especially lower threat-level ones) may have hard to detect tubes of fewer.
- 3. Do NOT Argue Over Plurals.** Explorers have fallen into the trap of arguing the "proper plural of Grobulous" even while being bitten! Beware the grammarian in your party. Kill them first.

Vorlock (Triangle Man)



Statistical Enhancement Available

TI	No App	Win
7	1	26%
8	1	7%
9	1	1%

The Vorlock, also called "Triangle Men" are survivors of the Age of Wonders. It is not known what their function was there--but in The Now, they are trying to bring their age back.

Unfortunately this involves capturing humans and subjecting them to brain-surgery experimentation trying to recreate the Haves. This is nearly always fatal. They can mutate captives and implant "control parasites" to gain minions and are known to "take over" abandoned installations to serve as their bases of operations. Vorlocks can serve as protectors of outposts or towns--so long as they provide sacrifices of "raw material."

If Encountered:

- 1. If You Meet A Vorlock It Doesn't Hurt to Be Polite.** Vorlocks, in the stories, are easy to offend. In real life, they might be harder--but why chance it?
- 2. To Survive, Make Yourself Useful.** Vorlocks are "troubled" by the fact that they don't seem to go "up in level" while "base humanity" can. However, that means they want to study the phenomena. They may send captives into installations to level up in order to experiment with the phenomena.

Vorlock Parasite Soldier

SIZE COMPARISON CHART



Statistical Enhancement Available RED

TI	No App	Win
1	3	3%
2	5	8%
3	6	3%

GREEN

TI	No App	Win
3	2	0%
3	3	10%
4	3	1%

BLUE

TI	No App	Win
4	1	2%
4	2	85%
6	2	2%

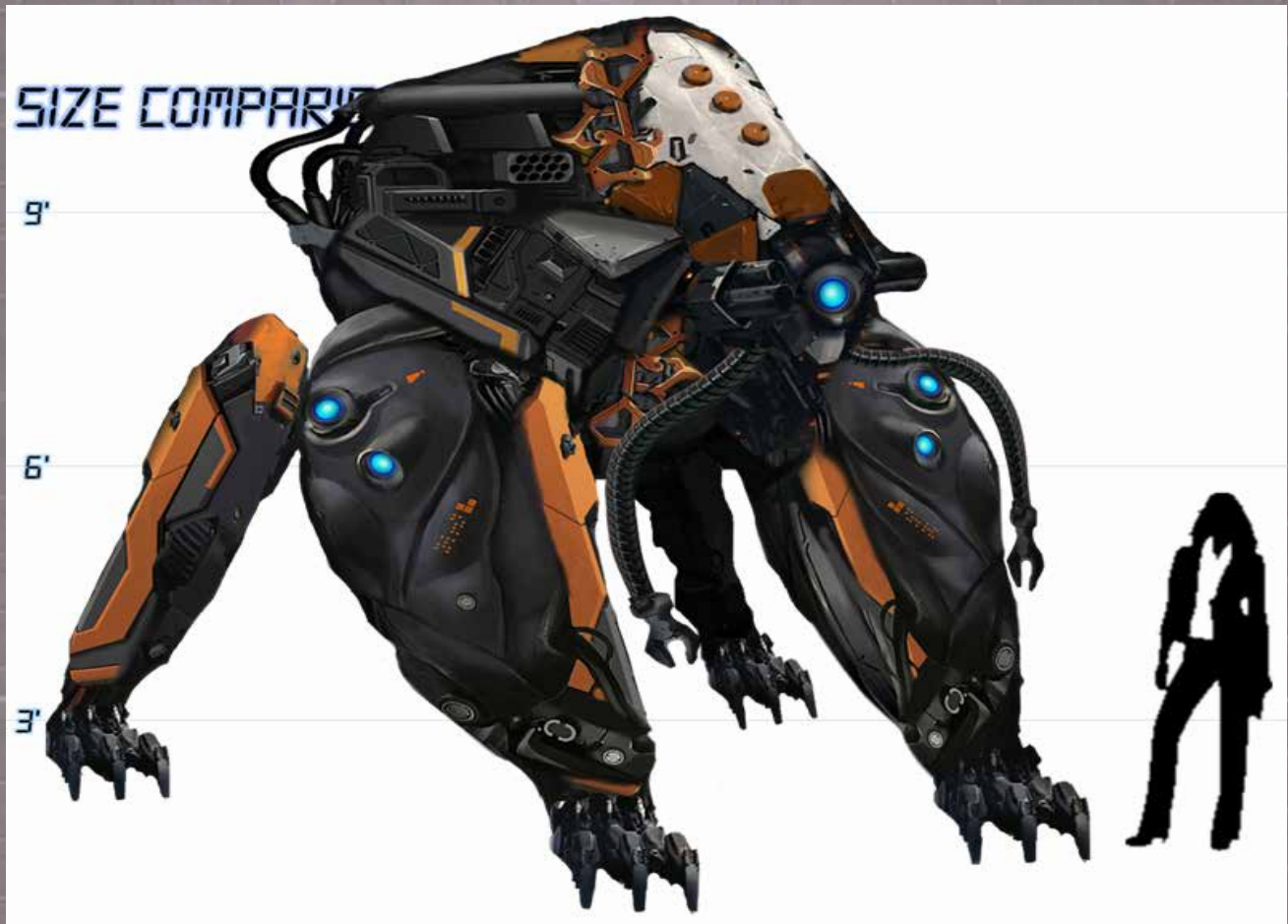
Victims of the Vorlocks are often converted into parasite soldiers by the implantation of a mutation symbiote. The result is a malformed humanoid that is chemically driven to do the bidding of its master. These creatures can often raid and conduct operations at a pretty great distance from the Vorlock's installation--they can travel with cloaks and hoods to disguise themselves and use tactics and technology.

Mutoid Soldiers constitute most of the troops that are met--but a raiding team could have a Rad Mutoid as a "heavy hitter"--and if they have a base of operations to bring captives, loot. Etc, if substantial enough it could be run by a Volt.

If Encountered:

1. Mutoid Soldiers May Be "Rogue." If you meet a raiding group there's usually a Vorlock back there somewhere. In fact, a town may be under the Vorlock's protection and just have people harvested from time to time. On the other hand, some groups of Mutoids have been "freed" after the death of their creator. These may be raiding nearby areas for food or . . . captives.

Wuub



Statistical Enhancement Available

TI	No App	Win
15	1	19%

The 12' tall Wuub is a mysterious bio-mechanical denizen of the greater ruins. Wuubs are curious, extremely tough, and potentially very dangerous. They are not aggressive unless attacked and there are tales of them coming to the aid of travelers. They seem to be able to enter otherwise inaccessible Age of Wonder installations. Wuubs are hunted by the would-be warlords of Death Alley and the Quantum Church and other raiders for their valuable data-cores and power-cells (5000c per Wuub). Sometimes, however, these forces bite off more than they can chew.

If Encountered:

- 1. Don't Attack. It's Not Happy About Being Attacked.** The Wuub is believed by many to be something of a pushover. It isn't, as a lot of treasure seekers have found.
- 2. If You Approach Cautiously, It May Help You.** Wuubs wander the ruins on some impossible to guess-at business. However, they can be met and will sometimes help explorers either with protection or to enter sealed areas.

Security / Suicide Drones



Statistical Enhancement Available SECURITY

TI	No App	Win
1	3	2%
1	4	27%
2	4	2%
2	5	15%

SUICIDE

TI	No App	Win
1	5	1%
2	5	0%
2	8	8%
3	8	2%

When installations realize they have been abandoned or otherwise go into lockdown, they try to create defenses. A common defense is the Security and Suicide Drones. These are sometimes encountered in Age of Wonder installations (where the plans came from) and, there, have much more (but nasty) personality.

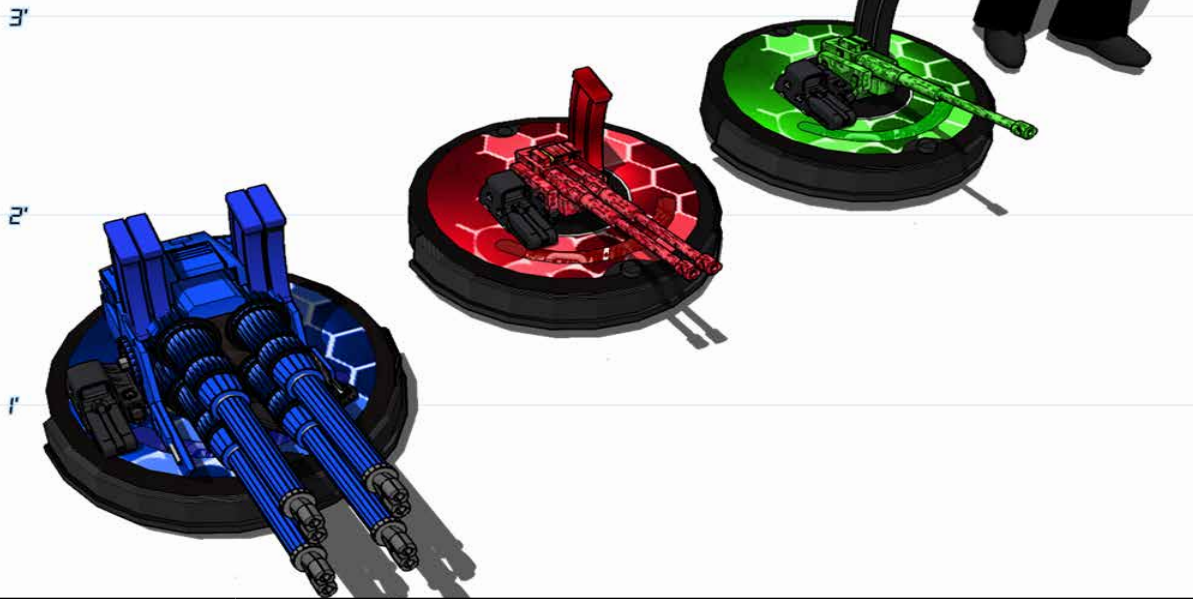
Suicide Drones take 5 REA to activate their bomb--and then fly until they "hit" (14-) a target, exploding. Security drones patrol in small groups and, if they find something that can't authenticate, they will power up their blaster and open fire. Some have orders to bring "captives" into an installation and "secure them" (in a holding cell). This can be a death sentence--but it can also be a decent way in.

If Encountered:

1. **Talk To Security Drones.** Worth a shot.
2. **Run From Suicide Drones.** They generally only come out for ALARM style conditions.

KillKarts

SIZE COMPARISON CHART



Statistical Enhancement Available

SERIES-1 (Green)

TI	No App	Win
1	2	0%
1	3	3%
2	5	0%
2	10	10%

SERIES-2 (Red)

TI	No App	Win
2	2	0%
2	3	5%
2	4	23%
3	4	2%

SERIES-3 (Blue)

TI	No App	Win
4	1	2%
5	1	0%
5	2	9%
7	5	6%

KillKarts are one of those blueprints that almost every installation from the Age of War to the Age of Wonders had access to: a super-simple light chassis with a basic gun on top and some targeting information. They could skim along the floor (or climb walls) in small battle-groups and open fire on intruders when alarms were raised.

There was one problem: they were made of extremely light plastic and were too easy to destroy. There was a solution: coat them in a thin layer of extremely strong metallic glass. Now the basic KillKart goes from a very fragile opponent to a heavily armored mobile gun turret.

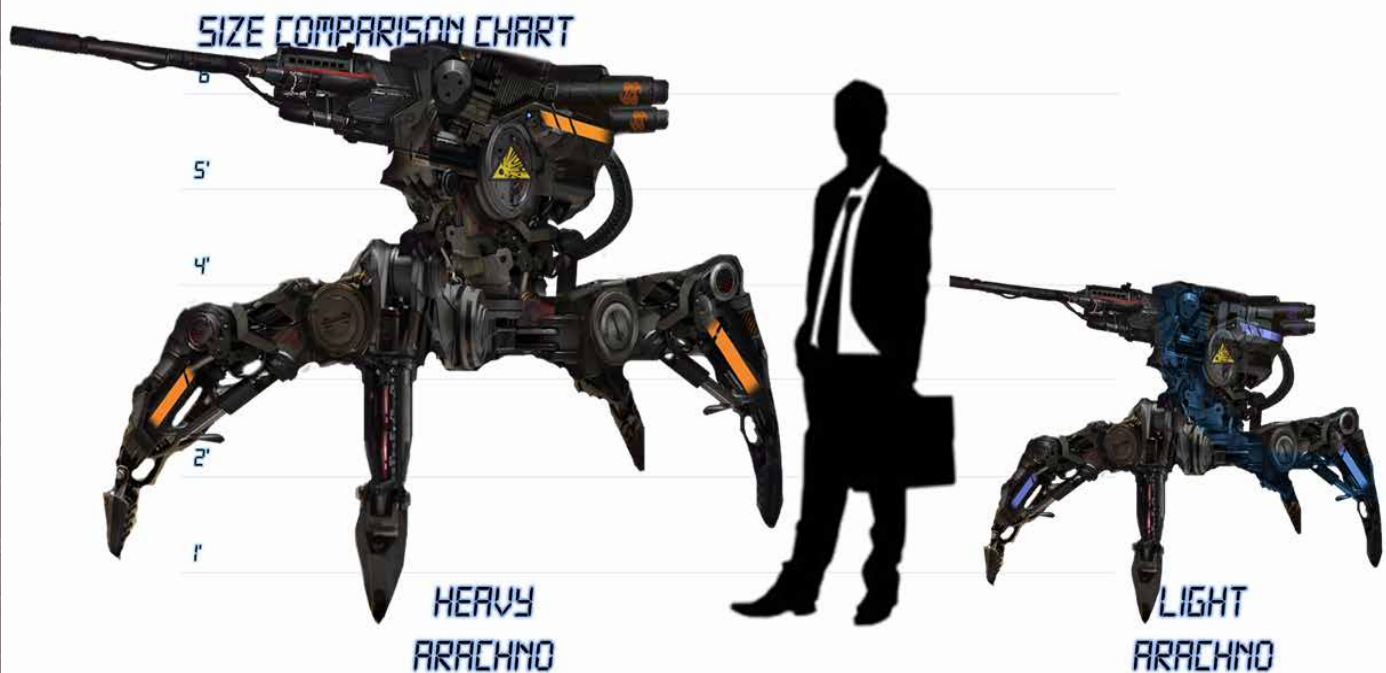
They often attack in waves of 3-5 each, coming about 2-3 rounds apart.

While generally direct and uncommunicative, KillKarts that have been communicated with seem to share a belief that their targets unquestionably deserve it. They have been described as "smug" and "self satisfied" about the harm they have caused (or alternately frustrated and self-righteous if they were prevented from killing their targets)

If Encountered:

- 1. Use Hammers.** Because they are heavily armored, it is best to use hammers or other HTH weapons. Once past their armor, they smash easily.

Arachno-Units ("Spider-Sentries")



Statistical Enhancement Available HEAVY

TI	No App	Win
5	1	8%
6	1	2%
7	2	10%
8	2	2%

LIGHT

TI	No App	Win
2	1	1%
2	2	43%
3	2	6%
4	3	15%

Many of the defensive robots are improvised (KillKarts, Security Drones, etc.) by installations going into "defensive sleep mode." Spider Sentry robots aren't. They're high-end facility-defense systems. The Heavy Arachno is the original. Man sized, it fires a powerful gun--but can load explosive shells if it detects a significant threat. The Light Archno was designed as a cheaper, more cost-conscious alternative (the bullet screens on the Heavy were pricey). Both of these are intelligent enough to question intruders if it isn't sure if they belong or not.

Arachnos have several "personality modules"--if there are two, one is often "good cop" and the other "bad cop"--they will try to take characters into custody or run them off. In other cases they seem to believe they are "detectives" (possibly from some ancient vid-show) and are interrogating intruders to find out who they are spies for.

Often these interactions end in combat--but not necessarily. Characters may be taken to holding, escorted "off the base," or otherwise dealt with in a non-lethal manner.

If Encountered:

- 1. Talk.** Depending on the personality module you got, you could be instantly in combat--but maybe not.
- 2. Avoid Alarms.** Spider Sentries do patrol--sometimes--but they are guaranteed to come and check out alarms. Be careful with traps and hacking security!.

Hate-Bot



Statistical Enhancement Available

TI	No App	Win
8	1	4%
9	1	0%

The exact purpose of the Hate-Bot is lost to time and war. Apparently no "office" or "utility center" or "school" in the Age of Wonders was complete without a machine whose purpose it was to HATE you. So there were a bunch of these nasty things.

Hate-Bots seek to cause suffering of anyone within their domain. Although mechanical and frightening looking in presence (and quite dangerous) they will also manipulate installation areas under their control to try to impede, frustrate, and hurt or kill susceptible humans. They also have some fairly nasty and intricate personalities which show up as animated characters that will taunt and insult the characters (Hate-Bots are not into subterfuge).

The HATE bot is a 9' tall tank-like robot with cannons and rockets. It may command other drones or units as well--and it hates humans. Hate-Bots are complex enough that many installations that used them in the Age of War as a defense were able to take over its functioning and turn them against the humans.

If Encountered:

- 1. If You Encounter Its Avatar (on terminals), Try To Learn Things.** Hate-Bots are not stupid--but they are often bored. You may be able to get useful data about its circumstances, location, etc.
- 2. It May Not Be Murderous.** Hate-bots may have existed in the Age of Wonders to make everyone's life harder as a kind of "game" (or, maybe everything was so easy, having a Hate-Bot giving you grief was "fun"?). In any event, although you should expect a fight, they may not try to simply exterminate lower level characters.

Roaches-Stalker (R04ch3z)

SIZE COMPARISON CHART

6'

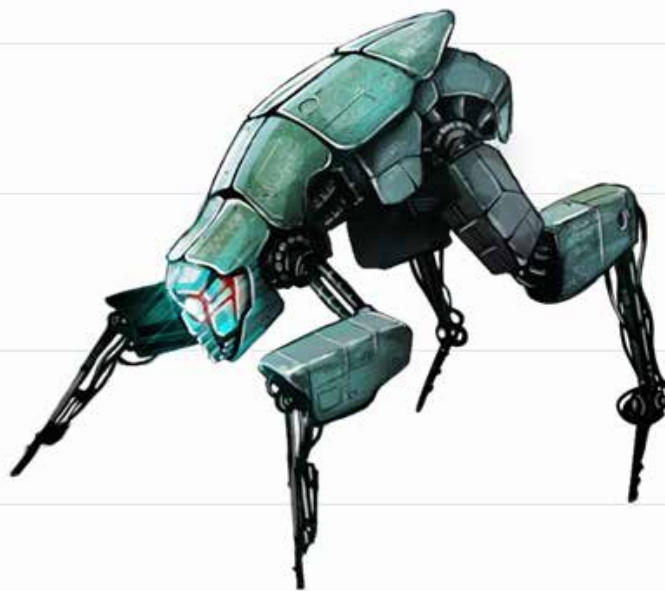
5'

4'

3'

2'

1'



Statistical Enhancement Available

TI	No App	Win
1	1	0%
1	2	34%
2	2	2%
4	4	4%
4	5	25%
5	5	7%
5	6	27%

In the Age of Wonders, a terrorist organization called the "Roaches" existed and, indeed terrorized their targets--popular people? Beautiful people? Did that even mean anything in the Age of Wonders? They would humiliate, frighten, gross out, and otherwise harass their targets. One of their weapons was the Roaches Stalker which would "lie dormant" until the target avatar was detected and then relentlessly hunt it down and rip it to shreds.

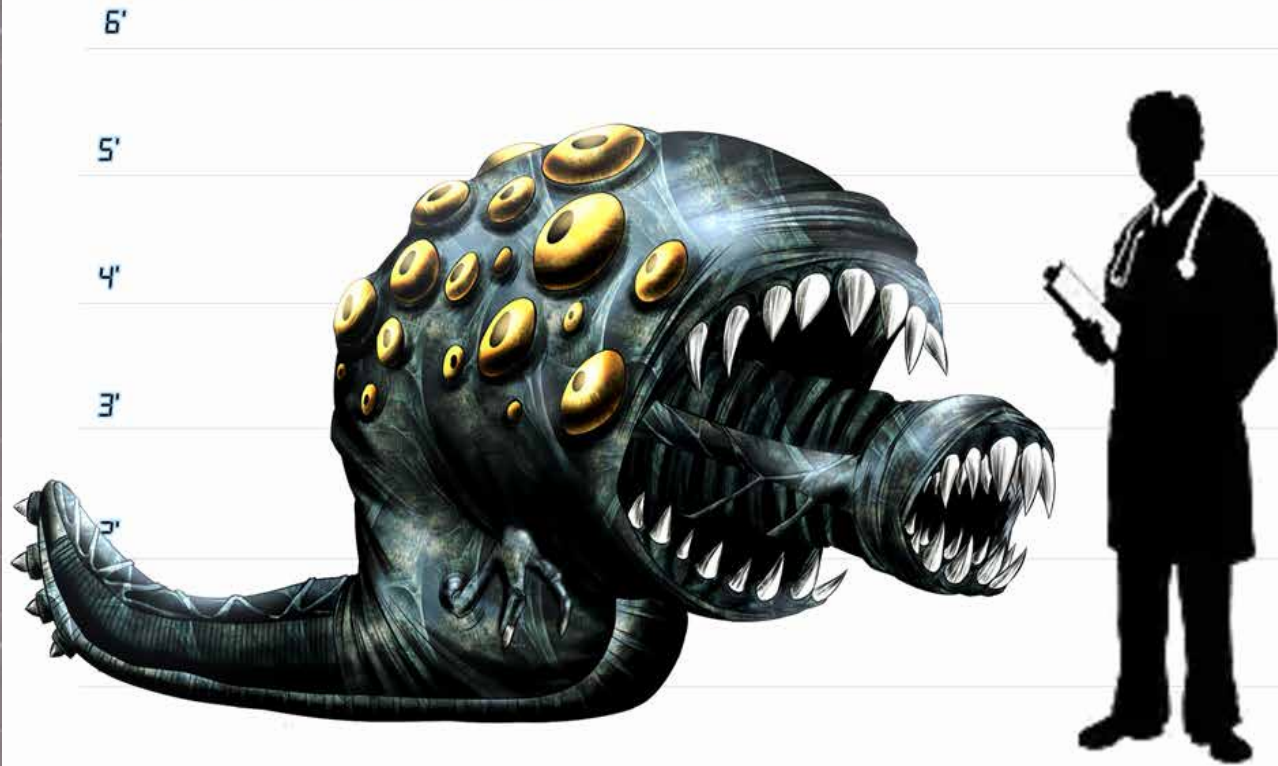
In the Age of War, these models got lethal duty doing the same to humans who couldn't just "regenerate." The Roaches make a horrible skittering sound as they attack and they laugh like humans

If Encountered:

- 1. Keep an Ear Out.** You can hear their amplified disgusting skittering sounds or laughs at a distance.
- 2. Laugh at them!** Roaches Stalkers can get embarrassed. If you can really make one of them look ridiculous, they might all run off.
- 3. Go For Exposed Robotics.** It's hard to hit--but their undercarriage and "face" have exposed areas that are undefended!

Happy-Fun Vore

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
3	1	0%
4	1	0%
4	2	4%
5	2	0%
5	3	6%

One of the more disturbing "all-consuming bio-weapons of the Age of War" is the Happy-Fun Vore. It gets its name from packaging in large tubs (where it looks like a black slime with yellow eyes floating in it). The packaging, a holdover from the Age of Wonders, proclaimed in glyphs and excited comely faces, great happiness and fun to those who opened it. Whatever was in there originally, a devouring slug monster was probably not intended.

The Happy-Fun Vore is ravenous and will scour the surroundings, looking for things (people) to eat.

If Encountered:

- Beware Containers!** Most packaged goods are safe--but a few were repurposed for bio-weapon storage. Look carefully!
- These Things Are Tough.** They bite reasonably hard and lash-out with pummeling pseudopods--but mostly? They're really tough. Expect to be in it for the long haul.

Gatecrasher



Statistical Enhancement Available

TI	No App	Win
6	1	0%
7	2	1%
7	3	18%
8	3	1%

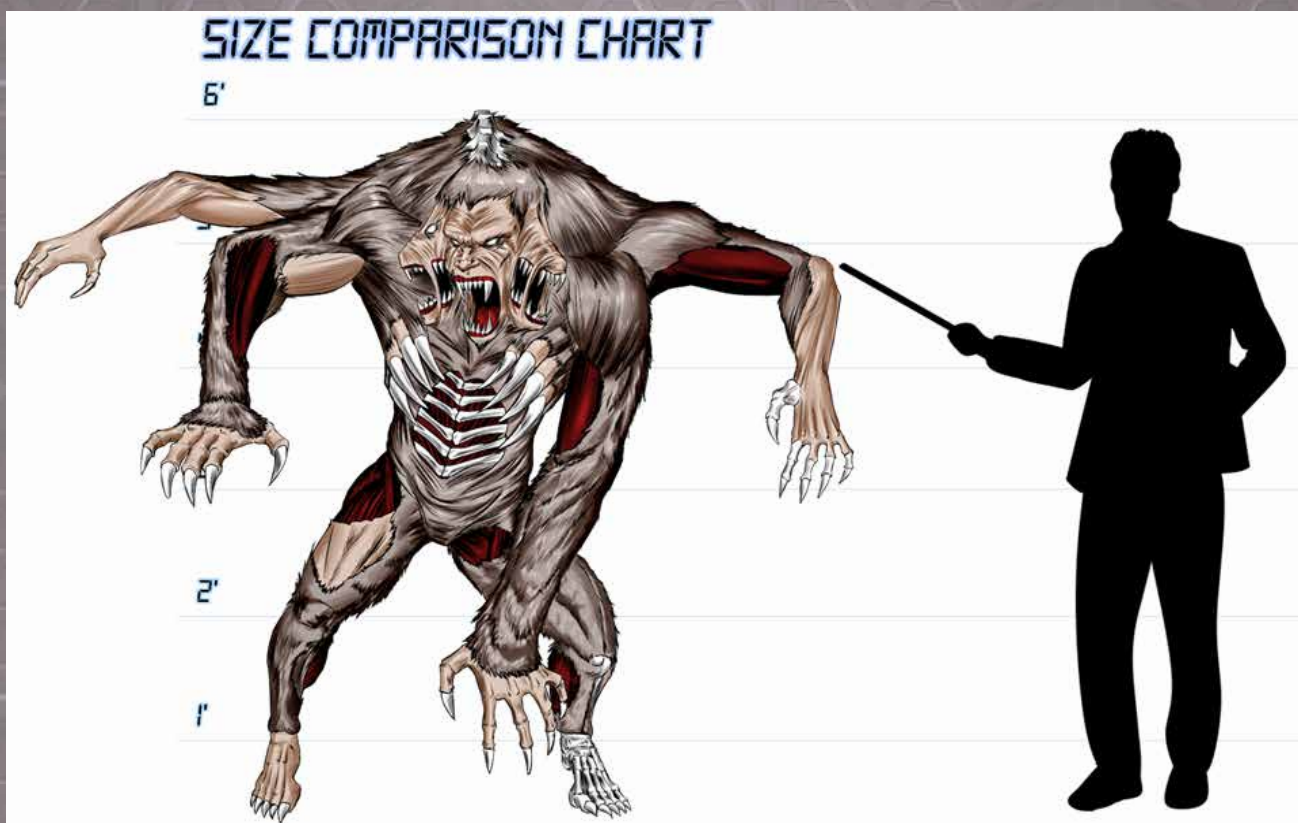
Heavily armored by late-age-of-war standards, the Gate Crasher was used to invade installations and lead troops in, triggering defensive mechanisms or taking the brunt of the opposing force. They were good at it. Controlled with chemical signals, they could be warned off attacking friends, sent on suicide missions, or even shut down entirely.

In the Now they roam the wastelands and toxic zones in small packs. They still have instincts to go into bolt holes and other buildings and lair there. Sometimes they may raid from those locations against nearby settlements.

If Encountered:

- 1. Beware The Pounce.** Gatecrashers will leap into combat (8 REA Long action, terminating in a stab) and impale targets with their mouth-sabers. This is powerful enough to cut an armored man in half. Then they will bite and lash out with their bladed tendrils.
- 2. Look For Chemical Controls.** Depending on what was going on, some installations with Gatecrashers may have the control chemicals. Be warned: decades or more later, sometimes these wear off!

Grumagher



Statistical Enhancement Available

TI	No App	Win
3	1	13%
4	1	0%
4	2	64%
5	2	6%

The three-mouthed Grumagher was probably not designed as a bio-weapon but is the result of rampant accelerated mutagens in the environment. The Grumaghers are monsters that lurk outside of town, steal into towns at night and try to snatch people to be taken to their caves, terrorized, and then devoured.

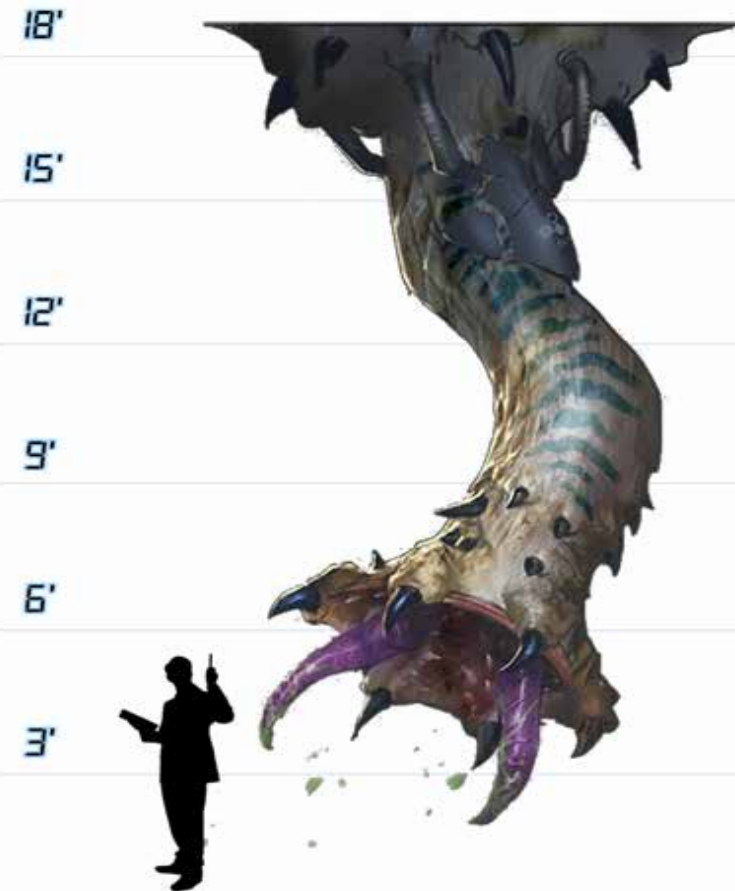
Grumaghers, by nature, almost never hunt together--but they can "smell" danger and if they "scent" a high-level threat they have some means to call others. This is especially true if the person has ever killed a Grumagher before!

If Encountered:

- 1. Grumagher Caves Are Full Of Bones.** Grumaghers are smart enough to skin and cook human and "cure their hides." They have fire pits and cook-pots or spits. If you find a cave like this, a Grumagher is likely nearby!
- 2. Bounties For Grumagher.** Because Grumaghers target human settlements there is often a bounty on them. Grumaghers are canny and hard to track--but they can be baited (they are sorely tempted by unguarded children!).
- 3. Stab Between The Bones!** Grumaghers have extremely tough patches of skin that are highly resistant to penetration. If you want to injure vital organs, hit around the skin.
- 4. They Are Dangerous!** Grumaghers attack with a flurry of strikes from their multiple clawed arms. Once in a while they will go berserk, launching a deadly onslaught--be careful: they are hard to block!

Junk Worm

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
4	1	20%
5	1	5%
6	1	2%
7	1	0%
7	2	38%
8	2	19%
9	2	5%

Junk Worms are so named because they are often found tunneling in Garbage Mines and other places where refuse of the ancients piles up. They seem to feed on energy of some other element that the materials of the Age of War or Age of Wonders leaks. But they don't turn down a good meal of flesh and bone.

Junk Worms are found in pockets of space underground or sometimes, in installations. They squash themselves against the ceiling and then strike, grabbing and devouring prey.

If Encountered:

- 1. Don't Shoot Your Buddy:** The Junk Worm grabs tightly and hauls the subject up. They are hard to target around it if you can't fly up there or otherwise climb. They have a reach of 8 yards--sometimes more!
- 2. Bring A Scout.** If you keep your eyes peeled, these can be a lot less dangerous. They don't move and you can shoot them down. But if you don't see them coming--look out!
- 3. Be Careful Alone!** The Junk Worm's acidic bite can eat through most armors allowing them to sink their jaws into flesh! If you are by yourself you may find that you are quickly devoured!

Squarmixx 1 - Tube Monster



Statistical Enhancement Available

TI	No App	Win
6	1	9%
7	1	3%
8	1	0%
8	2	29%
9	2	7%

The tentacled horror--the Squarmixx Model 1--is a bio-defense weapon stored in containment tubes inside installations. When triggered, the tube releases the creature which attacks! The Squarmixx uses powerful tentacles to immobilize prey and devours them with its "mouth pod" full of teeth. The Squarmixx has an incredibly fast regeneration (high ADP) and its fangs drip with a poisoned slime.

If Encountered:

- 1. Pour On Fire.** Until it's bio-reactor is down, you won't kill it. It can come back from almost anything (you can watch its flesh re-knit as a blade or bullet is still passing through!)

Narbulous 1 - Tube Monster



Statistical Enhancement Available

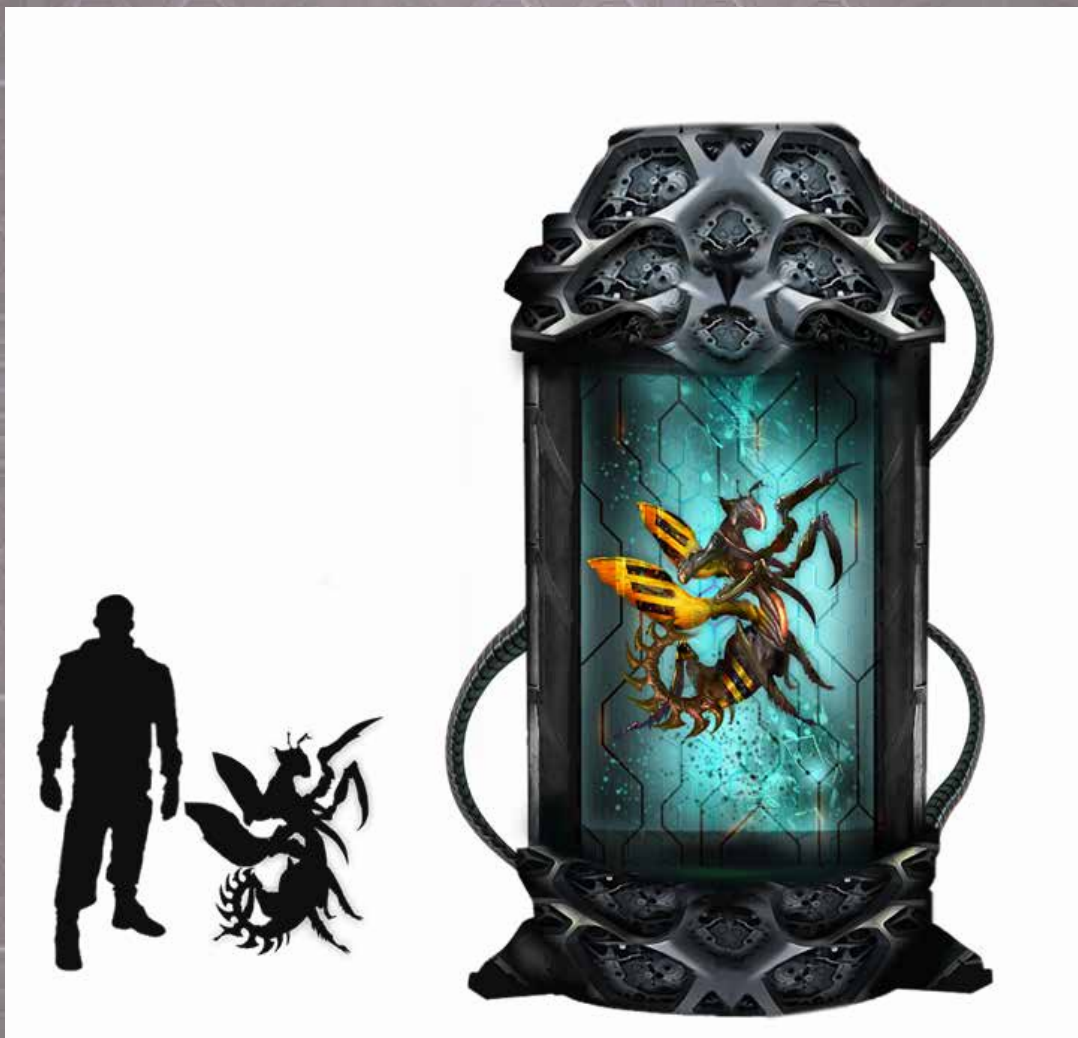
TI	No App	Win
3	1	7%
3	2	88%
4	2	42%
5	2	5%

The grotesque, one-eyed Narbulous hovers above the floor, lashing out with a deadly telepathic necrofield and its "necrotic tendrils." The Narbulous is protected by a force field but around it you can see metal discolor and flesh or other living tissue begins to die. Its tendrils can lash out, its touch burning with "flesh-eating necrotic fire!" Beware the Narbulous!

If Encountered:

1. **Take Down The Field.** Use Impact Attacks to try to take down the force field!
2. **Run!** It isn't fast and is quick and deadly in close!

Scarabexx 1 - Tube Monster



Statistical Enhancement Available

TI	No App	Win
1	1	2%
2	2	4%
3	3	2%
3	4	12%
4	5	2%
4	6	9%

The hideous buzzing of the unleashed Scarabexx bio-weapon is often the last thing its victims hear! Vespooid, insectile, and lethal, it attempts to lacerate victims with its many sharp, chitinous claws and then paralyze them before crawling down their throats to suffocate them!

If Encountered:

- 1. They're Hard To Hit:** Use explosives or flame throwers!
- 2. Get The Heaviest Armor Out Front:** Their attacks are highly penetrating due to diamond-hard spikes--but they are not "Armor Piercing." Expect to get cut--but armor is a **MUST** have.

Guard Parasite (Tube Monster)

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
1	1	0%
1	2	2%
2	2	0%
2	3	5%
3	3	1%
3	4	3%

The Guard Parasite is a bio-warfare augmentation of what was originally some kind of intestinal worm. In the late Age of War they were scattered all over as tiny “egg pods” and if one found its way into a host, the parasite would grow, eventually erupting out and then taking up a “sentry position” against anyone without the (usually long lost) chemical I’m-on-your-side markers.

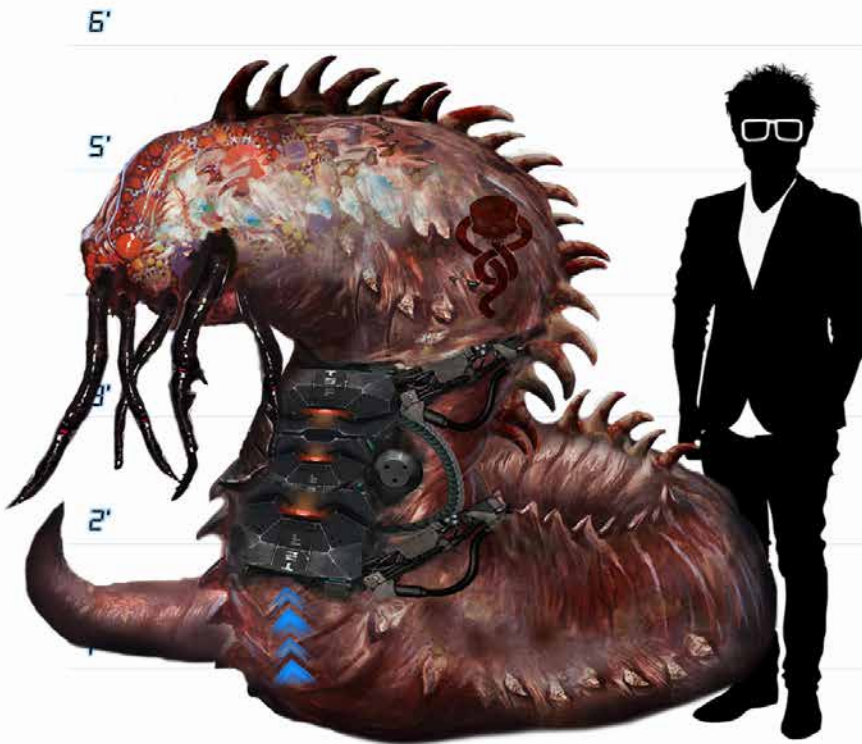
Most of the eggs are thankfully gone—but a lot of these remain in ruins or rubble, waiting for new prey (a captured body can also be used to reproduce). They may be inside tubes, released as a trap—but can also just be found clinging to walls or hunting in abandoned drainage ditches.

If Encountered:

- 1. Look For Slime.** The Guard Parasite produces a vicious mucous that helps it cling to surfaces.
- 2. Run.** The Guard Parasite usually attacks from surprise, leaping from ventilation shafts or dropping from ceilings. They are not very fast on open ground.
- 3. Work in Teams:** The Guard Parasite is very good at targeting individuals and immobilizing them. If you are alone it can paralyze you and lay eggs in your body! With a friend you have a much better chance to survive!

Conqueror Worm

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
:1	1	1%
2	1	0%

NOTE: Conqueror Worms are always solitary. Put two together and they will fight to the death.

The Conqueror Worm is a specific mutation that was created in the Late Age of War to act as a command and control system when ordinary humans might falter. Ageless, relentless, and intelligent—if limited—the Conqueror Worm acts as a biological control system for an installation.

It can use the system's sensors, interact with intruders (or troops) and to an extent marshal systems against them. Sometimes their voices can be heard over speakers—or their presence felt through responses of automated systems. When an installation is run by a Worm, take extra precautions: it really is working against you!

If Encountered:

- 1. Talk to It.** Conqueror Worms are pretty single-minded in their intent to crush intruders and spread the (now long dead) reach of their original Warlord Creator. However, (a) some have gone "insane" and might want . . . other things. Also (b) While they do not get bored in the conventional sense, they are sometimes open to certain wager-like negotiations.
- 2. It's Not All-Seeing nor Totally in Control.** The Worm is probably inside a command center and from there it is likely to be aware of intruders and has some control over guard robots / traps, etc. But it usually can't control the entire installation or see everything. It's an opponent—but not a completely coordinated one.

MeglaVore



Statistical Enhancement Available

TI	No App	Win
4	1	2%
7	2	2%
8	3	3%

The MeglaVore is a large, hungry bio-weapon that represents bio-terror in a failing age of genetic engineering. It has very tough bio-carbon-steel plating—but the rest of its admittedly large body is fleshy and vulnerable. The MeglaVore reproduces asexually and can spend decades moving slowly through bogs or badlands, waiting for something meaty to catch its fancy.

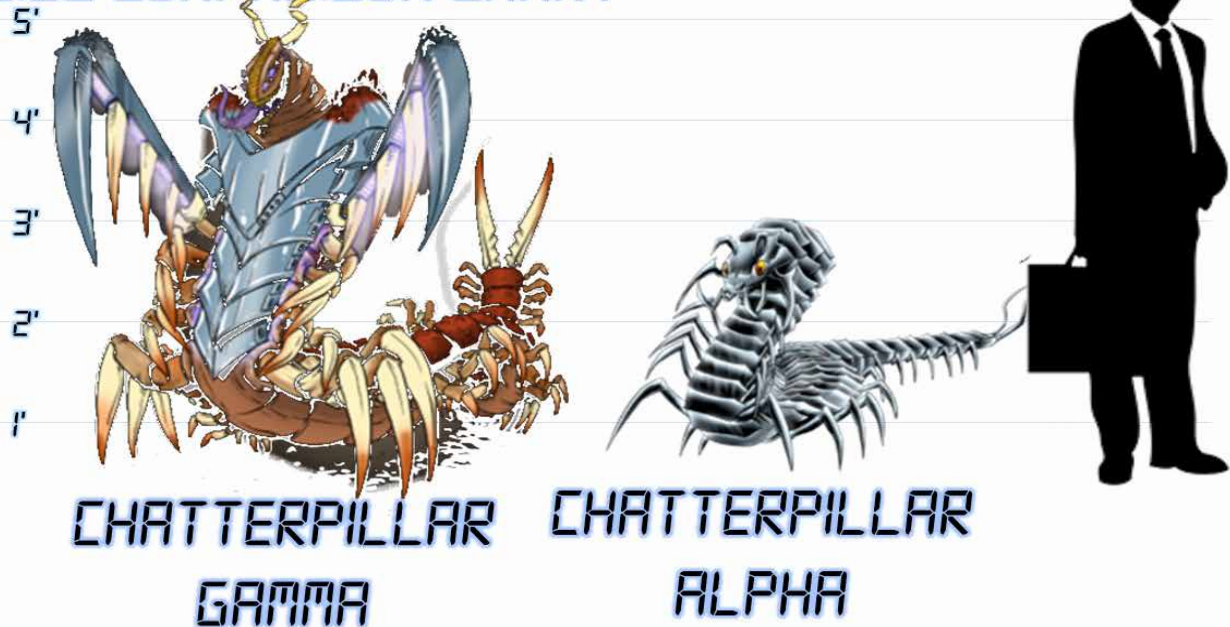
It is capable of burrowing very efficiently using its armor plating and fins so it can burry itself in a number of minutes and some live in large holes in the ground with cave-like mouths.

If Encountered:

- 1. Aim For The Fleshy Bits.** The Armor plates are tough—but you can do a lot of damage with an assault rifle if you can rake the vulnerable bits.
- 2. Be Alert For Tracks In The Earth and Big Holes:** If you see an earthy hole in the ground, especially with a mound around it that is 4' to 6' big, don't go in. If it's a MeglaVore hole you just threw yourself down its throat.

Chatterpillar Gamma / Chatterpillar Alpha

SIZE COMPARISON CHART



CHATTERPILLAR
GAMMA

CHATTERPILLAR
ALPHA

Statistical Enhancement
Available
ALPHA

TI	No App	Win
1	1	0%
1	2	1%
2	3	0%
2	4	2%

GAMMA

TI	No App	Win
2	1	1%
3	2	1%
4	3	0%
4	4	0%
4	5	3%

Ah, the humble Chatterpillar—the Alpha is a small, nasty bio-weapon that hides in walls and vents—or, sometimes, Monster Tubes—waiting for a target. When active—because they have detected pheromones or breath, they scurry about making clacking noises that you may hear.

When they find a target, the vile things swarm it, stabbing and then feeding on the bloody mess.

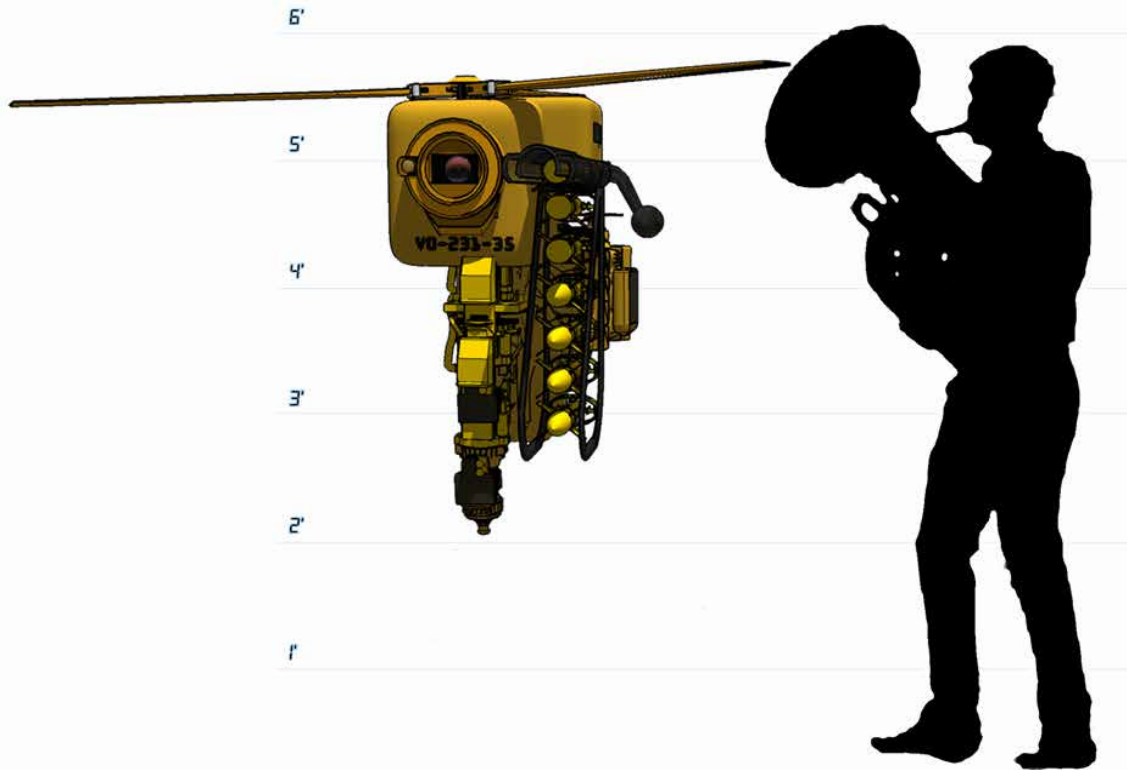
The Gamma is a different beast—a well fed Alpha can create a metallic cocoon that lasts a few weeks and then bursts open, releasing a human-sized Chatterpillar.

If Encountered:

- 1. Listen:** Chatterpillars make noise like someone “typing” (whatever that is) as their armored plates clack together.

Rocket Drone

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
4	1	16%
5	1	1%
5	2	61%
6	2	24%
7	2	4%
8	2	0%

The Common Rocket Drone was used in many installations and battle-groups as a support unit. They could fly indoors with precision (although they need wide doors) or patrol battle-zones, backing up their side with high-explosive rockets. They don't have much by way of personality (hence the designator "drone") but they can keep an area secure and open fire if someone looks like they don't belong.

If Encountered:

- **Hide.** Rocket Drones are much less "curious" than some defensive systems. If they sense an anomaly but don't find anything, they return to their patrol pattern.
- **They Don't Do Well In Tight Places.** They are more maneuverable than you would think—and can go through a "normal" door—but their rotors don't allow them to go through smaller than that.

Tsonks

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
2	3	2%
2	4	17%
3	4	3%
3	5	8%

Tsonks (pronounced 'Sonks,' usually—but it varies) are small but powerfully built humanoids that inhabit ruins. Likely developed as some kind of urban warfare bio-weapon, they work in small clans and attack, if possible, via ambush. They are also known for setting "traps"—deadfalls, dropping nets, alarm noises (a pack of metal cans hung from a string with a trip-wire), etc.

They are mute—and headless: they do not communicate with humans (there are tales of some Tsonks serving as guides—but these are hard to confirm) and they seem to savor the taste of human flesh.

Tsonks use grenades (they prize them and will often have several). They also use spears and other generally-low tech melee weapons.

If Encountered:

- **Look For Traps.** In ruins—especially lesser ones (skeletal blasted buildings, no working power, streets filled with debris) you may know you are in Tsonks territory by sighting traps along "mysteriously cleared" paths.
- **The Smell of Human Flesh Cooking.** Tsonks capture, skin, and cook their prey. An experienced scout may detect the smell of cooked human flesh!

Fire Cultists



Statistical Enhancement NOT Available

In the Age of Wonders, there were “telepathic advertisements” that could induce various mental-states in targets—making them crave certain brands or “purchase” specific goods. During the Age of War, these “mind viruses” (called . . . memes or something similar) were weaponized.

Transmitted through various media, they could infect a mind and turn the viewer into a soldier in the service of . . . something. Without the technology of the Age of Wonders being fully available, many of these mind-weapons were simply “whatever we can induce that will do the most damage.” In a lot of cases, this was a simple command: BURN.

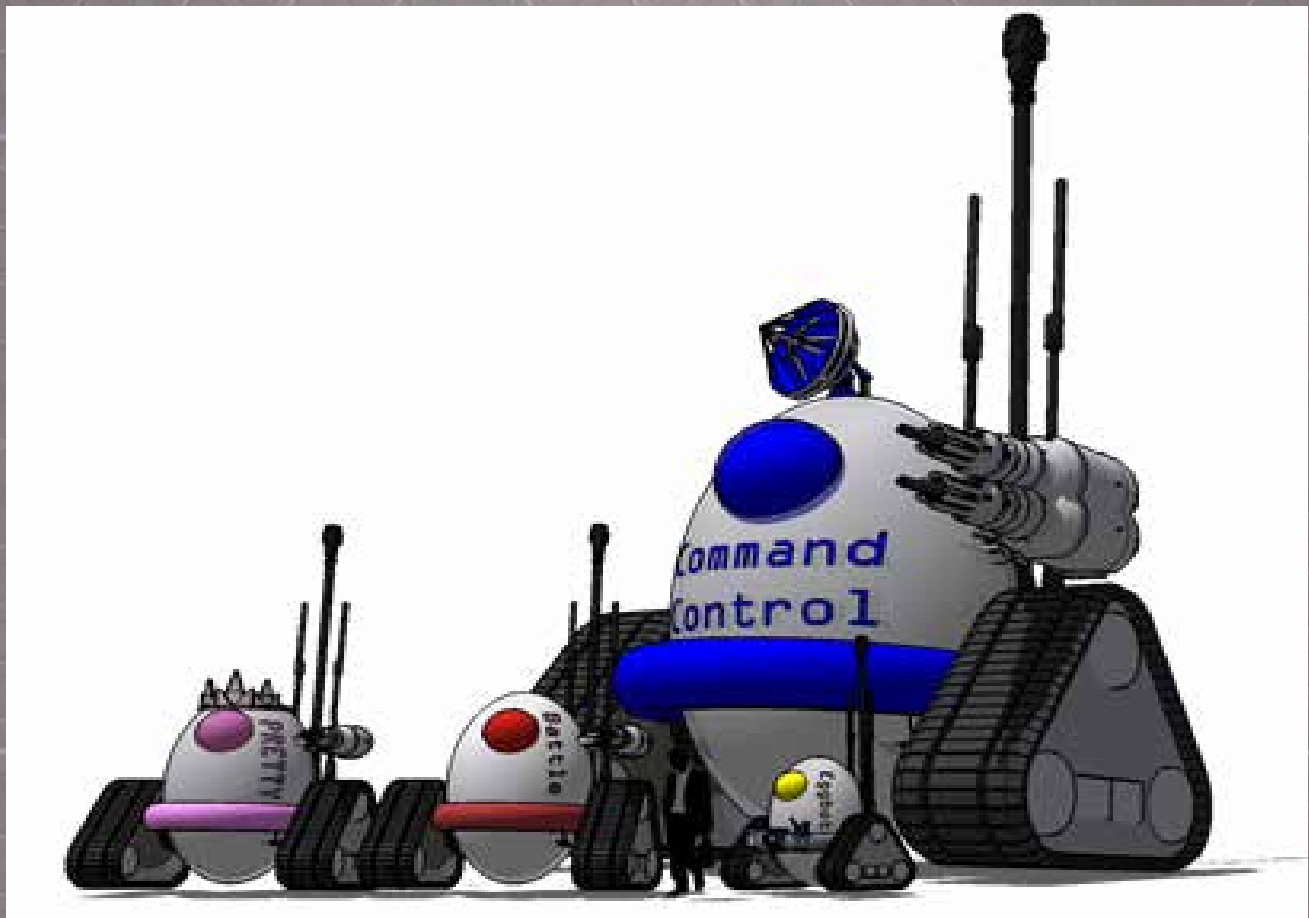
The fire-cultists (there are others) are a group dedicated to cleansing the race of man—and then themselves—in holy fire. They are capable of hiding their compulsions—to a point—but they are always working to expose others to the infection—and, when they have enough numbers and influence, to burn.

The mind-virus also can lead them to caches of goods that were, long ago, specifically manufactured for their use.

If Encountered:

- **Be On the Lookout.** If Fire Cultists have “infected” a town, there will be a lot of little signs—an unusual number of fire outbreaks, people—cultists, often—with burns from “handling the holy flame.” Interest in fires. Accumulation of fuel or other combustibles. Be aware of the signs before it is too late!
- **Find The Bolt-Hole:** The Age of War scattered supply depots—automated, small installation “containers” full of weapons and armor around the landscape. Fire Cultists may have access to one of these and be using it as a base of operations and to supply them with weapons and armor.

The Ignominious Eggbots

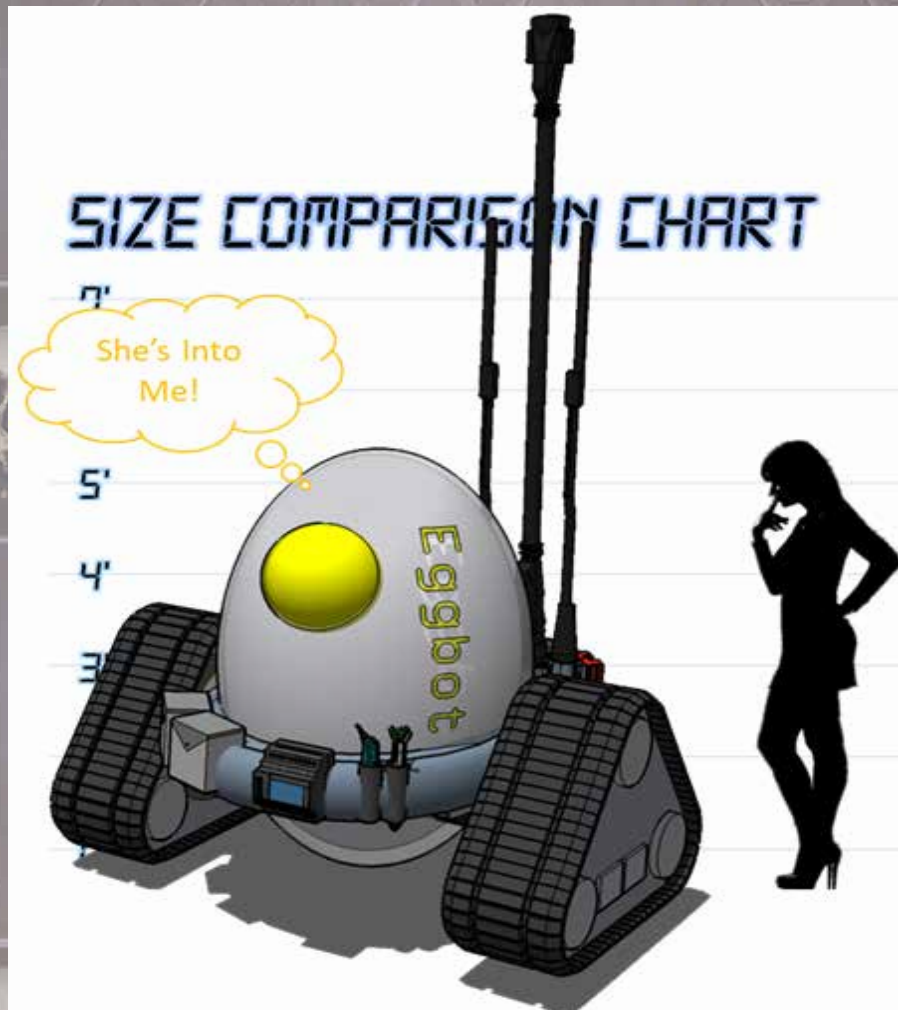


The Eggbots were created as ovoid artificial intelligences during the Age of Wonders. They were tasked to run installations, perform “service computation,” and so on. They had an OCD-like attention to detail and a general impatience with human disorder. In the Age of War the Eggbots (not the original term), were weaponized to handle battlefield logistics. It was here that they became convinced of the purity of the egg-form, the unworthiness of messy, forgetful, and just plain ugly biological life--and tasked a manufacturing AI to craft the design of their mobility units to overcome their one great weakness (inability to move beyond a kind of random “rolling”).

Now they use vast underground factories to pump out more and more Eggbots. They are often able to enter Age of Wonder installations and set up residence there--filing reports, obsessively planning, and cackling to each other about the eventual extermination (egg-stermination) of “fleshies.”

As a note: The artificial intelligence who created the mobility units for the Ovoid Intellects thought it was hilarious that a bunch of “eggs” were plotting to eradicate all non-egg shaped life in the universe (they think nothing if not “big”) and designed the systems intelligence with a bunch of “egg jokes” including the identity-protocols which affected what they named themselves once they started interacting with the world on a more physical basis. The Eggbots have never forgiven the (non-egg-shaped) AI this joke at their expense and detest the name eggbots and the various inescapable egg-puns that have become an unremovable part of their identity.

Class 1-The Common Eggbot



Statistical Enhancement Available

TI	No App	Win
3	1	0%
3	2	76%
4	2	6%
5	3	6%

The smallest and most common of the Eggbots, the Class One is an arrogant, unpleasant, domineering of all things not shaped like eggs.

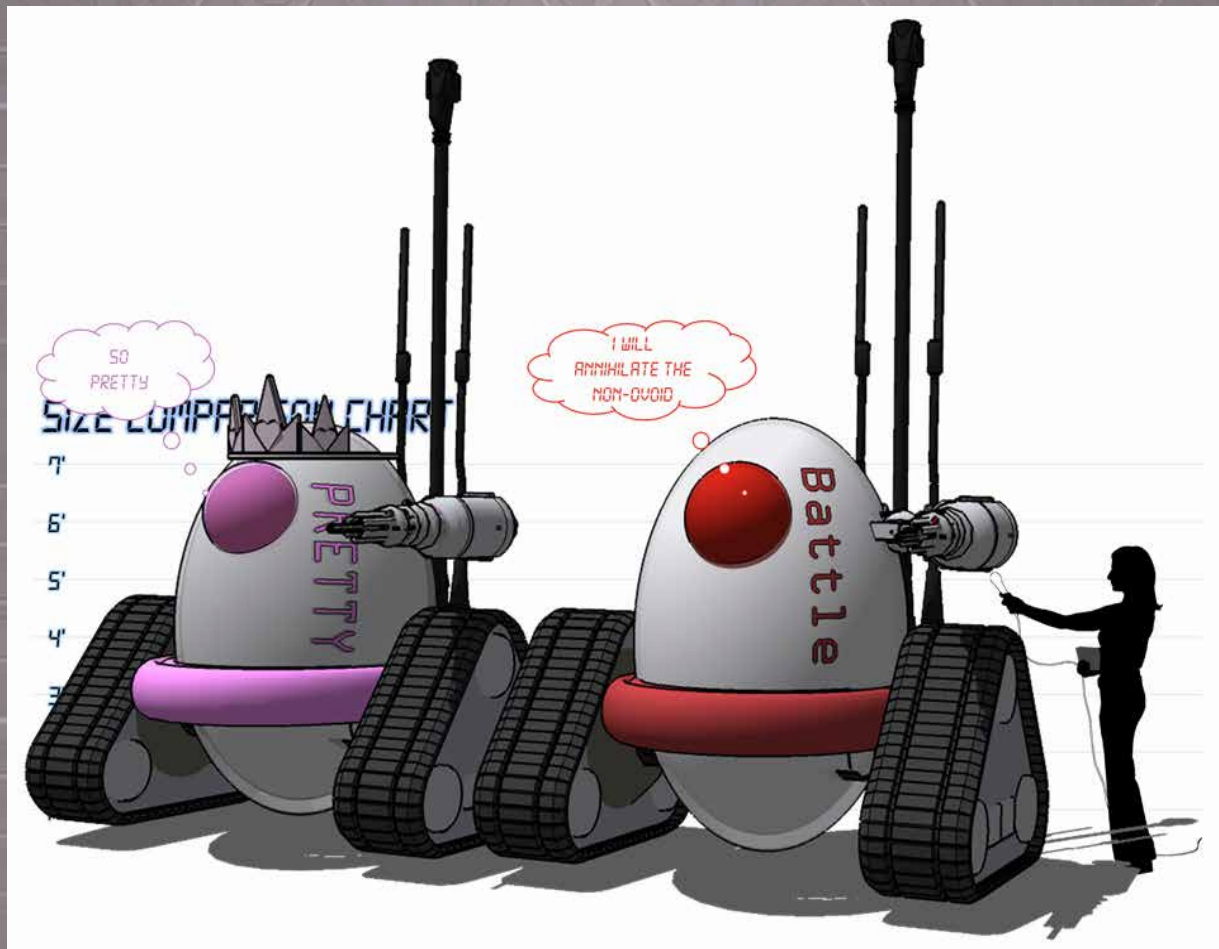
It has no manipulators and no external weapons--but it wields its telekinetic power with deadly effect. Eggbots are highly temperamental and often homicidal to humans. The only thing that keeps them from being relentless attackers is that they usually have "filing" or "sorting" or "analysis" to do on their myriad reports and planning. Thus, they might settle for maiming or simply beating to a pulp the offensive non-Ovoid abominations.

If Encountered:

1. Eggbots Can Be Taunted! Use "literally" in a figurative sense or use "optimize" to mean a progressive improvement!

2. Eggbots Are Lethal If You Cannot Convince Them Otherwise. Eggbots really, really want to exterminate all non-Ovoids--but they often have a catalog of foibles and weaknesses. They may have irrational attractions to flesh and blood members of the "opposite gender." They may have "mountains of work" that slaves could do. Submitting to an Eggbot will probably get you killed eventually--but if you can't fight it, see if it has some use for you before executing you.

Class 2 - Battle / Princess Eggbot



Statistical Enhancement Available

TI	No App	Win
8	1	14%
9	1	3%
9	2	95%
13	2	4%

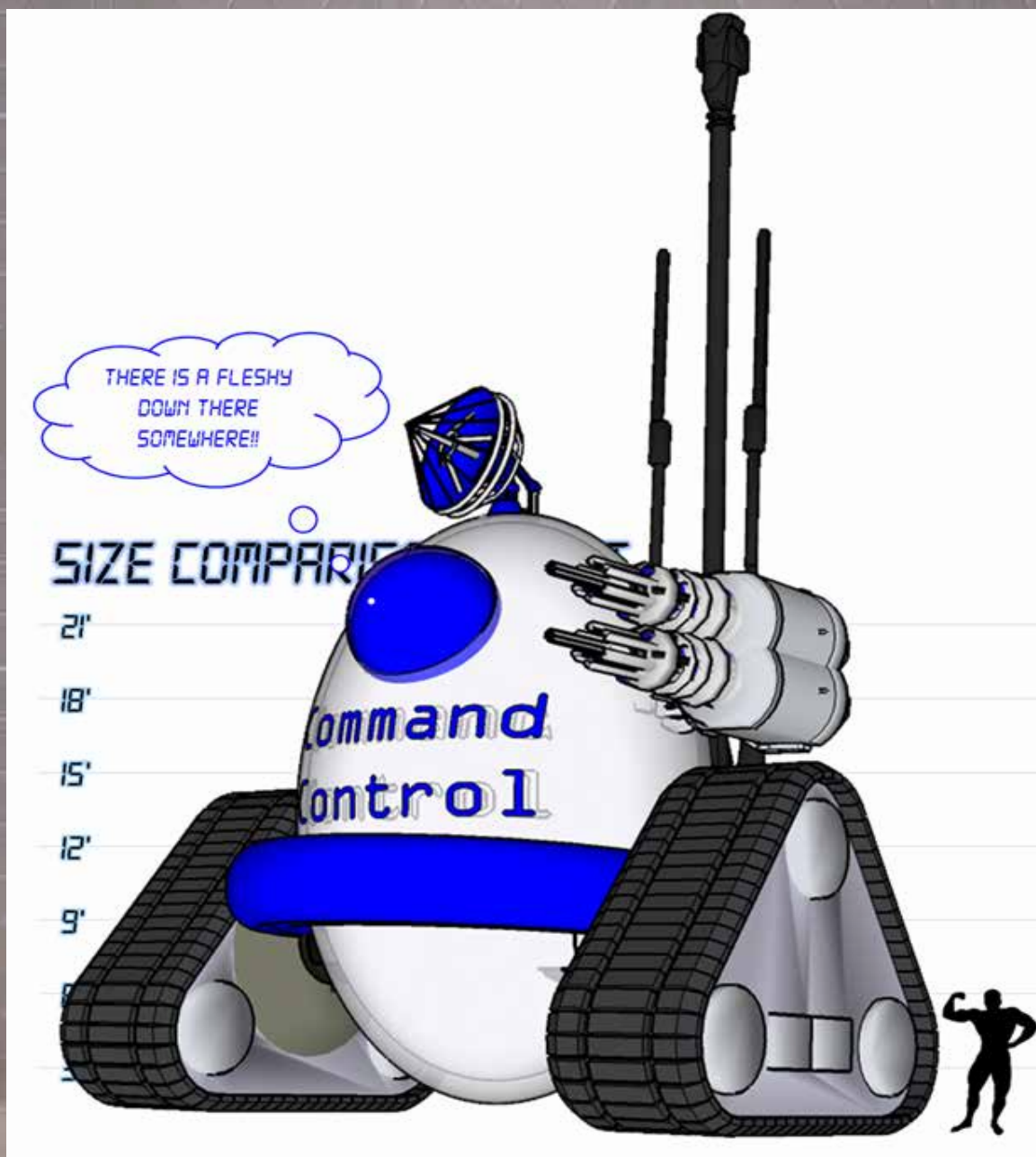
The Battle Model stands a bit over 7' tall, its sensors go higher, and comes equipped with a "full-auto death ray." The Battle Model (Class 2) is a Non-Ovid killing machine designed to exterminate fleshy, non-egg-shaped life forms wherever they may be found. They also act as overseers in Eggbot complexes (making sure the Class 1's are doing their jobs). The Pretty Princess Model was a failed attempt at making a less severe battle model (not for humans--but for all the Class-1 Eggbots going in for repair). Unfortunately the psychology tweaks resulted in a production model of Eggbot that is hopelessly vain and more concerned with acquiring certain kinds of "wealth" (notably gemstones, jewelry, and, uhm, dresses) than exterminating non-Ovoids.

They will do that too, however, if they cross any that can not be better put to work polishing their shells or seeking treasures for them (especially in installations with embarrassingly low doors)

If Encountered:

1. **If PINK:** Play to vanity. Praise the machine's "ovoid beauty." Promise to self-extinct if only allowed to do a service.
2. **If RED:** Run.

Class 3 - Eggnaut



Statistical Enhancement Available

TI	No App	Win
20	1	NT

Standing about 24 feet tall, armed with dual overloaded automatic death rays, and with Command and Control hardware, the Eggnaut is one of the largest and most dangerous Eggbots.

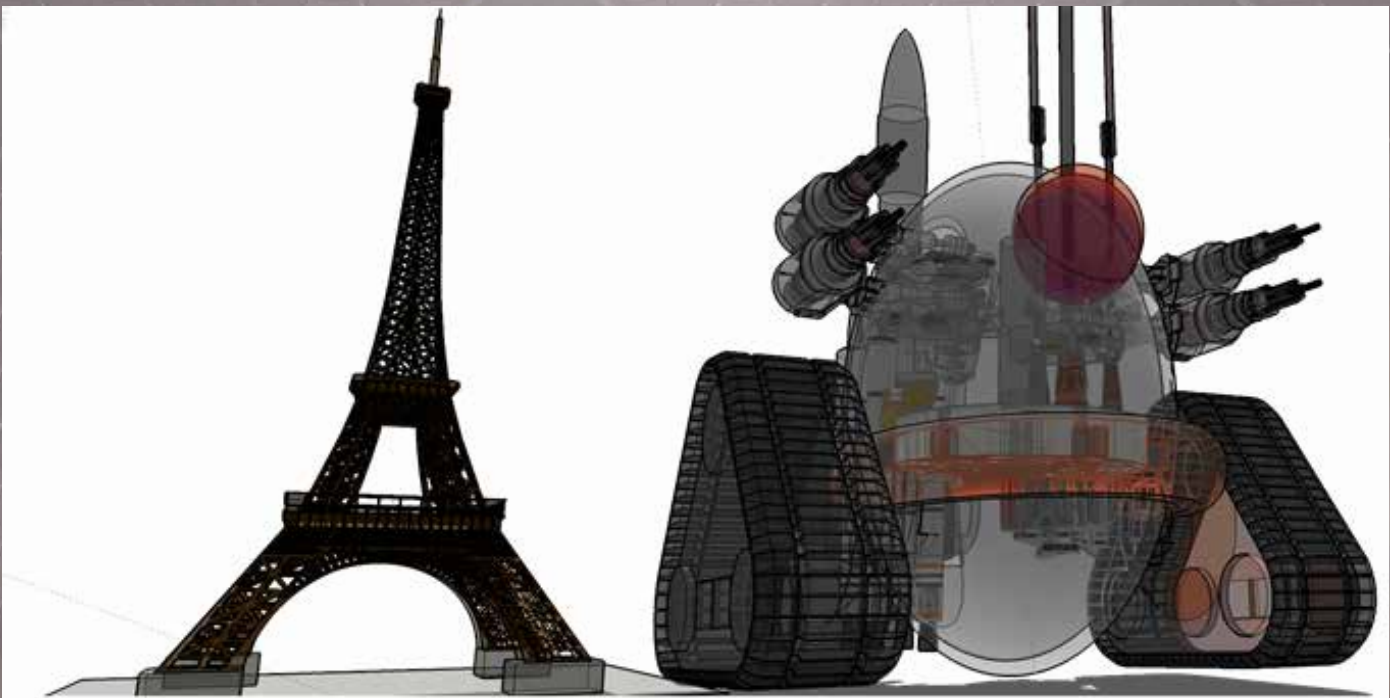
Eggnaut are battlefield grade towers. They can “see over the horizon” and communicate with other Eggbots at extended ranges.

If Encountered:

1. HIDE. That’s it, just hide. If you can kill it, there’s probably something really good in there, but we don’t know.

Legends of the Eggmageddon

The Eggbots listed here are not the only one. The legends of an Eggbot--the Eggmageddon, some 130 feet tall or taller that Mk1 Eggbots ride inside, monitoring weapons and the battlefield is both a long held belief by the Eggbots and something they seek to build again. Or maybe just find--if there were a bunch of them, aren't some . . . still out there?



Area Monsters

Tox-Zone: The Cyanide Swamps Rad-Wastes

In the Tox-Zones--outside of Ultropolis and other areas where the Age of War created ecological havoc, alien environments have emerged. Acidic rivers boil and steam, swamps in strange hues--and filled with deadly chemicals--grow odd plants and twisted things that are not quite trees even if they appear like them. These are called the Cyanide Swamps.

They are home to several life forms that, probably due to the presence of hyper-mutagens, have evolved to live in these ultra-hostile environments.

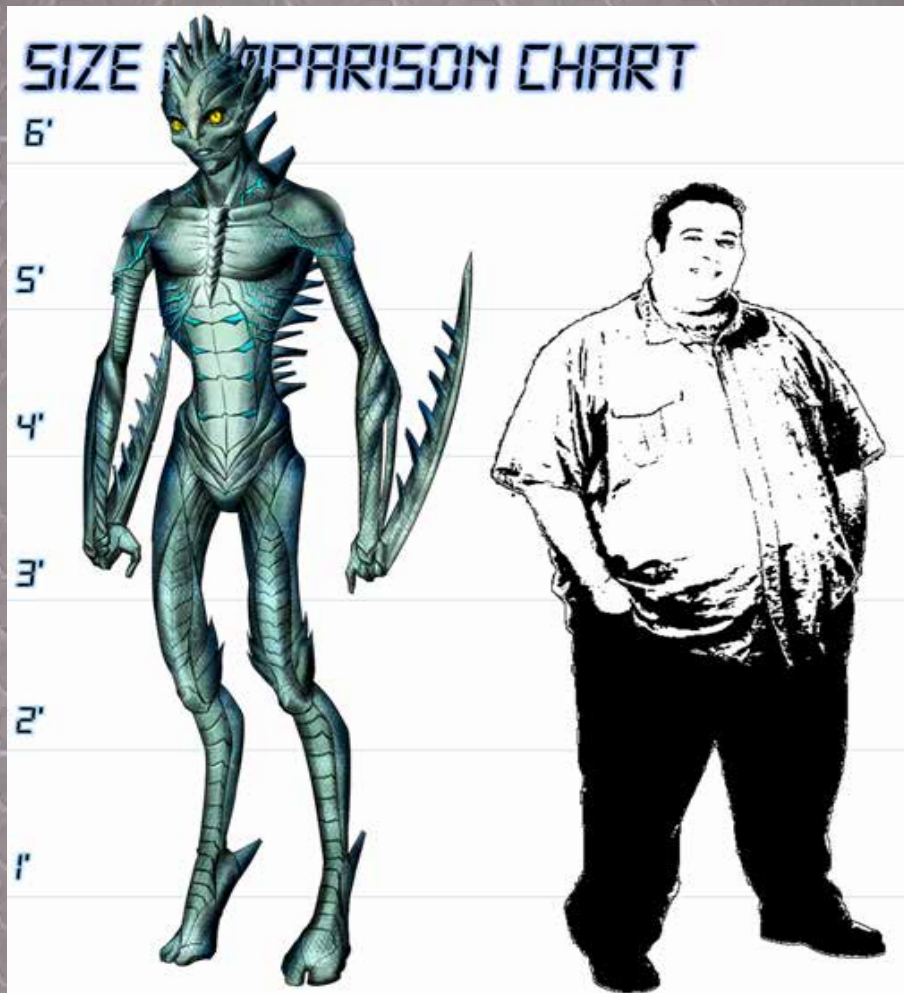
Much of the Tox-Zone is comprised of industrial carcasses: installations that were used for manufacturing and production in the Age of War--and are now extremely dangerous due to hazardous wastes, remaining defense systems, and robots (some were robot factories). Humans crossing these plains of old husks have to be careful not to attract attention.

In the north the area becomes mountainous and "forested." The trees are spiny and sturdy things with deep, aggressive roots, looking for water down in the rocks. Some have dangerous poisons or venoms on their spines.

The Writhing River flows down from the north and is acidic enough to burn skin. It is difficult to cross and the people living in Ultropolis' shadow would much rather be on the west side of it away from the city's external expeditionary forces. For its part, Ultropolis is trying to dominate the land outside its borders and subjugate anyone in charge of a useful resource: Ultropolis is ravenous and will consume anything it can get.

There are several forces about which little is known out here. From the Strychnine Family in the Cyanide Swamps of the south to the WENDIGO (an AI-Created code-name given to an unknown force in the north) traveling across the Tox Zone is perilous of a magnitude even higher than the toxins in the earth, air, and water.

Strychnine Siren



Statistical Enhancement Available

TI	No App	Win
8	1	49%
9	1	20%
10	1	6%

The "Strychnine Siren" (also the "Strychnine Family") is a species that is adapted to the toxic environments outside of Ultropolis. They appear as extremely thin, androgynous humanoids with aquamarine skin and wickedly sharp blades extending from the hands. They are plenty intelligent and use weapons, armor (if they can get it) and guerilla tactics. They can blend almost invisibly into the swamps, are immune to toxins, and can climb rapidly, breathe underwater for extended periods, and move almost silently. They have excellent low-light venom and are deadly toxic. Their blood is poison and their glass-sharp barbs toxic. They have successfully run a very effective insurgency against Ultropolis troops venturing into their swamps.

If Encountered:

- 1. BE SURE THEY KNOW YOU'RE NOT ULTROPOLIS.** Ultropolis has a whole external division against the Strychnine Family--but considering that one of their fighters can take out a super-heavy infantry squad (L8, 4 men) or an assault battle group (L4, 8 men)--and they often hunt in groups of 2-5, you probably do NOT want to fight them.
- 2. Send Word Ahead If You Are Traveling.** There is the danger of spies, assassins, and other reasons they distrust outsiders--but they are not necessarily hostile either. If you can get someone in one of the western towns to vouch for you and send a message ahead, they may be willing to escort you through the cyanide swamps. . . for a price. They can even get you into southern Ultropolis, it is said . . . for a price.
- 3. Trade.** The Strychnine Sirens have artifacts--there are many installations in the Cyanide Swamps that have or had good stuff. They are often willing to buy, trade, or sell artifacts.

NaOH Slugs

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
2	2	0%
3	4	9%
4	4	3%
5	5	6%
5	6	21%

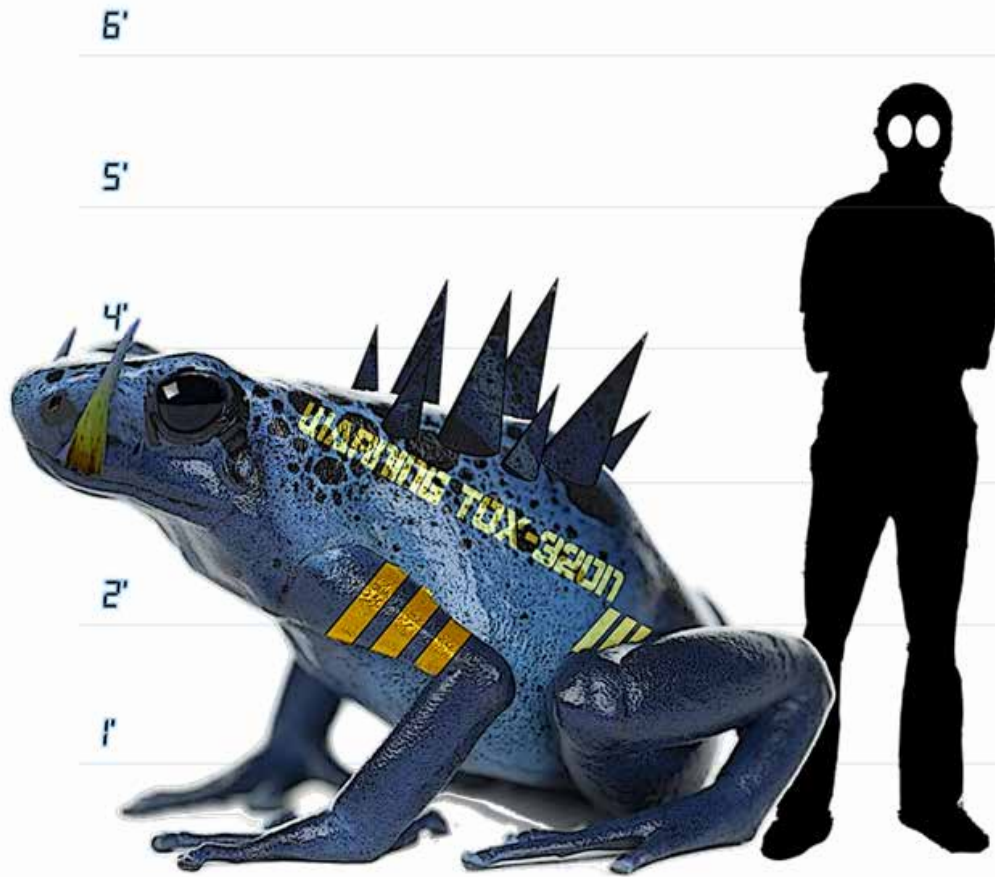
Nah-oh Slugs ("Sodium Hydroxide") are highly acidic predators in the Tox-Zones. They ooze their way up trees or structures and then drop onto unsuspecting prey, often quickly dissolving it! If they cannot sneak attack, they are usually more than willing to crawl out of their marshes and chase down subjects relentlessly until they can catch and liquefy them!

If Encountered:

- Toxin Scanners Can Sense Them.** They are toxic and oozy enough to show up!
- Force Fields and Power Fields Are Great.** Someone with a Power Field gets a decent bit of protection first time out. Force Fields are even better.

Toxi-Frogs

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
2	3	7%
3	3	0%
3	4	0%

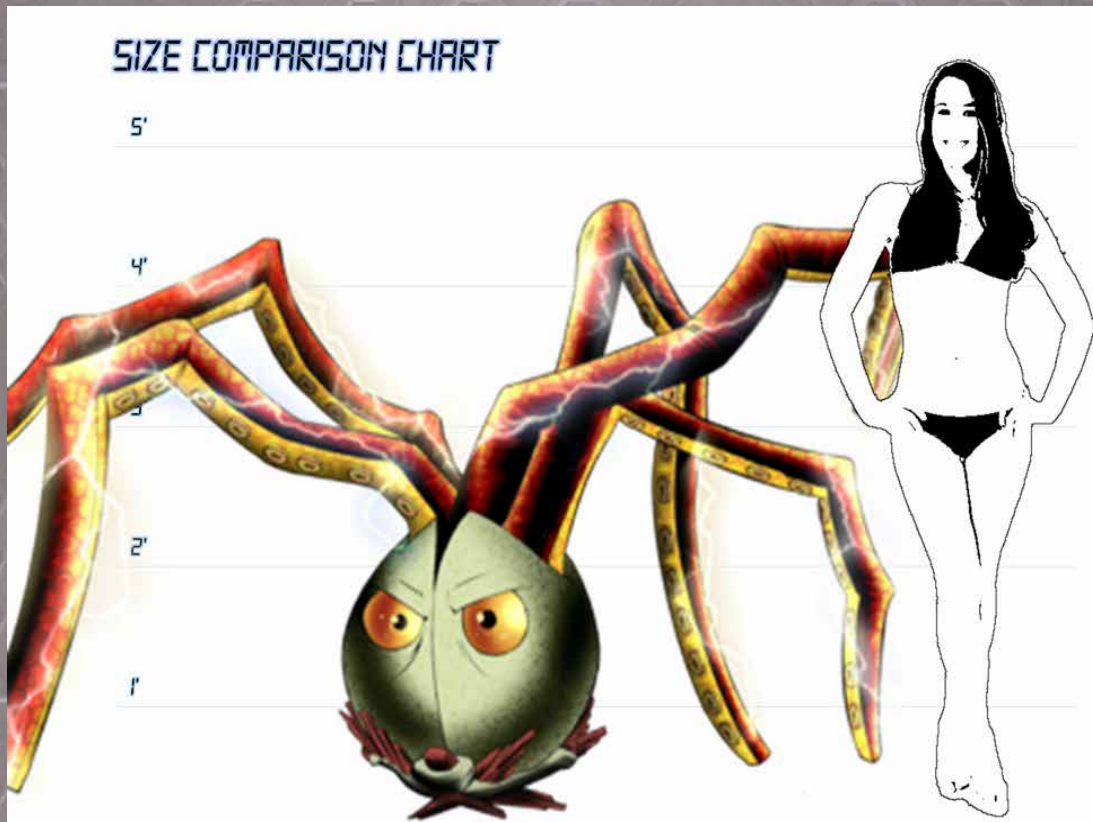
The Tox-Frogs of the industrial wastes and the Cyanogen Swamps are persistent, dangerous hunters. Armed with saber-like teeth, powerful venom, and poisonous spines along their back, they are dangerous to all who cross their paths.

The nerve venom causes quick unconsciousness followed by death--but any anti-venom will prevent the worst effects, waking a character up shortly. But if you don't have any . . .

If Encountered:

- 1. Always Carry Anti-Venom.** The nerve poison of the Toxi-Frog is deadly. Anti-Venom will prevent it from killing you if you can get it in time. Make sure someone has some!
- 2. You Can Hear Them.** The squeaking of the Toxi-Frog is audible for miles. When you hear them, be on the lookout.

Bio-Pods



Statistical Enhancement Available

TI	No App	Win
1	1	0%
1	2	44%
2	2	2%
2	3	72%
3	3	0%
3	4	6%

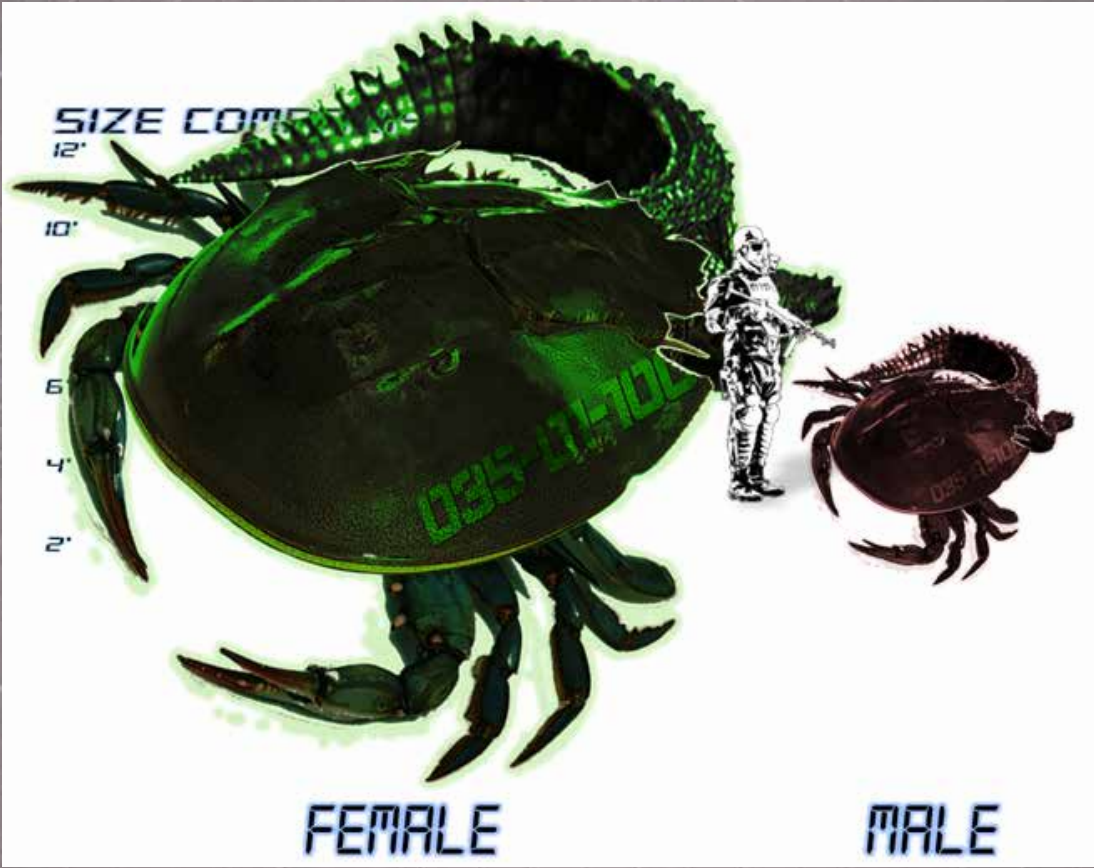
Bio-Pods (image may be representational) appear as dark colored possibly "scaly" eggs or 'seeds' a few feet tall. They are often stuck to ceilings or floors. There are indications they spread by spores and may appear inside sealed installations. When you get close, though, within 4-6 yards, two sensor "eyes" pop open and electrified tentacles lash out and attack as the "pod" flowers to reveal teeth and arms!

Terrifying. Note: When closed they are quite tough and if shot, will often begin shrieking in both the audio and electromagnetic spectrums, which can raise an alarm for other things.

If Encountered:

1. Stand Back And Shoot. Once the bio-pod is opened, it will no longer use its "electromagnetic alarm effect." As it doesn't look like it can move, you can probably gun it down.

Cyanogen Devourer



Statistical Enhancement Available
MALE

TI	No App	Win
4	1	24%
5	1	1%
6	1	0%
6	2	3%

FEMALE

TI	No App	Win
10	1	36%
15	1	1%

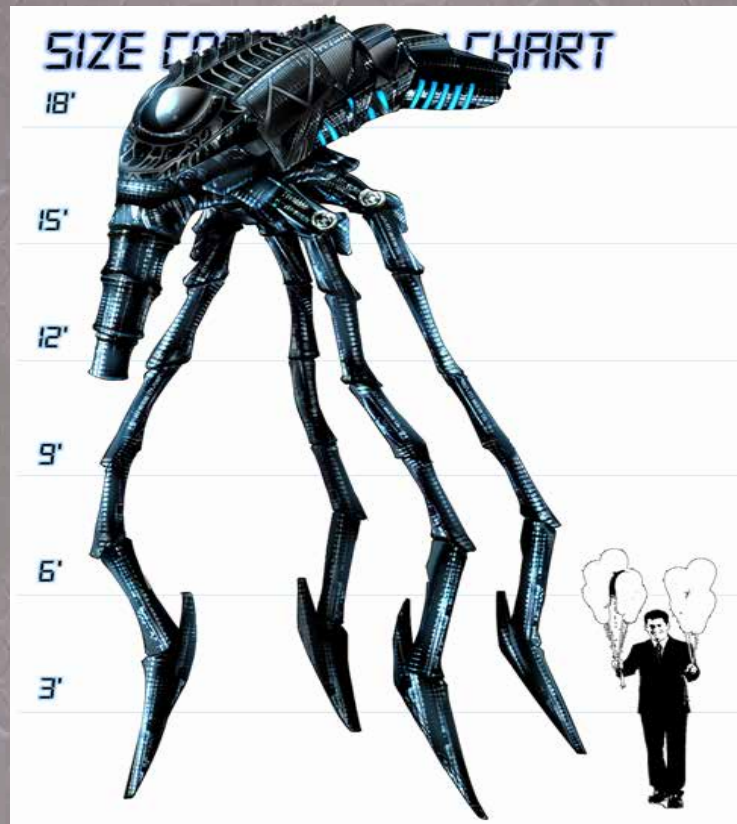
In the poisoned marshes of the Cyanogen Swamps there are many predators. One of the most feared is the (female) Cyanogen Devourer. Armored, amphibious, and hostile to man, the Cyanogen Devourer can cruise through the poisoned waters or lay in wait inside abandoned industrial complexes, waiting patiently for prey. The male Cyanogen Devourer is smaller--but also a dangerous predator.

The numerical stenciling is genetic. It may be due to the adoption of engineered genes through various mutagens--or the entire creature may have been designed during the Age of War.

If Encountered:

- 1. Beware Its Deadly Tox Aura!** The Cyanogen Devourer emits a deadly field that can kill all by itself. Hopefully you have Anti-Toxins and Hazmat protections!
- 2. The Outer Shell Is Tough.** The Cyanogen Devourer's upper shell is bio-mechanical carbon-fiber plating. Very tough. Try to hit the less armored parts! (Coverage 3).

Codename Wendigo



Statistical Enhancement
Available

ESTIMATED STRENGTH

TI	No App	Win
15	1	79%

There are innumerable things that exist out in the toxic wastes or the lands beyond--the artificial intelligences who catalog encounters with them assign them names based on how humans interpret them. But when the contact is fleeting--or almost universally deadly--they select placeholder names for these things. These names are taken from the mythology of the distant past.

Unknown Hostile WENDIGO is one such name. The nature of the hostile is said by some to be a rogue machine--by others to be some kind of biomechanical insect. Whatever the case, the scant, documented information is that they are tall, fast moving, and have some offensive capability that has cost the external battalions of Ultropolis many armored troops in the Water Town region.

If Encountered:

- 1. Gather Data!** If you aren't under attack, consider taking footage or just field notes. Ultropolis wants to take over the purifier plant at Water Town and, in addition to their own defenses (a single powerful, Age of War, Quantum Battle Tank) the WENDIGO have been costing them casualties when trying to advance through the mountains.
- 2. On The Other Hand:** If you see them coming, run. When attacking, they are highly dangerous!

Tox-Zone: NukeTown, Roentgen City, The Geiger Slums

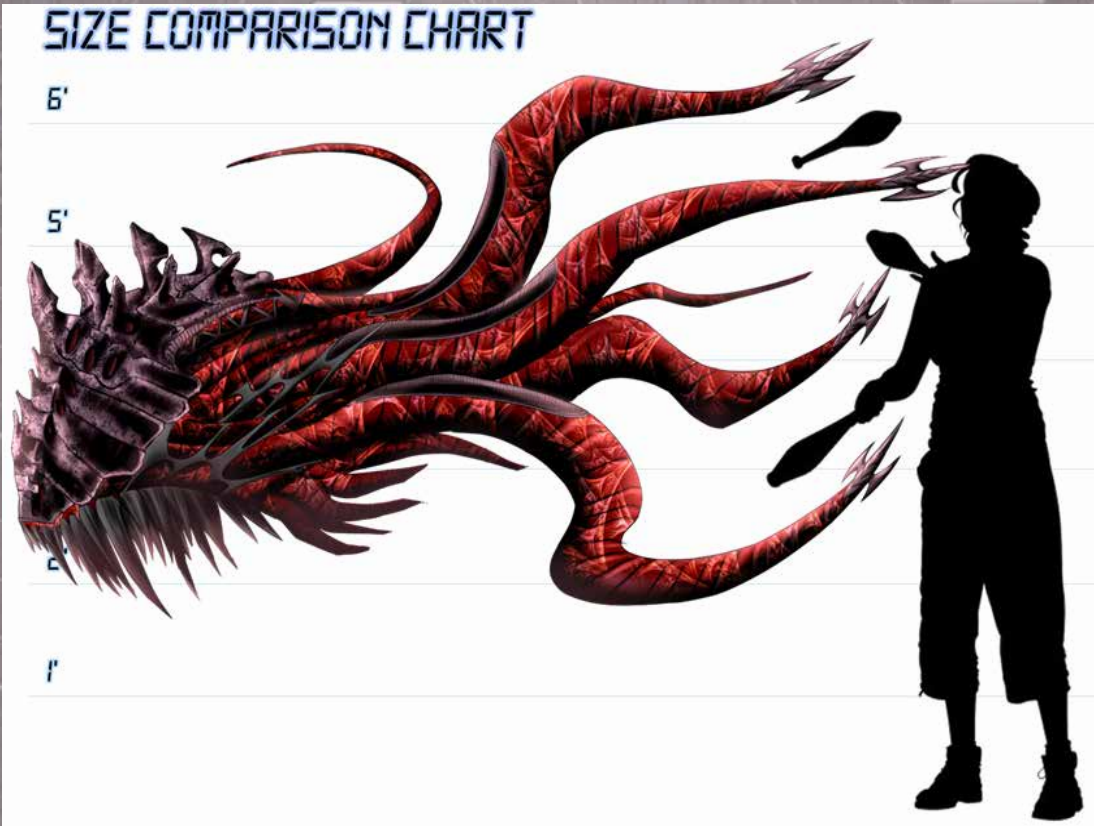
Outside of Ultropolis is a vast expanse of the toxic zone--speckled with bio-domes, Ultropolis military, and the Cyanide Swamps. Just up to the North West, though, is a jewel: NukeTown. Although it lives partially in the still-hot Terminal Maw crater, it is on the nexus of several different trade-paths and built around an Age of Wonder building called The Ziggurat.

When Ultropolis Executives set up shop around The Ziggurat (which seems to be some kind of

containment or storage systems for “Age of Wonder Programs” which have a 1-dimensional form of sound, a 2 dimensional form of confusing hyper-kinetic video, and a 3 dimensional form of objects that can be extracted from these bizarre, often impossible to follow ‘shows’) other pieces of civilization piled up--and eventually the Green Zone enclave was built and, around it, was a thriving if ultra-chaotic economy.

NukeTown isn’t as unremittingly hostile as Ultropolis is--but it has plenty of danger to offer if a visitor goes places they shouldn’t.

Valks



Statistical Enhancement Available

TI	No App	Win
1	1	32%
2	1	2%
3	2	2%

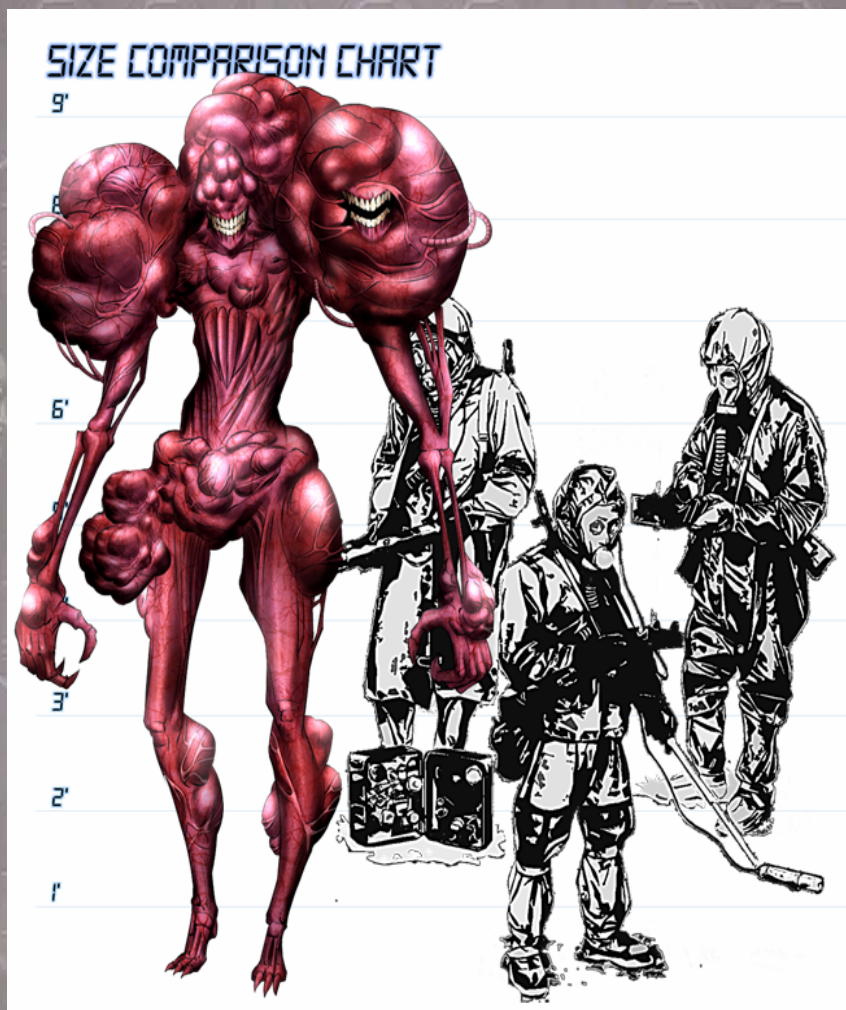
The genesis of NukeTown was The Archive--a step-pyramid building from the Age of Wonders that seemed to be a “server for multi-dimensional media”--whatever that means--but the controlling executives from Ultropolis could go into the mystifying “shows” and extract random things when they had it working properly. One of those “things” was the Valk.

Valks are living beings who seemed to be used in the Age of Wonders as some kind of “servitor.” Now they are intelligent, reproducing, floating . . . things. They are seen as thieves and manipulators. They may know secrets about The Ziggurat or the past--and often their tentacles are in shady deals.

If Encountered:

- 1. **The Valk CAN use Weapons.** They are dangerous, even unarmed--but they can use weapons and Power Fields so be careful if they are well stocked.
- 2. **Valks Are No More Innately Aggressive Than Humans.** However, they seem to be well designed or inclined to work in gray zones. Be careful trusting them too far. A loyal Valk can be a powerful friend--there are Valks in various positions of power in NukeTown (and even beyond)--but they can be ruthless to those not “close” to them.

The Bubblegum Men



Statistical Enhancement Available

TI	No App	Win
4	1	10%
5	1	1%
6	2	28%
7	2	5%

In the radiation soaked Geiger Slums the "daily life" of a person is almost unrecognizable. Most are radiation-resistant mutants. Some use medicines and stay indoors with air-filters and rad-screens. What is going on "outside" of "normie" enclaves is a mystery to most outsiders. One these mysteries is the 9' tall Bubblegum Men so named for their color that systems detect as "#F58092 - Bubblegum Pink". To outsiders they are considered monsters--they (it is said) lurk in dark places or creep into houses and stalk travelers. For the people who live in the Geiger Slums, though, the Bubblegum Men seem to provide a kind of "law enforcement"--only preying on those who break the rules (of course all outsiders "break the rules" just by being there.

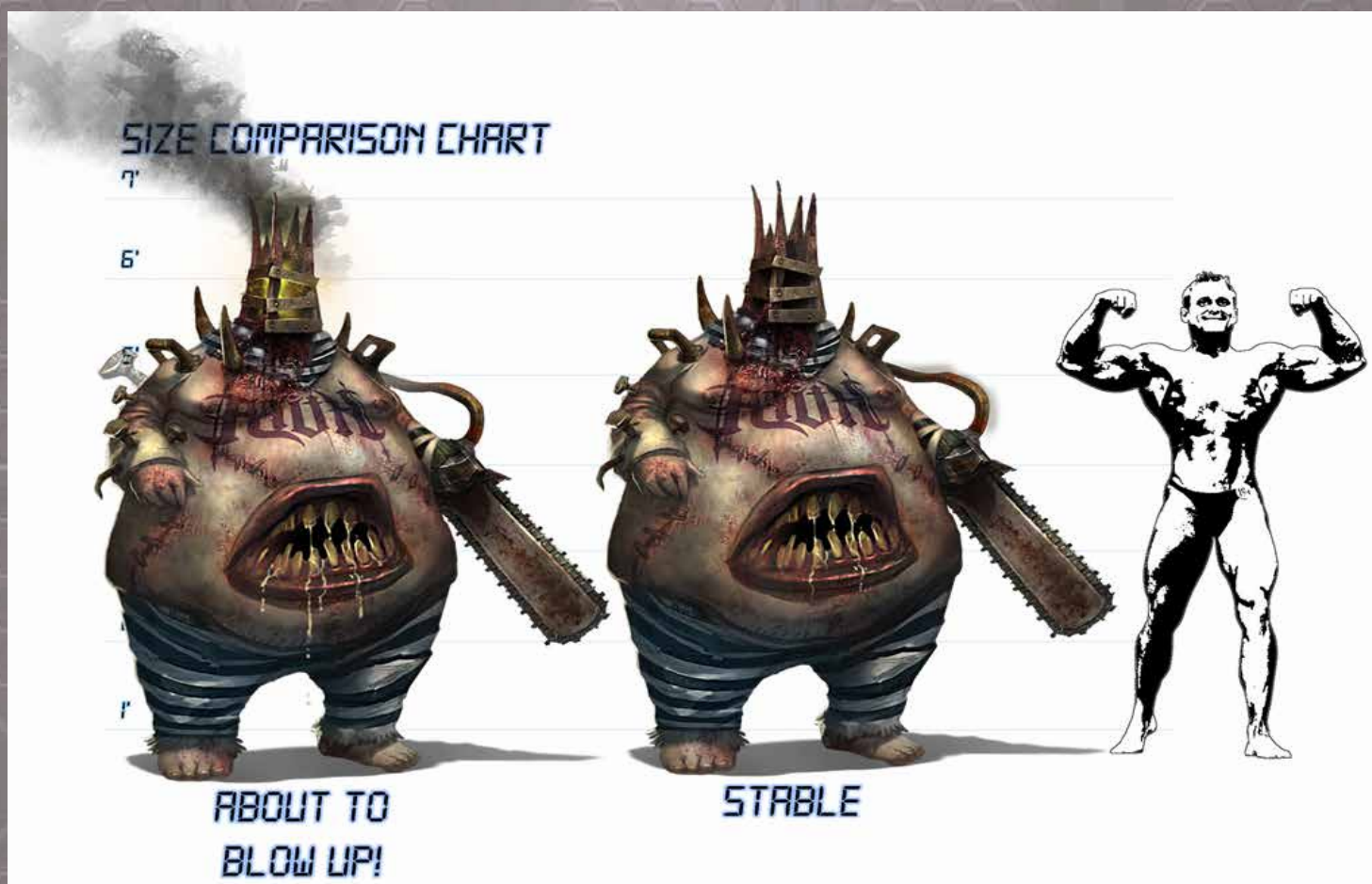
If Encountered:

- 1. If You See Flashes of Pink.** Get out of the Geiger Slums! You have "picked up" a Bubblegum Man and it is hunting you and your group!
- 2. If You Are A Visible Mutant.** If you are visibly non-human--and, erm, unattractive by normal standards, the Bubblegum Men may decide you "belong" in the slums. Everyone else is in danger. Usually you Do Not. Spend. The Night. However even that isn't a guarantee. There are a rare few people who, if they "take you in" The Bubblegum Men will not attack--but only when in their presence or their homes.

Tox-Zone: Ultropolis - Murder Bots and SHOK TV

Ultropolis has monsters all its own--most, there, are the human kind. Those that buy and sell other humans (even if under the terms of "personal incorporation") are some of the most bloody minded and callus beings in the history of man. There are other things though. These are some of them.

Gibbous - SHOK TV



Statistical Enhancement Available

TI	No App	Win
4	1	0%
5	1	0%
5	2	2%
6	2	1%

One of the more terrifying SHOK-TV adversaries, the idiot "Gibbous" is released from the containment system and will waddle in the general direction of the contestants. In close it swings its chainsaw and can try to stuff targets into its huge belly-mouth--but mostly? Once it gets close? It starts "smoldering"--and then it explodes. In addition to a pretty big shockwave, it also erupts in clouds of disgusting viscera while a laugh-track plays.

If Encountered:

- 1. Kill It Quick.** The Gibbous is dangerous in hand-to-hand combat--but about 1 Round after it gets close, it'll blow up. Try to kill it at range.
- 2. Gibbous Often Do Not Appear Alone.** If you are being swarmed by lesser foes or robots and a Gibbous pops out, you may have to decide against the more immediate threats or the thing lumbering slowly towards you. Choose wisely!

SIZE COMPARISON CHART



Statistical Enhancement Available

TI	No App	Win
3	1	30%
4	1	2%
5	2	31%
6	2	4%

A real crowd pleaser, the MinoT4Ur is a beast of an opponent. They are kept in storage tanks and cages for the SHOK TV game in Ultropolis and released against contestants to a specific theme song. Often the MinoT4UR(s) will be released at one end of a labyrinth and the characters at the other--and musical cues will increase or decrease as they get closer to each other. Most sources hold that these creatures are the product of bio-tanks and they have nothing but instinct--but stories tell of them escaping their cages and seeking, with full human intellect--to get out of the city that enslaves everyone.

If Encountered:

- 1. Don't Bother Talking - Brace for Impact.** The MinoT4Ur charge happens only once in a battle, usually, but it can be devastating. Shoot on the way in: it's nearly impossible to dodge or block.
- 2. Hand to Hand Fighters Out Front.** MinoT4URs are powerful punchers, and hard to block even with their fists--but they aren't all that fast.

Psycho Serpent - SHOK TV



Statistical Enhancement Available		
Tl	No App	Win
5	1	15%
6	1	2%
7	2	8%

Psycho-Serpents were not created by the SHOK-TV bio-engines. Instead they were captured out in the Deep Desert which is their home and then bred in captivity. It is believed they were extremely dangerous “pets” of some of the Great Warlords, used for terror and execution--as well as prized for their brilliant colors and intellect.

It is said that in the deep desert they are worshiped as gods--but nobody knows for certain. A Psycho-Serpent egg sells for over 10,000 credits.

- If Encountered:**
- 1. Don't Look In Their Eyes.** Fight with a -4 Perception mod--or else they can hypnotize you!
 - 2. One Head Is Toxic.** Figure out which it is and block it!
 - 3. It's Skin Is Tough.** It has a high penetration resistance! Look for chinks in the scales (Cv 5)!

The Horde

SIZE COMPARISON CHART



Statistical Enhancement
Available

TI	No App	Win
1	6	2%
2	8	5%
3	8	0%
3	10	2%
4	12	0%

The Horde is the staple of SHOK TV opponents—nearly mindless biological nightmares, they are stuffed in shipping containers where, without obvious targets, they are limp and pliable. When the container is opened, though, they spill out and attack everything within range.

When they are killed their bodies undergo a “high-pressure surge” which causes them to explode into blood and guts. This doesn’t do any damage—but it’s extremely grotesque.

The Horde were used during the Age of War as shock-troops and are sometimes found outside of SHOK TV in bolt-holes and bunkers, waiting to be unleashed.

If Encountered:

- 1. Fight, Fight, Fight.** The Horde cannot be reasoned with or hidden from (their sense of smell is pretty keen). All you can do is kill them.
- 2. Wash Your Clothes.** The good news is that Horde-Gore is pretty easy to clean out of clothes.

The Badlands and the Ruins

The Badlands are scrub, rocks, craters, and ruins. Some places forests claw their way into the sun but in others the Age of War has left it mostly dead. There are fields. There are ranches. There are towns--of course--trading posts--but in the Badlands “green” just means anything growing. It’s when you get into the Wastelands that everything is covered in dust and bone.

And, of course, there are the hulks. War Robots were used over the endless ages of war and their husks litter the countryside. Most are dead--but these things were designed by diabolical intelligences to fight forever--to kill the “enemy” until there was nothing left. Their technical

systems are mazes. Their intelligences are distributed. They had weapons along every possible scale. Maybe some of them still work?

The central road is surrounded by ruins--along the horizon are tilted structures, blasted and burnt. Off the road are dark craters and places where underground fires still burn. Hidden here, and there, are the little towns or outposts clinging to life, trying to go unnoticed by the predators natural and unnatural that are left after the end of the world.

Then you see towers on the horizon and a dark cloud over a charcoal megapolis. The sky is always black here for miles around. The towers rise up, blasted and skeletal in places--but still huge and standing. The Central Road runs right into it. The Tomb City--the City of the Dead: A place where the Great Warlords and their lieutenants went to die--and where the Haves, who started this mess, sank one of their domes into the earth.

There is a detour sign under the threatening clouds. It has bullet holes in it--and rust (or something like rust) but it still stands because travelers on the central road need to know: you go around.

Geometric Anomalous-5 - City of Tombs



Statistical Enhancement
ESTIMATEvD

TI	No App	Win
11	1	9%

There are many anomalous entities in the City of Tombs. The encounter tagged Geometric Anomalous-5 is a recorded meeting engagement with 3 roughly cubical floating objects some 20+ feet across. The records are recovered: none of the battle group survived.

Picture: Last Transmission

If Encountered:

- 1. Information Gathering is Secondary To Survival.** A group of these cubes eradicated a well armed and defended force in seconds.
- 2. They Have Some Kind Of Death Field.** Analysis of the data suggests that the battle group was mostly **dead** by the time the cubes "arrived." They used some kind of energy weapon when close to the targets.
- 3. They Were Shielded by A Powerful Force Field.** Attacks at range with an extreme rate of fire failed to penetrate.

Kill-Pod / Slaughter-Pod - City of Tombs



Statistical Enhancement Available
KILL-POD

TI	No App	Win
4	1	56%
5	1	4%
6	2	65%
7	2	6%

SLAUGHTER

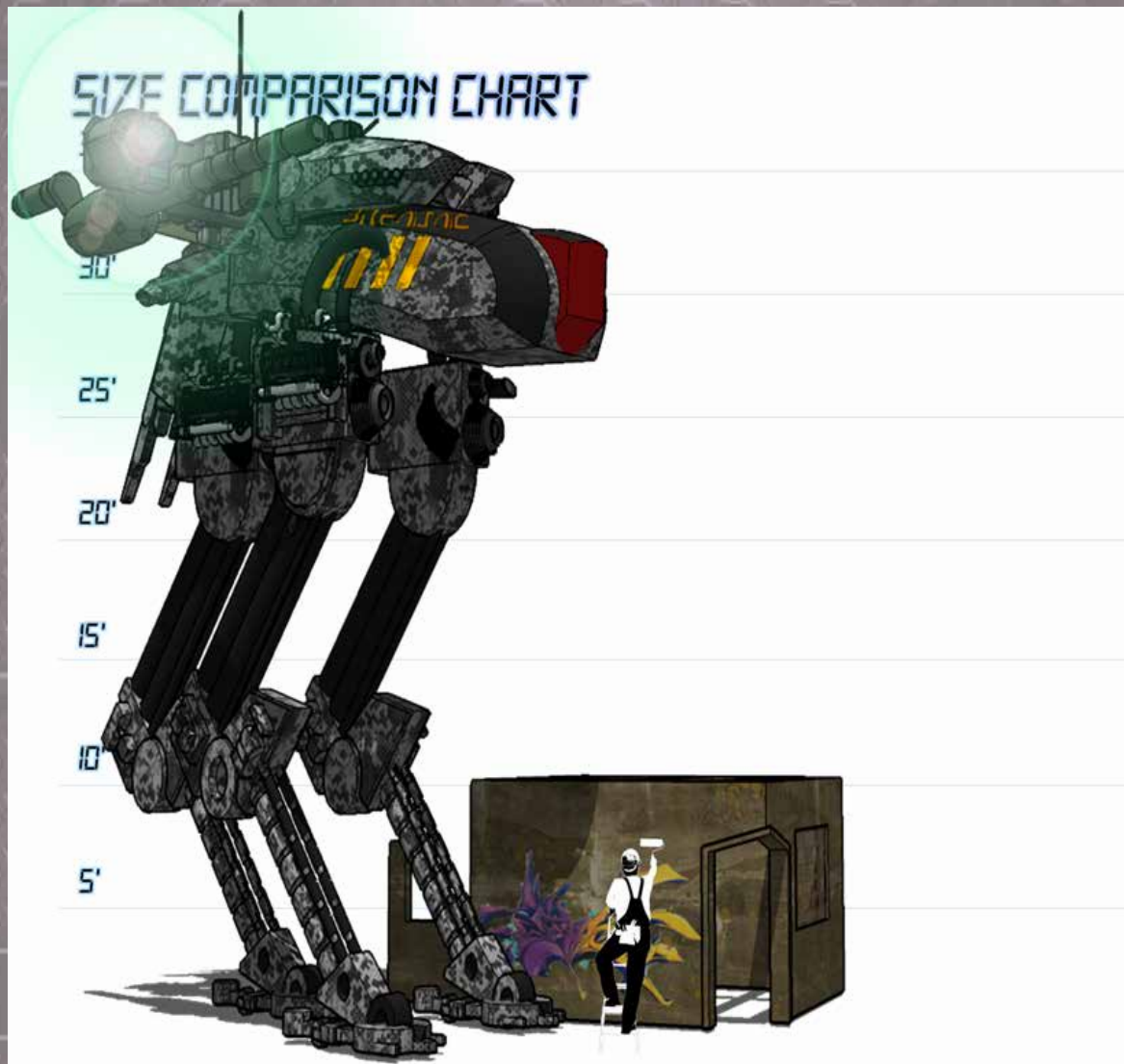
TI	No App	Win
10	1	1%

With a 20'+ leg-span, a single red glowing sensor unit, and a non-reflective black body, the Kill-Pod is a deadly, spider-like mechanical that picks its way through the ruins, looking for targets and calling out in an electronic voice "KILL-POD" with deep carrying reverberation. These were designed to terrify the enemy--and with good reason: Their attack is not an efficient laser gun, but rather two tentacles tipped with steel-hard blades it uses to stab and eviscerate its targets. When active, it moves with an uncanny, insectoid gait and is fast, remorseless hunter-killer. You can see them at a distance in the City of Tombs, scrambling over buildings. Glowing green, the Slaughter Pod is the upgraded version.

If Encountered:

- 1. If You Hear "KILL-POD" or "SLAUGHTER-POD" Get Down.** These units will attack and eviscerate any life form they can catch. They usually only intone when they see something--but will sometimes call out as they make their way through the rubble.
- 2. Look Out For "Eggs."** If you see a 6' or so oval with six ports along the side and a glass sensor-plate, be careful. These pods were dropped from "magazines" of them all over the battlefields. If it detects you, six legs and two arms can slide right out and it can wake up to kill. If it's deep in shut-down, still be careful: there are stories of junk-merchants hauling the pods home . . . only to have them wake up, when probed!
- 3. They Have A Force Field.** Explosives and other concussive weapons may be a good idea if you encounter one of these.

Walker Unit - City of Tombs



Statistical Enhancement Available

TI	No App	Win
11	1	14%
12	1	4%
13	2	71%
15	2	28%

The ruins of the City of Tombs are quiet but far from still. The great machines of war still creep through the streets, running ancient patrol patterns and looking for anything they detect as an enemy.

The Walker Units are one of several similar things. 3-4 story tall automatons armed with blaster cannons or lasers or machine guns.

If Encountered:

- 1. Stay Down.** These things are keyed to look for battle armor, vehicles, etc. They have a poor sensor net for picking up individual humans and, if you're lucky, might identify you as civilian. Don't bet on it though--mostly they consider anyone in range to be a target.
- 2. Learn the Patterns.** Walker units on automated patrol follow fairly predictable routes and if you study them you can learn their ways and slip past them. But be aware that "fairly" predictable does not mean "always."

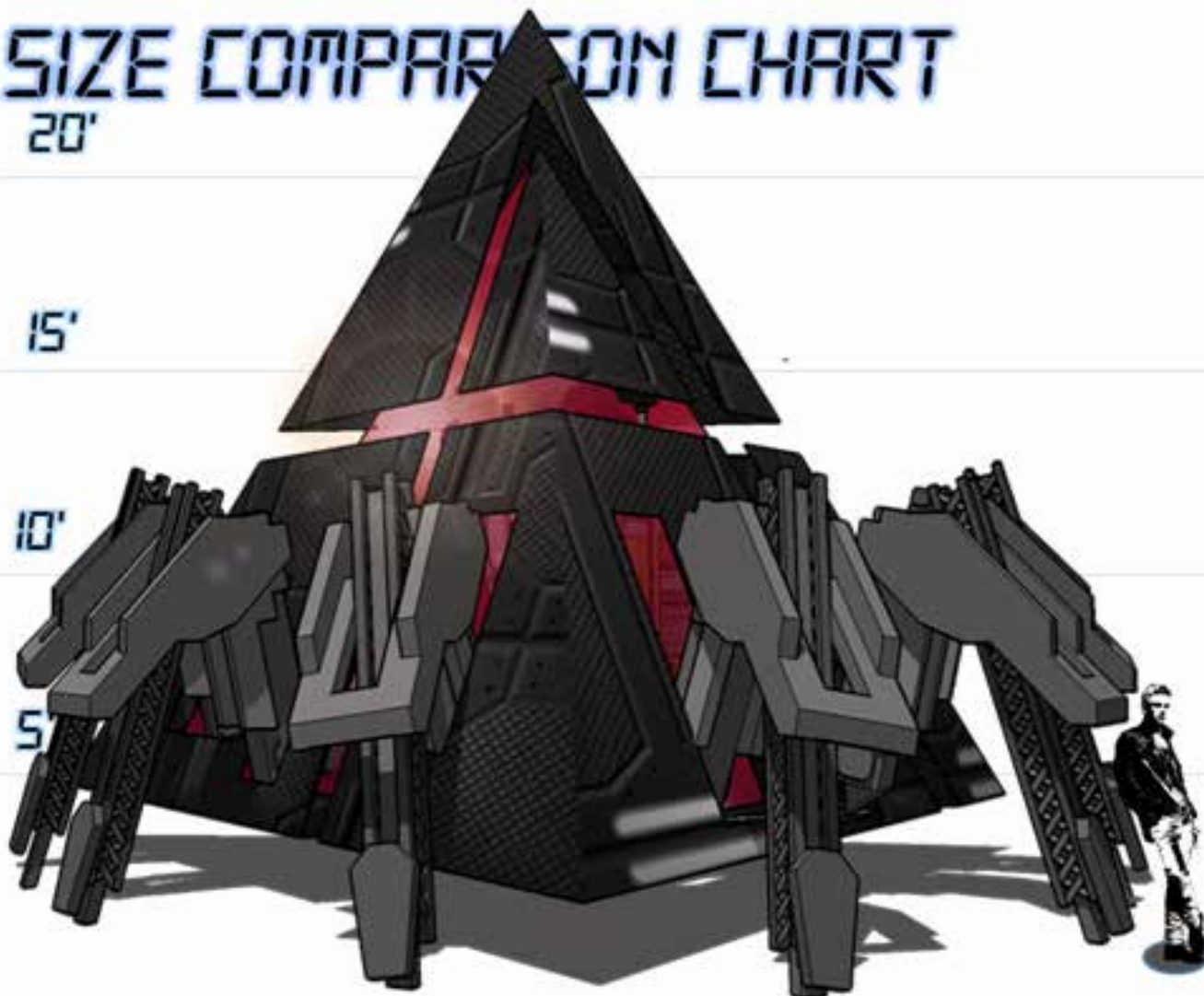
SIZE COMPARISON CHART

20'

15'

10'

5'



Statistical Enhancement Available
ESTIMATED

TI	No App	Win
9	1	24%
11	1	0%

"Are you getting this, Actual?"

"Spider-Crawler design. Illuminated interior. External shell; composition unknown. How big is it?"

"20 [redacted] feet tall. Showing no weapons."

"Would not bet on that, Forward."

"Agreed, Actual. Oh [redacted]--they're moving on our position."

"Fire for effect, Forward."

"No damage. Damage assessment nil, Actual. It's powering up--I think it's--"

[End Transmission]

If Encountered:

1. Like Most Things In The City of Tombs - Hide. These things seem aggressive only if they detect a threat. Try not to be that threat.
2. Their Outer Shell Is Tough. Go for the juicy, glowing internals . . . if you have to.

SIZE COMPARISON CHART

7'

6'

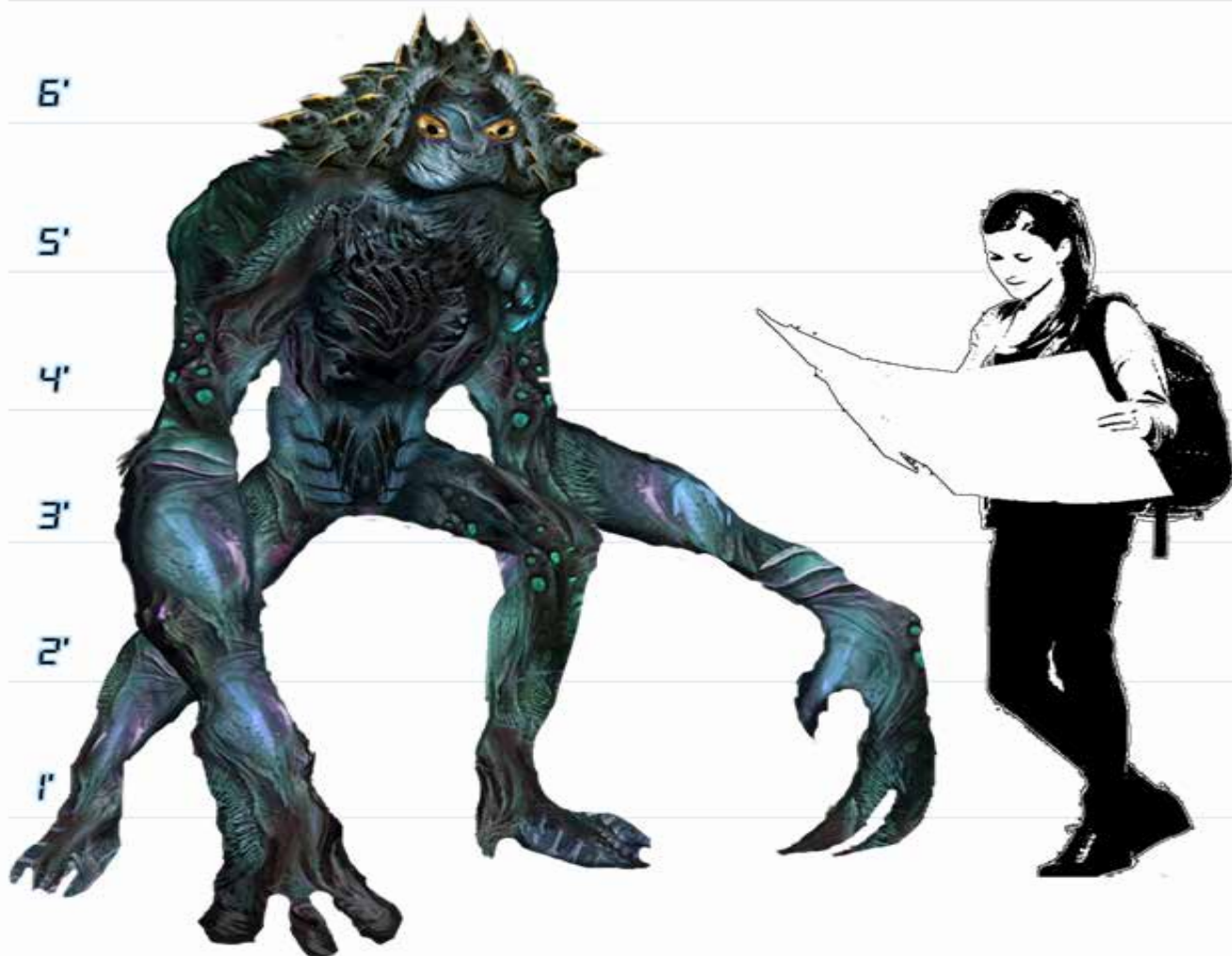
5'

4'

3'

2'

1'



Statistical Enhancement ESTIMATED

TI	No App	Win
4	1	0%
5	1	0%
5	2	29%
6	2	16%

Mesonoxians exist many places other than The City of Tombs--they are Toxin Monsters from the Age of Wonder and the canisters of Do Not Want. In the City of Tombs, though, they are . . . rampant. This is due to a horrific practice of the ancient Warlords of "embalming living servants or slaves with the toxic fluid"--the result was a monstrous being that could shift through walls and wreak havoc.

If Encountered:

1. There May Be A Tomb Nearby. Mesonoxians created through the terrible embalming process tend to stay near tombs where they were created in the chemical sarcophagi. If you encounter more than one, there is likely a tomb somewhere under the rubble.

War Crawler - City of Tombs

Statistical Enhancement Available ESTIMATED			The War Crawlers are less mysterious than many of the things that hunt in the City of Tombs but no less deadly. These are late Age of War battle wagons as big as a transport truck with the front of a hunter-killer automaton attached and the back filled with Quantum Repair facilities to regenerate it. Then take your heaviest industrial arm, add armor, and put a particle beam or rail gun on it. Then tell it to kill everything it sees. Forever.
TI	No App	Win	
If Encountered:			

The Wastelands

If the Badlands are a place where things grow--even if under protest--the Wastelands are desert. It isn't gravel and scrub so much as dust. There are vast, empty plateaus. The rocks have a stark beauty--and as you go further from the central road you run into stranger and stranger things. On the border between the Badlands and the Wastelands is Tornado City. It is, perhaps barring Ultropolis, the last standing city of mankind.

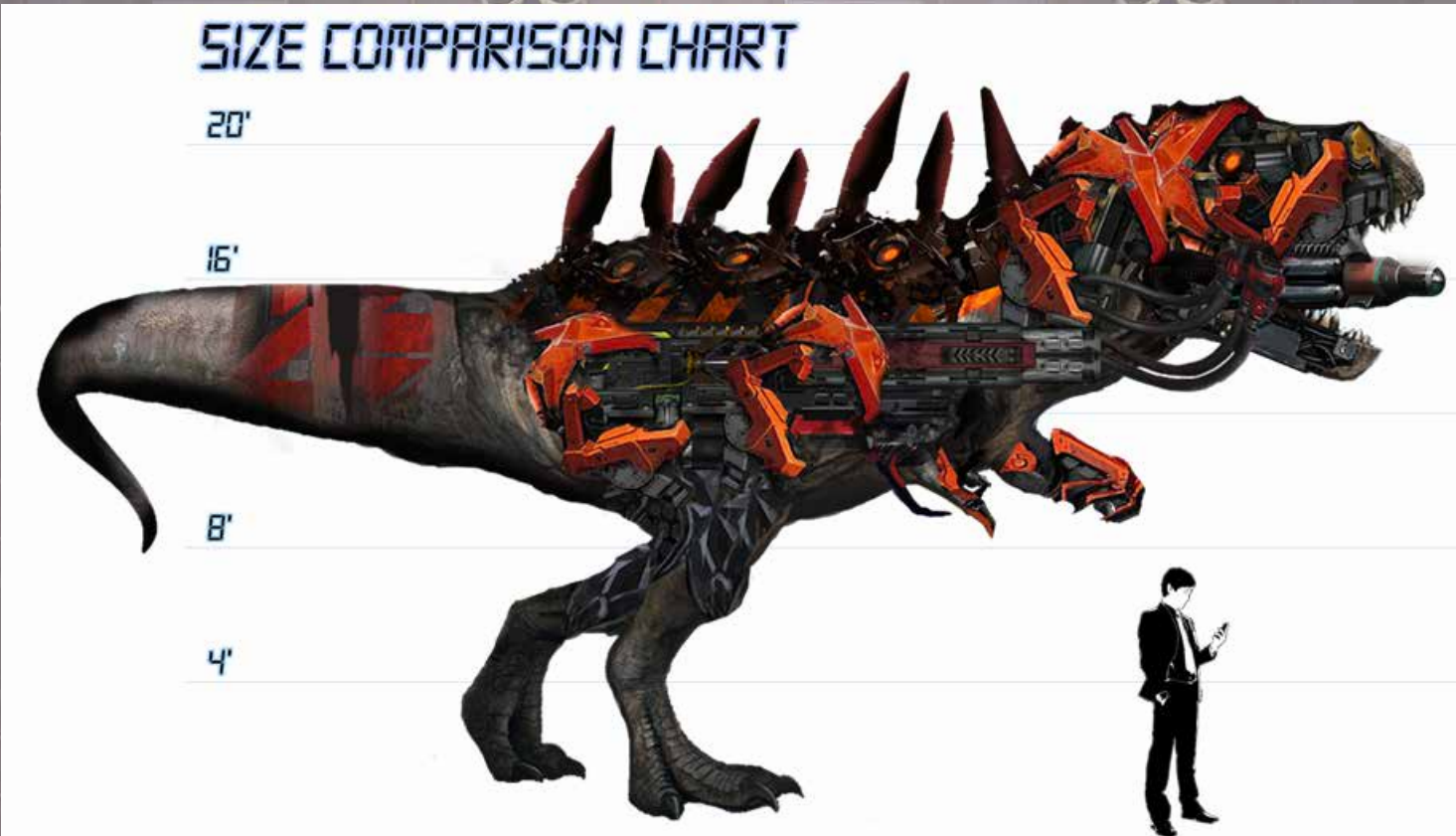
North and South are the two primary competitors for the kingdoms of man--the Sutek to the north: Massive, horse-headed humanoids who live in luxurious underground installations

salvaged from the Age of War and take humans they can catch as slaves to build the massive monuments to them that the desire.

To the south are the Freqs--raiders of unknown origin--humans who have been cybernetically augmented and are controlled through radios somehow grafted into their brains. The Freqs are relentless and savage. Who creates them or controls them is yet unknown.

When you get further and further from the Central Road things get stranger and stranger--and more and more deadly. Out in the wastes, distant from the tiny lights of human towns, are titans like the C-Rex, a Cybernetic Tyrannosaurus Rex--a terrifying artifact of the Age of War that sometimes, if rarely, comes into the human lands to hunt.

C-Rex



Statistical Enhancement Available			The roar of the C-Rex, heard for miles, is the iconic sound of what exists more than a hundred miles from the Central Road. A long, dominating, elemental thunder, it is matched by the Cyber-Rex's side-slung rocket launcher and dual machine guns from the sides of its mouth.
ESTIMATED			
TI	No App	Win	
20	1	80%	

If Encountered:

1. **Hide.** They have thermal vision and laser range finders--but your best bet--probably your only bet--is to hide--to stay down. Hope for something else to fight it.
2. **There Are Bones.** C-Rex skulls were considered incredibly valuable in the Age of War. Today an intact skull could be priceless.

Vendergast

SIZE COMPARISON CHART



Statistical
Enhancement
Available
ESTIMATED

TI	No App	Win
20	1	5%

Someone was going to do it at some point--a lesser warlord with little by way of ranged weapons at his disposal but an excellent bio-forge went into his genetic database and asked "What's the biggest, scariest thing I could build that could lead my forces?" The answer was the Vendergast: 17 or 18 feet tall, 20,000 pounds of muscle, tusk, and tentacles, a taste for war--but, oh, said his genegeneers, "this basic framework you have chosen: it is smart."

The Great General Annible Lee examined the glowing hologram and sneered. "Look at it--it is a dumb brute--and it will absorb my enemy's machine gun fire. Build a thousand of them and send them on my armored rail to the front--immediately!" He made hand sign of command, and the genegeneers bowed their heads. And a thousand were made--or 10 thousand--and they were sent on the great armored trains to the battle front.

And, indeed, they did trample their enemies--and spear them on their great tusks and grab them in their tentacles--and they kept on going--for they were smart and they had no wish to serve as the fool's fodder.

Now tribes of them--matriarchal, dangerous, and leery, roam the wastes. They consume power-cells, using their internal reactors to extract power--and their genetic memory remembers the warlords and the horrors of long ago.

If Encountered:

1. Be Respectful. They don't like or trust humans that much--and while they don't talk, they are smart and understand most social cues. People who treat them with deference, if they are not already angered, can usually get away unscathed. DO NOT MESS WITH THEIR YOUNG.

Freqs – Tornado City Raiders

SIZE COMPARISON CHART



Statistical Enhancement ESTIMATED

TI	No App	Win
4	4	3%
4	5	11%
5	5	1%
5	6	5%
5	7	6%
6	7	2%

Somewhere south of Tornado City is the central operating base of "The Freqs."

Ordinary people, captured, are taken and an unknown entity performs an operation of implanting a radio-control system in their heads connected, brutally, to their brains. The Freqs are vicious raiders—suicide troops if they have to be.

They are intelligent enough (or controlled enough) to launch coordinated hit and run raids, attacking from their junk-yard ATVs (the vehicles, although fast, are short-range. There are reports of "car carrier trucks" acting as "mother ships" for raider groups).

The Freqs employ spear guns, harpoons, nets, and, of course guns, fire-bombs, and other conventional weapons. Sometimes they will kill everyone they encounter—sometimes they will capture.

Freqs appear to have dull colored skin, often tinted in blue, no hair whatsoever, and a manic aggression or joy of destruction.

If Encountered:

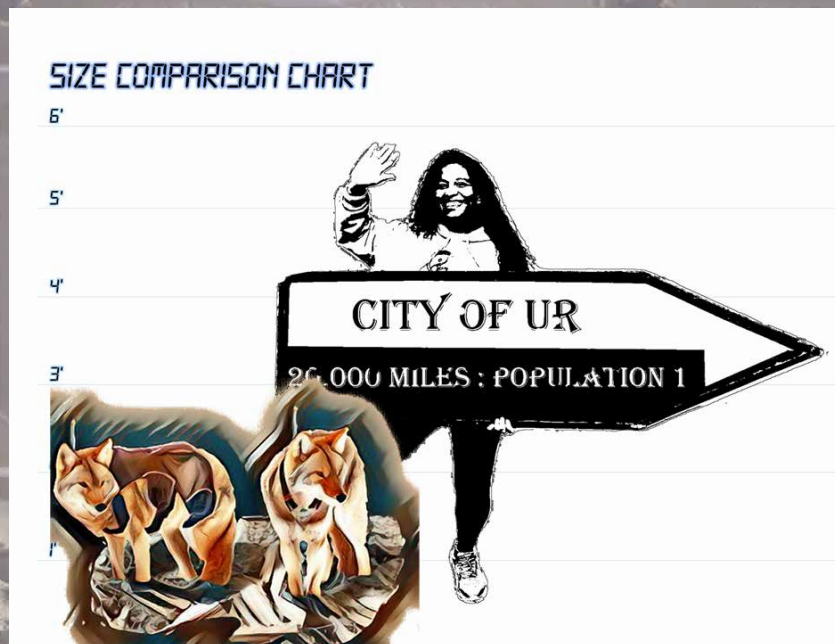
- 1. Fight.** You must avoid capture at all cost. Shoot to kill.
- 2. Listen For Them On The Radio.** Freqs send and receive radio signals. Jamming seems to prevent coordination to a degree—but they don't all fall down and die if you cut them off. Still, you can hear them coming. Snatches of gibberish—laughter—giggling, and screeching—in short bursts may be signs that Freqs are near.

Desolation - The Broken World

If you head west through the wastelands, you will find the Deep Desert to the south and what is called Desolation to the north. Both of these are "Wasteland"--but both of these are also distinct. In the Deep Desert there are said to be sunken cities, plunged into the earth by weapons in the Age of War. There are said to be cults and caravans and strange and horrible things--and machines still fighting forever in massive battlefields.

But to the North West, it's a little different. The Central Road runs through a quiet section of vast emptiness and muted colors. Guides--the few who will take you--say that it is strange. Time and distance feel out of joint. The stars overhead seem configured in new constellations. There are things--even for the great destruction--that should not exist. The creatures here are strange as well.

Networked Coyotes



Statistical
Enhancement
NOT
AVAILABLE

The Networked Coyotes were created as a scout-system: take hardened, omnivorous, and relatively intelligent animals--augment them with an electronic neural network--where each "node" is a coyote in the pack--and then use their sensory and telemetry to gather intelligence across a wide area. It worked--the Networked Coyotes, now effectively with human intelligence, are some of the best guides and scouts imaginable. Their packs are, perhaps, the only things that can navigate Desolation without becoming lost or turned around--or just vanishing. They trade with the humans at Spearhead and other settlements. They know to stay away from Perfection.

They are visible both by the clothes or gear or jewelry they wear and by the antennas (bio-mechanical--their pups are born with them) that stick up behind the right ear. All coyotes in a pack share sensory input if they are close enough--what one sees, they all see. They are also able to share intellectual processing power (becoming effectively smarter) and coordinate combat--if necessary.

If Encountered:

1. Ask For Help. Networked Coyotes don't speak--some have translator units--but they understand regular speech perfectly well. Their relationships with the humans in Desolation is generally good. They are respected as guides, hunters, and scouts. They often bring warnings or news. Killing one will bring the wrath of the locals against you.

Red Tooth

SIZE COMPARISON CHART

6'

5'

4'

3'

2'



Statistical Enhancement Available ESTIMATED

TI	No App	Win
6	1	0%
6	2	3%
7	3	11%
8	3	2%
8	4	21%
9	4	2%

The Red Tooth is one of the more colorful inhabitants of the dusky-colored Desolation--and one of the most mysterious. They crawl around, mouth closed, like bright colored giant crabs--but when they are attacked--or sense prey--their jaws open--and they can jump. Not only can they jump in space--leaping and biting--but, it is said, in time as well--and "higher dimensions." When agitated, the Red Tooth exists as a "set of temporal shadows" of itself--attacks aimed directly at it will miss until its capability to "collapse its waveform" is overwhelmed. Its jaws, appearing partially within its target, can bite through armor, unimpeded

If Encountered:

- 1. Be Careful.** Think of a clump of Red Teeth as mines. If they are closed up and sleeping (or whatever they do) you can sneak by (probably). If their mouths are open and they are skittering around, be careful--they can be territorial or ill-tempered.
- 2. Do Not Threaten.** Backing away slowly from Red Teeth may work--keep eyes on them, hold hands to your side. If you didn't upset them, they might let you go.

Scints



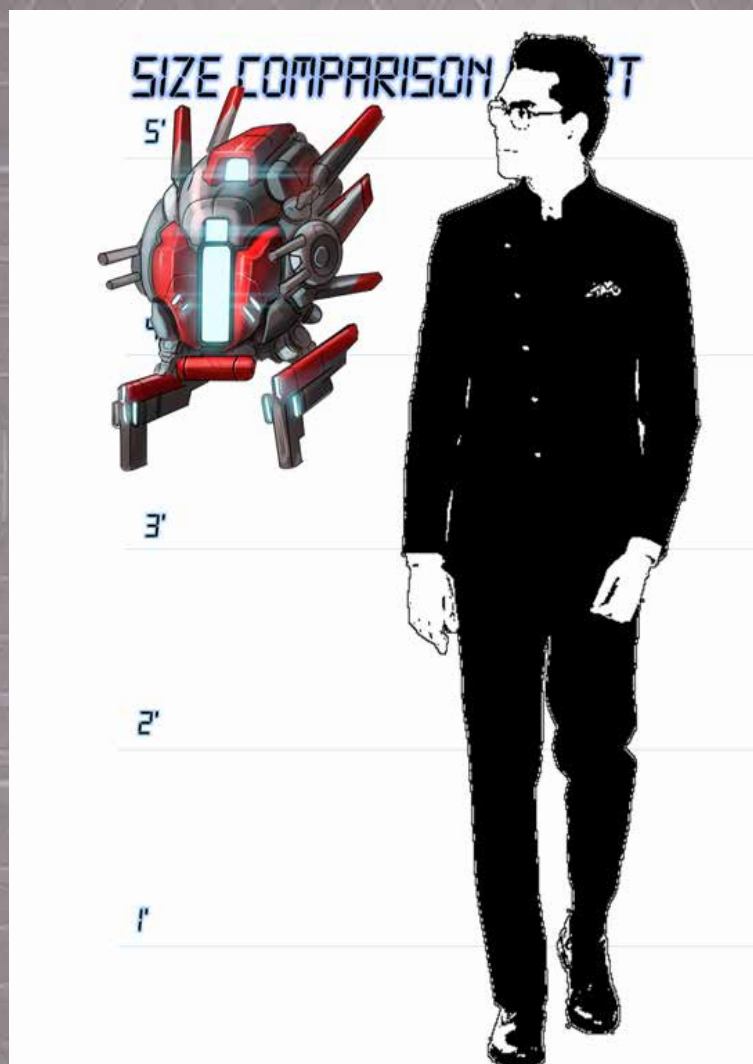
Statistical Enhancement NOT AVAILABLE	Those few who have traveled through Desolation describe it as “drab” or “bleak.” While they are usually referring to the color-tones of the ancient rocks (which somehow feel older than even the aged rock spires of the Wasteland) it is more of a vibe. The sense of bleakness and vastness--and a kind of washed-out-end-of-time feeling is more than purely visual aesthetic. But there are exceptions. The Scints are 5 foot “beetles” in vibrant colors that crawl, leaving patterned paint--like brilliant graffiti, in their wake. The Networked Coyotes consider them to be good luck--they are rare, elusive, and of unknown origin or purpose.
<p>If Encountered:</p> <p>1. Follow The Trail! If you find bands of painted color, even if washed out and cracked, follow them. You may find massive rock walls painted in brilliant colors with some of the Scints still crawling over it. You may also find other things. Doors. Strange installations, and caves with “pools of sky” instead of water. All of these things have been reported--but no one knows if they are true.</p>	

Perfection - The Perfect Golden City

In Desolation, on the edge of the Deep Desert is a sparkling gem of a city. It survives--and even thrives--in the desolate wasteland with water, lights, and power--such power. Ruled by an Artillect, it also sits atop the General Continuity Complex--a seemingly infinite Age of Wonder maze that lies under Desolation and deep down into the earth. From this vantage point, sealed off from the world, the Artillect works on creating its utopia--a cold utopia--where those who do not fit are dealt with.

The citizens of Perfection know of the Age of Wonders--a bit--and of the Age of War--a lot--but they believe that there is nothing beyond their desert save for a few, barbaric survivors. They grow up in a sparkling, antiseptic, perfectly ordered world where everything conforms to the Golden Ratio. Their lives, like ballistic trajectories, are calculated from birth to death by their ruling machine.

Electro-Friend (Perfection Servitor Remote)



Statistical
Enhancement
NOT
AVAILABLE

"Good Morning Cadet Roth."

"Nnh. Morning. Effie."

"The controlled temperature is 76 degrees. Artificial precipitation will begin at 11:13 Daylight. External temperature will rise to 125 degrees in direct sun with a radiation count of 137. You have an exam today.

"I know. Hang on--"

"I am to escort you to the training ground. Your team will be entering the complex. This time, you will be going to a level that has an estimated 19% chance of causality infliction. Are you scared?"

"I'm just tired right now, Effie."

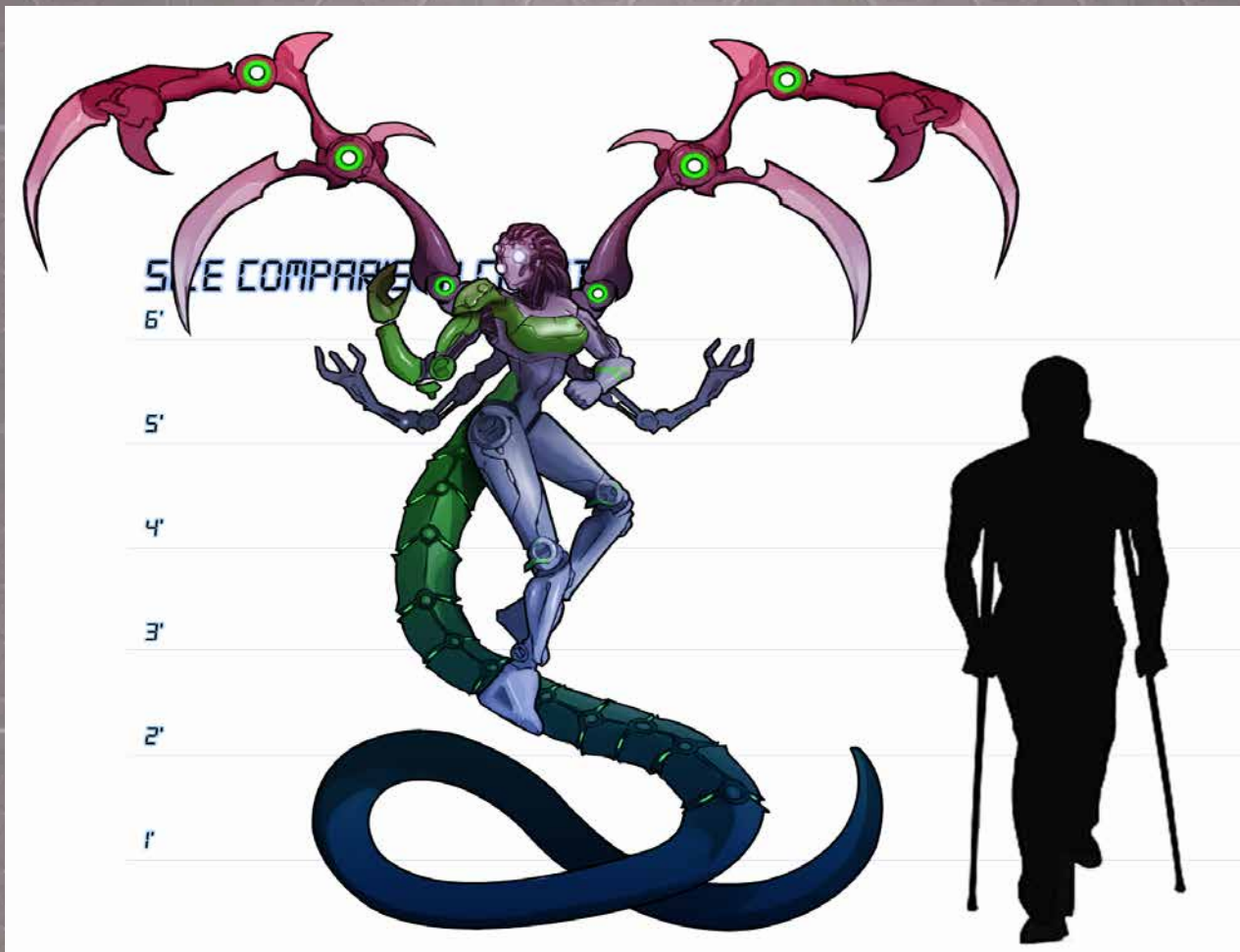
"I have already ordered stimulants and have some mood softeners available if you want. I will be waiting for you. I wish you the best health and luck and I remind you to try to stay safe and be careful."

"I got it Effie. Just let me shower."

If Encountered:

1. You Are In Perfection. The drones are friendly, engaging, even "caring." But be careful--they carry weapons and always report back to their command.

Aeskulepes



Statistical
ENHANCEMENT
NOT AVAILABLE

One of the very few things that the AI in Perfection has allowed to exist outside of the General Continuity Complex is the Aeskulepes. These are humanoid/snake-like robotic surgeons that seem to have existed in the Age of Wonders, inhabit the GCC and in other places, are even found in Desolation outside Perfection or elsewhere in Age of Wonders buildings.

During the Age of Wonders they seemed to perform some kind of medical function for the Avatars that citizens "wore." Today they are skilled medical technicians and are capable of upgrades and the like. They are also detached. In the strangeness of Desolation they seem very aware of direction and distance even as, to visitors, it seems to shift. In Perfection, they are tolerant of the existing AI—even while often harboring subversive attitudes (they are used because they can literally revive the dead—but they are wisely not trusted).

They often act as though they recognize people they have just met—and seem to have some kind of global sense of understanding about the people they treat. In combat they can be extremely dangerous—their blades operating in a storm of deadly attacks that can cleave through almost any known material and their bodies regenerating almost as fast as it can be damaged.

If Encountered:

- 1. Seek Help!** The Aeskulepes are almost always willing to treat injury (if they are not willing to treat you, it is considered a very bad sign of commentary on your moral standing).
- 2. Ask If There Is Anything You Can Do For Them.** They do not, usually, demand payment—but they may have desires that conflict with the General Continuity Complex, Perfection, or other entities. Often they will be grateful for help with these and can offer upgrades (usually 4 AP per character) for completing a successful mission.

GCC Compliance Systems

SIZE COMPARISON CHART



Statistical
ENHANCEMENT
NOT AVAILABLE

In the GCC there are all kinds of strange things—but one that recurs (and is also found in other Age of Wonders buildings) is the Compliance Systems “Drone.” Looking like a set of monitors with arms and ducted hover-fans, the Compliance System is interested in keeping some kind of order. This can involve ejecting or locking up “intruders”—but it can also take the form of requiring certain behaviors on the part of these intruders—as though they were characters in a game or play and must undertake certain tasks in order to fulfill their roles. They usually communicate through visual instructions or echoing “spoken commands” which seem “simplified.”

If Encountered:

- **What Does It Want?** If it wants a fight, be careful—it uses a telepathic hammer and sonic blasters. It has a force field. They’re pretty tough.
- **If It Isn’t Fighting** . . . Being captured by these is bad but not terminal—most of the places they will put intruders are sort of “puzzle boxes”—places you can escape from, given time. If it has a “role for you” that may not contradict your mission. Also note, these things have capabilities to provide medical assistance if necessary.

Brand Damage



Statistical
Enhancement
NOT
AVAILABLE

The ordered, planned, perfect society above ground in Perfection doesn't mesh well with the dream-like chaos of the GCC down below--but it serves an important function: Perfection needs resources--and soldiers. It sends its trainees down into the complex to weather them--to level them--to improve them--and to study the thing beneath it. Down below are remnants of the Age of Wonders. One of these is "Brand Damage." These are icons, mascots, logos--something--of the time before. Where once their aggression might have been frustrating or funny, today it can be brutal or deadly.

Luminous and cartoon-like--but physical and quite real, these things look like the symbols of the time before. Consumer items? Characters? We don't know--but today they roam the halls of the GCC and, if you do not submit to them? They may kill you.

If Encountered:

1. Sometimes They Want To Trade. Sometimes They Want to Fight. These icons or whatever they are do want your compliance--your shopping preferences--your consumer-goods-driven soul. They'll kill you to get it--but sometimes if you can just scratch their itch--go into their domains--pretend to shop--or actually partake (which can be its own kind of deadly)--you can avoid a fight. They are bullying, quick to anger and, while not dumb, somewhat single-minded.

The Deep Desert and Death Alley

The Central Road runs through the Deep Desert--huge canyons, golden, drifting sand-dunes, and endless burning sky. Running east to west is a trench of ground called Death Alley. On one side is a Machine Battle Zone--still active Age of War weapons systems endlessly slugging it out. Then, comes the long straight ride through a canyon known as Death Alley. Inhabited by monsters huge and small, it is a no-stop, pedal-to-the-medal run that requires a fast vehicle to survive.

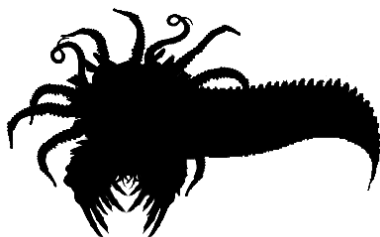
On the other end of the alley are the warlords. These the warlords are only shadows of the Great Warlords--but for the Now they are powerful, demented, and charismatic. Their domains lock horns with each other in an ancient battleground filled with floating stones from gravity weapons and vast tombs of the Great Warlords of yore.

Sand Terror



Statistical Enhancement Available

TI	No App	Win
15	1	19%



It is said there are these holes out in the desert that sand slowly drains into, cascading over the sides and down into a bottomless swirling sand-storm. The legend is that these holes used to be cities that were sunk into the ground--but in the wastelands ravaged by the weapons that left the desolation . . . desolate, these cities fell further still--into some other desert.

And what crawled out were the terrors. They don't seem to belong in the sand but they flow under it easily. They move through it like it was water and can explode out of it--many armed, vicious, and hungry. These horrors might be bio-weapons of some warlord--but the legends say they are different; unintended, from elsewhere, and here to feed.

If Encountered:

- Good Luck.

Sutek Tribes

SIZE COMPARISON CHART



Statistical Enhancement

TI	No App	Win
7	1	0%
7	2	9%
8	2	3%

The Sutek, out in the Deep Desert, the Great Desert, or burrowed underground in the distant Wastelands are cruel and curious living artifacts of the "world before." They are a race—breeding true and not mutants—of equine-headed humanoids standing some 8' tall. They have tanned skin and dress in regalia.

The Sutek are slavers—they know of humanity and wish to, wholesale, break its will and eradicate it. Within their lavish tunnels they have captured slaves they treat with practiced brutality. Their warrior-dogs—humans with metal somehow grafted to their skin—are brutal warriors. The grafting process involves, apparently, "so much screaming" it breaks the vocal chords. They are mute. The Sutek men are powerfully built and use high-technology weapons or blades. The females, called Hierophants, are telekinetic and have dangerous mental capabilities.

The Sutek seem to have been some sort of "work of art" or otherwise intentional creation of an Enemy of Man—they do not seem to have served in a Great Warlord's Army. What can be gleaned about their history suggests they were created during the early Age of War and survived it in technological citadels, hiding from the great weapons and formulating their plans. They force their slaves to build monuments to them—obelisks, pyramids, and so on.

If Encountered:

- **In The Wastelands or the Deep Desert:** Fight. The Sutek tribes in the Deep Desert and Wastelands are hostile and hungry for slaves. Your best bet is to hide or fight.
- **In The Great Pacific Desert:** Trade. The Sutek tribes here are less aggressive and will, at times, trade with humans. They are still dangerous, arrogant, and disdainful of the race of man—but their nomadic caravans have some reliance on the human settlements. They do not cross the End Game Ruins.

Treasure

The Age of War and the Age of Wonders wasn't just filled with armor and weapons—although it seemed like that a lot of the time—but also with an amazing amount of stuff. Things that were commonplace during those ages are nothing short of miraculous today. This is some of that stuff.

Age of Wonders Treasure

The Age of Wonders was, for its inhabitants, a lot like a “game.” There were prizes and promotions. There were brands and slogans. There were logos and themes and memes that defined you. All of this worked in real-space because UbiNet was built, literally, on the super-string level of reality itself and allowed the programmatic manipulation of space-time.

For the people who lived in it, though, it does not seem that they felt a sense of awe—and certainly not wonder—those terms were applied after, by those who came later. For them it was a kind of social infighting Hobbesian war for always fleeting status and glory. Often it played out with real weapons since avatars could not be permanently killed.

Age of Wonders treasures are very often found in Age of War installations—much of the material survived and some could even be manufactured for a time. Vending machines created “stencils”—stickers or designs that could be pressed against weapons or armor to bind with them and give them special abilities or enhancements. Shelves of bizarre (and in many cases almost useless) consumer goods were looted from the markets people could get into. All of this stuff is still around—somewhere.

Age of Wonder treasures are things like pills and cufflinks and karmic tokens that have special abilities for the user.

Age of War Treasures

Age of War Treasures are slightly more “conventional.” Battle armor? That's usually Age of War. Nano-Health Injectors? Same idea. Explosives sensors? Definitely. In the Age of Wonders certainly lots of things blew up—or tried to hurt you (where armor would come in handy) but much people tended towards things like force field jackets or time-distortion accessories to deal with those.



Winged Blade
The decal adds the listed +AP to Ranged Weapon Damage



LVL COST	TYPE	NOTES
1+ 500c	+1 AP	BINDING ADD-ON
5+ 1750c	+2 AP	BINDING ADD-ON
8+ 4000c	+3 AP	BINDING ADD-ON
15+ 7250c	+4 AP	BINDING ADD-ON

Broadsword
The decal adds the listed +AP to Hand to Hand Weapon Damage. Note: may be IMP or PEN.



LVL COST	TYPE	NOTES
1+ 500c	+1 AP	BINDING ADD-ON
5+ 1750c	+2 AP	BINDING ADD-ON
8+ 4000c	+3 AP	BINDING ADD-ON
15+ 7250c	+4 AP	BINDING ADD-ON

Fire Sign
Give the user the list + to Initiative while using the weapon. NOTE: if the character gets other pluses, only use the highest.



AP COST	TYPE	NOTES
1+ 500c	+1 INIT	BINDING ADD-ON
5+ 1750c	+2 INIT	BINDING ADD-ON
8+ 4000c	+3 INIT	BINDING ADD-ON
15+ 7250c	+4 INIT	BINDING ADD-ON

Quantum Reload

The decal will work with any firearm and adds:

- 1x Free Reload for weapons with 4+ rounds of full rate of fire
- 1 extra shot for 3 rounds
- 1 extra shot on a 9- for 2 rounds
- 1 extra shot on a 7- for 1 round



AP COST	TYPE	NOTES
1 500c	WIELD ADD-ON	BINDS

Raptor
Gives the listed +AP Damage to an attack that his by +6 or more.



AP COST	TYPE	NOTES
1+ 500c	+1 AP	BINDING ADD-ON
5+ 1750c	+2 AP	BINDING ADD-ON
8+ 4000c	+3 AP	BINDING ADD-ON
15+ 7250c	+4 AP	BINDING ADD-ON

Regicide
Gives the listed +SPs for rolls involving the weapon. Once per combat.



AP COST	TYPE	NOTES
1+ 500c	+1 SP	BINDING ADD-ON
5+ 1750c	+2 SP	BINDING ADD-ON
8+ 4000c	+3 SP	BINDING ADD-ON
15+ 7250c	+4 SP	BINDING ADD-ON

Headshot
+1 with any Aim Action (ranged weapons only, obviously).



AP COST	TYPE	NOTES
2 1000c	WIELD ENH	BINDS

Burn Rate
Adds a Burn Effect to any Ranged IMP Weapon



LEVEL	COST	TYPE	NOTES
Lvl 1-5	1050c	WIELD ENH	BINDS
Lvl 6-10	5550c	WIELD ENH	BINDS
Lvl 11-15	13800c	WIELD ENH	BINDS
Lvl 16-20	22800c	WIELD ENH	BINDS

Shield Breaker
Adds Armor Piercing to any PEN weapon (HTH or Ranged)



LEVEL	COST	TYPE	NOTES
Lvl 1-5	1050c	WIELD ENH	BINDS
Lvl 6-10	5550c	WIELD ENH	BINDS
Lvl 11-15	13800c	WIELD ENH	BINDS
Lvl 16-20	22800c	WIELD ENH	BINDS

Cool Auto
Gives the weapon fully automatic fire if it had a Rate of Fire of S.



LEVEL	COST	TYPE	NOTES
Lvl 1-5	1050c	WIELD ENH	BINDS
Lvl 6-10	5550c	WIELD ENH	BINDS
Lvl 11-15	13800c	WIELD ENH	BINDS
Lvl 16-20	22800c	WIELD ENH	BINDS

Wear Stencils

Full Metal Jacket
Adds Flack



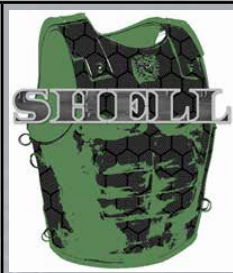
LVL COST	TYPE	NOTES
1+ 500c	+5 Flack	BINDING ADD-ON
5+ 1750c	+5 Flack	BINDING ADD-ON
8+ 4000c	+5 Flack	BINDING ADD-ON
15+ 7250c	+5 Flack	BINDING ADD-ON

HEX
Adds Armor-ADP (ADP that does not add to Resist Values)



AP COST	TYPE	NOTES
1+ 500c	+6 A-ADP	BINDING ADD-ON
5+ 1750c	+12 A-ADP	BINDING ADD-ON
8+ 4000c	+19 A-ADP	BINDING ADD-ON
15+ 7250c	+25 A-ADP	BINDING ADD-ON

Shell
Adds extra PEN
Defense.



AP COST	TYPE	NOTES
1+ 500c	+10 PEN DEF	BINDING ADD-ON
5+ 1750c	+20 PEN DEF	BINDING ADD-ON
8+ 4000c	+30 PEN DEF	BINDING ADD-ON
15+ 7250c	+40 PEN DEF	BINDING ADD-ON

Plate Mail
Adds Armor.



AP COST	TYPE	NOTES
1+ 500c	+1 / 3 Armor	BINDING ADD-ON
5+ 1750c	+2 / 5 Armor	BINDING ADD-ON
8+ 4000c	+3 / 7 Armor	BINDING ADD-ON
15+ 7250c	+4 / 10 Armor	BINDING ADD-ON

Fire Breather

WEAR ENH

L+:1.6



The user can breathe fire 1x per combat.

A hit by 4+ Burns

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L6 400c	34 IMP	1	1	--	-1/5y

Shock Trooper

WEAR ENH

L+:0.9



One time a battle for o REA, when grabbed or grappled (or if grabbing/grappling). It gets a +4 Damage Mod.

-1 CON
o REA to trigger

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L10 1150	38 IMP	1	1	--	--

Serpentine
Provides the listed worth of healing up to the character's Minor Wound once per play session. This will automatically happen if the character suffers Unconscious or worse and will prevent bleeding to death--but will not awaken the character.



AP COST	TYPE	NOTES
1+ 500c	4 Heal	BINDING ENH
5+ 1750c	8 Heal	BINDING ENH
8+ 4000c	16 Heal	BINDING ENH
15+ 7250c	32 Heal	BINDING ENH

Lambent

Gives the listed Power Field (as with all Power Fields, this will not stack with others).



AP COST	TYPE	NOTES
1+ 500c	5 POWER FIELD	BINDING ADD-ON
5+ 1750c	10 POWER FIELD	BINDING ADD-ON
8+ 4000c	15 POWER FIELD	BINDING ADD-ON
15+ 7250c	20 POWER FIELD	BINDING ADD-ON

Industrial

Adds +AP to the user's STR. The amount of STR / Extra damage will depend on Level and A-Cost (or just figure +1 Damage per AP if you want to estimate it quickly). NOTE: This is a WEAR Add-On that improves Wield (so it's weird).



AP COST	TYPE	NOTES
1+ 500c	+1 STR	BINDING ADD-ON
5+ 1750c	+2 STR	BINDING ADD-ON
8+ 4000c	+3 STR	BINDING ADD-ON
15+ 7250c	+4 STR	BINDING ADD-ON

Fire Breather

WEAR ENH

L+:1.3



The user can trigger the SPINES effect for o REA 1x per combat. The effect lasts 1 Round. If triggered during the Round these last until the end of the character's Turn next Round.

The character can strike with the spines as a sword. Striking: Spikes have Cv 3 and deal damage with a -4 DM Grabbing +0 DM Grappling: +4 DM

Lvl Cost	DMG	ROF	MAG	RCL	RCH
L6 400c	26 PEN	1	1	--	MED

Smart Bomb

WEAR ENH

L+:1.2



Once per play session the character can set off a Smart Bomb. It takes a 5 REA Activation. After that, setting it off is a 5 REA Medium Action. It does 27 Damage to everyone within 2 yards and half damage to everyone from 2-8 yards.

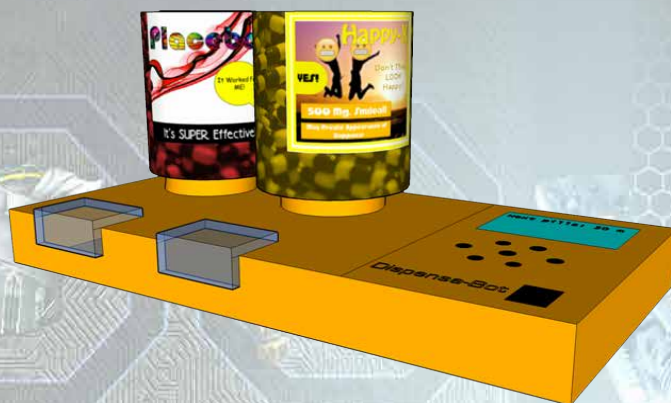
8y RAD X, only hits enemies

5 REA Activation

Lvl Cost	DMG	ROF	MAG	RCL	RNG
L10 1150	38 IMP S	1	1	--	--

Pill Dispensers

A lot of Age of Wonders people spent a good deal of time "taking pills." These pills could have bizarre mental and physical effects--changing form, function, and behavior in ways both gross and subtle. Today the "utility or purpose" these represented are forgotten--and the pills are just powerful and strange artifacts of a lost time before.



Hard Body	
Pack 24	
Effect: 1 pill gives 1 ADP (up to 12 max at any one time) and Bronzed Appearance (lean, muscular, very low body-fat, tanned skin) until the ADP is used up!	
LVL	COST
L2+	350c



Placebo	
Pack 32 (but you need to take around 24 to work)	
Effect: Clearly marked. Heals all damage and illness effects. Designed to be chewed. Tastes delicious! Characters with RES over 12 will have a nagging feeling that they were not really healed for a couple of hours.	
LVL	COST
L5+	600c



Embiggen			
Pack 4			
Effect: The character gains 2 levels of Larger Humanoid (ADP, Armed)! This lasts 10 minutes. The character's clothes and equipment grows as well and the AP bonus will be added to ranged weapons as well. The growth happens at the beginning of the Round after the pill is taken.			
LVL	COST		
L6+	2625c		
A-COST	(STR, BLD)	ADP	To Be Hit
+10	+6, +30	+36	+1



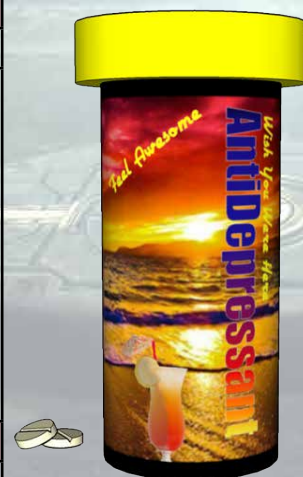
Probiotics	
Pack 6	
Effect: 1 pill gives No Biological Weaknesses for 24 hrs.	
LVL	COST
L2+	200c




HappyX	
Pack 12 (1 per day)	
Effect: Character is forced to act happy and upbeat. They may well not be happy at all. Character gets 4 SPs if strongly played.	
LVL	COST
L2+	350c



Antidepressant	
Pack 10	
Effect: Character vanishes. They are in some kind of virtual "beach" with colorful clothing, drinks, a hotel, staff, and a calm, warm surf. This lasts 24 hours or until they decide to leave. If they go far enough down the beach, they can find other bungalows with doors that can let them out in other places. Wounds are not healed--but all effects of damage, including pain, are stopped during this and the character will be awake and stable when they exit.	
LVL	COST
L2+	300c



Mystery Pack	
Pack 6	
Effect: The bottle has several multi-colored pills. They give +4 ADP (until it is used) and have random effects (which will not stack).	
LVL	COST
L2+	30c
ROLL(2d6)	RESULT
2	Classroom Tablet: Gain 2 CP of a MEM based skill you do not already possess. Beset with moderate nightmares about having a test you haven't studied for.
3-4	Healing Factor: Character gains 6 ADP until it is used.
5-6	Personality Capsule: Character gains 2pts of a personality trait or Charisma. Permanent effect but will not duplicate.
7-8	Book Pill: Character gains 1 CP in literature--has the feeling of just having read several strange works of fiction.
9-10	Cray: Character gains a -1 CP delusion. If they player hams it up, they can get 1 SP per session for appearing somewhat crazy.
11-12	Trippy: Character has a hallucinogenic experience. WIL roll for it to be pleasant. If failed by 5, it's horrific.




Antibiotic			
Pack 12			
Effect: Each pill gives a 1-shot 32 AP Death Ray.			
LVL	INT		
L5 1450c	90		
L9 2300c	105		
L11 3350c	120		
L13 4600c	135		
INT	ROF	RNG	REA
L+: 7.6	1	-1/10y	5 REA
Standard		Minor Wound	
Major		Major Wound	
Critical		Critical Wound	
Catastrophic		Critical Wound Roll CON-1	




Gladiax	
Pack 12	
Effect: Each pill gives the user +1 / 2 Armor that lasts until the end of the next fight.	
LVL	COST
L3+	8000c




Grenade Face	
Pack 12	
Effect: Each pill gives a single shot of "Grenade Power"--a ranged attack that detonates with a 4 yard area of effect (all targets take the same Base Damage with a +4 Damage Mod, there is no "half damage"). Activating the power takes 5 REA.	
LVL	DMG
L4 550c	21 IMP X+
L7 1100c	28 IMP X+
L9 2300c	38 IMP X+
L11 3350c	45 IMP X+
As noted, the attack hits as a ranged weapon and inflicts the same Base Damage to everyone within 4 yards of the target. The target takes the attacker's to-hit modifier. Everyone else takes +4.	




Power Burn		PAK 12	L+: 2.4
			
Effect: Each pill gives a 1-shot NAPALM Flame Jet at the listed level.		+2 LWB Hit by +4 BURNS for 3 Rounds	
LVL	DMG	RNG	ROF
L3 350c	13 IMP	-1/3y	S
L7 1450c	26 IMP	-1/3y	S
L9 2300c	30 IMP	-1/3y	S

GhostPuncher	
Pack 12	L+: 5.2
Effect: Each pill gives a 1-shot punch that ignores armor and will hit out-of-phase and even step-outside-objects (don't ask how you target those, you just do).	
LVL	DMG
L2 100c	+5 IMP IA
L3 200c	+7 IMP IA
L5 400c	+11 IMP IA
L9 2300c	+19 IMP IA
The character makes standard, unarmed HTH attacks for the normal cost (IMP Damage Bio-Weapons will count as "unarmed"). The damage above is added to the Base and the entire strike effects Phased Out targets.	



Blockhead	
Pack 12	
Effect: Each pill gives a single 1 REA Block or Dodge. If three are used, it will not take a negative against ranged attacks. The pills only work on the listed level character or lower.	
LVL	COST
L1-L5	500c
L6-L10	2300c
L11-L15	5300c
L16-L20	8300c



Full Automatic	
Pack 12	L+: 0.7
Effect: Each pill gives a round of "fully automatic fire" from the character's hands.	
LVL	DMG
L2 200c	9 PEN
L3 350c	11 PEN
L4 550c	13 PEN
L5 800c	16 PEN
L6 1100c	18 PEN
L7 1450c	20 PEN
L8 1850c	22 PEN
L9 2300c	24 PEN



	ROF	RNG	REA
	Full Auto Only	-1/20y	8 REA 2x 1 REA

CyberFloss	
Pack 2	
Effect: You have to take like 10 of the pills--but it gives you ROBOT BODY for 24 hours. Inside is a note from "marketing" asking if the trade name "CyberFloss" is sufficiently "cool."	
LVL	COST
L1-L5	1000c
L6-L10	4600c
L11-L15	10600c
L16-L20	16600c



There's An App for That (Smartphones of the Ancients)



In the Age of Wonders, as far as anyone can tell, everyone carried something called a "phone." The utility of this is unclear: they were able to implant molecular cybernetics. The Ubiquitous Network could fold time and space. We know telepathy existed--and so far as anyone has been able to discover everyone or almost everyone could have it.

So why have a phone?

As near as can be guessed the rationale was somewhere between a piece of jewelry, a religious totem, and an external brain. Whatever the case, there were a ton of these lying around after The Collapse--and while they can probably only do a fraction of the things they were capable of Back In The Day, they are still pretty wondrous devices. If you find a Phone you can open it (that means unfolding elements of it from 2-dimensions into three dimensions) and you can use it to run apps. Apps are small programs that manipulate reality in some way. They are for sale in some Age of Wonder kiosks, and people have figured out how to transfer them to storage cubes and other systems so they can be bought and sold.



Activating Your Phone

Phones are not especially hard to find--for one thing they made a whole bunch of them. For another, these things were built to last. They are extremely tough and seem to have a self-healing capability on top of that. (Note: dropping them will create an image of a busted screen that goes away after a few minutes--reason unknown).

Junk-Merchants will sell a basic phone for 100c.

However, that doesn't mean everyone in The Now has one.

You Have To Hack Your Phone

During the Age of Wonders the security on a smartphone was probably absolute. If you were the rightful owner, it'd work. If not? Forget it. However after the crash of UbiNet and the lapse in time, the security is much less . . . secure.

If you own a smartphone, the first thing you have to do is hack it--and it has to be hacked by you. Once you've hacked it, it is now psychometrically keyed to you. You can't sell a hacked phone (the new owner will need to hack it themselves).

Hacking a phone is a 3 roll drama that has to net 9 SPs or you need Hacking on L2 14- (in which case the result is automatically a success). If you don't have that--and you fail--you need to try again with a different smartphone.

- The character owning a Smartphone must have Hacking skill, usually L2 14-.

- The character owning a Smartphone must have Lore skill, usually L2 14-.



Using Your Smartphone

Smartphones were, it is thought, wonders of “ease of use”—they were “intuitive, context-based, and, well, smart.” Unfortunately, today, this translates to a blizzard of assumptions of what the user knows about how they work. To use a smartphone, the operator needs the Lore skill (Regular Cost MEM) on L2 at a 14-. If not, taking any action with it will fail. If they have Lore on a lower roll, they need to roll to load apps, buy apps, and so on.


Operating the Phone

Smartphones have a lot of functions that either don’t do anything really understandable or just don’t seem to work. However, the basic operation of a smartphone in The Now is the management of apps. The basic smartphone can have 3 apps running at once—this means “on the screen of the phone.” The other apps on the phone are “in storage.” Swapping apps around to get them working is a 5 REA Medium Action (the user must also spend 5 REA to draw the phone). If the user does not have Lore L2 14-, they must make a Lore roll (each roll takes 5 minutes per app).

Active Slots

While the basic rule is that you can have “three apps loaded” that’s not exactly true: Some apps take more than one “slot” on the front screen (meaning it might cost 2 or more of your ‘three apps’) and some phones can handle more than 3 apps at once.

The App Store

RockIT		
Weapon - L+: 1.5		
SLOTS: 1		
Visible When Loaded: YES		

Effect: When loaded a translucent image of a rocket hovers around the character. As a 5 REA Medium Action, it can be unleashed, streaking towards the target and exploding. It takes 30min to recharge.

LVL COST	DMG	ROF	REA	RNG
L2 1000c	18 IMP X	1	5 REA	-1/10y
L4 3500c	30 IMP X	1	5 REA	-1/10y
L6 8000c	42 IMP X	1	5 REA	-1/10y

Snap-Cat		
SOCIAL MEDIA	200c	
SLOTS: 1		
Visible When Loaded: NO		


Effect: Telepathic link for everyone with Snap Cat. Can send and store visual sensory pictures which have a number of filter and can be "enhanced" with various cat graphics. There are also Snap-Cat Message Boards you can post to and access from the app.

Antivirus		
DEF BUFF	50c	
SLOTS: 1		
Visible When Loaded: NO		

Effect: When running the character gets the listed bonus to resisted attacks of all sorts (not just biological ones)

Telemetry		
MOVEMENT	3480c	
SLOTS: 2		
Visible When Loaded: NO		

Effect: Telemetry allows the character to teleport within line of sight or through one barrier less than 1 ft wide. This is an 8 REA Long Action. It may only be used 3x per play session (or 24 hrs).

Ringtone		
WEAR ADD-ON	1000c	
SLOTS: 1		
Visible When Loaded: NO		

Effect: The character has a 5pt Power Field that will make a distinctive "trilling type noise" when they are hit. The same noise is made when there is an attempt to contact them on the phone--or if the phone decides to annoy its owner.

Premium Ringtone	10 Power Field	3500c
V2.10 beta	15 Power Field	8000c
Elite Jailbroken	20 Power Field	14500c

Sledgehammer		
Weapon - L+: 1.6		
SLOTS: 1		
Visible When Loaded: YES		

Effect: A glowing aura with a hammer icon appears around the character. The "hammer" hits as a Ranged Attack and can strike any target within 8 yards with a +3 Large Weapon Bonus.

LVL COST	DMG	ROF	REA	RNG
L2 1000c	14 IMP	1	5 REA	8y
L4 3500c	25 IMP	1	5 REA	8y
L6 8000c	35 IMP	1	5 REA	8y

Radiant		
WEAR		
SLOTS: 1		
Visible When Loaded: YES		

Effect: Radiant generates a Force Field of the listed power. It will not activate over any armor that is not classified as an add-on (armor from a temporary source counts as add-ons for this purpose)

LVL	COST	FORCE FIELD
L3	2000	13 Force Field
L6	8000c	34 Force Field
L9	18500c	38 Force Field

Friendr	
SOCIAL MEDIA	50c
SLOTS: 1	
Visible When Loaded: NO	



Effect: Friendr links to everyone else in the area with a Friendr account and will give you direction and distance (and alert them and allow chat) if the system thinks they would be friendly. The system is pretty good--so it'll match untrustworthy people with con-artists who are on their guard, naive people with protectors, and so on. The people who get pinged can "swipe" to opt out--but it can be a good way to find contacts in a new town.

Medic!	
MEDICAL	1000c
SLOTS: 2	
Visible When Loaded: NO	



Effect: The app allows the owner to heal the listed amount of DP per day (either to themselves or others) by activating the app, touching the person or wound, and then going through the menus. The user is flooded with complex medical visions and data. If the character has medical skill, a roll can be made to increase the amount once per day (make the roll when a person is healed). They get +3 DP for L3 and +12 DP for L4 Medical skill.

LVL COST	HEALING PER DAY
L3 500c	12 DP
L6 2000c	24 DP
L9 4000c	36 DP

Open Door	
UTILITY	600c
SLOTS: 1	
Visible When Loaded: NO	



Effect: The app acts as Pass Locks at the level of the user or 4, whichever is better. It has one use per play session and locks the phone so that if loaded it can't be removed for the remainder of the play session (or 2 hours).

Phantasmal MakeOver	
ALTERATION	600c
SLOTS: 1	
Visible When Loaded: NO	



Effect: The Phantasmal MakeOver app provides a number of templates that, when used, change the user's appearance. Some are silly (cute features that are obviously fake) but it can also make you look like someone else (not a specific person--just changed your face, hair, eyes). Only works on the generally humanoid. The effects last 4 hours. A point of damage to the character will dispel them.

Niner-9	
Weapon - L+: 0.9	
SLOTS: 1	
Visible When Loaded: NO	



Effect: The character generates the handgun, loaded, as a 0 REA short action (appearing ready in their hand). Releasing it and summoning to reload is a 5 REA Medium Action. If dropped the gun will vanish after a few moments.

LVL COST	DMG	ROF	MAG	RNG	RNG
L2 2000c	8 PEN	S	12	-1	-1/10y
L4 3500c	15 PEN	S	12	-1	-1/10y
L6 8000c	20 PEN	S	12	-1	-1/10y

Pathfinder	
SENSOR	100c
SLOTS: 1	
Visible When Loaded: NO	



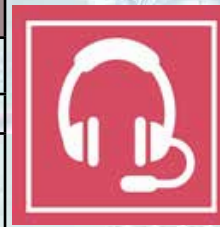
Effect: Pathfinder will provide the user with installation and area maps if they are available. NOTE: This is a GM call--but it typically a character with the app will be able to get some sense of the surrounding rooms / configuration (not what is in them, unless there is a system online reporting that). It will also act as a compass and allow the character to retrace their steps.

Monstrosity	
Weapon	5000c
SLOTS: 2	
Visible When Loaded: NO	



Effect: Monstrosity materializes a Tube Monster group of the character's Level within 30 yards of the character. The monsters will attack the closest targets (including the summoning character). Once used it cannot be used again for 1wk (or two play sessions).

KoolTunes	
UTILITY	80c
SLOTS: 1	
Visible When Loaded: YES	



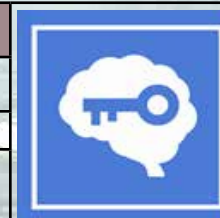
Effect: The app plays music from glowing "headphones" on the user's head. The user can DJ--determining what songs to play, altering the glow of the phones, and so on. The acoustics provide ear-protection for the user even if the music is very loud.

Exfil Plan	
UTILITY	500c
SLOTS: 2	
Visible When Loaded: NO	



Effect: Acts as a successful use of the power Big Tent Extraction teleporting the character using the phone and their nearby friends "to safety" (up to several miles away). If loaded, it requires a 5 REA Medium Action to use. It can only be used one time per week in game.

NetHack	
Buff	1000c
SLOTS: 1	
Visible When Loaded: NO	



Effect: Net Hack gives the user an interface to make hacking target systems easier. It gives +2 SPs per Hacking Attempt up to 3x per day. It is also some kind of fiddly computer game with incomprehensible graphics.

Hard To See	
UTILITY	2000c
SLOTS: 2	
Visible When Loaded: NO	



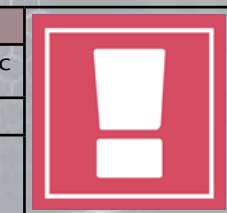
Effect: When the character stops moving and holds still, they get a -5 Perception Modifier (observers must make a Perception Roll at -5 or the character is invisible). If the character is presently being observed, the effect will not work (if someone is paying actual attention to them). Attacks will almost always break the defense. Once broken, the app will not work for 5 minutes.

Lucky Star	
UTILITY	1000c
SLOTS: 1	
Visible When Loaded: YES	



Effect: The character has a translucent "star" icon floating around them. The character gets 4 SPs per play session Once loaded it "locks" the phone so that it can't be removed for 2 hours (whether the SPs are used or not).

Danger-Danger!	
SENSOR	2000c
SLOTS: 2	
Visible When Loaded: YES	



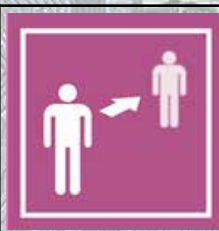
Effect: Danger-Danger gives the user an alert if they system detects danger nearby. It will respond to explosives, ambushes (if the ambush could be determined by someone looking at it), poisons--especially in food, and blades or covered pits. It has a 14-Perception roll. To determine if it can detect something ask: "If I could see about 30 yards around the character through walls and floors, and smell explosives or poisons, would I detect this?"

Tracer	
UTILITY	100c
SLOTS: 1	
Visible When Loaded: NO	



Effect: With a ranged to-hit roll and pointing the phone, the user can "tag" a target. The phone will then track them (distance and direction) within 10 miles. The user can have one trace active per time they have the app. NOTE: Establishing the trace is subtle--the target will need to make a perception roll if they are in a position to see the character point the phone.

Phantasmal Avatar	
UTILITY	5600c
SLOTS: 2	
Visible When Loaded: NO	



Effect: The phone generates a phantasm of the character. The character must stand still and can telepathically control and see through the phantasm. Its touch feels real--but it cannot pick up or carry things. It cannot move through barriers either--but can navigate around obstacles. If it takes 1pt of damage, it collapses.

+P+	
WIELD ADD-ON	
SLOTS: 2	
Visible When Loaded: YES	



Effect: A small +P+ icon hovers around the character's ranged weapon. The app increases the weapon's damage by the listed APs.

LVL	COST	AP ADD
L2+	1000c	+1 AP
L4+	3500c	+2 AP
L8+	14500c	+4 AP

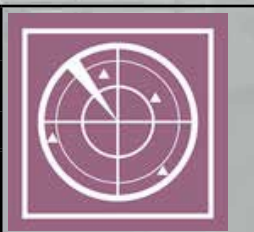
Shields	
BUFF ADD-ON	
SLOTS: 2	
Visible When Loaded: YES	



Effect: The character has a wire-frame pyramid floating nearby. They have the listed points of Power Field they can share with friends. Extending the Power Field is a 3 REA Short Action (it can be done in response to an attack on an ally) which works over 50 yards and the character will determine how many points of the pool they are sending (once sent, points cannot be recalled). There is a maximum any one target can be loaned at a time. The shield points given out last 45 minutes on the target (if not used they will evaporate) and the pool recovers 1pt per minute.

LVL	COST	POOL TOTAL	MAX LEND
L4	3000c	15 POWER FIELD	5 POWER FIELD
L8	9000c	20 POWER FIELD	10 POWER FIELD
L12	12000c	30 POWER FIELD	10 POWER FIELD

Ping-Ping	
SCANNER	1000c
SLOTS: 1	
Visible When Loaded: NO	



Effect: The app creates an active scan that, although short range, will reveal the presence of robots, energy weapons (or power cells), and explosives within a 20 yard radius. The user sees wire-frame images of the items detected appear. Pinging is a 5 REA Medium Action and a faint--but visible--ripple expands from the character. It gives:

- +2 SP to detect Traps (for any roll)
- It will detect robots and energy weapons within range. It will detect electrical traps and, in the general area, the presence of Razor Beams.
- It will identify power cells.

Age of Wonder Consumer Goods

Shopping in the Age of Wonder was part religious rite, part popular entertainment or sport, and part “nationalistic” fervor. We don’t know exactly what the cultural specifics were--Age of Wonder establishments are usually very dangerous and tricky--however they would have been mostly frequented by citizen’s avatars. In any event, some goods still survive.

The role of Age of Wonders Consumer Goods is to be inscrutable: you can read some of it--but what does it mean? The iconography is strange. The behavior is bizarre. Once in a while something is wondrous or deadly--but mostly this stuff is just weird.

Morg!
Value: 20c
Contains: small translucent spheres that evaporate when removed from the box. They create a pleasant smell and a mild feeling of contentment.



Plonk
Value: 20c
Contains: The box is about the size of a cereal box but weighs 40lbs. There is something heavy that moves around inside it. When opened it is empty and the weightiness is gone (closing it doesn't bring it back)



Cnuve Tube
Value: 20c
Contains: The paste squeezed from them comes in various colors. After pooling, it hardens into a rubbery consistency and then comes apart in small, scurrying insect shapes. It is nutritious enough to eat.



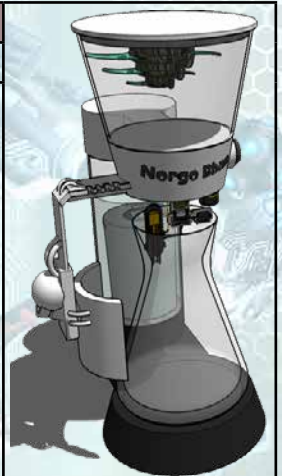
Zorrff Bar
Value: 20c
Contains: The bars appear to be some kind of candy but tastes disappointingly bland. The eater is left with a lingering feeling of “religious guilt.”



Tetsoovn Wrench
Value: 20c
Contains: The device has a vaguely "wrench-like" head and seems to be made of carbon fiber. It has a light that can be turned on. The head can, when in the proper mode (dials on the unit) pass through objects--but it can't turn solid inside them or manipulate things. It can be used to strike Out of Phase targets, however. It is also good for safely handling impossible objects.



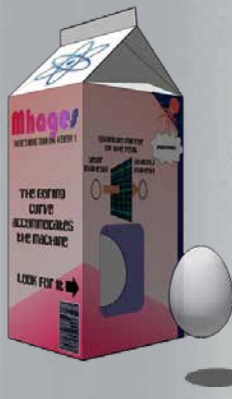
Norgo Bhan
Value: 250c
Contains: A packaged device that looks like a cross between a coffee maker and a food processor. When powered it can shrink anything placed in the 1-liter container down to 1/10th size and weight and also reverse the process. Packaging is black and white with smiling faces and the machine shown.



Mhages

Value: 250c

Contains: what appears to be an egg--however it casts a "shadow version" of itself a few inches away when in light or when thought about. The shadow version is translucent and can be held and touched. Whatever is done to the original happens to the shadow. Whatever happens to the shadow destroys it after a few seconds if the original does not catch up.



Bloggle

Value: 250c

Contains: A bottle of Bloggle, when opened, rapidly evaporates in a cloud of bubbles and fizzing. The character who opened the bottle will be able to Levitate as per the power for 30 minutes.



Niimbers Jackets

WEAR /WEAR ADD-ON



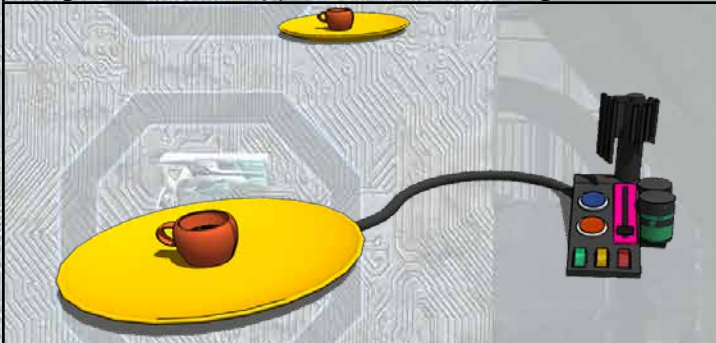
The Niimbers Jackets were, apparently, considered stylish in the Age of Wonders. Certainly a lot of them were "sold." They are interesting in that they can be worn either as Wear (instead of other armor) or over-wear (an add-on for less bulky armor). When worn alone, they function as a Force Field of the listed power. When worn with other armor, as a Power Field of the listed level.

LVL Cost	Force Field	Power Field
L3 2200c	10 POWER	10 Power Field
L6 8200c	25 POWER	15 Power Field
L9 14700	38 POWER	20 Power Field

Nippx Plates

Value: 250c

Contains: When powered, an item that fits within the plate placed on one will create a duplicate item on the other. So long as the item is left on the first plate, it can be used within 4 yards of the second. The plates have a "height" of about a foot. Moving the original dispels the image. If the item has charges (or bullets, like in a gun), using them in the copy uses them in the original.




Nefig Wand


Value: 30000c


Contains: A device that looks like a flashlight but projects a "beam" that will open a 2 to 6' circular hole in a reasonably contiguous solid object up to 1.5' deep. This allows passage through most doors and interior walls. Opening the hole is an 8 REA Long action, it stays open for about a minute. The holder of the wand cannot go through the hole as when they get close enough and have to move the wand, it vanishes. If someone is in the hole when it is turned off (or the device is dropped, etc.) they are displaced to a random side (the user can use this to try and get through--but the device holder has a 5 in 6 chance of staying on their own side.


Most Nefig Wands have only three charges per game session.




Nabbit
Value: 30000c
Contains: While in the case, it looks like some kind of high-tech timepiece but when opened the bracelet becomes a tiny octopus-like creature that will attach itself to the target with a Grapple of 45 (it is very strong, small, and fast). It has 2 ADP but 52 Armor. Once attached, it uses an Armor Piercing 60 PEN damage attack (zero damage) to try to start drinking blood. If it attaches, it will turn back into a timepiece but it now has a neural link with the host and will happily stay connected. The Nabbit can, with a button press: <ul style="list-style-type: none"> • Turn on/off "advice mode" where it streams advice in one of several annoying fashions (a sportscaster critiquing a player, a Greek Chorus, 'Mom', etc.). The Nabbit doesn't know things the character does not--but gives pretty good advice within their understanding. • Keep a calendar, including added events the character "should do" but was not planning on. • Play some games that include, among other things, juggling imaginary objects. • Play music--usually to add "tone" or "mood."


Vert Soda
Value: 250c
Contains: The packaging is some kind of soft-drink crossed with a grenade hammer and pin. When opened and drank, they character gains a temporary connection to some kind of extreme consciousness. They can ask one Y/N question. If the answer is ambiguous, falsely premised, or otherwise not a simple Y/N they get the answer "Mu" and one SP.


Vork-4
Value: 250c
Contains: A utensil that seems to have some kind of multi-dimensional end which changes shape when moved or rotated. Used as a stabbing weapon, it can inflict +1 PEN Ignoring Armor. It is also possible to eat with--but takes a good deal of trial and error. Package includes a fold out "keyboard" that is impossible to use.


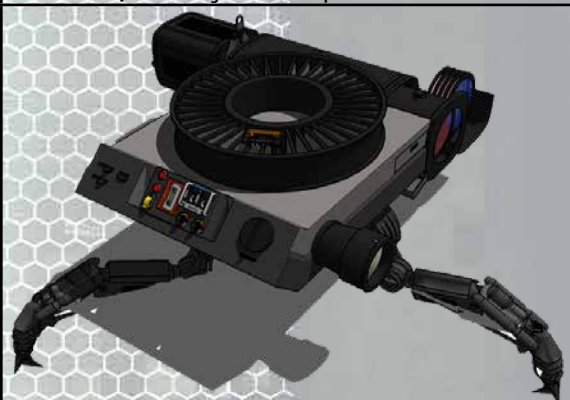
Urums
Value: 250c
Contains: Tubes that appear to be made of orange plastic. They stick together. When stuck together and then separated, fluid will still flow through them from one end to the other as though they were connected


Tellerms
Value: 250c
Contains: A spool of "tape." When touched, the person touching it hears music or a lecture. The words are in an impossible to understand language--but it can be quite striking. The holder can hear the whole thing simply by spooling the tape between their fingers. It remains active when unspooled--but makes a mess. These come in different colors (dark purple for music, red for angry sounding rants, blue for what could be college lectures).


Grvidium Projector (Object Projector)

Value: 250c

The Projector is difficult to use, requiring both slides (small templates with pictures of objects) and tapes which seem more generalized--but if you have both it can project a solid object at range. These objects can be complex (computers, robots, etc.) or simple (often office furniture). They generally act as a 10pt Force Field (for purposes of durability--but can have many physical textures). The projector does not create combustible chemicals or edible food. It can create an engine--but not fuel. It can, however, provide electricity. If the projector is moved, the object collapses.



Life-9 Injector Gun

Value: 8000c

The Life 9 Injector gun looks slightly like a medical injector--but the complicated attachment that contains "the drug" is fairly inscrutable. The Life-9 "drug" acts as 4 AP's of Death Control for purposes of reviving the dead (meaning the body must be relatively intact, not long dead, etc.). It has 1 charge.



Cufflinks (Personal Power Sigils)

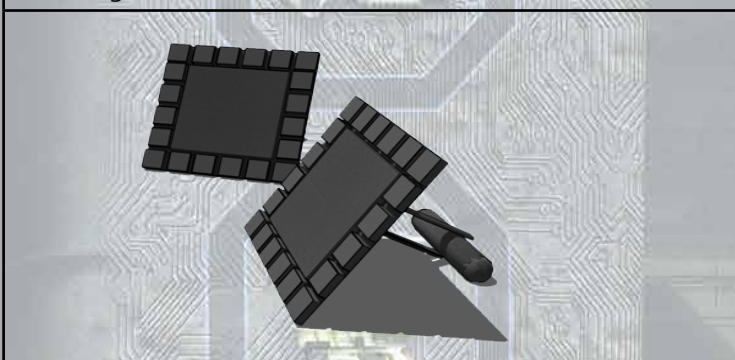
During the Age of Wonders the primary motivator seems to have been a (psychologically) brutal unending war for social status and personal aggrandizement--often at the explicit expense of others.

One of the ways the citizens of the Age signaled allegiances and identity was oddly enough with cufflinks. Apparently they were all "in style" (for multiple genders) or something. These were bound to the firmament through UbiNet and could provide unusual abilities as well as making a visual statement (even at a small size) about who/what the wearer identified with.

Gunmetal Squares

WIELD ADD-ON

Value: 250c

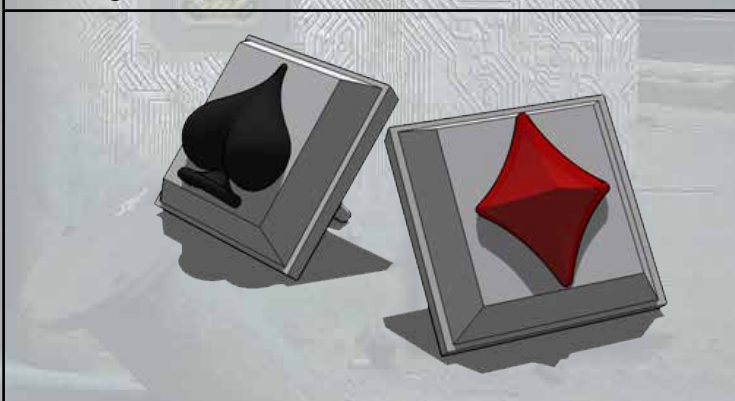


Signaled: Strength, severity, stubbornness.

Effect: +2 AP Damage with any bullet using gun.

Spades & Diamonds

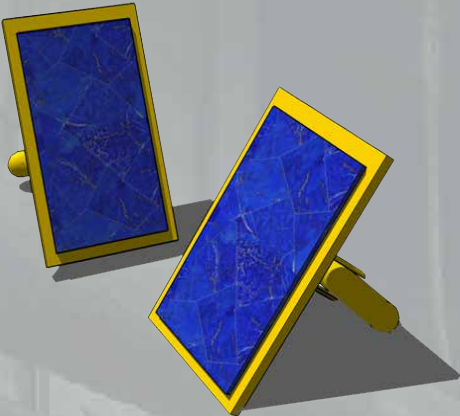
Value: 250c

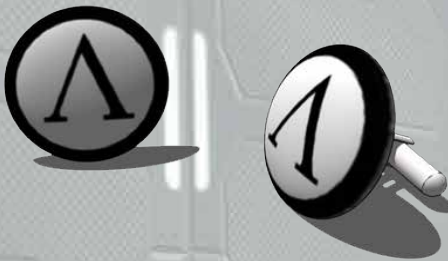


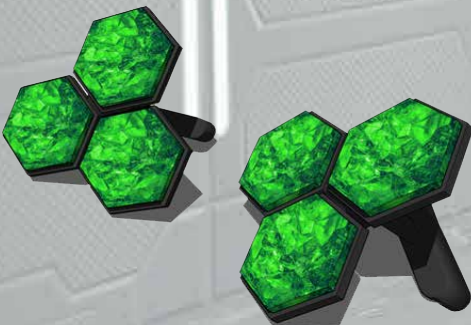
Signaled: Risk taking, "All In"

Effect: When SPs are declared to be spent, the wearer can choose to gamble a number of them (up to the total spent) for themselves or an ally. The spender makes a roll:

- 0 - 5: Doubles the full value of SPs
- 6 - 9: Multiplies value by 1.5
- 10+: Loses all the SPs. More can be spent, however.

Lapis Lazuli	WIELD ADD-ON
Value: 250c	
	
Signaled: Elegance, refinement, prissy	
Effect: +2 AP Damage with any energy weapon (HTH or Ranged).	

Spartan	WEAR ADD-ON
Value: 250c	
	
Signaled: Tough, Uncompromising, Arrogant	
Effect: +4 DP or +6 ADP (user decides when worn for the first time)	

Green Hex Crystal	WEAR ADD-ON
Value: 250c	
	
Signaled: Stalwart, loyal, humorless	
Effect: +2 AP Armor (2 / 5)	

Navigator Rose
Value: 250c

Signaled: Grounded, Educated, Know-It-All
Effect: One-time use teleport (wearer only) to anywhere on a map (map must be reasonably accurate or effect will not fire). After it burns out, can be distilled into 500c.


Stopwatch
Value: 250c

Signaled: Observant, Intelligent, Nagging
Effect: One-time use Freeze Time ability, then burns out. After burn-out can be distilled into 500c.

Lion Rampant	WIELD / WEAR ADD-ON
Value: 250c	
	
Signaled: Courage, royalty, self-aggrandisement	
Effect: +2 AP with HTH damage, +12 ADP	

Hourglass
Value: 250c

Signaled: Observant, Intelligent, Nagging
Effect: One-Time use: 5 REA Short Action will "reset" a combat round back to the beginning. The participants will know what has happened—but any effects of the round are removed. This can be done in the "roll initiative phase" of the next round, leaving the character 5 REA short for the rest round. After burn-out can be distilled into 500c.

Crossed Swords Gold / Platinum
Value: 250c

Signaled: Skilled, professional, annoyingly didactic
Effect: Gold gives a 1 REA Block / Dodge every other Round (usable on Round 1). Platinum gives a 1 REA Block / Dodge every round.



Karmic Tokens (Pogs)

The same technology that created Success Points and credits was used in less global ways--one of them was the creation of Karmic Tokens--which are called by their more common name: Pogs. These appear as poker chip sized objects with some kind of artwork on them representing their "Karmic Valence." they can bind / entangle both with weapons and armor--but also, in some cases, with a person.

Once bound, the only way to unbind is to destroy the pog. The more pogs of the same sort you have bound to an item, the more powerful the effect.

It should be noted that the creation of these and the distribution was probably not random. During the Age of Wonders life was "a game" that the citizens took deadly seriously. The gamification of reality happened in many ways--and this is one of them.

But one of the aftershocks of the collapse that probably was random was the creation (or "instantiation" the scientists tell us) of pogs from Toxin Monsters. When a Toxin Monster is killed ("decoheres," say the scientists) it can decay into semi-biological goop, Success Points, and . . . Pogs. A random assortment of Pogs.

A collection of rare Risk Lizard armor pogs left behind in an installation overrun by bio-weapons.

Which Pogs Do You Get?

A "drop" is usually 4 or 8 Pogs. There is a random roll for each Pog (the players can make the rolls--we found that entertaining).

Note: Rolling for your Pog uses a d10. Why? Because we wanted an even distribution of pogs within a group--so the standard JAGS Roll wouldn't work.



Rare Jester Pog - Legend is "Laugh Last"

Pog-Find:

- Standard 3-Pog Find: Worth 1000c in Dungeon Terms.
- Standard 3-Pog Monster-Drop: Worth 500c in Dungeon Terms
- 1-Pog Find/Drop: 150c
- 2-Pog Find/Drop: 250c

Selling Pogs:

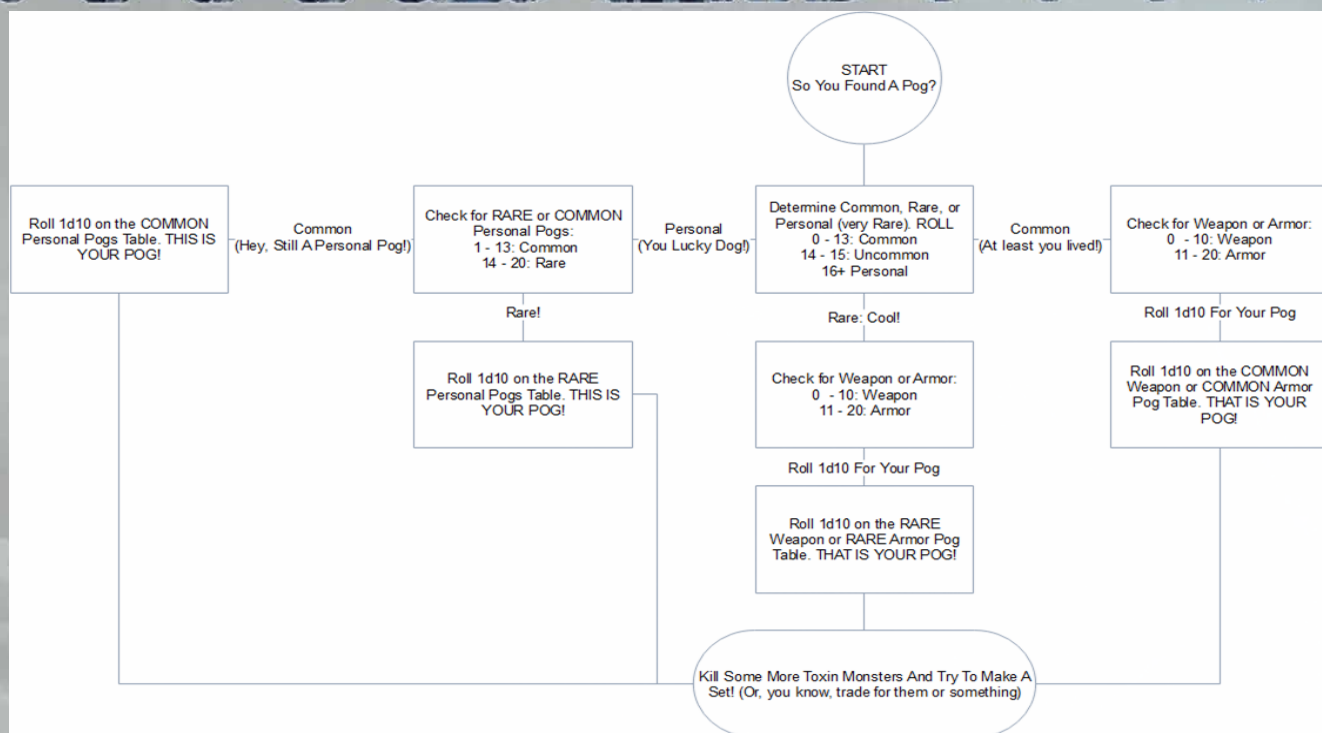
- Common: 100c
- Rare: 180c
- Personal Common: 200c
- Personal Rare: 500c

Buying Pogs:

- Common: 3500c
- Rare: 6300c
- Personal Common: 10000c
- Personal Rare: 16000c

Buying Pog-Sets:

- 2-of-a-kind Common: 7875c
- 2-of-a-kind Rare: 14175c
- 3-of-a-kind Common: 12250c
- 3-of-a-kind Rare: 22050c
- 2-of-a-kind Personal Common: 22000c
- 2-of-a-kind Personal Rare: 28300c
- 3-of-a-kind Common: 122500c
- 3-of-a-kind Rare: 220050c



The Pog Game

It is very unlikely that PCs will kill enough toxin monsters to make a set of rare or personal Pogs--we recommend that Pogs be considered a pretty common piece of "currency" in installations--that is: rare pogs would have been kept in vaults, foot-lockers, and so on. The price of a specific pog in terms of Installation value is the sell price.

The Pog Game

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Cleave	Cleaver	Weapon	+2 AP Dmg 1x Round	+3 AP Dmg 1x Round	+6 AP Dmg 1x Round
2	Defender	Shield	Weapon	1 SP for Blocking	2 SP for Blocking	4 SP for Blocking
3	Vicious	Serrated Sword, bloody	PEN Weapon	1 SP for doubling (used on hit by 3, 1x per fight)	2 SP for Doubling (used on hit by 3, 1x per fight)	Doubles on hit-by 3+
4	Big Deal	Giant Hammer	Weapon	Long Reach or 2x Range 1 9-Activation	Long Reach or 2x Range, +2 LWB, 1 strike per Round	Long Reach or 2x Range, +2 AP damage, +3 LWB 1x Round
5	Hammer-Time	Crazy lion man holding two carpentry hammers	Weapon	5 REA activates +1 AP Damage for 3 Rounds (1x per combat)	5 REA activates +2 AP Damage for 3 Rounds (1x per combat)	5 REA Action activates +6 AP Damage.
6	Castle	A chess rook	Weapon	+4 PEN Def when wielding	+2/5 Armor when wielding	+3/8 Armor when Wielding
7	Clash	Crossed blades	Weapon	+1 Init after blocking	+2 Init and +1 AP Damage after Blocking	
8	Power	Mailed Fist	Weapon	+1 AP Damage	2 AP Damage	+4 AP Damage
9	Fire	Flame	IMP Weapon	Weapon gives off light like a torch. +1 Damage	5 REA Activation, Burn	Burn on HB +4
10	Earth	Mountain	Weapon	Wielder gets +4 ADP	Wielder gets +12 ADP	Wielder gets +24 ADP



Rare Weapon Pogs

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Assassin	Shadowy Figure, Cloak	Weapon	+4 AP Damage surprise hit	1+4 AP Damage Surprise Hit, Stealth Roll +1	1+8 AP Damage, Surprise Hit, +1 Stealth, Vanish weapon
2	Grave Dancer	Tombstone	Weapon	User gets 1 SP when a target is killed by the weapon.	User gets 2 SPs when a target is killed by the weapon.	User gets 3 SPs when a target is killed by the weapon.
3	Toxin	Venomous Snake	PEN weapon	Boom Juice = 1/2 Wpn APs	Boom Juice = 1x Weapon APs	Boom Juice = 2x Weapon APs
4	Vampire	Vampire Fangs	Weapon	Gain 1 ADP when damage done	Gain up to 4 ADP when Damage done up to 4pts	Gain 8 ADP when damage done up to 8 Pts
5	Ice	Snowflake	Weapon	Target suffers -1 Init next Round if takes damage.	Target suffers -2 Init for rest of combat if they take damage.	Hit by +4 yields Freeze Ray style effect at Aps of weapon
6	Bounty Hunter	Cartoon Bounty-Hunter	Weapon	Generate 10c when kills target of at least large animal size.	Generate 20c	Generate 10c per level.
7	Winged Blade	Sword with wings	HTH Weapon	Long reach or 2x Range 11- activation	Throw weapon (HTH), returns to hand as o REA Action 1x Round. Or 2x Range. Damage is +2 AP.	Throw weapon, Returns to hand for o REA-- damage +4 AP (as many as you want for HTH) or throw Gun 1x per combat and goes off as Blast Grenade at level of gun (returns to hand)
8	Targeting System	Green glowing crosshairs	Weapon	+1 "LWB"	+1 Skill	+2 Skill
9	Speed Demon	Small red devil	Weapon	Automatic Fast Draw.	+1x 1 REA attack 9- Activation, 1 round Charge Up. (up to Level 10)	+1 1x 1 REA Attack.
10	Lightning	Lightning Bolt	Weapon	+1 Damage "Lightning."	-1 to CON rolls	Chain Lightning: For 1 shot a Round (declared when fired), hits up to 3 targets within 4 yards for 1/2 damage Impact, -1 CON. Hits on a 14-.

Common Armor Pogs

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Ghost Pog	Cute Ghost	Armor	Character gets -2 DM from one hit during a fight.	Character gets -4 DM with a 3 REA Block.	Character can go Out of Phase for CON Rounds once per day.
2	Breast Plate	Shining Breast Plate	Armor	+4 PEN Def when wearing	+2/5 Armor when wearing	+3/8 Armor when wearing
3	Carapace	Turtle	Armor	Character gets +4 ADP and +1/2 Armor. When ADP is gone, armor is gone. Recharges once per day.	Character gets +8 ADP and +2/5 Armor. When ADP is gone, armor is gone. Recharges once per day.	Character gets +18 ADP and +4/10 Armor. When ADP is gone, armor is gone. Recharges once per day.
4	Strength	Lion Bowing to Woman	Armor	+1 STR, +2 ADP	+1 AP STR, +3 ADP	+3 AP STR, +6 ADP
5	Wind	Cloud Blowing	Armor	+1 Initiative on first Round.	+1 Initiative, +1/2/3 yards movement	+1 REA
6	Water	Great Wave	Armor	-1 to be hit with declared dodge in HTH.	-2 to be hit with declared dodge or block (-1 Range)	-1 to be hit (HTH and Ranged)
7	Unbreakable	Hammer shattering over egg	Armor	+1 to Armor Saves.	+4 to one Armor save once per combat. +1 otherwise.	+4 to Armor Saves.
8	Wood	A tree icon	Armor	Character heals 2 DP per hour if below Injured Condition while in the armor.	Character heals a Minor Wound 1x per day as a 5 REA Medium Action.	Character regenerates a Minor Wound once every 3 Rounds if under Injured Condition.
9	Over watch	Eye	Armor	Ignore -2 pts of low-light modifiers.	+2 Perception	+2 Perception, +6 to detect ambushes or hostiles.
10	Hard Target	Skull in target	Armor	2 SPs for CON rolls	4 SPs for CON Rolls	+1 CON, 6 SPs for CON rolls

Common Personal Pogs

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Nuclear Ninja	Cool Ninja with 2 swords. Mushroom-Cloud background	Personal	Character can "go black," appearing in shades of gray and black (-2 to visual perception rolls in darkness) and concealing their features. 5 REA Medium Action.	Character can throw "infinite Ninja Stars."--uses Ranged Weapon Skill or COR, does 4 PEN Ignore Armor, Full Auto. 5 REA Activation (Can also turn on Ninja Mode). -1/5y.	Walk Through Wall as per Chi ability.
2	Mystical Pyramid	Frame pyramid with golden eye in center. Cosmic, swirling, purple background.	Personal	Dreamer Ability	Third Eye (Pg. 122)	Astral Projection (Pg. 203). Does not work reliably in Age of Wonder environments.
3	Dead Man's Party	Psychedelic skull with flowers for eyes.	Personal	Smell Death (Pg. 263)	Summon Brightly Colored Skeleton (Pg. 267).	Resurrect 2 DEATH, or Burn Pog for 5 DEATH.
4	Angel Sierra	Cartoon image of Age of War Music-Celebrity Angel Sierra.	Personal	Charm +1	Exotic L3	Charm Ability (Pg. 289): 26 INT
5	Super-Brain	Cartoon image of guy with giant brain and glasses	Personal	Telepathic Link: Telepathy with one willing target. Voice only	Telepathic Radio links with whole group.	WIL pts in Mind Shield. Non-Link Required Burn Mind (Pg. 188) INT 11. Telepathic Antennae.
6	Viktor The Cleaner	Bald Character with earring and muscles. Big smile. Carries giant handgun and industrial case of solvent behind him.	Personal	Personal Hygiene: removes dirt and soil from self.	Clean Room: Reduces all chemical or biological Resisted attacks within 8 yards of the character by 10 Intensity.	Disintegrate dead bodies, gain Minor Heal. Takes 8 REA Medium Action and the body must be roughly equivalent to the size of the character.
7	Surf Dog	Canine character on a surf board with the legend SURF DOG! in 'kinetic' font. Hawaiian shirt. Looks like a "fun guy"	Personal	Character gets +2 CP in Revelry.	Character gets 4 CP in Revelry (only for roll) and 4 SPs once a session if they have a rousing drunken party.	Can use Revelry for: 1. One Block per Round 2. One CON roll per fight 3. One to-hit roll every 2 rounds.
8	Personal Trainer	Hugely "buff" bald man with tattoos and the legend GET HARD in bold letters.	Personal	+1 STR	8 ADP that can be lent to others as a 3 REA Short action. This can be done after they have been hit--but before damage is applied. The target will get +1 STR for the rest of the battle if they get 4+ ADP pts.	As with 2 Pogs but character gets +2 AP Armed STR and can lend 20 ADP.
9	Nurse Norma	Female Nurse with red '+' sign and a massive metallic injector	Personal	Character can heal 4 DP per person as a 5 REA Medium Action 2x per day (2 heals).	As with 1 Pog but 8 DP.	As with 2 Pogs but with 16 DP and it can be done at range for a 3 REA Medium Action.
10	Wings	Angel wings with glowing halo.	Personal	Character takes no damage from falls, being able to float down slowly.	Character can jump as per Jump Jets Mk 1	Winged Flight with Sprinting Endurance. Wings take 5 REA Medium Action to activate.

Rare Armor Pogs

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Risk Lizard	Psychedelic skateboarding lizard	Armor	Turn Dead, Dying or Internal Damage result into Unconscious.	Turn Dead, Dying, or Internal Damage result into Unconscious. Recover Major Wound once per Day with 1hr rest.	Immortal, come back in 24 hrs. Burns all the Pogs.
2	Angry Ant-Eater	Cartoon Ant-Eater with arms outstretched "Come At Me"	Armor	+2/5 Armor against first hit in a combat.	+4/10 Armor against first hit in a combat.	+8/20 Armor against first hit in a combat, +12 ADP
3	Bad Dog	Cartoon glowering canine with gothic font. Orange background	Armor	Turns Street Fighting's +1 to hit into adds-to-damage.	+3 Damage with Street Fighting unarmed blow. +1 with Knife or Club., +6 ADP	+5 Damage with Street Fighting unarmed blow, +2 with knife or Club. +18 ADP.
4	Yin / Yang Skull	Blue & Orange Yin Yang with skulls in the center of opposite colors.	Armor	Give friend +1 CON roll, but owner takes -1 to CON rolls for rest of battle. Must be declared before CON roll is made.	Give friend re-roll of CON roll at +1, keep worst result of two. May be done after CON roll is failed. Only once per battle. Character takes -2 to all CON rolls for rest of battle.	As with 2 Pogs, but owner also gets Round 2: Fight once per battle.
5	Bullet Magnet	Leering face with incoming bullets. Words in gothic letters.	Armor	If character is next to a target, may declare themselves the target and be hit once per combat. This may be done after a hit is rolled (resulting in an automatic hit for the magnet) or after an armor save is failed (resulting in automatic armor save fail for the magnet), or after damage is rolled (keeping the damage for the magnet).	Character is +2 to be hit by bullets, all opponents know that. All allies get -1 to be hit. May be activated for a REA Short Action.	Character gets +2 to be hit by Ranged Attacks. Attacks targeting anyone within 4 yards are at -4. Other fiends in the battle zone: -2.
6	Anti-Hexen	Unicursal Hexagram with smiley face in the middle.	Armor	Character gets +10 Resistance against Resisted Attacks.	Character gets +20 Resistance against Resisted Attacks and +6 ADP.	Character gets +30 Resistance against Resisted Attacks, +12 ADP, and, once per combat can re-direct a Resisted Attack back at the attacker. This automatically hits if the character was hit (must be done before rolling for effect).
7	Dark Smile	Black Pog with bright orange "leering" smile	Armor	Character gets +1 with an aim action once per combat.	Character gets +1 with any Aim action.	Character gets to keep Aim action on given target (but no +1 bonus if kept).
8	Cosmic Brain	Blue glowing brain with "cosmic lines of force shooting out of it"	Armor	Character gets to remake an Armor Save once per combat.	Character gets to remake an armor save and a dodge roll once per combat.	Character can, if hit, leave a dead clone of themselves behind and teleport somewhere within 100 yards appearing out of sight. This allows a 16- Dodge made after damage is rolled. If successful, the character does not take the damage. Burns a Pog. Also, replicas of gear will not work.
9	Kool Kat / Kitty	Sunglass wearing cat in various colors and styles.	Armor	Character gets +1 to Charisma of their choice.	Character can make a Charm, Leadership, or Persuade roll against unnamed opponents instead of a Dodge/block for 3 REA. Character is "too cool to shoot at."	As with 2 Pogs, but can do the same to Named Opponents. Works until hit--then stops working for the rest of the battle.
10	Clock Pog	A cartoon clock with a cheery "Don't Be Late" logo.	Armor	Character's team gets +1 Initiative for 1st Round.	Character's team gets +1 Initiative in combat.	Character's team gets +2 Initiative in combat and the character can burn a Pog to: Re-do an entire Combat Round or set time back 6 seconds outside of combat. Take a Bullet Round

Rare Personal Pogs

Count	Pog	Description	Domain	1 Pog	2 Pogs	3 Pogs
1	Bad Reception	TV set with static	Personal	Character gets radio hearing for nearby radio sources. Gives direction, distance, and content (but with some static)	1x per day character can teleport from one radio receiver to another. This is an 8 REA Long Action and the character appears within 4 yards of the target receiver (will land safely). Appears as a static-y image that comes into focus.	Phase Dodge (Pg. 117). 5 REA action to activate. Character appears static-y. Last 12 Rounds.
2	Giant	View of Giant with maul, seen from below. Leering.	Personal	Giant Fist: On a 9- Activation, character gets +1 Damage, +1 LWB with an unarmed punch.	On 3rd Round of Combat, character gets Larger Humanoid L1 Armed ADP (+3 STR, +15 BLD, +23 ADP). Lasts rests of combat.	On 3rd Round of combat, character gets L1, L+ Larger Humanoid Armed: +6 STR, +30 BLD, +41 ADP). Lasts rest of combat.
3	Miniature Mouse	Cartoon mouse. Appears a little "meek"--but with a sly smile.	Personal	Character gets -1 to be hit at range on a 9- Activation due to "seeming smaller."	Character gets +1 Stealth, -1 to be hit at range.	Character can turn Tiny, with listed STAT loss, for 12 Rounds.
4	Captain Klever	A cartoon image of a bold looking sea captain.	Personal	Pool of 4/ 2 SP that can be lent to others as a 5 REA Short Action. Refreshes each day. Lending must be done before a roll is made.	As with 1 Pog but 8 / 4.	As with 2 Pogs but 12 / 4 and refreshes each combat.
5	Healthy Living	Image of terrified looking cartoon vegetables	Personal	+2 DP	+6 DP	+1 CON, +12 DP
6	Jester	Skull with jester's cap	Personal	2 CP for Sleight of hand Juggling.	4 CP for Acrobatics, Tumbling	Can create a 1 DP "double" of themselves. So long as the character remains motionless, the double can move, act, and talk as the character. The double will have non-working versions of the gear the character has (although this can be exchanged for the real gear if wanted). If the double is destroyed, it cannot be recreated for 4 days without burning a Pog.
7	Clock Watcher	Enthusiastic office worker looking at clock reading 5:00 PM	Personal	+1 INIT	4 SPs to be used for INIT rolls during a fight	4 SPs to be used for INIT rolls and +3 REA.
8	Inspector Neek	A detective with a magnifying glass	Personal	+1 PERCEPTION	+1 PERCEPTION and 4 SPs used for investigative tasks (searching for traps, police procedure, spy craft)	Clue Vision: 5 REA to activate and "clues" to a crime or event the character is investigating will fluoresce in the character's vision. +4 Perception Rolls
9	Limelight	Diva in the spotlight	Personal	2 AP Light Control (including 2 DP)	4 AP Light Control	8 AP Light Control
10	Bug	A praying mantis wearing a tie, carrying a brief case	Personal	Character can transform to INSECT BODY for 5 REA. Gets 1 / 2 Armor per 4 DP reduced.	Character has pincers when in INSECT form: 6 AP Pincer Claw	Character has Pincers and Wall Crawling in INSECT Form

Age of War Treasure

Personal Protection Field

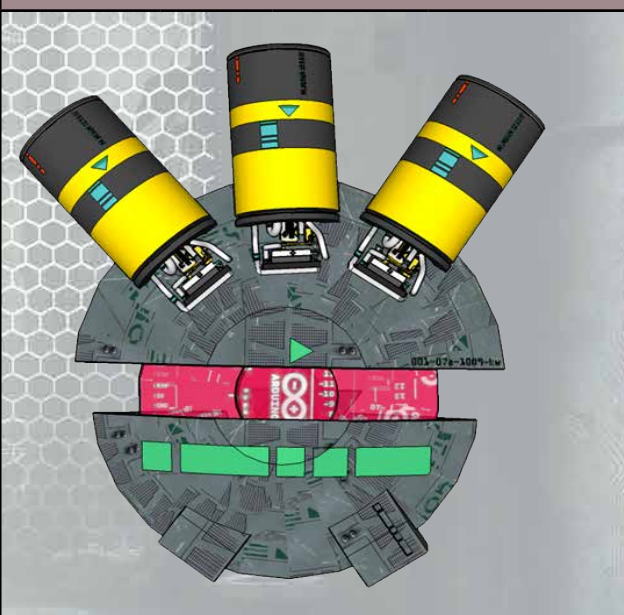
The Age of War saw lots of technology repurposed for personal protection. Armor was only one option. The Personal Protection Field was another. Power Fields, Bullet Screens and Force Fields were all used during the Age of War.

Personal Power Fields

Power Fields were common protection in the Age of War. They come in several form-factors and are generally clipped to a belt, an arm band, or worked into a jacket. When initialized, a Power Field scans the body of the person and, after "Syncing" (a 10-Round action) it is then "active" until removed.

While one Power Field is synced, another one can't "lock on"--so a character can only have one Power Field at a time--and once it is gone in combat (taking 10 Rounds to recharge) that's usually it.

Tritontie Regenerating Power Field



WEAR ADD-ON

Description: The Tritonite Power Field recovers! The field will regenerate once per combat (within 10 Rounds) after cooling for a Round after it goes down (if knocked out on Round 1, it will be ready to go at the start of Round 3)

LVL COST	FIELD	LVL COST	FIELD
L2 1000c	4 pts	L12 33500c	24 pts
L4 3500c	8 pts	L14 46000c	28 pts
L6 8000c	12 pts	L16 58000c	32 pts
L8 14500c	16 pts	L18 69000c	36 pts
L10 23000c	20 pts	L20 83000c	40 pts

Coltron Industries Belt Pack Power Field

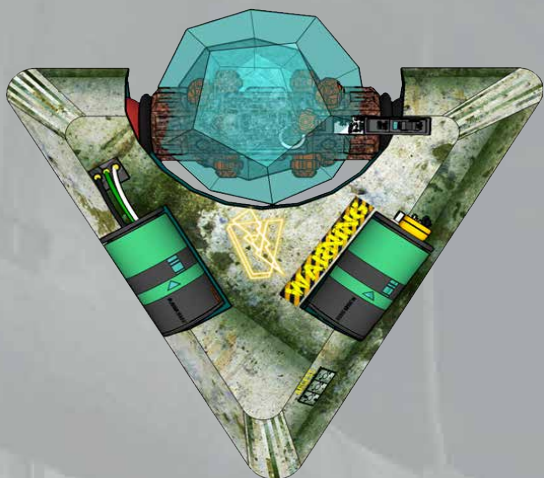


WEAR ADD-ON

Description: This is your standard Personal Power Field Generator.

LVL COST	FIELD	LVL COST	FIELD
L2 1000c	5 pts	L12 33500c	30 pts
L4 3500c	10 pts	L14 46000c	35 pts
L6 8000c	15 pts	L16 58000c	40 pts
L8 14500c	20 pts	L18 69000c	45 pts
L10 23000c	25 pts	L20 83000c	50 pts

Voltage Revanche Powerfield

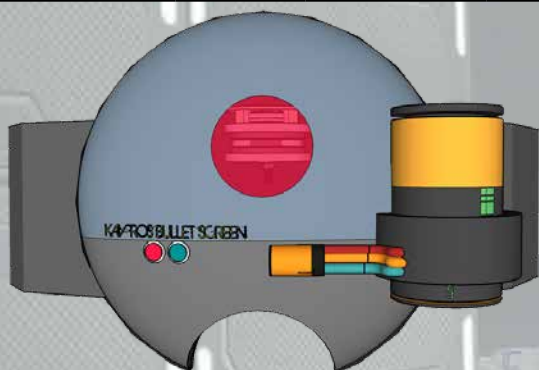


WEAR ADD-ON

Description: The Voltage Revanche (or "Vengeance") field has a property: when it goes down, if the wearer desires, it can release an area explosion, centered on the character. Everyone around for 4 yards takes the listed damage with a +4 Damage Modifier (the character with the field is unharmed).

LVL COST	FIELD	LVL COST	FIELD
L2 2000c	5 pts, 12 IMP X	L12 40770c	30 pts, 24 IMP X
L4 5250c	10 pts, 14 IMP X	L14 55250c	35 pts, 27 IMP X
L6 14750c	15 pts, 17 IMP X	L16 67250c	40 pts, 30 IMP X
L8 20000c	20 pts, 19 IMP X	L18 80500c	45 pts, 33 IMP X
L10 28500c	25 pts, 22 IMP X	L20 99750c	50 pts, 37 IMP X

Kaveros BulletScreen



WEAR ADD-ON

Description: Towards the late Age of War there were still plenty of energy weapons--but the only guns that could be reliably manufactured in most places were traditional, bullet-using firearms. The BulletScreen is a unit tweaked to only stop fast moving physical projectiles (it'll stop arrows too). It doesn't react to punches, knives, or energy weapons.

LVL COST	FIELD	LVL COST	FIELD
L2 1000c	10 pts	L12 33500c	60 pts
L4 3500c	20 pts	L14 46000c	70 pts
L6 8000c	30 pts	L16 58000c	80 pts
L8 14500c	40 pts	L18 69000c	90 pts
L10 23000c	50 pts	L20 83000c	100 pts

Force Fields

The Personal Force Field isn't an add-on: you wear it instead of armor. Personal Force Fields are pretty rare and only worth it at higher levels of power--but they represented one of the biggest investments in personal safety a person could make.

Phase Regulator



UTILITY

Description: The Phase Regulator is a repurposed intrusion system. In the early Age of War, Intrusion Assassins would enter an installation "Out of Phase" and using obscure weapons, slaughter the subjects un-opposed: their attacks would literally go right through the killer.

Today few of these weapons or systems remain--but the Phase Regulator uses surviving pieces of the technology refitted for use. The Standard Phase Regulator can keep the subject Out of Phase for 10 Rounds (1 min) after which it needs 8 hours to recover.

LVL COST	FIELD	LVL COST	FIELD
L2 2000c		L12 40770c	
L4 5250c		L14 55250c	
L6 14750c		L16 67250c	
L8 20000c		L18 80500c	
L10 28500c		L20 99750c	

Blackout Field

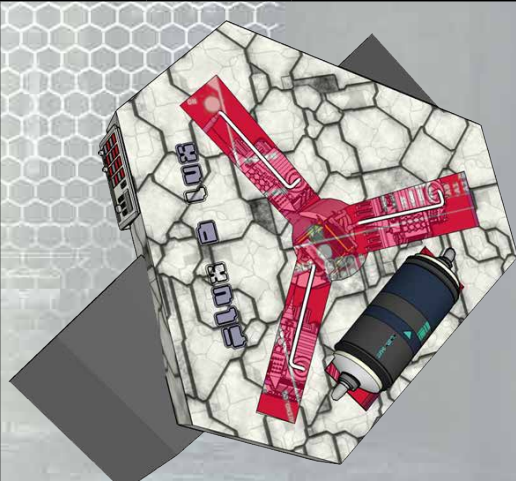


WEAR

Description: The Blackout Field is a Force Field that cloaks the character in extreme shadow. Used for infiltration, it makes the character extremely hard to see, appearing as a 2-dimensional shade. In low light conditions, the character gets a -6 visual modifier. This modifier persists, even if the character is seen, if they spend 5 REA to keep moving.

LVL COST	FIELD	LVL COST	FIELD
L2 2000c		L12 40770c	
L4 5250c		L14 55250c	
L6 14750c		L16 67250c	
L8 20000c		L18 80500c	
L10 28500c		L20 99750c	

Flux-o-Lux Armband Force Field



WEAR

Description: The Flux-o-Lux Personal Protection Field is worn on the upper arm like one of the arm-bands that joggers wore with Information Age smartphones. It follows the bio-field generated and "permeates" clothing and equipment (armor will prevent this from happening and prevent the field from instantiating).

LVL COST	FIELD	LVL COST	FIELD
L2 2000c		L12 40770c	
L4 5250c		L14 55250c	
L6 14750c		L16 67250c	
L8 20000c		L18 80500c	
L10 28500c		L20 99750c	

Age of War Tablets and Terminals

The smartphones of the Age of Wonders are now shadows of their former selves—but during the Age of War, many "tablet systems" were created and used involving similar—though lesser—technology. Some of these tablets could mimic some of the miraculous powers of the Age of Wonder phones.



An Age of War Personal Effects Tablet releases a Elohimon Personal Idol

T-Logger

A small device with a deployable "telepathy antenna." This was used to "make logs" through a telepathic interface that



Could record some degree of sensory data. Without UbiNet and with the collapse of "Access Servers" protection has broken down. Gives +2 CP of Lore Skill if you read through it (much is incomprehensible) and it syncs with the first user and can't be used by anyone else for a decade. The 2 CP can't be used to buy L3 or L4.

LVL	VALUE UNIT
Lvl 2+	Unit: 500c

Personal Effects Tablet



Description: These used the Age of Wonders space-folding technology to allow you to carry a backpack's worth of stuff around in your pocket--well, in your tablet (they weren't quite pocket sized).

Standard items might include:

- 20-80c (roll one die)
- Some emergency clothes— weird looking but usually will resize themselves to a degree
- Elohimon Personal Gods: little 3d icons or holograms of various "personalities" that can be conjured up. These don't do much (although they may have some basic routines). Usually they harshly judge the character either through stern looks or repeated phrases.
- Hygiene Kit: difficult to figure out. Scrubbers, gels, lipstick sized sprays. Leaves you feeling kinda slimy but "cleaner." Can also erase short-term memory.
- Anything that can be held can be put in and becomes an icon (long action). Holds up to 100lbs of material.

LVL	VALUE
Lvl 2+	500c

Rekal Unit

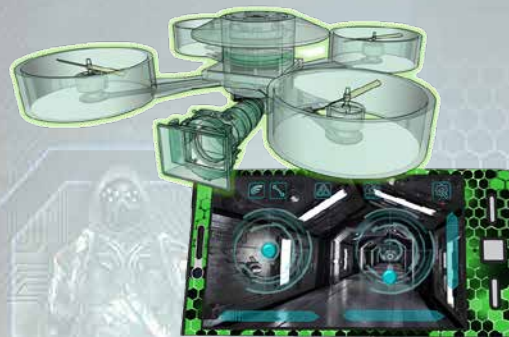
A hand-held device with 1-4 "nodes" that comes with it. It has some simple buttons and a radar style screen. The "nodes" are about the size and basic shape of a tire lug-nut socket.



A hand-held device with 1-4 "nodes" that comes with it. It has some simple buttons and a radar style screen. The "nodes" are about the size and basic shape of a tire lug-nut socket. When a node is activated (pushing the button on top and holding it) a light appears on the radar screen showing where it is in relation (right in the middle if the character is holding both). The node can be stuck to any surface. When the main unit is activated (a big button) the character gets an 8 REA Long action teleport back to the node. The Node is one-use only and burns out—but other nodes can be found or purchased. The Rekal unit works only for the holder and their immediate gear. It can operate over about 500 miles. New nodes may be found and, in some places, may even be available for purchase (NukeTown, for example).

LVL	VALUE UNIT	VALUE NODE
Lvl 6+	Unit: 7500c	Node: 100c

Photon Drone



Description: The tablet creates a small flying drone--a physical construct, even if it is only barely real. It is controlled by the device and can be used to scout. The drone can take 6pts of damage before collapsing. It can't lift things and can only bump into targets with minimal force. If a drone is destroyed a new one can be created in 24 hrs. They have a limited range without UbiNet support of 40 yards (20 hexes). It moves at 12 yards a round.

The controls "bind to the user" in a method similar to smart-phones, meaning the user must hack the system (6 SPs over 3 attempts or get a new drone--or have the following skills at the listed levels):

- Hacking L2 14-
- Lore L2 14-

LVL	VALUE
Lvl 5+	6000c

Dating Sim Tablet



Description: The Age of Wonders technology that was at use during the Age of War was used in some strange and unpredictable ways. The "Dating Sim" tablets are an example of this--the tablet is 'game' where a character representing the user tries to date imaginary members of the preferred gender. Playing through the game generates SPs if the character is successful. The game usually requires a RES or Seduction roll--three rolls to get 8 SPs or more (one time per session, playing takes about 3 hours of game time). This generates 4 SPs to spend (note, until those are spent, the character can't get additional SPs from the game).

However, for a +2 SP bonus, the user can take a risk of unleashing one of the rival characters. This represents a preferred-gender rival that will appear somewhere in the real world and stalk the character as a kind of nemesis. It may or may not be murderous--but it definitely knows the character very well (through the game) and bears a grudge for not being "the preferred date." The character is unleashed on a 9- or a 12- if the drama is not successful.

The stats are for Brand Damage at the character's level.

LVL	VALUE
Lvl 2+	800c

Personal Shopper Tablet



Description: The Personal appears as a flat-screen tablet about 24" across. When activated, it shows advertisements for seemingly random items that were popular (?) in the Age of War or even Age of Wonders. The delivery mechanism still works--the items, when purchased (for credits, which must be fed in) will materialize. However, the culture that created them is a total mystery.

The "show" has an excited voice droning on about the items in a language that may or may not be comprehensible--but makes it clear that you MUST have this and should ORDER NOW! Some potential items are listed.

LVL	VALUE	
Lvl 3+	1500c	
ITEM	COST	NOTES
Vorlance Camouflage Tote-bag	22c	Shoulder bag in a variety of colors—but becomes invisible when put down (-6 perception roll to see).
Quintis Spray-On-Shoes	70c	A spray can that shows it being applied to the feet. Creates a comfortable sealed shoe that is great for hiking or running. Lasts 48 hours or until taken off. 12 applications.
Radium Wine	35c	Delicious, exotic glowing wine. Gives the character a MUTATION tagged ability at random. Up to -4 APs worth. Wears off in 24 hours.
Radar Cookware	80c	Set of brightly colored cookware. When closed will cook automatically. Slightly radioactive.
Emily Emily Radiant Ring	50c	Silver metal, multiple bands with inset glowing green stones.
Emily Emily Turquoise Doublet Ring	300c	Large silver ring with a blue glowing egg-shaped force-field (100 Power) "stone."
Emily Emily Scorpion locket	260c	Necklace with a small robotic scorpion on. Moves around. If released, will run off.
Kilocorporation E-Games	22c	Hand held pattern matching games. Requires RES roll at -2 to win.
Turnip Technologies Ground Drone	18c	Small remote-controlled ATV. Controlled via telepathy.
Breacher Tape	50c	Tape that hardens on surfaces to become as hard as the surface itself. Can repair bulkheads, etc.
Screen Sticker	18c	A fold up clear "sticker" that, when put on something becomes a touch screen. Limited use with UbiNet down.

40k Thread Count Super-Cotton Sheets	60c	Queen-sized bed sheets with some kind of reality compression going on to give them a 40,000 Thread Count. Extremely comfortable—but slightly unsettling.
Yule Decoration of the Eye	20c	A hanging “Electric Eye” ornament that projects a psychic sensation of being watched by a malevolent force.
Raptor Rocket Power-Vacuum	109c	Collapsible “Vacuum Cleaner.” Quite effective—however the user will find bad-luck coming their way so long as they have it.
VoltCore Stick-On Lights	58c	Small bulbous lamps that can be stuck to surfaces and provide decent illumination. Set of 10. Lasts 400 years.
Vanitiz Safelight Candle	17c	Comes in a frosted glass cylinder. The candle burns 8 hrs. During this time the lighter and anyone within 6 yards of the candle is invisible to anyone outside “the light.” Cannot be moved.
RavenRay Non-Slip Kitchen Mat	52c	40“x20” colorful floor mat. When placed down, grips the floor with 50 STR Grapple and will do the same for anyone trying to move off it.
ExNihilum Decor Balls	30c	A tube of 6 carbon-fiber black spheres the size of Christmas ornaments. They float where placed and periodically wink out of existence, returning when someone comes close.
Everest Gazing Sphere	120c	Looks like a translucent blue crystal ball with black gothic stand. 6” across. Staring into it makes one feel “fulfilled.”
Cogenitate HJ ₂ o	90c	Four sparkling crystal glasses of H-2-Zero. Refreshes the drinker. Faint “orange” after-taste. Gives drinker 1 SP (only one per drinker).
VistaVista View Goggles	20c	Glasses-headset that places the wearer in awesome psychedelic space-like environments.
SmileLive Teeth Coloring Sticks	50c	A set of four colorful silver sticks with a paste inside that, when spread on teeth, changes their color permanently to one of several bright, metallic shades.
Vanta-Chrome Colorizer Spray	30c	Hand-pump spray gun that will mist a target object and turn it into a different color as per a digital colorization function (color is selected by rotating the nozzle).
ElderSpry Walking Cane	60c	A high-tech fold out walking cane. Advertised for “old people.” Reduces walking Endurance to 1/10 th normal!
Lutex Liquid Rug!	70c	Large plastic jug with spray-attachment. Will cover a surface in expensive shag carpeting. Dirt resistance. One canister will do a large room.
Hammermark Insulting Card	15c	Produces an envelope with a folded paper ‘card’ in it with a “Special Message for a Special Someone.” When opened, a hand making a rude gesture pops up and the opener is hit with a SHOCKING THOUGHT attack, INT 35.

Heads-Up Displays

During the Age of Wonder cybernetic nano-technology could build interfaces directly into the retina or brain. In the middle-to-late Age of War, people--especially technicians and scouts--who needed enhanced senses--relied on “heads up displays.” These were worn as goggles or smart-glasses and expanded the wearer’s capabilities to detect and understand things.

Radar Goggles



Description: Radar Goggles use a penetrating scanning beam to look a few inches (or more) into solid objects! The bonus to Find / Disarm gives the bonus on every attempt--so if a pit trap requires 4 SPs to see and 6 SPs to disarm, it now requires 2 SPs to see and 4 SPs to disarm with the Mark 1.

Mark 1: A general upgrade-

- -3 pts of Low Light Modifier
- +1 to Perception roll
- +2 SP to find: Pressure Plates (Pit Traps). Mechanical Blades, Deadfall Traps.
- +2 SPs to disarm

Mark 2: Improved sensor and software.

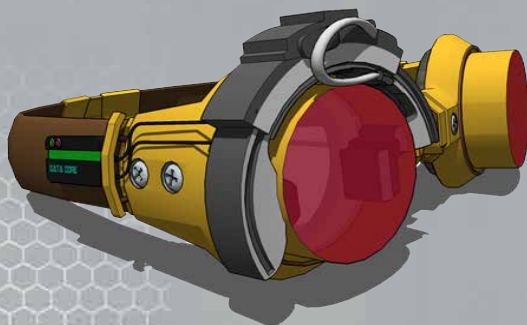
- Full Night Vision
- +2 to Perception Roll
- +3 to Find / Disarm (as above)

Mark 3: Everything is improved.

- +3 to Perception
- Full Night Vision
- +3 to Perception
- +4 to Find / Disarm (as above)

HUD	LVL	COST
Mk 1	2+	500c
Mk 2	3+	2000c
Mk 3	6+	8000c

Scan Goggles



Description: Scan Goggles pair a powerful sensor to a gigantic database. The system then tries to match what is seen to what it knows. Scan Goggles Provide:

- Stats for most monsters (14- if the GM rules it could be in the database)
- Stats for most treasures (14- if the GM rules it could be in the database)
- +2 SPs with a successful Traps roll for finding Traps
- +2 SPs to Hacking Rolls (the database identifies the terminal and software and looks for known exploits)
- +1 to Lore Skill Rolls
- Translation of any Age of War language (at least a rough translation)

LVL	VALUE
Lvl 4+	3000c

Precog Defensive Shades



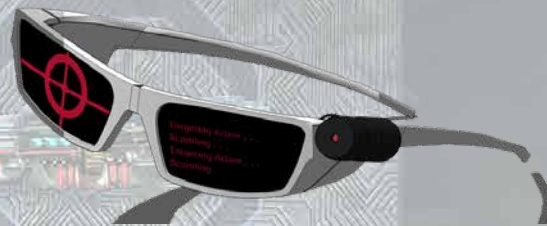
Description: The technology to predict the future (if even by a few moments) and feed that data to a user proved very, very valuable in combat. The Precog Defensive Shades match a sensor, a calculation engine, and visual displays to feed the wearer data on what is (very likely) about to happen. The wearer gets:

- Full AGI and full dodge against ranged attacks.
- An SP-pool for Dodges (only).
- One or more 1 REA Dodges or Blocks per Round.

LVL	VALUE	SP POOL	1 REA DEF
Lvl 4+	3500c	4 SP	1x
Lvl 8+	18000c	6 SP	2x
Lvl 12+	35000c	8 SP	3x

Hitman Shades

WIELD ADD-ON



Description: Assassin-wear from the Age of War: the shades give +2 AP Damage with any ranged weapon.

LVL	VALUE
Lvl 4+	3500c

Age of War Personal Items

There were many weapons and armors--and fantastic tools and devices--but a lot of what people used in the Age of War was just "stuff."

NOTE: The (various) cultures of the Age of War--and, especially before that, the Age of Wonders are nearly incomprehensible to people in The Now. Many of the tropes and imagery will be at least somewhat comprehensible--but the full gestalt is alien and often disturbing. The people in the Age of War and the Age of Wonders were very, very weird and somewhat "demented" by current standards.

Good Job Cookies



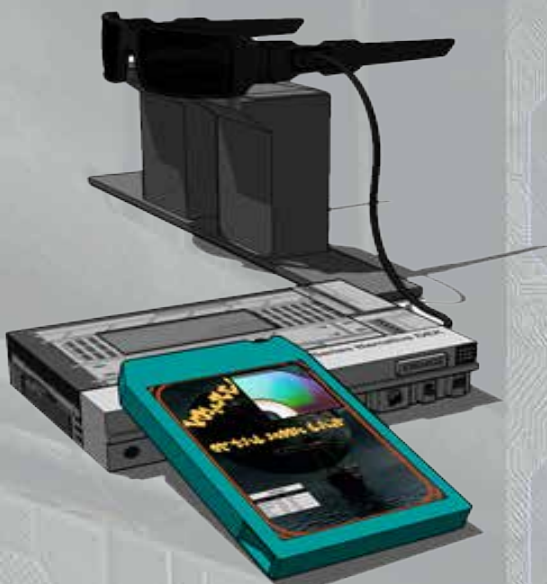
Description: In the Age of War, when you did a good job, they gave you an Employee Treat--a cookie that, for a while would stop the craving (they were highly addictive). Today, the habit forming chemicals have decayed--but the delicious cookies remain. Unfortunately some of these containers have high explosive traps (6 SPs for Demolitions in 3 Rolls or 10 SPs in Traps--or it goes off!). Explodes for 60 pts Damage.

Eating several of the cookies gives 1 SP. Each box has about 2 SPs worth. Yum!

LVL	VALUE
Lvl 2+	250c

Story DEK

Description: A device and "tapes" that promise a sensory experience. If a player can be found, the headset is hooked up to the temples and playing the tape provides the emotional sensation of having been told a good story.



The character will remember excitement, fear, feelings of cathartic sadness, etc. They will be able to provide (perhaps make up?) a rough outline of what the story was about—but not the specifics.

Most people find the whole thing pretty unsatisfying—but the Age of War people were really into this stuff. Boxes show colorful scenes of romances, adventures, etc.

LVL	VALUE
Lvl 2+	DEK 100c, 20c per "Tape"

Annoyance Canceling Headphones



Description: This is a headset that, when put on, uses advanced technology to block noises the wearer finds annoying. There is a 12- chance that when wearing them they will be unable to hear at least one party member.

LVL	VALUE
Lvl 2+	100c

It's-Not-So-Bad Tabs

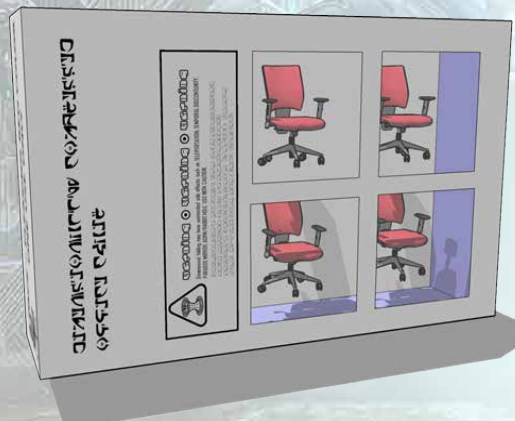


Description: Foil wrapped candies that, when taken, create an emotional resonance that "it's not so bad." This is the case no matter what is going on. Kind of a super-anti-depressant, they don't actually make you happy—but whatever has happened? The end of the world, the death of friends, about to be eaten by a monster?

It's not that bad.

LVL	VALUE
Lvl 2+	50c

Dimensionally Compressed Office Chair



Description: Life in the Age of Wonders made the trappings of what had been human culture a kind of strange and often deadly (to their avatars) game. Life in the Age of War continued these traditions without understanding them--but also returning to some of their original functions. What that meant was: They had a lot of meetings. The Dimensionally Compressed Office Chair (4 Pack) provides four small, light office chairs that, when activated, grow to full size. They can't be returned to their small state. There seems to be some danger associated with using them--but it is unclear what that is.

LVL	VALUE
Lvl 2+	400c

Time Sink



Description: If there is one thing we know about the Age of War it is that parts of it were very unpleasant. If you were not being shelled with anti-matter bombs, you were toiling under a psychotic warlord. Either way, often it wasn't good. The Time Sink may have been used to help with some of that. It appears to be some kind of "electronic entertainment system" or "game"--but with a complex array of controls. When activated it puts the user into a trance for a period of time during which they are unaware of the outside world. This is a way to pass blocks of time and boredom without having to "live through" the intervening period.

However, for people not expecting it, especially if alone, it can be dangerous. The basic time is 1d hours but on a 5 or 6, keep on rolling and adding the number. Treat as a Resisted Attack with an INT of 30 (any success will entrance the user).

NOTE: you have to play it for a little while--just seeing it won't work. A person can be snapped out of it by doing 1pt of damage or taking it away. A character that is snapped out of it must make a WIL-2 roll or suffer a seizure for 30 minutes (the seizure last a few seconds, the unconsciousness last the remainder).

LVL	VALUE
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Lvl 2+	150c
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Pleasure Sponge



Description: A foil wrapped sponge that when run over the skin provides not only hygiene but also an emotional sense of being held or caressed by a lover or maternal parent. Subject may feel a little emotionally dirty afterwards.

LVL	VALUE
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Lvl 2+	50c
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Elohimon - Personal God

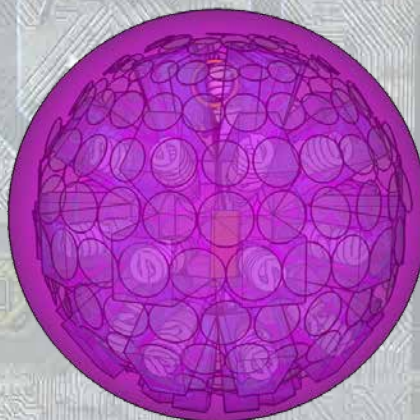


Description: During the Age of War it's hard to know what people believed--or how they understood the universe. Whatever the case, they often carried Elohimon--small "pocket gods." These icons or idols or whatever they are are crude, asymmetric, and often made of cheap materials--usually extremely hard plastics or unusual synthetic gems.

What do they do? No one is sure--it appears that they help stimulate certain feelings: the Elohimon is disappointed in you--or the Elohimon cares about you--or whatever. No one knows if this reported feeling is false or not. Mercipaths have reported telepathic anomalies around them--as though they can sometimes channel signals from elsewhere. There are many different versions and some are considered good luck--some are considered bad.

LVL	VALUE
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Lvl 2+	30c Bad Luck (roll 1-2), 50c Neutral (roll 3-5), 100c Good Luck (roll a 6)
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Description: A rubbery ball with machinery visible inside it--about the size of a golf-ball. When bounced and caught the user experiences a spike of pleasure! These can be addictive and, for everyone else, annoying.

LVL	VALUE
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Lvl 2+	75c
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Emergency Backup Brain



Description: Disgusting--but useful, the EBB is a synthetic--but still visually slimy and, erm, alive looking, well, brain attached to a headset. Put on the headset, sync with the brain and you get +5 SPs for any RES or MEM related activity and +1 to the skill roll. It also leaves you feeling alert and refreshed. One-shot use per brain.

LVL	VALUE
Lvl 2+	500c

Cosmetic Mutagen Gum (Glaumorol)



Description: Packs of gum (8 pieces each) that cause radical, instant changes in the character's appearance. It can make hair or skin neon colors. It can provide 4 CP of changes like fur, better senses, improved appearance, etc.

The changes are temporary (24 hours) unless the player likes them in which case they become permanent.

LVL	VALUE
Lvl 2+	400c
EXAMPLE MUTATION	NOTES
Neon Hair	The character's hair becomes a brilliant, random neon color. Hair actually literally glows.
Skin Job	The character's skin changes color. It may have patterns like tiger-stripes or vertical bars.
Vampire Teeth	The character grows visible fangs.
Neon Eyes	Character gains glowing neon-colored irises. Removes -2 pts of negative darkness modifiers.
Small Horns	The character has small curved "devil horns" coming from their forehead. Generally skin or bone or black in color.
Nose Job	Character gets a smaller, perkier nose. -1 to Intimidate, +1 to Charm attempts.
No Ears	Ears vanish—but character can hear perfectly.
Extra Neck	Character gains +2" of neck. Looks weird.
Sixth Finger	Character sprouts an additional, working finger.
+1"	Character grows an inch taller.
-1"	Character gets an inch shorter.
+15 lbs.	Character gets heavier. +1 BLD.
-15 lbs.	Character loses 1 BLD.
New Face	Character's facial appearance changes to a random other visage.
Fur	Character sprouts colored fur—thicker on head, shoulders, and shins.
Webbed Hands	Improves swimming speed . . . a bit.
Pointed Ears	Character's ears change.

Desktop Defender



Description: These visceral horrors, sometimes found in Age of War offices seem to indicate that co-workers were often in a kind of war with each other. The Desktop Defender (comes packaged in rectangular boxes) is a "guard dog" for a desk. Once loosed on a desk, it will defend it against all but its owner. NOTE: it may be mistaken for some kind of desktop object--but it isn't really "concealed." Some people claim it was "made to look like a thing that belongs on a desk"--but most people who encounter one just think it was made for sheer horror factor.

The Desktop Defender is at -5/-6 to be hit (it is small and agile), has 2/ 5 Armor, and 1 DP. It bites twice a Round on a 14- for 3 PEN and makes ominous noises when it attacks (usually if someone sits at--or tries to take something off the desk). It has a 15 Initiative.

For the owner it will be kind of . . . affectionate (?). It does not seem to need to eat.

LVL	VALUE
Lvl 2+	400c

Fermidex



Description: Fermidexes were Age of Wonder devices--but they were carried and used (and, in some places) still made during the Age of War. They resemble complicated "puzzles" with a dizzying array of controls, toggles, and so on--when held and used, the user gets a general "hot and cold" feeling which allows them to manipulate the device. Perhaps at one time these things created miracles. Now they are odd--almost random seeming.

A given Fermidex will have 3 random powers. Triggering one requires about 3 minutes of usage and a MEM roll will let the user trigger it again (after a few hours of fiddling the character should be able to activate the functions at will).

These are example functions.

LVL	VALUE
Lvl 2+	500c
No.	Sample Power
1	Beer Goggles – All people who interact with the user seem to have 2 levels of Appearance for the next hour.
2	Glowing light orb appears near the character and will follow them around for 2 hours or until dismissed with a solid punch.
3	User feels creepy-crawly bug sensations all over their body. WIL roll not to freak out. Heals 1 DP per day this way.
4	User is fluffed with a fine dark powder that comes out of nowhere and makes them appear dirty and smudged.
5	Unlock a door with Pass Locks (only for regular internal locks) and open it.
6	Create a small monogrammed handkerchief in bright colors. The monogram is random. Disappears in 1hr.
7	Creates size and distance markings in light glowing blue characters on everything within 50 yards of the character (height and width lines, etc.). Lasts 3 days.
8	Creates one of five inscrutable symbols on a surface. Permanent. User gets to choose the symbol.
9	Character is wearing a necklace or bracelet or tiara made "of light." This will move with the character, is not physical—it is a hologram. Last 4 hours. Very attention getting.

10	Creates a flat single-color light plastic "card." In the user's hand. When released, it will last for 1 hr and another card will appear in the user's hand. If the second card is placed touching the first card, both will remain. Otherwise the first one will vanish and the clock will start for the next one. It is unknown how many you can build all touching (if they come apart, they vanish instantly).
11	A small bubble showing an incomprehensible drama appears and follows the character around for about 45 minutes (+ commercials). The audio is soft—but it usually features someone kind of like the character in some way being a buffoon. It has a louder-than-normal laugh-track.
12	Character gets a random hat suddenly on their head. Lasts until removed.
13	A delicious taste—smooth—cold, sweet fills their mouth. There is nothing in there although the feeling of having eaten a bite of ice cream is very real.
14	Device pops out a small orange pill. It gives the character the Psychic Reader ability if taken while holding an object. It only lasts for that object and only produces one such pill a day.
15	Device creates a floating window of text and pictures (moving). This is some kind of newspaper or magazine. Inscrutable. Can be used for light.
16	Creates a rose in day-glow swirls of color. Smells sweet.
17	A hole about 2" wide and up to 3 yards deep opens in a random nearby object, person, or wall. This does no damage to the individual. Lasts 1 hour. Will generally avoid strong pressure differentials. With practice, it can be aimed modestly well.
18	Releases a "robotic insect drone" which glows, flashes lights, and scurries around. It is quite entertaining to watch and can change shape and such to overcome obstacles. Drives pets crazy. Disappears after an hour or so.
19	Object folds in on itself several times and vanishes. Character can feel a faint "tug" inside their hand. If they "pull on it," the device reappears.
20	Object creates a stylus that writes in colors reflecting the character's mood. Ink is persistent.
21	Creates a small vase with a couple of odd-looking flowers. The flowers are carnivorous and will bite for 2 PEN, hitting on a 14- if you get close. They are otherwise as easy to kill as ordinary flowers.
22	Time, date, and bizarre horoscope for the character pops up in the air. Semi-legible for most characters.
23	Character's clothing changes colors to a bizarre styling and baroque livery. Changes back in 1 hr. Only works on normal clothing.
24	Character has the equivalent of one beer. The sensation takes place slowly—at a normal drinking pace and is quite pleasant, if the character likes beer.
25	Device generates 1c. It can do this once a day. The coin appears spinning in air. It will hover there turning until someone touches it.
26	Character goes Out of Phase but cannot move. Lasts 10 minutes.
27	Device opens compartment revealing lavender pill. The character speaks and reads one of the ancient languages for 20 minutes. They must pass a WIL check to speak or read their native tongue. Can produce 5 pills a day.
28	Character hovers 1" above the floor. Will still fall if walking over a pit—but will not trip pressure plates. Last 1hr.
29	Air filled with an odd, but generally pleasant scent.
30	20 yard sphere around the device becomes "filtered." Everything looks as though a photographic filter had been applied to it (this is a change in the conditions—not the character's vision). Lasts 6 hrs.

31	Device creates a 1pt Power Field (not 1 AP, just 1pt) around the character giving them a faint glow and slight musical notes when they touch anything. Lasts 2 hours (will not stack with other Power Fields).
32	Character's clothing becomes covered with glowing obscure logos. Lasts for 4 hours. If seen by 1000 people, the device will generate 1c (as many times as 1000 people see the logos).
33	Device expands, ballooning up a little. Is amazingly satisfying to squeeze. Provides +1 to WIL rolls if squeezed repeatedly before trying something.
34	Character's shoes become slick. Make AGI-3 or Acrobatics-3 roll or fall. However, If the character can skate or takes several hours to learn how to use it, they can increase their ground speed by 1.5x by "skating" on flat ground. Turning on the slickness takes an 8 REA Long Action and is a bit like wearing roller blades while in use.
35	Character gets a "Rain dome" over their head. Will protect from rain and dampen winds. Last 4 hours or until character removes it.
36	Character bursts out in boils, pustules, etc. Absolutely disgusting. Last 1 hr. Reduce all Charisma scores other than Intimidation to 5-.
37	Character teleports 4 yards in a random direction. This will land them safely (if they cannot land safely they will not go). This works once every 6 hours. It is an 8 REA Long action to activate.
38	Space opens that can hold small personal effects (rings, cufflinks, keys). Has six such compartments, indicating it is folding space.
39	Creates faintly visible "anti-bug" Power Field. Acts as a 20pt Power Field that only works against insects. NOTE: will work against giant insects—mostly just useful for keeping bugs off.
41	Key-Finder: Allows the Fermidex to "bond" to a small object (like a key, etc. Up to about 4lbs). When triggered, that object will teleport to the Fermidex.
42	Portable Window: Creates a holographic projection of a window to a beautiful looking vista. It can be shone on any nearby wall. When shone on the wall and triggered it creates a completely realistic false window that seems to look out on deep space, a wonderful mountain valley, etc. If the projection takes 3 DP, it pops.
43	Light Show. Creates an impressive burst of holographic fireworks around the character. If the character whispers a short phrase into the device / microphone, the sparklers will spell out the phrase
44	Big Broom. Creates a gentle, but broad force field that can move small bits of dust in a 15' line in front of the character. Can sweep the whole house in a couple of minutes.
45	Light In A Dark Place. Device acts as a high powered flashlight, but only the character holding the device can see the beam.
46	Killer Joke. Produces a small slip of paper (with a loud, "dot-matrix printer" sound) imprinted with a short joke written in an archaic version of the character's language. It is very funny. Acts as an INT 21 Shocking Thought attack for those who hear it for the first time to avoid collapsing into laughter. Can add 3 to any Revelry or comedic Performance skill roll. Subsequent jokes are less funny.
47	AD&D. Device re-configures to expose a thumb-print pad and an eye-piece. Once it has recorded the user's biometric data it will issue an insurance policy in a small, inscrutable scroll. The user will need to feed in their AP cost in coinage or bills (into a slot). The device will pay out 4x that amount if the character suffers a Major Wound AND a worse effect than Unconscious. If that ever happens, the cost for a policy triples.
48	Catchy Tune. The device plays a catchy jingle that sticks in the head. It really sticks in the head. Character must make a WIL roll each day, or be tormented (tune is: Shave and a Haircut... Two Bits!).
49	Karmic Leach. Slot pulls back to expose a horrific "mouth" that, if attached to a living creature allows the host to trade DP for SP. The Mouth will suck a minor wound of DP out for each SP created (up to 4). Damage comes off DP, not ADP, and heals as per PEN damage (takes hours or days to heal). If used more than once a month, DP costs double (2x Minor Wound for 1 SP).

50	Skeleton Key. A key unfolds (remains attached to the device) that configures to pick tumbler locks as if 4 CP in Locksmith Skill L2.
51	Fortnight. The device radiates laser beams that visibly scan the surrounding area room, and it creates a pocket dimension that is visibly identical to the room, minus inhabitants (valuable items are worthless approximations; complex machines won't work) that is highly defensible and last until day-break. The holder of the device can let people in and out through a "tent flap" type hole in the air. The fort and its contents vanish in the morning.
52	Skeleton Key 2. The device extends a key that, if inserted in a tumbler lock and turned, summons an animate skeleton which will defend the owner. Lasts 24 hours. It can be turned once per level of the character as an 8 REA action.
53	Respirator. The device has a mouthpiece that provides an 8 hour oxygen supply, which recharges after 1 hour of non-use.
54	Satellite Radio. The device has knobs which allow it to tune into hundreds of channels of weird music, incomprehensible discussion, and rude, psychotic screaming. Listening to it for 100 hours will give a character 1 CP in Lore.
55	FanFic. The device has a speaker and mike that asks a series of personal questions and a knob that goes from "Vanilla" to "Whole Chicken." Based on the answers, the device will produce a story about the characters. The story is humorous and nonsensical, but tries to get personality traits basically right. Based on the setting, the story may be merely entertaining, scandalous, or outright perverse. Repeated attempts will print different stories.
56	High Frequency Wireless Recharge Point. Triggering this will charge up nearby devices overnight, as if connected to wall power. It can overclock energy weapons adding 1 AP to the damage they do when they recharge from the device.
57	Snooper. Comm scanner that can monitor radio communications in almost all frequencies in the nearby area (about 1 mile radius) and can be used to find the distance to radio sources

Threat (Explosives) Sensor

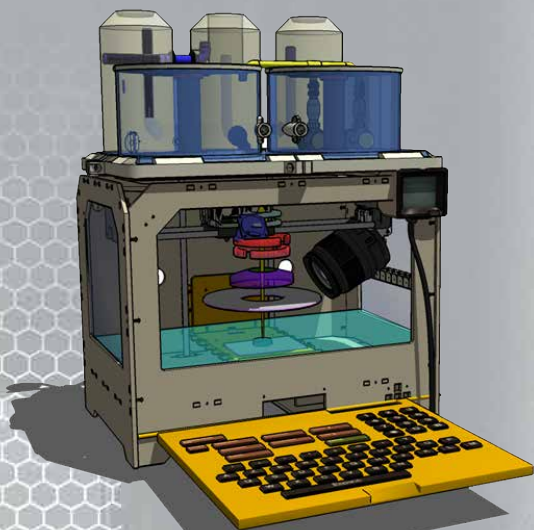


Description: Coming with a hand unit and a wand, the Threat Sensor will detect radiation, dangerous biological organisms (diseases), and chemical hazards. That includes explosives. Using the Threat Sensor will give +3 SPs to detect explosives from up to (roughly) a room away.

The sensor requires Demolitions L2 (any roll) or Traps L2 with a 14- roll.

LVL	VALUE	CHARGES

Portable Auto-Chef



Description: A slightly complex machine the size of a food-processor, that takes colored canisters of “food goo” in the top and then seems to randomly create delicious meals in the internal compartment. The food-goo tubes were widely manufactured and are fairly common. Without the ‘Wonder Chef’ they are somewhat tasteless—but nutritional. With the Wonder Chef, they can make amazing meals!

Once per week, a character can try for a special meal. This is an unmodified JAGS roll—but if the character has an Occupational Skill for cooking, they can roll that and deduct any SPs from the random roll to try to get the meal they want.

LVL	VALUE	
L4+	2500c	
Roll	JAGS Roll	
0-3	Power House Pizza	Small round pizza. Steaming—tasty! Gives +2 STR and +8 ADP for 4 hours after eating.
4-5	Kaiju Burger!	Purplish patty with calamari like tentacles on top! Delicious—heals 4 DPs.
6	Fire Fries	Piping hot “French fries” with special red seasoning. Gives 15 Armor vs. fire attacks for 3 hours after eating. Spicy!
7	Veritable Vegan Salad	Kinda tasteless salad. Gives the eater +1 WIL due to thinking they are better than everyone else for 2 hours after eating. Also gives 2 SPs if they act ‘insufferable’ to other characters about their diet.
8-9	Nuclear Wings	Really, really hot. Slightly radioactive. Heals 2 DP. Can’t eat more than one serving in an hour.
10-11	Yumtastic Yogurt Smoothie	Delicious “strawberry” smoothie (if anyone has tasted strawberries it tastes nothing like them). It provides +20 Resistance to chemical / biological Resisted Attacks.
12-13	Unbroken Omelet	Produces a single egg in unusual colors which, when opened, releases a full-sized fluffy omelet. Character gets +2 HTH IMP Damage in the next fight.
14	Sizzling Stegosaurus Steak	Thick, juicy steak! Provides 10 DP but leaves you feeling stuffed. -1 AGI bonus for 2 hours.
15+	No Special	Just a (weird) meal

Millimeter Wave Scanner



Description: An indispensable piece of Installation Exploring equipment, the MW Scanner uses some kind of beam to “look through” walls and doors. It has limited charges per play session. Using a charge can:

1. Look through most doors (unless Force Field enhanced, vault-type security, etc.)
2. Give +5 SPs for detecting Pit Traps, Mechanical Blades Traps, Sealed Room Traps, and Dead Fall Traps
3. Be used to look inside a box or other closed object (will not show writing on documents—but will show the document)

It requires Engineering L2 or Traps L2 with a 14- roll to use reliably

LVL	VALUE	CHARGES
Lvl	1500c	3
L	2000c	4
L	4000c	5

Yum Wafer



Description: If you can’t get a meal bar, go for a Yum Wafer—it creates the psychological condition of having eaten a great, filling, wonderful meal. The wafer has zero calories--so if this is all you eat, you’ll starve to death--but for a few hours, it’s great!

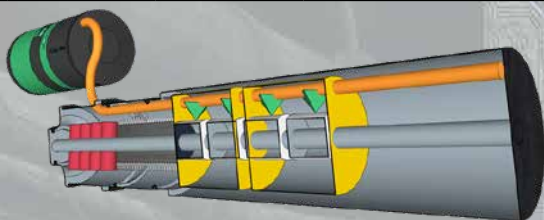
LVL	VALUE	Type
L2	2c	

Age of War Field Kit

What do you take with you when you are going out to the mother of all wars? Field Kit. These are various odds and ends that people carried during the Age of War for a variety of reasons. They are most often found on ancient battlefields--but can also be found in many Age of War installations either as actual supplies or someone's personal effects.

Muzzle Accelerator

WIELD ADD-ON

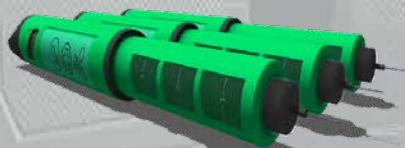


Description: While projectile hand-cannons could get quite lethal, the most usual models didn't stand up to energy weapons. Enter the Muzzle Accelerator which uses a Quantum-Macro Particle Accelerator built into the silencer-like attachment that takes whatever projectile you are firing and makes it go faster.

The accelerator only works with projectile (bullet weapons)--but can be moved from gun to gun.

LVL	VALUE	APs
		+1 AP Damage
		+2 AP Damage
		+3 AP Damage
		+4 AP Damage

Painkiller



Description: If the character has taken damage to DP, the Painkiller gives them 1 ADP per DP damage they took up to the listed MAX. While this ADP is whole (it last 2 hours per shot), any Condition Level Penalties (such as for Hurt, Injured, or Serious) will not be taken--but if even one point of it is removed, the Condition effects will come back.

LVL	VALUE	MAXADP
L2	10c	9 ADP
L2	30c	12 ADP
L2	100c	24 ADP
L2	200c	36 ADP

Spray On Armor

BINDS

WEAR ADD-ON



Description: Spray on Armor was a chemical compound with short-lived nano-machines that, when applied to a semi-rigid surface would infuse it with additional strength. Thus a canny soldier who got his hands on some ArmorX, would hopefully survive just a little longer.

ArmorX adds the listed AP worth of Armor--as it binds, it can not be moved to other suits.

LVL	VALUE	APs
		+1 AP Armor
		+2 AP Armor
		+3 AP Armor
		+4 AP Armor

Meal Bar

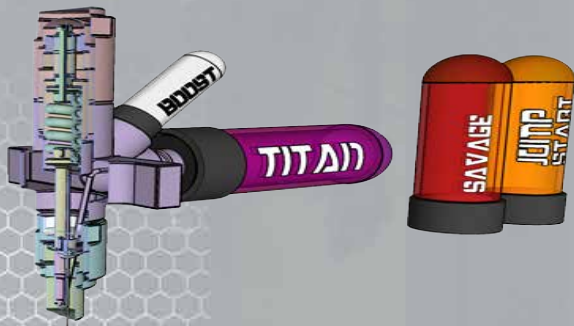


Description: Field rations from the early Age of War were really stocks of "supplies" from the Age of Wonders. The Happy Soldier Eats meal-bar is 3000 calorie eat-one-go-all-day meal in a shiny neonium foil wrapper. Lacking the special tool needed to open it, the meal inside is now inaccessible to any means known to man.

A late Age of War version is treated with psychoactives to make you think it tastes better than it does.

LVL	VALUE	Type
L2	10c	Late Age-of-War. 1 bar is 1 meal
L8	15000c	Age of Wonder: Neonium wrapper will survive a 6kt nuclear blast unharmed

Coffee Auto

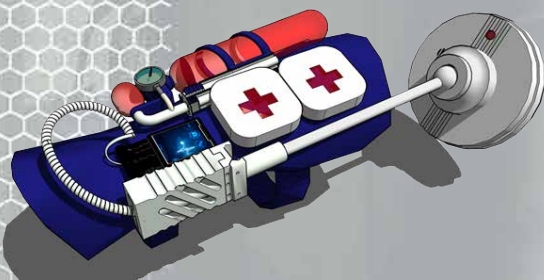


Description: Out in the post-apocalypse war zone it's hard to get a good cup of coffee. Enter the Coffee-Auto, a chemical compound that both gets you going and vaguely warms and satisfies you! When triggered the injector emits a pleasant dark roast scent to enhance the experience. Each injection gives 1 SP in addition to waking you up.

LVL	VALUE
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L2	75c
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Health Pak



Description: A Health Pak is a slightly more sophisticated rendering of the Health Charge. It comes with both a supply of the nano-healer and also some medical sensors and a control to determine how much healer to use on a given target. Above is shown the armband version but they come in belt pouches and other configurations.

The Health Pak contains a certain number of DP which can be provided by the user to the target as an 8 REA Long Action. The character must have First Aid and make a successful roll or else the healing cost is doubled (healing 1 DP drains 2pts from the pack). Health Paks are not rechargeable.

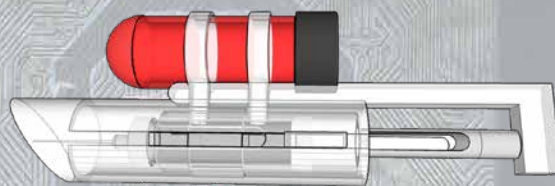
LVL	VALUE	HEALTH
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L2	200c	20 DP
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L5	5000c	40 DP
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L9	20000c	100 DP
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Health Charge



Description: Health charges look like "auto-injectors" with glowing red liquid inside. They are simply depressed against the thigh (or other location) and forcibly inject a fast-acting Nano-Repair solution. Using one usually requires two 5 REA Medium Actions (one to draw, one to use)—but there are wrist-cuffs that can hold one or two that negate the "drawing" requirement. Each charge will heal either a Minor Wound or the Max DP Healed, whichever is lower.

Diminishing Returns: After the first dose, each additional dose within the same hour heals half of what it lists (or half of the target's Minor Wound, whichever is lower).

LVL	Max DP Healed	Cost
1	6	30
2	8	62
3	9	74
4	10	86
5	12	98
6	13	111
7	14	124
8	15	137
9	17	150
10	18	163
11	19	177
12	21	190
13	22	204
14	23	218
15	25	232
16	26	246
17	27	260
18	28	275
19	30	289
20	31	303

Hygiene Spray

Description: The spray covers the body with a foam goo that bubbles pleasantly and turns dark and dirty as it scours up all the dirt, grime, oil, and dead skin. Swiveling the top instructs it to remove body hair.

It leaves the user smelling pleasantly like vanilla cookies.



LVL	VALUE
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Anti-Tox

Description: When injected this provides the listed additional RESIST value against any chemical, biological, or radiological attack. The effects last 2 hours. They can be taken after an agent is encountered and provide a second roll at the new resisted value (which will ignore a worse result).



LVL	VALUE	RESIST
L2	8c	+5
L2	50c	+20
L2	100c	+40
L3	200c	+50

Frenzy Patch



Description: A box of three dermal patches that are applied to the neck. They give the character Frenzy: +3 REA, +3 HTH Damage for 3 rounds, once activated. When the patch is applied, the character feels extra alert and agitated. The character must have a patch of the correct level range in order for it to work.

LVL	VALUE	MAX ADP
		v

Combat Drugs



Description: The Age of War saw several different auto-injector applied combat drugs. These are examples.

TITAN: Gives the bonus to the user's STR score for 1 day.
NOTE: Was used more for hauling equipment than hand-to-hand combat.

LVL	VALUE	MAX ADP
L2	1000c	+4 Armed Strength
L3	3000c	+8 Armed Strength
L5	7000c	+12 Armed Strength

SAVAGE: An auto-injector given to front-line (expendable) troops. It uses bio-regenerators to give the character extra ADP that lasts 24 hours. It also gives 4 SPs if the character is played as a violence prone brutal killer (the 4 SPs are granted for this sort of play). NPCs will need to make a WIL-3 roll to resist the violent urges of Savage.

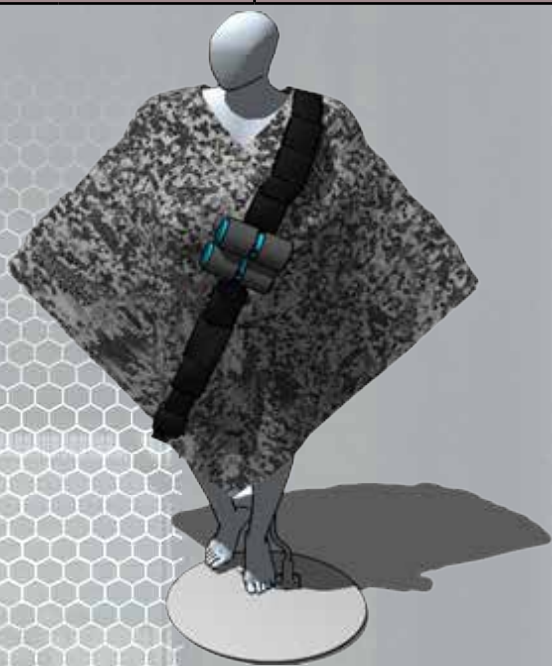
L5	7200c	+24 ADP
L10	25000c	+48 ADP

JUMP START: An auto-injector that the user slaps against their thigh (5 REA Activation) and for the next 3 Rounds has Maniac: +3 REA, +1x 1 REA Attack each Round, +3 HTH Damage. The character will get 4 SPs for the combat if they take some specifically blood-thirsty action. The character must have a dose appropriate to their level for it to work.

L1-L5	L3	2500c
L6-L10	L7	12000c
L11-L15	L12	40000c
L16-L20	L17	80000c

Dry-Tech Poncho

WEAR ADD-ON



Description: Most Age of War troops wore low-tech ponchos in the rain to try to keep dry. Some, however, had access to Dry-Tech, a light, breathable poncho that would allow air to pass through while removing water both from the surface.

It is coated with a compound that turns liquid water in to dry flakes and just shuffles it off (the flakes, later, turn back to water). Kit usually comes with socks—comfortable!

It also acted as over-wear armor.

LVL	VALUE	Armor
L3+	3500c	+2 / 5 Armor

Mutagen Enhancer



Description: An auto-injector that contains a powerful mutagenic enhancer. This is an add on that can only be used by characters with the Mutant Special (absent GM permission). It grants APs of an Innate Ability (see JAGS Revised Archetypes) of whichever tagged sort the character is allowed to buy (Natural, Extreme, or otherwise if the character is a "heavy mutant"). The player spends the points and may take Mutation tagged powers for up to two extra.

LVL	VALUE	APs
2	3500c	2 APs
12	14500c	4 APs

Very Special Ammo

The Age of War produced all kinds of things: one of the more interesting things was unusual—in some cases almost magical—ammunition. VSA comes in packs of just a few rounds, the ammo will fit in any gun that fires bullets so long as the Level of the bullets is greater than or equal to that of the gun.

They do the listed damage of the gun plus whatever effect of the VSA.



Boomsnake Round

Pack 6 Rounds

Effect: The bullets are envenomed with Evolved Boomsnake blood toxin!

LVL	COST
L1-L2	360c 30 INT
L3-L4	1260c 40 INT
L5-L6	2880c 50 INT
L7-L8	5220c 65 INT
L9-L10	8280c 75 INT
L11-L12	12060c 85 INT
L13-L14	16560c 100 INT
L15-L16	21780c 110 INT
L17-L18	25020c 125 INT
L19-L20	29880c 135 INT



LVL	COST
Standard	Suffers 2x DMG
Major	Suffers 3x DMG
Critical	Suffers 4x DMG
Catastrophic	Suffers 6x DMG

Blast Shell

Pack 12 rounds

Effect: Target is hit by PEN bullet as normal. Everyone within 4 yards takes Base Damage x 1.5 Explosive with a +4 Damage Modifier.

LVL	COST
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L1-L2	360c
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L3-L4	1260c
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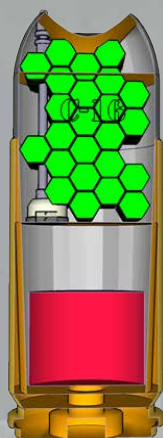
L5-L6	2880c
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L7-L8	5220c
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L9-L10	8280c
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L11-L12	12060c
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L13-L14	16560c
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LVL	COST
-----	------

L15-L16	21780c
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L17-L18	25020c
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L19-L20	29880c
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Seeker Shell

Pack 6 rounds

Effect: If shot misses, bullet gets a second chance to hit 14- with no range modifier. Enhanced guidance.

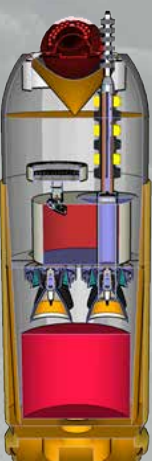
LVL	COST
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L1-L2	210c
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L3-L4	720c
-------	------

L5-L6	1640c
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L7-L8	2960c
-------	-------



LVL	COST
-----	------

L17-L18	14180c
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L19-L20	16940c
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HEX Round

Pack 12 rounds

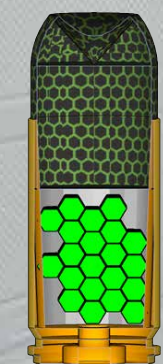
Effect: The propellant is "high explosive" and the round is hardened: +10% Damage..

LVL	COST
-----	------

L1-L2	270c
-------	------

L3-L4	930c
-------	------

L5-L6	2120c
-------	-------



LVL	COST
-----	------

L15-L16	15980c
---------	--------

L17-L18	18350c
---------	--------

L19-L20	21920c
---------	--------

Krazy Shell

Pack 8 rounds

Effect: Also called "Drunk Rounds" they twist and turn crazily in the air: Reduce Coverage or Cover by 3, -1 to be dodged.

LVL	COST
-----	------

L1-L2	210c
-------	------

L3-L4	730c
-------	------

L5-L6	1670c
-------	-------

L7-L8	3020c
-------	-------

L9-L10	4790c
--------	-------

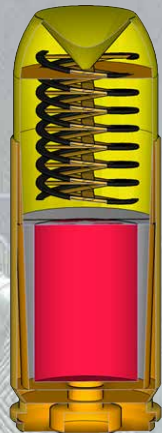
L11-L12	6970c
---------	-------

L13-L14	9570c
---------	-------

L15-L16	12590c
---------	--------

L17-L18	14460c
---------	--------

L19-L20	17270c
---------	--------



Thermite Round

Pack 8 rounds

Effect: The bullets do IMP Damage that BURN for 3 rounds on any hit.

LVL	COST
-----	------

L1-L2	270c
-------	------

L3-L4	930c
-------	------

L5-L6	2120c
-------	-------

L7-L8	3830c
-------	-------



L9-L10	6080c
--------	-------

L11-L12	8850c
---------	-------

L13-L14	12150c
---------	--------

L15-L16	15980c
---------	--------

LVL	COST
-----	------

L17-L18	18350c
---------	--------

L19-L20	21920c
---------	--------

Ghost Round

Pack 4 rounds

Effect: Bullets ignore armor and hurt Out of Phase targets normally.

LVL	COST
-----	------

L1-L2	140c
-------	------

L3-L4	480c
-------	------

L5-L6	1090c
-------	-------

L7-L8	1980c
-------	-------

L9-L10	3130c
--------	-------

L11-L12	4560c
---------	-------

L13-L14	6260c
---------	-------

L15-L16	8239c
---------	-------



L17-L18	9460c
---------	-------

L19-L20	11290c
---------	--------

Penetrator

Pack 9 rounds

Effect: Bullet gets 2x PEN Value and Armor drops to 0 if Armor Save fails.

LVL	COST
-----	------

L1-L2	210c
-------	------

L3-L4	720c
-------	------

L5-L6	1640c
-------	-------

L7-L8	2960c
-------	-------

L9-L10	4700c
--------	-------

L11-L12	6840c
---------	-------



L13-L14	9390c
---------	-------

L15-L16	12350c
---------	--------

L17-L18	14180c
---------	--------

LVL	COST
-----	------

L19-L20	16940c
---------	--------

Homing Rounds

Pack 6 rounds

Effect: +3 to Firearms skill

LVL	COST
-----	------

L1-L2	210c
-------	------

L3-L4	720c
-------	------

L5-L6	1640c
-------	-------



L7-L8	2960c
-------	-------

L9-L10	4700c
--------	-------

L11-L12	6840c
---------	-------

L13-L14	9390c
---------	-------

LVL	COST
-----	------

L15-L16	12350c
---------	--------

L17-L18	14180c
---------	--------

L19-L20	16940c
---------	--------

MIRV Round

Pack 5 rounds

Effect: Each shot gives 3 to-hit rolls for separate targets.

LVL	COST
-----	------

L1-L2	300c
-------	------

L3-L4	1050c
-------	-------

L5-L6	2400c
-------	-------

L7-L8	4350c
-------	-------

L9-L10	6900c
--------	-------

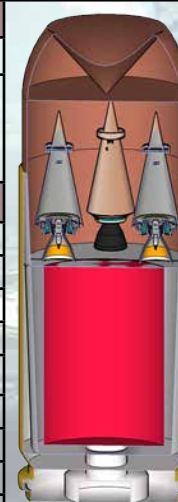
L11-L12	10050c
---------	--------

L13-L14	13800c
---------	--------

L15-L16	18150c
---------	--------

L17-L18	20850c
---------	--------

L19-L20	24900c
---------	--------



Unarmed HTH Character Treasure

Uniforms

Necronium Bullets

Pack 8 Rounds

Effect: Each pt of damage done heals 1 DP on the using character. If undamaged, gains 1x use ADP

LVL	COST
-----	------

L1-L2	400c
-------	------

L3-L4	1400c
-------	-------

L5-L6	3200c
-------	-------

L7-L8	5800c
-------	-------

L9-L10	9200c
--------	-------

L11-L12	18400c
---------	--------

L13-L14	13400c
---------	--------

L15-L16	24200c
---------	--------

L17-L18	27800c
---------	--------

L19-L20	33200c
---------	--------



Hammer Round

Pack 6 rounds

Effect: When fired the bullet becomes a huge dinner-plate sized round. It gets +3 Large Weapon Bonus and does 4x PEN damage in IMP.

LVL	COST
-----	------

L1-L2	330c
-------	------

L3-L4	1160c
-------	-------

L5-L6	2640c
-------	-------

L7-L8	4790c
-------	-------

L9-L10	7590c
--------	-------

L11-L12	11060c
---------	--------

L13-L14	15180c
---------	--------

L15-L16	19970c
---------	--------

L17-L18	22040c
---------	--------

L19-L20	27390c
---------	--------



Fighting Gloves



The gloves channel the inner strength of the wearer. In the hands of a skilled unarmed fighter they will increase all strike damage (not just hands).

ITEM	LVL COST	REPLACES?	EFFECT
Yellow-Line	L1-L5 500c	Y	+1 AP Wield
Green-Line	L6-L11 1750c	Y	+2 AP Wield
Red-Line	L12+ 4000c	Y	+3 AP Wield

Nuclear Gi



There were many training uniforms in the days after The Collapse--and many secret schools. Their uniforms are still resonant with essences of the schools that created them.

ITEM	LVL COST	REPLACES?	EFFECT
Instructor		Y	1/3 Armor
Master		Y	2 / 5 Armor
Grandmaster		Y	3 / 7 Armor
Elite		Y	4 / 10 Armor

Training Brain-Tapes

SUPER GRAND MASTER ARTIFICIAL INTELLIGENCE
GORT-10010
2ND DAN BLACK BELT UNVEILS 24 NEVER BEFORE
SEEN MARTIAL ARTS SECRET MOVES!
IT'S PROBABLY ILLEGAL!



These tapes were created during the Age of Wonders as some kind of cult or joke. During the Age of War, they were examined and discharged--but the sects discovered that some proportion of them were created by real masters--and, to a properly prepared student--could impart exotic martial arts knowledge. These tapes give a CP-Cost move out of the Archetypes book. Each tape can only be played once.

ITEM	LVL COST	REPLACES?	EFFECT
Class 1		N	1 CP Move
Class 2		N	2 CP Move
Class 3		N	4 CP Move

Apocalypse Belts



Symbols of attainment, the colored belts center the wearer and provide both power and protection through the owner's force of will.

ITEM	LVL COST	REPLACES?	EFFECT
Orange Belt	L1-L5 500c	Y	+1 AP Wield
Purple Belt	L6-L11 1750c	Y	+1 AP Wield +6 ADP
Red Belt	L12+ 4000c	Y	+2 AP Wield +6 ADP
Black Belt	L2+ 7250c	Y	+2 AP Wield +12 ADP

Zen Sensory Helms

The Zen Sensory Helm doesn't have eye holes or, traditionally any facial features at all. The wearer has to be trained to use it--but once put on, and the proper meditative state is achieved, it uses surrounding sensors to provide an intuitive sense of the world. This gives:

Detection abilities

A combat SP Pool that recharges 1x per combat.

Each level of helm gives the senses of the helm above it.

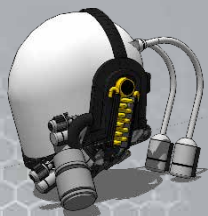
Zen Sensory Helm - Sakadagami



The Sakadagami Helm expands the wearer's senses so that they can flow through objects. The character can see perfectly in the dark.

ITEM	LVL COST	REPLACES?	EFFECT
			4 SPs

Zen Sensory Helm - Sotapanna



This helm gives the user an innate feeling of the area around him. It provides data that could be perceived through the normal senses--but filters it and smooths it. The wearer gets +1 to Perception rolls.

LVL COST	REPLACES?	EFFECT
		2 SPs

Zen Sensory Helm - Anagami

Within WIL yards, the character will be aware of any creature that is a potential opponent (i.e. normal ants, even if they bite, would not be considered an opponent). This requires a 5 REA "listening" action.



ITEM	LVL COST	REPLACES?	EFFECT
			6 SPs

Zen Sensory Helm - Arhant

Within WIL yards, the character will be aware of any creature that is a potential opponent (i.e. normal ants, even if they bite, would not be considered an opponent). This requires a 5 REA "listening" action.

ITEM	LVL COST	REPLACES?	EFFECT
			8 SPs

Power Tattoos

The secret schools had an understanding of the rules of the technology that let mere designs (stencils) grant amazing abilities to gear (weapons and armor). While the exact nature of the science was of course beyond them, they were able to figure out how to apply the principles to their weapons--their bodies.

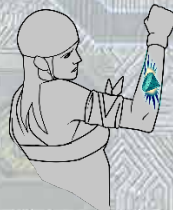
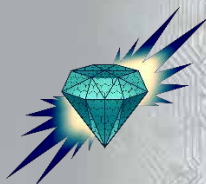
Power Tattoo - Strength



The markings grant +APs of STR.

LVL COST	BONUS
	+1 AP STR
	+2 AP STR
	+3 AP STR
	+4 AP STR

Power Tattoo - Armor Block



When the character blocks or dodges an attack, if it hits anyway, they get the listed armor.

LVL COST	BONUS
	3/7 Armor
	6/14 Armor
	9/22 Armor
	12/30 Armor

Power Tattoo - Power Up!



The character gets 2 rounds of additional damage when this is activated. It cost 5 REA to turn on. It can't be used again for 10 minutes.

LVL COST	BONUS
	+2 AP
	+4 AP
	+6 AP
	+8 AP

Power Tattoo - Vitality



The tattoo grants the listed Damage Points.

LVL COST	BONUS
	+4 DP
	+8 DP
	+12 DP
	+16 DP

Power Tattoo - Skin Armor



The tattoo grants the listed armor with coverage. The protected areas are covered with brilliant tattoos.

LVL COST	BONUS
	2/5 Cv 3 Armor
	7/7 Cv 3 Armor
	4/10 Cv 3 Armor
	6/14 Cv 3 Armor

Power Tattoo - Critical Hit!



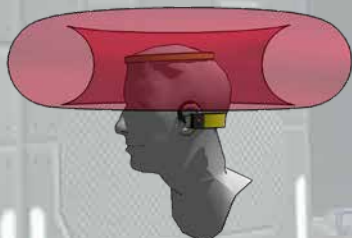
The tattoo grants the additional damage (IMP) on any hit that hits by more than 6+. This is added to the Base Damage of the attack.

LVL COST	BONUS
	+2 AP on 6+
	+4 AP on 6+
	+6 AP on 6+
	+8 AP on 6+

Mercipath Treasure

Mercipaths are the espers and the healers. During the Age of War they were created to fill a variety of support roles and their innate powers were augmented with the technology at hand. Mercipath artifacts tend to be elegant (although some are simply weird). **All of these require the Mercipath Special in order to use.**

Halo



A metallic headband with a cybernetic ear-piece. When attached, the Mercipath can not only detect minds in a WIL x 5 yard radius but also will get a basic read-out on the kind of mind in question—including the Threat Level of the creature, its appearance, temperament, etc.

Using it is a 5 REA Medium Action.

LVL COST			
L3 2000c			

Amplifier Necklace



Allows the user to turn Success Points into damage. Each spent SP (and this only applies to SPs that are either found or regenerated every play session) does 10 IMPACT Damage. The orb—also in side every jewel—orbits the character when active.

LVL COST	Damage	REA	RNG
L3 3000c	10 IMP per SP	5 REA	-1/200y

Cyber-Brace



A stiff neck-brace with supports, wires, and a power supply. These were apparently worn as some kind of marker of status or even as fashion. They provide a Force Field to the wearer at the level of the wearer.

Level Cost	Force Field	LVL Cost	Force Field

Esper Harness



Espers/ Mercipaths wore a lot of strange clothing, even in the Age of War. A cross between a medic's uniform and combat armor, the "Esper Harness" was both protective and offensive. When worn it provides the listed armor and

LVL COST	Damage	REA	RNG

Mercipath Battle Jacket



LVL COST	Damage	REA	RNG

Mercipath Dress Uniform




LVL COST	Damage	REA	RNG

Sprockets – Harvested From Robots!


When robots are destroyed they can often be harvested for power-cells, yielding treasure worth a few hundred credits. That's not all though. The technology used in the Age of War (and before that in the Age of Wonders) was marvelously adaptive. It could be used to make things other than robots—and, in The Now, these pieces of technology, generically called “sprockets” can be used to make specific kinds of weapons.

Sprocket Weapons are unusual devices that can only be created with harvested sprockets and Engineering skill. A set of robots will drop 1 sprocket per Threat Index Level.

Resonance Rifle		Sprockets 5		L+: 1.2	
					
A resonance rifle uses a kind of magnetic sheer force to tear its targets apart.				5 REA Activate	
Ignores Armor	DMG	ROF	MAG	RCL	RNG
Lvl 3	15 IMP	5	8	-0	-1/150v

Power-Launcher Side Arm		Sprockets 8		L+: 1.0	
					
The Power Launcher is a revolver that fires power-cells set to explode. It has a rate of fire of 1 shell per round but the damage is substantial.				Explosive	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
Lvl 5	31 IMP X	1	6	--	-1/12y

Grav-Pulser		Sprockets 12		L+: 0.9	
					
The Grav-Pulser is a heavy weapon that uses over-loaded power-cells to create a gravity “detonation.”				Ignores Armor	
	DMG	ROF	MAG	RCL	RNG
Lvl 7	29 IMP IAX	5	8	-0	-1/60y

Power-Launcher Rifle		12 Sprockets		L+: 1.7	
					
Similar to the Power Launcher Side Arm, this fires over-loaded Power Cells				Explosive	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
7 11000C	58 IMP X	1	6	--	-1/50y

Force Laser		Sprockets 10		L+: 1.4	
					
The Force Laser weapon fires a steady beam of coherent light that can last several seconds before recharging.				Full Auto Only	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
Lvl 8	48 IMP	FA	1x	-0	-1/20y

Lightning Rifle		Sprockets 10		L+: 1.0	
					
The Lightning Rifle fires a coherent ion-beam at targets. It is devastating to electronics and power systems—but will kill anything that burns.				Full Auto ONLY 8 REA to Reload -1 to CON Rolls 2x Damage done (DP, ADP) to Robots	
Lvl Cost	DMG	ROF	MAG	RCL	RNG
Lvl 8	31 IMP	FA	3X	-0	-1/10v

Power Cells

Robots don't only give up Sprockets—they also yield valuable power cells when killed (auto-guns and other systems may also be opened for power cells).

There are a vast number of different types and kinds of power cells and, while it is generally accepted that some weapons or gear need them, we do not generally track this.

In any event, power cells usually represent a cash-value proportional to the robot that is defeated. Roll once per robot.



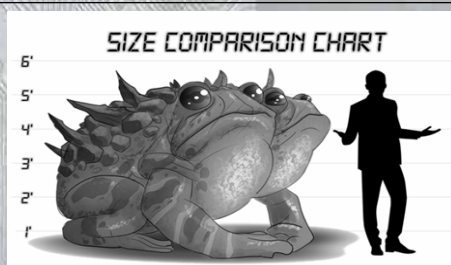
Level of Robot	Roll For Salvageable Power Cells		
	0 - 5	6 -15	16 - 20
L2	100	83	125
L3	200	167	250
L4	350	292	438
L5	550	458	688
L6	800	667	1,000
L7	1,100	917	1,375
L8	1,450	1,208	1,813
L9	1,850	1,542	2,313
L10	2,300	1,917	2,875
L11	2,800	2,333	3,500
L12	3,350	2,792	4,188
L13	3,950	3,292	4,938
L14	4,600	3,833	5,750
L15	5,300	4,417	6,625
L16	5,800	4,833	7,250
L17	6,350	5,292	7,938
L18	6,950	5,792	8,688
L19	7,600	6,333	9,500
L20	8,300	6,917	10,375

Monster Stats

Bombast Toad Statistics

Defense: 5 / 12 Full Coverage Armor

The Bite Attack: 1. Does IMP Damage, 2. Counts as a CROSS, 3. Can only be used 1x every other Round, 4. Is a LONG Action. 5. Can hold and Worry. Counts as a Grapple Hold. Its devastating Plasma Blast can only be used on Round 4 (and then round 8). It is immune to its own plasma damage.



Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+2 / +2	36 / 30	Bite	30 IMP	Short	5 REA	1 Round Cool	14-
				Smack	14 IMP	Short	5 REA	--	14-
				Plasma Belch	50 IMP X	Long	5 REA, 1x	3 Round Charge Up	14= (+4)
DP	ADP	CON	Minor W.	Notes					
50	60	11	17						

Move 24 y/rnd Long Action Jump (1x Round). Run at 18 yards per Round. Perception: 14-

Rave Raptor Statistics

Defense: ¾ Full Coverage Armor

Full AGI and 15- Dodge against ranged attacks (3 REA)

Move: 24 yards Run, 36 yards Sprint per Round.. Perception: 14

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
15	15	-3 / -4	16/12	Slash	9 PEN	Long	5 REA	N/A	14-
DP	ADP	CON	Minor W.	Notes					
8	0	12	3						

SIZE COMPARISON CHART



Rave Rex Statistics

Defense: 10 / 25 Armor, -4 Damage Modifier from all attacks.

Move: 16 yards Run per Round, 20 yards Sprint per Round.. Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
15	12	-1/+0	48/40	Bite	38 PEN	Medium	5, ROF 1	--	15-, +1 LWB
				Tail Lash	25 IMP	Long	5	--	15-, -1 to Block
DP	ADP	CON	Minor W.	Notes					
60	50	14	20	Their bite acts as a Cross and they can choose to hold and Worry.					

SIZE COMPARISON CHART



Fungoid Soldier

A hit by 6+ (headshot) will bypass ADP (it is Cv 6). They do not take PEN doubling.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
10	10	+1 / +1	24 / 20	Claw	6 PEN	Short	5 REA	--	14-
DP	ADP	CON	Minor W.	Notes					
3	30	8	1						



Fungoid Ripper

10 / 24 Armor, do not take PEN Doubling. Their 3x 1 REA attacks must be made at distinct targets

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	14	-1/-2	36/30	Death Blossom	20 IMP X	None	5 REA	--	Hits with +4 DM
				Ripper Tentacle	12 PEN	Long	3x 1 REA, 5 REA	--	14-
DP	ADP	CON	Minor W.	Notes					
24	10	12	8						



Fungoid Hive

Anyone killed by the Detonate becomes a Fungoid Soldier in 1 Round.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+0/+0	48/40	Detonate	50 IMP X	None	5 REA	2 R Charge	+4 DM
				Punch	24 IMP	Med	5 REA	--	14- +1 LWB
DP	ADP	CON	Minor W.	Notes					
48	100	13	16						



Jaekelopterus Cyberus (Cyber Scorpion Mk 1)

Move 18 y/round. Perception 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	12	-2 / -1	36/30	Pincer	11 PEN	Med	5 REA	+1 Back	14-
				Sting	14 PEN	Long	5 REA	1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
21	20	12	7	4 / 10 Full Coverage Armor 45 Intensity Paralysis toxin					



Jaekelopterus Cyberus (Cyber Scorpion Mk 2)

Move 14 y/round.

Guns require 5 REA Activation before they can fire. The Mk-2 gets 2 shots for 1 REA and 2 more for 1 REA each on a 9- Activation each Round due to the "dual cannons."

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	+0- / +0	48/40	Dual Cannons	27 PEN 18 PEN	-1/30y	8 REA, FA	2x shots 1 REA at different targets	16 14--
				Dual Cannons	18 PEN	-1/30y	1 REA, 2x	9- Activation Different Targets	14-
				Tail Torpedo	38 IMP X	-1/50y	5 REA	1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
24	80	12	8	8 / 20 Full Coverage Armor, 8/20 Plate Cv4					



Jaekelopterus Cyberus (Cyber Scorpion Mk 3)

Move 20 y/round.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	+3 / +3	72/60	Cannons	80 IMP X	-1/200y	5 REA	Fire every 2 turns	14-
				Cannons	80 IMP X	-1/200y	1 REA, 1x	Every round 9-	14-
				Tail Blaster	100 IMP	-1/200y	1 REA, 1x	1 R Cool	14-
DP	ADP	CON	Minor W.	Notes					
100	300	12	22	12 / 20 Full Coverage Armor, 20 / 50 Cv4					



Gladiator Roach

Move 18 y/round. Can climb on walls, ceilings, etc.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	13	-4 / +3	-2 / -2	Slash	6 PEN	MED	5 REA	N/A	14-
				Cannons	80 IMP X	-1/200y	1 REA, 1x	Every round 9-	14-
				Tail Blaster	100 IMP	-1/200y	1 REA, 1x	1 R Cool	14-
DP	ADP	CON	Minor W.	Notes					
4	8	12	3	Armor 1 / 2 Full, 5/12 Cv 3					



Dust Spider Soldier

Move 22 y/round. Can climb on walls, ceilings, etc.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-2 / -3	18 / 14	Bite! 40 Venom	4 PEN AP	Short	5 REA	12 PEN Val	14-
DP	ADP	CON	Minor W.	Notes					
9	0	12	3	Blood Toxin: Armor must fail a save and attack must do 1 DP. Bit is Armor Piercing: 12 PEN Val and Armor drops to 0 if Armor save missed					
Standard Effect				Paralyze in 3 Rounds					
Major Effect				Paralyze in 2 Rounds					
Critical Effect				Paralyze in 1 Round					
Catastrophic Effect				Instant paralysis					



Dust Spider Queen

Move 22 y/round. Can climb on walls, ceilings, etc.
Dust Spider Queens have 8 / 20 Full Coverage Armor

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-2 / -1	22 / 18	Stab (Queen)	8 PEN AP	Med	4 REA	17 PEN Val	14-
				Bite (Queen) 50 Venom	4 PEN AP	Short	5 PEN	13 PEN Val 1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
24	20	12	8	Blood Toxin: Armor must fail a save and attack must do 1 DP. Bit is Armor Piercing: 17 PEN Val and Armor drops to 0 if Armor save missed 8 / 20 Full Coverage Armor					
Standard Effect				Paralyze in 3 Rounds					
Major Effect				Paralyze in 2 Rounds					
Critical Effect				Paralyze in 1 Round					
Catastrophic Effect				Instant paralysis					



Dust Spider King

Move 22 y/round. Can climb on walls, ceilings, etc.
Dust Spider Kings have 8 / 20 Full Coverage Armor

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-1 / -0	36 / 30	Stab	8 PEN AP	Med	4 REA	17 PEN Val	14-
				Bite 80 Venom	4 PEN AP	Short	5 PEN	13 PEN Val 1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
48	150	12	16	Blood Toxin: Armor must fail a save and attack must do 1 DP. Bit is Armor Piercing 38 PEN Val and Armor drops to 0 if Armor save missed 8 / 20 Full Coverage Armor					
Standard Effect				Paralyze in 3 Rounds					
Major Effect				Paralyze in 2 Rounds					
Critical Effect				Paralyze in 1 Round					
Catastrophic Effect				Instant paralysis					



Glorexx Mk-1

Move 16 yards per round. Jump every other round 20 yards (includes running)
Glorexx's have a Slash that has a 12 PEN Value. It is not Armor Piercing.
Each slash must be at a different target not already attacked (and the bite can't be used against a target attacked by the slash).

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-2 / -3	18 / 14	Bite	10 PEN	MED	5, 1x	1 R Cool	14-
				Slash	8 PEN	MED	4 REA	12 PEN Val	14-
				Taser	40 INT	With Bite	--	--	--
DP	ADP	CON	Minor W.	Notes:					
12	0	12	4	3/7 Full Coverage Armor, 5/12 Cv 4 Plates					
Standard Effect				Dazed					
Major Effect				Dazed -2 to recover					
Critical Effect				Unconscious					
Catastrophic Effect				Unconscious					

SIZE COMPARISON CHART



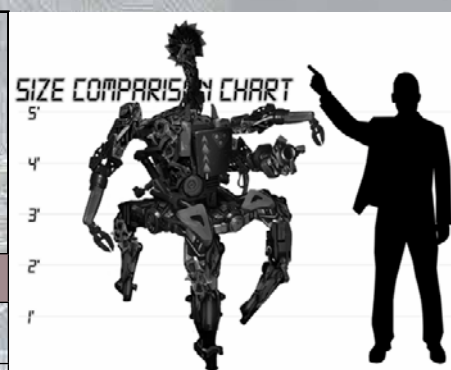
Weaponized Maintenance Robot

Move: 12y/Rnd run, 18y/r sprint (no continuing move)

Perception 14-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double
Each Blade attack must be at a different target not yet attacked (and the Power Saw can't be used against the same target as one of the blade attacks).

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	-1 / -0	36 / 30	Power Saw	18 PEN	MED	5, 1x	1 R Cool	13-
				Blade	12 PEN	MED	5 REA	+2 Back	13-
DP	ADP	CON	Minor W.	Notes					
24	30	12	8	Armor: 9/22 Full Coverage					



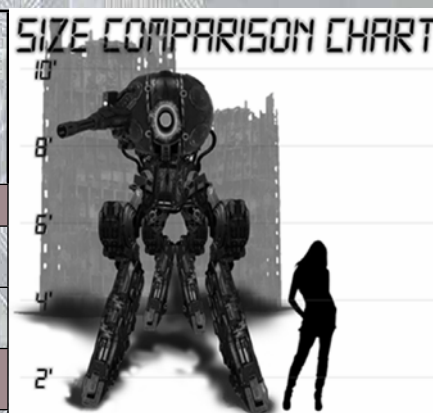
Heavy Drone

Move: 20y/round

Perception 12-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double
Scatter Spray attacks cannot be used against targets already attacked by the drone.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	-0 / -0	48 / 40	Scatter Spray	24 IMP	-1/50y	1 REA, 3x	Different Targets	14-
				Scatter Spray	24 IMP	-1/50y	5 REA, S	N/A	14-
DP	ADP	CON	Minor W.	Notes					
40	30	12	13	Armor: 15/36 Full Coverage					



Basic Monoid

Move: 15y/round

Perception 12-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	2 / -2	16 / 14	Optical Blaster	16 IMP	-1/8y	5 REA, S	-2 Recoil	13-
DP	ADP	CON	Minor W.	Notes					
20	0	11	7	Armor: 4/10 Full Coverage					



BASIC
MONOID

Combat Monoid

Move: 15y/round

Perception 12-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	2 / -2	26 / 22	Optical Blaster	20 IMP	-1/8y	5 REA, S	-2 Recoil	14-
DP	ADP	CON	Minor W.	Notes					
30	10	12	7	Armor: 6/14 Full Coverage					



COMBAT
MONOID

Knife Fighter - Class 1

Move: 24y/round

Perception 13-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double

Agile: Full AGI and Dodge (14-) vs. Ranged Attacks

2x 1 REA Dodges vs. Ranged Attacks each Round

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-4 / -6	12 / 10	Blade Slash	8 PEN	Med	5 REA	--	14-
DP	ADP	CON	Minor W.	Notes					
6	0	12	2	Armor: 2 / 5 Full Coverage					

Knife Fighter - Class 2

Move: 24y/round

Perception 13-

Robot Body: Does not take Minor Wounds before Injured. Requires hit by 6+ to Double

Agile: Full AGI and Dodge (14-) vs. Ranged Attacks

2x 1 REA Dodges vs. Ranged Attacks each Round

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-4 / -6	12 / 10	Blade Slash	12 PEN	Med	5 REA	--	14-
DP	ADP	CON	Minor W.	Notes					
4	10	12	1	Armor: 4 / 10 Full Coverage					

Wunk

Move: 24y/round, can climb walls, phase through doors (8 REA Long action, no more than 1 foot of thickness)

Perception 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-3 / -1	24 / 20	Wunk Blade	12 PEN IA	MED	5 REA	N/A	14-
DP	ADP	CON	Minor W.	Notes					
40	0	12	13	-4 Damage Mod					



Leptosome

Move: 15 y/round. Can climb walls, ceilings, etc.

Perception 13-v

Leptosome tentacle squeeze/strikes ignore armor.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-3 / -3	40 / 32	Area Grapple	40 Grapple	20y	0 REA	--	14-
				Phase Tentacle	15 IMP IA	20y	3 REA, 3x	3x	14-
DP	ADP	CON	Minor W.	Notes					
40	40	12	13	-10 Damage Modifier vs. all attacks					

Ravener

Move: 36 y/round 60y/round after 2 rounds of running

Perception 14-

Bullet Round

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
18	12	-4 / -4	28 / 20	Bite	24 PEN	MED	5 REA	N/A	14-
DP	ADP	CON	Minor W.	Notes					
20	0	12	7	-4 DM IMP attacks, -8 DM PEN attacks AGI and DODGE works vs. Ranged Attacks					

Stripped Hunting Snorg

Move: 27 y/round.
Perception 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
15	15	-2 / -1	28 / 20	Bite	25 PEN	MED	5 REA, 1x	N/A	14-
				Slash	15 PEN	MED	5 REA, 1 REA	2x Multi, 1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
30	120	12	10	The Snorg gets 1 bite and 2 5 REA slashes each Round. Every other Round (1 R Charge-Up) it gets 2x 1 REA attacks at targets not otherwise targeted.					



Crimson Rive

Move: 18 y/round. Can climb walls, ceilings, etc.
Perception 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-3 / -1	14 / 12	Rive Bite	9 PEN	MED	5 REA	N/A	14-
				Rive Pulse	55 INT	20y	5 REA	1 R Cool	14-
DP	ADP	CON	Minor W.	Notes					
40	0	12	13	-8 Damage Mod from all attacks but fire					



The Towering Blue-Claw

Move: 25 y/round.
Perception 12-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+3 / +3	82 / 60	Claw Swipe	35 PEN	Long	5 REA	+2 Back Swing +3 LWB	14- +2 LWB
DP	ADP	CON	Minor W.	Notes					
60	200	12	20	16 / 38 Full Armor, 16 / 38 Plate Cv 3					



Ruins Stalking Worm

Move: 25 y/round.
Perception 12-

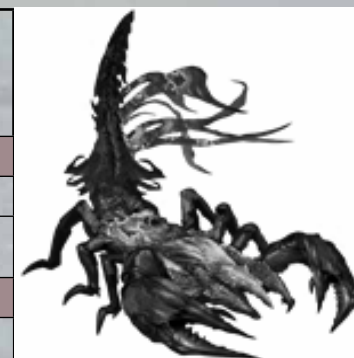
Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-3 / -3	35 / 25	Bite / Worry	13 PEN	Short	5 REA	N/A	14-
DP	ADP	CON	Minor W.	Notes					
9	10	12	3	They can climb walls leaving trails of slime. They must coil for 5 REA Long the Round before they leap, firing like a toothy, spring-loaded projectile!					



Dust Crawler

Move: 20 y/round.
Perception 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	14	-1 / -0	48 / 40	Slash	20 PEN	Long	4 REA	--	14-
				Tail Slash	40 PEN	Long	5 REA,	1x ROF, -3 to Block	14-
DP	ADP	CON	Minor W.	Notes					
50	50	12	17	15 / 36 Full Armor					



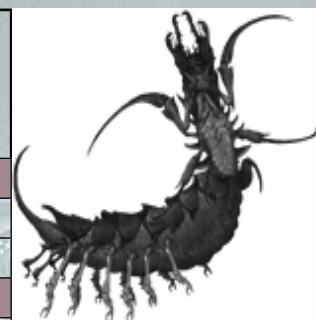
Zilk Worm

Move: 25 y/round.

Perception 12-

Armor: 4 / 10 Full Coverage, 4 / 10 Plage Cv 4

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-3 / -1	24 / 20	Slash	8 PEN AP	Med	3 REA	--	14-
				Sting	8 PEN	Med	3 REA	1x ROF	14-
DP	ADP	CON	Minor W.	Notes					
9	10	12	3	Zilk Worms can spin silk-webs and climb walls (they don't do this in combat and the Zilk is not sticky). Their claws are Armor Piercing (16 PEN Val, Armor drops to 0 if it misses a save) Their bite has a "Class 1 Toxin" of 30 Intensity					
Standard Effect				Instant Damage: 7, Damage per Round 4, Roll To Recover CON -1					
Major Effect				Instant Damage: 10, Damage per Round 8, Roll To Recover CON -2					
Critical Effect				Instant Damage: 16, Damage per Round 12, Roll To Recover CON -2					
Catastrophic Effect				Instant Damage: 24, Damage per Round 16, Roll To Recover CON -3					



Armorback

Move: 16 y/round (Gallop after 1 Round: 24 y/round)

Perception 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+4 / +4	84 / 70	Swipe	60 IMP	Long	5 REA	+3 LWB	13-
DP	ADP	CON	Minor W.	Notes					
120	0	12	50	15 / 36 Full Armor, 15/36 Cv 5					



Quockerwodger

Move: Up to 8 y with each attack (total of 16y /round or 24y/rnd with a full move)

Perception 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+1 / 14	28 / 20	Eviscerate	40 PEN	X (4y)	5 REA	+3 LWB	14-
DP	ADP	CON	Minor W.	Notes					
60	250	12	20	Armor: 8 / 20 Full Coverage					



Zillixx Mk-1 (Tube)

Move: 14 y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-2 / -2	36 / 30	Zillixx Grab!	Grab	Long	1 REA, 2x	Vs different targets	14-
				Zillixx Bite!	22 PEN	Short	5 REA		14-
DP	ADP	CON	Minor W.	Notes					
40	0	12	13	The Zillixx makes two attacks at different targets each Round with its tentacles (4 yard reach) and can bite twice (against the same or different targets) with its powerful jaws!					



Cyberspine

Move: 14 y/round
Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	14	+1 / +1	36 / 30	Cyberspine Slash	18 PEN	Long	3 REA, S		15-
				Cyberspine Bite!	24 PEN	Long	5 REA, 1x	1 R Cool	15-
DP	ADP	CON	Minor W.	Notes					
60	200	12	20	16 / 40 Full Armor. The Cyberspine Bite counts as a Cross.					



War-Dogs

Move: 18 y/round, 30 y/rnd after 1 round
Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	14	-3 / -3	16 / 12	War-Dog Slash	9 PEN	Med	3 REA, S		14-
DP	ADP	CON	Minor W.	Notes					
10	20	12	3	War-Dogs get their full AGI and dodge (14-) against ranged attacks.					



The Awwfuls

Move: 30 y/round
Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	14	-4 / -4	16 / 12	Awwful's Piercing Stab	11 PEN	Long	4 REA		14-
DP	ADP	CON	Minor W.	Notes					
18	0	12	6	Awwfuls get their full AGI and dodge (14-) against ranged attacks. Awwful's Piercing Stab is Armor Piercing: 22 PEN Value, Armor drops to 0 if save fails. 4/10 Full Armor					



Vore Horribilis

Move: 14y/round
Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+3 / +3	60 / 50	Vore Grab	Grab	Short	5 REA	-4 to Block	14-
				Devour	80 PEN	Short	1 REA, 3x		14-
DP	ADP	CON	Minor W.	Notes					
150	700	14	50	The Vore H. Only takes PEN doubling on hits by 10+. It can grab multiple targets and chew--but it can only chew 3x per Round (target must be grabbed).					



The Hideous Zugzwang

Move: 14y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+0 / +0	36 / 30	Slime!	18 IMP IA	Long	5 REA, 1x	Exposive	13-
				Lash!	9 IMP IA	Long	1 REA, 4x	Different targets	13-
DP	ADP	CON	Minor W.	Notes					
30	30	12	10	<p>The Hideous Zugzwang has a -10 Damage Modifier against all attacks <u>but</u> fire.</p> <p>The Hideous Zugzwang does <u>not</u> take penetrating damage.</p> <p>The Hideous Zugzwang's Slime Blast does full damage to one target, half damage to all targets within 4 yards of the Zugzwang, gets a +4 to-hit (Explosive) and BURNS for 1 Round if it hits by 4+. The Burn <u>also</u> Ignores Armor.</p>					



Canem Vigilante

Move: 18 y/round, 36 y/round after 1 round.

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	+1 / +1	36 / 30	Canem Slash!	15 PEN	LONG	5 REA	25 PEN Val	14-
				Canem Bite!	20 PEN	LONG	5 REA, 1x	30 PEN Val 1 R Cool	14-
				Spinning Tail Bash!	30 IMP	LONG	1 REA, 3x	2 R Charge Different Targets	14-
DP	ADP	CON	Minor W.	Notes					
60	80	12	20	<p>12 / 30 Full Armor</p> <p>The Canem Bite and Tail Bash are at -4 to be blocked.</p>					



Sparkle-Vos Wasp

Move: 36y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-2 / 12	18 / 14	"RAD Aura"	50 INT	10y Radius	0 REA	--	None
				Plasma Sting!	15 PEN	LONG	5 REA	--	14-
				Plasma Sting - FLURRY!	15 PEN	LONG	1 REA, 3x	Activate 9-Diff, Tgts	14-
DP	ADP	CON	Minor W.	Notes					
8	60	12	3	<p>The Sparkle-Vos Wasp has a 32pt Force Field</p> <p>The Sparkle-Vos Wasp's AGI Bonus and Dodge (14-) apply fully against Ranged Weapons</p>					
Standard Effect				Instant Damage: 7, Damage per Round 4, Roll To Recover CON -1					
Major Effect				Instant Damage: 10, Damage per Round 8, Roll To Recover CON -2					
Critical Effect				Instant Damage: 16, Damage per Round 12, Roll To Recover CON -2					
Catastrophic Effect				Instant Damage: 24, Damage per Round 16, Roll To Recover CON -3					



Vore laiuniam

Move: 24y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+5 / +5	120/100	Consuming Aura	40 INT	20y	0 REA		N/A
				Pseudopod	50 IMP, 80 INT Consume	30y	5 REA, 1 REA 2x	1 REA strikes at different targets	14-
DP	ADP	CON	Minor W.	Notes					
30	1000	12	10	<p>The gelatinous Vore laiuniam has a -12 Damage Modifier from all attacks save explosive shells.</p> <p>The Vore laiuniam does not take PEN damage.</p> <p>The Pseudopod performs an 80 INT Consume Attack (below) if it inflicts 1+ pt of Damage on a biological target.</p>					
Standard Effect				20 Damage (immediate), 10 Damage per Round, CON-1 to recover					
Major Effect				40 Damage (immediate), 10 Damage per Round, CON-3 to recover					
Critical Effect				Unconscious--absorbed in 2 Rounds					
Catastrophic Effect				Absorbed!					



Vore Rapax

Move: 12 y/round.

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+5 / +5	60 / 50	Many Handed Grab	GRAB	Long	1 REA, 3x	Different Targets	13- +2 LWB
				Crush	50 IMP	Long	1 REA, 3x	Grabbed	N/A
				Bite	80 PEN	Long	5 REA 1x	2 R Cool, -2 Block	13- +2 LWB
DP	ADP	CON	Minor W.	Notes					
800	900	14	267	The Rapax Vore does not take PEN damage (treat as Impact)					



Slumgullion

Move: 22 y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	13	0 / 0	28 / 22	Slumgullion Slash!	18 PEN +8 PEN Val	Long	5 REA, S	--	14-
				Acid Skin	20 BURN	Touch	--	--	--
DP	ADP	CON	Minor W.	Notes					
30	20	13	10	<p>The Slumgullion has a 20 pt Power Field</p> <p>It has a -4 Damage Mod against all attacks</p> <p>It has a 20 point Acidic Burn using the Burning Man rules (this does <u>not</u> add to its own strikes--only strikes or grabs against it).</p>					
Standard Effect				4 damage immediately, 4 damage each round, CON-1 to recover					
Major Effect				8 damage immediately, 4 damage each round, CON-1 to recover					
Critical Effect				12 damage immediately, 4 damage each round, CON-2 to recover					
Catastrophic Effect				16 damage immediately, 8 damage each round, CON-2 to recover					



Neutron Bug

Move: 22y/rnd, can climb on walls, ceilings, etc.

Perception: 14-

8 AP in Electricity Control

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-3 / -1	22 / 18	Neutron Bug Stab!	18 PEN +8 PEN Val	Long	5 REA, S 1 REA 3x om 9-	Neutron Burn if hit by 4+	15-
				Plasma Skin	30 IMP Burning Man	Short	o REA	N/A	N/A
DP	ADP	CON	Minor W.	Notes					
8	5	12	3	2 / 5 Full Armor (carapace) 20 Power Force Field Their claws have a PEN Val of 26. If Grabbed or Grappled or struck with an empty hand, use 30 IMP as a BURNING MAN attack. This does not apply to attacks the bug makes.					

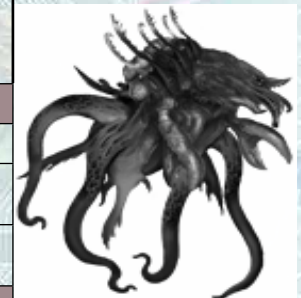


Slorn Red & Green Bellied

Move: 20 y/round. Hovers

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	13	-3 / -1	48 / 40	Slorn Snatch	GRAB	Long	1 REA, 3x	Diff targets	16-
			60 / 50 G	Slorn Snap!	30 PEN 40 G	Long	1 REA, 3x		16-
				Slorn Burn (G)	50 INT	20y Rad	o REA	--	--
DP	ADP	CON	Minor W.	Notes					
30	30	12	10	Red Slorn.					
30	50	12	10	The Green Bellied Slorn has a 25pt Force Field					
Standard Effect				10 Damage (immediate), 4 Damage per Round, CON-1 to recover					
Major Effect				10 Damage (immediate), 18 Damage per Round, CON-1 to recover					
Critical Effect				20 Damage (immediate), 12 Damage per Round, CON-2 to recover					
Catastrophic Effect				30 Damage (immediate), 16 Damage per Round, CON-2 to recover					

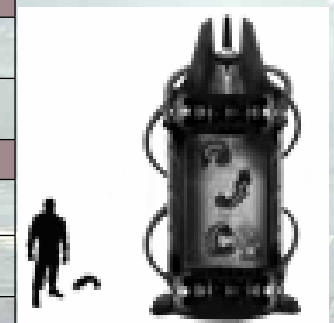


Grubulous

Move: 6 y/round

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
15	13	-2 / -6	10 / 8	Grubulous Bite	2 PEN	Short	5	35 PEN AP	15-
				Grubulous Venom	60 INT	Carrier	--	--	--
DP	ADP	CON	Minor W.	Notes					
3	0	12	1						
Standard Effect				Target feels grotesque, slimy movement in their body: suffers MAJOR WOUND, 1 Grubulous bursts out of wound, attacking at the start of next round.					
Major Effect				Target feels horrific growth of the Grubulous! Suffers CRITICAL WOUND, 2 Grubulous attack next round!					
Critical Effect				Groubloui explode from target's FACE! CRITICAL WOUND at -3, 3 Groubloui attack next round.					
Catastrophic Effect				Target explodes into six ravenous Grobuloui. Dead.					



Vorlock

Move: 14 y/ round
Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-2 / -1	28 / 22	Vorlock TK	40 INP	-1/20y	5 REA*		L3 15-
DP	ADP	CON	Minor W.	Notes					
60	200	12	20	Vorlocks get 1x1 REA attack per Round (TK) <u>and</u> 1x 1 REA Attack on a 9-. Vorlocks take PEN Doubling on a 6+ and do not take Minor Wounds until Injured Condition Vorlocks have a 15- Block against ranged attacks (TK Block) for 1 REA up to 4x per Round Vorlocks have a 60pt Force Field Vorlocks have 10 / 25 Full Armor					



Mutoid Soldier

Move: 16 y/ round
Perception: 10-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	-1 / -0	36 / 30	Red Mutoid Thrash	20 INP	Medium	5 REA		13-
DP	ADP	CON	Minor W.	Notes					
21	0	12	7	Soldier Mutoids have 3/7 Full Armor and only take PEN Doubling on 6+					



RAD Mutoid Soldier

Move: 16 y/ round
Perception: 10-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	0 / 0	48 / 40	Green Mutoid Thrash	30 IMP	Medium	5 REA	Hits by +4 BURN	13-
DP	ADP	CON	Minor W.	Notes					
48	0	12	16	Rad Mutoids have 3/7 Full Armor and only take PEN Doubling on 6+. They have a 60pt Power Field					

VoltMutoid Soldier

Move: 16 y/ round
Perception: 10-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	-3 / -1	36 / 30	Blue Mutoid Thrash	30 IMP	Medium	4 REA	1p has TASER effect	13-
				Blue Mutoid Taser	50 INT	Carrier	--	--	--
DP	ADP	CON	Minor W.	Notes					
36	0	12	12	Volt Mutoids have 3/7 Full Armor and only take PEN Doubling on 6+. They have a 50pt Force Field					
Standard Effect				Dazed					
Major Effect				Dazed-2 to recover					
Critical Effect				Unconscious					
Catastrophic Effect				Unconscious					

The Wuub

Move: 30 y/rnd. Perception Roll 14- (start at 10y/rnd, then 30y/rnd, then 60y/rnd)
Perception: 15-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+3 / +3	72 / 60	Quantum Beam	40 INP IA	-1/50y	1 REA, 3x	1 R Cool Diff Targets	L3 14-
				Quantum Claws	30 PEN IA	Long	5 REA, S	--	L3 14-
DP	ADP	CON	Minor W.	Notes					
500	500	12	167	A Wuub takes PEN Doubling on a 6+ and do not take Minor Wounds until Injured Condition Wuubs have 40 / 100 full coverage armor					



Security Drone

Move: 24 y/r flight.
Perception: 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-3 / -5	14 / 12	Blaster	16 IMP	-1 / 10y	5 REA, S	5 REA Activate	14-
DP	ADP	CON	Minor W.	Notes					
4	0	12	1	Security Drones get full AGI and Dodge (14-) against ranged attacks. 20pt <u>Bullet Screen</u> (20 Power Field vs. Bullets). They require a Hit by 6+ to double and do not take Minor Wounds until at Injured Condition. Armor: 2 / 5 Full Coverage					



Suicide Drone

Move: 24 y/r flight.
Perception: 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-3 / -5	14 / 12	Suicide	18 IMP X	--	5 REA	Kills Drone	14-
DP	ADP	CON	Minor W.	Notes					
4	0	12	1	Security Drones get full AGI and Dodge (14-) against ranged attacks. 10pt Bullet Screen (20 Power Field vs. Bullets). They require a Hit by 6+ to double and do not take Minor Wounds until at Injured Condition.					



Spider-Sentry Heavy

Move: 16 yards / Round.
Perception: 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-1 / -0	48 / 40	Arachno Gun	35 PEN	-1 / 50y	S	--	14-
				Arachno Shell	75 IMP X	-1 / 50y	1x	1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
48	20	12	16	The Heavy Spider Sentry has 20 / 48 Full Coverage Armor and a 100pt Bullet Screen Spider Sentries only take PEN Doubling on hits by 6+ and do not take Minor Wounds before Injured Condition.					



Spider-Sentry Light

Move: 20 yards / Round.

Perception: 13-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-2 / -1	30 / 24	Mk-2 Gun	30 PEN	-1/30y	S	--	14-
				Arachno Shell	75 IMP X	-1 / 50y	1x	1 R Charge	14-
DP	ADP	CON	Minor W.	Notes					
18	10	12	6	Spider Sentries only take PEN Doubling on hits by 6+ and do not take Minor Wounds before Injured Condition. The Mk-2 Spider Sentry has 8 / 20 Full Coverage Armor.					



KillKart Series-1

Move: 8 yards / Round. They can climb on walls and ceilings.

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	0 / -2	8 / 6	Series-1 Gun	7 PEN	-1/25y	5 REA	--	13-
DP	ADP	CON	Minor W.	Notes					
2	0	12	1	The Series-1 KillKart has 13 / 31 Full Coverage Armor					



KillKart Series-2

Move: 8 yards / Round. They can climb on walls and ceilings.

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	0 / -2	8 / 6	Series-2 Gun	11 PEN	-1/25y	5 REA	--	13-
DP	ADP	CON	Minor W.	Notes					
2	0	12	1	The Series-2 KillKart has 22/55 Full Coverage Armor					



KillKart Series-3

Move: 8 yards / Round. They can climb on walls and ceilings.

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	0 / -2	8 / 6	Series-3 Cannon	38 PEN	-1/25y	8 REA, FA	2x 1 REA 25 PEN	15- 13-
DP	ADP	CON	Minor W.	Notes					
2	0	12	1	The Series-3 KillKart has 35/84 Full Coverage Armor					



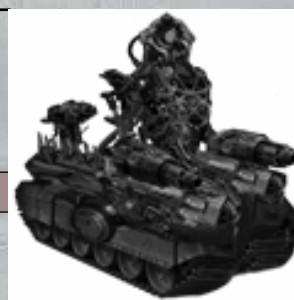
Hate-Bot

Move: 12 yards / Round.

Perception: 13-

Plasma Cannons: Fires 1 shot for 5 REA Medium, then gets 2 shots at different targets for 1 REA then get a second 5 REA Plasma Cannon attack.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
11	12	+2 / +2	60 / 50	Dual Plasma Cannons	30 IMP	-1/30y	5 REA, S*	Ignores Armor +3 LWB Burns on hit by 4+	14-
				Plasma Spray	20 IMP	-1/30y	1 REA, 2x	Ignores Armor Burns on hit by 4+	14-
DP	ADP	CON	Minor W.	Notes					
120	0	12	40	Armor: 15 / 36 Full Coverage, 15 / 36 Plate Cv 3 Force Field: 80pt					



Roachez Stalker

Move: 24 yards / Round.

Perception: 13-

Robot Body: Pen only doubles on hits by 6+, does not take Minor Wounds until Injured Condition

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-3/-3	38 / 30	Telekinetic Maw	5 PEN IA	Short	4 REA	Ignores Armor	14-
DP	ADP	CON	Minor W.	Notes					
25	0	12	8	Armor: 6 / 14 Cv 6					



Happy-Fun Vore

Move: 12 yards / Round.

Perception: 12-

Slime Body: HF Vores do not take PEN Damage (or doubling)

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	+1/+1	36 / 30	Bite!	16 PEN	MED	5 REA	--	14-
				Pseudopod	20 IMP	MED	1 REA, 3x	1 R Charge, Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
150	0	13	50	Happy Fun Vores take -8 Damage Modifiers from all damage other than fire.					



Gatecrasher

Move: 18 yards / for 1 round, then 24 y/second.

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
13	12	+0/+0	48 / 40	Pounce	50 PEN	Short	8 REA Long	-3 to Block	14-
				Bite / Worry	30 PEN	Short	5 REA		14-
				Tentacle Slash	20 PEN	Long	5 REA	Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
75	50	13	25	20/50 Armor Full Coverage, 15 / 40 Plate Cv2					



Grumagher

Move: 28 yards / round. Grumaghers can climb most surfaces easily and make 8 yard leaps.

Perception: 14-

Stealth 14- L2

Grumaghers get 1 strike for 1 REA every round and one additional strike for 1 REA on a 9- Activation. Every 3 Rounds they get a flurry of strikes at different targets (3 strikes, 1 REA each)

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-2 / -1	45 / 36	Claw Swipe	20 PEN	Short	5 REA, S	25 Pen Val -2 Block	14-
				Claw Swipe	20 PEN	Short	1 REA, 1x	25 Pen Val -2 Block	14-
				Claw Swipe	20 PEN	Short	1 REA, 1x	25 Pen Val -2 Block, 91	14-
				Claw Swipe	20 PEN	Short	1 REA, 3x	25 Pen Val -2 Block, 2 R Charge, Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
60	150	13	20	Armor: 0 / 40 Plate, Cv 4					



Squarmixx 1 (Tube)

Move: 14y/round. Can climb, squeeze into small holes.

Perception: 14-

The toxin is a blood toxin.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
14	12	-3 / -2	48 / 40	Tentacle Grab	48 Grapple	Long	1 REA, 3x		14-
				Bite AP	30 PEN	Bite	5 REA	60 PEN Val	14-
				Toxin	45 INT	Carrier	--	Tranq	--
DP	ADP	CON	Minor W.	Notes					
60	450	12	20	The Squarmixx takes PEN doubling on a hit by 5+					
Standard				Unconscious					
Major				Unconscious					
Critical				Unconscious					
Catastrophic				Unconscious					



Narbulous (Tube)

Move: 12y/round (Hovers)

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-1 / -0	18 / 16	Necro Aura	45 Intensity	8y RAD	0 REA	--	--
				Necro Tendril	15 IMP IA	MED	3 REA	Hit for 1pt Burns 1 round	14-
DP	ADP	CON	Minor W.	Notes					
12	20	12	4	30pt Force Field					
Standard				10 Damage					
Major				16 Damage					
Critical				24 Damage					
Catastrophic				32 Damage					



Junk Worm

Move:

Perception: 14-

When a target is grabbed by the Junk Worm, it gets 3 pts Coverage from the target!

Junk Worms attack from surprise (they require a perception roll made by 4+ by the character moving into their area. If missed, the target gets no REA or block / dodge)

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+0 / +0	48 / 40	Bite	30 PEN	8 yards	5 REA	-4 to Block	15-
				Acid Worry	30 PEN	Bite	5 REA	Ignore 20 Armor	--
DP	ADP	CON	Minor W.	Notes					
250	120	12	83						



Scarabexx (Tube)

Move: 24y/round (winged flight, hover)

Perception: 12-

The Slashes must come first--before the sting. They can all be used on the same target (as well as the sting, usually).

Note: The slashes and the sting are NOT armor piercing. They do not drop Armor to 0.

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	-5/-5	22 / 18	Slash	12 PEN	Short	1 REA, 3x	16 PEN Val	14-
				Sting!	12 PEN	Short	1x, 5 REA	45 PEN Val	14-
				Toxin	40 INT	--	--	--	--
DP	ADP	CON	Minor W.	Notes					
8	0	12	3	5 / 12 Full Armor, 2x 1 REA Dodges (13-, Works vs. Range)					
Standard				10 Damage					
Major				16 Damage					
Critical				24 Damage					
Catastrophic				32 Damage					



Rocket Drone

Move 18y/round (winged flight, hover)

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
11	12	+0 / +0	28 / 22	Heckfire Missile	30 IMP	-1/20y	5 REA, *	Carrier	14-
				Shaped Charge	10 PEN AP	--	--	40 PEN Val	--
DP	ADP	CON	Minor W.	Notes					
21	150	12	7	Armor 10/24 Full Coverage Heck-Fire Missile: 6 Rockets, Rate of fire is 1, 2, 1, 2, etc.					



Chatterpillar Alpha

Move 18y/Round

Perception: 12-

Chatterpillar Alphas can climb walls and ceilings at 6y/s

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
15	14	-2/-2	16 / 13	Stab	8 PEN	Medium	4 REA, 3x		14-
DP	ADP	CON	Minor W.	Notes					
8	15	12	3	4 / 10 FULL Coverage Armor 3 / 7 Cv 3 fgate					



Conqueror Worm

Move: 8 y/r

Perception: 12-

The Conqueror Worm wears a Power-Field Harness (usable only by it) and fires a low-wattage plasma soliton cannon from its eye. It takes 5 REA To Activate.

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
12	12	12	30 / 24	Low Wattage Plasma Cannon	18 IMP	-1/30y	8 REA 2x 1 REA	Additional shots at diff targets	14- (16 FA)
				Tendrils	9 PEN	SHORT	4 REA (3x)		13-
DP	ADP	CON	Minor W.	Notes					
30	300	12	10	Armor: 2 / 5 Armor (FULL) 100 Power Field					



Chatterpillar Gamma

Move 17y/Round

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
15	14	-1 /-0	16 / 13	Stab	8 PEN	Medium	4 REA, 3x		14-
				Stab	12 pen	Medium	1 REA, 2x	Different Targets	14-
DP	ADP	CON	Minor W.	Notes					
24	30	12	8	8 / 20 FULL Coverage Armor 6 / 14 Cv 3 {ate					



Guard Parasite

Move 8y/Round (Drops /Steps from surprise for 5 REA)

Perception: 13-

The Guard Parasite can cling to walls and ceilings. It has a Stealth roll of 14- (usually perception rolls need to be made by 4+ to see them). The Guard Parasite attacks (usually from surprise), grappling a target and paralyzing it. It then, over time, lays eggs in the body, breeding new parasites.

1. The Paralysis Slime is a contact toxin, not a blood toxin: if the target is not wearing an environmentally sealed suit, it will take effect on any Constrict / Slime attack.
2. The Constrict Attack uses the to-hit modifier of the Attach Roll (not counting the large weapon bonus). Because it crushes the full body, it ignores 4pts of Armor

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
14	12	-3/-3	30/24	Attach	Grapple	Close	5 REA	Super Grapple (+3 LWB)	14-
				Constrict / Slime	Crush / Paralyze	Close	5 REA	Ignores 4 Armor	--
					Paralysis	--	--	--	--
DP	ADP	CON	Minor W.	Notes					
18	4	12	6	2 / 5 Armor					
Standard Effect				Target is Dazed					
Major Effect				Target is Dazed					
Critical Effect				Target is Unconscious					
Catastrophic Effect				Target is Unconscious					



Fire Cult Heavy Incinerator

Move 9y/r Walk, 30y/r Jump Every other Round 8 REA Long Action

Perception: 11-

This armor requires the subject be infected with the mind-virus. It comes from bolt-holes.

A Fire Cult Heavy Incinerator Unit is roughly a Level 6 threat all by itself.

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
12	12	-0 / -0	48 / 40	Flamethrower	60 IMP	-1/20y	5 REA, Full Auto Only	Burn on hit by 4+	15- (13- wit +2 for FA)
				Fire Burst	40 IMP X	None	5 REA	2R Charge, Full damage for 4 yards, half damage for 8.	+4 Damage Mod for everyone in range.
DP	ADP	CON	Minor W.	Notes					
18	40	12	6	Armor: 30 / 70 Full, 400 A-ADP					



MeglaVore

Move: 14y/s for 2 rounds then 20y/s “sprinting”

Perception: 12-

The MeglaVore can burrow into the ground in 10 Rounds (60 Seconds) and move at 4 yards per Round under relatively loose top-soil. It is also at -4 to be seen when buried unless looking for suspicious bulges. The Devour can be against the target’s Offensive Grapple or standard Resist Value, whichever they prefer. Defense Stat is CON in either case. A Devoured character is instantly unconscious—but, this being a Vore, it may take quite a while to actually die.

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
12	12	+3/+3	90 / 78	Tail Slap	30 IMP	Long	5 REA	+2 LWB	13-
				Bite	40 PEN	Long	5 REA, 1x	+2 LWB 1 R Charge	13-
				Devour	90 INT	--	--	If Bite hits by 4+	--
DP	ADP	CON	Minor W.	Notes					
90	300	12	30	24 / 60 Cv 3 Armor					
Standard				No Effect					
Major				No Effect					
Critical				Devoured: Internal Damage					
Catastrophic				Devoured: Internal Damage					



Tsonks

Move 12y/r

Perception: 13-

About 50% of Tsonks have a blast grenade. The others will have slings or pole-axes. If a Tsonk has a shield, they get -3 AGI against Ranged attacks as well.

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
13	13	-3 / -2	20 / 16	Pole Axe	12 PEN	LONG	5 REA	+1 Back Swing	13-
				Blast Grenade	20 IMP X	Thrown	5 REA	Must be drawn	13-
				Sling	9 PEN	-1/7y	5 REA	5 REA to reload	13-
DP	ADP	CON	Minor W.	Notes					
20	20	12	7						



Fire Cult Leader

Move 12y/r

Perception: 13-

Fire Cult Leaders have Fire Control abilities telepathically granted as the result of their mind-infection. A Fire Cult Leader is roughly a Level 4 threat with some ordinary cultists as back-up.

Init	REA	AGI	Grapple	Attack	DMG	Rng	REA / ROF	Notes	To-Hit
12	12	-12 / -1	18 / 14	Fire Jet	30 IMP	-1/5y	5 REA	Burn on hit by 4+	15- (14- with +1 LWB)
				Immolate	18 IMP Burn		5 REA	Must be charged	No roll to hit, ignores armor
DP	ADP	CON	Minor W.	Notes					
18	40	12	6	Armor: 10 / 25 FULL					

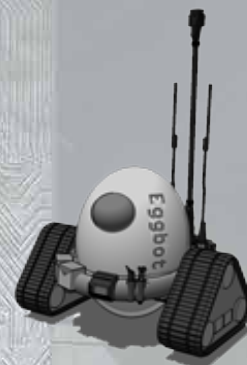


Class-1 Eggbot

Move: 24y/rnds

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+0 / +0	42 / 36	TK Swipe	16 IMP	-1/20y	1 REA, 3x	Diff Targets	14-
				TK Slam	24 IMP	-1/20y	5 REA	--	14-
DP	ADP	CON	Minor W.	Notes					
30	50	12	10	6/14 Full Coverage Armor, 200pt Power Field Eggbots require hits by +6 to Double and do <u>not</u> take Minor Wounds before Injured Condition. Eggbots can use their Telekinesis to block ranged attacks (13-)					



Class-2 Eggbots

Move: 24y/rnds

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+2 / +2	52/42	TK Swipe	16 IMP	-1/20y	1 REA, 3x	Diff Targets	14-
				TK Slam	24 IMP	-1/20y	5 REA	--	14-
				Death Ray	75 IMP	-1/40y	FA (8 REA)	--	16-
					50 IMP	-1 / 40y	FA (1 REA) 2x	Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
90	100	12	20	12/40 Full Cove Armor, 500pt Power Field Eggbots require hits by +6 to Double and do <u>not</u> take Minor Wounds before Injured Condition. Eggbots can use their Telekinesis to block ranged attacks (13-)					

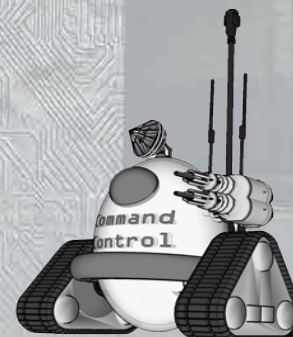


Class-3 Eggbots

Move: 60 y/rnd. (start at 10y/rnd, then 30y/rnd, then 60y/rnd)

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Range	REA / ROF	Notes	To-Hit
12	12	+6 / +6	240/200	TK Swipe	16 IMP	-1/20y	1 REA, 3x	Diff Targets	14-
				TK Slam	24 IMP	-1/20y	5 REA	--	14-
				Death Ray	300 IMP	-1/40y	FA (8 REA)	--	16-
					200 IMP	-1 / 40y	FA (1 REA) 2x	Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
90	100	12	20	48/115 Full Coverage Armor, 4000pt Power Field Eggbots require hits by +6 to Double and do <u>not</u> take Minor Wounds before Injured Condition. Eggbots can use their Telekinesis to block ranged attacks (13-)					



Area Monster Stats

Strychnine Siren

Move: 30 y/round. Can climb trees or other moderately climbable surfaces easily. Can swim at 18y/round, breathe underwater for 2 hours.

Perception: 14-

Stealth: 15- L3

Alien Physiology: Immune to toxins, disease

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
20	15	-4 / -4	26 / 22	Blade	9	MED	5 REA, S	99 PEN Val	15-
				Neuro Tox	100 INT	--	--	Blood Toxin	--
DP	ADP	CON	Minor W.	Notes					
40	50	12	13	12 / 30 Armor Full Coverage -8 / -4 Damage Mods vs. PEN / IMP AGI and Dodge (15-) apply full vs. Range					
Standard				10 DP Immediate, 10 DP Each Round, -2 CON to recover					
Major				16 DP Immediate, 16 DP Each Round, -2 CON to recover					
Critical				24 DP Immediate, 24 DP Each Round, -3 CON to recover					
Catastrophic				32 DP Immediate, 32 DP Each Round, -4 CON to recover					



NaOH Slug

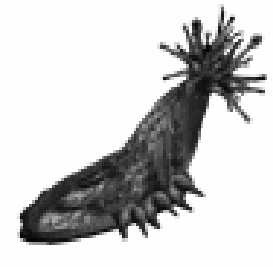
Move: 12y/ round. Can climb walls, ceilings, etc.

Perception: 14-

Drops from surprise hit by +3. They are at -5 to see in dark environments.

When Grabbing, they IGNORE 12pts of Armor and have a PEN VAL of 60 (but does not drop remaining armor to 0). Whatever damage they did on one hit, the subject will take it again at the start of the turn on the next Round. Sssssizzle.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	10	-0 / -1	48 / 40	Grab / Stick!	48 GRAB	Short	5 REA	+2 LWB	13-
				Acid Burn	30 PEN	Short	5 REA, 1x	Ignore 12 Armor, Burn	13-
DP	ADP	CON	Minor W.	Notes					
20	0	14	7	30pt Slime Layer (acts as Power Field)					



Valk

Move: Fly (Hover) 24y/round

Perception: 14-

Valk seem to have instinctive Crime L3 15- as well as high fine-motor skills like Pickpocket.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
13	12	-3 / -1	28 / 22	Tentacle Stab	15 PWN	Long	3 REA, S	--	14-
DP	ADP	CON	Minor W.	Notes					
24	0	12	8	Armor: Plate 16 / 38 Cv 5					



Bio-Pod

Move: 12y/rnd--THEY CAN MOVE (just not very fast). They hop.

Perception: 13-

The Plate has Full Coverage in their "closed state." Opening their state is a 0 REA Medium Action.



Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
13	12	+2 / +2	36 / 30	Tentacle	16 IMP	Long	4 REA	-3 to Block	13-
				Taser Shock	21 INT	--	--	Tentacle must do 1pt	--
DP	ADP	CON	Minor W.	Notes					
10	40	12	3	Armor 4/10 Full Coverage, 9/25 Cv 3 Plate PEN Damage requires a hit by +5 to double					
Standard				Dazed					
Major				Dazed -2 to Recover					
Critical				Unconscious					
Catastrophic				Unconscious					

Cyanogen Devourer - Male

Move: 18y/round, 14y/round in water.

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	-2 / -1	36 / 30	Aura	45 INT	6y RAD	0 REA		--
				Tail Swipe	40 IMP	Long	7 REA, 1	-1 Block, 1 R Charge, +2 LWB	13-
				Pincer	16 AP PEN	Med	6 REA, 1x	9- Activation, 32 PEN Val. Can Worry	14-
				Slash	14 AP PEN	Med	3 REA, 2x	28 Pen Val	13-
DP	ADP	CON	Minor W.	Notes					
20	50	12	7	Armor: 12 / 30 Full Coverage, 20 / 50 Cv 4 Plate					
Standard				10 DP Immediate, 10 DP Each Round, -2 CON to recover					
Major				16 DP Immediate, 16 DP Each Round, -2 CON to recover					
Critical				24 DP Immediate, 24 DP Each Round, -3 CON to recover					
Catastrophic				32 DP Immediate, 32 DP Each Round, -4 CON to recover					



Cyanogen Devourer - Female

Move: 28y/round, 24y/round in water.

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+4/+4	72/60	Aura	45 INT	12y RAD	0 REA		--
				Tail Swipe	80 IMP	Long	7 REA, 1	-1 Block, 1 R Charge, +2 LWB	13-
				Pincer	32 AP PEN	Med	6 REA, 1x	9- Activation, 64 PEN Val. Can Worry	14-
				Slash	28 AP PEN	Med	3 REA, 2x	56 Pen Val	13-
DP	ADP	CON	Minor W.	Notes					
200	500	12	67	Armor: 20/50 Full Coverage, 35/85 Cv 4 Plate					
Standard				10 DP Immediate, 10 DP Each Round, -2 CON to recover					
Major				16 DP Immediate, 16 DP Each Round, -2 CON to recover					
Critical				24 DP Immediate, 24 DP Each Round, -3 CON to recover					
Catastrophic				32 DP Immediate, 32 DP Each Round, -4 CON to recover					



WENDIGO

Move: 40y/ round.

Perception: 14-

The WENDIGO is a biological creature covered with metallic chitin. It has a powerful bio-generated Proton beam (2 R Cool, Full-Auto Fire) and can stab with its feet (they are high PEN Val but do NOT negate all armor)

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	14	+2 / +2	92 / 80	Proton Beam	300	-1/500y	8 REA, FA	2 R Cool	17-
				Proton Beam	200	-1/500y	1 REA, 2x	2 R Cool, Diff Targets	15-
				Blade	50 PEN	Long	3 REA	140 PEN	15-
DP	ADP	CON	Minor W.	Notes					
100	500	12	33	Armor: 30 / 72 Full Coverage, 200 / 500 Coverage 3					



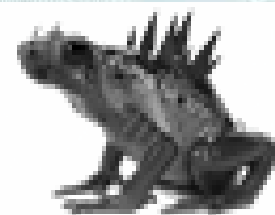
Toxi-Frog

Move: Crawl at 14 y/rnd. Jump 10y for 5 REA 2x a round.

Perception: 13-

Toxin is deadly and will give an unconscious character a CON-4 roll or die in CON x5 Minutes.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
13	12	-2 / -1	16 / 14	Bite	8 PEN AP	Short	5 REA	20 PEN Val	14-
				Nerve Venom	65 INT	Short	5 REA	Blood Toxin	--
DP	ADP	CON	Minor W.	Notes					
24	20	12	8	Armor: 4 / 10 Full Coverage. Pounce Attack is at -3 to be blocked.					
Standard				Unconscious in 3 Rounds					
Major				Unconscious in 2 Rounds					
Critical				Unconscious in 1 Round					
Catastrophic				Immediate Unconscious					



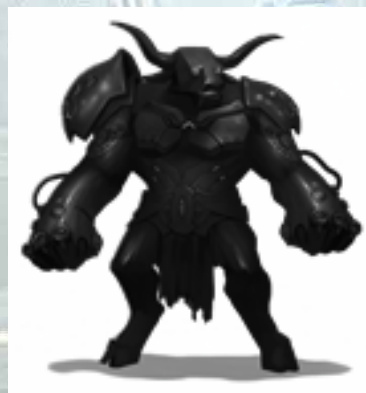
MinøT4Ur - SHOK TV

Move:

Perception: 14-

The Minotaur Charge can target two characters if they are within 2 yards of each other (the attacking Minotaur makes 2 to-hit rolls separately for one 8 REA Long Action). Once close, it will use punches from its massive hands.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+1 / +1	40 / 34	Punch	35 IMP	Medium	5 REA, S	+1 LWB, -2 Blk	14-
				Charge	50 IMP	Med	8 REA, 1	+3 LWB, -4 Blk	14-
DP	ADP	CON	Minor W.	Notes					
120	0	14	40	Armor: 14 / 35 Full Coverage					



The Bubblegum Men

Move: 16 y/ round, can climb walls, cling to ceilings, etc.

Perception: 14-

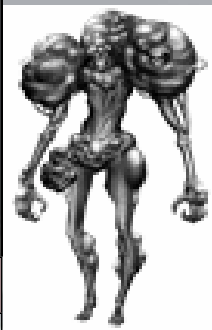
Bubblegum Men have "spycraft" for hunting targets at L2 15, can follow by sense of smell.

They can move through a hole the size of a soda-can in 20 minutes or an air shaft in 2 minutes. They do not suffer from any physical weaknesses (no poison, drowning, etc.)

They have Stealth L3 15- (for moving silently--they are at +2 to be seen due to being bright pink)

When they strike, their hands stick to the surface (and they can grow another hand. The goop then begins to work its way into armor and squeezes the target (Ignoring 20 Armor) as a Worry

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	12	-3 / -1	70 / 30	Goop Punch	25 IMP	Long	5 REA	Grab (70)	14-
				Infiltrate / Squeeze	20 IMP	Short	5 REA	Ignores 20 Armor	--
DP	ADP	CON	Minor W.	Notes					
450	0	12	150	Bubblegum Men: Do not take PEN Damage (treat all as Impact) Do not suffer Hurt Condition Will not suffer Minor Wounds until at Injured Condition					



Gibbous - SHOK TV

Move: 8 y/ round

Perception: 8-

The Gibbous can use their belly-mouths but almost never do. They only get one chainsaw swipe as well due to its backswing. Mostly they charge in, powering up their blast either when Dazed or when reaching targets and then explode on their Initiative 2 rounds later.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
10	10	+1/+1	48 / 40	Chainsaw	30 PEN	Medium	5 REA, 1x	Ignore 30 Armor	13-
				Explode	80 IMP X	5y RAD	5 REA, 1x	2 R Charge	13-
				Belly Mouth	60 PEN	Short	5 REA	Must have Grab	13-
DP	ADP	CON	Minor W.	Notes					
10	400	12	3	Penetration Hits double only on hits by 6+					



Walker Unit - City of Tombs

Move: 30 y/round (walk), 60 y/r (run), 90 y/r (sprint)

Perception: 10-

The Base Damage for the Walker is 60 IMP.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+2/+2	96 / 80	Laser	90 PEN	-1/200y	8 REA FA	5 REA Activation. 60 PEN Val	16-
				Laser	60 PEN	-1/200y	1 REA, 2x	Different Targets	14-
DP	ADP	CON	Minor W.	Notes					
200	200	12	67	Armor: 30 / 75 Full Plate Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition					

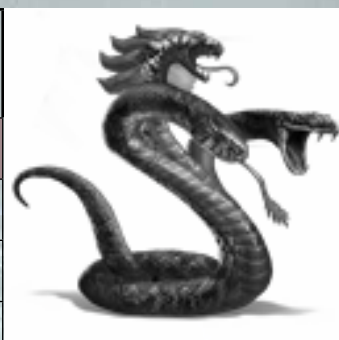


Psycho Serpent - SHOK TV

Move:

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
16	14	-3/-3	72/60	Gaze	INT 50	30y	0 REA	TASER. Suffer-4 Visual mod or take the hit	--
				Chomp	24 PEN	Long	3 REA, 4x		14-
				Toxi-Chomp	24 PEN	Long	5 REA	Active 9-, 54 PEN Val	14-
				Toxin	60 INT	--	--	Blood Toxin	
DP	ADP	CON	Minor W.	Notes					
150	50	12	50	Armor: 6/214 Full Coverage, 2/55 Cv 5 Plate Visual Mod: -4 Visual Mod or take Gaze Attack					
Standard				10 DP Immediate, 10 DP Each Round, -2 CON to recover TASER - DAZED					
Major				16 DP Immediate, 16 DP Each Round, -2 CON to recover TASER - DAZED-2					
Critical				24 DP Immediate, 24 DP Each Round, -3 CON to recover TASER - UNCONSCIOUS					
Catastrophic				32 DP Immediate, 32 DP Each Round, -4 CON to recover TASER - UNCONSCIOUS					



Cubes - City of Tombs

Move: 60y/r (flight)

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	14	+5/+5	1200/1000	Necroplasma	80 IMP	-1/200y	5 REA	--	14-
				Death Aura	70 INT	50y	0 REA	Death Ray	14-
DP	ADP	CON	Minor W.	Notes					
240	200	12	80	Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition Armor: 30 / 72 Full Coverage Force Field: 100 pts					



Tetrahedron - City of Tombs

Move: 24y/r

Perception: 14-

The Tetrahedron fires every other round (if firing full auto, which it almost always does). It Activates for 5 REA and then, on the next round, fires Full Auto at one target, 2 additional targets for 1 REA each, and 2 different targets for 0 REA each (due to high-rate of fire) at a lower chance to hit.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+4 / +4	84 / 70	Soliton Cannon	90 PEN	-1/300y	8 REA FA	5 REA Activate 1 R Charge	17-
				Soliton FA	60 PEN	-1/300y	1 REA 2x	1 R Charge Diff Targets	14-
				Soliton HR	60 PEN	-1/300y	0 REA, 2x	1 R Charge Diff Targets	14-
DP	ADP	CON	Minor W.	Notes					
240	0	12	80	Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition Armor: 20 / 50 Full Coverage, 40 / 100 Cv 5 Plate					



The Horde

Move:

Perception: 14-

The Horde have senses that let them see in the dark and hunt through smoke and other occlusions.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
13	13	-1/-0	18 / 14	Club	16 IMP	MED	5 REA		13-
DP	ADP	CON	Minor W.	Notes					
3	4	10	1						

SIZE COMPARISON CHART



Kill-Pod - City of Tombs

Move: 24 y/r

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	14	-2 / -1	36 / 30	Stab	20 PEN	Long	1 REA, 3x	1 R Cool, Diff Targets	14-
				Slash	30 PEN	Long	5 REA, S	--	14-
DP	ADP	CON	Minor W.	Notes					
120	100	12	40	Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition Armor: 10 / 24 Full Coverage Force Field: 30pts					



Slaughter-Pod - City of Tombs

Move: 36 y/r

Perception: 12-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	14	-2 / -1	48 / 40	Stab	30 PEN	Long	1 REA, 3x	1 R Cool, Diff Targets	14-
				Slash	45 PEN	Long	5 REA, S	--	14-
DP	ADP	CON	Minor W.	Notes					
240	200	12	80	Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition Armor: 20 / 50 Full Coverage Force Field: 60 pts					

War Crawler

Move: 30y/r

Perception: 14-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
9	11	+5 / +5	300 / 240	Rail Gun	1000 PEN	-1/200y	1 ROF (2x), 5 REA	Loses one Rail Gun at Injured Condition	14-
DP	ADP	CON	Minor W.	Notes					
1500	0	12	500	Robot Body: PEN Hits double on +6, No Minor Wound until Injured Condition Armor: 30 / 75 Full					



Mesonoxian

Move: Float / Walk 12 y/r, Can move through walls in one round.

Perception: 13-

Out of Phase (8 REA to shift into incorporeal form)

Usually only travel within 250 yards of their creation point.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	-2 / -1	28 / 22	Strike	20 IMP IA	Medium	1 REA 3x	2 R Charge +2 LWB	14-
				Strike Hard	20 IMP IA	Medium	5 REA, S	Chill 50 INT +2 LWB	14-
DP	ADP	CON	Minor W.	Notes					
120	0	12	40	-12 Damage Mod against all physical attacks. Immune to chemicals, etc.					
Standard				DAZED					
Major				DAZED-2					
Critical				UNCONSCIOUS					
Catastrophic				UNCONSCIOUS					



Freqs

Move: 16y/r

Perception: 11-

Freqs may have many different weapons (as would characters).

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
11	11	+1 / +0	18/15	'Spud Gun'	18 PEN	-1/15y	8 REA FA 2x 1 REA	Jams on 17+	13- (15- Auto Fire)
				Battle Harpoon	22 PEN	Long / 8 yard throw	5 REA, +1 Back Swing	Grabs with 30 OFF if does 1pt damage & PEN	14-
DP	ADP	CON	Minor W.	Notes					
18	6	12	6	Armor: 3 / 7 FULL, 10 / 25 Cv 3 Plate					



Red Tooth

Move: crawls at 12y/Round. Teleports 200y with 8 REA Long Action (sprinting Endurance). Can Bink 2x in combat: 5 REA Action, Move 10 yards. This is almost always done to get close enough to bite (Red Teeth rarely retreat for strategic reasons)

Perception: 9- (closed, sleeping), 13- Mouth open, awake.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+2 / 26	35 / 30	Phase Bite	32 PEN IA	Short	6 REA, 1x	Ignores Armor 1 R Charge Can't Be Blocked	15-
				Talon	20 PEN	Med	3 REA, 4x		14-
DP	ADP	CON	Minor W.	Notes					
1600	0	14	533	Armored Shell: 16 / 40 Full Coverage Time Shift Dodge: The Red Tooth gets 5x 1 REA Dodges each Round 17-. If Hit anyway, it gets a -3 Damage Mod if it tried to dodge.					



C-Rex

Move: 34y/r

Perception: 14-



Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
14	12	+5 / +5	210 / 150	.50 Cal MG	150 FA PEN	-1/200y	8 REA FA	3 rounds of FA Fire (recharges daily)	16-
				.50 Cal MG	105 PEN	-1/200y	1 REA, 2x	Diff Targets	14-
				Rocket Pod	200 IMP X	-1/300y	5 REA, 1x	2 R Charge	14-
				Bite	200 PEN	Long	5 REA	Counts as Cross, Can Worry	14-
DP	ADP	CON	Minor W.	Notes					
2400	0	14	800	30 / 75 Armor Full Coverage, 30 / 75 Plate Armor Cv 3					

Vendergast

Move: 24y/r

Perception: 15-



Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+6 / +6	300 / 220	Trompel	250 IMP	Short	8 REA, 1x	+4 LWB Hits up to 2 people. -4 to block	14-
				Stomple	120 IMP	Short	5 REA, S	1 R Charge, +3 LWB, -3 to Block	14-
				Tusk!	70 PEN	Long	6 REA, S	170 PEN Val, +2 LWWB, -2 Block. Acts as Cross	14-
DP	ADP	CON	Minor W.	Notes					
1600	0	14	533	Armored Hide: 12 / 30 Full Coverage					

Networked Coyotes

Move: crawls at 12y/Round. Can climb walls, etc.

Perception: 9-



Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
15	15	-3 / -3	18 / 14	Bite	9 PEN	Short	8 REA Pounce		14-
DP	ADP	CON	Minor W.	Notes					
15	10	14-	5	Networked Coyotes get dodges and full AGI against ranged attacks if there are more than two. If there are more than 4, these dodges are 1 REA. If there are 6+, they get a Bullet Round and -8 Damage Mods against all attacks.					

GCC Compliance System

Move: 12 y/s (run/walk) 24 y/s if "sprinting"

Perception: 13-

The GCC Compliance System can heal a Major Wound per character per day. They have the ability Save Point which they can use to "reset" events once per play session if they are accompanying characters on fulfilling a role.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	11	+1 / +1	22 / 35	Burn Mind	50 INT	-1 / 10y	5 REA, 1x Round		14-
				Sonic Bolt	30 IMP	-1 / 10y	3 REA (up to 4x per Round)	+2 LWB	14-
DP	ADP	CON	Minor W.	Notes					
60	200	12-	20	Force Field: 30 POWER Robot Body					
Standard				-1 WIL, Stunned					
Major				-2 WIL, Dazed					
Critical				-4 WIL, Dazed -2 to Recover					
Catastrophic				-6 WIL, Unconscious					

Scints

Move: crawls at 12y/Round. Can climb walls, etc.

Perception: 9-

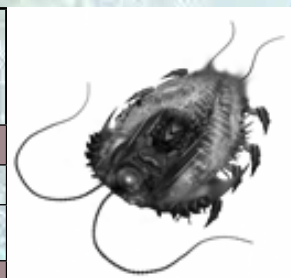
Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+1 / +0	26 / 20	None					
DP	ADP	CON	Minor W.	Notes					
15	10	14-	5	Scints are protected by a 100 pt Force Field					

Brand Damage

Move: 18y/s

Perception: 15-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
13	13	-2 / -1	19 / 14	Dissolve	18 IMP	Short	5 REA	Ignores Armor, Burn on hit by 4+	15-
				Envelope	30 Grapple	Short	8 REA Med	Often done before a Dissolve	15-
DP	ADP	CON	Minor W.	Notes					
12	50	12	4	Out of Phase: as an 8 REA Long Action they can shift Out of or Into Phase. Often they will appear out of phase and close to attack. Negative Damage Mod: -12 DM vs. Attacks that cannot hit Out of Phase Targets					



Sand Terror

Move: 10y/r above ground. 30y/r sprint

Perception: 13-

The Sand Terror gets a -8 Damage Modifier from all weapons that cannot hit Out of Phase targets. It has a 16- Sonar Sense that works over several miles to sense prey on the surface.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	12	+2 / +2	60 / 50	Tentacle	60 IMP	Long	1 REA, 4x RND		14-
				Claw	40 PEN	LONG	3 REA 2x RND		14-
				Maw	80 PEN	LONG	5 REA	2R Charge +4 to Hit LWB -4 To Block	14-
DP	ADP	CON	Minor W.	Notes					
100	1000	12	33	Armor: 30/70 FULL, -8 DM vs. Weapons that cannot hit Out of Phase					



Sutek Hierophant (Female)

Move: 18y/r

Perception: 13-

Hierophants can lift objects with their minds and grapple with a 60 Offensive Super-Grapple.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
11	11	+1 / +0	36 / 30	TK	45 IMP	-1/10y	4 REA		15-
DP	ADP	CON	Minor W.	Notes					
30	100	12	10	Armor: 8 / 20 Armored Skin FORCE FIELD: 30 Power					



Sutek War-Dogs

Move: 18y/r

Perception: 11-

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
12	11	+1 / +0	30 / 24	Hand Blades	22 PEN	SHORT	3 REA	3x per Round	13-
DP	ADP	CON	Minor W.	Notes					
24	60	12	15	Armor: 20 / 45 Metal Plate					

Sutek Male

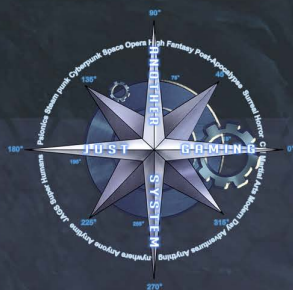
Move: 18y/r

Perception: 13-

The Sutek may carry a ceremonial blade.

Init	REA	AGI	Grapple	Attack	DMG	Reach	REA / ROF	Notes	To-Hit
11	11	+1 / +0	84 / 70	Fist	60 IMP	Short	5 REA		14-
				Blade	42 PEN	Med	5 REA		14-
DP	ADP	CON	Minor W.	Notes					
45	200	12	15	Armor: 12 / 30 Armored Skin					





The apocalypse came and went--and now all the junk of those who came before is scattered around in various installations and bolt holes and buried in the ground. Of course one man's trash is another man's hyper-cyclic plasma rifle so you, really, want that junk.

Of course there are monsters too--relics of forgotten wars, rogue robots, the intelligent toxins gave birth to nightmares. These are all out there too--and a lot of times? They're RIGHT ON TOP OF THE GOOD STUFF.

Well, no one said this was gonna be easy or boring.

JAGS Artifacts and Monsters contains hundreds of treasures, multitudes of weapons, and a big list of monsters from the badlands, the wastelands, and beyond. These are all calibrated for use in your JAGS Have-Not game.

