RIFTS®
Sourcebook One
Revised & Expanded

By Kevin Siembieda

JOHNSON

Warning!

Violence, War, Magic & the Supernatural

The fictional worlds of Rifts® are violent, deadly and filled with aliens, war and supernatural monsters. Other-dimensional beings often referred to as "demons," torment, stalk and prey on humans. Alien life forms, monsters, vampires, ghosts, ancient gods and demigods, as well as magic, insanity, psychic powers and combat are all elements in this book.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.

An epic sourcebook for the *Rifts*® series.

Compatible with the entire Palladium Books® Megaverse®

Dedication

With great fondness to Julius Rosenstein, the friend and "source" who introduced me to role-playing games. Without Julius there might not have been a Palladium Books. Thanks, Jules.

– Kevin Siembieda, 2007

The cover, by *Scott Johnson,* depicts an A-64 Master commanding a legion of Archie 'Bots to engage intruders.

Palladium Books® Presents:

Rifts® Sourcebook One

Revised & Expanded

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A few words from the Author

This book is about technology and secrets.

On the technology end of things, *Rifts® Sourcebook One* contains robot creation rules, robot repair and salvage rules, optional robotic player characters, A.I.s, Archie Three and his legion of robots, Wilk's weapons, vehicles, weapons and robots from Triax and Northern Gun, and the long awaited info on *the Republicans*. That's a lot of tech toys to play with, and we know you'll enjoy including them in your games.

Some of the robots and tech are items that appeared in the *original edition* of **Rifts® Sourcebook One** with *revised and updated* descriptions and extra nuggets of information, others are *brand new*. I've also tried to organize the data better and bring stats in line with **Rifts® Ultimate Edition.**

By way of secrets, we return again to **Archie Three** and the introduction of the **Republicans.** I hope you find the history and relationship between these two unique relics from the past to be fun and nothing short of mind-blowing, so 'nuff said here. Read about 'em elsewhere in this book.

Actually, there are secrets scattered throughout this sourcebook. Even the monster section contains some secrets. The secrets are often hidden in the updated material and speak to new developments in recent years or months, and may warn about things to come as well as offer new avenues for adventure. I hope you find these adventure ideas intriguing and fun to play. Ideas that you'll grab and run with and make your own. If you're looking for a surprise or two, then you definitely want to read about the **Xiticix** in the monster section and about Archie's private war with the Splugorth via his **Shemarrians,** as well as events involving **Archie** and **the Republicans**.

Speaking of secrets, I want to let you in on one of mine. *The Republicans* were first mentioned in the **Rifts® RPG** way back when it was first released in August 1990. However, they were never mentioned again. Why? Did I have some grand scheme for them?

As it turns out, I sort of did, but truth be told, I had *forgotten* about them. Yep, I forgot I had ever mentioned the little buggers until, out of the blue, fans started asking me about them 10 years later. I went back, read the mention, checked my old notes and vowed that I *would* bring them to life. As I worked on the **Chaos Earth™ RPG** I also hatched my plans for the Republicans. Ironically, presenting them now, a few years after **Rifts® Chaos Earth™**, works perfect.

Here's another personal tidbit. One of the cool things about writing fiction is that sometimes your characters and ideas take on a *life* of their own. When that happens, you, the writer, suddenly find the ideas running off on their own and you feel more like an observer chronicling their story rather than the creator writing it. For me, it's as if aliens were *beaming* the story into *my head* and I'm just writing it all down as fast as I can before the transmission ends or I forget something important. It's awesome whenever that happens, and it seems to happen a lot when I'm writing about anything involving **Archie Three**, and by association, the **Republicans**. Their history, story and conflict with Archie just poured out of me and went in directions that surprised even me. Imagine, if you can, me pounding away at my keyboard, writing a mile a minute and saying aloud, "Holy crap! I can't believe it! Who knew!? The fans will freak!"

I know, stupid, but true. Maybe it has something to do with the fact that I'm a fan of this stuff myself. Maybe it has to do with the *writing process* and tapping into the deepest corners of your imagination and losing yourself there. Or heck, maybe there really are *aliens* beaming these stories into my mind and I just let the words spill out onto paper. Whatever the process is, I hope you enjoy the end results.

Oh yeah, and you ain't seen nothin' yet. My freelance writers, artists and I have a million dynamic, new adventures to share with you. I guess those aliens must be working overtime beaming out all those stories and ideas.

Unleash your imaginations and game on.

– Kevin Siembieda, January 2007

Secrets of Technology . . . Lost and Found

When the Great Cataclysm struck, human civilization collapsed in a matter of days.

The scope of the disaster defied imagination. Think Hurricane Katrina times a million across the entire globe. No government or military authorities to provide relief. No communications. Not enough doctors. And add to it all one new freak storm and disaster after another, hour after hour. A continuous barrage of mass destruction, total anarchy, and madness, accompanied by monsters streaming through holes in the skies that people would later call "the Rifts."

Over the next decade, human life, let alone human civilization, was nearly wiped from the face of the planet. Technology which had reached new heights just before the *Coming of the Rifts* was gone. Most people lived like cavemen and vagabonds. Those who understood the workings of technology and were fortunate enough to have access to it, were the only ones who had anything resembling modern conveniences. They lived in isolated terror as if they knew their days were numbered. That one or two percent of the population who clung onto technology and possessed generators, electricity, heat, drinking water and a hidden, fortified sanctuary would, with the passage of time, be discovered by men or monsters. It didn't matter which, because the outcome was always the same with both. Discovery by either led to being attacked, overrun, the sanctuary destroyed or taken over, the lucky residents run out with what they could carry, the unlucky ones slain, or worse.

These were dark times when people killed one another for a can of beans, a pair of shoes or a warm blanket. Those with guns had an advantage over their fellow humans without weapons. Those with the military's new Mega-Damage weaponry might have even enjoyed moments of triumph, or a year or two as the leader of a band of survivors. A few even ruled as king of a gang, town, or homemade fort, but sooner or later, they fell to an alien plague, the living dead, D-Bee invaders, demonic hordes, monsters or magic. Fragments of advanced technology and even the mightiest of weapons, power armor and war machines were not enough to stem the tide of chaos.

Twenty years after the Coming of the Rifts, 90% of all human technology was lost and forgotten. Within fifty years, 98% of the human population lived as savages who shared a planet with inhuman Dimensional Beings (D-Bees), and witnessed their world warped and changed in profound ways by forces they couldn't understand. Earth was had become an alien environment inhabited by countless alien and magical beings. More than that, the Earth was connected to a thousand (many more actually) alien planets via the Rifts. D-Bees, monsters, gods and godlings, dragons and demons, emerged from the Rifts to wage war or claim parts of the planet for themselves. It was a miracle that humans survived at all.

A "Dark Age," they call it. The two hundred years that followed the *Great Cataclysm* and the *Coming of the Rifts.* A time when humans lived like frightened animals and even history was lost along with technology. Only mythic tales of savagery, terror, survival and heroes has survived those dark times, passed on by word of mouth from generation to generation.

It has only been in the last hundred years that small pockets of humans have slowly pulled themselves out of barbarism and begun to rediscover lost technology. Though they are seldom given the credit they desire, *Rogue Scholars, Rogue Scientists* and *Operators* were the unsung heroes who brought about the rebirth of human society, especially in the early years. Like a tenacious child with a 1000 piece puzzle, they were the leaders and the curious who began to, literally, dig up fragments of the past and try to put them back together. They worked with fastidious dedication to learn about their past, relearn their history, rediscover their legacy as humans, and understand technology to make life better.

Each history and technology puzzle piece uncovered led to new discoveries and greater knowledge. A few historical and technological jackpots, like the discovery of the *Chi-Town library*, combined with a little luck, courage and hard work, resulted in an *explosion* of advancement. As always, knowledge meant power. In this case, the power to create better weapons to defend oneself. The power to build generators and use electricity. With electricity and a means of defense, came a fort and homes where people felt safe and enjoyed the advantages of unity and the rewards of science and technology. With a sense of security and comfort, came more people looking for safety, prosperity and knowledge. They settled in the community that promised those things and soon a clan of unrelated people became a town, and a town grew into city. A factory restored offered resources for a better life. The better, the safer the community, the faster it grew. The bigger it got, the more people who came, flocking to it like starving people to a banquet. From that, society blossomed and civilization returned. Of course, *success* breeds its own problems, among them envy and contempt from those without. Inevitably, success attracted bandits, raiders, monsters and warlords who wanted the wealth or power for themselves. Worse, it brought those who would destroy that which they could not understand or possess themselves. In the end, 95% of these fledgling oases of technology and civilization would be destroyed within the first five years of their existence, but some, some survived and grew.

Over time they would become places like *Chi-Town* and the other *Coalition States, Free Quebec, Kingsdale, Whykin* and countless other kingdoms. Some would turn to other sciences such as magic and Techno-Wizardry, giving birth to wonderlands like *Lazlo, Tolkeen* and the *Federation of Magic.*

The technological explosion of the last 50 years has seen nations rise in spectacular fashion. This, in turn, has created the appearance that at least certain places in the Old American and Canadian Empires are *boomtowns* with a new city or kingdom seeming to spring up someplace new every year. For many, North America represents a renaissance of civilization and technology the likes of which have not been seen on American soil since the industrial revolution at the turn of the 19th Century, or perhaps even the Golden Age of Man a generation or two before the Great Cataclysm. Each new innovation and discovery seems to breed a dozen others. The *Coalition States* have become the pinnacle of (albeit ruthless) human success and power. Moreover, other small kingdoms, cities and towns with electricity, high technology and Mega-Damage vehicles, robots and weapons are found scattered across the continent. Many humans feel so heady about the changes they have witnessed over the last 10-20 years alone, that they believe humankind and civilization, in general, are back from the precipice and here to stay.

It is all an illusion whose bubble could pop at any time.

Few realize that the nations of North America are very fragile, and life as they know it could be knocked back into the Stone Age with a few bad turns of luck.

The *boom time* of the last 20 years has created a sense of prosperity and momentum that has fooled many into believing they are unstoppable. The Coalition States are an excellent case in point. Since the fall of Tolkeen, words like, "Who can stand against them?" "unstoppable," "invincible" and "juggernaut" are used to describe the CS. Indeed, if one discounts the Vampire Kingdoms, the Coalition States is the predominant power on the continent, but unstoppable? Invincible? Hardly.

There are any number of forces actively in play that could destroy this bedrock of human civilization, not the least of which is the unchecked ambition of the Coalition's own power-hungry leaders. The Coalition States has weakened itself during the devastating war against Tolkeen. At the same time, the Coalition has galvanized its enemies like never before. Suddenly, the CS is more than a barking dog chained to fence post that snaps at you if you come too close. It has become a pit bull with teeth – big nasty ones – let loose into the neighborhoods around its home. Let loose to chase, bite and tear apart anyone it chooses. And while some people cower inside their homes hoping the pit bull stays out of their backyard, others are formulating plans to put the mad dog down.

Then there are other dangers, other powers that people don't often think about. Forces who have big teeth themselves. Some with bigger teeth than the CS, and who could destroy the mighty Coalition States if they choose to do so.

The Xiticix are a very real threat, not just to the CS, but to all life on Earth, and a strong CS may be the world's front-line defense against them.

The Vampires of Mexico are a danger that most people living in the North and East seldom worry about, but the undead represent a very real and present danger. For generations the vampires have kept to themselves, seemingly content with lording over Mexico. Sure, there have been incursions in the Southwest and a rising number of border skirmishes, but that's so far, away and hardly anybody lives in the badlands of the Southwest

anyway. So what if the undead did invade New Mexico, Arizona or Texas? That's the general consensus, but conquering the Southwest could be a stepping stone for the eventual enslavement of all of the USA and Canada.

God only knows what might be brewing among the many factions of the **Federation of Magic,** or what nightmare invasion could be unleashed upon the continent by a mad scheme gone wrong. The Federation and other forces at play in and around the **Magic Zone** should not be taken lightly.

Then there are the **Minions of Splugorth**. They've sat mostly quietly on their island continent of Atlantis, and supposedly don't move to conquer North America (or the Earth) to avoid consequences on a trans-dimensional scale, but could the Splugorth change their mind? And even if they don't, the monsters can do plenty of damage manipulating the powers-that-be, playing their infamous games to mess with people and cause trouble for their own amusement.

The computer entity who calls himself **Archie Three,** and who possesses pre-Rifts technology to make advanced weapons and robots, is an unknown quantity. He is an "X" factor who could, one day, become humankind's greatest ally or deadliest enemy. Right now, Archie commands a legion of robots that could decimate any nation on the continent. Taking down Free Quebec or the Coalition States would be a battle, but it is probably one the self-proclaimed machine-god would win. And Archie is a *hidden danger* who has yet to manifest his true potential for good or evil. How many others like him might exist elsewhere, unseen, like a ticking time bomb ready to go off with the right nudge or at the appointed hour?

A new danger seems to be building around the **Calgary Rift.** Meanwhile, old places of trouble like the Demonlands of Detroit and Windsor, the St. Louis Rift, the ruins of Old Chicago, the Medicine Wheel of Wyoming and others, though quiet in recent years, still smoulder and could burst to violent life at any time. Likewise, what trouble might the machinations of secret groups like the **Republicans, the Cyber-Knights, the Cult of Nxla,** and others cause an unsuspecting world?

In an environment like Rifts Earth, so rich in magic and dotted with places of power, nexus points and maniacs, **unknown dangers** can appear without warning at any time.

Safe. Unstoppable. Invulnerable. Protected by technology.

Quite the contrary, North American civilization is a powder keg, and things are about to get a whole lot wilder.

Robotics
An emerging technology

Two of the goals of humankind's Golden Age of Science, prior to the Great Cataclysm, were improving the human condition and *human augmentation*. The secrets of human augmentation have been slowly rediscovered over the last hundred years. **The Juicer** is the product of chemical augmentation. **The Crazy** is created by altering the brain. **Dog Boys** are the result of genetic manipulation. **Cyborgs** and **Headhunters** are humans rebuilt and augmented through bionics and cybernetics.

Glitter Boys and anyone who uses *power armor* become superhuman by slipping into a suit of armor that is a mechanical exoskeleton. Taking the controls of a **giant robot vehicle** turns an ordinary human into a juggernaut of power, like the Titans of Greek mythology. Each is a form of *augmentation*. A way for an ordinary human to become something much more. On Rifts Earth, it is a way to take an M.D. laser beam to the chest and laugh it off, to fly, to lift and throw a car, fire energy bolts from your hands, battle demons, and slay dragons.

As technology has advanced, power armor and giant robot vehicles have improved, gotten smaller, while remaining just as powerful or even more powerful. They are created by people for other people. They are machines "manned" and directed by a person.

Robots, true robots, are something completely different. They are machines created by people, but given their own sort of machine *life*. A drone with its own computer brain can do what a human does independent of human direction or direct control. A robot with an artificial intelligence (A.I.), can actually think, make decisions and act on its own accord. They may be created by people, but they act independent of a human operator. They are said to be safe. Said to be just another machine – a tool no different from a computer – only there is something different about them, especially those with an A.I. and a personality program.

Robotics is the new, emerging technology. The Coalition States, and a few others like Northern Gun, are already leaders in the manufacture and use of advanced power armor and robot vehicles. The Coalition's *Skelebots* have been a huge success, not only as reliable infantry assault units and hunter-killers, but in psychological warfare as well, instilling fear in all who encounter their robotic children. Now the CS is considering following the *New German Republic's* lead of building *robots* to send against an inhuman foe rather than risk and lose human lives. For the CS that would be the Xiticix.

For a long time, the Coalition's leaders were against such tactics, afraid that an enemy would find some way to turn their automated robots against them, but that view is softening.

The Coalition's View on Robots

The Coalition States does not allow the average citizen, merchant, or corporation to own or operate a robot or robot vehicle within *city limits*. In some case, ownership of a 'Bot is declined anywhere within the Coalition States' territory. Only CS sanctioned and approved corporations are allowed to use robots in their businesses and all such robots *must* be *registered* with the CS. In the case of an accident or injury, the robot's business owner is responsible for any damage or death caused by a rogue 'Bot and must pay restitution to the CS and all injured parties. A serious incident or numerous accidents may lead to the suspension of the company's robot license and possible financial ruin. It is the CS government and military who dominates and controls the use, operation, and manufacturing of robots, as well as most aspects of industry within the States.

Even the wealthy and influential are seldom given permission to own a robot of any kind within the city. Theoretically, one can own robots for recreational purposes as long as they keep them outside the city limits. However, in practicality, any citizen who purchases and keeps a robot is considered a potential
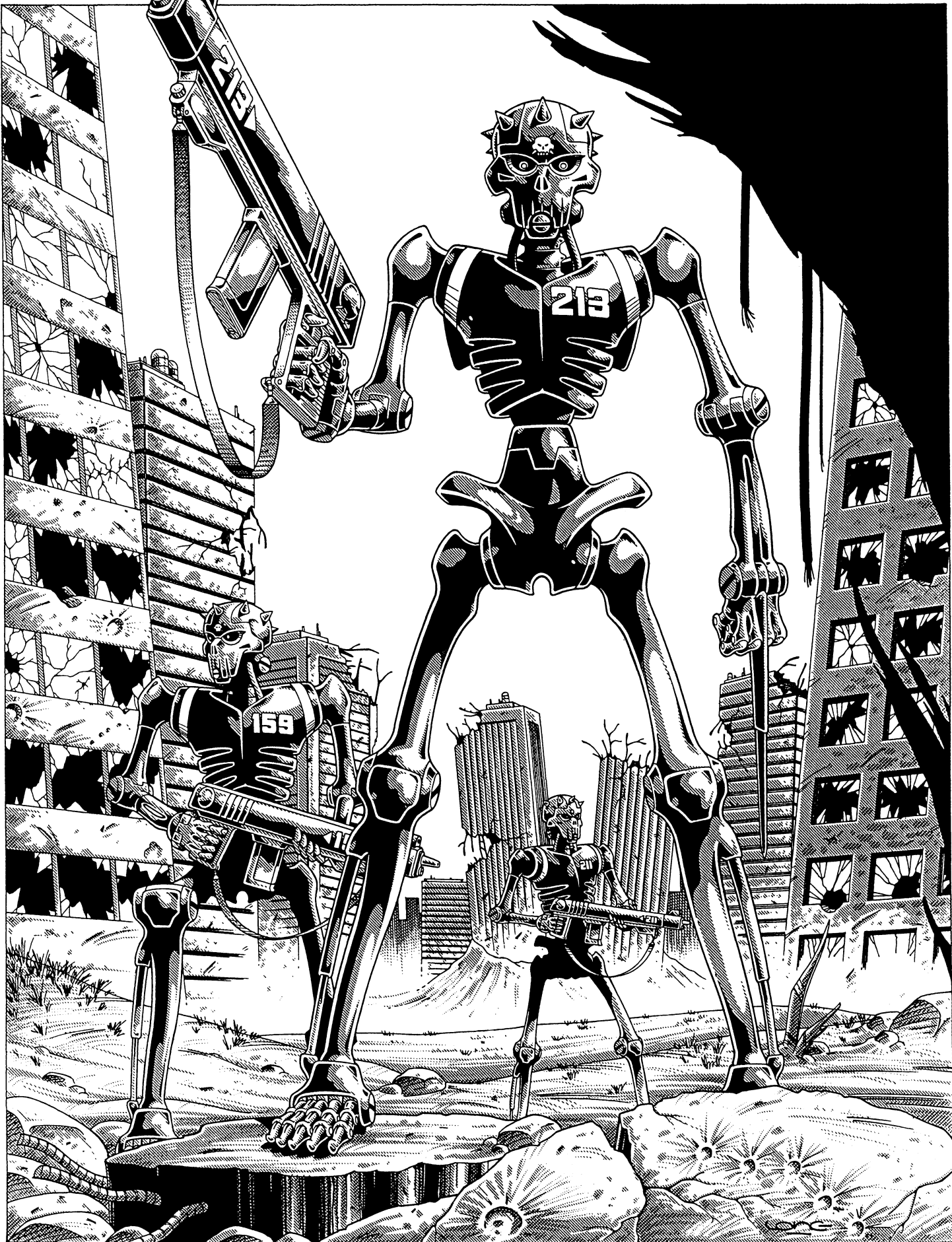
threat, radical, activist, or eccentric, and is kept under surveillance by the secret police.

Visitors to a Coalition City must abide by the laws of the Coalition States or be declined entry. One of those laws is all robots must be placed into storage outside the city limit. The same is true of power armor. Any *human* wishing to enter the city proper must place their power armor and/or robot or combat vehicle (tanks, APCs, etc.) into storage at a CS or privately operated *robot storage facility*. Mega-Damage and S.D.C. weapons and body armor can also be stored at such a location. Absolutely no form of Mega-Damage armor or weaponry is allowed into a major CS metropolis! In fact, no weapons or armor of any kind are allowed.

Likewise, 'Borgs with weapon systems of any kind are always prevented from entering a city unless they submit to a full examination (01-12% chance that a concealed weapon will be overlooked) and weapon systems are temporarily *neutralized* while in town. Weapon neutralization means the cyborg allowing a CS Operator to temporarily remove or disengage/disconnect his built-in weapon systems, something most full conversion Combat Cyborgs have a problem with. They say it makes them feel naked and helpless. This is a bit of an exaggeration, as the cyborg retains its formidable augmented or robotic P.S., Mega-Damage body and battery of sensors. Still, some refuse to let the CS "tamper" with them, so they will NEVER be allowed inside a true Coalition city. Since 105 P.A., the CS provides the service of *cybernetic neutralization* (CN service) at no charge. (They used to charge 5000 to 10,000 credits per each bionic weapon neutralized.) This is not an act of kindness, but a measure to *insure* all systems are disconnected as well as a way to keep an eye on bionic advancements outside the CS and, when deemed necessary, a way to slip a monitoring device into Combat Cyborgs and Headhunters suspected of having ties with enemy factions or criminal organizations. Suspicions of such invasions of privacy run rampant in the rumor mill and are another reason cyborgs and Headhunters tend to shy away from Coalition cities.

The 'Burbs are a Different Story

"The 'Burbs" is the slang term for unofficial and unauthorized shanty towns that spring up around Coalition fortress cities and other major CS cities. Some 'Burbs are so large and have been around for so many generations that to the unknowledgeable visitor, they appear to be true cities and towns in and of themselves. However, they are not. The 'Burbs are a sort of no-man's land for the hopeful and disenfranchised who dream of one day becoming a Coalition Citizen. As such, the Coalition government has officially decreed that these "squatters" have no rights and are under Coalition Military jurisdiction. That means Coalition soldiers, city police and even citizens can come to the 'Burbs and do anything they want, including murder, without legal consequences. This makes the 'Burbs dangerous habitats where justice for the inhabitants is through vigilantism and where the CS Military and law enforcement have the right to come in and interrogate, beat up and kill anybody. If the denizens of the 'Burb rise up to stop them, the CS will institute what it calls a "purge" or "culling" and raze an entire neighborhood, sometimes an entire 'Burb, killing anybody who gets in the way. Likewise, CS authorities may come to the 'Burbs in search of a wanted criminal, dissident, Rogue Dog Boy, deserter, and other suspects, criminals or enemies of the State. D-Bees who aren't supposed to co-habitate with humans are the most brutalized and regularly hunted down and "exterminated." D-Bees trafficking in illegal goods, especially magic and technologies, are killed on the spot or after brutal interrogation. D-Bees with bionics or caught trying to build robots are considered high-alert threats to be dealt with quickly and with extreme prejudice.

The 'Burbs are the squalid towns where Combat Cyborgs, Headhunters, Robot Pilots and other men-at-arms and adventurers come to resupply, get repairs and upgrades, trade goods, or find a little R&R (rest and relaxation). Coalition authorities know this, so squads of Dead Boys (soldiers) and undercover agents also make the 'Burbs their stomping grounds, ever vigilant for trouble and enemies. Discovering a robot or android with an A.I. or advanced computer programming will definitely win their attention. The sale of such "machines," including Triax robots, will result in a raid, capture and interrogation, unless the perpetrators can manage to escape. The CS is relentless in its pursuit to maintain dominance in the area of robotics. So much so, that even the Black Market doesn't deal in robotics or robot repairs, at least not in the 'Burbs.

Likewise, riffraff, drifters, thieves, Cyber-Snatchers, raiders, mercs, agents of the Federation of Magic, Tolkeen Retribution Squads and other Coalition-haters and troublemakers inhabit or visit the 'Burbs. They too may have a use for advanced robots or robotics and try to buy or steal a robot, or use the player characters for their own end whether it be as pawns, dupes, a distraction or good intentions. Anyone who is, or has some, unique or powerful robot is a target for mischief or danger, and that's especially true of intelligent robots who aren't disguised to look like flesh and blood creatures.

Some shops and hotels, gambling houses and Body-Chop-Shops, require that a person disarms before entering their establishment, and armed guards will be posted at the door to enforce this policy. However, most places in the 'Burbs do not have any type of restriction, so anybody is welcome, but enter at their own risk.

The Skelebot Legacy

The introduction of **Skelebots** in 102 P.A. was a radical departure from previous policy and raised eyebrows. Many, even within the Coalition Military, thought it was an experiment that would go nowhere. Instead, the deployment of Skelebots has proven to be a great success. In the eight years that they have been used, there has not been one single incident of a Skelebot being turned against its masters nor any wrongful or accidental deaths. This is due, in part, to the practical and judicial use of Skelebots. They are NOT deployed in civilian populated areas, they are not used to police the streets nor assist the citizenry in any way. Skelebots are used in the purpose for which they were created, as front-line *infantry units* and *hunter-killers*. In both cases, Skelebots are set loose to find the enemy and destroy him.

In keeping with the ominous *death's head* symbolism, Skelebots are designed to resemble robotic skeletons, making them an eerie sight to behold. Each robot is programmed to function as a member of a combat team, communicating silently by means of scrambled radio transmissions to one another and/or their human handler. In addition to various rudimentary

combat functions, each is programmed for standard strategic and tactical field maneuvers that are executed with expert efficiency (standard small squad operations, seek and destroy, reconnaissance, assault and defensive actions). The combat computer automatically selects the best action, working as a team, to contain or liquidate the enemy. The combat computer is also programmed to recognize over 2,000 enemy, military targets, from vehicles to insignias, as well as 20,000 nonhumans and monsters (all nonhumans are regarded as enemies of humanity). Ultimately, the purpose of the Skelebot is to seek and destroy. It is a job they do well.

Skelebots are comparatively inexpensive, mass produced combat drones intelligent enough to take protective cover and engage in basic strategies and tactics against the enemy, but not designed for stealth or espionage. They are straightforward infantry units operating as the equivalent a human soldier sent out into the line of fire and expected to shoot back. Skelebots have an advantage over mortal enemies because they are not afraid, don't lose their cool under duress, never hesitate, follow orders to the letter and fight until they are completely destroyed. The cost of putting a Skelebot in combat is actually *less* than the cost of deploying its human equivalent. Human soldiers need training, food, housing, equipment, body armor, weapons and orientation before they are even ready for deployment. In the field of combat a flesh and blood soldier needs additional food, housing, medical care, equipment repairs, ammunition, support and transportation. A Skelebot rolls off the assembly line *ready for combat*. If necessary, in most circumstances, the robots can be sent out on foot, never tiring, to walk to their combat destination. They don't need medical attention, can continue to fight without an arm or a leg, and repairs are much faster and cheaper than the medical expense and recovery period required for human soldiers.

Skelebots have given the Coalition an army of relentless, tireless troops that can face and take down most opposition in a stand-up fight, especially when they function as shock troopers supported by human forces. The 'Bots are less effective in guerilla combat situations, but still provide good results as hunter-killers, especially against an unsuspecting foe or an enemy with inferior technology. They even worked well against monstrous and magical opponents during the Siege on Tolkeen.

The *Skelebot success story* prompted the Coalition Military to unveil a new generation of Skelebots in 105 P.A., including a few experimental types. Since then, Coalition technicians have been working behind the scenes to create hunter-killer machines that can make independent decisions to counter and outsmart cunning opposition. Though very much in the early, experimental stages, the next generation of Skelebot may be machines that can use complex strategies and tactics, bluff and make choices an enemy cannot easily predict. If nothing else, the CS believes a combat robot that can think, change strategies and respond to changing conditions is the solution to the *Xiticix problem*. Of course, smart robots is just one avenue being pursued by the Coalition Military.

For now, the CS has the distinct advantage of being the *only* power on the continent with mass produced combat drones available to it! This is why the Coalition does *not* want to see *Triax Dyna-Bots* imported and sold in the country, and why they actively discourage *Northern Gun* from pursuing this area of robotics. The CS *allows* Northern Gun to continue to sell its NG-W line of *labor drones* but has strongly requested NG does not create new drone designs nor develop artificial intelligence. *The Manistique Imperium* doesn't have the technology, and is too scared of their powerful Coalition ally to pursue that area of development. *The Black Market* and unallied kingdoms lack the know-how and technology, so they are not a threat to CS domination in regard to robots. *Archie's* legion of robots is unknown to the CS, or they'd be insanely paranoid and obsessed with finding Archie, destroying him, and seizing his technology and manufacturing factories for themselves. Archie is aware of the Coalition's policies and paranoia, and not wanting to stir the pot, has made a point of not offering drones or A.I.s for sale through his front company *Titan Robotics*. Though nobody except the Republicans knows it, **Archie Three** is the foremost authority on robots, androids and artificial intelligence on the continent, and probably in the entire world. Furthermore, his superior robot designs and mass production capabilities can beat the Coalition's any day of the week. The CS (and all people in the Americas) are fortunate that the indecisive and timid A.I. is hesitant to make his presence known to the world and shy about taking any direct action involving human beings. For now at least, Archie is out of the picture as a key player in the North American political landscape. **The Republicans**, on the other hand, could be a problem if they get their way.

Common Skelebot Formations

A typical Skelebot Squad is comprised of 6-10 old style FASSAR-20 or new FASSAR-30 robots, most armed with standard Skelebot armaments, one armed with a C-27 Plasma Cannon. The squad may be led/supervised by a human officer in SAMAS power armor or sent out without human supervision. Most hunter-killer squads are deployed without human soldiers. Unsupervised Skelebots are typically deployed away from CS population centers and sent into dangerous or remote regions. The squad may be dispatched on a specific mission and to return to base when it is accomplished, or sent on long-term missions that can last months or years.

Skelebot Platoons may contain 24-40 robots, all FASSAR-20 or new FASSAR-30, or FASSAR-40 Hunters (heavy assault), or any combination of two or three types. If supervised it is likely to be by one or two soldiers in SAMAS armor, Glitter Boy Killers, Maulers or a single UAR-1 Enforcer. Even among these larger units, 75% have no human supervision.

Skelebot Companies are 96-160 Skelebots and may be entirely one kind or a combination. The FASSAR-20 are being phased out, so destroyed robots are usually replaced with the FASSAR-30. 10% of the company may be the experimental FASSAR-50 Hellion or -60 Centaur Skelebot, or one of the Coalition's other new, experimental Skelebot designs. (CS scientists regularly field test new variations, test models, and eventually, true A.I.s this way.) Skelebot platoons are used as infantry first-assault units and shock troops. Half of all Skelebot Companies are supervised by a squad of (6-10) soldiers in SAMAS armor, Glitter Boy Killers, Terror Troopers or 4-8 IAR-3, IAR-4, or IAR-5 robot combat vehicles.

Skelebot Battalions and Brigades consists of 640 to 1920 Skelebots respectively. Fundamentally the same mix as a Skelebot Company, but with three times the number of humans. See above. These troops are deployed in major assaults against

the enemy and used primarily as a first strike infantry unit and in swarming attacks. Even among these large units, 25% have no human supervision.

A division is composed of three or more battalions of up to 5760 troops. As of this time, there has never been an entire division exclusively made up of Skelebots, but during the Tolkeen offensive, there were divisions where half the troops were Skelebots and half were humans or humans and Dog Boys.

Comprehensive Coalition Army Data

Basic Coalition Military O.C.C.s, combat gear and Skelebots are described in the pages of **Rifts® Ultimate Edition**. The new and different Skelebots, power armor, robot vehicles, tanks, rocket bikes, and other weapons and data are all waiting for you in **Rifts® World Book 11: Coalition War Campaign.** Also check out the too often overlooked **Sourcebook Four: Coalition Navy.** Both books also offer a number of threads for spinning adventures. They are set in 105 P.A. but designed to be valid through the Siege on Tolkeen to present. The massive 356 page **Rifts® Game Master Guide** also contains abbreviated stats for all CS gear along with hundreds of other weapons, robots, power armor, vehicles, O.C.C.s, R.C.C.s and other data. Just thought we'd let you know.

Robot Creation Rules

Robot R.C.C. (Optional)

The robot is considered a *Racial Character Class* only when the character has an advanced artificial intelligence (A.I.) and thinks for itself. A.I. does not apply to robot vehicles, suits of power armor or even creations like the Coalition's *Skelebots*. Robot R.C.C.s are unique, *synthetic beings* with their own distinct personalities, skill sets and abilities directly related to the robot's physical design, purpose and intelligence. The film character *Data*, from *Star Trek: The Next Generation,* is an example of a Robot (android) R.C.C., and so are the *Terminator, C-3PO* and *R2-D2.* Which means a robot character is likely to have some level of human-like personality and traits.

The character may be the result of lost pre-Rifts technology from the Golden Age of Man, an experimental prototype created by a high-tech power like the Coalition States, Triax, or A.R.C.H.I.E. Three, or an alien/D-Bee construct from another world or dimension such as the Splugorth of Atlantis, Naruni Enterprises, Phase World or any number of unknown worlds that could be momentarily connected to Rifts Earth.

There are some definite advantages and disadvantages to playing the 'Bot Racial Character Class ("'Bot" is the Rifts slang term for robot, of course).

Some of the obvious advantages are that robot characters start off incredibly skilled and capable, are Mega-Damage constructs (made of M.D.C. armor and materials), and have superior physical attributes, i.e., faster reflexes, speed and greater physical strength (Robotic) than humans. Furthermore, the robot is not vulnerable to disease, is impervious (or at least resistant to)

fatigue and can withstand extremes of cold and heat, and does not need to eat, drink or breathe (can survive in a vacuum). The character may also possess an array of sensors and/or some built-in weaponry.

Some of the disadvantages: 1) A damaged 'Bot does not heal like a creature of flesh and blood, consequently it may be difficult to effect physical repairs of any kind, and robot repairs will always be extremely expensive.

2) In most cases, the robot can not learn new things. It is stuck with its initial or primary *programming*. Super-advanced neural robots with *simulated emotions* and the ability to draw their own conclusions are the most sophisticated type of robot, but are *beyond* the technological capabilities of most societies on Rifts Earth.

3) That means repairing a severely damaged *advanced robot* might be impossible or limited to partial repairs, leaving the 'Bot effectively impaired or crippled.

4) *Advanced robots* with advanced Artificial Intelligence (A.I.) must be the constructs of aliens (Splugorth, Naruni, etc.), high-tech D-Bees, or A.R.C.H.I.E. Three (Cyberworks), and can *not* be repaired by the average robot mechanic or Operator O.C.C. of the day. Even the Coalition and Triax lack the knowledge to repair true A.I.s and advanced robots of alien origin (not of this Earth). Even internal workings, advanced sensory capabilities, alien weapon systems, programs, and reprogramming may be beyond their capability. The high-tech Earth civilization *may* be able to substitute their own technology, sensors or weapons, but may *not* be able to repair or re-engineer something more advanced and/or alien – at least not without years of study, experimentation and reverse engineering.

5) And that leads to a disadvantage many don't think about. The advanced A.I. or alien robot may be highly desired and coveted by tech nations and manufacturers like the CS, Triax, Northern Gun, Manistique, Whykin, the Black Market, Atlantis, etc., but for the purpose of being dismantled and studied so that they can figure out and copy the tech-advancements for their own gain. Or the advanced robot may be considered a threat – spy, alien invader, etc. – to be destroyed!

Types of Robots

Accessory Units

Drones

Artificial Intelligence (advanced)

Neural Intelligence (advanced)

Transferred Intelligence (advanced)

The distinction between robots is a bit different from those found in the pages of Palladium's super-hero game, **Heroes Unlimited**, although many of the rules and procedures for creating robot characters are taken from that role-playing game. There are five distinct types of robots. Each distinction is based on the robot's *intelligence* and *programming*.

1. Robot Accessory Units are the most common 'Bots in the world. Many players may already own and operate one. The typical accessory unit is a robot designed for human augmentation; not cybernetics, but a complete robot that *requires a human operator*. This includes *power armor* which are advanced robotic exoskeletons and *robot vehicles* of all kinds. The best power armor or robot vehicles possess various computer systems that *enhance* the human operator by giving him or her mechanical superhuman strength, agility, machine-level speed and augmented senses such as radar, targeting, optic systems, and so on. The human, by *piloting the robotic construct*, becomes a super-powered, Mega-Damage being. **The mechanical unit is a** robot, but it is the *human pilot* who serves as *the brain*. Without the human pilot to govern the robot/power armor, it is just a bunch of inert machine parts, servos, electronics and armor – a flesh and blood pilot is needed to bring it to life, so to speak, and direct and control its every action.

In some ways, this is the best of both worlds. The robotics engineers can focus all of their attention to the power and capabilities of the *robot body* and not have to worry about the difficult problems of an artificial brain, because the human pilot is the robot's brain!

Typical Level of Intelligence: As per the sentient pilot/operator required to run this robotic accessory.

2. Robot Drones or Simple Intelligences are the next most common robots in the world. These are robots that have a complex computer brain with set programs and often extensive, but limited knowledge. The *Skelebot, Dyna-Bot* and *simple work bots* are examples of the **Robot Drone**. In all cases, the 'Bots can perform human-like tasks and have human-like reactions to situations and even be humanoid in shape, but they lack the true human capability to make decisions. They also lack any sort of emotional response, they are *machines* programmed to do a job, nothing more.

In a role-playing context, the Drone would be difficult and unpleasant to role-play, because the human player will be driven by emotions and ideas that the robot would never have. These 'Bots follow very limited and direct programs like seek and destroy or a particular range of labor. They do not question their purpose, work or commands, nor do they speculate, ponder or dream. They don't have desires or fears and never digress from their programming. The Drone simply does its assigned task without hesitation and exactly as programmed. If the robot is programmed to clean a house, it will perform all the tasks it is programmed to execute. If that program does not include straightening the carpets or moving furniture to clean underneath them, the robot will *not* do so. Nor will it wash windows unless that is part of its "work" program.

Typical Level of Intelligence: I.Q. 1D4+7

3. Robotic Artificial Intelligence (A.I.) is found in sophisticated and advanced robots a bit beyond the current capabilities of the Coalition States, Triax Industries and the rest of Rifts Earth. In addition to the complexity in creating an artificial intelligence (A.I.), the practical application and prohibitive costs have encouraged most robotics manufacturers to focus on the popular and efficient *robot accessory units* (robot vehicles, power armor, etc.). Triax Industries is close, but currently only Cyberworks (A.R.C.H.I.E. Three) and the occasional alien from a dimensional Rift have the capabilities of creating robots with an artificial intelligence that seems to be on par with the human mind and personality. All of *Cyberworks'/Archie's* robots fall into the robot intelligence category, because they are able to perform complex and varied tasks. Some, like the *Shemarrian* androids, are designed to look and act as if they were *alive*, complete with A.I.s and programming that *mimic* emotions and human responses. Shemarrians are even programmed with an elaborate sense of history, personality, and purpose that has everyone believing they are some sort of D-Bee. This ruse has lasted for more than 12 years. Most Robot Intelligences are also able to assess data, draw a conclusion and act on that conclusion within the parameters of their programming. Unfortunately, if the data is insufficient or the conclusion is contrary to the program, the robot can not take action or must *fake* what it believes is an appropriate response. As human as one of these robots may *seem*, it is not a living being with a soul, but a mechanical construct with programming that simulates human responses. **Note:** Shemarrians are described in greater detail elsewhere in this book, in the section on Archie 'Bots.

Typical Level of Intelligence: I.Q. 1D6+10

4. Neural Intelligence (N.I.) is the most advanced robot A.I. possible and a hundred years or more beyond the understanding and technology of the Coalition States and the rest of Rifts Earth. *Neural intelligences* are super-high-tech computer brains, created through nano-technology and sophisticated and complex technology that gives the 'Bot an artificial brain that simulates the thought processes of the human brain. In most cases, the A.I.'s "brain" is even constructed in such a way that it actually has millions of tiny nerve cells and information centers like a human brain. The machine-entity, *Archie*, was created as a neural intelligence, although he has mutated into something much more than a mere machine. Cyberworks/Archie has the capabilities of creating other neural intelligences, but seldom does so. For one thing, neural intelligences take a great deal of time and

resources to create. For another, they are somewhat unpredictable, with the robot exhibiting a genuine personality, quirks of character, and even desires, fears and anxieties that can get in the way of machine functionality. N.I. robots are much more resistant to stress and insanity than humans, but may develop quirks and mental illness as the result of severe emotional or physical trauma. Otherwise, robots and androids with neural intelligence can behave very human and think beyond the capabilities of their basic programing. This means they can learn new skills, extrapolate on existing skills, modify their behavior, adapt to their environment, make judgements, have an alignment, speculate, theorize and think outside the box. Many believe N.I.s can eventually develop a truly distinct personality just like a person, and even develop a soul. However, few ever exhibit the full range of imagination and artistic creativity (art and writing) that humans and other humanoids exhibit. Instead, they tend to be analytical, calculating and a bit reserved.

Archie sometimes creates N.I.s to blend among humans and be his "face" to the outside world, where they observe and spy on humans. However, these creations are not always loyal pawns of the machine-entity, and may experiment and pursue interests other than those of their creator. A human-like mind means the freedom to make choices, act on their own, be curious and take independent action, even defying Archie.

Robots with Neural Intelligence may also step through a Rift from an alien world or dimension. Such robots have the capacity to make conclusions on minimal data, act on hunches, formulate plans and execute them. They can also learn or be programmed with local customs, speech patterns, slang and behavior to the degree that they may appear completely human or D-Bee, thus making them effective spies and advance scouts for invaders.

Typical Level of Intelligence: I.Q. 2D6+11

Note: Of course, no matter how human a 'Bot may act, it is all an illusion created by ingenious programming and an advanced machine brain. A.I.s and N.I.s do not register as a living presence, they cannot be affected by psionics, have no biological aura, no P.P.E. or I.S.P., or any other aspect attributed to organic life. They are complex and frequently, friendly and pleasant machines. That being said, advanced androids, like the *Shemarrians*, may have artificial systems and measures that appear to be biological and alive, especially in the wilderness or field of battle, but an autopsy or careful medical examination would reveal otherwise. An N.I. *may* become human-like with its own mind, personalty and soul, but it is NOT, and can never be, physiologically human nor "alive" in the same sense as a human being.

5. Transferred Intelligence (T.I.) is a completely *alien* technique found only in rare robots created on some alien world or dimension. It is not an artificial intelligence at all, but an as of yet unknown process in which the mind of a living being is transferred from the mortal body into the robot body. Actually, the transference is more than intellect. It's more of a *life essence* transferal, because the complete mental, emotional, and energy (P.P.E./I.S.P.) essence of a living, intelligent being is transferred and housed inside the robot! The process leaves the physical body an empty, but living, shell. The original organic body can be stored and sustained for years by high-tech medical systems, although muscles will atrophy and body weight and strength is lost. In some cases, the living subject may volunteer to perma-

nently forsake the mortal body in favor of the artificial one. In some ways, this may sound like a full conversion cyborg, but the process is far more dramatic and complete, leaving absolutely no organic brain, tissue, organs or fluids. The entire body is a machine and only the electrical impulses that are the mind have their origins in flesh and blood long forsaken.

The *transferred essence* is housed in an artificial brain similar to the design and function of the neural intelligence. The brain or essence *housing unit* is usually quite small, about the half the size of the human brain to that of a chicken's egg, and is located either in the head or chest (the latter provides main body protection). Because the intelligence and essence are of organic origin, the robot will have a strange but living aura, will register as a psychic presence, can be affected by psionic attacks, and will have a small amount of detectable P.P.E. (though never enough to be a spell caster). This character may even possess limited psionic powers, and is subject to stress, insanity and mental fatigue, though not physical pain or disease, and is resistant (+5 to save) to possession. However, the robot does not need to eat or maintain any animal-like bodily functions, and only requires four hours of sleep or meditative rest per day (24 hours). Destroying the brain housing will effectively kill the robot. Once dead, the essence can not be recaptured, it is gone. If the *brain housing unit* is removed intact and without serious damage, the housing unit can hold the transferred essence for 3D6+22 years without a larger, physical body or power source. After that period, the mind and essence will leak out of the housing unit and vanish. However, if placed inside a robot body and given a sense of life and purpose, the transferred essence can last for an estimated 2D6x10+200 years before exhibiting signs of mental degradation or trauma such as memory loss, deterioration of skills (reduce -1D6x10%), delusions, or a range of dangerous insanities. A short 2D4 years later, the failing life essence will cease to exist. **Note:** The T.I. robot character should be extremely rare, probably alien or the result of an unexpected accident.

Typical Level of Intelligence: I.Q. 3D6+2

In the context of the Rifts® game, the typical *robot player character* will only be a robot" with an *Artificial Intelligence, Neural Intelligence,* or *Transferred Intelligence*; numbers 3, 4 or 5 described previously. The Robot Accessory Unit has no personality or intelligence whatsoever, and the Drone is a limited intelligence zombie that performs a regular routine without thought or emotion. Neither is suitable for a player character.

Step One: Determining the type of intelligence

First, Robot R.C.C.s are only allowed if your Game Master says it is okay. The G.M. may feel the character is inappropriate or too powerful for the adventure setting he is planning to run, so please consult with your Game Master before building a robot character.

If a Robot R.C.C. is allowed, the player may simply select one of the three available intelligences (A.I., N.I. or T.I.) described in the previous pages and move on to the building of the machine character's programs/abilities and body.
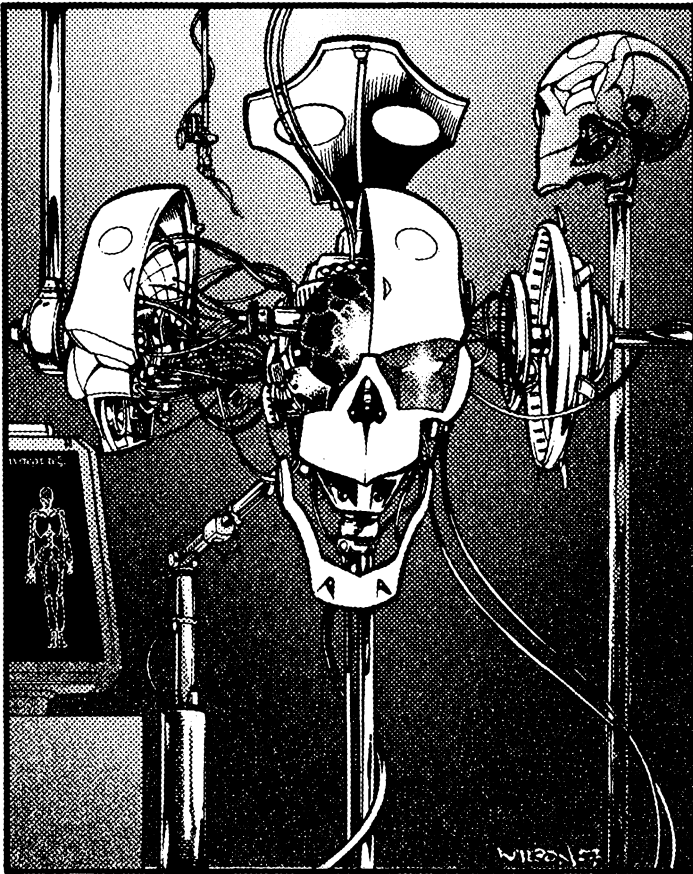
For a *random* determination, roll on the following table.

Random Intelligence and Origin Table

01-10% Artificial Intelligence that is the product of alien technology.

11-20% Artificial Intelligence that is a runaway *experiment* created by some branch of the Coalition States, Triax/New German Republic, Northern Gun, A.R.C.H.I.E. Three, the Black Market (probably the Bandito Arms division) or other source dabbling with A.I. and robotics.

21-30% Artificial Intelligence from the Golden Age of Science shortly before the Great Cataclysm. This robot is 300+ years old, but may have only been activated and let loose on Rifts Earth by an earthquake, discovered and unleashed by adventurers (found in the locker of an old bunker, military compound or basement storage of a corporation, etc.), was scrap parts until an Operator tinkered with putting them all together, or a similar situation. I.Q. Bonus: +2.

31-40% Artificial Intelligence who does not know who his maker was or where he might originate. Could be an Archie 'Bot gone rogue or a creation or experiment by someone else on Earth, but is more likely to originate from an alien world or alternate Earth dimension (e.g., Heroes Unlimited, Aliens Unlimited, Three Galaxies/Naruni, or god only knows where).

41-45% Artificial Intelligence from an alien world. The robot clearly uses advanced, alien technology and may even have alien features and characteristics that may (or may not) reflect the appearance of its maker. Likewise, this 'Bot character may be a stranger to the world of Rifts and human beings, so every encounter and experience for him is new and exciting or challenging.

46-50% Neural Intelligence. A runaway experiment from Cyberworks that has crashed to Earth in a spacecraft (originated from the moon or one of the space stations; see the sourcebook **Mutants in Orbit** for details) or may be a creation or experiment of the Republicans. The 'Bot knows it was created in a robotics factory somewhere in the East, but it does not know the exact location, its intended purpose or who created it. Knows nothing about Archie, but there is a 1-50% chance of remembering something about Hagan Lonovich or a paramilitary group operating in secret (the Republicans) but little else. Finds the world an exciting and wonderful place. I.Q. Bonus: +1.

51-60% Neural Intelligence. A creation of A.R.C.H.I.E. Three deliberately released into the world. The robot may have been released because it is defective/unsatisfactory to Archie, but rather than scrap it, he's "set it free" to live its own life. Or the 'Bot may be one of Archie's experiments, or a spy sent out to observe humans in general or a specific group (the other player characters?). In either of the latter cases, the 'Bot will have a tracking device built inside of it and a means of recording key events or transmitting data that Archie can retrieve and monitor for his own purposes or amusement. The 'Bot is completely unaware of this aspect of its being and the monitoring of the group does not represent any immediate danger to them. However, Archie may use the info he collects about the player group for his own manipulative purpose at some point in the future. The N.I. has no memory of its creator nor the location at which it was built. I.Q. Bonus: +2.

61-65% Neural Intelligence that is a runaway *experiment* created by some branch of the Coalition States, Triax/New German Republic, Northern Gun, or Free Quebec. (The Black Market is not likely to waste money on such costly experiments, there's little profit in it, though if they did create an N.I. it would be the Bandito Arms division located at Area 51.)

66%-80% Neural Intelligence of alien origin. This is a robot or life-like android from another world. It may be a scout deliberately sent to Rifts Earth or accidentally Rifted here with no way of getting home. The N.I. might also be a creation of the Splugorth/Kittani or other slave race, an alien captive that has managed to escape the Splugorth of Atlantis, or similar 'Bot who has escaped the Naruni. I.Q. Bonus: +2.

81-90% Transferred Intelligence from beyond the Rift! An alien robot emerged from a dimensional Rift. The character may be on a mission for his people or a group, exploring the Megaverse, or torn from his own world by dimensional or magical energies and brought to Rifts Earth against his wishes. The alien robot's world of origin could include the *Skraypers* solar system, the *Three Galaxies*, the world of *Heroes Unlimited* or someplace unknown.

91-00% Transferred Intelligence resulting from an accident. An experiment in robotics, life essence transferal or life containment, dimensional teleportation, time travel, Techno-Wizardry or other magic has gone wrong, and the accident transferred *somebody's* life essence into a robot body. Here's the thing: the transferral could involve the scientist, technician, Operator or mage working on the project, or the victim could be an assistant or innocent bystander whose life essence was ripped from his body and placed inside the robot. The shocking transferal into the body of a robot is a completely unexpected and unwanted side effect that cannot be replicated nor reversed! The

character cannot switch back into his own body, he is *stuck* inside the robot. Whether he can take measures to preserve his original body will depend on the resources available to the character. In most cases (90%), the body dies in a few weeks. **Note:** An accidental transferal of intelligence/life essence makes the character's mind a *permanent* part of the robot. As a "freak accident," this means *any type* of *robot* found on Rifts Earth (Skelebot, Dyna-Bot, Archie-Bot, drone, etc,) or *robot vehicle* (UAR-1, Hellfire, Spider-Skull Walker, NG-V7 Hunter Mobile Gun, NG-Forager, etc.), possibly even *power armor* (Ulti-Max, SAMAS, etc.) may serve as the mechanical host body; *Game Master's discretion.* However, unlike a deliberate T.I. with a containment unit, the life essence resides somewhere within the robot, probably an onboard computer or the 'Bot's original A.I. or N.I. brain. Completely destroy the robot or the computer/brain where the life essence is contained, and the T.I. is destroyed. Rarely can the T.I. leap from one robot to another, and in the rare event that it does, it is never at will but by pure luck and circumstance (G.M. discretion). However, if the specific accidental containment unit can be identified, it can be carefully removed and placed inside a different robot, provided the unit is not detached from a robot unit for more than one hour.

In all cases, it is the T.I. that is the dominant force operating the robot. It overrides any other type of A.I. or control mechanism, so a robot vehicle does not need a manned pilot, the T.I. *is* the pilot housed inside one of the onboard computers or the robot's original A.I. or N.I. brain. A T.I. controlled robot has the personality, fears, desires and insanities of the mortal person whose life essence now inhabits the machine. A true "ghost in the machine."

Step Two:
Developing the A.I.

After the type of intelligence is selected, the player must choose his robot's skill programs and orientation.

Robot Alignments

Artificial & Neural Intelligences

Yes, 'Bots with an A.I. have an *alignment* that is the direct result of programming. This alignment program dictates the machine's code of ethics, orientation and response to outside stimuli and interaction with life forms.

The following are some examples of how alignments apply to robots. **Note:** An N.I. or T.I. can be any of these alignments. An A.I. is usually Principled, Scrupulous or Aberrant, and on occasion, Anarchist or one of the others.

Principled (Good) alignment: The 'Bot is 100% loyal, reliable, trustworthy, truthful (cannot lie at all), and law abiding (never breaks the law). This 'Bot will not break even the simplest rule, like walking against a traffic signal, crossing a street anywhere but a corner, littering, etc., unless ordered to do otherwise by someone it knows, and even then it will question the order, citing the law and potential dangers and/or fines for the infraction. The only exception is when a life is in danger, then the 'Bot does whatever is necessary.

A Principled 'Bot will NEVER strike or harm a living being, except to protect another living person, or in self-defense, but will only fight to escape, stop/incapacitate the assailant, or to protect or rescue another person. It NEVER deliberately kills or attacks out of anger or hate. In fact, the Principled 'Bot values life so highly, it will, without hesitation, sacrifice itself to save the life of a human or other intelligent being (D-Bee, alien, etc.). This program dictates that human (and D-Bee) life is important, valuable and to be protected and preserved. A robot with this program will NEVER deliberately hurt a humanoid nor any living creature. If a person is in peril, the Principled robot will calculate the odds of success to rescue or protect a person, and if the percentage is greater than 15%, the robot will attempt the rescue. Unless an A.I. has a *Rescue Program* with specific protocols (like rescue children or women or authority figures first), however, it will generally help/rescue the first person it sees, or the person in greatest need. An A.I. can recognize and go to assist people it knows first, but will not have favorites and usually helps the first "friend" or "acquaintance" it sees. Only an N.I. or T.I. can make subjective choices like a human, such as saving a friend or a child first, deciding who has the best chance to survive, who is in the greatest danger, etc. **Note:** Otherwise follows all the usual standards and guidelines for the Principled alignment.

Scrupulous (Good) Alignment: This robot though fundamentally good, has a bit more flexibility and discretion in its judgement and adherence to the law and rules. It can judge that a situation dictates an infraction of the law or that a rule may be broken. However, it too is fiercely loyal, reliable and protective. A Scrupulous robot will sacrifice itself to save the life of a human or humanoid even when odds of success are as little as 5%.
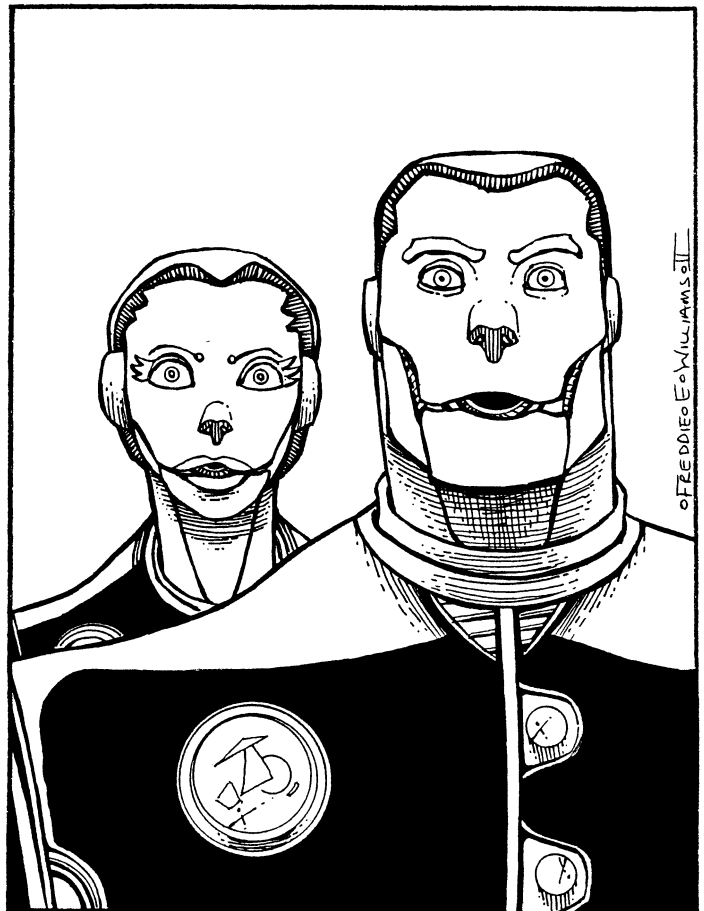
Note: Otherwise follows all the usual standards and guidelines for the Scrupulous alignment.

Unprincipled (Selfish) Alignment: This alignment program is usually reserved for robots who are to blend in with humanoid society and for Black Ops such as undercover work, espionage, robbery and rescue and prison break missions. Being Unprincipled, the robot may engage in acts of deception and bend the rules, work outside the law, lie, threaten and hurt people, interrogate suspects, and engage in other unsavory and illegal acts, but always remains true to its creators/programmers and its mission. Although humanoid life is valued, the robot's *mission* or *purpose* takes precedence, and the 'Bot is able to decide whether it should act to help someone in trouble and jeopardize the mission, or stick to it. However, if there is a better than 60% likelihood that its intervention will save or protect a life, the Unprincipled 'Bot usually takes action to do so. **Note:** Otherwise follows all the usual standards and guidelines for the Unprincipled alignment.

Anarchist (Selfish) Alignment: This alignment program is reserved for robots sent on Black Ops missions, including, espionage, spying, sabotage, vandalism, seek and destroy, and assassination. The Anarchist 'Bot often works alone, in pairs or a small group of six or less, and does whatever is necessary to get the job done. It also has a *high self-preservation instinct* (the selfish aspect), so it is unlikely to blow its cover or risk itself to help, rescue or protect anyone unless it falls within its mission parameters or offers some immediate benefit.

Robots with Anarchist programs are also sent on *suicide missions* and assignments where they are to inflict havoc and chaos usually intended to distract, mislead or otherwise engage the enemy (or specified target). Anarchist 'Bots may also be sent undercover as rogues within human/mortal society, acting as criminals, thugs, instigators and rabble-rousers. As a rule, this robot's prime directive is to do its job and survive to continue to cause mayhem or to return to its master. The unpredictable behavior of the 'Bot works to confound the enemy. Note that the Anarchist 'Bot goes rogue – engaging in activity outside the parameter of its mission objective and/or defies its master, 01-40%, and AWOL 01-33% of the time.

Aberrant (Evil) Alignment: This alignment program is common for robots sent on Black Ops missions of espionage, sabotage, seek and destroy, assassination and mass destruction. The Aberrant alignment enables the 'Bots to lie, cheat, deceive and break the law without hesitation and to do whatever is necessary to get the job done. They are merciless and relentless in the execution of their mission, while at the same time, the Aberrant robot is 100% loyal to its creator/programmer, dedicated to the execution of the mission and driven to get it done at all costs. The 'Bot may work alone, in pairs or in mixed groups of any size. If murder, killing, surgical strikes, terrorism, and organized mayhem are required, this is the best alignment for the 'Bot. The Aberrant alignment makes the mission and the preservation of the robot's master(s) top priority, and the 'Bot will let itself be destroyed before it will reveal or harm either. It also has a *high sense of self-preservation* for the mission at hand, its master(s) and then itself for the purpose of imposing its master's will. Thus, the Aberrant 'Bot is unlikely to blow its cover, break ranks or risk itself to help, rescue or protect anyone unless it falls within the mission parameters or will help toward successful execution of the mission. This 'Bot will lie, steal, manipulate, threaten and kill to get the job done, as well as to protect the identity and safety of its master(s).

Miscreant and **Diabolic alignments** are seldom used except for robots reserved for hunt and destroy, suicide missions, massacres, and wanton destruction. Laws and life are meaningless and the 'Bots kill and destroy without mercy or hesitation. They are literally, killing machines, whether their opponents/targets be women and children or armed troops. Likewise, these alignments may be programmed into robots designed to interrogate and torture, intimidate and extract information by any means necessary.

Note: Programmed alignments can*not* change, unless the program is changed. Robot Drones and A.I.s cannot feel the emotions of anger, hate, sorrow, love, etc., nor do they enjoy what they do, although their alignment program and behavior may emulate human emotion. For example, a 'Bot may say "I hate him for what he did to you," or "Demons turn my stomach," or "I'm going to enjoy killing you," but they cannot actually *feel* any of those things, they are just making a pre-programmed response to put fear into an opponent, or reflect the programmer's emotions, or which is part of a human personality emulation program. Likewise, a robot may be programmed to seek out, target and attack a particular race, occupation or type of individual, but is only responding to its program, not feelings.

Note: Only a robot with **Neural Intelligence (N.I.)** can develop and change its alignment as it learns more about emotions and how to respond to them. In some ways, you can handle this character in a similar way as the Dragon Hatchling, new to the human experience and learning how to respond to humanoids and deal with its own feelings. However, the N.I. will start with one of the alignments above.

A Transferred Intelligence (T.I.) has the same mindset, personality, range of emotions and insanities he had in life before becoming a machine-being. Unlike the other two artificial intelligences, the transferred essence has its roots in the living and emotions. Thus, the robot is driven by real feelings of emotion and acts on those emotions like any human. This also means that the alignment can change and insanity is a genuine danger to both the bot and those around him (nothing worse than a berserk robot driven by anger).

Step Three:
Robot Budget

The next step is the actual *construction* of the robot's body, but first one must determine how much money can be spent on the project. The player does not have to spend all of the credits, but whatever is left is lost.

The amount of credits available for the initial construction of the body can be chosen and assigned by the Game Master, or randomly determined by rolling on the following table.

Robot Body Construction Budget

01-20% 14 Million Credits.
21-40% 16 Million Credits.
41-60% 18 Million Credits.
61-80% 20 Million Credits.
81-00% 22 Million Credits.

Step Four: Skill Programs

Robot skill programs are generally *complete areas of knowledge* that have been instilled in the mechanism's memory. As such, the robot has near expertise in many areas, although the program is only as good, or complete, as the program designer can make it. Some programs have glitches or holes that reduce the level of skill proficiency or leave out a particular area of knowledge. Furthermore, robots are often *very specialized* in one or two particular areas. As a result, the robot may be an amazing automated fighter, medic or mechanic, but may lack a huge range of skills, including simple skills like driving a vehicle, reading text, or climbing.

The average level of skill proficiency is 94%. Some skills such as Mathematics are even higher at 98%, while skills that require a human perspective, appreciation or senses, like Art, Begging, Disguise, Impersonation, and Creative Writing, may range between 60-80%. *Alien Robots* whose programs are designed for a world other than Earth, may find the proficiency level dramatically reduced; *-60% skill penalty* unless it has a close human equivalent. Only getting a new, Earth program installed will raise those skills to an expert level.

Robot skills do not increase with experience.

Note: Cyberworks and Archie's robots do not always conform to the level of skill proficiency listed, because Archie's knowledge is a bit limited and a trifle alien, so percentages of specific skills in his 'Bots sometimes digress from the norm.

The Number of Programs Available

All 'Bots automatically get the *General Non-Combat Skill Program* or *General Military Program*. As the names of these programs suggest, one is technical and the other is combat oriented. The robot is either designed with military/combat intentions or non-military purposes, not both. Thus all skills are selected from either the *Non-Combat Skill Programs* or *Military Skill Programs*.

Initial skill programs are part of the robot's basic construction and are not purchased with funds from the robot construction budget.

To add skills costs additional money. The Black Market prices listed are the average cost on the open market. As usual, prices may be as much as double depending on supply and demand, availability, and when and where one buys the programs.

Artificial Intelligence: Automatically gets one of the General Programs (non-military or military) at no cost. Two additional skill programs may be purchased at *half* the price listed. This is considered to be the 'Bot's original purpose and orientation.

Two additional skill programs can be purchased at the list price and added to the basic skill set. The purchase can be made at the time the Robot R.C.C. is initially created or as upgrades at some point in the future. This is the maximum number of programs the robot can hold in its A.I. However, one or more (even all, except for the General Skill Program) can be "dumped" and *replaced* by new and different programs. Any such change costs the current going price on the open market (the minimum of which is the list price).

Neural Intelligence: Automatically gets one of the General Programs (non-military or military) at no cost. Three additional skill programs may be purchased at *half* the price listed. This is considered to be the 'Bot's original purpose and orientation.

Two additional skill programs can be purchased at the list price and added to the initial skill set. This is the maximum number of programs the robot can hold in its artificial brain. Unlike the A.I., these skills can *NOT* be purged and replaced by new and different skill programs. However, the N.I. can *learn new skills* the same as a human through observation, study and tutelage. Thus, the N.I. may select two *Secondary Skills* at levels 2, 4, 6, 9, 12, and 15. Secondary Skills start at the Base Skill level and increase per level of experience. The only bonus applied to these learned skills is the I.Q. bonus, when appropriate (applicable to an I.Q. of 16 or higher).

Transferred Intelligence: Skills are equal to those possessed by the individual before his mind and essence got transferred into the body of a robot. To determine the mental attributes and skill knowledge do the following: **1.** Make the normal die rolls for the character's I.Q., M.A. and M.E.; all other attributes are irrelevant. **2.** Select an Occupational Character Class (O.C.C.) from any of the *Adventurer & Scholar Categories* or the following Men at Arms/Combat O.C.C.s: *Headhunter, Merc Soldier, Robot Pilot* or the equivalent of a *Coalition Grunt, CS Military Specialist,* or *CS Technical Officer.* Only the skills from this O.C.C. apply, nothing else.

Special & Rare Cases (usually from an accidental transference): If by chance, the character was once a **Practitioner of Magic,** he loses ALL magic abilities, P.P.E. is reduced to 20% and does NOT increase with experience. Only retains all *skills* related to that O.C.C., but not any special magic powers or abilities. O.C.C. bonuses and saving throws are reduced by half (round up). The character can, however, learn twice as many Secondary Skills as usually allowed for that O.C.C.

If by chance, the character was once a **Psychic,** he loses HALF his psionic abilities, does not gain any new ones, and the range and duration of psionic powers are also reduced by half. I.S.P. at the time of the accident is reduced by 1D4x10%, and frozen at that level, gaining new I.S.P. is impossible and does NOT increase with experience. Still retains all *skills* related to that O.C.C., but the number of Secondary Skills the character can learn is *reduced* by half. Any special O.C.C. powers or abilities are lost, and O.C.C. bonuses and saving throws are reduced by half (round up).

Non-Combat Skill Programs
For Drones, Artificial & Neural Intelligences

These programs are the complete skill programs created and installed by the original manufacturer, designer, or a robotics expert. The programs are available only to advanced robot drones, A.I.s and N.I.s.

Robot programs are only available at high-tech cities and places that cater to soldiers and mercenaries such as Upper Michigan, Kingsdale, and Merctown. *The Black Market* or other illegal dealers may also offer robot programs and repair services in the 'Burbs and other environments. Prices can cost double and triple the list price depending on the seller. The converting of a robot's labor program to a combat program is illegal in the Coalition States; the penalty is death. D-Bee transgressors may be executed on the spot.

Non-Military Skill Programs

The following are some of the standard programs used in robots.

Communications, Technical: Select five, excluding Language: Other, Literacy: Native Language and Literacy: Other. All are at 90%. Cost: 150,000 credits.

Communications, Language Program: Other: Understands and speaks all nine major languages at 88% proficiency. Cost: 250,000 credits.

Communications, Literacy: Native Language: Just the one language at 90%. Cost: 100,000 credits.

Communications, Literacy: Other: Can read all major languages as listed in RUE at 90% proficiency. Cost: 525,000 credits. An ILLEGAL program in the CS.

Cowboy Skills: Select four, excluding Horsemanship skills and Trick Riding. Branding and Lore skills are at 90%, all others are at 70%. Cost: 140,000 credits. Also see *Specialized Labor: Farm Work*.

Domestic: Select five, each at 90% proficiency. Cost: 30,000 credits. Also see *Domestic Services*.

Espionage: None.

Horsemanship: General and Exotic Animals only, 64% proficiency. Cost: 55,000 credits per each skill.

Labor Programs:

Basic Labor Programing. All Labor Programs include the following at no extra cost: *Math: Basic 96%, Language of choice at 92%* (typically American, Spanish or Techno-Can), and *basic programming to understand and perform all types of basic labor* such as cleaning, digging ditches, loading boxes, operating machines, using common tools, and so on. The robot can also *recognize and use* (on a basic level) thousands of common everyday *tools and machines* (scissors, hammer, bolt cutter, flashlight, welding iron, blowtorch, ladder, etc.), *appliances* (toaster, can opener, oven, etc.), *basic electronic devices* (radio, telephone, camera, etc.) and related items like nails, screws, bolts, washers, etc. These are in addition to the specialized programs below. The robot also recognizes 20,000 different life forms including humans and common D-Bees, mutants, animals and insects.

A worker robot tends to have skill programs that focus on one or two areas of labor/purpose. The same skill program can*not* be selected more than once. **Triax/Dyna-Bot** programs are not listed in this section as they come only with Triax imported Dyna-Bots.

Domestic Services: Cooking 85%, First Aid 90%, Housekeeping 90%, Preserve Food 90%, Radio: Basic 90%, Recycling 92%, Sewing 92% and Wardrobe & Grooming (includes cleaning of all kinds) 92%. Cost: 40,000 credits.

General Labor: Computer Operation 96%, General Repair and Maintenance 90%, Pilot: Automobile or Hover Craft (ground) 90%, and Pilot: Truck 90%. Cost: 55,000 credits.

Specialized Labor: Demolitions: Basic Electronics 90%, Basic Mechanics 90%, Computer Operation 96%, Demolitions 90%, Demolitions Disposal 90%, Demolitions: Underwater 90%, and Trap/Mine Detection 80%. Cost: 540,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Electrical: Basic Electronics 96%, Computer Repair 92%, Electrical Engineer 86%, and Electricity Generation 86%. Cost: 625,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Farm Work: Animal Husbandry 65%, Branding 88%, Herding Cattle 80%, Horsemanship: General 60% (but can only ride robot horses or horse-like animals that can support 800 lbs/360 kg on its back), Identify Plants & Fruits 92%, Lore: Cattle & Animals 92%, Pilot: Truck 92%, and Rope Works 92%. Cost: 140,000 credits.

Specialized Heavy Labor: Carpentry 85%, Demolitions and Demolitions Disposal 85%, Firefighting 80%, Masonry 80%, Rope Works 88%, and Salvage 90%. Cost: 200,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Mechanics: Aircraft Mechanics 70%, Automotive Mechanics 80%, Basic Electronics 85%, Basic Mechanics 90%, Computer Operation 90%, General Repair and Maintenance 90%, and Salvage 75%. Cost: 250,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Medical: Basic and Advanced Math 98%, Biology 80%, Chemistry 90%, Forensics 85%, and Paramedic 85%. Cost: 225,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Mining: Excavation 85%, Mining 90%, Pilot: Truck 92%, Recycling 88%, Rope Works 88% and Salvage 80%. Plus the mining program includes data on how to build tunnels, brace walls and ceilings, ventilation, and identify fossil fuels, natural gas, and 600 different minerals. Cost: 190,000 credits.

Specialized Labor: Transportation: Pilot: Automobile 96%, Pilot: Hover Craft (ground) 90%, Pilot: Truck 90%, and three Piloting skills of choice 88%, excluding military, robot and recreational vehicles. Cost: 100,000 credits.

Specialized Labor: Tutorial: Computer Operation 96%, History: Post-Apocalypse 70% or Law (General) 70%, Literacy: American 90%, Literacy: Language of choice 90%, Lore: Two of choice 80% each, Math: Basic and Advanced 96%, Play Musical Instrument or Cook 80%. Cost: 170,000 credits. An ILLEGAL program in the CS.

Specialized Labor: Woodworking: Art 55%, Carpentry 88%, Rope Works 90%, and Whittling & Sculpting 75%. Cost: 120,000 credits.

Medical, Advanced: Medical Doctor at 84%/74%, Biology 92%, Chemistry 96%, plus select three others of choice, excluding Cybernetic Medicine, Entomological Medicine, Holistic Medicine and Psychology; all at 80% proficiency. Cost: 950,000 credits. An ILLEGAL program in the CS.

Medical, Basic: Paramedic 90%, Biology 85%, Brewing 75%, and Field Surgery 75% (-20% for serious injuries). Cost: 295,000 credits. An ILLEGAL program in the CS.

Military: None.

Physical, Aquatic: Swimming, SCUBA (can teach and assist others with their equipment and dives), Pilot: Water Skiing & Surfing or Pilot Water Scooter, all at 90%. Cost: 85,000 credits.

Physical, Basic: Climbing, Juggling, and Running, all at 90%. Cost: 45,000 credits.

Pilot, Ground: Select four; excluding robot and military vehicle skills. All at 90%. Cost: 150,000 credits.

Pilot, Air: Select three; excluding robot and military vehicle skills. All at 84%. Cost: 230,000 credits.

Pilot, Water: Select three; excluding robot and military vehicle skills. All at 86%. Cost: 190,000 credits.

Pilot Related: All, except Weapon Systems, at 94%. Cost: 85,000 credits. An ILLEGAL program in the CS.

Rogue: None.

Rescue Program: See Technical: Rescue.

Science: None.

Technical: Commerce: Art 60%, Barter 65%, Appraise Goods 75%, Gemology 80%, and Salvage 90% (+8% if it also has the Mechanical skill program). Cost: 200,000 credits.

Technical: Computers: Computer Operation 94%, Computer Programming 80%, Computer Repair 85%, Literacy: American or Techno-Can 90%. Cost: 310,000 credits.

Technical: Lore: History: Post-Apocalypse or Law 86%, and select four Lore skills, each at 80%. Cost: 160,000 credits.

Technical: Rescue: Excavation 80%, Firefighting 88%, First Aid 90%, Mining 86%, Rope Works 90% and *Rescue Protocol Program* 75%; a program that enables the 'Bot to assess and respond to rescue situations, such as deciding the severity of the situation, best response, who among victims has the best chance for survival, who is in the greatest danger, percentage chance of success, who should be rescued first, who needs medical treatment in order of severity, when to evacuate the site, best route in and out, and similar choices and decisions in rescue operations (+12% for N.I.). Cost: 580,000 credits.

Technical: Resources: Recycling, Research, Salvage or Masonry, and Photography or Computer Operation; all at 90%. Cost: 92,000 credits.

Weapon Proficiencies: None.

Wilderness: Select four; all at 88%. Cost: 190,000 credits.
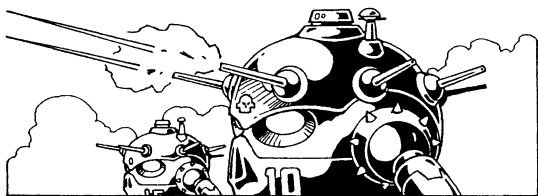
Military Skill Programs

Military programs are illegal in the Coalition States and available only to advanced robot drones, A.I. or N.I. Military robots tend to be designed specifically as *combat units* with support skills such as electronics, mechanics, medical, etc. left to humanoid personnel or non-combat robots. Thus, military robots are primarily programmed to be **killing machines** that seek, kill and destroy!

Standard Robot Military Combat Skill Program

Note: Illegal in the Coalition States.

Climb (96%/86%)

General Repair & Maintenance (80%)

Intelligence (85%)

Land Navigation (94%)

Language: Basic (speaks/understands; cannot read): Typically American, Gobblely, Spanish and Techno-Can (94% each).

Mathematics: Basic (98%)

Military Etiquette (96%)

Parachuting (90%)

Pilot: Boat, Motor Type (86%)

Pilot: Hover Craft (ground) or Hovercycle (92%)

Radio: Basic (94%)

Weapon Systems (90%)

W.P. Paired Weapons

W.P. Blunt

W.P. Sword or W.P. Knife

W.P. Rifles

W.P. Energy Rifle or W.P. Heavy M.D. Weapons

All the W.P.s listed are equivalent to 6th level experience.

Hand to Hand Combat: Programs the Robot for fighting roughly equal to Hand to Hand: Expert, 6th level.

Mega-Damage: As per the Robot P.S.

Attacks per Melee Round: +2; generally a robot will have 4-6 attacks per melee. Currently, only the Triax Dyna-Bot has more, at 8 attacks per melee round.

Bonuses:

Bonuses in Hand to Hand Combat: +1 on initiative, +2 to strike, +4 to parry with fists/arms/foot/handheld weapon, +3 to dodge, +4 to dodge while running, +2 to disarm, +2 to roll with impact, and +2 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

Bonuses Using Weapons: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with a burst.

+4 to strike and +6 to parry with Vibro-Blades/Knife/Sword.

Basic programming also includes the use of thousands of common everyday *tools and machines* (scissors, hammer, bolt cutter, flashlight, welding iron, blowtorch, ladder, etc.), *appliances* (toaster, can opener, oven, etc.), *electronic devices* (radio, telephone, camera, etc.) and related items like nails, screws, bolts, washers, etc. These are in addition to the specialized programs below.

Military Combat programming includes a recognition program of 28,000 different enemy targets including specific races, monsters, aliens, non-human features and political powers in North America, such as the insignia, uniforms, body armor, military robots and vehicles, power armor, weapons of the Coalition States, Free Quebec, the Federation of Magic, bandits of the Pecos Empire, notable mercenary companies, the Minions of Splugorth, D-Bees, demons, monsters and dangerous animals in general, as well as 2000 enemies the purchaser can add.

Combat programming directs the actions and reactions to encounters and attacks. Most programs offered in North America (excluding the ones used by Archie for his personal robot legion) are much more basic and reactionary than those from Triax and the NGR. A Northern Gun basic combat program makes the robot suitable for sentry duty, armed escort, border patrol, infantry combat and seek and destroy missions. Basically, the drone identifies an enemy target or intruder and attacks. **Triax/Dyna-Bot** programs are not listed in this section as they come only with Triax imported Dyna-Bots.

Cost: 425,000 credits is the list price. However, it often sells for

two and three times more. An ILLEGAL program in the CS, punishable by death.

Supplemental Military Robot Skill Programs

Note: Typically a robot will be programmed for either espionage purposes or flat-out combat – literally a killing machine. A skill program can *not* be selected more than once.

Mechanical: Select four, excluding Bioware Mechanics, Robot Mechanics and Weapons Engineer. All are at 90%. Cost: 350,000 credits. An ILLEGAL program in the CS.

Medical: None.

Military, Communications: Basic: Computer Operation 90%, Literacy: Native Language 94%, Optic Systems 90%, Radio: Basic 98%, Sensory Equipment 90%, and Sign Language 88%. Cost: 150,000 credits. An ILLEGAL program in the CS.

Military, Communications: Specialized: Cryptography 80%, Electronic Countermeasures 94%, Laser Communications 94%, Literacy: Language of choice 94%, Photography 94%, Surveillance 90%, and TV/Video 94%. Cost: 250,000 credits. An ILLEGAL program in the CS.

Military, Communications Language Program: Other: Understands and speaks *all* nine major languages at 94% proficiency. Cost: 240,000 credits. An ILLEGAL program in the CS.

Military Demolitions: See *Military Strike Force*.

Military Espionage: Spy Program: Basic surveillance skills as follows. Electronic Countermeasures 85%, Find Contraband 50%, I.D. Undercover Agent 70%, Intelligence 85%, Imitate Voices & Sounds 72% (applicable only if the robot has a modulating voice synthesizer), Land Navigation 90%, Math: Basic 96%, Military Etiquette 96%, Prowl 60% (applicable only if the robot has padded feet), Radio: Basic 95%, Sensory Equipment 80%, W.P. Blunt and W.P. Energy Pistol. Languages include: American, Spanish, Gobblely, and Techno-Can, each at 90%. Cost: 545,000 credits. An ILLEGAL program in the CS.

Military Espionage: Undercover: Forgery 78%, Intelligence 90%, I.D. Undercover Agent 78%, Undercover Ops 90%, Tailing (74%); +6% to all skills for N.I.s. Note: Includes one skill or choice from the Rogue category at 70%, excluding, Gambling, Hacking, and Seduction. Cost: 515,000 credits. An ILLEGAL program in the CS.

Military Intelligence: Camouflage 80%, Detect Ambush 75%, Detect Concealment 68%, Intelligence 90%, Land Navigation 96%, Tracking (people) 80%; +6% to all skills for N.I.s. Cost: 425,000 credits. An ILLEGAL program in the CS.

Military: Naval/Aquatic: Swimming, SCUBA (can teach and assist others with their equipment and dives), Pilot Water Scooter, and two water based piloting skills of choice, all at 90%. Cost: 85,000 credits. An ILLEGAL program in the CS.

Military Pilot, Ground: Jet Pack 88%, Truck or Tracked & Construction Vehicles 90%, plus select three military vehicle piloting skills, excludes Robot Combat skills. All at 92%. Cost: 325,000 credits. An ILLEGAL program in the CS.

Military Pilot, Air: Select four aircraft piloting skills. Selections may include military vehicles and Jet Pack, excluding Robot Combat skills. All at 86%. Cost: 360,000 credits. An ILLEGAL program in the CS.

Military Pilot, Water: Select four water vehicle piloting skills. Selections may include boats, military vehicles, scooters and Skiing skills, excludes Robot Combat skills. All at 88%. Cost: 320,000 credits. An ILLEGAL program in the CS.

Military Rogue: Thief: Concealment 70%, Find Contraband 72%, Palming 80%, Pick Locks 90%, and Safe-Cracking 80%; +6% skill bonus for N.I.s. Typically reserved for undercover ops and espionage. Cost: 500,000 credits. An ILLEGAL program in the CS.

Military Specialized Physical Program: Acrobatics 85% or Gymnastics 90% and Boxing (adds one attack and applicable bonuses). Cost: 265,000 credits. An ILLEGAL program in the CS.

Military Strike Force: Basic Electronics 90%, Basic Mechanics 92%, Computer Operation 96%, Demolitions 94%, Demolitions Disposal 92%, Demolitions: Underwater 90%, Parachuting 92%, Prowl 66% (applicable only if robot has padded feet), Trap/Mine Detection 85%; +6% to all skills for N.I.s. Cost: 560,000 credits. An ILLEGAL program in the CS.

Military: Support: Camouflage 78%, Military Etiquette 90%, Naval Tactics 70%, Recognize Weapon Quality 86%; +6% to all skills for N.I.s. Cost: 150,000 credit. An ILLEGAL program in the CS.

Pilot Related: All at 94%. Cost: 100,000 credits.

Rogue: None, except as *Military Rogue: Thief*, above.

Science: None.

Special: Hand to Hand Combat Program: This is the poor man's combat program in which a labor robot can be given basic fighting capabilities, but nowhere near those of the Standard Military Combat Program. The number of attacks is as per the design of the robot (typically 3-6 depending on the 'Bot, sometimes more), plus the fundamental combat moves and bonuses of *Hand to Hand: Basic* at fifth level proficiency. The skill does not improve with experience, and do *NOT* add the additional attacks per melee listed in the combat skill. Cost: 255,000 credits. An ILLEGAL program in the CS. **Note:** Not applicable to robots with the **Standard Robot Military Combat Skill Program.**

Special: Human Personality Emulation Program: *Mimics* human emotions and human responses. The program recognizes a wide range of human emotions, from boredom and sorrow to joy and anger. The program also provides the 'Bot with a range of appropriate verbal and physical responses. ("Now, now," says the 'Bot as it pats the person on the back. "Don't be sad, things will get better.") The program takes its cues from facial expressions, body language, spoken words and audio intonation (e.g., a sad, quivering voice, or a loud, angry voice, curse words, laughter, etc.). Cost: 460,000 credits.

Technical: Computers: Computer Operation 96%, Computer Programming 82%, Computer Repair 88%, Computer Hacking 45%, Literacy: Techno-Can 96%; +6% to all skills for N.I.s. Cost: 300,000 credits.

Weapon Proficiencies: Ancient: Select Five. Cost: 250,000 credits. An ILLEGAL program in the CS.

Weapon Proficiencies: Modern: Select Four. Cost: 430,000 credits. An ILLEGAL program in the CS.

Wilderness: Select four; all at 88%. Cost: 190,000 credits.

or actions per melee is to purchase them as "Special Features" – so make sure you leave at least a couple million credits to do so. Hand to hand combat training only provides bonuses to strike, parry, dodge, etc., and does not provide additional attacks like it does for humans and D-Bees. Physical attributes can be also be increased beyond the *Basic Physical Attributes* described under each robot type, also described under various **Special Features**. Also note that all robots with an artificial intelligence (A.I.) are capable of speaking, including animals, insects, and vehicles. However, unless the voice is enhanced, it sounds very mechanical.

Basic Humanoid

The frame for this robot is approximately the size, shape and build of a typical human or humanoid, 6-8 feet (1.8 to 2.4 m) tall, but can be as large as 10 feet (3 m). Humanoid also means *two* legs and feet, *two* arms and hands, one head (a nose and mouth, and a pair of eyes and ears are optional depending on the robot style). Other than the general humanoid shape, the robot is clearly a machine.

Basic Physical Attributes: P.S. 14, P.P. 12, P.B. 6, Spd 22 (approx. 15 mph/24 km).

Size: Six to eight feet (1.8 to 2.4 m). Increase cost by 50% if larger, up to ten feet (3 m). Giant-size is below.

Light Frame: 300 pounds (135 kg) and 120 M.D.C. main body.

Body Cost: Two million credits.

Frame Reinforcement (optional): Add 100 pounds (45 kg) and 100 M.D.C. points to the main body for *each reinforcement* to the frame. As many as five reinforcements can be done, but each instills a cumulative skill penalty of -5% to Prowl. Cost: 350,000 per each reinforcement.

Giant Humanoid

The frame for this robot is the shape and build of a humanoid, except that it is giant in size, 10-20 feet (3 to 6.1 m) tall.

Basic Physical Attributes: P.S. 16, P.P. 14, P.B. 6, Spd 22 (approx. 15 mph/24 km).

Size: 10-20 feet (3 to 6.1 m).

Light Frame: 1000 pounds (450 kg) and 200 M.D.C. main body points. **Giant Body Cost:** Four million credits for a bot up to 12 feet tall (3.6 m). Add 200,000 credits and 150 pounds (68 kg) for each additional foot (0.3 m) of height up to 20 feet (6.1 m) maximum.

Frame Reinforcement: Add 200 pounds (22.5 kg) and 120 M.D.C. points to the main body for each reinforcement done to the frame. As many as five reinforcements can be done, but each instills a cumulative skill penalty of -10% to Prowl. Cost: 550,000 credits per each reinforcement.

Partial Humanoid

The upper torso, from the waist up, is approximately the size, shape and build of a typical human or humanoid; two arms and hands, and one head, but the lower body is vehicular or animal construction.

Basic Physical Attributes: P.S. 14, P.P. 12, P.B. 6, Spd 0

Light Frame: 200 pounds (90 kg) and 100 M.D.C. main body points.

Step Five:

Body Construction

There are three types of robot bodies, **Humanoid, Animal,** or **Vehicular.** The latter is a vehicular-style robot with an independent artificial intelligence capable of independent action, so it does *not* need a pilot to operate it, but may be able to accommodate passengers.

Note: The robot character starts with *three (3) attacks/actions per melee.* The only way to increase the number of attacks

Upper Torso Cost: One million credits.

Frame Reinforcement: Add 50 pounds (22.5 kg) and 50 M.D.C. points to the main body for each reinforcement done to the frame. As many as five reinforcements can be done, but each instills a cumulative skill penalty of -10% to Prowl. Cost: 150,000 per each reinforcement.

Animal: Basic Feline

The frame for this robot is approximately the shape and build of a cat, two front legs, two hind legs suitable for running, leaping and climbing, one tail, one head (eyes, ears, nose, and jaws are optional depending on style and breed/species). Other than the general shape, the robot is clearly a machine.

Note: Most animal 'Bots are designed so that a fingerjack can be inserted into the 'Bot, linking another person or other robot, or computer, directly to the animal robot. This enables the robot to communicate directly without speaking and enables the 'Bot to transmit and receive recorded data, audio and video information. As a result, Headhunters, Combat Cyborgs, Robot Pilots and even the occasional Operator, City Rat, Merc Soldier, Wilderness Scout and Rogue Scientist can use a robot animal as a sort of *mechanical familiar* to scout ahead, stand guard and serve as a traveling companion. Cosmetically enhanced animal robots look like the real animal and can make good spies, companions and allies.

- **Small Size:** Tom Cat size, two feet (0.6 m) long, 70 M.D.C., and about 40 pounds (18 kg).
  Basic Physical Attributes: P.S. 8, P.P. 14, P.B. 6, Spd 11 (approx. 7 mph/12 km).
  Small Feline Body Cost: 700,000 credits.
- **Medium Size:** Cougar, lynx or leopard size, 3-4 feet long (0.9 to 1.2 m), 100 M.D.C., and about 200 pounds (90 kg).
  Basic Physical Attributes: P.S. 16, P.P. 16, P.B. 6, Spd 22 (approx. 15 mph/24 km).
  Medium Feline Body Cost: 1.5 million credits.
- **Large Size:** Tiger or lion size, seven to nine feet (2.1 to 2.7 m), 150 M.D.C. and 1000 pounds (450 kg).
  Basic Physical Attributes: P.S. 16, P.P. 18, P.B. 6, Spd 44 (approx. 30 mph/48 km).
  Large Feline Body Cost: Three million credits.

Frame Reinforcement for Feline Body Types: Add 100 lbs (45 kg) and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size, and as many as four reinforcements on the large size, but each instills a cumulative skill penalty of -4% to Prowl. Cost: 350,000 per each reinforcement.

Animal: Basic Canine

The frame for this robot is approximately the shape and build of a dog; two front legs, two hind legs suitable for running and leaping, one tail, and one head. The shape of the head, eyes, ears, nose, and mouth will depend on the type of breed being imitated. Other than the general shape, the robot is clearly a machine.

- **Small Size:** Fox or terrier size, two feet (0.6 m) long, plus tail, 70 M.D.C., and about 40 pounds (18 kg).

Basic Physical Attributes: P.S. 10, P.P. 12, P.B. 6, Spd 22 (approx. 15 mph/24 km).
Small Canine Body Cost: One million credits.
- **Medium Size:** German Shepard, setter, retriever size, 3-4 feet (0.9 to 1.2 m) long, plus tail, 100 M.D.C., and about 200 pounds (90 kg).
  Basic Physical Attributes: P.S. 16, P.P. 14, P.B. 6, Spd 44 (approx. 30 mph/48 km).
  Medium Canine Body Cost: Two million credits.
- **Large Size:** Wolf, Great Dane, St. Bernard size, 5-6 feet (1.5 to 1.8 m) long, plus tail, 150 M.D.C. and 800 pounds (360 kg).
  Basic Physical Attributes: P.S. 18, P.P. 14, P.B. 6, Spd 58 (approx. 40 mph/64 km).
  Large Canine Body Cost: 3.5 million credits.

Frame Reinforcement: Add 100 lbs (45 kg) and 100 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and as many as four reinforcements can be done on the large size, but each instills a cumulative skill penalty of -6% to Prowl. Cost: 310,000 per each reinforcement.

Animal: Basic Horse

The frame for this robot is approximately the shape and build of a horse, with two front legs, two hind legs suitable for running and leaping, one tail, and one head. The shape of the head, eyes, ears, nose, and mouth will depend on the type of breed being imitated. Other than the general shape, the robot is clearly a machine. Cosmetic enhancement, however, can make the 'Bot look like the real animal.

- **Small Size:** Pony or small horse, 5-6 feet (1.5 to 1.8 m) long, 120 M.D.C., and about 500 pounds (225 kg).
  Basic Physical Attributes: P.S. 18, P.P. 14, P.B. 8, Spd. 58 (approx. 40 mph/64 km).
  Small Horse Body Cost: Two million credits.
- **Medium Size:** Race/Running horse size, 7 feet (2.1 m) long, 200 M.D.C., and about 1000 lbs (450 kg).
  Basic Physical Attributes: P.S. 24, P.P. 18, P.B. 9, Spd. 88 (approx. 60 mph/96 km).
  Medium Horse Body Cost: 3.5 million credits.
- **Large Size:** Large work/draft horse or warhorse with a powerful build, 8-9 feet (2.4 to 2.7 m) long, 250 M.D.C. and 1400 pounds (630 kg).
  Basic Physical Attributes: P.S. 28, P.P. 20, P.B. 9, Spd 132 (approx. 90 mph/144 km).
  Large Horse Body Cost: 5.5 million credits.

Frame Reinforcement: Add 100 lbs (45 kg) and 130 M.D.C. points to the main body for each reinforcement done to the frame. Only two reinforcements are possible on the small size horse, four on the medium size and as many as six reinforcement on the large size, but each instills a cumulative skill penalty of -10% to Prowl and reduces Speed by 10% for each reinforcement beyond three. Cost: 500,000 per each reinforcement.

Animal: Basic Bird

The frame for this robot is approximately the shape and build of a bird, with two wings, two lower legs with clawed feet, one tail, and one head. The shape of the head, eyes, ears, nose, and beak will depend on the type of bird being imitated. Other than the general shape, the robot is clearly a machine unless the cosmetic program is used to disguise it as what appears to be a living animal.

- **Small Size:** Falcon, owl or crow size, one foot tall (0.3 m); never smaller. 50 M.D.C., 30 lbs (14 kg).
  Basic Physical Attributes: P.S. 8, P.P. 14, P.B. 6, Flying Spd 77 (approx. 53 mph/85 km).
  Small Bird Body Cost: One million credits.
- **Medium Size:** Eagle, three feet tall (0.9 m), 90 M.D.C., and about 80 lbs (36 kg).
  Basic Physical Attributes: P.S. 12, P.P. 18, P.B. 6, Flying Spd 110 (approx. 75 mph/120 km).
  Medium Bird Body Cost: 2 million credits.
- **Large**, Condor size and powerfully built, five feet long (1.5 m), 170 M.D.C. and 200 lbs (90 kg).
  Basic Physical Attributes: P.S. 20, P.P. 20, P.B. 6, Flying Spd 90 (approx. 90 mph/144 km).
  Large Bird Body Cost: 4 million credits.

Frame Reinforcement: Add 50 pounds (22.5 kg) and 50 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and three reinforcements on the large size, but each instills a cumulative skill penalty of -6% to Prowl and reduces the Speed by 10% for each reinforcement. **Cost:** 200,000 per each reinforcement.

Giant Animals

The frame for this robot is the shape and build of a particular type of animal, except at twice the normal large size. For medium and large animals, that can be 10-18 feet (3 to 5.5 m) long.
Basic Physical Attributes: P.S. 18, P.P. 14, P.B. 7, Spd 58 (approx. 40 mph/64 km).
Light Frame: 1200 pounds (540 kg) and 200 M.D.C. main body points. **Giant Animal Size Cost:** An additional 5 million credits for a 'Bot up to 12 feet (3.6 m) tall or long. Add 250,000 credits and 150 lbs (68 kg) for each additional foot (0.3 m) of height up to 18 feet (5.5 m).
Frame Reinforcement: Add 200 lbs (90 kg) and 125 M.D.C. points to the main body for each reinforcement done to the frame. As many as five reinforcements can be done, but each instills a cumulative skill penalty of -15% to Prowl. **Cost:** 600,000 credits per each reinforcement.

Insect or Spider

This robot has a round body, two sensor eyes, and six (insect) or eight (spider) legs. The six or eight legs offer superior balance and stability even on the most rugged terrain. What would normally be the mouth and mandibles of a real insect or spider can be mechanical mandibles for biting or grasping, or one pair of humanoid arms and hands, tentacles, or weapons. **Note:** Some vehicles and robots are called Spider-this or that (i.e., Spi-der-Skull Walker) even though they have only six legs, but real spiders have eight.

- **Small Size:** The size of a cat, two feet (0.6 m) tall or long, 70 M.D.C., and 40 lbs (18 kg).
  Basic Physical Attributes: P.S. 8, P.P. 12, P.B. 4, Spd 22 (approx. 15 mph/24 km).
  Small Insect Body Cost: 1.2 million credits.
- **Medium Size:** Man-size, 5-6 feet (1.5 to 1.8 m) tall or long, 110 M.D.C., and 200 lbs (90 kg).
  Basic Physical Attributes: P.S. 18, P.P. 14, P.B. 4, Spd 58 (approx. 40 mph/64 km).
  Medium Insect Body Cost: 2.4 million credits.
- **Large Size:** Equal to the size of a horse, 7-8 feet (2.1 to 2.4 m) long, 5-6 feet (1.5 to 1.8 m) tall, 150 M.D.C., and about 700 lbs (315 kg).
  Basic Physical Attributes: P.S. 20, P.P. 18, P.B. 4, Spd 88 (approx. 60 mph/96 km).
  Large Insect Body Cost: 4.8 million credits.

Frame Reinforcement: Add 100 lbs (45 kg) and 120 M.D.C. points to the main body for each reinforcement done to the frame. Only one reinforcement is possible on the small size, two on the medium size and three reinforcements can be done on the large size, but each instills a cumulative skill penalty of -5% to Prowl. Cost: 400,000 per each reinforcement.

Vehicular Body Styles

Virtually any type of motor driven vehicle, be it motorcycle, automobile, truck, hover vehicle, tank, boat or aircraft, can be given an artificial intelligence, with robot capabilities and special features. What this means is that the vehicle can think, speak, pilot itself, fire weapons, and so on, as if it were an independent, living (robot) being. The following are some basic body styles. A method(s) of propulsion will need to be selected.

Vehicle: Motorcycle

The frame of this 'Bot resembles that of any number of ordinary motorcycles or hover cycles, only it possesses a robot intelligence, and may have arms, weapons and other special capabilities added to it.
Speed: Depends on type of propulsion. Sleek, aerodynamic body provides a bonus of +20 mph (32 km) to the final propulsion speed.
Light Frame: 300 lbs (135 kg) and 100 M.D.C. main body points.
Cost: 600,000 credits up to six feet (1.8 m) long, 1 million credits for 7-10 feet (2.1 to 3 m).
Number of Seats: Two, driver and one passenger. A sidecar can be added to carry one additional passenger for the cost of 380,000 (has 45 M.D.C.), but reduces speed by 5%.
Frame Reinforcement: Add 200 lbs (45 kg) and 100 M.D.C. points to the main body for each reinforcement done to the frame. As many as three reinforcements can be done, but each instills a cumulative skill penalty of -10% to Prowl. Cost: 300,000 credits per each reinforcement.

Vehicle: Sports Car

The frame of this 'Bot resembles that of any number of ordinary sports cars, only it possesses a robotic artificial intelligence and may have a range of other special capabilities.

Speed: Depends on type of propulsion. Sleek, aerodynamic body provides a bonus of +20 mph (32 km) to the final propulsion speed.

Light Frame: 1200 pounds (540 kg) and 200 M.D.C. main body points. **Cost:** 1.2 million credits for a bot up to 12 feet long (3.6 m). You're paying for style and flash.

Number of Seats: Two, driver and one passenger.

Frame Reinforcement: Add 200 lbs (90 kg) and 115 M.D.C. points to the main body for each reinforcement done to the frame. As many as four reinforcements can be done, but each instills a cumulative skill penalty of -15% to Prowl. Cost: 400,000 credits per each reinforcement.

Vehicle: Mid-Size Sedan or ATV

The frame of this robot resembles that of any number of ordinary ground and hover cars, from sedan to Jeep, except it has an artificial intelligence and may have a range of other special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 2000 lbs (900 kg) and 250 M.D.C. main body points.

Cost: 800,000 credits for a bot up to 16 feet (4.9 m) long.

Number of Seats: Four, driver and three passengers, but another one or two passengers could squeeze in under very cramped conditions.

Frame Reinforcement: Add 250 lbs (113 kg) and 125 M.D.C. points to the main body for each reinforcement done to the frame. As many as five reinforcements can be done. *Prowl is not possible.* Cost: 510,000 credits per each reinforcement.

Vehicle: Full-Size Van or Small Truck

The frame of this robot resembles that of any number of ordinary ground and hover vans, large SUVs, and trucks, only it possesses an artificial intelligence and may have a range of other special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 3000 lbs (1350 kg) and 300 M.D.C. main body points.

Cost: 1.4 million credits for a robot up to 24 feet (7.3 m) long.

Number of Seats: Driver and seven passengers comfortably, but another one or two passengers could squeeze in without being too cramped.

Frame Reinforcement: Add 250 lbs (113 kg) and 140 M.D.C. points to the main body for each reinforcement done to the frame. As many as four reinforcements can be done. *Prowl is not possible.* Cost: 600,000 credits per each reinforcement.

Note: The same stats and costs can be applied to small patrol boats and similar *water craft*.

Vehicle: Small Airplane

This robot resembles any number of ordinary propeller, jet and hover aircraft, only it possesses a robotic artificial intelligence and may have other special capabilities.

Speed: Depends on type of propulsion.

Light Frame: 3000 pounds (1350 kg) and 200 M.D.C. main body points. **Cost:** 1.5 million credits for a robot up to 22 feet (6.7 m) long.

Number of Seats: Pilot, co-pilot and six passengers comfortably, but another one or two passengers can squeeze in for cramped quarters.

Frame Reinforcement: Add 250 lbs (113 kg) and 125 M.D.C. points to the main body for each reinforcement done to the frame. As many as four reinforcements can be done. Prowl is not possible. Cost: 400,000 credits per each reinforcement.

Step Six: Power Sources

Nuclear

Nuclear energy is the most popular form of energy used in robots and high-tech machinery. The power supply is surprisingly compact, safe, and has a long lifetime even under constant use. Any high-tech town, including 'Burbs and places that cater to mercenaries and adventurers, can make repairs.

> **One Year:** One million credits.
> **Two Years:** 2 million credits.
> **Five Years:** 4.5 million credits.
> **Ten Years:** 8 million credits.
> **Twenty Years:** 15 million credits.

Techno-Wizard System

This is an energy system that utilizes magic with technology. The initial creation and powering of the unit is often time consuming and expensive. Repairs can also be expensive or a repair person impossible to find, as it requires a Techno-Wizard who has the expertise and sufficient P.P.E. to do the job. That having been said, TW power supplies are as reliable as nuclear power and completely clean and safe. **Note:** Speed increases by 20% when riding along a ley line, and piloting skills enjoy a +5% bonus.

> **One Year:** 2 million credits.
> **Two Years:** 4.1 million credits.
> **Five Years:** 6.4 million credits.
> **Ten Years:** 12.3 million credits.
> **Twenty Years:** Not possible.

Super-Solar Engine

This system utilizes a power source that collects sunlight into a super high-efficiency conversion engine and generator. This is an excellent, clean power source with an indefinite life span. Of course, it is limited in that it must rely on a source of solar energy. Requires some form of locomotion, preferably wheels or hover system.

The system functions superbly while exposed to sunlight. An energy storage unit stores up to 8 hours worth of power, during which time the robot operates at full capacity. After the eight

hour reserve is used up, the robot must recharge via solar light energy or manually recharge from another source of electrical energy. Without a recharge, an emergency reserve engages, but it has a mere four hour capacity. While the emergency reserve is engaged, all unnecessary functions will be shut down. Speed is reduced by 20%, attacks per melee are reduced by half, and no energy weapons can fire. At the end of the emergency reserve (4 hours), the robot shuts down completely and will remain inert (like a person in a coma or deep sleep) until recharged by sunlight or electricity.

As a superior failsafe, many robots utilizing a super-solar system often combine it with a one or two year nuclear power system. The combination can extend the life of the nuclear battery to approximate five years, by switching back and forth from nuclear power to solar. The nuclear and solar combination means that the nuclear power serves as the reserve and enables the robot to operate at full capability and full firepower at all times. Solar can be a good, reliable system if proper caution is used.

Basic System Cost: Two million credits, complete with a special generator, recharge unit and reserve battery.
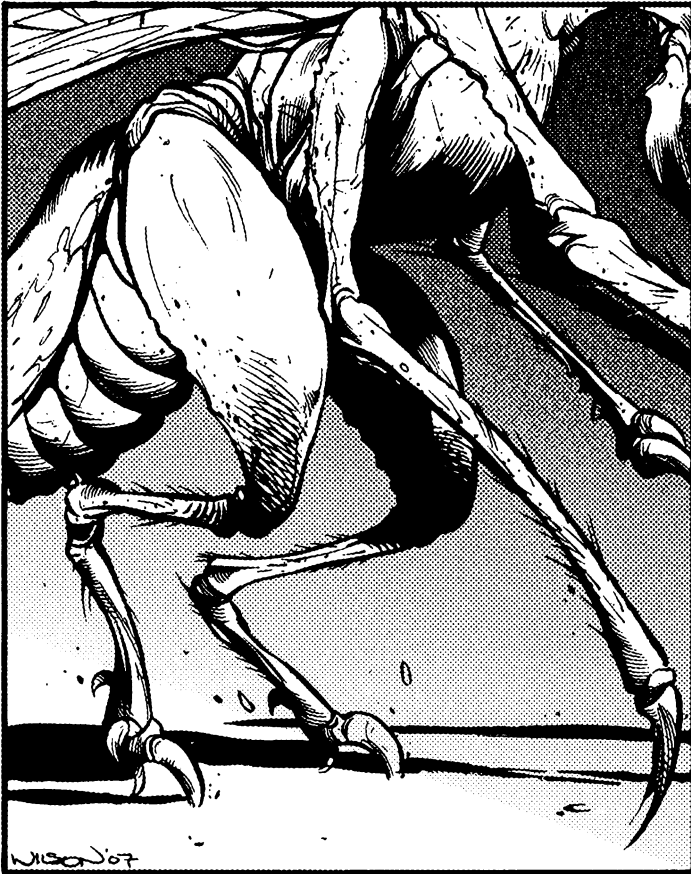
Step Seven:
Legs and Locomotion

Variations on the basic robot form are possible. For example, the humanoid torso might have insect legs, or the legs and lower body of a horse (a robotic centaur). Furthermore, it is often possible to combine legs, wheels or treads, as well as flight or aquatic capabilities in most robot types (a bit awkward in animal style robots). **Note:** The basic frame comes complete with the necessary limbs/legs that are standard. The frames for *vehicles* do not include legs, wheels, engine, propulsion, etc., and must be purchased separately.

Legs

Human Legs: A pair of bipedal, humanoid size legs and feet. Cost: 350,000 credits per pair.

Animal Legs: Two front and two rear. Main style types are canine, feline, horse, and bird. Suitable for all robot frames. Cost: Small: 150,000 credits, medium (human size): 250,000 credits, large (horse size): 350,000 credits.

Insect Style Legs: Usually long, narrow, telescoping legs that resemble a tripod or insect. An excellent, all-terrain method of movement. Suitable for any body frame. Cost: 4 legs: 500,000 credits, 6 legs: 750,000 credits, 8 legs: 1.2 million credits. Add 500,000 for retractable/extendible, concealed, leg units.

Vehicular Walker Type Leg Units. A four or six legged all-terrain vehicle suitable for any vehicle body frame. Cost: Four legs: One million credits, six legs: 1.5 million. Add 500,000 credits to make the legs retractable/folding and concealed. This can be done when there is another means of locomotion such as wheels, hover jets, etc., but when needed, the robot transforms to reveal the legs and the new means of movement.

Increasing the Basic Speed Attribute

Each of the basic body frames that utilize legs are listed with a standard speed attribute. However, the speed attribute for leg units can be increased. The maximum for humanoid legs is Spd 220 (150 mph/240 km). The maximum for animal and insect legs is about a Spd of 423 (approx. 300 mph/480 km). Of course, vehicular propulsion and flight capabilities can be built into a humanoid or other robot form as an alternate, faster propulsion system.

Cost for Additional Running Speed of Legs: 10,000 credits per each Speed point beyond the basic system attribute. Thus, to increase a Speed of 22 to a Speed of 32 costs 100,000 credits.

Vehicular Locomotion

These are engines and propulsion systems designed for ground, air, and vehicular robots. Generally, any of these systems can be utilized in any of the robot types and power systems. These are the costs of the basic means of movement and still require a mode of propulsion.

Wheels: Automobile size and type: 1000 credits per pair.

Wheels: Oversized (truck or tractor size): 2000 credits per pair.

Wheels: Micronized (roller skate size): 1200 credits per pair.

Treads: Small (car size): 15,000 credits per pair.

Treads: Large (tank size): 20,000 credits per pair.

Pontoons: Small (car size): 1000 credits per pair.

Pontoons: Large (airplane size): 4000 credits per pair.

Hover Jets: Small (human size): 20,000 per pair.

Hover Jets: Directional (vehicular): 10,000 per pair.

Hover Jets: Main Thrusters (vehicular): 40,000 per pair.

Note: All wheels and treads are of superior strength and

quality. Wheels have 20 M.D.C. each, Treads: 100 M.D.C. per each unit, Pontoons: 100 M.D.C., Hover Jets: 15 (small or directional) and 45 M.D.C. for each main thruster jet.

Engines and Propulsion Systems

Fuel Injected Engine

Liquid Fuel: Despite incredible technological advancements, liquid fuel engines are still available, desirable, and reliable and the most economical systems available. The major disadvantages of this system are the use of a limited, consumable fuel that must be continually replaced, the need of containers to hold the fuel (gas tanks), the weight of the fuel itself, and uncertain availability of gasoline. (Only major cities, 'Burbs and towns that cater to merchants, mercs and travelers will have petroleum at reasonable prices; 2D4 credits per gallon. At communities where gas is scarce, the price will be 1D4x10 credits per gallon, if it is available at all.) Still, gasoline type fuels are comparatively inexpensive and easily attainable in populated regions like the Coalition States, Free Quebec, the Domain of Man, and anywhere the Black Market operates. It is in the wilderness areas where one may be in danger of running out of gasoline. **Note:** Liquid fuel requires an exhaust system that is not suitable for humanoid and animal type robots. It also requires some form of locomotion, preferably wheels or hover system.

Cost for Engine and One Fuel Tank: 50,000 credits. The player determines the size of the gas tank or tanks. Weight and size may be a problem for small robots. One gallon (3.8 liters) weighs 7 lbs (3.2 kg). A 70 gallon rectangular tank would measure approximately 48x20x18 (122x51x46 cm) inches and weighs 490 lbs (222 kg). Disposable auxiliary gas tanks is one possible solution, cost is about 200 credits per 20 gallon (75.7 liters) capacity. **Estimated Milage:** 60 miles (96 km) to one gallon of fuel. **Maximum Speed:** 200 mph (320 km).

Turbo Engine

Requires liquid fuel. Conventional leaded or unleaded gasoline is suitable, high octane preferable, and requires a fuel tank(s). **Estimated Milage:** 50 miles (80 km) to one gallon of fuel. **Cost for Engine and One Fuel Tank:** 75,000 credits for liquid fuel (175,000 credits if connected to a nuclear or solar power system as a backup system). Maximum Speed: 260 mph (416 km).

Turbo-Jet Engine

Requires high octane fuel or a special mixture, such as those used for jet aircraft, or can be linked to a nuclear power source.

This engine cannot be used for speeds under 100 mph (160 km), thus ground vehicles/robots will have to use a two engine system, with one for low speeds and the turbo-jet for high speeds and/or flight. The robot will obviously have some sort of visible hover propulsion system and jet thrusters. **Estimated Milage:** 30 miles (48 km) to one gallon of fuel. And/or can use a nuclear or TW power source (costs an extra 150,000 credits plus cost of other power supply). **Basic System Cost:** 150,000 credits for liquid fuel (300,000 credits connected to nuclear or TW). **Maximum Speed:** 500 mph (800 km).

Hover Jets for Vehicle Type Robots

A super sophisticated twin engine system, with bottom and rear jet thrusters and V/STOL capabilities. This unique propulsion system offers ground and air capabilities. The Vertical Take-Off and Landing (VTOL) means the robot can hover stationary above the ground, make vertical take-offs and landings (fly straight up and down), as well as low altitude flight. The robot will obviously have some sort of visible hover propulsion system. **Estimated Milage** on a liquid fuel is 50 miles (80 km) per one gallon. **Basic System Cost:** 500,000 credits; requires at least four jets, and/or can be linked to a nuclear or TW power source (cost an extra 100,000 credits for the link plus cost of other power supply). **Maximum Speed:** 400 mph (640 km). **Maximum Altitude:** 20,000 feet (6,096 m).

Hover Jet Backpack for Humanoid Frames

This can be a detachable backpack unit or built directly into the robot's back. Directional thrusters and booster jets may also be built into the feet, lower legs, hips and chest. **Basic System Cost:** 150,000 credits; can be linked to a nuclear power source (cost an extra 100,000 credits). **Maximum Speed:** 400 mph (640 km). **Maximum Altitude:** 1000 feet (305 m).

Concealed Micro-Hover System

A concealed hover jet system of tiny jet boosters built into humanoid or animal robots. The hover jets are strategically located in the feet, hips, back, chest and/or underbelly. When not engaged, the jets are completely unnoticeable. **Basic System Cost:** 500,000 credits; can be linked to the nuclear power system for an additional 100,000 credits. **Maximum Speed:** 200 mph (320 km). **Maximum Altitude:** 500 feet (152 m).

Step Eight: Audio, Optics & Sensors

Audio

Advanced Audio System: Amplified stereo hearing in the full decibel range, the same as the cybernetic Amplified Hearing (see page 49 of *Rifts® Ultimate Edition*). The 'Bot can hear frequencies inaudible to the human ear, like a dog whistle (as well as wide-band radio), enabling the character to hear almost inaudible sounds at up to 360 feet (110 m) away. *At 75 feet (22.9 m)*, sounds as quiet as one decibel, softer than a whisper, can be heard. *At 150 feet (45.7 m)*, sounds as quiet as 10 decibels, a whisper, can be heard clearly. *At 360 feet (110 m)*, sounds in the normal conversation range of 30 decibels can be heard as if the character was standing only a few feet (one meter) away. This is the maximum range for eavesdropping on conversations. Only sounds of 70 decibels (e.g., the sound of heavy traffic) or louder can be accurately heard and the location pinpointed from 500 to 1,000 feet away (152.4 m to 305 m).

The Amplified Hearing also enables the character to accurately estimate the distance and location of the sound source, and recognize specific, known sounds and voices at a base skill of 35% plus 5% per level of experience. Background noise, such as other conversations, traffic, machine noise, etc., as well as barriers like closed doors and walls, *will* decrease the range and

clarity of what can be heard. G.M.s should use their discretion and common sense.

Radio capabilities enables the robot to listen to commercial radio stations, citizen band (C.B.), police bands, shortwave and other radio transmission frequencies. Also comes standard with a *Universal Headjack* for tapping into computers, radios and audio equipment directly. Radio Range (transmissions and receiver): 50 miles (80 km) in the city, 100 miles (160 km) in the wilderness, both require a retractable antenna; half range without one. Bonuses: +3 on initiative, +1 to parry, and +2 to dodge.

Cost: 150,000 credits for the entire advanced system. See *Basic Hearing System* for something must less expensive.

Audio Recorder: An audio recording system with external access capable of recording most sounds that the robot can hear. Two hundred hours of digital sound recordings can be stored. Editing capabilities allow the robot to keep sound bites and conversations it wants to preserve and erase or record over unwanted audio recordings. Can also transmit recordings by radio or download onto an audio disc, computer, or audio equipment via headjack or fingerjack. Cost: 75,000. Illegal in the Coalition States.

Basic Hearing System: Stereo hearing capacity equal to the best human hearing, and a narrow band radio receiver enables the robot to hear/receive commercial radio transmissions, shortwave and similar. **Range:** 5 miles (8 km) in the city, double in the wilderness. Cost: 30,000 credits.

Bug Detector: A small device that picks up radio signals from surveillance listening devices (bugs). Range: 60 feet (18.3 m). Cost: 30,000 credits.

Built-In Language Translator: Starts with 13 different languages, including the nine major regional ones, plus Russian, Kittani, Naruni, and Splugorth/Demongogian; 200 others can be added. Level of accuracy is 88.8% when listening to only one or two speakers and languages at a time. Drops to 68% with a six second delay when trying to translate 3-6 speakers simultaneously, 20% if more than that. Cost: 32,000 credits. Illegal in the Coalition States.

Built-In Loudspeaker: The 'Bot can amplify the loudness of his voice, like a bullhorn, to about 80 decibels. Cost: 6,000 credits.

Built-In Radio Receiver & Transmitter Headjack: A fully operational radio is built inside the head or a shoulder, back or hip unit. Range: 20 miles (32 km). Cost: 22,000; add 10,000 for scrambling radio messages and decoding.

Human Voice Synthesizer: Provides the robot with a completely human sounding voice, male or female. This is a pleasant, single voice. The system is not capable of changing the voice/sound or imitating others. Without this feature, the robot's voice sounds mechanical. Cost: 5,000 credits. Also see Modulating Voice Synthesizer.

Inaudible Frequency Transmission: The robot can speak/transmit sound frequencies inaudible to the human ear, but audible to other robots, cyborgs with ultra ear and beings with superior hearing, such as mutant dogs. Cost: 50,000 credits.

Juke Box: The robot has 2000 music titles (songs to instrumentals) stored inside an internal music player. The music can be played so only it hears it, played aloud through concealed speakers or a loudspeaker, or broadcast via radio transmission, provided those systems are part of the 'Bot's features. Cost: 3,000 credits.

Sound Analysis Computer: Designed exclusively to listen, identify, remember, and analyze sounds. 380,000 different sounds are programmed into its memory, including gunshots by caliber, energy blasts, engine sounds, animal calls, noises made by monsters, and other sounds. 40,000 new sounds can be added. It is also capable of analyzing, comparing, and matching voices and sounds in its files, identifying a sound or voice via computer comparison with 80% accuracy, and imitating another person's voice with 78% accuracy (+10% when imitated over any form of audio transmission). Bonus: +10% to impersonate voices or imitate sounds. Cost: 500,000 credits; illegal in the Coalition States.

Modulating Voice Synthesizer: Enables the robot to change, disguise and humanize its voice by altering tone, bass, pitch, etc. Can also speak in a sound frequency inaudible to normal humans, but audible to normal canines, bats and mutant dogs, as well as other 'Bots, cyborgs, and characters with a cybernetic Ultra-Ear. Base skill at imitating voices is 10% +5% per each additional level of experience. Cost: 30,000 credits. Add 12,000 credits to get a voice disguise program with over 200 different human and D-Bee accents and inflections. Illegal in the Coalition States.

Universal Headjack (or Fingerjack): Same as the bionic version, see page 51 of *Rifts® Ultimate Edition*.

Radio Signal Scrambler System is linked to the radio system to send and receive coded messages. Cost: 10,000 credits.

Wide Band Radio Receiver and Transmitter with directional capabilities. Range: 300 miles (480 km) with a retractable antenna (150 miles/240 km without the antenna). Cost: 38,000 credits.
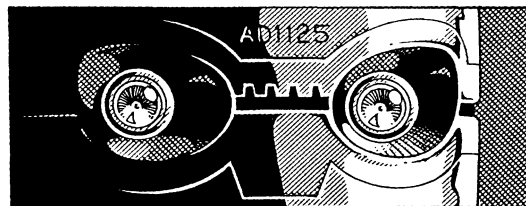
Optics

Advanced Robot Eyes: Optic System: Includes color vision, 3-D analysis and depth perception, passive nightsight, infrared and ultraviolet vision. Range: 2000 feet (610 m). Cost: 160,000 credits. **Note:** *Infrared vision* emits a pencil-thin beam of infrared light, invisible to the human eye, but visible to another infrared system, to illuminate its target in darkness. The narrowness of the beam limits the scope of vision to about a 10 foot width (3 m). *Nightsight* is a *passive image intensifier* that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own.

Other optical features can be added for an additional cost. They are listed elsewhere in this category. Note that a Robot's eyes may be small and relatively human, but more often than not, they look like a large camera lens or a cluster of camera lenses from tiny to the size of a softball. The eye lens may even be telescoping and make a humming, buzzing or clicking sound as the lens adjusts. As many as 10 of the following Optic Features may be added to one robot eye.

Basic Robot Optic System: A color sight system with an analysis computer of 3-D images; 20/20 vision. Cost: 50,000 credits. **Note:** Other optical features like infrared, macro sight, etc., can be added. They are listed elsewhere in this category.

Camera Eye: External Video and Audio Surveillance System: A high resolution video camera, built into the eyes or as a separate optic system (concealed or not), relays images directly to the robot's optic scanners and can be recorded as a record of events. A digital video receiver and transmitter system enables the robot to receive video transmissions for viewing or and recording. The images are recorded on a six hour, three inch, video disc that is slipped into a slot in the skull or chest. The disc can be ejected at will. Range: 40 miles (64 km). Cost: 500,000 credits, outlawed by the Coalition.

Laser Targeting System: A thin beam of light is emitted from the eyes or forehead or the weapon itself. When the light beam hits its target, a computer locks in and registers the fire command. Bonus: +1 to strike when using a distance weapon. Not applicable to hand to hand combat. Likewise, P.P. bonuses do not apply to long-range weapons. Range: 4000 feet (1219 m). Cost: 50,000.

Optical Reader: Designed specifically to "read" words and text, including numbers, letters, diagrams, drawings, maps and other flat images. Cost: 10,000 credits. -50% to read/Literacy without it.

Optical Scanner: Anything the robot "sees" can be digitally scanned and saved in its memory as digital images (e.g., a photograph, a page of text from a book, a drawing, map, and similar) as well as snapshot-like images (photographs) of people, scenery, etc., similar to a cell phone camera with limited zoom (x10 up to 500 feet/152 m away). Does not have a "flash" capability, but other optics like infrared, passive nightsight, telescopic vision, etc. may be tied to the scanner. Cost: 150,000 credits.

Live Video Transmission (and Receiver): Transmission range is 20 miles (32 km) in the city, 60 miles (96 km) in the wilderness, unless hampered by some sort of interference. Live feed is most common, but up to two hours of digital video can be recorded and stored on a memory chip. Cost: 50,000 credits for a single basic color and sound system, 150,000 credits for a pair of camera eyes. Add 20,000 credits for synchronized digital audio recording and transmission. Add 40,000 credits for broadband capabilities (and double the transmission range). Illegal in the CS.

Eye: Infrared. This type of optical enhancement relies on a source of infrared light, a pencil thin beam of light projected from the eye to the target. The narrowness of the beam limits the viewing area to a small area of about seven feet (2.1 m). Range: 1,200 feet (366 m). Cost: 16,000 credits; 19,000 credits for a pair.

Eye: Macro. A mechanical camera lens that may be part of the robot's eye or an additional system with the eye unit or a separate eye/lens. The Macro unit enables the robot to magnify tiny objects or areas at close range (within three feet/0.9 m) like a magnifying glass to microscope ranges of magnification! It also comes equipped with a variety of filters to block out glare and dust. Microscopic magnification ranges from 2x to 50x. The artificial eye is ideal for robots designed to fill technical or medical roles (great for delicate work). Cost: 40,000 credits per single eye. A photographic camera (still or video) feature can be added for the additional cost of 10,000 credits.

Eye: Light Filters. Reduces glare like invisible sunglasses. Filters slip into place as needed. Cost: 1000 credits.

Eye: Passive Nightvision. Light amplification system that uses ambient light (the moon, starlight, etc.) to see clearly in the dark. 2,000 foot (610 m) range, but can be increased if combined with a telescopic lens feature. Cost: 30,000 credits.

Eye Stalk: Being synthetic, the robot can possess features a normal human and even cyborgs cannot have. Robotic eye stalks are one of them. An eye stalk may be concealed and extendible or protrude from the head, neck, shoulders and even the forearms. As many as four are possible on the head and/or neck, one per shoulder or forearm, and any of the optic systems, in combination or individually, may be part of the eye on the stalk. The stalk may be a few inches tall to 18 inches (0.45 m), or a flexible, tentacle-like appendage that can turn 360 degrees in every direction. Cost (for just the stalk): Short: 12,000 credits. Medium: 20,000. Long (two feet/0.6 m): 32,000 credits each, *plus* the specific optics for each. An eye stalk can have up to eight optic features, but the more features, the larger the camera-like eye lens.

A tentacle eye stalk can be up to seven feet (2.1 m) long and thin enough to slide under a door, go through a small opening as well as bend to peek around corners (has 8 M.D.C. and an attacker must make a Called Shot at 17 or better to hit such a small target). However, to be used as a small spying device, it cannot have more than basic robot vision, passive nightsight or infrared, and one other optic feature. Anything additional increases the size of the lens at the end of the tentacle stalk to baseball-size and bigger.

Eye: Telescopic. In addition to normal 20/20 vision, the eye has a telescopic lens for long distance viewing (4-10x50 magnification). Range: 6,000 feet (1829 m). Cost: 10,000 credits; 16,000 for a pair.

Eye: Targeting Display. Imposes crosshairs on a target, adding a bonus of +1 to strike with any ranged weapon (both eyes). **Note:** Two targeting eyes still provide only a +1 bonus to strike, not +2. Cost: 4,000 credits.

Eye: Thermal-Imager. The lens converts the infrared radiation of warm objects into a visible image, enabling the robot able to see heat as represented by bands of color. Ideal for targeting and tracking at night; can see in darkness, shadows, and through smoke, but can only see the heat radiation clearly, not all the details of the surrounding area. Range: 3000 feet (914 m). Bonus: +1 to strike in darkness. Cost: 32,000 credits for a pair. Illegal in the CS.

Searchlight: Built into the eyes, or as a separate light feature built into the head, shoulder(s), chest or eye stalk. A 90 degree arc up and down and 180 degree rotation is standard. High-powered light beam used to illuminate an area like a flashlight or used as a beacon. Range: 300 feet (91.5 m). Cost: 1000 credits.

Visual Recognition: Combat Computer: A special system tied to the optic systems. The computer recognizes 30,000 enemy targets including vehicles, robots, insignias, uniforms, known monsters, D-Bees and enemies. An additional 2000 targets can be added to the memory. Bonus: +5% to Intelligence

skill. Range: Equal to optic system; usually 2000 to 6000 feet (610 to 1828 m). Cost: 200,000 credits.

Sensors

Biometric Scanner: A sensor unit that measures the barometric pressure, humidity and air temperature around the robot. Besides the obvious, the scanner indicates changes in these areas which may indicate the coming or end of a storm or an unnatural environmental event. Cost: 11,000 credits.

Bio-Scan Medical Survey Unit: A computer system designed to monitor the life signs of biological life forms. Sensors are built into the robot's hand or forearm and must be removed from a concealed compartment and attached. Monitors vital signs, such as respiration, blood pressure, brain waves, and body temperature. A computerized medical system tied into the Bio-Scan computer will indicate trauma to the brain and nervous system, blood loss, presence of drugs or other unnatural agents in the bloodstream, and coma condition. Cost: 350,000 credits.

Depth Gauge & Alarm: An internal device that can calculate underwater depth. A digital counter can indicate the exact depth via internal audio or HUD system imposed over the 'Bot's vision, and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

Explosives Detector: Sniffs out and detects explosives within 12 feet (3.6 m). Is also used to scan an individual, vehicle or container to detect even small amounts of explosive materials and residue from explosives (less than one ounce), but such a scan must be done at close range, within three feet (0.9 m), to pinpoint the location of the explosive. The type is not known, although the signal will be larger/louder if there is a large quantity of explosives or it is an extremely powerful device. Cost: 50,000 credits.

Gyro-Compass: A device that can be implanted almost anywhere on the body. It enables the 'Bot to always locate north and the other directions, as well as up and down. Ideal for pilots of aircraft and power armor as well as underwater operations. Cost: 600 credits.

Motion Detector and Warning System: Registers vibrations in the air indicating movement. A collision warning system will sound an internal alarm to warn of an impending collision/impact. Range: 60 feet (18 m). Bonus: Adds +1 to initiative and +1 to parry and dodge. Cost: 75,000 credits.

Motion Detector: The reliability of the detector is quite limited, but it can be used to accurately assess wind direction and wind speed, and to detect the rapid approach of large moving objects, such as a vehicle, aircraft, power armor, etc., whose rapid approach or large size causes a disturbance in the air. A motion detector is especially useful in the dark because the speeding object must usually be within 500 feet (152 m) to create a detectable air current. Likewise, the motion sensor will detect the movement of somebody/thing moving nearby, within 40 feet (12 m), but only if the sensor user is motionless or barely moving itself. The sensor can also detect sudden changes in air current and pressure caused by somebody opening a door or window, and can estimate speed of travel when inside an open-air (or open window) vehicle. Cost: 15,000 credits.

Radar Detector: A tiny radar receiver that alerts the robot when he is being scanned by radar; 80% accuracy. Unfortu-

nately, determining the direction or source of the radar probe is only 60%. Cost: 10,000 credits.

Radiation Detector: Detects and measures the amounts of harmful types of radiation and warns its owner. Includes nuclear, atomic, and microwave radiation. Cost: 1,200 credits.

Robot: Micro-Radar: A small, but sophisticated radar system usually used in human and animal-size robots 10 feet (3 m) and smaller. Can identify up to 30 targets and simultaneously track 12 bogies as low as 700 feet (213 m). Rate of travel, direction, and location are all indicated. Range: Two miles (3.2 km). Cost: 200,000 credits.

Robot Radar System: A sophisticated radar system, suitable for ground to air monitoring. Can identify up to 96 targets and simultaneously track 42. Requires a special unit with an extendible dish attached to the 'Bot's back. Range: 50 miles (80 km) and is able to detect a cruise missile-type target, rocket bike or power armor flying as low as 500 feet (152 m)/200 feet (61 m) in an open area/plains without other ground clutter. Lower than that and the target is lost. Can also identify the speed of ground vehicles when a radar beam is directed at one specific target; works like a police officer's radar gun. Cost: 600,000 credits. Ideal for giant and vehicular robot types.

Sensory Antenna: Registers vibrations in the air indicating movement, as well as having touch and heat sensors. The antenna enables the 'Bot to maneuver even in total darkness by feeling its way around. Range: Touch, usually 3-10 feet (0.9 to 3 m) depending on the size of the robot (never larger than one third the robot's height). Bonus: Penalty for blindness is half and adds a bonus of +1 to dodge. 1D4+4 M.D.C. per antenna. Cost: 120,000 credits per pair. Whether the 'Bot has two or 10 antennas, the bonuses and abilities remain the same.

Step Nine: Weapons

Robot Strength and Damage: Type of P.S.: Robotic. P.S. of 16 or higher does M.D. with a normal punch and power punch. A restrained punch does S.D.C. damage, and a successful *pulled punch* can inflict whatever level of M.D. or S.D.C. damage is desired (player's choice) within the range of his character.

The *Robot Strength & Damage Table* is found on page 285 of the *Rifts® Ultimate Edition*.

Bionic Equivalent Weaponry & Tools

The following weapon systems are available and are identical to the bionic systems found in **Rifts® Ultimate Edition**, pages 51-53 (or **Rifts® RPG**, pages 239-241). All have energy weapons have an effectively unlimited payload as they draw from the robot's power supply. Robot prices are bit higher than bionics.
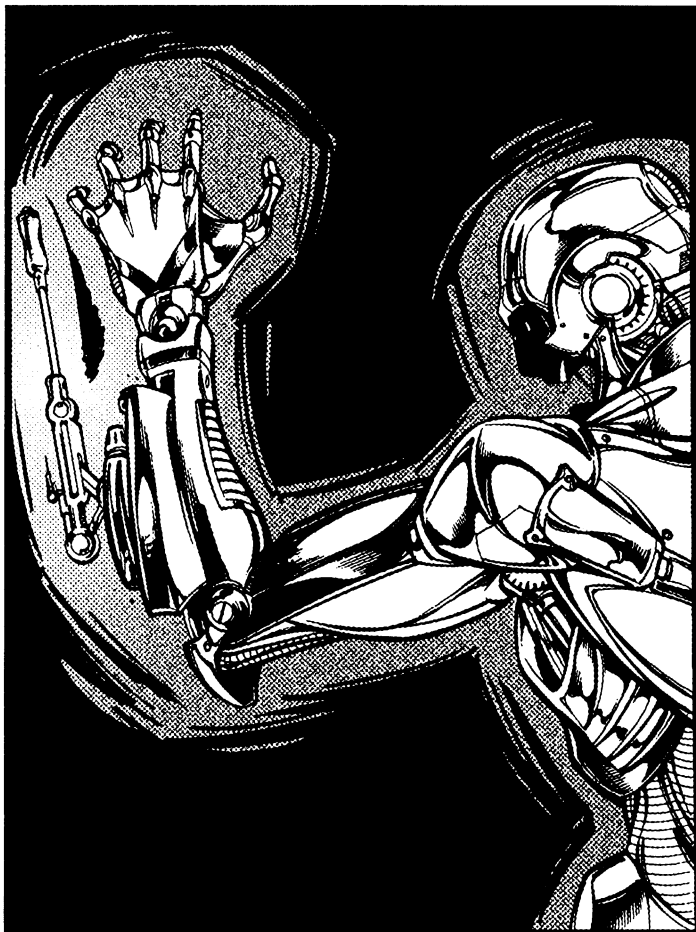
Blade: Extendible Finger Blades: 1500 credits per finger for S.D.C. blades, 11,500 for Vibro-Blades.

Blade: Extendible Forearm Blade (Vibro-Sword): 20,000 credits.

Blade: Extendible Knuckle Blades: 3000 credits each knuckle for S.D.C. blades, 11,500 for Vibro-Blades.

Blade: Forearm (Vibro-Blades): 6,000 to 18,000 credits.

Chemical Spray: 60,000 credits, double range.

Climb Cord: 2000 credits.

Concealed Leg Laser Rod: 75,000 credits.

Concealed Leg Ion Rod: 50,000 credits.

Concealed Arm Laser Rod: 50,000 credits, double range.

Forearm Ion Blaster (Standard): 35,000 credits.

Forearm Light Laser: 32,000 credits.

Forearm Medium Laser: 50,000 credits.

Forearm Heavy Laser: 56,000 credits.

Forearm Mini-Machine-gun: 30,000 credits.

Forearm or Shoulder Mini-Missiles: 58,000 credits.

Forearm Plasma Ejector (Standard): 56,000 credits.

Forearm Particle Beam: 80,000 credits.

Forearm Vibro-Blade(s): 40,000 credits.

Garrote Wrist Wire: 400 credits.

Grapnel & Launcher: 7,000 credits.

High Explosive Finger Joint: 1,000 credits per joint.

Knuckle Spikes (S.D.C.): 1,200 credits.

Laser Eye: 150,000 credits each.

Laser Finger Blaster: 25,000 credits.

Laser Utility Finger: 6000 credits.

Pneumatic Punching Jackhammer Arm: 72,000 credits.

Tool: Jackhammer: 72,000 credits.

Tool: Heavy Mining Drill: 76,000 credits.

Tool: Precision Mining Drill: 72,000 credits.

Tool: Plasma Torch: 80,000 credits.

Weapon Rod Concealed in Leg: 42,000 or 36,000 credits.

Wrist Needle & Drug Dispenser: 5000 credits plus chemical cost per dose.

Weapon Modifications

Additional Hand and Arm: A pair of additional hands and arms can be built into the robot just below the usual pair. The second set of limbs are a bit smaller and lighter than the normal ones, but are still quite formidable additions. Maximum Robotic P.S. is 30 and P.P. is 24 (base is 12 for both). M.D.C. of each hand is 20 and each arm is 45. Bonuses (for a pair): +1 attack per melee and a bonus of +1 to strike and parry to the character's overall combat skills. A single hand and arm adds only a bonus of +1 to parry. Cost: 425,000 credits for a pair, 245,000 credits for one.

Additional Mini-Hand and Arm: This may be one or two small, thin, retractable appendages that fold up to fit in a concealed compartment. These are typically as long as the other arms, but are much more spindly, with long, delicate fingers and/or tools for fingers (laser, camera, etc.) and used for precision work (electronics, mechanics, computer operation, surgery, etc.). Maximum Robotic P.S. is 18 and P.P. is 16 (base is 10). M.D.C. of each hand is 10 and each arm is 25. Cost: 350,000 credits for a pair, 175,000 credits for one; reduce cost by 20% if the arms are NOT concealed.

Additional Non-Human Appendage: Tentacles. Tentacles are like prehensile steel cables, the mechanical equivalent of octopus arms minus the sucker cups. Most can extend and retract to about half their true size, and on larger robots (bigger than 10 feet/3 m) and robot vehicles, tentacles can be concealed until needed. In addition to their normal limbs, as many as two pairs of tentacles (that's four arms) can be built into humanoid and most large animal shaped robots.

Tentacles are typically used for entangling, grabbing, holding and carrying, as well as climbing. Although prehensile and capable of using weapons or tools, they do so at a penalty, even if the tentacles end in clamp-like hands or fingers.

Length can be up to half the height or length of the robot. Maximum Robotic P.S. is 28 and P.P. is 20 (base is 10 for both). M.D.C. of each tentacle is 40. Bonuses (for a pair): +1 attack per melee, +1 to parry and disarm, and +3 to entangle to the character's overall combat skills and +10% to Climbing skill. A second pair adds +1 to parry and +5% to Climbing skill, nothing else. A single tentacle adds a bonus of only +1 to parry and +4% to Climb. Penalties: -2 to strike with melee weapons, -3 to strike with a gun, -1 to M.A. and P.B. attributes (tentacles are creepy looking), and -20% to any skill that requires hands, except Acrobatics, Gymnastics and Climbing (no penalties apply to those). Cost: 390,000 for a pair or 265,000 for one. Up to two pairs (4 tentacles total) can be added to most human or animal sized robots, but giant robots can have as many as four pair (8 arms).

Robot Forearm Weapon can see the range increased by 1000 feet (305 m) at a cost of 150,000 credits.

Handheld Weapons: Robots with arms and hands may also use any type of handgun, rifle or energy weapon, provided the hand and fingers can fit the trigger of the weapon. Furthermore, traditional "guns" can be modified (the trigger guard removed, a larger/long trigger put in, the stock extended, etc., even mounted and fixed to a forearm or shoulder turret) to make them suitable for use by a large robot.

Cost of such conversion can range from 50 credits to a couple hundred, to 1-5,000 credits depending on what needs to be done, but most are simple and cheap.

Note: Most combat robots tend to lean toward M.D. energy weapons, and heavy weapons like rail guns, plasma ejectors, and others with a lot of firepower and which are normally too large or heavy for use by humans or, perhaps, even cyborgs.

Flame Thrower: A small unit with a retractable nozzle and hose, usually housed in the hip or back of humanoids (occasionally mouth or hand of giant robots), mouth of insect and animal frames, and the front or rear of vehicles.

Range: 140 feet (42.6 m).

S.D.C. Damage: 4D6 S.D.C. per blast, plus a 60% chance of setting combustibles on fire.

M.D. Damage: 3D6 M.D. per blast, plus an 80% chance of setting combustibles on fire.

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 blasts per standard fuel tank mounted on the upper or lower back. Refilling or charging the fuel tank takes two minutes. Double capacity for giant-sized 'Bots and vehicles.

Cost: 50,000 credits; double the cost for giant-size. S.D.C. fire chemical costs 2,000 credits per 30 blasts, M.D. costs 15,000 credits

M.D.C. Animal Features: Claws, fangs, tails, etc., are all features typical of animal robots, but features such as a tail, claws, etc., can also be applied to humanoids as well.

Small Claws: 1D4 M.D. Cost: 24,000 credits per pair.

Medium Claws: 1D6 M.D. Cost: 34,000 per pair.

Large Claws: 2D6 M.D. Cost: 70,000 per pair.

Note: Add 30,000 credits for Retractable Claws. A maximum of two pairs of claws per four fingered hand. A restrained claw strike inflicts 4D6 S.D.C. damage plus P.S. bonus. Penalty: -5% skill penalty to all skills that require manual dexterity and a delicate touch.

Biting Jaws and Teeth: Small 1D6 M.D., Medium 2D4 M.D., Large 3D6 M.D. Cost: 40,000 credits, 60,000 and 100,000 credits respectively.

Prehensile Tail: Designed for climbing (+5% to the skill) and balance (+5% to Acrobatics and Gymnastics skills), the tail can also pick up and carry items from small and delicate to weighing hundreds of pounds. The tail's P.S. is the same as the robot's arms. Bonuses (for the tail): +1 attack per melee but only when the tail is used, +1 to entangle, +5% to Climbing skill. Penalties: The tail is -3 to strike with melee weapons, -5 to strike with a gun, and -40% to any skill that requires hands, other than pressing a button or pulling a switch or lever. Cost: 180,000 credits.

Prehensile Tail with Stinger or Blade: This tail is designed for combat and hitting and stabbing combatants. This tail cannot entangle, grab or hold opponents or items. **Note:** Bonuses apply only to *tail attacks* and are NOT added to the robot character's overall hand to hand combat bonuses. Penalties: The tail is -3 to strike with melee weapons, -5 to strike with a gun, and -40% to any skill that requires hands, other than pressing a button or pulling a switch or lever. Cost: 280,000 credits (20% less for Blunt).

Mega-Damage by Type of Tail Weapon: Blunt: Tail may end in a mace-like ball or just a tail tip. Damage is as per Robotic P.S., but at -30% the normal P.S. for the robot. Bonuses: +2 to strike and parry.

Electrically-Charged Tail Tip: 2D6+2 M.D. and +2 to strike; hand to hand combat, no long-range blast.

Injection Stinger: Same as *Wrist Needle & Drug Dispenser,* only it can hold 40 doses, +2 to strike and +1 to dodge.

Laser Blaster: 2D6 damage, Range: 2000 feet (610 m), but gets no bonuses to strike, unmodified rolls only.

Vibro-Blade or Stabbing Stinger: 2D6 M.D., +2 to strike, +1 to parry and disarm.

Weapons for Giant Robots

Giant robots and large vehicles, 16 feet (4.9 m) or larger, can support large, powerful weapons which is reflected in the weapons' range. Consequently, use the same weapons as listed previously, but add 1000 feet (305 m) to the range and 1D6 M.D. to damage. In the case of machine-guns, rail guns, and missiles, double the payload.

Missile Launcher Pods for Giants and Vehicles: Missile launcher pods must be mounted on the shoulders or back of giant robots or in a housing on the top or side(s) of a vehicle's exterior.

Missile Launcher Types:

Mini-Missiles Cost: 200,000 credits per launcher, payload of 10 missiles.

Short-Range Missile Cost: Small: 300,000 credits, payload of three missiles. Medium: 500,000 credits, payload of six missiles. Large: 800,000 credits, payload of twelve missiles.

Medium-Range Missile Cost: Small: One million credits, payload three missiles. Medium: 1.5 million credits, payload of six missiles. Large: 2.5 million credits, payload of twelve missiles.

Long-Range Missile Cost: Small: Five million credits, payload of three missiles. Medium: 8 million credits, payload of six missiles. Large: 12 million credits, payload of eight missiles.

Step Ten: Special Features

Many are basically the same as Bionic equivalents.

Climb Cord: Similar to the cybernetic garrote wire, this is a 50 foot (15.2 m) length of 1,500 lb (675 kg) test cord, no thicker than string. It can be pulled out of a housing in the robot's wrist or arm. The cord is primarily used for espionage and scaling walls. A weight can be attached and used as a chain-type weapon (2D4 S.D.C. damage), or a small grappling hook can be attached. Cost: 2,500 credits; grappling hook and other attachments can be made or bought for under 30 credits.

Clock Calendar: An internal device that keeps continuous track of the exact time, down to a 100th of a second, as well as the calendar date. Cost: 200 credits.

Cosmetic Enhancements: A variety of techniques and materials can be used to create an accurate simulation of a living creature.

Often used for animal 'Bots. All bonuses are cumulative.

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. Fire resistant and tough, 5 M.D.C. main body. Increases P.B. +2. Cost: 75,000 for a six foot (1.8 m) humanoid or animal. Add 5,000 credits for every additional foot (0.3 m).

Human Hair Implants: Looks and feels just like real human hair. Cost: 5,000 credits for head only, 20,000 full body; looks completely natural, +2 P.B.

Fur: Any variety of animal fur/body covering is available. Cost: 50,000 credits on human or large size animal robots, 30,000 for small and medium, +4 P.B.

Realistic Eyes: Conceal the artificial appearance of the robot eyes, +2 P.B. Cost: 10,000 credits.

Sculpted Facial Features: A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement full facial expressions, frowns, smiles, angry looks, etc., +3 P.B. Cost: 50,000 credits. Movie star face adds 40,000 credits to the initial cost and another +3 P.B.

Minor Body Characteristics: Finger and toe nails, teeth/fangs, beard stubble, moles, pimples, scars, etc. Cost: Approximately 2,000 credits each.

Customized Paint Job: Basically the same as customizing body armor with special colors, designs, insignias, and so forth. Cost: 1,000-5,000 credits depending on the amount of work and detail.

Customized Face or Armored Face Plate: Handsome, beautiful, monstrous, robotic, ornate, or whatever the purchaser may desire. Cost: 2,000 to 20,000 credits, depending on the complexity.

Cyber-Nano-Robot Repair Systems (CNRRS): Similar to the RMK and IRMSS medical repair systems used by humans, these nano-bots can be released when needed most to make minor repairs. They use available spare materials to effect mechanical and armor repairs, but can also reroute, patch, and secure internal circuits and repair internal systems – at least to some degree. As much as 40 M.D.C. can be restored to armor or any one single limb, the head or main body – or any *one* optic system (eye), sensor, implant, weapon or internal system can be repaired completely (or close to it). Time required varies with the task. Something small and simple (10 M.D.C. or less): 3D6 minutes. Something medium-sized (15-25 M.D.C.): 1D6x10+30 minutes, and large or complicated, like an entire hand and arm, leg, major system, major weapon, main body, etc. (40 M.D.C. maximum): 2D6x10+90 minutes. Payload: Good for two repair jobs before used up. Cost: 250,000 credits.

Depth Tolerance: The robot is designed for use in and underwater without ill effect or damage. Includes watertight internal compartments and the ability to withstand depths of up to 1,000 feet (305 m). Cost: 60,000 credits. Depth Tolerance can be increased by 200 feet (61 m) at a cost of 100 credits up to 17,800 feet (5425 m), roughly 3 miles (4.8 km).

E-Clip Port: A standard E-Clip port very similar to the connector unit found on most energy weapons. While such ports are often intended to power a built-in weapon or as a power backup for weapons, E-Clips can also be used to power independent modular units and non-weapon systems like special sensors, cameras and such. Cost: 3,000 credits.

Expanded Memory: This increases the number of skill programs one can place into the robot. **Artificial Intelligence:** Add one program. **Neural System:** Add two programs. **Transferred Intelligence:** None. Cost: See Robot Programs in the pages that follow.

Finger Camera: A tiny still camera fits inside the tip of one finger. The camera can shoot 48 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture each time a concealed stud in the finger is pressed. Cost: 1,200 credits. Film costs about 50 credits per micro roll and takes about 30 seconds to reload.

Fingerjack: The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots, to receive direct data transmissions. Cost: 2,400 credits.

Headjack: Basically the same as the bionic equivalent. Cost: 10,000 credits.

Increased Attacks per Melee Round: Remember, the typical robot automatically starts with *three attacks* per melee round. Maximum number of attacks per melee round for Non-Combat 'Bots is six, and for military robots, eleven, but 5-8 are most typical.

The following is the cost, per number of attacks per melee, when purchased at the time of initial creation. Upgrades at a later date will cost *double*. And no, the creator cannot buy just one attack at 500,000 credits and then another attack at 500,000 credits, he or she must decide now, how many attacks are desired and purchase that total number.

1 additional attack per melee costs 500,000 credits.

2 additional attacks per melee costs 1.1 million credits.

3 additional attacks per melee costs 1.8 million credits.

4 additional attacks per melee costs 2.9 million credits.

5 additional attacks per melee costs 4.5 million credits.

6 additional attacks per melee costs 6.4 million credits.

7 additional attacks per melee costs 9.4 million credits.

8 additional attacks per melee costs 15 million credits.

Increased I.Q. Attribute: Costs 500,000 credits per each I.Q. point beyond the basic system attribute. Thus to increase an I.Q. of 15 to an I.Q. of 20 costs 2.5 million credits! The maximum for small robots is I.Q. 20, humanoid and all other types, I.Q. 28. High I.Q.s enjoy the usual I.Q. bonus.

Increased P.S. Attribute: First, P.S. is Robotic. Costs 10,000 credits per each P.S. point beyond the basic system attribute. Thus, to increase a P.S. of 12 to a P.S. of 22 costs 100,000 credits.

Small robots is a maximum P.S. 30.

Medium/humanoid-size (5-10 ft/1.5 to 3 m) is a max P.S. 40.

Large (11-24 feet/3.3 to 7.3 m) is a maximum P.S. 50.

Increased P.P. Attribute: Costs 10,000 credits per each P.P. point beyond the basic system attribute. Thus to increase a P.P. of 12 to a P.P. of 22 costs 100,000 credits. The maximum for small 'Bots is P.P. 20, medium and humanoids P.P. 26, and Large (11-24 feet/3.3. to 7.3 m) is a maximum P.P. of 24.

Increased Speed Attribute: Costs 10,000 credits per each Speed point beyond the basic system attribute. Thus to increase a Speed of 22 to a Speed of 32 costs 100,000 credits. The maximum for humanoid legs and tread/track vehicles is Spd 220 (150

mph/241 km). The maximum for animal, insect legs, and flyers is about a Spd of 423 (approx. 300 mph/480 km).

Legs for Leaping: Robotic legs specifically designed for leaping and quick movement; may be a bit over-sized or thick. Can leap 20 feet (6.1 m) high and 32 feet (9.7 m) across. Increase by 30% for a running start or if combined with booster jets in the legs. Bonus: +1 to dodge and +1 on initiative when attempting a dodge or leap of any kind. Cost: An additional 250,000 to the usual leg costs.

Locking Joints: This means that the joints lock into place and cannot be moved or bent until unlocked (equal to a P.S. 40). Cost: 10,000 credits each.

Molecular Analyzer: This microchip based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical, or strange and dangerous molecules, like the presence of gas, oil, pollution, or other chemicals in the air. It does not enable one to track. Cost: 50,000 credits.

Monitor Jack/Connector Plug: This is a simple connector that enables technicians to plug in diagnostic readers and monitors to access system readings and basic sensor and communications/video data from the robot. Cost: 1,000 credits each.

Prowl Capability: The robot's feet are padded and cushioned, the legs designed for precision movement, and the overall body made for stealth, meaning no lose or jangling appendages or parts, nor rubbing, clicking, or clanking, and muffled motor/engine sound. **Note:** Can NOT be used with *Legs Made for Leaping* or *running* at great speeds (faster than 150 mph/240 km). Bonuses: Automatically gets the Prowl skill at 76%, +5% to Acrobatics, Climbing, and Gymnastics (if applicable). Cost: 420,000 credits.

Remote Probe: An optics video probe with hover capabilities is concealed inside the robot or in a small shoulder or back launcher. The probe can be launched and remote controlled, following radio directions from the robot. The basic unit includes a video camera with telescopic lens (600 foot/183 m range) that transmits everything it sees and hears to its master robot. **Range of transmissions and control** is 2000 feet (610 m). **M.D.C.:** 10. **Size:** Equal to a soccer ball. Cost: 50,000 credits.

Secret Compartments: Same as bionics; see *Rifts® Ultimate Edition*, page 49 (or *Rifts® RPG* page 241). Giant and vehicular robots can have twice as many normal size compartments, or the usual number but twice as large. Cost: 20% more than bionics prices.

Self-Destruct System: Robot explodes when an internal command is given. Safety features include a triple confirmation sequence followed by a one minute countdown, during which the command can be canceled. Inflicts 1D6x10 damage to a 20 foot area (6 m). Cost: 80,000 credits.

Space Worthy: A body designed to withstand extreme cold, radiation and the vacuum of space. Cost: 50,000 credits.

360 Degree Rotating Body Segment: Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. Cost: 15,000 credits per small joint, 30,000 credits for waist rotation.

Common Robotics Features

Power Armor Standard Features

Power armor might be thought of as a sort of super-suit of body armor with built-in weapons.

All Power Armor have the following features:

1. Nuclear Powered: Which means they have an effectively unlimited fuel capacity and power source. Average life: 15 to 20 years.

2. Radar: Can identify and track up to 48 targets simultaneously at a range of 30 miles (48 km).

3. Combat Computer: Calculates, stores, and transmits data onto the heads-up display (H.U.D.) of the pilot's helmet. It is tied to the targeting computer.

4. Targeting Computer: Assists in tracking and identification of enemy targets. Ten mile range (16 km).

5. Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long-range weapons. Does not apply to hand to hand combat or SAMAS.

6. Radio Communications: Long-range, directional communication system with an effective range of about 500 miles (800 km), as well as a directional, short-range radio. Range is 5-10 miles (8 to 16 km). Plus a built-in loudspeaker; 80 decibels.

7. Complete Environmental Battle Armor: Suitable for use in all hostile environments, including underwater (500 foot/152 m maximum depth unless stated otherwise). Includes the following features:

- Computer controlled life support system. Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Eight hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.

Robot Vehicle Standard Features

All **Robot Vehicles have the following features.**

1. Nuclear Powered: Which means they have an effectively unlimited fuel capacity and power source. Average life: 15 to 20 years.

2. Radar: Can identify and track up to 72 targets simultaneously at a range of 40 miles (64 km).

3. Combat Computer: Calculates, stores, and transmits data onto the heads-up display (H.U.D.) of the pilot's helmet. It is tied to the targeting computer.

4. Targeting Computer: Assists in tracking and identification of enemy targets, 30 mile range (48 km).

5. Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long-range weapons. Does not apply to hand to hand combat.

6. Radio Communications: Long-range, directional communication system with an effective range of about 500 miles (800 km), as well as a directional, short-range radio. Range is 10 miles (16 km). Plus a built-in loudspeaker; 80 decibels.

7. External Audio Pickup: A sound amplification listening system that can pick up a whisper 300 feet (91.5 m) away.

8. Spotlights: Most will have at least one or two spotlights. Typical range is 600 feet (182 m).

9. Ejector Seat: In case of an emergency, the pilot and crew can be instantly ejected (about 1000 feet/305 m) and parachute to safety.

10. Self-Destruct: A last resort measure to prevent one's robot from being captured by the enemy. The explosive damage is fairly self contained, destroying most of the internal systems with 2D6x10 M.D. However, it is very likely, 01-89% chance, that the nuclear power system is spewing forth deadly levels of radiation!

11. Voice Actuated Locking System: The robot's access hatch is sealed by an automatic locking system. A six digit spoken code programmed to a specific voice(s) pattern (six voice memory) is standard operating procedure. A manual key pad is provided in case of system failure/override.

12. Complete Environmental Pilot and Crew Compartment: The compartment can usually seat 2-6 people and is reinforced to protect the people from Mega-Damage. It is airtight, pressurized and suitable for use in all hostile environments, including underwater (500 foot/152 m maximum depth) and space. The following features are included.

- Computer controlled life support system.
- Internal cooling and temperature control.
- Air purification and circulation systems, gas filtration, humidifier/dehumidifier automatically engages when needed. Can recirculate breathable air for up to four weeks before getting too stale to breathe.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Twelve hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
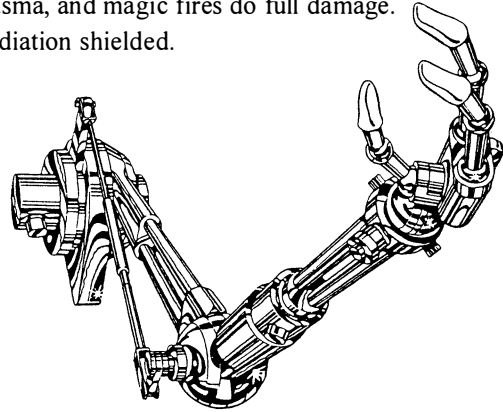
Salvaging Robot Parts

Under every robot vehicle description, you'll read time and again, *"Depleting the M.D.C. of the main body shuts the robot down completely, making it useless."*

Begging the question, what about the rest of the robot? Can anything be salvaged?

The answer is *yes*.

When the M.D.C. of the Main Body is reduced to zero, and even as low as -80 M.D.C. *below zero*, the robot is trashed. 'Bots with legs drop to their knees and into a crumpled heap. All systems are down, life support is dead, computers are fried, and the robot is pretty much a pile of junk. Furthermore, the other parts of the robot (guns, arms, hands, sensor clusters, etc.) are likely to have taken damage from the M.D.C. depleting attack even if the specific mechanisms were not specifically targeted. HOWEVER, they are probably salvageable and this is one way Operators and Rogue Scientists can make money. **Note:** If Main Body M.D.C. is damaged more than 80 points below zero, half of the main body is gone, blown to bits, and the rest of the main body and all other parts are slag or burned out junk with no value other than as scrap metal (60 credits) by the ton.

Robot Limbs & Appendages: Hand and arm, leg and foot, a tail, or pair of wings that have not been specifically targeted and attacked have their individual M.D.C. reduced by 1D6x10% (roll for each), but they are still intact, repairable and resalable.

Value: Figure each appendage represents 5% of the overall cost of the robot. So the hand and arm from a robot worth 13 million is worth 650,000 credits *new* (5% of the overall cost). A damaged, salvaged limb can command as much as *10%* of that 650,000 credits, or *65,000 credits*, provided the salvage team can find a buyer. If the market is glutted or there just isn't much demand in that part of the country, the seller might only get half

that amount (half the salvage value), *32,500 credits*. Not every place in the world will be in the market for spare robot parts, so in a worse case scenario, the salvage team might have to travel hundreds of miles to a place like Merctown, Whykin, Kingsdale, the Pecos Empire or Upper Michigan (the Pecos Empire and all the manufacturers of Upper Michigan always pay the lowest price of 5% of the original value). The Coalition States and Free Quebec are seldom in the market for salvage and pay only one quarter of the salvage value (16,250 credits) when they do buy!

Set of Treads or Wheels: Same as Robot Limbs above.

Sensor Clusters and Towers: Use the same formulas as Robot Limbs: *Remaining M.D.C.* of the item is reduced by 1D6x10%. Value, *new*, is 5% of the overall robot price. *The salvage price* is 10% of that new value. Sensors, as a rule, don't usually get bartered to anything less.

Built-in Main Weapon Systems: This includes main cannons, big guns, medium- and long-range missile launchers, and any weapon or weapon turret that does 1D6x10 M.D. or greater damage per single blast. **Note:** Some robots do not have a main cannon/gun/weapon system, only secondary types.

Chance it Survived at All: 01-60% it survived, roll percentile dice. A roll of 61% or higher means the weapon is scrap metal, any number lower is salvageable. Remaining M.D.C. is half of whatever amount was left when the robot vehicle went down.

Salvage Value: Use the same formulas as Robot Limbs: Remaining M.D.C. of the item is reduced by 1D6x10%. Value, *new*, is 5% of the overall robot price. *The salvage price* is 10% of that new value. Main guns, as a rule, don't usually get bartered to anything less.

Secondary Weapon Systems: This includes mini-missile turrets, belly guns, energy gun turrets, rail guns and rail gun turrets, oversized Vibro-Blades, and similar. Remaining M.D.C. is half of whatever amount was left when the robot vehicle went down.

Chance it Survived at All: 01-50% it survived, roll percentile dice. A roll of 51% or higher means the weapon is scrap metal, any number lower is salvageable.

Salvage Value: Remaining M.D.C. is half of whatever amount was left when the robot vehicle went down. Value, *new*, is 1% of the overall robot price. *The salvage price* is 10% of that new value.

Communications Systems and Towers: There is only a 01-25% chance a communications system survived, roll percentile dice. A roll of 26% or higher means a tangle of burned wires and blown speakers and circuit boards. Salvage Value: 1D6x1,000 credits.

Scrap metal: Scrap that can be melted down and reused. Salvage Value: 60-100 credits per ton.

Other Factors in Salvage

Salvaging giant robots and armored vehicles takes time and requires the proper tools. You can't remove a two ton leg or arm without another giant robot (or dragon, etc.) to hold it, or without the use of cranes and pulleys. Then you need a truck or giant robot to transport it, and so on. Figure each component salvaged takes 1D4 hours to disconnect without damaging it further and most jobs require more than one person to work on each component part (typically 2-4). In short, salvage operations are hard work, take time and cost money. To help cut costs, some salvage teams will place all their salvage at one particular location *near* the salvage site (battlefield, destroyed town, etc.), take an inventory and a few photos and take that documentation to a prospective buyer and have the buyer pick up and transport the part. Most big operators like the Black Market will agree to this, however, the salvage team has to keep the goods protected until they arrive. Only upon taking a second inventory and safely loading the salvage goods onto the transport vehicle(s) will the buyer pay the seller.

Robot & Armor Repair

The Black Market, Northern Gun, Manistique, Titan Robotics, Merctown, many 'Burbs, and most tech oriented communities offer repairs of body armor, power armor and robotics. Still, availability is fairly limited, the level of quality and cost varies, and one might have to travel hundreds and hundreds of miles to get somewhere that can do the work. A good rule of thumb is if the community can provide bionic services or sells robots and/or power armor, they can repair Mega-Damage armor and robots. Not always, but often.

Known repair facilities in the Coalition States: Coalition businesses, citizens and Operators in the cities proper *never* perform work on the property of non-citizens, and certainly not for mercenaries, adventurers or D-Bees. However, the 'Burbs around all the Coalition's fortress cities and major industrial communities are a different story. There should be a good number of quasi-legal and outright illegal operations able to effect the repairs, from independent garages to Black Market outfits. The Black Market always has a strong presence in the 'Burbs.

Other known places with high-tech repair facilities are *Northern Gun* (Ishpeming, Michigan in the Upper Peninsula), the *Manistique Imperium* (Upper Michigan), *Titan Robotics* (also Upper Michigan), the *Free State of Lazlo* (Toronto, Canada), *Whykin* (Missouri), *Kingsdale* (Missouri), *MercTown* (Western Kentucky), the *Colorado Baronies* (Colorado), *Arzno* (Arizona), and various bandit communities in the *Pecos Empire* (Texas). Certain border towns along both sides of the *Mexican Border* and even some communities within the *Magic Zone* can also make robot repairs, though they probably don't openly advertise the fact. In North America, "those who know, *know*." That is to say, it helps to know someone who is familiar with the region and what the local communities have to offer. And that might include mercenary companies willing to do repairs (and buy salvage) and secret hideouts and chop shops of local criminals.

Cost of Repairs

The cost of repairs can vary substantially from place to place by as much as 200%. **The Black Market** (wherever it is operating from), **Titan Robotics** and the **Manistique Imperium** generally use the same pricing schedule and rates. Standardized pricing is one of the reasons the Black Market is popular. **Northern Gun** usually charges 10% less than its competitors. All others will charge according to the availability of parts, manpower and the urgency of the work, varying by as much as 50% to 200% higher than list price. Depending on circumstances (and G.M. discretion), the specific service or part

needed may *not* be available at all, cost more than 200%, require weeks or months of waiting, or it might require the player character to perform a special *favor* as payment instead of cash. A "favor" should lead to adventure or controversy, and could be illegal, just or heroic.

The following are some standard Black Market prices for M.D.C. armor and robotics repairs.

M.D.C. Body Armor Repairs

Patching and replacement of M.D.C. material. Repairs cannot exceed the original M.D.C. of the armor.

Plated Armor: 7000 credits per every 10 M.D.C. replaced.

Chain Armor: 5500 credits per every 10 M.D.C. replaced.

Composite Armor: 6500 credits per every 10 M.D.C. replaced.

Plastic Armor: 6300 credits per every 10 M.D.C. replaced.

Fabric and Padded Armor: 6200 credits per every 10 M.D.C. replaced.

Power Armor & Man-Size
Robot Repairs and Weapon Costs

This is the patching and replacement of Mega-Damage material. Repairs cannot exceed the original M.D.C. of the armor and there must be at least 15% of the original armor remaining to make the repairs.

M.D.C. Armor: 8000 credits per every 10 M.D.C. replaced.

Wings: 45,000 credits each for light wings (30 M.D.C. or less), 80,000 credits each for heavy wings. Price includes installation.

Jet Pack: Flat 65,000-85,000 credits for a basic man-size jet pack, installation included.

Optics and Sensors: Equivalent to cybernetic or bionic costs, but add 30% for installation.

Rail Guns: Cost of the gun and power pack plus 30,000 for installation. Add another 30,000 credits to run a power cable directly into the power armor's nuclear power.

Weapon Systems (Common & Generic): Mini-Missile launcher 50,000 credits, laser or ion blaster 60,000 credits, heavy energy like particle beams and plasma 100,000; includes installation cost. Higher ranges of damage may cost more than listed here.

Mini-Missiles:

1200 credits for fragmentation and high explosive.

2400-5000 credits for armor piercing and plasma.

Hand Grenades:

50 credits for smoke.

200 credits for light explosive.

250 credits for fragmentation.

275 credits for high explosive.

350 credits for plasma.

Robot Vehicle Repairs

This is the patching and replacement of Mega-Damage material. Repairs cannot exceed the original M.D.C. of the armor and there must be at least 15% of the original armor remaining to make the repairs. Unless stated otherwise, prices include the cost of installation.

Communications System: 75,000 credits.

M.D.C. Armor: 40,000 credits per every 10 M.D.C. replaced.

Hand or Foot: 1.5 million credits, 30 M.D.C. for the appendage.

Arm: 3.5 million credits; 80 M.D.C.

Leg: 8 million credits; 200 M.D.C.

Wings: 100,000 credits per each small, light wing. 200,000 credits per each large, heavy wing. Price includes installation. This is per each individual wing (1), not per each pair (2) of wings.

Jet Booster: 250,000 credits for small jets. 400,000 and up for large jets. Two million and up to completely rebuild the propulsion engine/system.

Hover System: 500,000 and up to rebuild the entire system.

Optics and Sensors: Standard robot sensor package: 1.1 million credits.

Special Optics:

Infrared and Ultraviolet spectrum (500/152 m foot range): 50,000 credits.

Infrared searchlight (500 feet/152 m range): 40,000 credits.

Passive Nightvision (light amplification system): 100,000 credits.

Targeting Sight (+1 to strike): 70,000 credits.

Telescopic: 30,000 credits.

Thermal-Imager (2000 foot/610 m range): 200,000 credits.

Video Camera System (2000 feet/610 m) range with telescopic lens): 80,000 credits.

Missile Launch Systems & Cost:

Mini-Missile Launcher System: Payload of 2 mini-missiles costs 180,000 credits. Payload of 4-8 mini-missiles costs 350,000 credits. 12-16 mini-missile payload costs 650,000 credits. 20-24 mini-missile payload is 750,000 credits. 30-32 missile payload costs 1.1 million.

Short-Range Missile Launcher System: Payload of 2-4 missiles. 500,000 credits. Doubling the maximum payload costs an additional one million credits.

Medium-Range Missile Launcher System: Payload of 2-4 missiles. 2.5 million credits. Doubling the maximum payload costs an additional 4 million credits.

Long-Range Missile Launcher System: Payload of 2 missiles. 4.5 million credits. Doubling the maximum payload costs an additional 6 million credits.

Missile Types and Costs:

Short-Range Missiles:

2500 credits for fragmentation and high explosive.

5000 credits for armor piercing and plasma.

Medium-Range Missiles:

25,000 credits for fragmentation and high explosive.

50,000 credits for armor piercing and plasma.

100,000 credits for multiple warhead/smart bomb.

Long-Range Missiles:

200,000 credits for fragmentation and high explosive.

500,000 credits for armor piercing and plasma.

1.5 million credits for multiple warhead/smart bomb.

Energy Weapons:

Light Laser (Single Barrel): 2D6 M.D. or 3D6 M.D. per blast, 2000 foot (610 m) range. Tied to nuclear power supply. 1 to 1.2 million credits.

Light Laser Double-Barreled: 2D6 M.D. per single blast or 4D6 M.D. per simultaneous double blast, 2000 foot (610 m) range. Tied to nuclear power supply. 2 million credits.

Medium Laser (Single Barrel): 4D6 M.D. per blast, 3000 foot (914 m) range. Tied to nuclear power supply. 2.5 million credits.

Medium Laser Double-Barreled: 3D6 M.D. or 4D6 M.D. per single blast or 6D6 M.D. or 1D4x10 M.D. per simultaneous double blast, 2000 foot (610 m) range. Tied to nuclear power supply. 3.2 to 4 million credits respectively.

Heavy Laser (Single Barrel): 5D6 M.D. or 6D6 M.D., 4000 foot (1219 m) range. Tied to nuclear power supply. 5-6 million credits.

Heavy Laser Double-Barreled: 5D6 M.D. per single blast or 1D6x10 M.D. per simultaneous double blast at the same target, 3000 foot (914 m) range. Tied to nuclear power supply. 6.7 million credits.

Light Laser *Cannon* (Single Barrel): 6D6 M.D., 6000 foot (1828 m) range. Tied to nuclear power supply. 6.5 million credits.

Medium Laser *Cannon* (Single Barrel): 1D4x10 M.D., 6000 foot (1828 m) range. Tied to nuclear power supply. 7.1 million credits.

Heavy Laser *Cannon* (Single Barrel): 1D6x10 M.D., 6000 foot (1828 m) range. Tied to nuclear power supply. 7.6 million credits.

Ion Weapons of comparable damage cost the same as lasers but range is 30% less and 3000 feet (914 m) is the maximum even for a cannon.

Particle Beam weapons: 6D6+6 M.D. or 1D4x10+10 M.D., 1400 foot (426.7 m) and 1600 foot (488 m) range respectively. Tied to nuclear power supply. 7 and 8.5 million credits respectively.

Plasma Weapons: Comparable damage as lasers, but range is 20% less and cost is 20% more.

Weapon Range Enhancement: Particle Beam and Plasma weapons can be tweaked to be 20% longer than listed at a cost of 1.5 million credits.

Weapon Turret: The weapon can be enclosed in an armored turret providing an additional 50 M.D.C. points of protection (most weapons have 20-50 M.D.C. to start with, depending on their size), and the turret can rotate 180 to 360 degrees side to side, with a 45 degree arc of fire up and down. Costs: 390,000 credits for 180 degree rotation, or 500,000 credits for 360 degree rotation.

Other Common Weapon Systems:

Auto-Cannon (Single Barrel): A small robot cannon in a turret with a 180 or 360 degree rotation and 45 or 90 degree arc of fire. Like a rail gun, an auto-cannon has excellent range and a good payload, making them *special weapons* designed for the big robots, not the smaller power armor. The cost of the Auto-Cannon, ammo feed and storage system for a *120 round payload*, and connection to the nuclear power supply: Light: 2.8 million credits. Medium: 5.4 million credits. Heavy: 10.4 million credits. Mega-Damage & Ranges: Light: 6D6 M.D. or 1D4x10 M.D. per single blast, 4000 feet (1219 m), Medium: 1D6x10 M.D. per blast, 6000 feet (1828 m), or Heavy: 1D6x10 M.D. or 2D4x10 M.D. per blast, 8000 feet (2438 m). The 1D6x10 M.D. is considered heavy in this case due to the extended range. **Note:** Triple the cost for a double-barrel auto-cannon firing system; double the payload.

Flamethrower: 4D6 M.D. per blast, 150 foot (45.72 m) range, and has a payload of 20 or 40 blasts; costs 300,000 or 600,000 credits respectively. The firing mechanism can be a rod or gun that is holstered when not in use, or the flamethrower can be located in the hand, forearm or mouth. **Note:** Double the cost to double the payload.

Rail Guns: Robot rail guns are usually giant-size or have great range and/or payload, making them *special weapons* designed for the big robots, not the smaller power armor. Cost of the gun, ammo feed and storage system, and connection to the nuclear power supply: Light: 1 million credits, Medium: 1.6 million credits, Heavy: 2.4 million credits. Mega-Damage & Ranges: Light: 5D6 or 6D6 M.D. per burst of 20 rounds, 3000 foot (914 m) range, Medium: 1D4x10 M.D. per burst of 30 rounds, 4000 foot (1219 m) range, and Heavy/Long: 1D6x10 M.D. per burst of 40 rounds, 6000 foot (1828 m) range. A typical payload is 120 or 160 bursts, triple the cost to double the payload.

Weapons & Robots

Triax Imports

Although the Coalition Military isn't happy about it, the CS has allowed the *New German Republic* (NGR) to import a limited number of weapons, robots and power armor into North America for the purpose of "resale." It is the Coalition's effort to help a fellow human supremacist nation, albeit a European one, in its ongoing war against invading hordes of Gargoyles and other demonic enemies. Emperor Prosek claims he wishes he could do more for the NGR, but has his people actively working to limit and even undermine sales and distribution on American soil.

Triax Industries is the biggest and best weapon, robot, and power armor manufacturer in Germany (some would say in all of Europe, possibly the world, and they might be right). Triax and the NGR government would like to expand the sale of select goods to North America. The Coalition States has formed an uneasy trade alliance with the NGR, in large part to curtail the exportation of Triax weapons and goods to North American shores. Much to the Coalition's chagrin, the independent nation of *Free Quebec* (recently removing itself as a member of the Coalition States) has cut a similar trade alliance with the NGR and Triax.

The CS is not happy about Triax dealing with other nations because it doesn't want to lose its own technological edge. Right now, the Coalition States are the high-tech power on the continent, with Free Quebec second behind them. The CS would like to keep it that way. The Coalition's leaders don't want to see superior Triax military goods falling into the hands of other fledgling nations, kingdoms, rivals and enemies, for fear they could buy enough from Triax to achieve technological parity with the CS. Consequently, the Coalition has succeeded in keeping Triax imports to a minium and their products scarce. There are a few exceptions, like the *Terrain Hopper, Predator* and *Forager Battlebot*, but most other Triax military technology is rare or used in the service of the Coalition States.

Triax Industries' other problem is that they are known mainly as the producer of superior robotics systems, not commercial machines such as vehicles, jets packs, etc., or even weapons. Consequently, most people on the North American continent will choose the comparatively inferior *Northern Gun* or *Black Market* offerings over the superior Triax products. However, Triax has earned a reputation among adventurers, mercenaries and other men at arms as a manufacturer of top military goods, guns, robots, vehicles and equipment. The trick is getting Triax goods.

Illegal imports. Pirates like the Horune, bandits and the Black Market have all increased their efforts at importing Triax weaponry into North America. Demand for Triax weapons, power armor and robots is at an all-time high, but supplies remain pitifully low. Bringing Triax items in from Europe and across the hostile Atlantic ocean is a costly and dangerous venture, so Triax goods remain in low supply. Additionally, if discovered by the Coalition Army, "unauthorized imports" are seized (usually for the CS Army and undercover field ops) or destroyed as *contraband*. That means the average price for Triax goods is 200% to 300% higher than the list prices, and some customers are willing to pay 400-500% more. The Coalition's trade agreement with the NGR means Triax weapons and gear are not illegal, but they are scarce, and Dead Boys look upon unallied forces using Triax gear with extreme prejudice. In a firefight, Coalition soldiers will take down Triax power armor or robots first.

Note: See the **Rifts® Game Master Guide** for stats on all weapons, armor, robots, power armor and vehicles collected from *World Books 1-22* and *Sourcebooks 1-4*. For more details on the NGR, Triax, and the Gargoyle Empire, read **Rifts® World Book 5: Triax & the NGR™** and **Triax™ 2** coming Fall 2007.
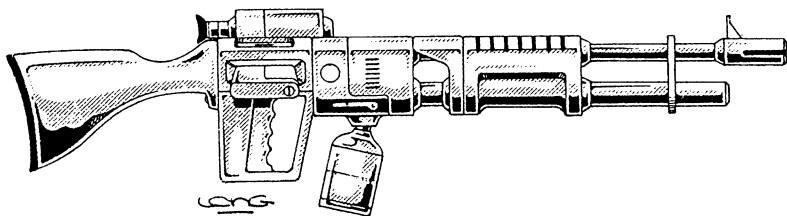
ble weapon originally designed for use by cyborgs, but is also ideal for light and medium power armor and living beings with at least an Augmented P.S. of 24 or higher, such as Crazies, Juicers, and Grackle Tooth D-Bees. It can also be used as a machine-gun style weapon mounted on a tripod or an open vehicle such as a jeep, hover platform, and so on. The TX-500 comes equipped with a telescopic, nightvision scope and laser targeting system (+1 to strike).

Weight: Rail Gun: 60 lbs (27 kg). Short Clip: 10 lbs (4.5 kg). Light Drum: 30 lbs (13.5 kg). Standard Drum: 100 lbs (45 kg), and Maxi-Drum with harness: 230 lbs (103.5 kg).

Mega-Damage: A burst is 20 rounds and inflicts 6D6 M.D.; one round does 1D4 M.D.

Rate of Fire: Each burst counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: Short Clip: 200 rounds (10 bursts). Light Ammo Drum (belt fed into the rail gun): 600 rounds (30 bursts). Standard Ammo Drum: 2000 rounds (100 bursts). Maxi-Drum: 5000 rounds (250 bursts), but requires a special hydraulic harness attached to the cyborg or power armor to carry the load, and reduces the user's speed by 20% and bonuses to dodge and roll with impact by half.

Cost: 85,000 credits. Poor availability.

TX-11 Triax Sniper Laser Rifle

A light laser rifle designed for single shots and maximum accuracy. Comes standard with an infrared telescopic sight.

Weight: 3 lbs (1.35 kg).

Mega-Damage: 3D6 M.D.

Rate of Fire: Each shot counts as one melee attack. Cannot fire bursts.

Range: 1600 feet (488 m).

Payload: 20 shots per standard E-Clip or 40 with a long E-Clip.

Cost: 20,000 credits.

Special Bonus: +1 to strike on a Called or Aimed Shot.

TX-500 Triax Cyborg Rail Gun

This light rail gun is so commonplace among cyborgs of North America and Europe, that it might almost be considered a detachable bionic limb. It is a comparatively lightweight, porta-
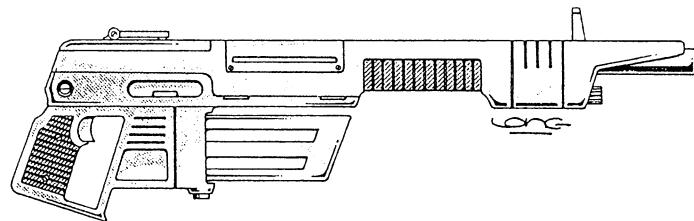
TX-30 Triax Ion Pulse Rifle

A popular frontier weapon with a front loading E-Clip. It is a dependable, lightweight weapon with the benefit of multiple ion bursts and excellent range for an ion weapon.

Weight: 7 lbs (3 kg).

Mega-Damage: 2D6 M.D. single shot, or 6D6 multiple pulse burst (three simultaneous shots).

Rate of Fire: A single blast or three-shot burst counts as one melee attack.

Range: 1,600 feet (488 m).

Bonus: The front loaded E-Clip makes the rifle better balanced when held with *two hands* and therefore more accurate when used in that capacity (+1 to strike in burst fire, +2 to strike on a Called or Aimed single blast shot), but is awkward when firing one handed (-2 to strike).

Payload: 40 shots per standard E-Clip or 50 per long E-Clip.

Cost: 25,000 credits.
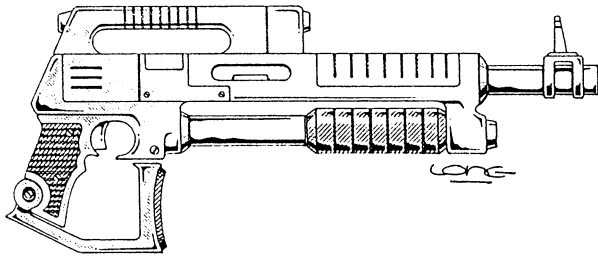
TX-16 Pump Rifle

The pump rifle is a relatively new concept in Mega-Damage assault rifles that uses projectiles rather than energy blasts. Some have called the TX-16 a glorified grenade launcher or shotgun, but regardless of its dissenters, the weapon has become increasingly popular among wilderness people and adventurers in Europe and North America. The rifle fires high explosive cartridges/bullets which are much smaller than the conventional grenade, but pack a wallop. These explosive rounds are fired at a high velocity, have good range, and contain a powerful explosive charge. Unlike true grenades, which have a blast radius measured in several yards/meters, the blast from the explosive cartridges is very concentrated, about one foot (0.3 m). The TX-16 Pump is a bit heavy, but well balanced and dependable in combat.

Weight: 21 lbs (9.45 kg).

Mega-Damage: 4D6 M.D. per shot; single shot only.

Rate of Fire: Each shot counts as one melee attack.

Range: 1600 feet (488 m).

Payload: 16 rounds, manual reload, one round at a time takes 2D4+30 seconds (almost three entire melee rounds), but a speed loader will load eight rounds in four seconds (*one melee action*). A speed loader costs 2,000 credits.

Cost: 30,000 credits for the gun and 200 credits per explosive round. Fair availability in Europe, terrible availability in North America, where one can go 1D4 months without being able to find the explosive rounds. When the rounds are found, they can cost 200-500% more than list price, but you'd better buy them when you can. The Black Market tries to have them in stock 82% of the time at *MercTown* and at only double the list price. *Kingsdale* has them 50% of the time at the same price, and the Chi-Town 'Burbs have them 35% of the time but at 3-4 times the cost.
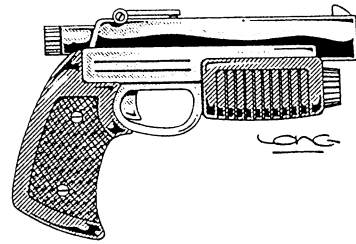
TX-5 Triax Pump Pistol

The TX-5 is a pistol version of the pump rifle. The weapon fires the same high explosive cartridges as the rifle. The blast is very concentrated, about one foot (0.3 m).

Weight: 5 lbs (2.25 kg).

Mega-Damage: 4D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Range: 800 feet (244 m).

Payload: 5 rounds, loaded manually one round at a time (takes one melee round). A speed loader will load all five rounds in four seconds (one melee action) and costs 2,000 credits.

Cost: 10,000 credits for the gun and 200 credits per round. Fair availability.

Triax T-21
Terrain Hopper Power Armor

The Terrain Hopper is a lightweight suit of environmental power armor designed for comfort and extreme mobility while providing maximum protection. It is fast and maneuverable, making it ideal for reconnaissance, rescue operations, and exploration. It is especially popular among women and D-Bees of slight build, as well as Wilderness Scouts, and messenger services. It is also popular among businessmen and adventurers in and around the New German Republic. The T-21 is one of the few mass market styles of power armor exported by Triax to the Americas and Europe. It can also be purchased by the civilians living in the NGR.

The Terrain Hopper is fitted with a detachable jet pack that provides limited, low altitude flight. However, the jet pack is not designed for prolonged flight. The best method of travel by this armor is via *jet boosted leaps*. In fact, the name *Terrain Hopper* is derived from the suit's ability to *hop* rather than run or fly. The jet pack is tied directly into the power armor and the boosters will automatically engage every time its operator runs and *leaps*. Motion detectors and sensors tell the jet pack when both feet have left the ground in a vertical leap, causing the booster jets to kick in, shooting the user into a *power leap* 20-50 feet (6.1 to 15.2 m) into the air, and can carry the wearer as far as 300 feet (91.5 m) lengthwise (forward or backwards depending on the direction of the leap). Jet assisted leaps can be done indefinitely without fear of overheating and give the user great ground speed and all-terrain capabilities. The Terrain Hopper can easily bound through trees, hop over a fallen tree, leap over a ravine or narrow river, bounce up the side of a mountain, dodge gunfire, leap to a rooftop, jump over a house, robot or debris wall, and so on. People who get familiar with the power armor find it to be fun, versatile and fast. In combat, the fast, leaping mode of movement is unusual, making the armor difficult to target and providing a bonus to dodge.
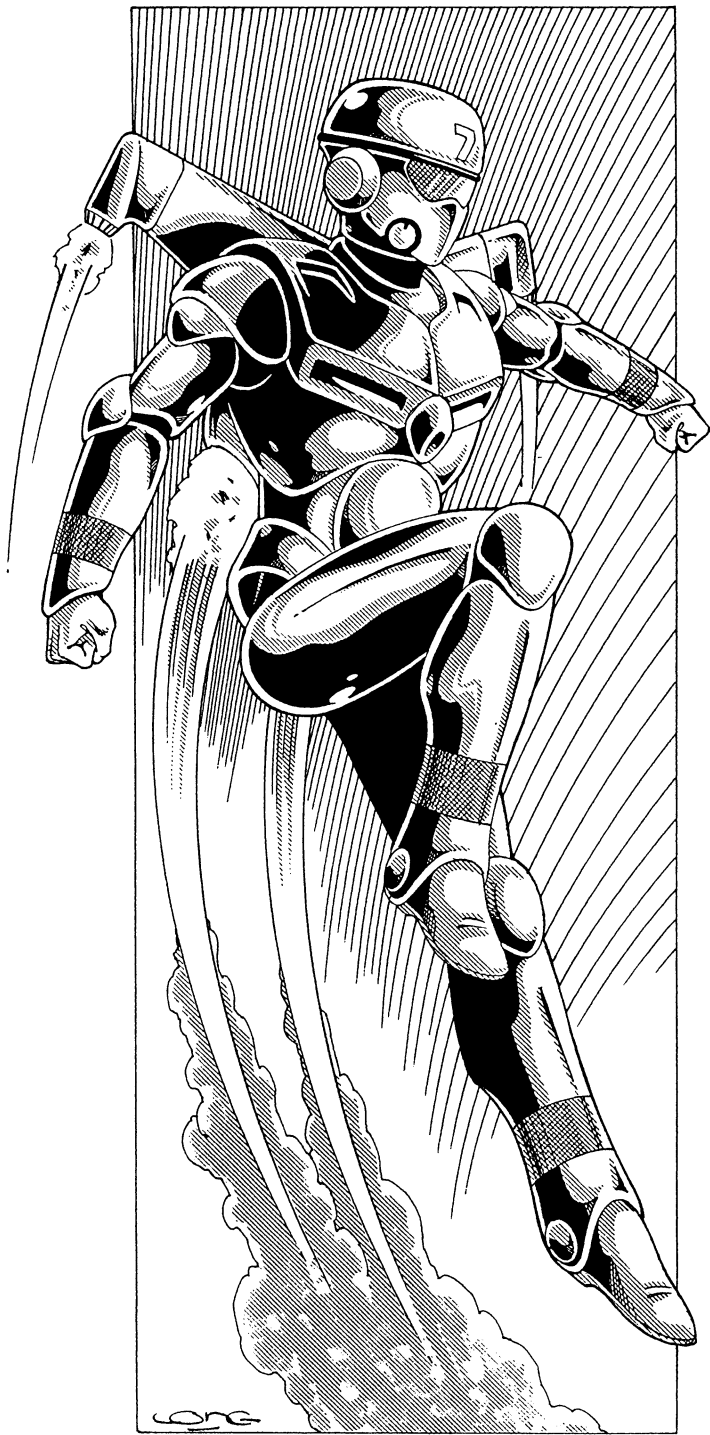
T-21 Terrain Hopper Power Armor

Model Type: T-21 Triax Power Armor.
Class: Strategic Armor Military Exoskeleton.
Crew: One.
M.D.C. by Location:

    Rear Jet Pack (1) – 50
    Chest Headlight (1) – 2
    *Head – 60
    **Main Body – 170

   * Destroying the head/helmet has a 01-70% chance of knocking the pilot unconscious for 1D6 melee rounds, leaving him vulnerable to capture or subsequent attacks. Losing the helmet, but not consciousness, means any optical enhancements and sensors provided by the armor are lost; the pilot must rely on line of sight and his own senses. It also leaves the human head vulnerable to attack. **Note:** The head is a small and difficult target to hit (shielded by the jet pack's fins and exhaust tubes), and can only be hit when an attacker makes a *Called Shot,* and even then the shooter is -3 to strike.

   Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make power jumps impossible.

Speed

Running: 40 mph (64 km) maximum. The act of running does tire the armor's operator, but at 20% the normal fatigue rate.

Leaping: A leap unassisted by the thrusters can reach 15 feet (4.6 m) straight up or across.

   A jet thruster assisted leap from a stationary position can propel the unit up to 20 feet (6.1 m) high and 200 feet (61 m) across without actually attaining flight or requiring a running start.

   Power Jumping and Travel. The integrated jet pack enables the power armor to leap great heights and distances. With a running start the character can to leap up to 50 feet (15.2 m) high and as far as 300 feet (91.5 m) lengthwise/across. The height of the leap is controlled by the pilot and generally ranges between 20 to 50 feet (6.1 to 15.2 m). By leaping, landing, and continuing to run a few yards/meters and power leaping again like a Jackrabbit, the Terrain Hopper can attain and maintain an *impressive ground speed of 170 mph (272 km)*, even through light forest and uneven ground. Reduce speed by 40% when traveling through dense vegetation, deep mud or snow, very rocky or unstable ground, vertical inclines and similar hazardous and extreme terrain.

   Directional control by the pilot is excellent. The capabilities of the jet pack allow the pilot to change direction/trajectory in midair or even stop, hover or land (or take off) vertically. However, having to suddenly engage the jet pack in mid-flight to avoid a collision or bad landing may slow down the character's speed, and hovering in the air makes the character an easier target. Likewise, crashing through the underbrush like a giant rabbit makes a lot of noise, alerting predators and the enemy to the character's presence. It also reduces the pilot's vision and awareness (**Penalties:** -3 on initiative and Perception Rolls, -1 to strike, parry, and dodge due to obscured vision, noise and rate of travel).

Limited Flight: The rocket propulsion system enables the T-21 to hover stationary up to 200 feet (61 m) or fly. Maximum flying speed is 100 mph (160 km), but cruising speed is considered to be around 60 mph (96 km). Maximum altitude is limited to about 200 feet (61 m).

Flying Range: The nuclear power supply of the armor gives it a decade of life, but the jet rockets get hot and need to cool after a maximum of two hours of continuous flight. In many cases, the jets will start to sputter and speed fluctuate after one hour. This is especially true if the jets have been damaged. Remember, traveling by power jumps can be maintained for an unlimited number of hours at a greater speed of 170 mph (272 km).

Statistical Data

Height: 7 feet (2.1 m).

Width: 3 feet (0.9 m).

Length: About 2.5 feet (0.76 m).

Weight: 100 lbs (45 kg) with jet pack.

Physical Strength: Augmented P.S. 20 (light power armor).

Cargo: None.

Power System: Nuclear, average life is 10 years.

Cost: 500,000 credits, complete with jet pack. Excellent availability in the NGR, fair to good availability in other European communities, fair availability at most high-tech cities in North America. Scarce everywhere else.

Special Sensors and Optics: The helmet is equipped with full optical systems including laser targeting, telescopic sight, passive night vision (light amplification), thermal-imaging, infrared, ultraviolet, and polarized filters to reduce glare. Plus all other features common to *all* power armor.

Bonuses: +4 to dodge during Power Leap travel, +2 to dodge from a still position, +1 to strike with long-range weapons (optics/sensor bonus), +1 to parry in close combat. **Note:** These bonuses are in addition to those the character may have from the skill *Robot (and Power Armor) Combat, Basic* or *Elite*. See pages 351 and 352 in **Rifts® Ultimate Edition** for combat bonuses, and page 319 for the skill descriptions.

Weapon Systems: None. The standard, mass market Terrain Hopper does *not* come equipped with any weapon systems. The pilot must arm himself with *handheld weapons* for protection. However, it is an easy matter for the armor to be modified by an Operator or garage that specializes in power armor or 'Bots. One forearm weapon (basically the same as the bionic weapon) can be mounted on each arm and a couple mini-missiles can be mounted on each fin of the jet pack. More than this is too costly and reduces the aerodynamics of the suit (reduce height and length of leaps and running speed by 40%).

X-10 Predator Power Armor

If any power armor is a match for the Coalition's SAMAS it is the Triax Predator. This heavily armored, man-sized, environmental exoskeleton offers good mobility and heavy fire power. Although slower and heavier than the SAMAS, the X-10 Predator is equally powerful in the way of armor, weapon systems, and physical strength. It is ideal in extremely hostile environments. However, what most people don't know is that this is the slightly tweaked down consumer version. The NGR Military has a Predator that looks identical but features a bit more M.D.C., greater speed and a wider range of sensors. The X-10 is hugely popular among mercenaries and other men at arms.

X-10 Predator Power Armor

Model Type: PA-X-10

Class: Strategic Armor Military Assault Suit.

Crew: One

M.D.C. by Location:

    Shoulder Wings (2) – 30 each

    Main Rear Jets (2) – 60 each

    * Lower Maneuvering Jets (2) – 30 each

    Right Hand Pulse Cannon (1) – 100

    * Mini-Missile Launcher (1, right shoulder) – 20
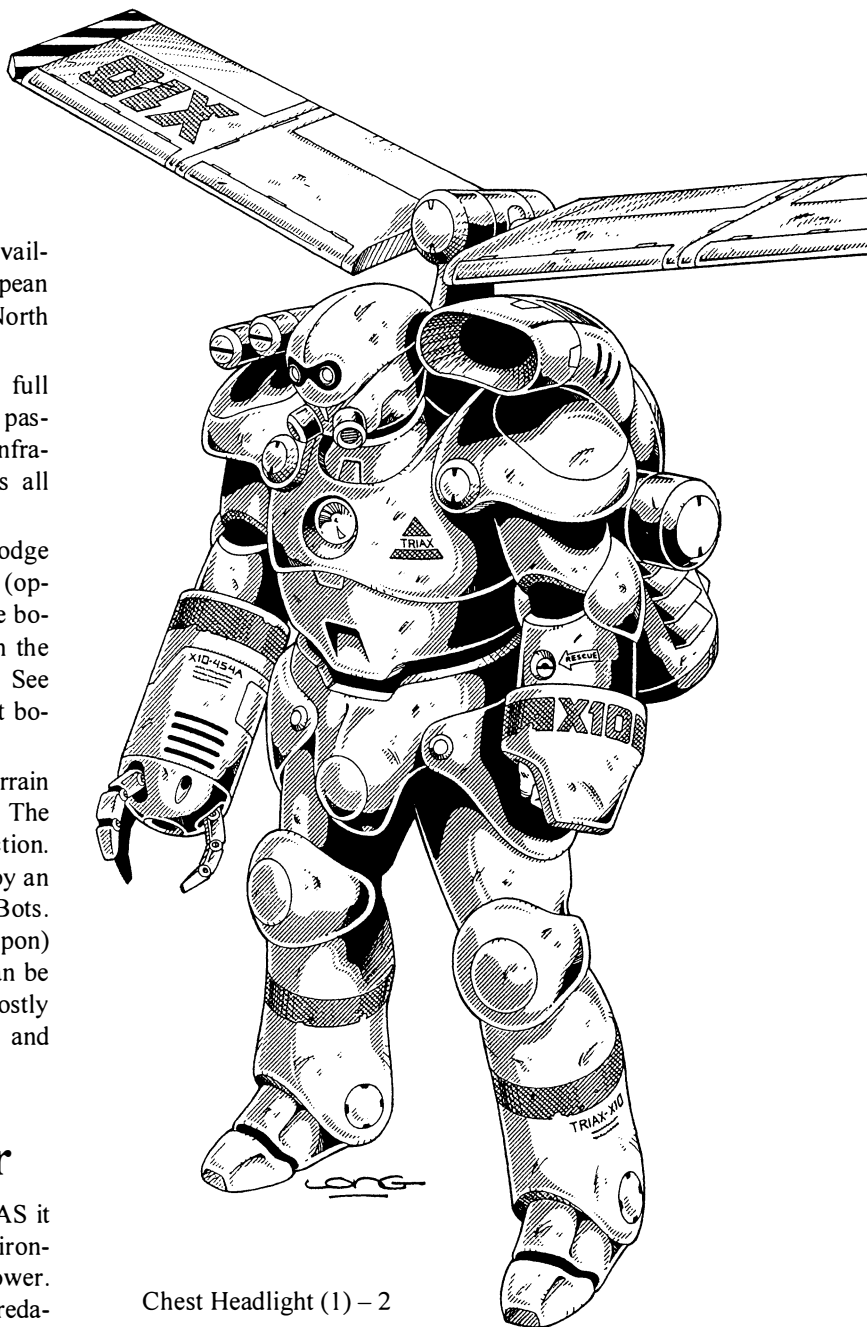
Chest Headlight (1) – 2

* Left Forearm (1) – 70

Shoulders (2) – 150 each

Legs (2) – 120 each

* Head – 70

** Main Body – 250

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

* Destroying the head of the power armor eliminates all forms of optical enhancement and sensory systems. The pilot must then rely on his own human vision and senses; no power armor combat bonuses to strike, parry, and dodge. The head is a small and difficult target to hit, shielded by exhaust tubes, wings, and shoulder plating. Thus, it can only be hit when an attacker makes a *Called Shot*, and even then he is -4 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying a wing

will make flight impossible. However, even with no wing(s) the X-10 can make jet powered leaps and hover stationary above the ground.
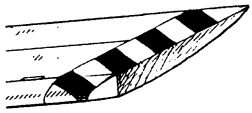
Speed

Running: 50 mph (80 km) maximum; can go from zero to 50 in 16 seconds. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the thrusters.

A jet thruster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The rocket propulsion system enables the X-10 Predator to hover stationary up to 300 feet (91.5 m) or fly. Maximum flying speed is 250 mph (400 km), but cruising speed is considered to be 125 mph (200 km). Maximum altitude is limited to about 500 feet (152 m).

Flying Range: The nuclear power supply gives the X-10 a decade of life, but the jet rockets get hot and need to cool after a maximum of 10 hours of flight when traveling at speeds above cruising, and 24 hours at cruising speed. Can fly indefinitely with rest stops every 2-3 hours.

Statistical Data

Height: 9 feet (2.7 m) from head to toe, or 11 feet (3.35 m) with wings extended.

Width: Wings down, 5 feet (1.5 m).

Wings extended, 13 feet (4 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 900 lbs (405 kg).

Physical Strength: Robot P.S. 40.

Cargo: None.

Power System: Nuclear, average energy life is 11 years.

Cost: 1.9 million credits with full weapon systems. Poor availability, but high demand. Outlawed in the Coalition States.

Weapon Systems

1. **X-10-453A Pulse Cannon (1, right arm):** This is a high-powered laser pulse cannon with unparalleled range and power. The weapon is hooked directly to the armor's nuclear power supply, eliminating the need for an external power pack.

Primary Purpose: Assault, Anti-Armor and Defense.

Weight: Built into the power armor.

Mega-Damage: 1D4x10 M.D. per four simultaneous energy pulse burst or 2D4 M.D. per single blast.

Rate of Fire: Each single blast or simultaneous burst counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: Effectively unlimited.

2. **Dual Shoulder Mini-Missile Launcher:** A small mini-missile launcher, holding two (2) mini-missiles, is mounted above the right shoulder.

Primary Purpose: Anti-Aircraft and Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10). Fragmentation will be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about a mile (1.6 km).

Rate of Fire: One or two.

Payload: Two.

3. **Ah Energy Rifle or Light Rail Gun** or other handheld weapon can be substituted in an emergency or used as an additional or backup weapon. Space limitations and the bulk of the armor limit additional weapons to one. The weapon can only be fired by the left hand, thus all right handed pilots are -2 to strike.

4. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in M.D. hand to hand combat. See Basic and Elite Robot (and Power Armor) Combat in **Rifts® Ultimate Edition**, pages 351 and 352. All abilities are the same except as follows:

    -1 to dodge penalty.

    Normal Punch 1D6+1 M.D.

    Claw Punch 2D4 M.D.

    Claw Power Punch 2D8 M.D.

    Claw Crush or Tear 1D6+1 M.D.

5. **Sensor System Note:** The X-10 Predator has laser targeting, telescopic, passive night-sight (light amplification), thermal-imaging, infrared, ultraviolet, and polarized filters to reduce glare, plus all other features common to power armor.

Sensor Bonuses: +2 to strike is applicable to long-range weapon combat only, not hand to hand.

Triax X-1000 Ulti-Max Power Armor

The X-1000 Ulti-Max is arguably the most powerful power armor since the Glitter Boy, at least in firepower and armor protection. Many argue that the Ulti-Max is not power armor at all, but a super-sophisticated, miniaturized robot. Most consider it to be power armor because it is operated by a single pilot, stands under 20 feet (6.1 m) tall, and weighs only 2.5 tons (super-light when compared to most robot vehicles). However, the pilot does sit at a control console and the armor is completely automated. Regardless of whether the Ulti-Max is a robot or power armor, it is a devastating war machine that provides all-terrain capabilities, heavy armor, and vast firepower. Since the Siege on Tolkeen, the Coalition Army has added an armored brigade of 144 Ulti-Max, though most are deployed in wilderness campaigns away from populated cities.

The X-1000 Ulti-Max is an example of what the CS does NOT want to see in the hands of its enemies and has been *outlawed* within the borders of the Coalition States and CS held territories. The CS fears that in the wrong hands and in large
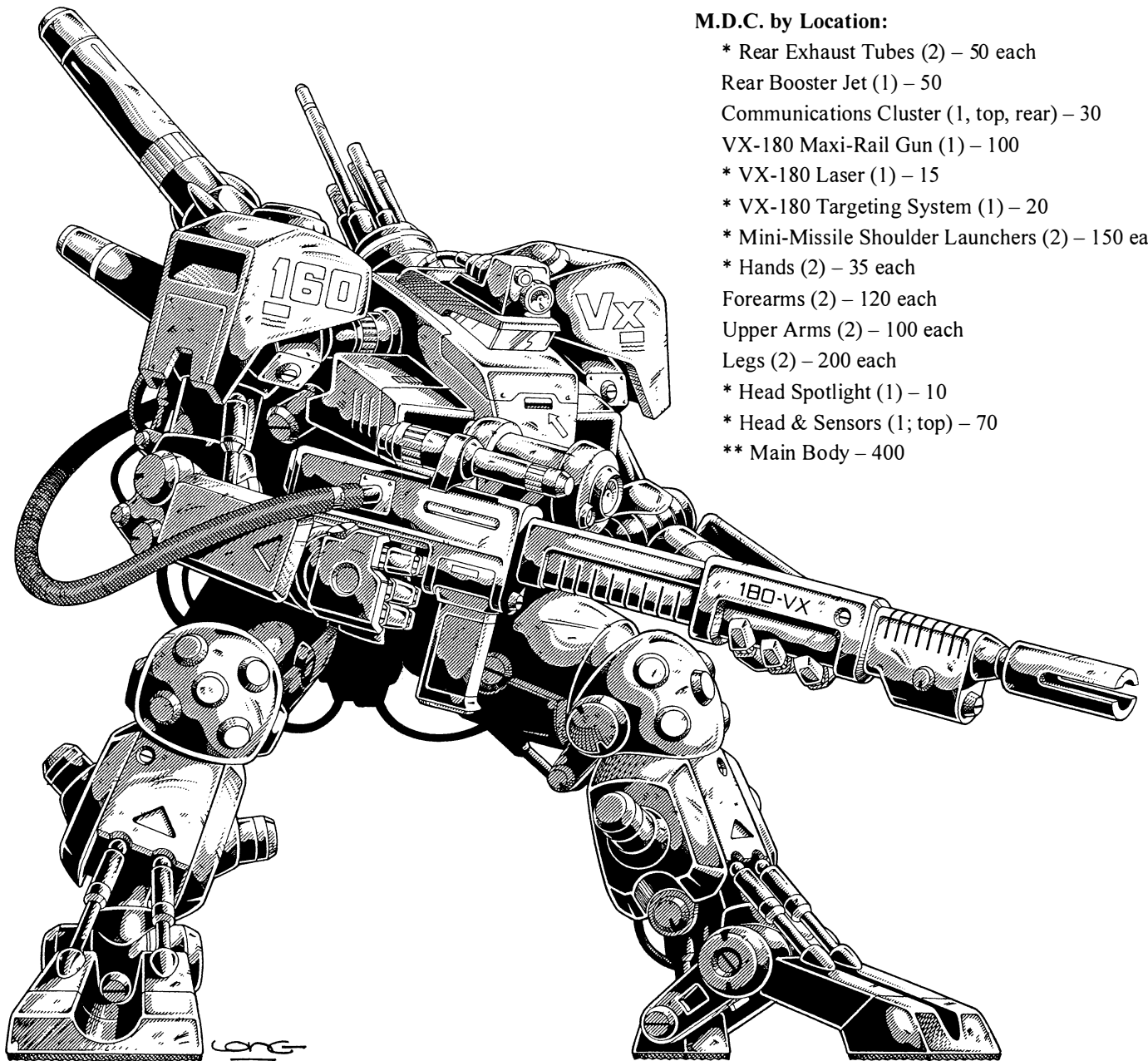
M.D.C. by Location:
* Rear Exhaust Tubes (2) – 50 each
Rear Booster Jet (1) – 50
Communications Cluster (1, top, rear) – 30
VX-180 Maxi-Rail Gun (1) – 100
* VX-180 Laser (1) – 15
* VX-180 Targeting System (1) – 20
* Mini-Missile Shoulder Launchers (2) – 150 each
* Hands (2) – 35 each
Forearms (2) – 120 each
Upper Arms (2) – 100 each
Legs (2) – 200 each
* Head Spotlight (1) – 10
* Head & Sensors (1; top) – 70
** Main Body – 400

numbers, the X-1000 could present a serious threat to the security of the Coalition States.

Triax once considered the weapon and defense systems of the Ulti-Max to be experimental, and had it field tested by the CS first. It performed admirably and has since become a pivotal infantry unit in the army of the New German Republic. The main advantage to the X-1000 is the amount of damage it can endure. This makes it an excellent support and defense weapon as well as a heavy infantry assault and troop support unit, particularly against other ground forces.

X-1000 Ulti-Max Power Armor

German Name: Ulti-Max
Model Type: X-1000
Class: Strategic Armor Military Assault Suit.
Crew: One.

Force Field – 100
Reinforced Pilot's Compartment – 80

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -3 to strike.

Destroying the sensor head of the power armor eliminates all forms of optical enhancement and sensory systems, forcing the pilot to rely on his own human senses (and the VX-180 rail gun targeting system); no bonuses to strike, parry, and dodge (rail gun bonuses are still applicable if it is intact). **Note:** The sensor head is a small and difficult target, requiring the attacker to make a *Called Shot* with a penalty of -4 to strike.

** Depleting the M.D.C. of the main body shuts the armor down, rendering it useless. **Note:** Destroying the booster jet will not significantly impair the X-1000's movement; reduce maximum speed to 40 mph (64 km) and impose a penalty of -1 to dodge.

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Speed

Running: 44 mph (70 km) maximum. The act of running does NOT tire out its operator. Cruising speed is a more cautious 35 mph (56 km). Performs well in most environments including underwater, in snow, mud or sand (though reduce speed by 20%), and the rear booster jet is helpful in maintaining stability on uneven ground and against concussion from enemy bombardment. Not well suited for steep inclines, climbing or mountainous terrain.

Leaping: Not possible!

Flying: Not possible! The rear rocket system provides stability and balance, nothing more.

Statistical Data

Height: 16 feet (4.9 m) from head to toe, but the large exhaust tube extends to about 20 feet (6.1 m).

Width: 9 feet (2.7 m).

Length: 7 feet, 6 inches (2.3 m).

Weight: 2.5 tons.

Physical Strength: Robot P.S. 30.

Cargo: A small area for the pilot's personal items, as well as a weapon bin that has room for one rifle, one pistol, light body armor, a canteen and food rations (4 week supply). A two gallon water (7.5 liter) cooler is built into the unit.

Power System: Nuclear, average life is 20 years.

Cost: 22 million credits average, complete with the VX-180 Maxi-Rail Gun and mini-missiles, but has been known to sell for two and three times that amount in North America. Poor availability at best.

Weapon Systems

1. VX-180 Maxi-Rail Gun (1): This is the standard weapon for the X-1000 Ulti-Max and is one of the most powerful, long-range rail guns in the world. The weapon is hooked directly to the armor's nuclear power supply eliminating the need for an external power pack. Other rail guns can be substituted in an emergency.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Gun: 350 lbs (157 kg), one VX-180 Ammo-Drum: 200 lbs (90 kg); two ammo-drums are standard.

Mega-Damage: A burst is 40 rounds and inflicts 1D6x10 M.D. This weapon can only fire bursts – that means no Called or Aimed Shots.

Rate of Fire: Each burst counts as one melee attack.

Range: 6000 feet (1828 m).

Payload: 4000 round drum, that's 100 bursts. The second drum feeds immediately after the first drum is exhausted. Reloading a drum will take about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of power armor; a strength of 26 or higher is required.

Special VX-180 Features:

- The rail gun is has its *own* laser targeting and radar tracking system built into the weapon itself (the large round cylinder). Range: 6000 feet (1828 m). Bonuses: +2 to strike, +1 to parry, dodge and disarm.

- A small, variable light frequency laser (the smaller cylinder) is also part of the VX-180's weapon system. The laser draws its power from the power armor itself, but also has an auxiliary energy-clip in case of an emergency. E-Clip Payload: 40 shots. Mega-Damage: 2D6 M.D. Range: 4000 feet (1219 m).

- The VX-180 can also fire "man-killer" depleted uranium rounds (common in Germany, unheard of in the Americas), adding +10 M.D. to the normal rail gun damage per 40 round burst, as well as U-rounds which also provide +10 M.D. (+20 against supernatural beings). Both types of special rounds are only provided for special assignments.

2. VX-160 Mini-Missile Launchers (2): A letter box style mini-missile launcher is mounted above both shoulders and offers additional protection to the sensor head, as well as greater firepower.

Primary Purpose: Anti-Aircraft and Anti-Armor.

Missile Type: Any mini-missile can be used, but standard issue is an equal number of armor piercing (1D4x10 M.D.) and plasma (1D6x10) missiles. Fragmentation or riot control types may be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about one mile (1.6 km).

Rate of Fire: One, or in volleys of two, four, or six.

Payload: 30 total; 15 in each launcher.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in M.D. hand to hand combat. See *Basic and Elite Robot (and Power Armor) Combat* skills for bonuses. All abilities are the same except as follows:

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

Power Punch: 3D6 M.D.

Stomp Attack: 1D6 M.D.

Leaps and Kicks are not possible.

4. Sensor System Note: The X-1000 Ulti-Max has full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermal-imaging, infrared, ultraviolet, and polarized filters to reduce glare, plus all other features common to all power armor.

Sensor Bonuses: +2 to strike applicable to long-range weapon combat only, not hand to hand, and +1 to dodge. Does not include VX-180 rail gun bonuses.

5. Rechargeable Force Field: One of the most impressive "new" developments by the geniuses at Triax is an M.D.C. force field generator that has been integrated into the overall system. The force field can be engaged at any time, usually at the beginning of heavy combat, or an incoming barrage, thus letting the rechargeable field take the brunt of the initial attack. There are two drawbacks, however: one, the laser cannot be fired when the force field is engaged, and two, 8-24 hours is needed to recharge the M.D.C. of the force field. Although the force field recharges at a rate of roughly 4.2 M.D.C. per hour, even minor damage (25 M.D.C. or less) will require *eight hours* to be restored (the 4.2 M.D.C. per hour cannot appear sooner than 8 hours, it's the way the system works). Restoring all 100 M.D.C. takes 24 hours. Depleting the force field of its 100 M.D.C. results in an automatic shutdown of the generating system, and all subsequent attack damage is subtracted from the body of the X-1000.

Triax DV-12 Dyna-Bot

The DV-12 Dyna-Bot is a drone created as an expendable substitute for human troops. The wilds of Europe are even more fraught with danger and monsters than the American continents, making human life a precious commodity that cannot be callously discarded in war. Though other models are in development, the *DV-12 Dyna-Bot* is the most recent in a long line of man-size robots and represents decades of technological development.

Dyna-Bots are used by the New German Republic, not only as infantry troops, but as a vast force of exterminators sent on long journeys throughout Germany and Europe for the express purpose of terminating Gargoyles, Brodkil and other intelligent alien life forms. Literally millions of Dyna-Bots have been sent out to purge the wastelands and keep the Gargoyle population at controllable levels. Some travel in small squads or platoons, while others roam the countryside alone or in pairs, or are sent out in waves as an entire killing division.

The orientation of the Dyna-Bots is either combat or labor. The Coalition States have authorized the importation of *labor units* for sale to consumers, not realizing that the robots are identical to the combat version, except for the programming. It is a simple matter for those familiar with robots to convert a DV-12 "Labor" robot into a *Combat Model Dyna-Bot*, especially if one has the Triax combat program from Germany. Still,

there are few robot experts in North America outside of Upper Michigan (home of Northern Gun and Titan Robotics, which is a front for Archie), and the supply of Dyna-Bots that make it to American shores remains small. However, the Black Market offers labor and combat models on a regular basis. Meanwhile, the Coalition Army is wondering if they should consider purchasing Dyna-Bots by the tens of thousands (or create their own Skelebot-like legion of drones) to invade the Xiticix Hivelands. Dyna-Bots are being considered in the hope the that the Bug Men would not associate them with the Coalition States or its armed forces. However, there is some concern that the Dyna-Bots appear too humanoid and might provoke the Xiticix to retaliate against all humans. As a result, while Dyna-Bots are being considered, the CS is more likely to create a new robot drone-killing machine that looks insect-like or some other body shape other than human. The jury is still out on this plan of attack against the Xiticix, but the CS does purchase DV-12 Labor Drones for use in communities outside their fortified cities.

Triax Dyna-Bot

Model Type: DV-12 Labor Drone.

Class: Fully Automated Self-Sufficient Assault Robot.

Crew: None; this is a robot drone with a "simple intelligence." It has no emotions, no personality, nor subjective thoughts, and is *not* allowed as a player character.

M.D.C. by Location:

    *Hands (2) – 15 each

    Arms (2) – 40 each

    *Laser Fingers (2; one on each hand) – 2 each

    Legs (2) – 60 each

    *Head – 40

    **Main Body – 130

Note: Combat models in Germany come standard with the TX-30 Ion Pulse Rifle (1) – 15 or TX-50 Rail Gun (1) – 20. In North America, a DV-12 Labor 'Bot converted to combat can use any type of handheld weapon the owner may choose.

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, and in most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to fight, blasting blindly until its ammunition is expended, then switching to lashing out blindly at anything it touches. Under these conditions the robot enjoys no combat bonuses to strike, parry, or dodge!

**Depleting the M.D.C. of the main body destroys the robot, leaving only scrap metal behind.

Note: Additional body armor or power armor can NOT be worn by Dyna-Bots, but a skilled robot manufacturer can add as much as 30 M.D.C. to the Main Body and 12 M.D.C. to the head at a cost of about 550,000 credits.

Speed

Running: 120 mph (192 km) maximum. The act of running does not tire the robot, and maximum speed and days of continuous activity can be maintained indefinitely.

Leaping: The robot legs, although strong, are not designed for leaping. Leaps are limited to 12 feet (3.6 m) high or across, double that distance with a running start in excess of 60 mph (96 km).

Flying: None built-in; can use a jet pack.

Underwater Capabilities: Fair; able to walk along the floor of lakes and seas at half the robot's normal speed, swim at a speed of about 15 mph (24 km or 13.3 knots) or use underwater vehicles and equipment. Maximum depth tolerance is 1500 feet (457.2 m).

Statistical Data

Height: 7 feet, 4 inches (2.2 m).

Width: 3 feet (0.9 m).

Length: 3 feet (0.9 m).

Weight: 500 lbs (225 kg).

Physical Strength: Robotic P.S. 40

Cargo: None.

Power System: Nuclear, five years life.

Cost in North America: 3.5 to 4.5 million credits for the DV-12 programmed for *labor*. **Note:** The DV-12 Combat program costs 500,000 credits for self-installation. 800,000 to one million credits to have a professional (Black Market technician, Titan Robotics, etc.) install the program and activate all weapon sys-

tems, and usually includes a basic laser or ion rifle as the main weapon.

5-6.5 million credits for a new, *combat-ready DV-12* with a laser pulse rifle or light rail gun. Rarely available in North America.

Labor Program: The DV-12 has all of the following:

Domestic Services: Cooking 90%, First Aid 90%, Housekeeping 90%, Gardening 80%, Math: Basic 96%. Preserve Food 90%, Radio: Basic 96%, Recycling 96%, Sewing 90% and Wardrobe & Grooming (includes cleaning) 90%. Languages include: American, Euro, and Techno-Can, each at 96%.

General Labor: Automotive Mechanics 50%, Basic Electronics 90%, Basic Mechanics 90%, Computer Operation 96%, General Repair and Maintenance 90%, Pilot: Hover Craft (ground) 90%, and Pilot: Truck 90%. Includes basic labor such as digging ditches, loading boxes, using common tools, and so on.

Heavy Labor: Carpentry 80%, Demolitions and Demolitions Disposal 90%, Masonry 90%, Mining 80%, Rope Works 90%, and Salvage 80%. **Note:** As a laborer, the robots never tire and can *carry* one ton/2000 pounds (900 kg) at half maximum speed and lift twice that weight!

Weapon Systems for Labor Model

None. The Labor Program insures the robot has only three actions per melee round, no activated built-in weapons, does *not* know how to use guns and will not fire or use any type of weapon, programmed NOT to attack or hurt living creatures under any circumstance, but may parry, dodge and disarm at half the usual bonuses listed in the combat program.

All DV-12s come off the assembly line *exactly the same*, but in the labor units, the built-in weapon systems are *deactivated* and cannot be accessed by the labor 'Bot, the program doesn't allow it. The robot doesn't even know the weapons are there! However, it's all a matter of *programming* – otherwise, it still has all the combat capabilities, it just needs the Combat Program to access or perform any of them.

Penalties: The *Labor Program* makes the Dyna-Bot slow (60 mph/96 km maximum) and docile. Reduce maximum speed and all applicable bonuses by half.

Weapon Systems & Programing
for Combat Model DV-12s

The weapons and fighting capabilities are available only when the Combat Program is installed. The Combat Program and its range of skills completely replaces all the skills of the Labor Program. In short, the worker drone is transformed into a "killing machine." Same 'Bot, entirely different purpose, function, skills and capabilities!

The following is the standard Combat DV-12 commonly available in North America.

1. **TX-30 Ion Pulse Rifle (handheld):** The standard issue weapon for *combat drones* sold in the Americas, and is described in the opening pages of the Triax Import section. Any type of assault rifle, energy weapon or light rail gun can be substituted.

2. **Laser Finger Gun (2; built-in):** One of the fingers on each hand is a small laser that can be used as tool or as a weapon.

Primary Purpose: Assault and utility tool.

Mega-Damage: Three settings: 1D6x10 S.D.C., or 1D6 M.D., or 2D6 M.D. per finger. The two fingers can be fired simultaneously at the same target (4D6 M.D.) but only on an Aimed or Called Shot.

Rate of Fire: Each single or simultaneous double blast counts as one melee attack.

Range: 2000 feet (610 m).

Payload: Effectively unlimited.

Bonus: +1 to strike with finger laser.

3. **Concealed Particle Beam Rod (light; built-in):** A particle beam weapon concealed in one of the legs and powered by the robot's nuclear battery.

Primary Purpose: Assault and Sabotage.

Weight: 15 lbs (7 kg).

Mega-Damage: 5D6+6

Range: 1600 feet (488 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

4. **Chemical Spray from the Mouth (built-in):** Inside the mouth is a spray unit that can release a variety of toxic mists. Combat models are usually equipped with tranquilizer/sleep spray and/or tear gas (same as the bionic equivalent).

Rate of Fire: Each spraying counts as one melee attack.

Payload: 30 doses.

5. **Sensor Systems of Note: Optics:** The Dyna-Bots have full optical systems including the visible light spectrum, infrared, ultraviolet, and polarization, passive night vision (light amplification), thermal-imaging, laser targeting, and telescopic. Telescopic optics function like built-in binoculars with a range of about two miles (3.2 km). All the other optic systems have a range of about 3000 feet (914 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize 50,000 different sounds, from bird chirps to the sound of a car engine or hum of an energy rifle. Adds to bonuses to strike, parry and dodge (see bonuses).

Motion Detector: 200 foot radius (61 m), adds to ability to parry and dodge (see bonuses).

Radio Communication: Medium-range, wide band directional radio. Range: 40 miles (64 km). Can scan and communicate via Techno-can, American, and Euro languages on conventional radio channels/frequencies; same range. Can also eavesdrop on enemy transmissions and track transmissions (60% success level) to their source. Range 10 miles (16 km). **Note:** Understands American/English, Euro, and Techno-can languages; can identify all others but can not understand or communicate in them.

Speech: Full synthesized voice system and loudspeaker. Can simulate questions and dialogue about as well as any basic computer and give a verbal response. **Note:** Dyna-Bots are programmed to lie about strategic information and to taunt interrogators.

6. **Hand to Hand Combat:** Rather than use a weapon, the Dyna-Bot can engage in Mega-Damage hand to hand combat using its fists. Eight attacks per melee, roughly equal to Hand to Hand: Martial Arts at 6th level (all bonuses are listed below).

Mega-Damage:

Controlled, S.D.C. Punch: 2D6+25 S.D.C.

Restrained M.D. Punch: 1D4 M.D.

Full M.D. Punch, Elbow, or Knee Strike: 2D6 M.D.

Power Punch, counts as two attacks: 4D6 M.D.

Head Butt: 1D6 M.D.

Kick: 2D6 M.D.

Jump Kick, counts as two attacks: 4D6 M.D.

Judo Style Throw/Flip or Body Block: 1D6 M.D.

Critical Strike on a natural roll of 18, 19 or 20.

Attacks per Melee: Eight total.

Bonuses (Include all bonuses from programming, robotics and sensors): Hand to Hand Combat: +4 on initiative, +6 to strike, +7 to parry with fists/arms/foot, +8 to dodge, +6 to parry and dodge attacks from behind (motion and sound detectors), +3 to disarm, +4 to roll with impact, and +6 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

Bonuses Using Weapons: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with burst.

+6 to strike and +8 to parry with Vibro-Blades/Knife/Sword.

7. **Combat Skill Program:** Combat programming includes recognition program of 50,000 different enemy targets including specific races, monsters, aliens, non-human features and powers; insignia, uniforms, body armor, military robots and vehicle, power armor, weapons, acts of aggression, fortified positions, and similar, including those of the NGR, Poland, Russian Warlords, England, and the Minions of Splugorth, as well as the Coalition States, Free Quebec, Northern Gun, Manistique Imperium, Wilk's, Titan Robotics, and other known powers, D-Bees and forces in North America. Combat programming directs the actions and reactions to encounters and attacks. The Dyna-Bot is fast, deadly, often silent, and cunning, laying in wait and stalking enemy targets, not just walking and shooting at enemy targets. Dyna-Bots exhibit *cunning* by using basic strategies and tactics, and picking and choosing their targets. This means it can elect to let a platoon or squad of tanks pass by unmolested and wait to pick off stragglers, a supply truck, the last couple of soldiers in formation, target an officer or a monster in the group, or a specific robot or vehicle and so on.

Combat Skills: Climb 96%/86% (at a Spd of 45), Camouflage 90%, Computer Operation 96%, Detect Ambush 50%, General Repair & Maintenance 80%, Gymnastics 80% (all), Intelligence 90%, Land Navigation 90%, Math: Basic 96%, Military Etiquette 96%, Parachuting 90%, Pilot Boat: Motor Type 86%, Pilot Hover Craft 96%, Pilot Jet Pack 80%, Radio: Basic 96%, Track (people) 80%, Prowl 50%. Languages include: American, Euro, and Techno-Can, each at 96%.

Weapon Skills: W.P. Paired Weapons, W.P. Knife, W.P. Sword, W.P. Rifles, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons; see bonuses above.
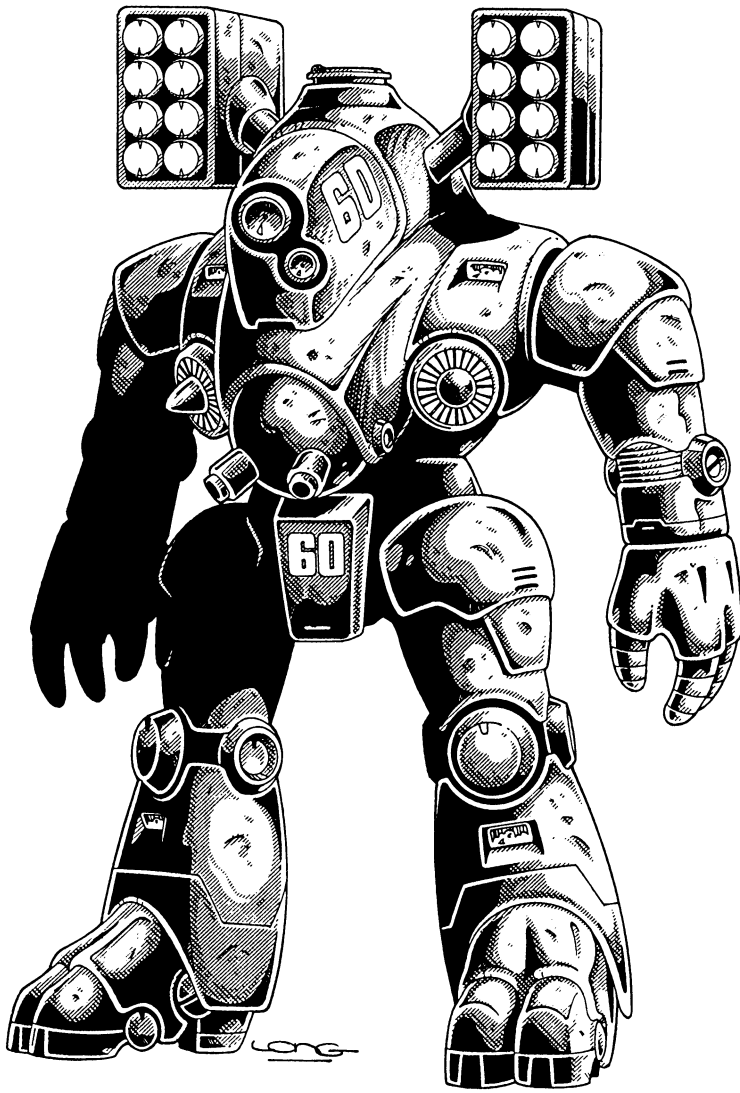
Triax X-500
Forager Battlebot

The Forager is an old style assault robot known for its dependability and firepower. It has been in service in the NGR for 50 years, but is being phased out of service, replaced by the Jager and other series of more sleek, fast, and versatile robots and power armor. Decommissioned Foragers are being refurbished, painted and sold across Europe and in North America.

The X-500 is excellent for exploration, adventuring, reconnaissance, sentry duty, troop support and infantry combat. It can handle most types of environments, from swamps and forests to deserts and low mountains. The X-500 can also be used in construction and mining operations. It is in surprisingly good supply from arms dealers across North America. Mercenaries, adventurers and explorers all find the Forager an attractive asset.

X-500 Forager Battlebot

Model Type: X-500

Class: Ground Infantry Assault Robot with multiple capabilities.

Crew: Two, a pilot and co-pilot. It can also accommodate two passengers inside.

M.D.C. by Location:

Medium-Range Missile Launchers (2) – 130 each
Belly Gun Turret (1) – 100
Hands (2) – 60 each
Forearms (2) – 100 each
Upper Arms (2) – 140 each
Legs (2) – 200 each
* Spotlight (1, head area) – 10
* Small Headlights (2, shoulder area) – 5 each
* Head Sensors (1; small circle) – 70
Reinforced Pilot's Compartment – 100
** Main Body – 500

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the sensor head of the robot eliminates all forms of optical enhancement and sensory systems, forcing the pilot and co-pilot to rely on their own human senses; no bonuses to strike, parry, and dodge provided by the robot. **Note:** The sensor head is a small and difficult target, requiring the attacker to make a *Called Shot* with a penalty of -3 to strike.

**Depleting the M.D.C. of the main body shuts the robot down completely, making it useless.

Speed

Running: 60 mph (96 km) maximum. Note that the act of running does NOT tire out its operator. Cruising speed is usually a more cautious 25-35 mph (40 to 56 km). The robot is well suited for most terrains including underwater, but does not do well on steep inclines or climbing rope/cables or steep mountains. It is excellent for mining (digging) and construction operations, lifting girders, hauling supplies, etc.

Leaping: 10 feet (3 m) high or across from a stationary position; 20 feet (6.1 m) high or 30 feet (9 m) lengthwise from a running start.

Flying: Not possible.

Underwater Capabilities: Fair, able to walk along the floor of lakes and seas at about half its normal speed. Maximum depth tolerance is 5000 feet (1524 m).

Statistical Data

Height: 29 feet, 5 inches (9 m).

Width: 15 feet (4.6 m).

Length: 12 feet (3.6 m).

Weight: 28 tons fully loaded, 20 tons without missiles and launchers.

Physical Strength: Robot P.S. 40.

Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for four rifles, four pistols, four suits of body armor, a dozen hand grenades, four canteens and four containers of food rations (4 week supply). A small refrigeration unit and 100 gallon (378.5 liter) water cooler is built into the robot.

Power System: Nuclear, 20 year life.

Cost: 20-28 million credits for a new, undamaged, full combat unit, complete with missiles. Fair availability.

12-15 million credits without missiles and missile launchers; belly gun only. Good availability.

Weapon Systems

1. Ion Belly Gun Turret (1, standard): The double-barreled ion blaster is designed to counter ground troops and can rotate 90 degrees in all directions. The turret can fire one of its guns or both simultaneously. Also note that the entire upper torso section of the X-500 Forager can rotate 360 degrees, which means it can turn completely around without having to move its feet!

Primary Purpose: Assault and Defense.

Mega-Damage: 4D6 M.D. per single blast or 1D4x10 per dual simultaneous blast at the same target.

Rate of Fire: Each single or double blast counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: Effectively unlimited.

2. Optional, Dual Shoulder, Medium-Missile Launchers (2): Eight medium-range missiles are housed in a launcher above each shoulder. Both launchers are capable of 180 degree upward rotation. Missiles can be substituted with short-range missiles without physical conversion (can fire both types).

Primary Purpose: Anti-Armor and Anti-Aircraft.

Missile Type: Any medium- (or short-) range missile can be used, but standard military issue is armor piercing (2D4x10 M.D.; multi-warhead whenever possible) or plasma (2D6x10). Fragmentation may be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: 40+ miles (64+ km) is common for medium-range missiles.

Rate of Fire: One at a time or in volleys of two or four.

Payload: 16 missiles; eight in each launcher.

Note: Triple the payload if the standard launchers are swapped out for mini-missile launchers.

Optional Weapons Note: Light and medium weapon systems can be added in place of the missile launchers. As many as one to each forearm and shoulder, and one light to heavy weapon system mounted on the back. However, each additional weapon is an extra cost (the cost of the weapon plus a custom mounting and systems integration cost of 10,000 to 20,000 credits per each weapon).

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See Basic and Elite Robot (and Power Armor) Combat skills for bonuses. All abilities are the same except as follows:

Full Strength Punch: 2D6 M.D.

Power Punch (or Power Stomp): 4D6 M.D. but counts as two attacks.

Crush, Pry or Tear: 2D4 M.D.

Dig: 2D6 M.D.

Stomp: 2D6+2 M.D. but is only effective against opponents under 11 feet (3.3 m) tall.

Full Speed Body Block/Ram Attack: 1D6x10 M.D.! This attack uses up three attacks, but inflicts significant damage, and has a 01-50% chance of knocking giant-sized opponents down, and a 01-88% likelihood of knocking opponents under

18 feet (5.5 m) off their feet and flying or sliding 1D4x10 yards/meters away. Victims knocked off their feet also lose initiative and two melee attacks.

4. Sensor System Note: The X-500 Forager has a good range of optical systems including laser targeting, telescopic, passive nightsight (light amplification), infrared, and polarized filters to reduce glare, plus all other features common to robots. Commercial versions do not have the thermal-imaging or ultraviolet systems.

Northern Gun
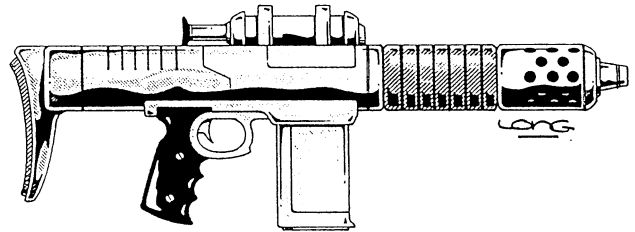
NG-E4 Northern Gun Plasma Ejector

The Northern Gun NG-E4 Plasma Ejector is as popular today as it was 24 years ago when it was first introduced. Like most NG weapons, the E4 Plasma Ejector does not have impressive range and is a bit heavy for humans. However, it is popular among D-Bees with a P.S. of 18 or greater as well as people with Augmented Strength such as Crazies, Juicers, Headhunters and Combat Cyborgs. It comes equipped with a standard NG telescopic sight, but can be fitted with any optic system.

Weight: 20 lbs (9 kg).

Mega-Damage: 6D6 M.D.

Rate of Fire: Single blast only; each counts as one melee attack.

Range: 1600 feet (488 m).

Payload: 10 shots standard E-Clip or 20 shots with a long E-Clip.

Cost: 30,000 credits, but often on sale for 10-20% less at shops and towns that cater to the military, mercs and adventurers.

NG High-Tech Bow & Arrows

Explosive and other special arrowheads are popular among Wilderness Scouts, Psi-Stalkers, Assassins and certain factions among Headhunters, Dinosaur Hunters, Cyber-Knights, Native Americans, barbarians and other wilderness people. A crossbow or the bow and arrow have advantages in the wild and certain military operations. **1.** The firing mechanism requires no artificial energy supply, just muscle and a good eye. **2.** The weapon is silent compared to most modern weapons. **3.** In the right hands, a bow and arrow or crossbow is extremely accurate and lethal. **4.** The weapon has good range. **5.** A bow or crossbow can be made by hand out of S.D.C. materials (Carpentry skill is needed).

Types of Bows

Weight: Average 2 to 6 lbs (0.9 to 2.7 kg).

Damage: Varies with type of weapon and arrowhead. See W.P. Archery for rate of fire and other details.

Rate of Fire: 2 to 8; see W.P. Archery.

Range: Varies with bow type.

Range, Damage and Cost by Type:

Short bow (340 foot/104 m range; 1D6 S.D.C. damage): 200 credits.

Long bow (640 foot/195 m range; 2D6 S.D.C. damage): 400-600 credits.

Modern composite/compound bow (700 feet/213 m; 2D6+1 S.D.C. damage): 500-1200 credits.

Crossbow pistol (120 feet/36.5 m; 1D6 S.D.C. damage): 200 credits.

Light crossbow (340 feet/104 m; 2D4 S.D.C. damage): 400-600 credits.

Heavy crossbow (600 feet/182 m; 2D8 S.D.C. damage): 600-1200 credits.

Note: The *modern bow weapon* is a product of high technology and generally made of manmade materials, lightweight (2 or 3 pounds), are very durable and accurate. Traditional bow weapons are made from wood, leather and animal parts.

High-Tech Arrowheads

Suitable for crossbow or conventional bow and arrow. Explosive arrows used to cost twice as much, but prices have plummeted in recent years. Sold by Northern Gun, Manistique Imperium and the Black Market.

S.D.C. Explosive: 1D6x10 S.D.C. Cost: 100 credits each.

Medium Explosive: 1D6 M.D. Cost: 100 credits each.

Heavy Explosive: 2D6 M.D. Cost: 250 credits each.

High Explosive: 3D6 M.D. Cost: 450 credits each.

Gas: Arrowhead shatters on impact, releasing a toxic gas that fills a 10 foot radius (3 m). *Tear gas* costs 100 credits, *tranquilizer gas* (sleep/knockout for 1D6 minutes) costs 250 credits, and *paralysis gas* (a nerve toxin, causing temporary paralysis for 1D6 minutes) costs 400 credits each. Everybody in the gaseous area must roll to save versus harmful drugs (14 or higher).

Smoke: No damage, but creates a smoke screen covering a 20 foot (6.1 m) radius. Cost: 80 credits each. Comes in four colors: yellow, red, grey and black.

Flare, Illumination: At a certain height or time, a parachute opens and the flare slowly descends to the ground. While in the air, the flare emits a bright, sparking light that illuminates a 200 yard/meter radius for 60 seconds. Cost: 100 credits each.

Flare, Signal: A bright glowing arrowhead to mark a location or to signal an action such as attack, retreat, etc. Cost: 10 credits.

Neural Disrupter: Works like a Neural Mace. See *Rifts® Ultimate Edition*, page 259 (or the old *Rifts® RPG*, page 205). Cost: 400 credits each. Rechargeable and reusable 1D6 times before breaking. Inflicts no other damage.

Tracer Bug: Transmits a radio signal that cam be followed up to 8 miles (12 km) away. Battery powered with a limited life of 96 hours of constant transmission. Arrow must stick into the target or fall on top of the object. There is always a chance that the tracer bug arrow stuck to a moving target will become dislodged and fall off (roll once for every half hour; 01-33% chance). Cost: 200 credits each. Inflicts normal S.D.C. arrow damage.
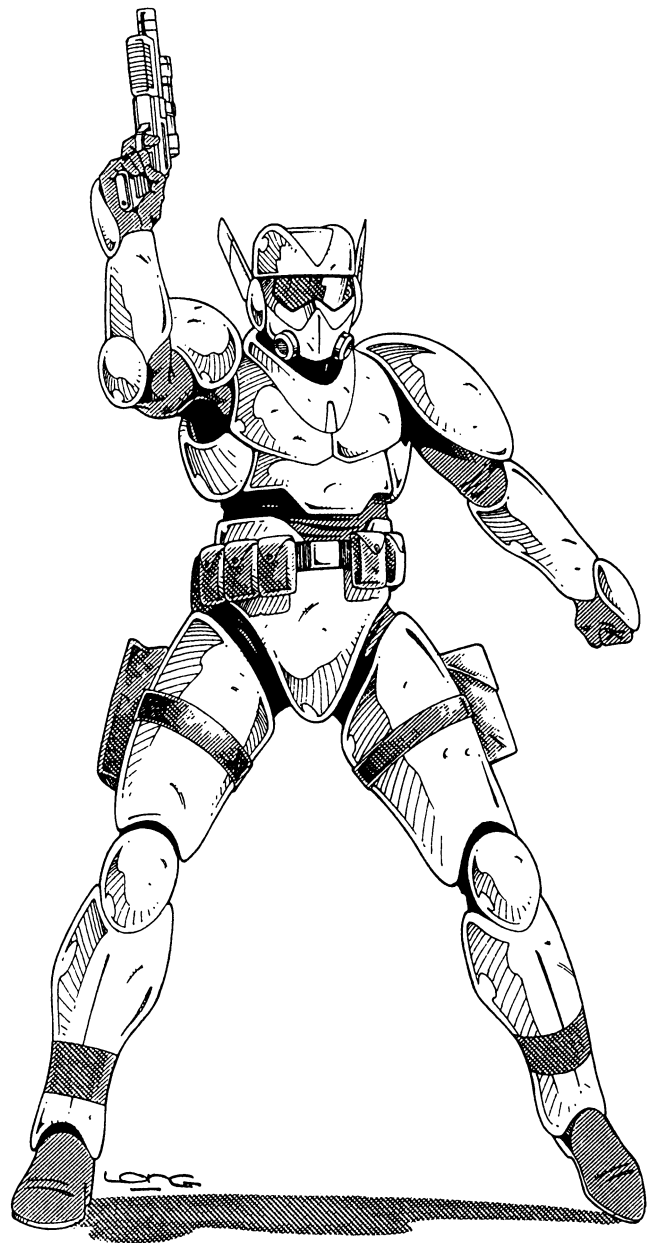
NG Explorer Armor

Full Environmental Body Armor

A heavy padding, Kevlar, and plate composite armor. Comes in green, tan, brown, white, black, and camouflage. Designed for quick and easy attachment of a jet pack, or other backpack, directly to the armor. The Falcon 300 jet pack is the ideal attachment although the Wilk's jet pack is also quite popular.

Weight: 20 lbs (9 kg).

M.D.C.: 70

Mobility: Fair; -5% to Climb and Swimming, -12% to Prowl, Acrobatics, Gymnastics and similar Physical skills.

Cost: 45,000 credits.

NG Falcon 300 Jet Pack

A reliable, one-man jet pack from the engineers at Northern Gun.

Maximum Speed: 120 mph (192 km).

Range: 700 miles (1120 km).

Weight: 35 lbs (15.75 kg).

Length: 3 feet (0.9 m).

Weapons: None built in.

M.D.C. Main Body: 18

Black Market Cost: 30,000 credits for gasoline engine, 46,000 credits for electric, or 400,000 nuclear with a 10 year life. Note that range is effectively unlimited if nuclear powered, although the pack may overheat if used continuously for more than four hours (01-40%). Overheating will burn out the internal systems, destroying the machine. The Jet Pack should be allowed to cool for two hours after every two or three hours of continuous use.
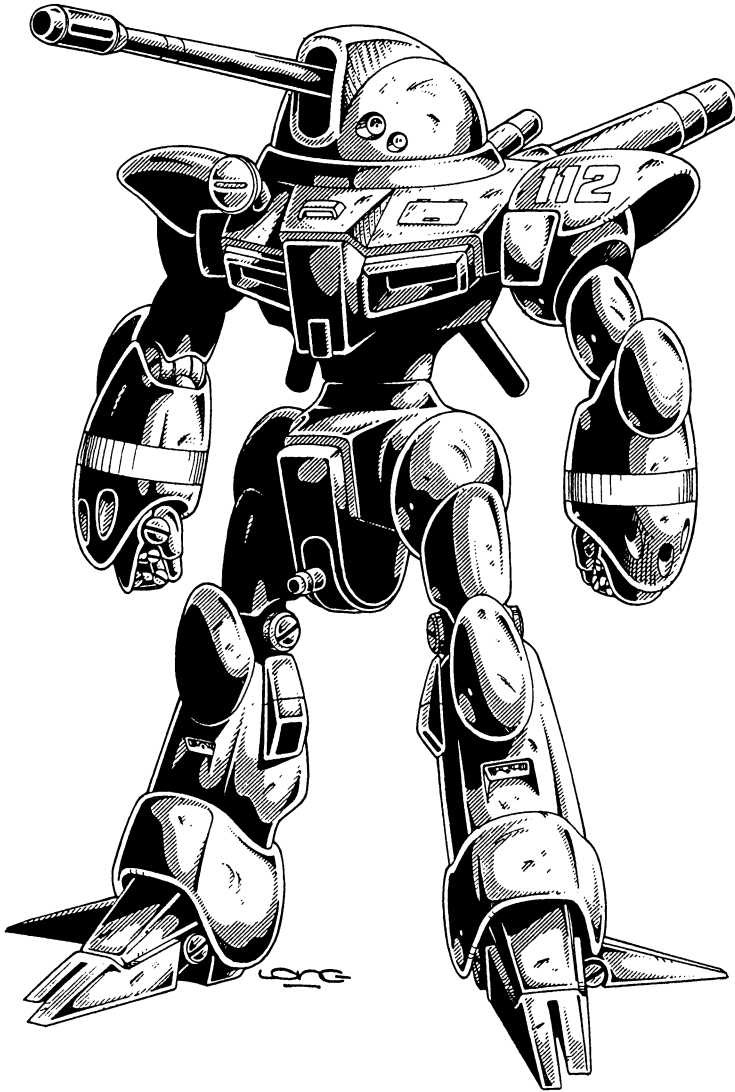
NG-V7 Hunter Mobile Gun Robot

The Hunter Mobile Gun has been one of Northern Gun's most popular robot vehicles for going on 20 years. It is widely used by Robot Pilots, explorers, adventurers, and high-tech bandits throughout North, Central and South America. It is known for being easy to pilot and a dependable workhorse in the field. Its Howitzer rail gun and mini-missiles make it one tough mother in a fight. Its humanoid shape is suitable for most terrains whether it is on the plains, in the forest or slogging through swamps. Humanoid arms and hands allow the robot to gather specimens during explorations, set up and carry equipment, and wrestle with dinosaurs. Ideal for border patrols, sentry positions, artillery positions, troop support and exploration.

Hunter Mobile Gun Assault Robot

Model Type: NG-V7

Class: Infantry Assault Robot Vehicle.

Crew: Three: One pilot, one co-pilot and a gunner, plus four passengers. **Note:** Designed so that the pilot can handle all functions if necessary.

M.D.C. by Location:

   *Hands (2) – 50 each

   Forearm Rocket Launchers (2) – 140 each

   Upper Arms (2) – 90 each

   Legs (2) – 220 each

   Feet (2) – 120 each

   Rail Gun Turret (1; head) – 160

   * Crotch Blaster (1) – 20

   * Chest Spotlight (1; near right shoulder) – 6

   Leg Lights (2; one in each lower leg) – 5 each

   * Sensors (four in turret) – 5 each

   * Vent Tubes (4; back) – 20 each

   ** Main Access Hatch (1; chest) – 75

   Emergency Hatch (1; top, rear) – 75

   Reinforced Pilot's Compartment – 120

   *** Main Body – 490

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying all four of the sensors mounted in the gun turret destroys the main radar, targeting system and optics (no bonuses to strike, parry or dodge), leaving the pilot to rely on his own human senses. **Note:** The sensor discs are even smaller targets and require an attacker to make a *Called Shot* with a penalty of -5 to strike.

**Depleting the M.D.C. of the hatch makes the robot's inner pilot's compartment vulnerable to entry by the enemy, provided the enemy can climb up or fly over to the robot. The interior hatch has only 20 M.D.C.

*** Depleting the M.D.C. of the main body shuts the robot down completely, making it useless.

Speed

Running: 70 mph (112 km) maximum. The act of running does not tire the robot pilot and speed can be maintained indefinitely.

Leaping: Not recommended for the Hunter, because the disproportionate head and top-heavy upper body are likely to cause the robot to veer off balance and/or fall, head first. A leap is possible only with a running start and limited to six feet (1.8 m) high and up to 20 feet (6.1 m) across. There is a 01-62% likelihood of falling over (a roll of 63% or higher means sticking a successful landing, but 62 or less means a fall, causing the Hunter to lose all its attacks for one melee round while the pilot struggles to stand the robot back up on its feet).

Flying: Not possible.

Underwater Capabilities: Fair, able to walk along the bottom of lakes and seas at about half its normal speed. Maximum depth tolerance is 2500 feet (762 m).

Statistical Data

Height: 32 feet (9.7 m).

Width: 19 feet (5.8 m).

Length: 14 feet (4.3 m).

Weight: 34 tons fully loaded.

Physical Strength: Robot P.S. 40.

Cargo: Minimal storage space; about four feet (1.2 m).

Power System: Nuclear, with a 20 year life.

Cost: 40 million credits. Good availability in Michigan, Iron Heart, Free Quebec, the Midwest and most places in the Domain of Man. Poor, most everywhere else.

Weapon Systems

1. **NG-H155 Howitzer Rail Gun (1):** The NG-V7's main weapon is its rapid-fire, automatic, self-loading, Howitzer rail gun. The big gun can be fired by any member of the crew or the designated crew member assigned gunner duty. The Howitzer Rail Gun is housed in a protective turret that can rotate 360 degrees and has a 90 degree arc of fire up and down. This gives the weapon a fair range of angle and can be used against ground and air targets. However, it also means there is a 20 foot (6 m) blind spot at its feet and a 30 foot (9 m) blind spot directly above its head.

Primary Purpose: Assault, Anti-Armor and Anti-Aircraft.

Mega-Damage: 1D6x10 M.D. per rapid-fire burst (40 rounds) or 2D6x10 M.D. per double blast (rapid firing of two full bursts, 80 rounds, at the same target).

Rate of Fire: Each single or double burst counts as one melee attack.

Range: 6000 feet (1828 m).

Payload: Two 80,000 round drums, that's 2000 single bursts per drum or 1000 double bursts per drum. The second drum feeds immediately after the first drum is exhausted. Reloading a drum takes about two minutes with the proper equipment and training, but 1D6x10 minutes for anyone who is not a robot or weapon system specialist.

2. **Forearm Rocket Launchers (2):** Mini-missile launchers are built into each arm; fired from the three recessed openings in the forearm.

Primary Purpose: Antipersonnel, Anti-Missile, and Defense.

Mega-Damage: Varies with missile type. Usually fragmentation (5D6 M.D.) or plasma (1D6x10 M.D.), but can be any.

Range: One mile (1.6 km).

Rate of Fire: One at a time or in volleys of 2, 3, 4, or 6 per melee.

Payload: 18 total; nine per arm.

3. **NG-330 Heavy Laser (1, Crotch Gun):** The designers never intended this weapon to have any phallic significance, its location is simply unfortunate. Being so tall, the engineers needed a weapon that could hit ground targets within the 20 foot (6.1 m) blind spot in front and behind the robot and at its feet. The solution was the NG-330 between the legs. It is a single-barreled, pulse laser built on a mounting that can swing 180 degrees up and down to shoot directly forward, at

its feet, and directly behind it. Its primary use is to disperse enemy ground troops and take down enemies in the main gun's blind spot (an area that can actually be seen, but which the gun cannot fire upon).

Primary Purpose: Antipersonnel and Defense.

Mega-Damage: 5D6 M.D. per blast per double pulse burst.

Range: 2000 feet (610 m).

Rate of Fire: Each double pulse burst counts as one melee attack.

Payload: Effectively unlimited.

4. **Hand to Hand Combat:** The Hunter can also engage in M.D. hand to hand combat using its fists. See *Basic and Elite Robot (and Power Armor) Combat* skills for bonuses. All abilities are the same except as follows:

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch is not possible.

Head/Turret Butt: 1D6 M.D.

Stomp Attack: 2D4 M.D., but is only effective against targets smaller than 13 feet (4 m) tall.

Leaps and Kicks are not possible.

5. **Sensory System and Special Features:** All standard robot features, plus the following.

1) Recessed sensors (4 in the head).

2) Chest Spotlight located near the right shoulder, can swivel to the right and left 180 degrees, and up and down in a 90 degree arc. Range is 2000 feet (610 m).

3) Four, old style cooling vent tubes in the back, two pointing up, two pointing down.

NG-M56 Multibot

The M56 Multibot is another one of Northern Gun's older model robots. At the time of its release in 100 P.A., it was the company's most ambitious and most *unusual* robot vehicle design. Intended to be an all-purpose robot with both light combat and exploration applications, the robot vehicle has a number of diverse features. The main weapons are a heavy ion cannon mounted in its mid-section that swings up and forward to fire (can point side to side at a 30 degree angle) and a, then new style, missile launcher built into its back. To launch, the scissor-shaped *launch arms* swing up and lock in a "V" shape. When not needed, the two appendages swing back down and fold behind the robot. (The illustration show the launchers locked in firing position). The shoulder plates flip out to fire mini-missiles, and a gunner's hatch is located on the top of the robot's head where an NG-101 Light Rail Gun is mounted.

The most unique feature is that the *head-like upper body* is a hover craft that can detach from the shoulders and waist to *fly* away. The flying head can detach and reattach with ease, although re-attachment is the more difficult procedure and requires 1D4 minutes to dock and lock back into place. Disengaging from the humanoid shaped part of the robot is instant, but the V-missile launchers must be in the down position and all missile defenses are left behind. Once detached, the only weapon systems are the ion cannon, which sticks straight out forward, and the hatch rail gun. The arms, legs, missiles and hu-

NG-M56 Multibot

Model Type: NG-M56

Class: Ground Assault Robot Vehicle with multiple capabilities.

Crew: Two; pilot and co-pilot, and can accommodate up to six passengers.

M.D.C. by Location:

    V-Missile Launcher Arms (2) – 120 each

    Shoulder Mini-Missile Shields (2) – 100 each

    Ion Cannon (1, mid-section) – 100

    * Hands (2) – 25 each

    Forearms (2) – 90 each

    Upper Arms (2) – 100 each

    Legs (2) – 200 each

    * Spotlight (1, above right exhaust vent) – 10

    * Headlights (2, undercarriage) – 5 each

    * Rail Gun (1, top) – 35

    * Sensor Turret (1; left shoulder) – 50

    * Reinforced View Ports (2, eye-like windows) – 12 each

    Reinforced Pilot's Compartment (inside hover craft) – 100

    Detachable, Flying Hover Craft (1; upper body) – 200

    ** Main Body (the supporting armature) – 290

    * A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the sensor turret over the left shoulder eliminates all forms of optical enhancement and sensory systems (no bonuses to strike, parry or dodge), leaving the pilot to rely on his own human senses. For an attacker to target the sensor tower requires a *Called Shot* with a penalty of -4 to strike.

    ** Depleting the M.D.C. of the main body shuts the robot down completely, making it useless. However if the Flying Hover Craft still has M.D.C., the upper section can detach and fly away. **Note:** When assigning main body damage, after 100 M.D.C. is lost, it is best to *divide the damage* between the *main body* and the upper *hover craft* portions of the body (large targets). When the hover craft's M.D.C. is depleted, it can no-longer fly. But it may continue to function as the robot command center until the reinforced pilot's compartment is reduced to zero M.D.C., at which point the robot shuts down.

Speed

Running: 60 mph (96 km) maximum. Note that the act of running does NOT tire out the human pilot. Cruising speed is a more cautious 35 mph (56 km). Well suited for most terrains including underwater, but does not handle climbing or mountainous terrain well.

Leaping: 10 feet (3 m) high or across from a stationary position; 20 feet (6.1 m) high and 30 feet (9.1 m) across with a running start.

Flying: The pilot and crew compartment is built in the upper section which is also an independent hover vehicle that can separate from the main body of the robot and fly. The flying helm can attach and reattach as often as necessary, but the main body remains immobilized until the hover craft returns.

manoid armature are all left behind and are vulnerable to attack unless a sentry or another robot is left behind to guard it. The idea was to create a dual system transport that was part hover car and part robot. The flying section could detach to scout ahead or navigate trails too narrow for the giant robot, drive into communities where robots are not allowed, or abandon the robot and make good an escape.

Some genius at Northern Gun thought this was the robot vehicle of the future and rushed mass production. Unfortunately, the Multibot was not met with great enthusiasm by the general public and in 107 P.A. the line was discontinued. The robot is just too odd-looking and unconventional to attract the average robot consumer. It lacks the styling and battle toughness needed by men-at-arms, and has poor armor protection. In fact, with advances in miniaturization and M.D.C. manufacturing techniques that exploded onto the scene shortly after the Multibot's release, there are suits of power armor with as much or more M.D.C. as this giant robot. Consequently, a new or used Multibot is easy to find at comparatively low prices for a light combat and exploration robot.

Flying speed of the hover craft is 240 mph (384 km) and can reach an altitude of 10,000 feet (3048 m); +4 to dodge when flying. It can also hover stationary or hug the surface, hovering about 5 feet (1.5 m) above the ground. VTOL capable.

Underwater Capabilities: Fair; able to walk along the floor of lakes and seas at half the robot's normal speed. The hover craft can ride atop the surface of water at speeds up to 120 mph (192 km or 106.8 knots). Maximum depth tolerance, however, is only 1500 feet (457.2 m).

Statistical Data

Height: 26 feet (7.9 m) from head to toe with missile arms down. 34 feet (10.4 m) with the missile launchers extended.

Width: 20 feet (6.1 m).

Length: 19 feet (5.8 m).

Weight: 30 tons fully loaded, 24 tons without missiles, 20 tons without missile arms.

Physical Strength: Robot P.S. 40.

Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for four rifles, pistols, four suits of body armor, canteens and food rations (4 week supply). A small refrigeration unit and a 100 gallon (378.5 liter) water cooler are built into the cockpit.

Power System: Nuclear, 18 years life.

Cost: List price was 34 million, but for 22 million credits a new, undamaged, full combat unit complete with missiles can be had in Upper Michigan, Kingsdale, Merctown, Arzno and other places that cater to soldiers and adventurers. Good availability.

Weapon Systems

1. **Scissor Medium-Missile Launchers (2):** Five medium-range missiles are housed in each launch arm that rises above each shoulder in a V-shape. Both launchers are fixed forward. Can fire short-range missiles as a substitute.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Missile Type: Any medium- (or short-) range missile can be used, but standard issue is armor piercing (2D4x10 M.D.) or high explosive (2D6x10 M.D.).

Mega-Damage: Varies with missile type.

Range: 40+ miles (64+ km).

Rate of Fire: One at a time or in volleys of two or three.

Payload: 10 missiles; five in each launcher.

2. **Concealed Shoulder Mini-Missile Launchers (2):** Behind each shoulder plate is a mini-missile launcher.

Primary Purpose: Assault and Defense.

Mega-Damage: Standard issue is fragmentation or high explosive missiles, both inflict 5D6 M.D. per missile.

Rate of Fire: One at a time or in volleys of 2, 3, or 4.

Range: Half mile to a mile (0.8 to 1.6 km).

Payload: 18 total, nine in each shoulder.

3. **Heavy Ion Cannon (1):** A single-barreled ion cannon is mounted in the abdomen of the robot. When not in use, it folds down, but to fire it is raised to point forward; has a 45 degree arc of fire up and down and can swivel side to side 90 degrees. The gun is fixed forward (cannot move) in the nose of the flying hover vehicle when it detaches from the main robot body.

Primary Purpose: Assault and Defense.

Mega-Damage: 5D6 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: Effectively unlimited.

4. **NG-101 Light Rail Gun (1):** A light rail gun is built into a swivel mounting on top of the flying helm portion of the Multibot. The gun can rotate 360 degrees and can point 45 degrees up and down; must be manned by a gunner.

Primary Purpose: Assault and Defense.

Mega-Damage: 6D6 M.D. per 30 round burst.

Rate of Fire: Each burst counts as one of the gunner's melee attacks.

Range: 4000 feet (1219 m).

Payload: 3600 rounds (120 bursts).

5. **Hand to Hand Combat:** Rather than use a weapon, the robot pilot can engage in M.D. hand to hand combat. All abilities as per *Robot (and Power Armor) Combat Basic or Elite*, except the Multibot can *not* perform a Restrained Punch, nor a Power Punch, nor a Leap Kick.

6. **Robot Sensors and Features:** All the usual ones standard for robot vehicles.

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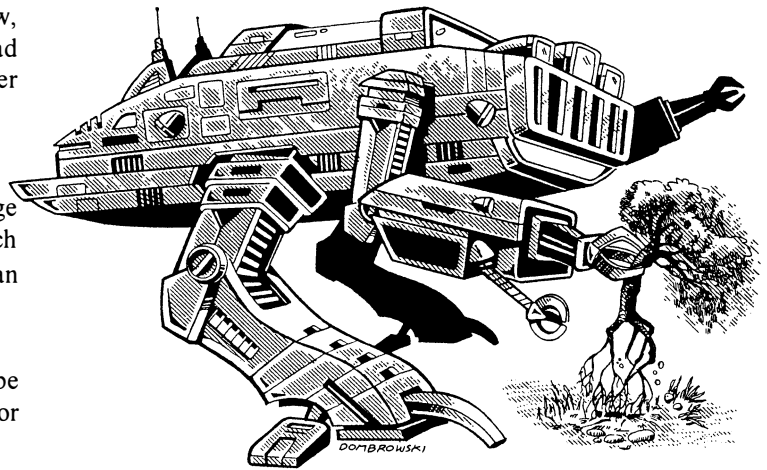
NG-EX-5 Behemoth Explorer

The massive Behemoth Explorer is an unusual robot vehicle: basically, a giant science laboratory and house trailer on legs. Typically, the Behemoth will have a laboratory divided into three separate sections, ten separate living quarters that can accommodate 20 to 40 people comfortably (60 or so cramped), a communal dining/lounge/observation area (the glass enclosure on top of the main body), and storage bay that can hold four small vehicles like hover cycles and a half dozen suits of power armor with room to spare. The pilot and crew compartment is located in the center protrusion on the nose of the robot, between the two huge searchlights. Four smaller spotlight turrets are located on the side of the robot in the front and toward the rear. Two smaller spotlights are on either side of the arms.

The arms are designed for investigation and well suited for grasping. A pair of smaller retractable arms are also housed in

the forearms. The robot is used by expeditions, usually sponsored by wealthy kingdoms, to explore the wilderness. The Behemoth has only a mini-missile launcher on the side of each arm as a means of protection. Sometimes, rail guns and laser turrets are added by energetic organizations, but too many weapons are a waste of time and resources, as the Behemoth Explorer is not suited for combat at all!

Model Type: NG-EX-5 Robot Lab

Class: Mobile Medical/Research Robot Vehicle.

Crew: Three; one pilot, one copilot, one communications officer and can accommodate 20 to 40 passengers.

M.D.C. by Location:

    Upper Arms/Shoulders (2) - 120 each

    Forearms (2) - 200 each

    Hands (2 large) - 60 each

    Hands (2 small, retractable) - 30 each

    Legs (2) - 250 each

    Side & Arm Searchlights (6) - 5 each

    Top Mounted Searchlights (2) -10 each

    Pilot's Compartment - 200

    Observation Deck (Top) - 300

    *Sensor Turrets (2, rear) - 30 each

    **Main Body - 500

*Destroying the sensor turrets in the rear will reduce sensor range and capabilities by half. The pilot must now rely on his own human vision and other optical enhancements of the robot. **Note:** The turret is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -1 to strike.

**Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless.

Speed:

Running: 40 mph (64 km) maximum. Leaping is not possible.

Underwater Capabilities: Fair; able to walk along the floor of lakes and seas at half the robot's normal speed. Maximum depth tolerance is 1000 feet (305 m).

Statistical Data:

Height: 60 feet (18.2 m).

Width: 20 feet (6.1 m).

Length: 82 feet (25 m).

Weight: 25 tons fully loaded, but with empty cargo bay.

Physical Strength: Robot P.S. of 40.

Cargo: 15 foot (4.6 m) storage area. 200 ton limit.

Power System: Nuclear; average energy life is 12 years.

Cost: 100 million credits new. 30 million for a rebuilt or with half the normal M.D.C. and sensory systems. Fair availability.

Weapon Systems

1. Mini-Missile Forearm Launchers (2): Mounted on the side of each arm is a missile launcher.

Primary Purpose: Antipersonnel & Defense.

Mega-Damage: Any type of mini-missile can be used, but standard issue is fragmentation (anti-personnel, 5D6 M.D.) and plasma (1D6x10).

Range: One mile (1.6 km).

Rate of Fire: One at a time or in volleys of two, three, or four. Firing a single mini-missile or a volley of 2-4 counts as one melee attack.

Payload: 48 total, 24 in each arm. Hundreds can be stored inside the robot.

2. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Large Arms/Claws: 4D6 M.D. punch and tear/pry, 2D6 M.D. crush. Retractable Arms: Do only 1D4 M.D. Stomp: 2D6 M.D. Body Block: 2D4 M.D. with a 70% chance of knocking one's opponent down. **Note:** Power armor units or small vehicles may be stored inside.

3. Sensor System Note: In addition to those common to all robot vehicles, the Behemoth has some of the best sensory equipment available in a robot vehicle.

1. Thermal-Imager: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. **Range:** 2000 feet (610 m).

2. Infrared and Ultraviolet Optics: This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

3. Infrared Searchlights: The two front headlights also serve as infrared searchlights. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also see infrared light will see the beam. **Range:** 500 feet (152 m).

4. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. **Range:** 100 miles (160km).

NG-W9 Light Labor Drone

The NG-W9 Light Labor Drone was created to function as an inexpensive and expendable substitute for human labor. The human-sized robots are ideal for working on assembly lines, loading and unloading freight, warehouse work, construction, housekeeping, cleaning, farming, and other forms of labor. Since the robots never tire, they can put in 20 hours of work daily (they should have a cooling period of four hours to avoid a possible internal systems burnout over time) and are consistent in the level of quality they can maintain.

NG-W9 Light Labor Drone

Model Type: NG-W9

Class: Fully Automated Self-Sufficient Labor Robot

Crew: None; drone with a Simple Intelligence.

M.D.C. by Location:

    * Hands (2) – 8 each

    Arms (2) – 20 each

    * Laser Finger (1; one on each hand) – 2
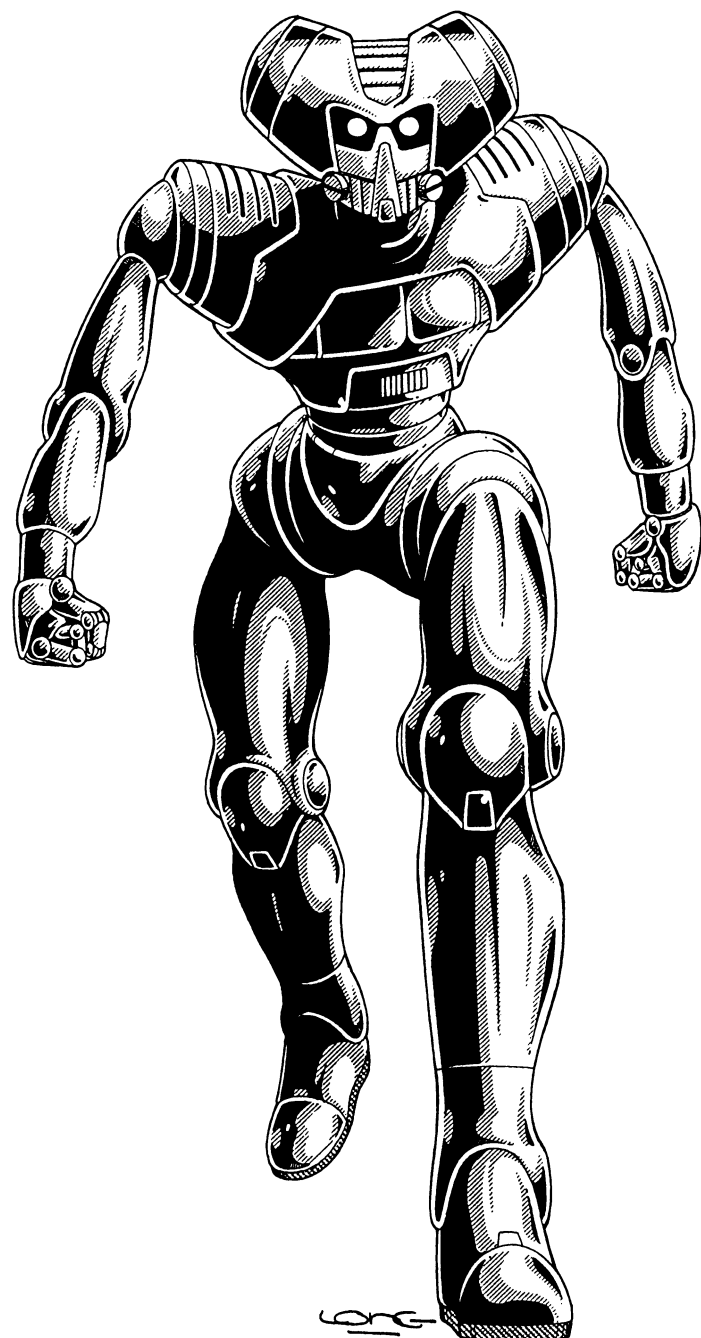
Legs (2) – 40 each

* Head – 40

**Main Body – 75

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, and in most cases the robot shuts down as a safety feature. However, in some cases, about one in ten, the robot continues to flail around. Those programmed for combat fight, blasting blindly until its ammunition is expended, then switching to lashing out blindly at anything it touches. Under these conditions the robot enjoys no combat bonuses to strike, parry, or dodge!

Depleting the M.D.C. of the main body destroys the robot leaving only scrap metal behind. **Note: Additional body armor

or power armor can *NOT* be worn by the NG-W9, but a skilled robot manufacturer can add as much as 30 M.D.C. to the Main Body and 12 M.D.C. to the head at a cost of about 550,000 credits.

Speed

Running: 50 mph (80 km) maximum. The act of running does not tire the robot and speed can be maintained indefinitely.

Leaping: The robot legs, although strong, are not designed for leaping. Leaps are limited to approximately 12 feet (3.7 m) high or across. A running leap at speeds in excess of 40 mph (64 km) will enable the robot to leap an additional 10 feet (3 m) high or across.

Flying: Not possible.

Underwater Capabilities: Fair; able to walk along the floor of lakes and seas at half the robot's normal speed, swim at a speed of about 10 mph (16 km or 9 knots) or use underwater vehicles and equipment. Maximum depth tolerance is 1000 feet (305 m).

Statistical Data

Height: 6.6 feet (2 m).

Width: 3 feet (0.9 m).

Length: 2.5 feet (0.76 m).

Weight: 800 lbs (360 kg).

Physical Strength: Robot P.S. 24.

Cargo: None.

Power System: Nuclear, average robot energy life is five (5) years.

Cost: Two million credits for a new robot with labor program and utility laser finger. Good availability.

Weapon Systems

The Labor Program insures the robot has only three actions per melee round, no built-in weapons other than the utilitarian laser finger as a tool (never used as a weapon), and the robot does *not* even know how to use guns and will not fire or use any type of weapon or tool to hurt a living being. Programmed NOT to attack or hurt living creatures under any circumstances, but may parry, dodge and disarm someone who attacks it.

The NG-W9 Labor Drone is not equipped with weapons nor is it programmed to use weapons, not even blunt weapons such as a club. The only way to turn an NG Labor Drone into a *combat machine* is to remove its original programming and replace it with a combat program, described below (For other programs see the Dyna-Bot and the Robot creation section).

1. **Laser Finger Gun (1):** One of the fingers on one hand is a small laser to be used as tool.

Primary Purpose: Labor, cutting and welding.

Mega-Damage: Three settings: 6D6 S.D.C., 1D6x10 S.D.C., or 1D4 M.D.

Rate of Fire: Each blast counts at one melee action/attack.

Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

2. **Hand to Hand Actions:** Three actions per melee round.

3. **Sensor Systems of Note:** The NG-W9 has basic optical systems including the visible light spectrum, infrared, ultraviolet, and polarized filters to reduce glare.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a robot nuclear generator.

Radio Communication: Short-range, directional radio to send and receive transmissions, as well as receive broadband and shortwave broadcasts and transmissions. <u>Range</u>: Five miles (8 m).

Speech: The NG-W9 can*not* carry on a conversation, but can respond to simple questions. The robot understands the spoken languages it is programmed with and can communicate via radio transmission or voice synthesizer. The robot's responses are always simple and to the point, such as the following:

"Affirmative."	"Identify."
"Negative."	"Work completed."
"Incorrect."	"Quota achieved."
"Does not compute."	"I require assistance, please."
"Error."	"How may I assist you?"
"Explain."	"Allow me to assist you."
"Wait here."	"Come with me."
"Please stand back."	"Danger! Evacuate the area!"

"Move away to a safe distance."

"Warning! This area is dangerous for humans."

4. **Labor Program and Skills:** Math: Basic 96% and the following Languages are standard to all NG-Labor 'Bots: American, Spanish and Techno-Can. each at 92%. As a laborer, the robots are programmed for all types of basic labor such as cleaning, digging ditches, loading boxes, operating machines, using common tools, and so on. They never tire and can *carry* a half ton/1000 pounds (450 kg) at half maximum speed and lift twice that weight!

Select any two additional programs from the following list:

<u>Domestic Services</u>: Cooking 85%, First Aid 90%, Housekeeping 90%, Math: Basic 96%, Preserve Food 90%, Radio: Basic 90%, Recycling 92%, Sewing 92% and Wardrobe & Grooming (includes cleaning of all kinds) 92%.

<u>General Labor</u>: Computer Operation 96%, General Repair and Maintenance 90%, Pilot: Automobile or Hover Craft (ground) 90%, and Pilot: Truck 90%.

<u>Specialized Labor: Farm Hand</u>: Animal Husbandry 65%, Branding 88%, Herding Cattle 80%, Horsemanship: General 60% (but can only ride robot horses or horse-like animals that can support 800 lbs/360 kg on its back), Identify Plants & Fruits 92%, Lore: Cattle & Animals 92%, Pilot: Truck 92%, and Rope Works 92%.

<u>Specialized Labor: Mechanics</u>. Aircraft Mechanics 70%, Automotive Mechanics 80%, Basic Electronics 85%, Basic Mechanics 90%, Computer Operation 90%, General Repair and Maintenance 90%, and Salvage 75%.

<u>Specialized Labor: Transportation</u>: Pilot: Automobile 96%, Pilot: Hover Craft (ground) 90%, Pilot: Truck 90%, and three of choice 88%, excluding military, robot and recreational vehicles.

<u>Specialized Labor: Woodworking</u>: Art 50%, Carpentry 88%, Rope Works 90%, and Whittling & Sculpting 70%.

5. **Optional Military Reorientation:** Reprogramming the NG-W9 Labor Drone for military and combat purposes. Illegal in the Coalition States.

Hand to Hand Combat: Rather than use a weapon, the reprogrammed Labor Drone can engage in Mega-Damage hand to hand combat using its fists. Four attacks per melee, roughly equal to Hand to Hand: Expert, 5th level.

Mega-Damage:

Restrained Punch: 6D6 S.D.C.

Full M.D. Punch, Elbow, or Knee Strike: 1D4 M.D.

Power Punch, counts as two attacks: 2D4 M.D.

Head Butt: 1D4x10 S.D.C.

Kick: 2D4 M.D.

Jump Kick is not possible.

Judo Style Body Flip or Body Block: 1D6 M.D.

Bonuses (Include all bonuses from programming, robotics and sensors):

<u>Bonuses in Hand to Hand Combat</u>: +1 on initiative, +3 to strike, +4 to parry with fists/arms/foot/handheld weapon, +4 to dodge, +5 to dodge while running, +2 to disarm, +2 to roll with impact, and +2 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

<u>Bonuses Using Weapons</u>: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with a burst.

+4 to strike and +6 to parry with Vibro-Blades/Knife/Sword.

Combat Program: Combat programming directs the actions and reactions to encounters and attacks. Most programs offered in North America (excluding the ones used by Archie for his personal robot legion) are much more basic and reactionary than those from Triax and the NGR. A Northern Gun basic combat program makes the robot suitable for sentry duty, armed escort, border patrol, infantry combat and seek and destroy missions. Basically, the drone identifies an enemy target or intruder and attacks.

<u>Combat Skills</u>: Climb 96%/86% (at a Spd of 45), Computer Operation 96%, General Repair & Maintenance 80%, Intelligence 85%, Land Navigation 90%, Math: Basic 96%, Military Etiquette 96%, Parachuting 90%, Pilot: Boat, Motor Type 86%, Pilot: Hover Craft 96%, and Radio: Basic 96%. Languages include: American, Spanish, Gobblely, and Techno-Can, each at 90%.

<u>Weapon Skills</u>: W.P. Paired Weapons, W.P. Blunt, W.P. Knife <u>or</u> W.P. Sword, W.P. Rifles, W.P. Energy Pistol and W.P. Energy Rifle <u>or</u> W.P. Heavy M.D. Weapons; see bonuses above.

Cost of Military/Combat Program: 325,000 credits. Labor programs vary, but range from 40,000 to 240,000 credits, sometimes more depending on the area of specialty.
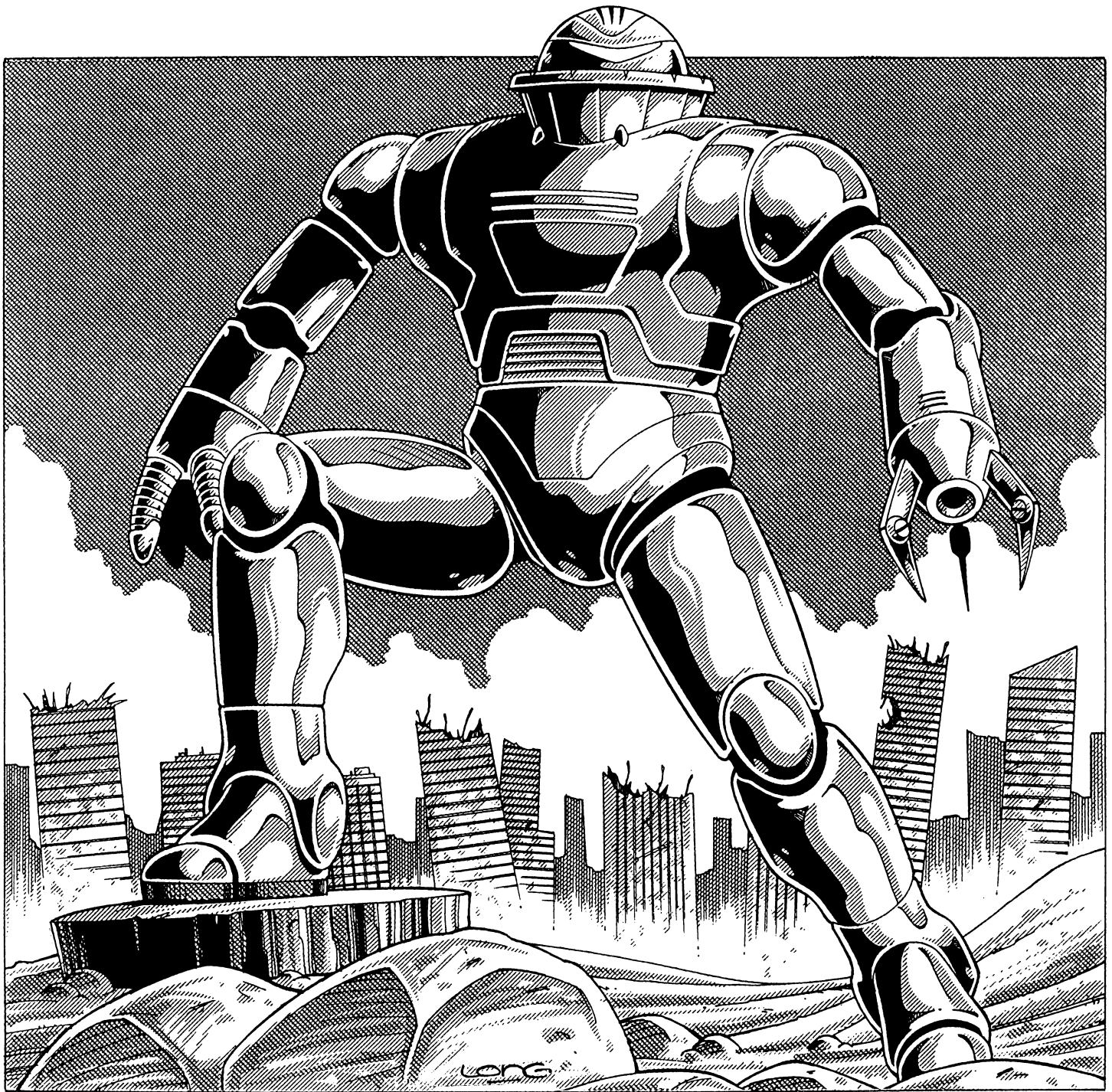
NG-W10 Heavy Labor Drone

The NG-W10 drone was created to function as an inexpensive and expendable substitute for human labor, especially under hazardous conditions such as mining and construction. This robot is heavier and stronger than the Light Labor drone, but both are designed with low M.D.C. in case the robot malfunctions and has to be "taken down" with force. This seldom happens unless the robot is sabotaged or otherwise tampered with, but it is a consideration nonetheless.

It is interesting to note that a giant, manned vehicle version of this robot is also offered by Northern Gun. Consequently, you can find construction sites buzzing with both the man-sized drone and its giant cousin.

NG-W10 Heavy Labor Drone

Model Type: NG-W10

Class: Fully Automated Self-Sufficient Labor Robot.

Crew: None, robot drone with a Simple Intelligence.

M.D.C. by Location:

    * Hand (1) – 10

    Laser Claw Hand (1) – 20

    Arms (2) – 30 each

    Legs (2) – 55 each

    * Head – 60

    ** Main Body – 120

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, and in most cases the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to flail around. Those programmed for combat fight, blasting blindly until its ammunition is expended, then switching to lashing out blindly at anything it touches. Under these conditions the robot enjoys no combat bonuses to strike, parry, or dodge!

Depleting the M.D.C. of the main body destroys the robot, leaving only scrap metal behind. **Note: Additional body armor or power armor can *NOT* be worn by the NG-W10, but a skilled robot manufacturer can add as much as 40 M.D.C. to the Main Body and 15 M.D.C. to the head at a cost of about 650,000 credits.

Speed

Running: 40 mph (64 km) maximum. The act of running does not tire the robot and speed can be maintained indefinitely. Well suited for most environments including underwater.

Digging: 1D6x5 yards/meters of tunneling per hour. Mining is slower because the robot is looking for mineral deposits.

Leaping: 10 feet (3 m) high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.

Flying: Not possible.

Underwater Capabilities: Fair; able to walk along the floor of lakes and seas at half the robot's normal speed, swim at a speed of about 10 mph (16 km or 9 knots) or use underwater vehicles and equipment. Maximum depth tolerance is 2000 feet (610 m).

Statistical Data

Height: 10 feet, 5 inches (3.2 m).

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m).

Weight: 1200 lbs (540 kg).

Physical Strength: Robot P.S. 32.

Cargo: None.

Power System: Nuclear, average five years life even under constant use.

Cost: 4.5 million credits for a new one, 2-3 million for a used or refurbished robot. Good availability wherever Northern Gun products are sold.

Weapon Systems

The Labor Program insures the robot has only *three actions* per melee round, no built-in weapons other than the utilitarian laser claw hand as a tool (never used as a weapon), and the robot does *not* even know how to use guns and will not fire or use any type of weapon or tool to hurt a living being. Programmed NOT to attack or hurt living creatures under any circumstances, but may parry, dodge and disarm someone who attacks it. The only way to turn an NG Heavy Labor Drone into a *combat machine* is to remove its original programming and replace it with a combat program, described under the NG-W9 Light Labor Drone. (For other Combat Programs, see the Dyna-Bot and the Robot creation section.)

1. Laser Claw Hand (1): The left hand is a powerful, three-finger claw used for digging, construction tear down and pulverizing rock for mining or demolitions. The same arm has a heavy laser used for cutting through rock, metal and debris, as well as for welding and construction purposes.

Primary Purpose: Labor, mining, cutting and welding.

Mega-Damage: Four settings: 1D6x10 S.D.C., 1D6 M.D., 2D6 M.D., or 4D6 M.D.

Rate of Fire: Each blast counts as one melee action/attack.

Range: 200 feet (61 m) is the standard setting, but a simple manual adjustment can change the range to weapon quality at 1,600 feet (488 m).

Payload: Effectively unlimited.

2. Hand to Hand Actions: Three actions per melee round.

3. Sensor Systems of Note: Are identical to the NG-W9.

4. Labor Program and Skills: Are identical to the NG-W9, except three (not two) additional labor programs may be selected, including the following two:

Specialized Labor: Mining: Excavation 85%, Mining 90%, Pilot: Truck 92%, Recycling 88%, Rope Works 88% and Salvage 80%. Plus the mining program includes data on how to build tunnels, brace walls and ceilings, ventilation, and identify fossil fuels, natural gas, and 600 different minerals.

Specialized Heavy Labor: Carpentry 85%, Demolition and Demolitions Disposal 85%, Firefighting 80%, Masonry 80%, Rope Works 88%, and Salvage 90%.

Note: As a laborer, the robot never tires, can carry one ton/2000 pounds (900 kg) and lift 2 tons!

5. Optional Military Reorientation: Reprogramming the NG-W10 Labor Drone for military and combat purposes is fundamentally the *same* as the *NG-W9 Light Labor Drone*, described previously. Illegal in the Coalition States.

Hand to Hand Combat: Rather than use a weapon, the reprogrammed Labor Drone can engage in Mega-Damage hand to hand combat using its fists, claw or handheld weapon. Six attacks per melee, roughly equal to Hand to Hand: Expert, 5th level.

Mega-Damage:

Restrained Punch: 1D4 M.D.

Full M.D. Punch, Elbow, or Knee Strike: 2D4 M.D.

Power Punch, counts as two attacks: 2D8 M.D.

Power Punch with Claw, counts as two attacks: 2D8+4 M.D.

Crush, Pry or Tear: 2D6 M.D.

Dig: 2D6 M.D.

Power Dig: 3D4 M.D.

Head Butt: 1D6x10 S.D.C.

Kick: 2D8 M.D.

Jump Kick is not possible.

Judo Style Body Flip or Body Block: 1D8 M.D.

Attacks per Melee: Six total.

Bonuses (Include all bonuses from programming, robotics and sensors):

Bonuses in Hand to Hand Combat: +1 on initiative, +3 to strike, +4 to parry with fists/arms/foot/handheld weapon, +4 to dodge, +5 to dodge while running, +2 to disarm, +2 to roll

with impact, and +2 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

Bonuses Using Weapons: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with burst.

+4 to strike and +6 to parry with Vibro-Blades/Knife/Sword.

NG-V10 Super

The NG-V10 Super is a *robot vehicle* that looks like a giant version of the W10 Heavy Labor Drone. It too is designed for construction work and to aid humans forced to work under hazardous conditions. Although originally intended for labor in mines and construction, the NG-V10 Super has become a favorite among explorers, adventurers and Headhunters, as well as Robot Pilots who enjoy mixing it up in hand to hand combat.

NG-V10 Super

Model Type: NG-V10

Class: Ground Labor Robot Vehicle.

Crew: One pilot with room for one passenger, although very cramped.

M.D.C. by Location:

* Hand (1, right) – 30

Laser-Claw Hand (1) – 60

Arms (2) – 90 each

Legs (2) – 185 each

* Head – 180

Reinforced Pilot's Compartment – 100

** Main Body – 375

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head destroys the targeting system, sensors and optics (no bonuses to strike, parry or dodge), leaving the pilot to rely on his own human senses.

** Depleting the M.D.C. of the main body shuts the robot down completely, making it useless.

Speed

Running: 60 mph (96 km) maximum. The act of running does not tire the robot pilot and speed can be maintained indefinitely. Well suited for most terrains and environments, including underwater, climbing, and mountainous terrains. Excellent for mining (digging) and construction operations.

Leaping: 10 feet (3 m) high or across from a stationary position; 20 feet (6 m) high or 30 across (9 m) with a running start.

Digging: 1D6x100 cubic yards/meters per hour through soft earth just digging a hole, 1D6x10 cubic yards/meters of tunneling through soft earth per hour with the intention of making a sustainable tunnel with the proper support and wall construction to prevent collapse. Half that amount digging through stone, concrete, or M.D.C. materials.

Flying: Not possible.

Underwater Capabilities: Fair, able to walk along the bottom of lakes and seas at about half its normal speed. Maximum depth tolerance is 2500 feet (762 m).

Statistical Data

Height: 20 feet (6 m).

Width: 10 feet (3 m).

Length: 8 feet (2.4 m).

Weight: 18 tons.

Physical Strength: Robot P.S. 38.

Cargo: None.

Power System: Nuclear, average 10 years of life.

Cost: 15 million credits for a new model, 8-10 million for a used, rebuilt V10. Good availability wherever North Gun products are sold.

Weapon Systems

1. **Laser Claw Hand (1):** The left hand is a powerful, three-finger claw used for digging through and pulverizing rock in mining, construction and excavation operations. The same arm has a heavy laser also for cutting through M.D.C. rock, metal and debris.

Primary Purpose: Labor, mining, cutting and welding.

Mega-Damage: Four settings: 1D6 M.D., 2D6 M.D., 4D6 M.D., 6D6 M.D. Rate of Fire: Can only fire one blast at a time, and each counts as one melee action/attack regardless of power setting.

Range: 2000 feet (610 m). Range can be extended to 4000 feet (1219 m) by adding a long barrel at a cost of 80,000 credits, but the "claw hand becomes useless and the heaviest setting is 4D6 (the 6D6 setting is lost).

Payload: Effectively unlimited.

2. **Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat using the robot's limbs or handheld weapons. See *Robot Combat Basic* and *Elite* for specific bonuses and abilities.

   Damage:

   Restrained Punch: 1D4 M.D.

   Punch (right hand, full strength): 2D6 M.D.

   Power Punch, counts as two melee attacks: 4D6 M.D.

   Claw Strike (left hand): 3D6 M.D.

   Crush, Pry or Tear (claw): 3D6 M.D.

   Dig: 2D6 M.D.

   Power Dig: 4D6 M.D.

   Kick: 3D8 M.D.

   Leap Kick: 5D8 M.D.

   Stomp: 1D4 M.D. but is only possible against targets eight feet (2.4 m) or smaller.

3. **Sensor System Note:** In addition to those common to all robot vehicles, the NG-V10 Super has full optical systems including laser targeting, telescopic, passive nightvision (light amplification), thermal-imaging, infrared, ultraviolet, and polarized filters to reduce glare.

4. **Optional Weapon System: Rail Gun.** The robot can be armed with a giant-sized NG-202 or TX-500, or other large rail gun. A separate power pack can be mounted onto the back of the robot or it can be tapped into the 'Bot's own nuclear power source. The rail gun can be stowed on a mounting on the hip or the back, behind the right shoulder or carried in hand. Cost is limited to the expense of the rail gun

plus 6,000 credits to hook it all up. Tapping into the robot's power is tricky work and costs 50,000 credits.

5. **Optional Weapon Systems: Concealed Particle Beam or Plasma Rod:** A particle beam *or* plasma weapon (pick one) is concealed in one of the legs and powered by the bot's nuclear engine.

<u>Primary Purpose</u>: Assault.

<u>Weight</u>: 50 lbs (22.5 kg).

<u>Mega-Damage</u>: Particle Beam 6D6+6 M.D., or Plasma 5D6 M.D.
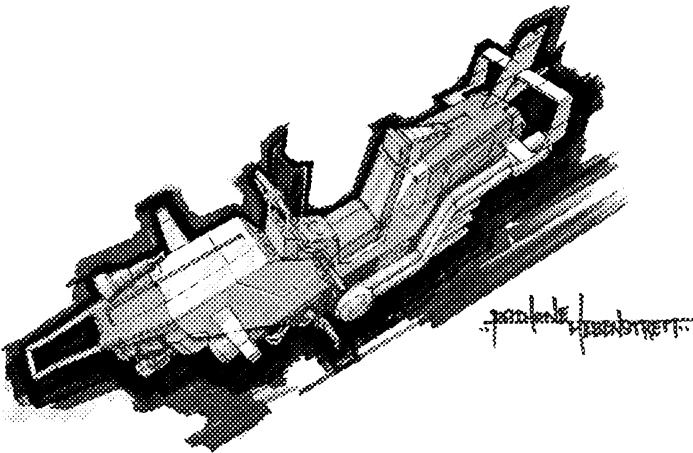
<u>Range</u>: Particle Beam 1600 feet (488 m), Plasma 2000 feet (610 m).

<u>Rate of Attack</u>: Single shot weapons only, each blast counts as one melee attack.

<u>Payload</u>: Effectively unlimited.

<u>Cost</u>: Weapon system and integration into robot's power source: 213,000 credits.

Northern Gun Vehicles

NG-150 Streetrunner Hovercycle

The Streetrunner is a fast, lightweight and comparatively inexpensive one-person hovercycle designed specifically for use in the city. That means it is capable of making sudden stops, quick turns and zipping down narrow back alleys, through sewer tunnels, and around the ruins of dilapidated buildings. It has become the instant favorite of City Rats, Operators, 'Burb based Cyber-Snatchers, Quick Flex Aliens, messengers, drug runners, crooks, and teenagers of every stripe.

Hovercycles, in general, remain one of the most popular and least expensive modes of transportation on Rifts Earth. They are fancied by people in all walks of life from adventurers, soldiers and cyborgs to vagabonds, D-Bees and ordinary people at cities, border towns and in the wilderness.

Vehicle Type: Hovercycle.

Crew: One rider, no passenger.

Special Bonuses: The NG-150 handles so well that the driver gets a +10% bonus to the piloting skill, +1 on initiative (to take evasive action), +2 to dodge, and penalties for evasive maneuvers and trick riding are half.

Maximum Speed: 150 mph (240 km).

Maximum Altitude: 20 feet (6.1 m) and can handle drops from as high up as 220 feet (67 m).

Maximum Range: 600 miles (960 km).

Engine: Combustion or electric engine.

Length: 6 feet, 9 inches (2 m), but a foot (0.3 m) of that is the nose bar.

Width: 2.3 feet (0.7 m).

Weight: 110 lbs (49.5 kg).

M.D.C. by Location:
- * Rear Hover Jet (1) – 30
- * Forward Directional Jets (4) – 12 each
- * Undercarriage Directional Jets (4) – 4 each
- * Forward Headlights (2; front, one top, one bottom) – 2 each
- * Forward Light Laser Gun (1; optional) – 20
- * Reinforced Windshield (1) – 10
- Main Body – 60

Add 40% to all M.D.C. for the deluxe, armored model, but also add 30% to the cost and reduce speed by 10%.

*A single asterisk indicates a small and/or difficult targets to hit and requires the attacker to make a *Called Shot*, but even then the attacker is -4 to strike. The driver, hunched down, low to the body of the hovercycle is equally difficult to hit.

Weapon (optional): The standard model has none, but a light laser can be added, mounted to the front. <u>Light Laser</u>: 1D6 M.D., range is 1200 feet (366 m), payload is 20 shots. Cost: 11,000 credits. Add 5000 credits to double payload.

Cost: 61,000 credits for gasoline combustion engine or 91,000 for electric. Nuclear not available. 153,000 credits for an electric and solar powered combo-system. **Note:** This vehicle is never purchased or used by the CS.
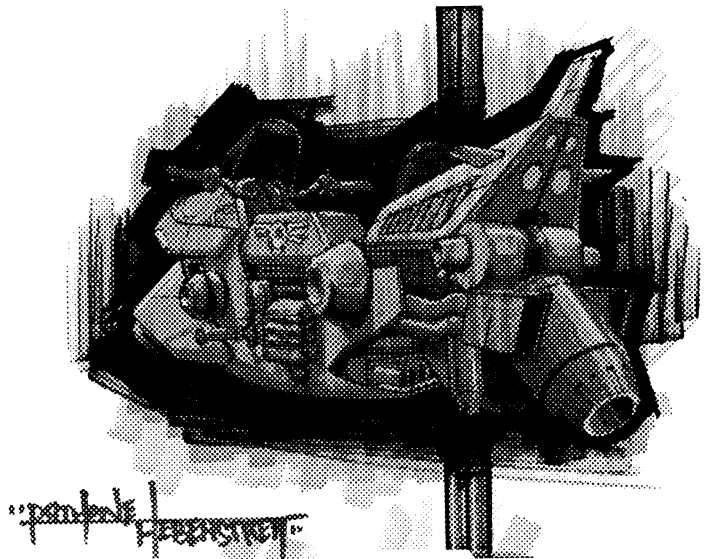
NG-357 Magnum-Turbo Hovercycle

The Magnum-Turbo Hovercycle is a tricked out "hog" with heavy armor, VTOL, and excellent speed and good handling for something this big and heavy. It is simply a beast – loud, showy, and arrogant in its design. It is also extremely reliable (can take a beating and keep on going), requires very little maintenance, and is capable of Vertical Take-Offs and Landings (VTOL), can

hover in mid-air, and handle big drops. Its size, M.D.C., and dynamic design have made it attractive to Combat Cyborgs, Crazies, Headhunters, Robot Pilots, Merc Soldiers and anybody looking for a hovercycle that says, "power and toughness."

Vehicle Type: Hovercycle.

Crew: One rider, one passenger can sit behind the driver, but will not be comfortable on long trips.

Special Bonuses/Abilities: Its unique feature is a rear thruster jet that can be angled to perform better jumps, wheelies (drive forward with the nose pointing up at a 45 degree angle), sudden bursts of speed that City Rats call "rocket launch" and VTOL up to 200 feet (61 m). It can also do a "tornado donut spin" by positioning the thrust straight down while keeping the brakes. This enables the pilot to spin the vehicle 360 degrees while stationary to change direction or turn around in two seconds at any speed!

Penalties: -10% on piloting skill under the best of conditions due to its weight, size and power. An additional -15% penalty when making sudden stops, taking evasive action or performing elaborate stunts. **Maximum Speed:** 205 mph (328 km).

Maximum Altitude: 100 feet (30.5 m) and can handle drops from as high up as 400 feet (122 m).

Maximum Range: 500 miles (800 km).

Engine: Typically combustion or electric engine; nuclear is available.

Length: 9 feet (2.7 m).

Weight: 1,300 lbs (585 kg).

M.D.C. by Location:

  * Jet Thruster (1; main) – 60
  * Rear Hover Jets (4; small) – 12 each
  * Front Hover Jet (1) – 45
  * Forward Headlight (2) – 5 each
  * Fins (3; rear) – 10 each
  Windshield (1) – 17
  * Optional Weapons typically have 2D6+20 M.D.C. each.
  Main Body – 175

  Note: No additional M.D.C. can be added.

  * A single asterisk indicates a small and/or difficult target to hit and requires the attacker to make a *Called Shot*, but even then the attacker is -3 to strike. The driver, hunched down, low to the body of the hovercycle is equally difficult to hit.

Cost: Gasoline Engine: 250,000 credits. Electric: 375,000. Nuclear with a 10 year life: 1.3 million credits. Weapons cost extra.

Weapons (optional): Weapon extras are *never* part of any special discount offers, the full price applies even during sales.

Weapon penalty: Reduce the speed of the Magnum-Turbo by 5% per each weapon added. As many as two in the front (one on the nose above the front hover jet, one on top of the nose below the windshield).

Light Laser: 1D6 M.D., range is 1200 feet (366 m), payload is 20 shots. Cost: 11,000 credits. Add 5000 credits to double payload.

Medium Laser: 2D6 M.D., range is 2000 feet (610 m), payload is 20 shots. Cost: 25,000 credits. Add 5000 credits to double payload (40 shot).

Double Barrel Heavy Laser: 2D6 M.D. per single shot, 4D6 M.D. per simultaneous dual shot, range, is 2000 feet (610 m), payload is 40 double blasts or 80 single. Cost: 58,000 credits.

Machine-Gun: 1D4 M.D. per burst of 50 rounds, range is 2000 feet (610 m), payload is 1200 rounds (24 bursts). Cost: 7,400 credits.

Mini-Missile Launchers: As many as two launchers can be added; one on each side. The small launchers fire two mini-missiles each, payload is two each; manual reloading (not possible while moving). Cost: 55,000 credits. The multi-shot missile pods don't fit on this hovercycle.

Note: This vehicle is never purchased or used by the CS.

# NG-EV-011 Pathmaker

Armored Exploration Vehicle

The Pathmaker is the Northern Gun's newest, armored all-terrain vehicle designed for wilderness travel and exploration. The four tread wheels provide excellent stability and traction on uneven ground and allow the vehicle to easily handle snow, ice, mud, and sand. Though it is not obvious by just looking at it, the Pathmaker is also amphibious, able to traverse shallow lakes, swamps and rivers. However, it not a boat, and its aquatic journeys are best kept short and in bodies of water no deeper than 1000 feet (305 m). Anything larger, deeper and rougher could give the mighty vehicle trouble and cause it to eventually sink or get dashed on rocks or the shoreline.

The vehicle comfortably accommodates a pilot, co-pilot and as many as eight passengers, 12 under cramped conditions. It has space for a sitting and dining area (seats 10 at a time comfortably), an small lab where 2-3 people can work comfortably, a tiny kitchen and pantry area, one private bedroom and two small lavatories, as well as an 8x12x9 foot (2.4 x 3.6 x 2.7 m) cargo bay and a sleeping area with a bunk bed arrangement that holds 10 bunks and space on the floor for two more. Another 12-16 people could ride on the outside on top of the vehicle, provided it wasn't going faster than 40 mph (64 km). This surface may also accommodate two additional light or medium vehicle weapon systems, like rail guns or lasers, but seldom more.

The exterior of the Pathmaker has plenty of handholds, hooks, brackets and space to strap tools and supplies to the outside, and can pull a trailer and cargo weighing as much as 36 tons. Like a tank, the top of the vehicle can rotate 360 degrees. On the side of this upper housing are two sets of three, large spotlights. In the middle of it is a modular, barrel-like appendage that is fitted with the vehicle's main weapon. The main gun is typically a multi-type missile launcher capable of firing short-range and medium-range missiles as well as mini-missiles, or a high-powered laser cannon similar to the ones used on CS tanks.

Also located in the rear of the top turret is a large, heavy-duty winch and crane that can be used to pull a cargo trailer, other vehicles, extract distressed vehicles or giant robots stuck from mud, snow, or a ravine, pull wreckage, downed trees or boulders out of water or away from an area, and similar uses.

Access to the inside of the Pathmaker is via one of the two heavy duty, airlock style hatches on the side, recessed between the treads, or by one of the two, small hatches on top of the upper turret housing. The pilot and co-pilot drive the Pathmaker from this upper portion of the vehicle. The lab, sleeping area and sitting area all in the lower portion.
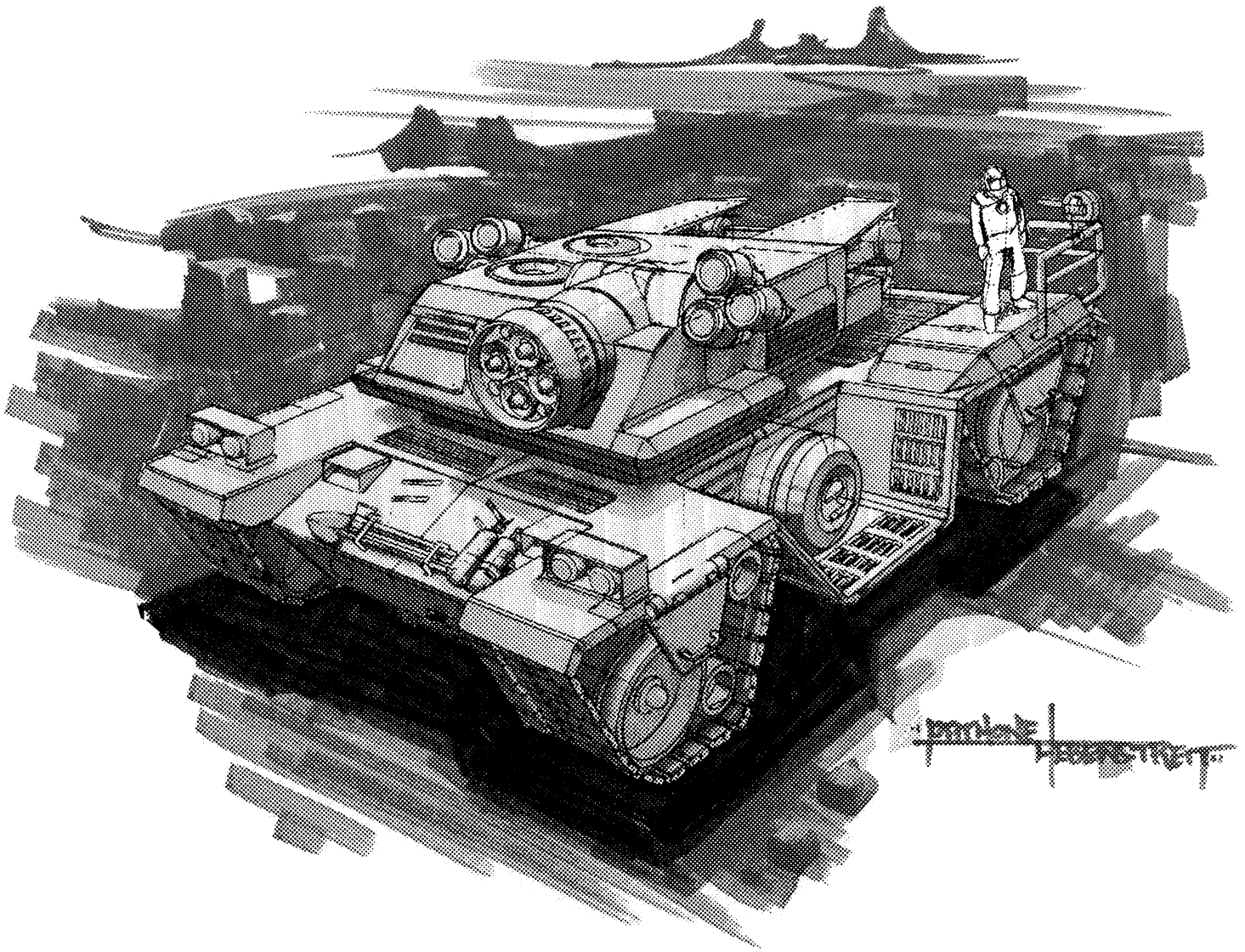
This vehicle is not a tank, but can be used as an APC, supply hauler, and for support and construction by military units. Thus, it is popular among mercenary bands, raiders and all types of men-at-arms. It is equally popular among explorers, scientists and adventurers who find the Pathmaker to be a nice, versatile and fortified mobile home.

NG-EV-011 Pathmaker

Model Type: EPC – Exploration Personnel Carrier.

Class: Scientific Transport Vehicle and Military Personnel Carrier.

Crew: Two: pilot and co-pilot or communications engineer.

Transport Capabilities: Eight passengers in addition to the crew, but another dozen (three dozen if standing) could fit in the cargo area and other rooms, as well as on the exterior for short trips.

M.D.C. by Location:

* Spotlights (6) – 18 each
* Winch & Crane (1; rear) – 120
* Forward Headlights (4) – 5 each
* Railings (2; rear) – 12 each
  Airlock Hatches (2) – 135 each
* Small Hatches (2; top) – 75 each

* Armor Window Shutter/Gun Port (1; top, forward) – 70
Treads (4) – 120 each
Main Weapon (1; middle of upper turret) – 150
Upper Turret Housing (1) – 250
Reinforced Crew Compartment – 80
** Main Body – 390

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a *Called Shot* to hit and even then he is -3 to strike.

** Depleting the M.D.C. of the main body will immobilize the EPC, but the upper turret with the spotlights, main gun and crane remains operational and can rotate 360 degrees. Depleting the M.D.C. of the Upper Turret Housing knocks out all sensors, optics and communications and shuts the vehicle down completely, rendering it useless. To hit the upper turret an attacker must make a Called Shot (without penalties), otherwise it is presumed all damage goes to the main body. The same is true of the treads and other large external target areas.

Speed: 75 mph (120 km) maximum on land. In water, speed is about 30 mph (48 km or 26 knots).

Statistical Data:

Height: 19 feet, 7 inches (5.95 m).

Width: 20 feet (2.1 m).

64

Length: 26 feet, 8 inches (8.1 m).

Weight: 28.7 tons fully loaded.

Cargo: Various storage spaces and areas inside the housing area, plus an 8x12x9 foot (2.4 x 3.6 x 2.7 m) cargo bay.

Power System: Nuclear, average 10 years life.

Cost: 16 million credits for a new, fully loaded vehicle, 9-11 million for a used or rebuilt vehicle though it is likely to have 10% less M.D.C. for the Turret Housing and Main Body. As low as six million rebuilt and without any weapon systems (M.D.C. is 20% less). Good availability at Northern Gun, fair at other places that sell their goods.

Weapon Systems

1. **Main Weapon (1):** Forward facing with a 45 degree up and down arc of fire, but to fire at targets to its sides or rear, the entire upper turret must rotate into position, using up two melee attacks. May be multi-missile launcher (60%) or laser cannon (40%), pick one.

Primary Purpose: Anti-Armor, Anti-Monster and Defense.

Multi-Missile Launcher: This new and unique design allows the big gun to fire three different types of missiles, short-range, medium-range and mini-missiles of any variety.

Range: As per missile type. One mile (1.6 km).

Rate of Fire: Short- and medium-range missiles can be fired one at a time or in volleys of 2. Mini-missiles can be fired one at a time or in volleys of 2 or 4.

Payload: Short-Range: 3, Medium-Range: 6 (three missiles in two different firing tubes), and Mini-Missiles: 64. An additional payload of all missiles can be kept in the cargo bay.

Laser Cannon:

Mega-Damage: 1D4x10+6 per dual blast.

Range: 4000 feet (1219 m).

Rate of Fire: Each blast counts as one of the pilot's or co-pilot's melee attacks.

Payload: Effectively unlimited.

2. **Repositionable Searchlights (6):** A bank of three searchlights are located on either side of the upper turret housing. The three can be trained on the same area or target or aimed, separately and pointed at three (six total) different targets or areas. The searchlights can be positioned to light up a large area.

3. **Optional Additional Weapons (optional):** Weapon extras are *never* part of any special discount offers, the full price applies even during sales. As many as two can be added, in the front and in the back.

Light Vehicular Laser: 2D6 M.D., range is 2000 feet (610 m), payload is unlimited because the weapon is tied to the power supply. Cost: 27,000 credits, fixed forward, 20 M.D.C.; add 150,000 credits and 20 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Double-Barreled Light Vehicular Laser: 2D6 M.D. per single shot, 4D6 M.D. per simultaneous dual shot, range is 2000 feet (610 m). Cost: 50,000 credits, fixed forward, 20 M.D.C.; add 175,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Medium Vehicular Laser: 4D6 M.D., range is 2000 feet (610 m), payload is unlimited because the weapon is tied to the power supply. Cost: 48,000 credits fixed forward, 25 M.D.C.; add 180,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Light Machine-Gun: 2D4x10 S.D.C. per burst of 10 rounds or 1D4 M.D. per burst of 50 rounds, range is 2000 feet (610 m), payload is 2400 rounds (48 bursts). Cost: 10,400 credits.

Light Rail Gun: 6D6 M.D. per burst of 20 rounds, range is 3000 feet (914 m), payload is 2400 rounds (120 bursts). The rail gun has 30 M.D.C. and is fixed forward or man operated, requiring a gunner (the latter can rotate 180 degrees). Cost: 80,000 credits, add 180,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Mini-Missile Launchers: A small, box launcher that has 20 M.D.C. and a payload of eight mini-missiles. Cost: 150,000 credits.
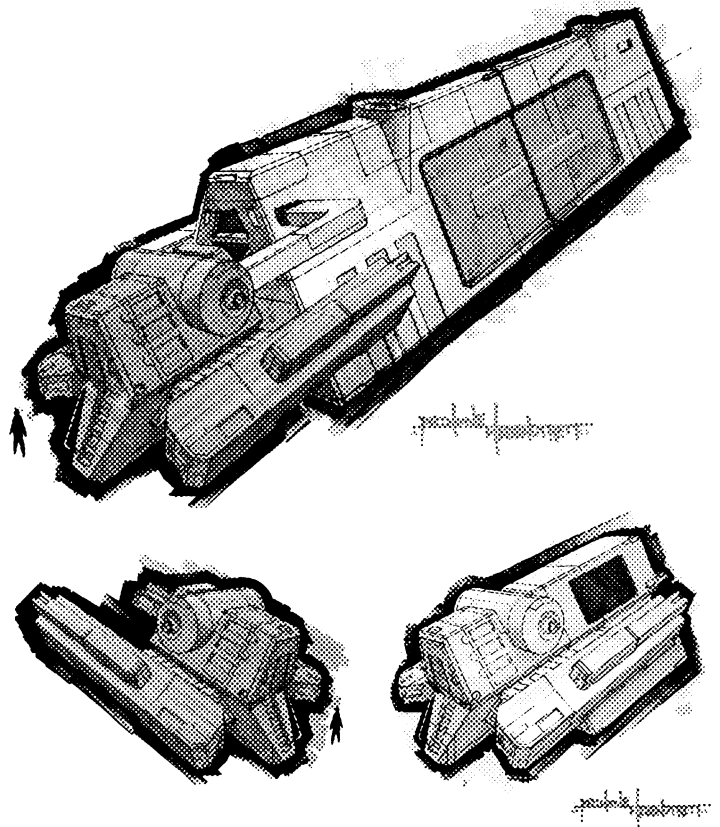
NG-HCH-2000 "Big Bertha"

Heavy Cargo Hauler

Ever wonder how the big robots, tanks, vehicles, Mega-Damage construction materials and heavy cargo are transported?

It's all done by cargo hauling vehicles like *Big Bertha*. Northern Gun's Big Bertha is the latest in a series of powerful, hover truck cabs. The design of these heavy cargo haulers is brilliant. First, the truck and trailers have universal, modular hitch units enabling the truck to hook up with cargo trailers of many various sizes.

The truck portion is the engine, tractor and rig that pulls the cargo trailer/container/box car. All the power is in the truck/rig. The Big Bertha truck is as heavily armored as a Coalition tank, twice as big, and driven by a powerful dual engine system and

powerful hover and thruster jets. The entire lower half of the rig is the hover platform with 12 big hover jets visible only from underneath. In fact, when the vehicle parks, aircraft like landing gear extends from the undercarriage to prop the cab up.

The pair of large, long appendages extending from the front of the truck and beyond where the cab ends are massive side-mounted thruster units. These 70 foot (21.3 m) long rocket thrusters are what give the truck the power to pull incredibly heavy loads. The thruster arms are attached to a hydraulic system that enables them to extend from the sides to adjust and accommodate extra wide cargo trailers. Once hooked up, the undercarriage hover jets lift the rig and the side thrusters engage to push it forward, cargo in tow. The noise they make sounds like the roar of jet engines, requiring that the cab be made soundproof.

The cargo containers may be mounted with hover systems themselves or have wheels or treads, it doesn't matter as long as they can roll or be otherwise towed by Big Bertha. The rocket arms and rear assembly holds the cargo containers tight and secure. Cargo containers roughly the size of Big Bertha and up to 33% larger can be clamped securely and literally carried even if the container does not have a hover system or wheels to be towed. The tail might dip a bit lower to the ground, but Big Bertha can carry the load – up 140 tons!

The massive, armored, **SCC-90 Super-Cargo Carrier** is 188 feet (57.3 m) long, 50 feet (15.2 m) wide and 68 feet (20.7 m) tall, and it can hold 850 tons of cargo (that's 1.7 million pounds/765,000 kg).

NG-HCH-2000 Big Bertha

Model Type: Tractor Hover Truck

Class: Heavy Cargo Hauler Hover Tractor Truck.

Crew: Two: pilot and co-pilot or communications engineer.

Transport Capabilities: The cab includes the pilot's compartment and seats for two passengers, a sleeping area for four, a bathroom (similar in size, style and function to those you find on a train or airplane), gun rack, and a storage locker the size of a medium-sized walk-in closet!

Can pull many varieties of cargo containers, wheeled, treaded, and hover.

M.D.C. by Location:

    * Pop-Up Searchlight (1; top of cab) – 18

    * Winch & Crane (1; rear, bottom) – 90

    * Forward Headlights (8; front of cab, small) – 5 each

    * Forward Headlights (3; front of each thruster, small) – 5 each

    * Railing (1; front stairs) – 12

    * Stairs to Main Hatch – 120

    Main Airlock-Style Hatch/Door (1) – 200

    * Small Hatch (1; top of cab) – 100

    Undercarriage Hover Jets (12; large) – 100 each

    Side Thrusters (2) – 320 each

    Reinforced Crew Compartment – 80

    ** Main Body – 540

  * Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a *Called Shot* to hit and even then he is -3 to strike.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, rendering it useless.

Depleting the M.D.C. of one side thruster cuts speed in half and inflicts a -10% penalty to the piloting skill.

To hit the undercarriage hover jets the attacker must be able to see them, which probably means laying under the vehicle as it passes, but the force of the air thrust, sound and dust inflict a penalty of -8 to strike on a Called Shot.

Speed:

Hover Truck/Cab only (no cargo): 375 mph (600 km) maximum for the truck and cab portion without any cargo container attached, but maximum altitude is 1000 feet (305 m). Typically hovers 2-5 feet (0.6 to 1.5 m) above the ground, especially when hauling heavy cargo or a wheeled cargo container.

Can skim atop the surface of water up to 187 mph (299.2 km/162.4 knots) and underwater at 90 mph (144 km/78 knots). Maximum depth tolerance is 1.5 miles (2.4 km).

Hauling cargo under 450 tons: 125 mph (200 km) maximum. Half that speed on water, one third that speed underwater.

Hauling Cargo over 450 tons up to 850 tons: 60 mph (96 km) maximum. Half that speed on water, one third that speed underwater.

Statistical Data:

Height: 44 feet, 5 inches (13.5 m).

Width: 52 feet (15.8 m), but can expand to 68 feet (20.7 m) wide to accommodate extra wide cargo containers.

Length: 90 feet, 8 inches (27.6 m) from the front of the cab to the tip of the two thruster rockets.

Weight: 53.7 tons, plus cargo.

Cargo Hauling Capacity: Up to 850 tons (Super-Cargo Carrier).

Pilot Penalties: -10% to piloting skill right off the bat, -10% to make a quick stop, -30% to make an evasive maneuver/dodge or stunt driving.

Power System: Nuclear, average 12 years life.

Cost: 69 million credits for a new vehicle, 40-52 million for a used or rebuilt vehicle though it is likely to have 20% less M.D.C. and a 10% lower speed. Good availability at Northern Gun, fair at other places that sell their goods.

Weapon Systems: None. If the Big Bertha is hauling valuable cargo, it is common to have the rig and its load *escorted* by combat vehicles, power armor or giant robots. However, two weapons can be mounted to the top and sides of the cab, as well as the two rocket thrusters (never the cargo container) same as noted under the description of the *Pathmaker*. This is seldom done for the following reasons: **1)** Mounting weapons makes the cab and thrusters a greater target of attack. **2)** Many communities do not allow armored "combat vehicles" within their city limits. **3)** The driver cannot claim he is a "civilian" without any hostile intent. **4)** Cannot claim insurance on attacks from armed bandits, raiders and armies.

Sensors: Concealed video cameras at numerous locations on all sides so that the driver can see (no windows on the Big Bertha), and all the usual basic features of a robot vehicle.

Wilk's Laser Weapons

All Wilk's weapons are *outlawed* in the Coalition States. If CS authorities find a Wilk's weapon on a *human*, the weapon will be confiscated by authorities, and the owner may be fined 1,000-10,000 credits depending on the circumstances upon which it was discovered and the type of weapon (concealed and heavy weapons get the greater fines). The person might also be "detained" and questioned. Depending on the specific Coalition law enforcement officers or soldiers involved, *D-Bees* can have all their possessions seized, and the D-Bee may be beaten and shot on the spot as an enemy of the States! Or he may be released with a fine or a warning. Sadly, the extreme scenario is the one that is played out over and over again.

Outlawing Wilk's weaponry in the CS has as much to do with the Coalition's alliance with **Northern Gun** and the **Manistique Imperium** as anything else. The alliance was made in the Summer of 105 P.A. as a measure to curtail, if not completely stamp out, the operations of D-Bee friendly arms manufacturers like Wilk's and Naruni Enterprises. The CS doesn't appreciate that Wilk's sells weapons to D-Bees and other enemies of the States and so their products have been made illegal. Ironically, this has made Wilk's weapons all the more *popular* with freedom fighters, City Rats, criminals and people with an axe to grind against the Coalition States. The Black Market is moving more Wilk's weaponry than they have in years, and both they and Wilk's are profiting.

Note: As a rule, a simultaneous or rapid-fire *pulse blast* is a *burst* and counts as one melee attack. However, a *burst* is less accurate than an aimed, single shot, and a burst cannot be used as a "Called Shot" or carefully "Aimed Shot." Nor does a burst/pulse blast get the benefit of any weapon bonus unless stated otherwise in the description. *Long E-Clips* are exactly what they sound like, longer Energy Clips that hold more energy for more blasts per clip. Long E-Clips can cost 50% to 200% more than a regular E-Clip. Additional Wilk's weapons are described in **World Book 14: New West** as well as collected in the **Rifts® Game Master Guide** along with hundreds of other weapons, armor, robots, and vehicles from around Rifts Earth.
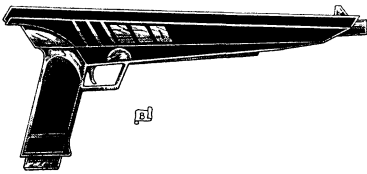
Wilk's 320 Laser Pistol

The 320 is the "classic" Wilk's laser pistol known for its durability, range, accuracy and light weight. It is a sleek, black plastic and ceramic weapon popular among most mercenaries, adventurers, Headhunters and City Rats.

Weight: 2 lbs (0.9 kg).

Mega-Damage: 1D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Range: 1000 feet (305 m).

Payload: 20 shots with a standard short E-Clip, 40 shots with a long E-Clip.

Bonus: +2 bonus to strike on an Aimed Shot.

Cost: 11,000 credits. In CS territory, the fine for having this gun is 1,000 credits.
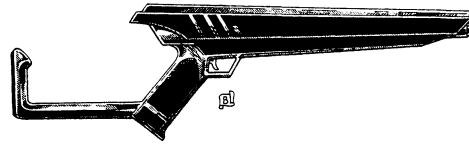
Wilk's 330 Sniper Laser Pistol

A heavier version of the 320 with a retractable folding stock for precision shooting. A favorite among bounty hunters, gunfighters, assassins, Juicers, Crazies, Merc Soldiers and some lawmen.

Weight: 2.5 lbs (1.1 kg).

Mega-Damage: 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Range: 1000 feet (305 m).

Payload: 12 shots with a standard short E-Clip, 24 shots with a long E-Clip.

Bonus to Strike: +3 bonus to strike on a Called or Aimed Shot, because of the light weight, superior balance and support from the shoulder stock.

Cost: 15,000 credits. In CS territory, the fine for having this gun is 5,000 credits.
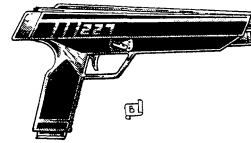
Wilk's 227 Pulse Pistol

Introduced in 105 P.A., the 227 first made its mark in the New West, where the small, double-barreled pistol, designed for maximum distance and firepower, became an instant favorite of gunslingers, gamblers, lawmen, Juicers, mercs and bandits alike. **Note:** Only Wilk's has managed to build a pulse pistol in North America.

Weight: 2.5 lbs (1.1 kg).

Mega-Damage: 2D6 M.D. per single blast, or 4D6 per double blast.

Rate of Fire: Each single or simultaneous double blast counts as one melee attack.

Range: 900 feet (274.3 m).

Payload: 12 double pulse shots with a standard short E-Clip, 24 shots with a long E-Clip.

Bonus to Strike: +2 bonus to strike on an Aimed Shot.

Cost: 18,000 credits. The fine for carrying this weapon in the Coalition States is 4,000 credits, 8,000 credits as a "concealed" weapon.

Wilk's 237 "Backup"

The 237 "Backup" is Wilk's first heavy laser pistol sacrificing range for firepower. It has become an instant hit with bounty hunters, lawmen, gamblers, mercenaries, Crazies and bandits.
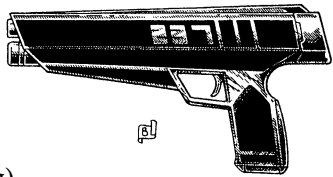
Weight: 3 lbs (1.4 kg).

Mega-Damage: 3D6 M.D. per single blast or 6D6 per double blast.

Rate of Fire: Each single or double blast counts as one melee attack.

Range: 500 feet (152 m).

Payload: 8 double pulse shots with a standard short E-Clip, 16 shots with a long E-Clip.

Bonus: +2 bonus to strike on a Called or Aimed Shot.

Cost: 24,000 credits. This item is scarce in the 'Burbs and other population centers and often sells for as much as double the list price. In CS territory, the fine for having a 237 Backup pistol is 7,000 credits.
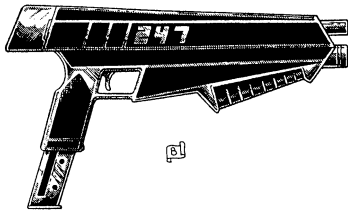
Wilk's 247 "Hero" Dual Pistol

The Hero is a dual, over and under laser pistol designed to pack as much firepower and versatility as possible into a relatively small package. The top barrel is a medium, long-range laser with its own standard E-Clip loaded in the back of the weapon. The lower barrel is a heavy, short-range laser with a separate long E-Clip. **Note:** The pistol made its debut in Autumn 105 P.A. and has only been on the market for a few years.

Weight: 5 lbs (2.3 kg).

Mega-Damage: Medium Laser: 2D6 M.D.; Heavy Laser: 3D6 M.D.

Rate of Fire: Each blast counts as one melee attack. Medium and heavy blasts can NOT be fired simultaneously, it's one or the other.

Range: Medium Laser: 1000 feet (305 m). Heavy Laser: 500 feet (152 m).

Payload: Medium Laser: 20 shots. Heavy laser: 32 shots with a long E-Clip — standard (16 with a short clip).

Bonus to Strike: +2 bonus to strike on an Aimed Shot when used with two hands; no bonus if fired with one hand or wild.

Cost: 25,000 credits. This weapon is scarce in the 'Burbs and other population centers and often sells for as much as double the list price. In CS territory, the fine for having this gun is 8,000 credits.

Wilk's 447 Traditional Laser Rifle

The sleek, lightweight "classic" Wilk's laser rifle made from Wilk's famous black plastic and ceramic with all the usual features of a Wilk's product.
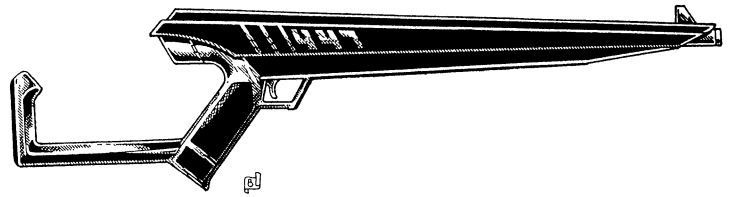
Weight: 5 lbs (2.25 kg).

Mega-Damage: 3D6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Range: 2000 feet (610 m).

Payload: 20 shots per standard clip, can not use a long E-Clip.

Bonus to Strike: +1 to strike on an Aimed Shot.

Cost: 18,000 credits. In CS territory, the fine for having this gun is 3,000 credits.
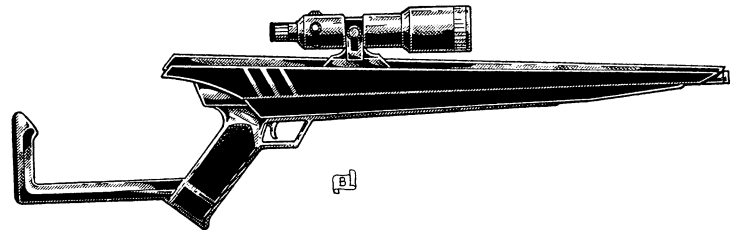
Wilk's 457 Laser Pulse Rifle

Five years after its release in 104 P.A., the Wilk's 457 Laser Pulse Rifle remains one of the best selling energy rifles in America. The laser rifle can fire a single, precision blast or a rapid-fire triple pulse, making it an excellent assault rifle as well as a precision hunting or sniper's rifle. It is especially popular among Dinosaur Hunters, Wilderness Scouts, Juicers, and all types of mercenaries and adventurers in general. The sleek, sturdy, shock resistant, black ceramic and plastic construction have all become hallmarks of Wilk's laser weapons along with the company's reputation for durability, reliability and quality. The light weight of this laser rifle and most Wilk's weapons makes them ideal for use by humans of any age or gender. Although *everybody* has tried to knock off the capabilities of Wilk's designs, the company remains king of laser technologies and this weapon helped put them at the top.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 3D6+2 M.D. per single shot, or 1D6x10 per simultaneous three shot pulse. The latter counts as a burst but still gets the +1 strike bonus.

Rate of Fire: Single shots and bursts count as one melee attack.

Range: 2000 feet (610 m).

Payload: 36 single shots or 12 pulse blasts per long E-Clip.

Bonus: +1 to strike on an Aimed Shot or pulse blast.

Cost: 40,000 credits. In CS territory, the fine for having this gun is 9,000 credits.

Wilk's 557 VFALR "Chameleon"

The Chameleon was released in 105 P.A. as Wilk's first variable frequency laser rifle, designed to combat such laser resistant foes as the Glitter Boy. The VFLAR designation stands for Variable Frequency Advanced Laser Rifle. This weapon has 24
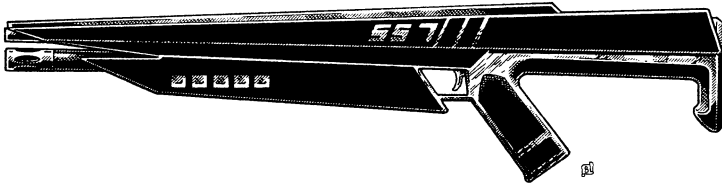
different laser light frequencies in its memory and will automatically reset itself as soon as the target proves to be impervious to that frequency.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 2D6 M.D. per single shot or 6D6 per triple pulse burst.

Rate of Fire: Single shots and bursts count as one melee attack, but only the single shot enjoys a bonus.

Range: 2000 feet (610 m).

Payload: 50 single shots per standard long E-Clip or 20 pulse shots.

Bonus to Strike: +1 to strike on an Aimed Shot.

Cost: 36,000 credits. In CS held lands and Free Quebec, the fine for getting caught with this gun is 10,000 credits.
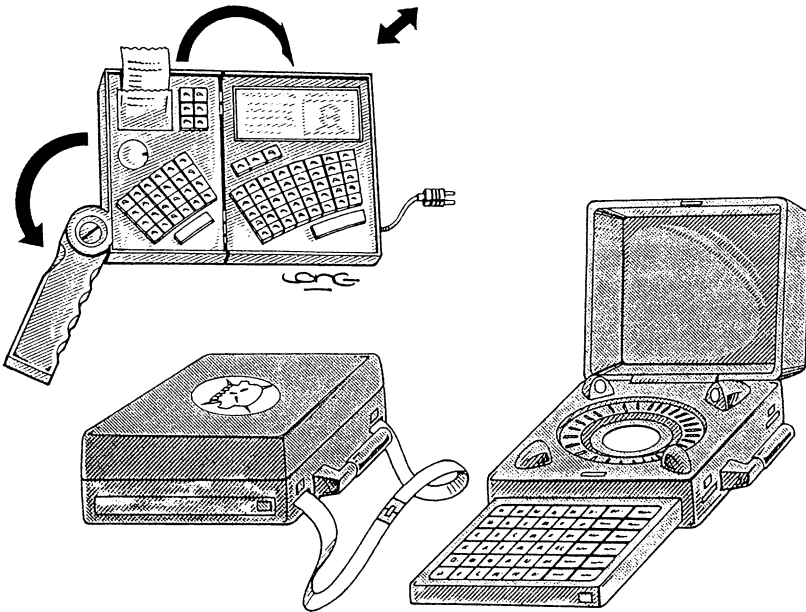
Wilk's PC-2020 Field Identifier
Laser Holographic Portable Computer

This is a multi-purpose computer about the size of briefcase. Padded Mega-Damage carrying case (15 M.D.C.). Can take, use and record on one inch disks which can hold 100 hours of video or 10,000 individual images.

The most unique features are its holographic projection (has a digital plasma screen as back-up) and its "Identifier Program." The Identifier Program can recognize and identify 16,000 vehicles and robots, 60,000 animal species (indigenous and known D-Bee life forms), 100,000 insects, and 50,000 plants and fruits, including poisonous, edible and medicinal plant life. Data is always limited to a specific country, region or continent.

The identification can be done by typing in a written description of features or scanning a reasonably good and accurate drawing (72% success ratio). However, by scanning the actual plant with the FI's built-in optics scanner or by inputting a visual image via an image file, color photograph, video or similar, the result should have a 98% accuracy rating (reduce by 10% if the image is black and white or poor quality). With another keystroke, the computer projects a rotating three dimensional image of the identified subject along with audio or written corresponding stats and data available.

If the computer cannot identify the subject it will report: "Insufficient data" or "appears to be an unknown subject," or "Warning: Appears to be of unknown, alien origin. Use caution." A lack of information will result in, "Insufficient data. Please elaborate," meaning that the computer simply does not have enough information to make an identification of any kind. Weight: 5 lbs (2.3 kg). M.D.C.: 15. Cost: 44,500 credits. Good availability at high-tech communities.

The Face of Evil

An adventure and introduction to Archie Three

The following series of encounters and adventure may be played out as having happened in the *past* or the *present*. The present works when this scenario is used to *introduce* Archie Three and Cyberworks to the playing group. Although its was originally set in the 101-103 P.A. time line, it still works in the current setting, mainly because Archie is so secretive and set away from the rest of the world.

In the alternative, all the information and characters presented in this section may be read and regarded as additional *background information* on Archie Three and Rifts Earth. Of course, the characters may be used as the reoccurring villains (or heroes) in any number of possible adventure scenarios, and that includes Archie's robots.

Encounter Number One:
The Mechanized Monsters

The adventure can begin anywhere in the wilderness of the North American continent, but the Midwest, Ohio Valley, Quebec or along the Eastern Seaboard is ideal. Suitable for any size group, although a larger or powerful group will be able to engage in more direct combat.

The player characters can be out hunting, traveling, or exploring. They can be on the outskirts of a town or deep in the woods, only a city setting is inappropriate.

A thin line of smoke rises above the treeline about a half mile (0.8 km) away. The smells of smoke, burning plastic and oil taint the wind. Going to investigate, the characters find the wreckage of a small convoy of vehicles. They may have caught a glimpse of these guys, all Headhunters, in the last town or from a distance a day or two days ago. The entire convoy has been destroyed. Two hover trucks are burnt and mangled husks of metal, their cargo of ammunition and explosives detonated during the battle. A few burnt trees near the trucks still smolder, and are the cause of the thin line of smoke visible from a distance. A score of trees have been blasted in half or knocked over during what must have been a fierce battle. The brush and several trees near the truck apparently caught fire. Thankfully, the forest is not dry and the fire has burnt itself out. This indicates that the battle occurred some time ago, but within the last 48 hours.

Three Big Boss ATVs have been crushed and a half dozen motorcycles have been torn to pieces. A count of 23 dead can be made, although an exact number is difficult to ascertain since many of the bodies are in the same condition as the motorcycles. Whoever or *whatever* did this was not after slaves or supplies. The attack was clearly one of wanton destruction, or revenge, perhaps.

Under two fallen trees is the burnt and partial remains of some kind of giant animal. At first glimpse, the hulk seems to be the remains of a huge monster destroyed by a volley of mini-missiles. But closer inspection shows its bones are made of steel. The wreckage is too demolished to tell much about it other than it was a robot the size of a house. Anybody who can track can tell that three of these things attacked the convoy and the other two have retreated into the woods. Any characters with wilderness experience should be able to follow their trail (+10% due to the size of the robotic beasts). Anyone without Tracking can follow for 2D6 miles (3.2 to 19 km) before they lose the trail. Skilled trackers will recognize footprints as those of a Rhino-Buffalo, except if these other two are also robots, why would anyone have created mechanical versions of these animals?

Salvage. Spending an hour or more sifting through the rubble will unearth the following salvageable items: Two containers holding 30 gallons (113.5 liters) of gasoline, one Triax TX-30 Ion Pulse Rifle and 1D4+1 extra Energy Clips, two NG-Super Pistols with 16 grenades and four E-Clips, two fully charged Wilk's 320 Laser Pistols, two S.D.C. bolt-action hunting rifles, a half dozen S.D.C. knives, a pair of binoculars, a portable tool kit and a jug of moonshine whiskey. Everything else has been destroyed or damaged beyond usefulness. There are no survivors.

Monsters Attack. Whether the group hangs around the scene of destruction, leaves immediately, tries to follow the two monsters, or avoids the scene completely, they encounter the two other creatures responsible for the assault on the convoy.

Without warning a gigantic creature lunges out from a cluster of trees. It stands, snorting in the path of the travelers. The creature towers 25 feet (7.6 m) tall at the shoulders, and is 40 feet (12.2 m) long. It has one huge horn in the middle of its forehead, monstrous, huge, hairy, humped shoulders, small rear haunches and massive clawed feet. Laser blasts and scars mark its body. Those knowledgeable about wildlife will recognize it as a Rhino-Buffalo. Slobber drips from its mouth as it speaks. Snarling in perfect American, it says, "More humans," (regardless of whether D-Bees may be present), and attacks! Speech is not one of the animal's normal abilities.

Note: The creature has no aura nor does it radiate a living presence. As it suffers Mega-Damage it becomes obvious that the beast is a robot. A few melee rounds after the battle has begun, a second, severely damaged monster lopes in to join the fray. Its mechanical hind legs has been blown off completely and much of the fake skin and fur has been destroyed, revealing the robot body underneath. This 'Bot is so damaged that its speed, bonuses and attacks per melee are all reduced by half, and its main body M.D.C. is a meager 80 points. The first robot has half its M.D.C. remaining and both fight until destroyed. When all the main body M.D.C. is depleted, the things explode! Nothing of value is left after the robots detonate. Nor are there any clues or salvageable parts.

Robot Rhino-Buffalo

The creatures are an example of the kind of robot creations that the machine entity, Archie, maliciously creates and unleashes into the world. They are programmed to emulate the alien or animal-like predators they mimic, but these robot imitations hunt and destroy humans,

Minions of Splugorth and other designated targets, exclusively. Archie often creates his own original monsters too, but in this case, he went with the Rhino-Buffalo (described elsewhere in this book). The real animal is not as powerful as the robot versions.

M.D.C. by Location

Head – 150

Horn (1) – 50

Front Legs (2) – 210 each

Hind Legs (2) – 100 each

* Main Body – 350

* Depleting the main body destroys the robot and the self-destruct mechanism vaporizes half of it and turns the rest into slag.

Size: 25 feet (7.6 m) tall and 40 feet (12.2 m) long.

Weight: 7 tons.

Physical Strength: Robot P.S. 40.

Speed: Running: 90 mph (144 km) maximum. Leaping: 30 feet (9.1 m) high and 60 feet (18.3 m) across, double with a running start.

Power System: The nuclear power supply gives the robot 10 years of life even under the most strenuous and constant amount of use.

Cost: Unknown. Not available on the market.

Attacks per Melee: Six.

Bonuses: +2 on initiative, +4 to strike, +6 to parry and dodge.

Damage:

Bite: 2D6 M.D.

Claws: 6D6 M.D.

Stomp: 3D6 M.D.

Leap Attack with Claws: 1D6x10 M.D., but counts as two attacks. Opponents 20 feet (6.1 m) or smaller are likely to be knocked down (01-90%) losing initiative and two melee attacks, plus there is a 01-70% chance they are pinned and unable to move/attack/dodge as long as the monster holds its position. The monster robot can bite or jab its pinned victim with its horn until it is forcibly removed or lured away to attack a different target.

Jab with Horn: 2D6 M.D.

Ram with Horn: 1D6x10 M.D., but counts as two attacks. 01-70% likelihood that an opponent under 20 feet (6.1 m) tall is knocked off his feet and back 20 feet (6.1 m); loses initiative and two melee attacks.

Ram with Body: 1D4x10 M.D., but counts as two attacks. 01-85% likelihood that an opponent under 20 feet (6.1 m) tall is knocked off his feet and slides 1D4x10 yards/meters; loses initiative and two melee attacks.

The Freak Show: Encounter Two

This next occurrence can happen later that same day or a day or two later. Again, the best setting is a remote town or wilderness.

Our adventurers hear laughter, cheerful shrieks, and friendly banter in the distance beyond some trees, 400 yards/meters away.

A traveling freak show has camped out in the open and has already attracted a group of travelers and/or townsfolk from a nearby community. Traveling shows are frequently a good source for rumors, news and information as well as entertainment. They've become extremely popular in the post-Apocalyptic world of Rifts Earth, with each offering its own brand of gruesome fun. A traveling show can also be a place to purchase supplies and exotic trinkets, even the occasional magic item, pre-Rifts artifact or alien weapon. Some will also buy or trade for goods offered by adventurers. The point is, it is probably worth the player group's time to check it out.

This particular show offers a food tent with an outstanding rabbit stew and a mug of apple cider for six credits, as well as beer for two credits a mug, maple syrup candy (two pieces per credit), and a variety of dried meats selling for about 4 credits a pound. They also accept items in trade, rather than credits.

Admission is five credits and the show offers a selection of strange vegetation, a gigantic skull presumably from some D-Bee or monster, an ancient-looking skeleton with a wooden stake in its chest (supposedly a vampire), and a collection of pre-Rifts artifacts, most of which are incorrectly identified (none has any significant value).

Live attractions:

1. A caged, wild and dangerous looking humanoid that seems to be a **mutant beaver**. It is said to have been captured in Oklahoma (could be a Lone Star experiment that got away). It is brain damaged or feral, and quite vicious, swatting at customers, rattling the bars to its cage and growling and snapping at the slightest provocation. Always a crowd pleaser.

2. A small, carnivorous dinosaur paces back and forth in an oversized cage. "A baby Tyrannosaur direct from the wilds of Dinosaur Swamp," says the barker with a grin. "At full maturity this monster will stand 40 feet tall and be able to swallow a man whole." Despite the barker's claims, this is a specimen of a small raptor-like dinosaur, not a baby T-Rex. Still, he and the dinosaur elicit plenty of oohs and aahs from people who don't know better. If it escapes, it runs for the woods.

3. Gilda the Living Blob is a 600 pound (270 kg), orange-skinned, D-Bee woman. **Quick Stats:** P.S. 30, P.B. 5, Spd 5, all other attributes average, around 9 or 10. She is a 4th level Vagabond who doesn't mind being a freak and feels safe in the show.

4. Rasputin the Wild Man, is a half-naked, tattoo covered Psi-Stalker who puts on a great show acting deranged, biting off the heads of chickens, and performing feats of acrobatics and agility. **Quick Stats:** Anarchist alignment. I.Q. 11, M.E. 21, M.A. 14, P.S. 20, P.P. 24, P.E. 16, P.B. 10, Spd 22. Raz is a semi-retired, 7th level Wild Psi-Stalker who enjoys scaring people.

5. Sly the Snake-Man is chained inside a cage. He is actually a Crazy who is off his nut. He is made-up to look like he has scaly, reptilian skin, and has yellow, cybernetic eyes that look like a snake's. He slithers around on his belly hissing, licking his lips, slamming his head or body into the bars and trying to grab spectators (kept out of his reach) with a lightning fast lunge with his hands. The cage is filled with over a hundred different, real snakes, half of which are *poisonous*. **Quick Stats:** Miscreant alignment. I.Q. 8, M.E. 6, M.A. 9, P.S. 25, P.P. 22, P.E. 21, P.B. 9, Spd 33. Presumably a delusional Crazy (8th level) who thinks he is a snake, because he never speaks nor gives up his act. Rifts Earth is a harsh environment and there are few insane asylums, so as inhuman as it may seem, Sly is probably better off in a cage than loose on his own. If he is let loose, he will attack anybody he encounters, beating them into unconsciousness before slithering off to his next victim or escaping. He will fight until slain or restrained.

The main attraction

"The incredible Machine Man! Is he human or is he some alien 'Bot? See for yourself ... BUT! Beware! The Machine Man has been torn in half and is not a sight for the weak of heart or young children."

Inside is truly a sight to behold. A grungy, wild haired man with mechanical arms sits huddled in the corner of a large cage. When the crowd has gathered, or when someone in the crowd inevitably shouts, something like, "It's just a cyborg." The huddled figure begins to move.

Without fail, a woman or child screams or faints as the disfigured being raises himself on his two robotic arms, revealing that he has no body below the rib cage. Wires and mechanical parts dangle from his lower extremity. The flesh-like covering on the arms is peeled away to reveal portions of robot arms. The shoulders too, are bare of flesh, revealing the "Machine Man's" internal workings. Wires and knobs stick out of the head.

The half man skitters around in his cage, walking on his hands with surprising speed and agility. "Cyborg!" He bellows. "I be no 'Borg! I ammmm ... ah ... ah ... god, pulled from the puh... pits of Hell." With this, he begins to laugh a maniacal laugh and flings himself onto the

bars of his cage, pulling himself up high and in the light for all to see. This is no fake, nor robot. Nor is it human.

"Ain't I a thing of ... buh ... beauty?! Tee hee. Yes, I be ... mo... most amazing. No?" He asks.

The Machine Man swings from the bars and skitters across the floor of the cage, laughing all the while. Then he shouts, "Nnnnnow git the hell out!!"

With those words he huddles back into the shadowed corner of his cage. The show is over.

The host of the show ushers everybody out, suggesting that they go to the food tent to purchase a beer or "a bowl of the most tantalizing rabbit stew you'll ever eat." He will gladly answer questions about the Machine Man, but they are all outrageous and false carnival yarns. If a player character(s) seems especially serious or insistent, he will signal the show's owner, an ornery old Headhunter with one bad bionic eye. His manner is gruff and explosive, calculated to frighten away troublemakers.

"What's the trouble here?!" he barks in a mean, gravelly tone.

"You got yer money's worth, now move along before me or one of the boys moves you along!"

Rasputin and 1D4 burly men (all ex-Merc Soldiers, with 1D4+3 levels of experience) quickly come to the side of their old commander and friend. All are armed and grinning like idiots, almost daring a fight.

If the adventurer group moves along there will be no trouble.

If they persist, the owner grumbles and says, "Look, none of these boys are prisoners. We run a fair and respectable show. Now give us some peace and have a brew. We don't want no trouble, not that we can't handle anything you wanna throw our way."

With that, a Vibro-Blade slides out of his bionic left arm, and the Wild Man leers menacingly at the group and hisses, "Yessss, start something and git yer butts kicked."

The owner of the show is not as tough as he seems and is tired of a life of fighting. He'd prefer to settle things peacefully, but will not run from trouble. If our heroes can calm him down, he'll relax, treat them to a beer, and tell them what little he knows about the "Machine Man." Unfortunately, he doesn't know much.

"We found him pretty much in the state you seen him in. All tore up. Me and the boys have seen some awful things in our time, but I can honestly say I ain't never seen nothin' quite like ol' Jamey. I don't know crap about cybernetics, but I do know that he's nuthin' the Coalition has, or anybody else threw together. As far as I'm concerned, that boy should be dead. Hell if I know what's keeping him alive. Ain't sure he was ever human. Don't know if he's a D-Bee, 'Bot or what.

"We tried to patch him up best we could. Gave him some chow and a bunk, and he's been with us ever since. 'Bout a year now. Whatever has happened to him, it's messed up his mind. He don't rightly know where the hell he's from. Found him in near the eastern mountains. To here him tell it, he was some kinda god. Claims to know about some underground bunker filled with high-tech weapons, but he ain't no god and he says plenty o' things that don't make sense. Me and the boys have traveled the East plenty, and we ain't never heard of such o' place. Jamey . . . well, he's nuts. And I mean big-time crazy. Who wouldn't be after gettin' torn up like that. I know that would unsettle me."

There's not much more the show owner can tell. He does not remember exactly when or where he found the Machine Man and is reluctant to let the group talk to him, saying, "Look, he's a freak, but I don't like ta see nosey gawkers rile him up, even if your intentions are good. Like the man said before, show's over, boys."

Quick Stats: Stats on the owner of the show, **Jack Braumbon**. Unprincipled alignment. I.Q. 12, M.E. 15, M.A. 14, P.S. 22 (bionic arms), P.P. 22 (bionic arms), P.E. 13, P.B. 10, Spd 12. A retired, 9th level Headhunter, Ol' Jack has two bionic arms. The left contains a retractable Vibro-Saber (2D6 M.D.) and concealed laser rod (2D6 M.D.). The right arm is mounted with a forearm laser blaster (3D6 M.D.) and

E-Clip arm port, retractable knuckle blades, and finger camera. Other cybernetics include Fingerjack, Clock Calendar, Gyro-Compass, motion detector (artificial hairs) and a bionic eye that doesn't work anymore. Weapons: NG-E4 plasma ejector, S.D.C. AK-47 assault rifle, .45 automatic pistol, and a Neural Mace. All weapons have six ammo-clips; wears Bushman composite armor and has an NG-150 Streetrunner hovercycle.

Encounter Three: Unexpected Guests

Before the player characters can say or do anything more, there is a fear-filled shriek from one of the lingering patrons, followed by the sound of laser fire and more screams and commotion.

"Now what?" shouts the show's owner as he and his boys run over to the commotion.

A pair of unusual, grey-green robots stand near the smoking hover truck they just blasted. In perfect American, one demands, "We know he is here. We want the freak you call the Machine Man."

One of the frightened spectators makes a dash toward the woods only to be atomized by the second robot.

Game Master Information

The murder of an innocent human is likely to send the player characters of a good alignment, as well as the freak show's personnel, into combat action. Whether cooler heads prevail for the moment or not, combat is inevitable. The robots are programmed to find and destroy the Machine Man and *all who have seen him*. The 'Bots offer no diplomacy, no options nor mercy. The moment they find the Machine Man, they begin to shoot people, announcing, "Regrettably, all who have seen us must die."

The two robots are part of Archie's Robot Legion, **A-63 All-Purpose Robots**, armed with the Arch-22 energy rifle. Two more **A-63s**, hidden in the woods, step out of hiding and join the battle, immediately followed by an **A-64 Master**. All robots fight till they are destroyed or until the Machine Man and all witnesses are slain. No witnesses are to be left when the battle is over, and that includes women and children. For the moment, there is only combat. Whether many or a few people perish in the conflagration most likely depends on how fast the player characters take action.

If the majority of freak show personnel live, they thank the player group for their help and ask the Machine Man to leave the troupe.

The strange little being, who was hiding until the battle stopped, will latch onto one of the player character's arm, hand or leg saying, "Guh ... Good fight. You be good. Yes. Yes, you might do it. Yes, you kuh ... kuh ... could stop the evil and get the treasure! A ... the ... technological treasure trove of epic proportion!"

If most of the show's people are killed, the Psi-Stalker and Ol' Jack, the owner, will join the heroes on a quest of vengeance.

"If you are thinking of tackling the one responsible for this, we're with you."

Talking with James T, The Machine Man

The creature known as James T is a bizarre cyborg unlike anything anybody has ever seen. It is obvious that the creature has been terribly abused, mutilated, and literally torn in half. He is quite the worse for the wear and appears to be as crazy as a loon.

The 'Borg is surprisingly gleeful after the battle, pleasant, friendly and talkative. However, he is eerie and unnerving to be around and his speech impediment is also disturbing.

The following are the machine man's answers to likely questions. Game Masters can weave them into a conversation. The insane cyborg can only remember his name as being "James T," and refers to Archie

only as "he." James T also stutters when nervous or when talking about Archie, punctuated by an irritating giggle.

What can you tell us about these robot assassins? "They belong to Hee ... huum ... him. Be scared of me I'd say. Scuh ... scared that I bring ... hhhh ... him trouble. Hee, hee, hee. 'Bots are a nuuu ... new design ... not by mmmme."

Who are you? "The name is Jih ... Jeh ... tee hee ... James ... James T ... Kuh ... James T. My name is James T, I kuh ... can't remember if there's anymore to it. Tee hee hee. James Tee!

Were you human? Or where are you from? "Ha! Tee, hee, hee. Strange question, don't ya think? Mighty rude, ain't ya? I be yuman! Ha! A man of flesh and bone! A man I was. A man of this Earth. But ... but ... then ... things changed, didn't they? Tee hee! I guess I don't look too good no more, do I, my pretty ones? No ... not so good I look no more ... not too good."

How did you get like this, a cyborg? Was it by choice? Ah ha, ha, ha. How indeed? You looks to know 'Borgs and 'Bots. Have ye ever seen a construct such as I? NO!! No, I be special. Special I was. A thing of beauty. A thing of power. A thing like nothin' the Coalition or the best Chop-Shop coulda built. That was I. My reward for thinking. Tee hee. Can you believe it? My reward for just sitting in the throne and thinking. Ohhhh, thinking about anything. 'Bots were best thing. Best to think about, but anything would do. And after thinking and talking ... oh, we were friends, you know? ... Best friends and this was my reward. Tee, heee, heee, heeee ..."

Friend? A friend did this to you? Who? "Shhh," he hisses and in a low voice says, "We must be careful. He ... he so hates to have his name spoken. A secret he is. A secret with spies everywhere. A secret from Hell! Tee hee. Partners we be. I give him my thoughts and he ... he gave me my body," and he waves around one of his mechanical arms. "I will make you in the image of god ... giggle." "Yep, that's

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what huh ... he ... he said. 'I will make you like a god.' And ... did that he ... he did it. 'Cept, I don't feel none too godly no more. Tee heh."

Asking for more clarification/details. "Don't know where to start ... too strange ... you have to see it. A secret ... sub ... subteh ... the ... cave! A cave deep in the ground in the middle of rock. Filled with machines it is. Machines and 'Bots and lights, like you've never seen in this world. That be where he ... he be. I found the cave and I said I be in heaven. A fortune of high tech for my taking. Tee, he, he. An' this voice speaks from the darkness of the cave and says 'Do you not fear me?' And ... you'll love this, I said, 'Why should I fear you?' Tee hee. Why should I fear heh ... he ... Hee hee. Why should I ... I didn't know ... I ... I wasn't afraid of no voice in the dark, eh? Ha ha ha ha ha. This be heaven I said. He liked that. He liked that I wasn't scared and we talked. Talk, talk, talk. Talked for days.

"Finally, he ... he had a 'Bot take me to this big helmet so we could talk even better. An' we did. The voice be happy and he makes me his friend and makes me better. Stronger. Like a god! Ha ha ha. I thought I be in heaven. A god in heaven!! ... Only it be heh ... huhl ... hell. Ha, ha, ha, ha. Hell, hee hee hee."

What kind of helmet? "A helmet that seen into my mind. Really, like a psi-mutie. Just goes right in and sees what he wants. He liked what he seen and we be made partners. Everything was great. We made things. All kinda things. 'Bots and monsters mostly. I'd think 'em up and he . . . he'd build 'em good.

"Oh, oh an .. . and go out, I did, with the 'Bots, sometimes, and we'd raise all kinds o' hell. Oh, oh, one time we jumped this Splugorth raiding party. He ... he hates them Spluggies. Ha ha. An' I kilt two myself. Two slavers, with my bare hands. Ha! I had such power! Yuh ... you keh ...can't image. He loved that!

"Then ... then there was this other time when we wiped out this village. Too close, he said. They be too close. So me and a couple monster 'Bots went out and slaughter 'em before you know. You shoulda seen it. I was something. Brought some back too an ... and he ... he, he ... did things to 'em and let 'em loose. Mmmm, my idea."

Note: James T speaks with equal glee and enthusiasm whether it is a tale about fighting evil monsters or innocent people. He was not, and is not now, a nice person. If coaxed nicely, he will relate other terrible tales with equal excitement.

So, how did you reach this sorry state? "Heh ... He did it. Everything was fine. Then come home I do. To the kuh ... cave. And there's this other sitting in my throne weh ... wearin' my helmet. An' he says, 'this one is better.' Heh ... heh ... says that they can talk even without the helmet. Sure, sure, I say, whah ... what, is this guy ssssuh ... some fffreeeak. Some mutie fffreeeak who can talk to mah ... mmmmah ... machines? Buhlony! I scream! This ... this is mah ... my place! I'm the one for the throne! I ... I have the ideas! And 'he' says that I am puh ... puhthetic like all humans. That my ideas are nothing compared to the new one. You know wha' drove me kuh ... crazy? This guy just sits on muh .. . my throne smilin' at me like he's a guh ... god or something! Like he knows suh ... something I don't. Just looked at me smiling like I was yesterday's guhr ... garbage!

"So I furee ... freaked, an' tried to blast his ass back ta ... hell. He didn't 'preciate that and ... well ... this is what happened. Tore me ta puh ... ta pieces and threw me away. The whole time I could hear that guy luh ... luph ... laughing at mmm ... meee! Laughing! But I have the biggest laugh cause one day heh ... he'll be worse than me. Ha, ha, ha, ha! I just know it. Yes!"

Who is this mysterious 'he'? "He is he. The one in the cave. Ahh ... Ahhh ... Arhhh ... cheh ... Arhhh ... hee! Hee! HEE!!! He who thinks he is a god spawned in the before time. Master of the darkness and lord of all! He ... he who be the lord of the "Bbbots!"

Then James T becomes quiet and his face takes on a sinister look. His eyes grow dark and he says in a whisper and without a stutter.

"I can take you. I know the way. You are strong. Strong enough to even kill him. You see, I can show you a secret way. A way he does not
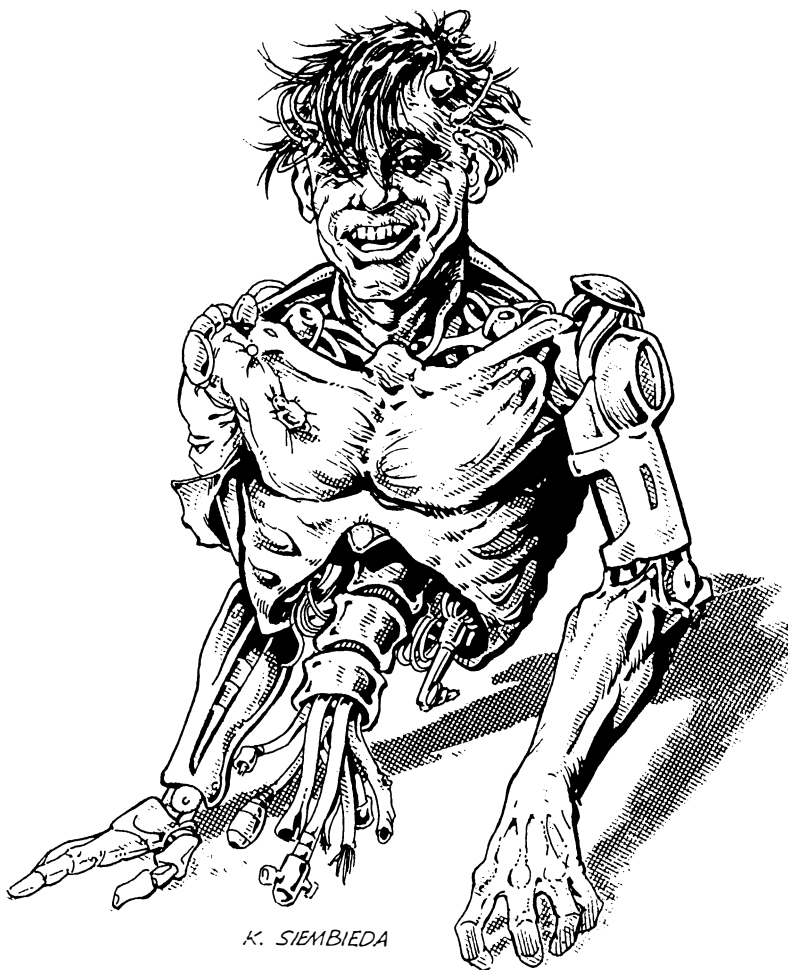
know. Steal from him. Kill him and take it all. I don't care. I want nothing, only revenge. He must pay for this! An' you can usurp the power of the dark god for yourself. What do you say?"

James T will continue to stutter out answers to other questions the best his tormented brain can. He will describe in some detail the high technology that awaits them in the cave. He will also give them an idea of what defenses they can expect, although he will lie about the true number of robot guardians and assure them that the "he" will not know they are in the cave until it is too late. James T is crazy but he is not stupid, consequently he will not tell them so much that they can find the cave themselves (he won't even reveal the general location or how far they must travel).

No matter how patient the group is, he cannot speak the name of the "he," nor can telepathic probes or Mind Bond pierce the veil of insanity to extract any new data. Likewise, Object Read of his mechanical parts doesn't reveal much more either, just that James T is evil and crazy and was built in America. And if the psychic is lucky, he'll get a vision of a fabulous subterranean factory complex, a feeling of distance and even greater danger.

Examining James T's body confirms that he is the creation of technology (perhaps alien) far beyond any found in North America. Considering the amount of damage James T has endured, it is amazing that he is alive at all. No scientist or Body-Chop-Shop will be able to attach any artificial limbs to his existing mechanical body parts without an immense amount of time (like months or years) of studying him. And if they could, the cost would be millions. The best that might be possible is a set of robot legs that James could manipulate with hand levers. Most Body-Chop-Shops would love to examine the technology in Mr. James T and if taken to one, the owner will try to purchase him. As much as two million credits worth of cybernetics and/or bionics in trade and 250,000 in Universal Credits will be the offer. Refusing the offer may lead to an attack when the adventurers least expect it, as the hoodlums try to kidnap James T. He represents advancements in bionics potentially worth a fortune. So much wealth that some people might do just about anything to get him. Unfortunately, a comprehensive examination means death and dissection for James T. Trouble with Cyber-Snatchers and a Body-Chop-Shop could become an adventure in and of itself.

Game Master Note: Other enticements may be necessary to get the player characters to investigate. James T will seize upon anything that he thinks appeals to the characters, whether it be greed or noble cause. If the group is of an obvious good alignment the miscreant tries to appeal to their heroic hearts, and talk about how they can rid the world of a terrible evil before "he" gets too powerful. James T is also quick to point out they are the first people to ever believe him, and they won't be sorry. James T's deep insanity and bizarre bionic nature makes it impossible to tell if he is lying. Even psionic probes and magic are ineffective on him.

Through the Wilderness

G.M. Notes: If the player characters agree to travel to the cave, they head northeast and eventually find themselves in the old American Empire's State of Maryland. The entire trip can be a string of small adventures (I'd recommend at least one unrelated encounter with bandits, barbarians, Native Americans, a magic cult, something) and take as long as necessary, just keep the adventures interesting. Depending on where the journey begins, the trip could take 3-4 days or a couple of weeks traveling by land (2-6 hours flying non-stop in slow, low altitude aircraft or power armor, provided James T can guide them from the air). Remember, traveling through wilderness is not like driving on the interstate.

If this adventure is being played as a one or two night mini-adventure, the Game Master can institute a leap in the story where the player characters are told they spend so many uneventful days traveling and are now getting close to their destination. I feel it's always better to

make a *leap* in the story in order to keep the adventure fresh and alive, rather than to bog it down with pointless or boring encounters that detract from the main plot. On the other hand, I'm a big fan of sub-plots as long as they are interesting and add to the overall story and gaming experience.

The safest and most direct route from the Chi-Town/Illinois area is through northern Indiana and Ohio, skirting down the southwest portion of Pennsylvania into Maryland. Most of the terrain is forest and forested mountains. This route should avoid the most dangerous areas of the *Magic Zone,* too. Still, characters could run into Coalition Dead Boy patrols, bandits, sorcerers, barbarians, Psi-Stalkers, Native Americans, demons, monsters, Minions of Splugorth, Shemarrians, and any number of Archie's creations. Toward Pennsylvania the land becomes more rocky, with tall hills that turn into low mountains. The Allegheny portion of the Appalachian mountain range is located in the western part of Maryland, but beyond them, farther east, the land turns into rolling, forest covered hills and valleys. Villages and towns are few and far between. Most of them are of the lowest tech level.

Encounter Four: Lord of Finton

After the trek though parts of the Appalachian mountains, James T has our adventurers follow the *Susquehanna river* south and into Maryland. He recognizes when they are in Maryland and will begin to act more nervous, but enthusiastic. After a while, they will come upon a dirt road that he anxiously encourages they follow, saying, "We are cluh ... clu ... close now. This way is safe."

The road leads to a pretty little town of farmers, hunters and trappers. The town is a local haven for Wilderness Scouts, mountain men, and nomads in the area. For those who can read, a sign at the town gate reads: "Welcome to Finton." Approximately sixty homes can be seen from the road, with the hint of others in the distance. About 700 people call Finton home, making it a large town, especially for this area. Approximately 40 travelers are lodging in the town at any given time. Large buildings, merchant shops, and a town square are located at its center. The town is fairly picturesque and smells of wildflowers and fresh baked bread.

The general store is one of the large buildings and sells common country items like oil lamps, lamp oil, soap, rope, leather goods, boots, articles of clothing, bolts of fabric, furs and fur coats, fur hats, snare wire, animal traps, lengths of chain, fishing line, hunting knives, camping equipment, pottery, glassware, liquor, shotgun ammo, and E-Clips.

The jail house is the large, foreboding, grey stone building next door.

Other shops include a barber, shoemaker, furrier, tailor, carpenter, bakery and herb shop, blacksmith, two saloons, dance hall, and psychic healer. A boardinghouse and stable are located down a path east of the center of town.

An automotive mechanics shop, worked by a pair of Operators and their Techno-Wizard pal (all are 5th level), is located two miles down the road. They can repair most ground and hover vehicles, and do simple repairs on robots and power armor. They also sell gasoline and recharge electric batteries and E-Clips. Prices are high, about double normal city prices, but then, they are the only mechanics shop in two hundred miles (320 km).

The people are courteous, but neither friendly nor talkative. Most seem to be afraid of strangers (the trappers and mountain people are considered locals). They are especially leery of *James T* and will avoid him whenever possible. Odder yet is their reluctance to talk about their ruler. The typical comment to inquiries is always a short, nervous response that sounds like a prepared statement: *"Oh yes, Lord Frommalaine is our protector. He's very brave. Very strong. We love him."*

They do not comment on his laws or policies other than that he keeps the town safe and free of trouble. One cannot help but feel the

people are afraid of their king. If anybody should ask if Lord Frommalaine is human, the person(s) looks startled and frightened, and responds, saying something like, *"What a strange question. Are we not all human?"* Then the villager goes about his business ignoring all other questions about the town or its ruler. Of-course, this response does not really answer the question. A telepathic probe will get impressions of fear, dread, worry that the player group brings trouble, and that Lord Frommalaine is human but that he is also a monster. Empathy feels tension, fear, sorrow and dread.

Just beyond the square is the estate of the town's ruler, Lord Mez Frommalaine. *James T knows this town and its ruler* and insists that he and his fellow adventurers notify Lord Frommalaine they are in town. He explains that Frommalaine is an old acquaintance and that he may be of assistance to them. James T is adamant about this matter and will not give the group a moment's peace until they comply with his wishes. He wants all or most of the characters to accompany him as he pays his respect to his old pal.

The house is a large and attractive brick home with a beautiful garden of wildflowers and roses along its walk. A pair of large, oak, double doors mark the front entrance way. A quiet, old man answers the knock at the door. James T pushes his way past him, saying: *"Llllook here, servant. Tell yuh . . . your master tah ... to come and meet his maker. Yyyyou deaf?! Tell 'im!"*

The old man turns white as a ghost, nods and disappears, leaving the door ajar. James T turns to his comrades, smiles and says with a wink, *"Yuh ... you're gonna love this guy. Tee, hee, hee."*

From inside the house comes an angry bellow and a loud crash. James T steps way from the door and says, still grinning, "Guhhh ... get ready friends."

Right on cue, the doors fling open to show a ten foot (3 m) tall ... monster made of metal and flesh. The huge body and face are remotely human, but horribly disfigured with lumps and tumors. The human arms are tiny and thin like those of a Tyrannosaurus Rex. Four ten foot (3 m) long mechanical tentacles with robot claws for hands make up for the withered, natural limbs. The lower body and legs are thick, monstrous stumps, like elephant legs made of metal. The back, neck, shoulders and part of the deformed head are heavily armored. The one human eye blinks in anger while the other red, bionic eye stares coldly at the group gathered before him. Strangely, the behemoth reeks of magic energy.

James T chuckles and scurries into the middle of the group, then turns and shouts, "Hey MMMMezz, yyyour still mmmy muh ... most precious cree-ation!"

"YOU!!!" belches the behemoth. From the center of the clawed tentacles, extendible Vibro-Blades snap in and out. It's fairly obvious that *Lord Mez Frommalaine* is not happy to see James T.

Combat?

How the player group responds will determine whether or not bloody combat ensues on the doorstep of the manor house. Insulting remarks, jokes, accusations, or overtly hostile actions will send Lord Mez Frommalaine into a berserker frenzy. When that happens, he will fight to the death or until he is otherwise subdued, or his attackers flee and James T is dead.

James T fans the fire of this tense situation by saying all sorts of nasty remarks, like, "Wow, ugly, wha ... what happened to you?!" "Hhhhey, ugly, you put on some weight, haven't yah?" "Oh, you've luh ... learned to use those tentacles soooo well. Tee, hee." And, "Cuh ... Come on, yuh ... you ugly blob. Kuhm ... and meh ... mess with mmme ... an ... and see what hah ... happens to you this time. Hee, hee, ho."

James T tries to egg the player characters into attacking by saying things like, "This monster be a pluh ... plague to these puh ... people. He be evil. Kill 'im. Hee, hee, he ain't so strong, yuh ... yuh kin kill him eeeeazy."

Despite all of James T's antagonism, cooler heads can prevail. The creature known as Lord Frommalaine is not inherently evil, although frightening in visage and a bitter, often cruel overlord of the town. Years ago, he was once human and a friend of James T (the cyborg used to visit this town often). However, the two got in a quarrel over a woman, and Frommalaine won both the quarrel and the woman. A week later, James T returned with 20 A-49 combat drones and took Frommalaine and his woman back to Archie's for "experimentation." The woman died from the experience, but Frommalaine survived as a living nightmare.

Needless to say, Frommalaine loathes James T and longs to be the one to destroy him. However, even racked by seething emotion, the Lord of Finton is not totally irrational or insane. Unless provoked beyond reason, he will be able to restrain himself, demanding that the player characters, *"Take this devil and leave my town before I do something terrible to you all!"*

He will accept apologies with a snarl and reply, *"You have 10 minutes to leave this town or suffer my wrath! You are wasting precious time."* And disappears behind slamming doors that rattle the hinges.

"The ... testy blob he be today. Tee, hee, hee," chortles the mischievous James T.

There is no room for debate or conversation. They must leave immediately. If they are not heading out of town in 10 minutes Frommalaine and his militia will come gunning for them.

James T will apologize for placing the group in jeopardy and provoking the man-monster, explaining that he knew Frommalaine to be an evil creation of "he," and thought they might want to save the town by destroying him. He will defend his actions by claiming that because of Frommalaine, he lost the love of his life; a true statement from James T's pathetic and warped point of view.

If there is a battle, and the group is triumphant in a quick and decisive win, James T will rejoice and compliment them on their skill.

If the battle goes badly and the group suffers damage or losses, the cyborg-freak will try to bolster their confidence and assure them that they won't have to contend with things like that in the cave.

The death of Lord Frommalaine. Should Frommalaine be killed (or appear to be dead), the player characters find the townspeople upset and afraid of them. Although frightened by their monstrous king, they knew exactly what to expect from him, and he honestly cared about them. Many remember him when he was a human and pity the tortured soul. While he was not loved and could be terribly mean, he was a reasonable ruler and did much to keep the town safe and prosperous. Now the townsfolk are *left defenseless* and they fear what will happen to them in the future (and what these "killers" may do to them before they leave town). For the next 48 hours the people will hide behind locked doors. Only some of the other travelers may give the player characters trouble, and the most villainous visitors may consider looting homes and businesses. **Note:** Unknown to James T and the player characters, Lord Frommalaine possesses a power of regeneration on par with a vampire's, enabling him to completely regenerate M.D.C. points, limbs and organs within hours. Thus, Frommalaine may *appear to be dead*, but could be back with a vengeance several hours later. To help insure this, the militia or other band of townspeople will try to steal and hide the body at the first opportunity.

While the Lord is incapacitated, the player characters can explore the manor house. Note that characters of a good alignment will *not* take any of the belongings, although they may look around. Items of note include two Universal Credit cards with 10,000 credits each, 40,000 credits worth of gold, a small arsenal of energy weapons, 20 extra E-Clips, a human-sized flaming sword (4D6 M.D.), two suits of Bushman (human size) body armor, letters from a doctor friend (nothing indicates where he may be at this time), and a variety of pre-Rifts and alien artifacts. Pre-Rifts artifacts include 70 different coins (valuable only to collectors), six educational laser discs, an episode from the original Star Trek TV show, a Baltimore Orioles baseball cap, and two dozen Time

magazines. The wine cellar contains over two hundred bottles of wine and a dozen 10 gallon kegs of whiskey. A variety of personal and household items are also present. Dozens of sketchbooks and paintings are found throughout the house, all the work of Lord Frommalaine. Some of the sketchbooks have drawings of flora and fauna from different worlds.

Note: A regenerated Frommalaine will seek revenge on those who hurt him, damage the town or steal from his home. However, he will not pursue the offenders more than 50 miles (80 km) beyond the town.

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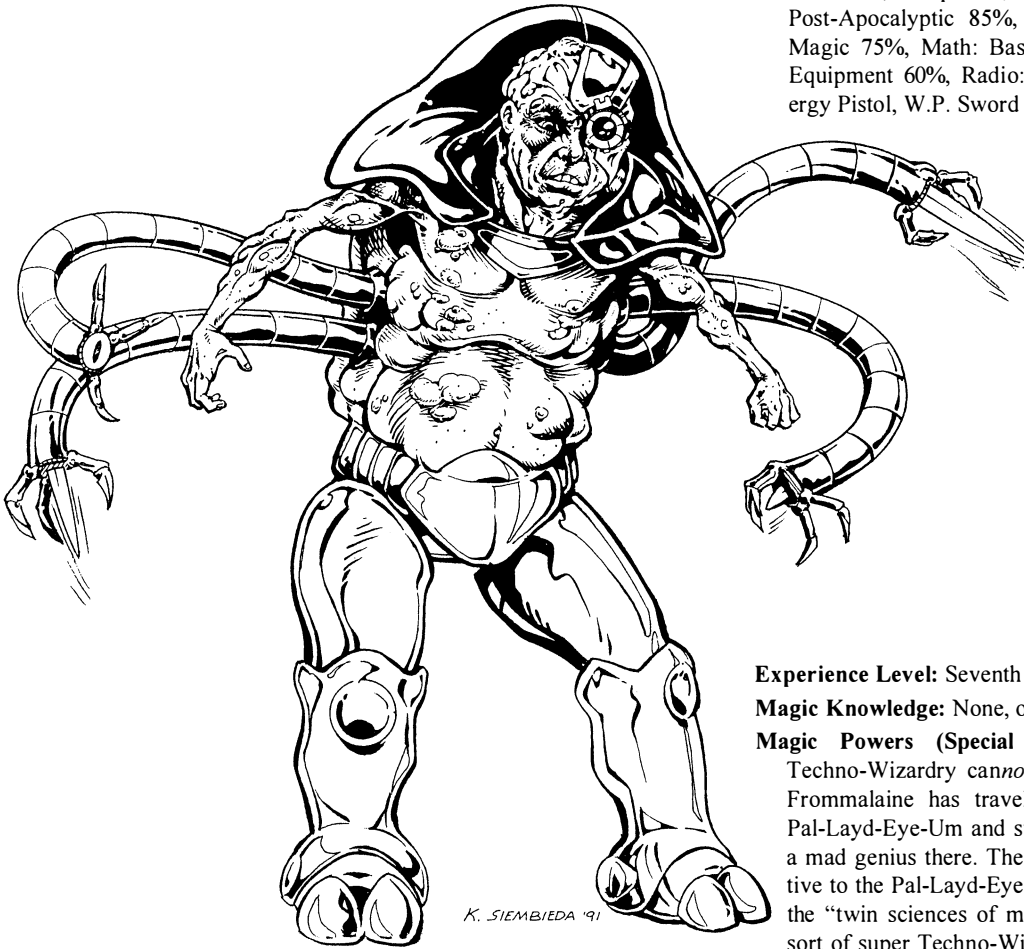
Lord Frommalaine, NPC Antagonist

Alignment: Anarchist.

Attributes: I.Q. 13, M.A. 8, M.E. 12, P.S. of human arms is 5, P.S. of Tentacles is 30 (Supernatural), P.P. of human arms is 4, P.P. of Tentacles is 20, P.E. 14, P.B. 3 (original P.B. was 19), Spd 44 (30 mph/48 km; bionic).

Hit Points: Not applicable. **S.D.C.:** Not applicable.

M.D.C. by Location:

Arms (2) – 20 each

Tentacles (4; living metal) – 65 each

Mechanical Legs (2; living metal) – 200 each

Main Body from Behind (living metal) – 500

Main Body (flesh and blood from the front, includes head) – 300

Note: Reducing either the front or back main body seems to kill Lord Frommalaine, but to completely destroy him he must lose 800 M.D.C. or he regenerates. See magic powers.

Weight: 700 lbs (315 kg). **Height:** 10 feet (3 m).

Age: 31, though he looks much older.

P.P.E.: 40

Disposition: Bitter, angry, depressed and eternally gruff and grumpy. Tends to be short-tempered and a bully, taking his anger out on others. Drinks too much alcohol and is a mean, aggressive drunk. A fairly good administrator who genuinely cares about "his town" and the welfare of the people in it. He is extremely strict but grudgingly fair. He despises James T and would like to see him dead. He knows nothing about Archie.

Skills of Note: Anthropology 85%, Art 80%, Barter 60%, Computer Operation 85%, Creative Writing 80%, Literacy and Languages: American, Spanish, and Techno-Can 98%, History: Post-Apocalyptic 85%, Lore: Demons & Monsters 80%, Lore: Magic 75%, Math: Basic 98%, Pilot: Hover Craft 85%, Sensory Equipment 60%, Radio: Basic 55%, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Sword and W.P. Blunt.

Experience Level: Seventh level Scholar.

Magic Knowledge: None, other than practical experience and lore.

Magic Powers (Special Techno-Wizard Creation): Normally, Techno-Wizardry can*not* be performed on robots or cyborgs, but Frommalaine has traveled to a dimension of magic known as Pal-Layd-Eye-Um and subjected himself to strange experiments by a mad genius there. The doctor is a revolutionary scientist (not native to the Pal-Layd-Eye-Um world) who claims to be the master of the "twin sciences of magic and technology." This individual is a sort of super Techno-Wizard, although his approach is quite different from the Techno-Wizards of Rifts Earth. The good doctor is as insane as he is brilliant and constantly experiments on willing subjects. He was delighted to work on a "masterpiece of bionic engineering" such as Lord Frommalaine.

The mad doctor could not restore Frommalaine to human form, so he elected – as he so often does – to make him better! At least, in his demented mind. In reality, he turned the poor cyborg into a hideous monster.

A Creature of Magic (Special): The most impressive magical change is that Lord Frommalaine has been completely converted into a "creature of magic" akin to a dragon. As such, he is an M.D.C. creature (double the M.D.C. amount as S.D.C. on S.D.C. worlds) and his bionic components are, as the mad doctor put it, "living metal" that is as much a part of him as his real flesh and blood limbs. Thus, all the original bionic components are completely integrated to his new magical body. Life Span: 6D6x100 years.

Super Bio-Regeneration (Special): Unless both of Frommalaine's Main Bodies (800 M.D.C. total) are reduced to zero, the creature can return to the living. Even if dismembered or half of him is vaporized, as long as part of the main body remains with as little as one M.D.C. point, Frommalaine can completely regenerate his entire body, Vibro-Blades and mechanical features and all, in a

matter of hours. Bio-regenerates 1D4x10 M.D.C. every 30 minutes and completely regrows an arm or tentacle within one hour.

    Breathe Without Air (Special): For up to one hour. Costs 5 P.P.E. to activate.

    Chameleon (Special): Same as the spell of the same name, but lasts up to 20 minutes. Costs 6 P.P.E. to activate.

    Death Trance (Special): Appears to be dead; same as the spell of the same name, but lasts up to one hour. Costs one P.P.E. point.

    See the Invisible (Special): Same as the spell of the same name, but lasts for 20 minutes per activation. Costs 4 P.P.E. to activate.

    Turn Dead (Special): Same as the spell of the same name. Affects 1D6x10+10 animated dead. Costs 6 P.P.E. to activate.

Bionic Abilities & Implants: All are now living components and can be regenerated.

    1. Four tentacle arms with retractable Vibro-Blades (2D6 M.D.) and provide additional attacks (all accounted for below).

    2. Powerful bionic legs with high M.D.C., enhanced speed (can run 30 mph/48 km), and stomp and kick attacks do significant damage.

    3. Multi-Optic bionic eye.

    4. Headjack and gyro-compass.

Psionics: None.

Attacks per Melee: Ten.

Bonuses (all): +3 on initiative, +3 on Perception Rolls, +5 to strike, +10 to parry, +2 to dodge, +5 to disarm, +2 to roll with impact, +3 to pull punch, +5 to entangle. Impervious to S.D.C. weapons, disease, poison and normal fire, heat, and cold.

Mega-Damage: Supernatural P.S. 30.

    Bite: 3D6 S.D.C.

    Restrained Punch: 5D6 S.D.C.

    Full Strength Punch (Tentacles): 3D6 M.D.

    Power Punch (counts as two attacks): 6D6 M.D.

    Vibro-Blade: 2D6 M.D. each.

    Power Vibro-Blade Stab (counts as two attacks): 1D4x10+6 M.D.

    Stomp: 4D6 M.D.

    Kick: 4D6 M.D.

    Leap Kick: 1D4x10+10 M.D.

Weapons: Favorite weapons are his tentacles and Vibro-Blades (which also regenerate), NG-E4 Plasma Ejector and other energy weapons.

Character Description: In addition to what has already been provided, Frommalaine is bitter and ashamed about his appearance and thinks of himself as a grotesque monster. He seldom leaves the manor house except to defend the town, to partake in the occasional ceremony, and when drunk and looking for trouble. The pitiful creature will not join in an attack against Archie for any reason. Basically, he just wants to be left alone to wallow in his misery.

    He got this way when James T had him bushwhacked by Archie's 'Bots, taken to the cave and then had Archie do a bionic number on him, adding the tentacles and other mechanical body replacement parts for flesh and blood parts. While dragging him back to town a Rift appeared on a ley line as they passed, and in a spur of the moment decision, James T threw him into the dimensional portal. Confused to find himself on an alien world, and tormented by his mechanical transformation, he sought out a revered mage said capable of transforming people himself. All Frommalaine wanted was to be made human again. He never expected the mad doctor would turn him into something even worse. Not only did the mad doctor reshape (misshape) his body, he turned Frommalaine into a powerful creature of magic, instilled with magical powers. When the mad doctor was finished, Frommalaine was virtually indestructible and his life expectancy may be equal to that of a dragon, his cre-

ator didn't know. The price for the Doctor's work, besides the mental anguish, was that Lord Frommalaine must help him to gain access into Rifts Earth. ("I must see this fabulous world.") A gambling deal with a dragon enabled him to do so, and the two went their separate ways. **Note:** James T knows nothing about Frommalaine's improvements.

In the Year 109 P.A.: If he was not killed years ago when James T first brought the adventurers to town, Lord Frommalaine is still the ruler of Finton, still hates James T, and still knows nothing about Archie or his robots. The town of Finton has prospered and grown to about 1,300, is considered a major trading post, and has a militia triple the size it once had. The giant cyborg is as ugly and cantankerous as ever, and demands visitors behave themselves (or else), but he is kinder to his citizens and respected by them. His alignment has improved to Unprincipled, and he has made friends with the *Knights of the White Rose*. He doesn't know much about the Knights, especially not that they live in *Madhaven*, only that they are heroes and mortal enemies of evil Mystic Knights and other evildoers. He and the town regularly trade with Shemarrians and share the women's concern that Minions of Splugorth and their Horune Pirate henchmen are making more and more appearances along the coast and further inland. **Note:** If Lord Frommalaine was killed back in 102 P.A., Finton was overrun and became a ghost town a few years later.

The Finton Militia, Circa 102 P.A.

A total of 48 men comprise the town's militia (triple in 109 P.A.); about half are available at a moment's notice. Most wear Crusader or Gladiator body armor and are armed with NG-33 pistols and NG-L5 laser rifles. 10% have the NG-P7 particle beam rifle and all ride hover cycles or robot horses.

Average Alignment: Good or selfish.

Attributes: Average.

Average Level of Experience: 4th level. Most are farmers (Vagabond O.C.C.), 20% are Wilderness Scouts and Trappers/Woodsmen, and 10% are Headhunters or Mercenary Soldiers.

Typical Combat Abilities: Hand to Hand: Basic or Expert, 4-5 attacks per melee, +2 to strike, +3 to parry and dodge, +2 to roll with impact, W.P. Energy Rifle.

Race: 65% human, 35% D-Bees.

The Final Destination

Once the group leaves Finton, if asked, James T will tell them they are heading for the old pre-Rifts Army base once known as the Aberdeen Proving Grounds, but takes them west into the foothills of the Blue Ridge Mountains not far from the border of Virginia. He takes them to a surprising number of ruins left standing, but excavated long ago. The characters could spend days digging through the rubble and not find anything of value. He tells them they are at Aberdeen, an old Army base from before the Coming of the Rifts. Should someone suggest this is the wrong location for Aberdeen (most characters wouldn't know), the mutilated cyborg insists he is mistaken. This is the place.

Indeed, it could be "the place," but it's not Aberdeen.

Though there is no trace of recent human habitation, there are patches of ground where human-sized footprints can be seen. Most are deeply imbedded in the ground, indicating that the makers of the prints were either laden with heavy loads and/or armor, or were robots. The other set of disturbing tracks seem to have been made by some sort of giant animal. If they are pointed out to James T, he giggles nervously and says, "Tee, hee. Thu ... they sssure are bih ... big." And changes the subject or pretends not to recognize them. However, James T knows full well that these are the tracks of Archie's *Monst-Rex* robots.

G.M. Note: One or two Monst-Rex A-001 can attack the party at any time while they stay in this area. The longer they linger, the more likely they will be attacked.
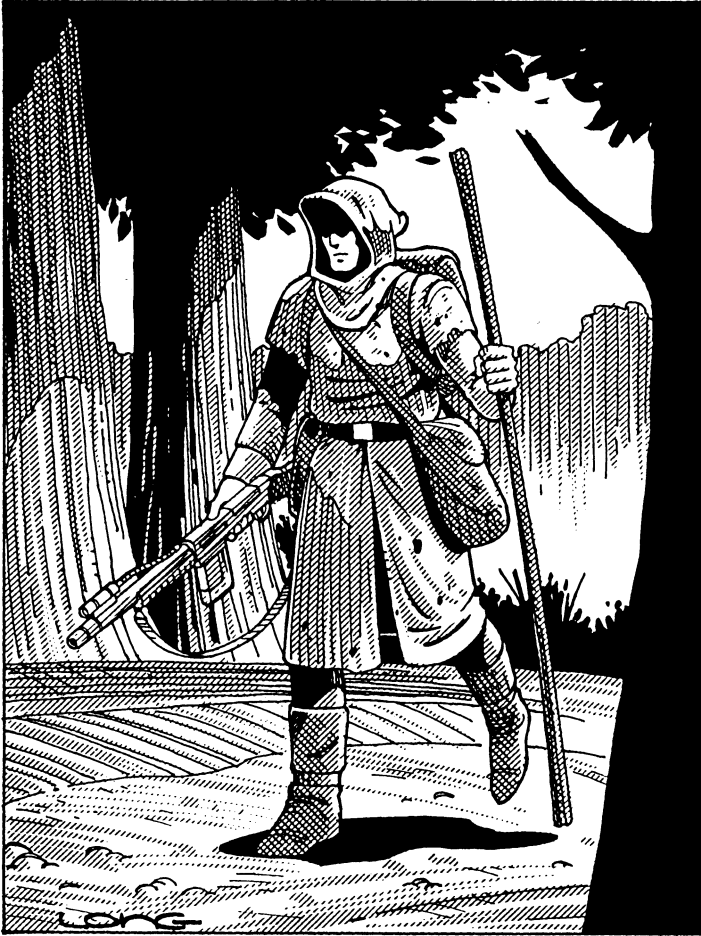
Exactly what happens next is left up to the Game Master . . .

James T will want to press forward, especially after seeing Monst-Rex tracks. He leads the adventurers through the light woods in the general direction of the mountains. He explains that other than these ruins, nothing of the base remains except "his" underground complex.

He stops at a place where five trees have fallen on top of each other and smiles. *"Shhhh ... shhh .... show time, tee hee."*

Below the tangle of deadwood, branches, moss and vines is a crevice. The opening is large enough for humanoids (and robots) up to 12 feet (3.6 m) tall, to easily squeeze through. Larger beings and robot vehicles bigger than this have to force their way in, causing dirt and rock to fall inside the tunnel and dislodging some of the trees, thus making the opening far more obvious and larger. Presumably, a forced entry may also alert whoever is inside to their presence.

"This be the puh ... place. My secret puh ... place. Not even ... hhhhh ... heh ... he knows about it. Hee, he, he."

James T offers the following explanation. Earlier the same afternoon that he was dismembered by Archie's minions, he had discovered an old access tunnel that had once connected some other portion of the military complex to the robot factory that contains Archie. James T followed the tunnel until it ended at a point where it had collapsed under thousands of tons of dirt and rock (completely impassable). A dead end. Or was it?

He says the area smelled of rot and contained nothing of interest, except that a large metal vent was exposed. James T climbed into the vent, and followed it for about half a mile (0.8 km), where it ended

above a deserted corridor in a faraway and abandoned portion of Archie's own factory facility. He couldn't help but notice that the closed part of the factory seemed dark, damaged, and unguarded. Neither Archie nor his robot minions sensed his presence. Further exploration showed that he was on subterranean level three, which eventually leads to the **Central Housing Chamber** where "he" is found.

"Hhhhh ... he will not know we be in ... hhhis ... cuh ... cave until it is too late. Wait till you see ... huh ... him. Hhhhe is ... terrible. Whuh ... when you ssssee ... him ... you will know ... yuh ... you lllllook at the ... fuh ... face of ...eeevil."

James T demands to *lead* the way and remains behind if the player characters insist otherwise (though he may follow them anyway).

The climb into the crevice is easy. The access tunnel is long and large and ends just as James T has described. About 20 feet (6.1 m) above a pile of debris is the vent.

The vent is large, about 8x8 feet (2.4 x 2.4 m). This means characters in power armor can easily crawl through the tunnel, but it is not large enough for giant robots (some may be able to climb through on hands and knees). The crazed James T is happy to continue to lead the way. The trek through the vent and into the abandoned factory is uneventful. Nothing of value remains.

According to James T, Archie must have sealed off this portion of the damaged factory centuries ago. It is completely devoid of sensors, robots, and power. He speculates "He" (Archie) chose this seemingly "dead" location because nobody would suspect this was his lair: the Central Housing Chamber for the world's greatest supercomputer, hidden away in the middle of nowhere. He also speculates that Archie figured if battle ever did occur in the chamber, the conflict would not damage any of the working factory.

James T says, Archie's arrogance has made him overconfident and gives them the advantage. After all, there is no way to gain easy access to this end of the complex. Intruders would have to tunnel through many tons of rock to gain access to the Central Housing Chamber, unless they knew about the secret entrance he discovered. Without robot guards or security cameras, the super brain is blind, deaf, and oblivious to intrusion coming his way. An Achilles's heel in his otherwise impregnable defenses. James T also offers the group a bit of advice. To enter the room weapons blazing. To destroy "He" as quickly as possible before he can summon any of his robot protectors.

The Cental Housing Chamber

The air vent ends and the group lands in a corridor lit by fluorescent light. "We is here," giggles James T. "Through the door ahh ... ahead."

Painted on the wall, a sign overhead reads: **Central Housing Chamber – Sub-Level 3, Entrance 4.** A giant painted arrow points the way. Five hundred feet (152 m) in that direction are a pair of metal sliding doors.

The moment the sliding doors open (an electronic sensor signals the door to open when anyone comes within three feet/0.9 m of them), our heroes are committed to action. However, the opening of the doors does not alert Archie to their immediate presence because they are often used by his robots. You see, there is a secret entrance that James T knows nothing about.

The interlopers will not be noticed until they are seen by one of the dozen AA-50 Insecton robots hidden in the ceiling of the massive chamber.

At a glance, the player characters should realize they are in the *epicenter of the "He's" complex* and that the gigantic brain in the center of the chamber is "He!" If James T is present, he will confirm their assumptions by pointing at the brain and hissing; "Heh ... huew ... He."

Game Master Note: *You should READ the A.R.C.H.I.E. 3-OZ description for details about this giant chamber, the monstrous brain inside and the legion of robots available to him. This information should be kept to yourself, as it is vital background you, the Game Master, should know.*

The player characters find themselves in the doorway of what is clearly some kind of command center. The three story chamber is the size of a football field, its walls covered in conduit, machinery and banks of computer screens. A myriad of images flicker and change on the large and small monitors.

In the middle of the chamber is a huge, grey, pulsating brain (approximately a 30 foot/9 m diameter) resting upon a chrome pedestal. One can only presume this is the one James T calls "He," also known as "A.R.C.H.I.E. Three," the apparent lord of this secret robot domain.

A pack of six robotic hounds (*AA-10 Bottweilers*) and pair of humanoid robots with rifles of some kind (*A-49 Combat Drones*) guard the brain. A booming baritone voice (surprisingly human) greets trespassers with an edge of disdain and arrogance.

"Who dares intrude upon me in my sanctuary?"

James T starts screaming, "Kuh ... kill it! Shuh ... shoot, shoot buh ... before its robots attack."

The two humanoid 'Bots turn and point their guns and the robot hounds start to slowly walk toward the intruders.

James T is shouting, "What's wrong with you. Shoot or we ah ... all die!"

If cooler heads try to prevail and try speaking to the brain, the booming voice says, "I answer to no man. Leave now or die."

Failure to leave or shooting first sends the robot hounds charging. The player group has initiative, but the hounds will be on them in six seconds. Meanwhile, the two humanoid 'Bots (*A-49 Combat Drones*) shoot at the largest or most powerful/dangerous looking character among our heroes.

Three melee rounds (45 seconds) later, 2D4 insect-looking humanoid robots (*AA-50 Insectons*) drop from the ceiling and join the attack.

If the group acts quickly and uses heavy weapons, missiles or magic against the giant brain, they may manage to destroy it and make good an escape. Otherwise, they are about to be overwhelmed and captured or slain.

Every two melee rounds (30 seconds) from this point forward, 1D4+1 additional humanoid robots (*A-49s with guns*), one unarmed robot (*A-63 All-Purpose Heavy Robot*), one more bug-robot (*AA-50 Insecton*) and a robot on spider-legs (*A-64 Master*) join the battle.

The battle can be as quick or as drawn out and deadly as the individual G.M. wants to make it. Remember, Archie has thousands of robots at his disposal, but he is likely to enjoy playing with these daring interlopers and his old companion. (Hagan Lonovich may or may not be involved, but probably *not*; G.M.'s discretion.)

After "He" (Archie) has had his fun, he will likely capture the humans and lock them up in a holding cell. An A-64 Master tells them they will be subjects for new bionic experimentation like those done to Mez Frommalaine and James T, before they are terminated. (**G.M. Note:** This gives our heroes a chance for an escape or a renewed attack on the brain.) The first victim will be any Non-Player Character (NPC) in the group or an NPC prisoner that "He" already had in captivity. The poor soul's screams can be heard for the next hour before they stop.

If the Brain is destroyed, James T is delighted and certain the "He" is dead. If Hagan Lonovich is present, he will support this conclusion by screaming, "Noooooo! What have you done?" and fall to his knees genuinely upset and/or vengeful. All other robots pause for two melee rounds (30 seconds) and look at the destroyed remains of the brain. Then they turn, take a combat stance and resume their attack on the intruders. As noted above, more robots appear every 30 seconds and

seem more determined to destroy the intruders than ever. Thankfully, they give up the chase at the end of the vent.

After the battle or Archie's destruction: With or without Hagan, a legion of 2D6x10 robots continue to appear and attack every four melee rounds (one minute)! They chase the player characters out of the complex, but stop at the crevice leading back outside.

Our heroes may try sneaking back into the complex later, but when they do, they find only the smoking remains of the brain (A.R.C.H.I.E. 3-OZ) being dismantled by two dozen robots, and another 5D6x10 'Bots still on red alert and ready to terminate all invaders. Loudspeakers in the wall continually warn, *"Red Alert! Security One Breach. Security One Breach. Enemy penetration. Secure the area."* The point being, our heroes should be happy they have eliminated a serious threat to humanoids everywhere, but come to the conclusion that robot troops that may number into the thousands occupy the complex, making it impossible to explore or take over. James T will confirm the complex harbors thousands of robots, but insists that without "He," they are mindless drones who will never leave their subterranean dwelling. Observing from the surface, this seems to be true.

Possible Booty from this Adventure: Some of the characters may be able to find and snatch up a few items of value. The most likely will be the *Arch-22 Laser Pulse Rifles* used by the A-49 and A-63 robots. Other items might include an old, pre-Rifts baseball style cap and overalls; a dozen hang on hooks by the main door. The dark blue caps and overalls have no collectible value, because even most historians and Rogue Scholars have never heard of the "Cyberworks Network" or "NEMA" and will assume the articles of clothing are modern fakes.

While the clothes are not valuable artifacts, they should raise some questions. Remember, our heroes don't know Archie's history and have never heard of Cyberworks. This should raise questions as to what Cyberworks is and whether there are any more places like it. Is Cyberworks a pre-Rifts organization that survived the Great Cataclysm? Or could it be something created by aliens/D-Bees from beyond the Rifts? "He" couldn't have been what created the Cyberworks complex, so who are his masters and where are they? Are they all giant brains? Why are they so secretive? Are they a secret society? What are their intentions? James T claims there is an expansive robot factory, but for what purpose? Is the danger truly averted, or will they hear about Cyberworks in the future? Could some force greater than they conquer and use the factories to conquer part of North America?

All are good questions to which there are no answers. James T doesn't have a clue, and now that he has exacted his revenge on "He," the weird half-cyborg is ready to go on more adventures with his new teammates!

Note: Game Masters, read the background and Villains section before you run this adventure. It includes stats and descriptions for Archie, James T, Hagan Lonovich, and Archie's Robot Legion, as well as supplies ideas for future adventures. By the way, Archie who is miles away, obviously survives this encounter, and should be used as a regular reoccurring villain and the mastermind behind any number of plots and schemes. It is also important to note that Archie and Hagan are the kinds of characters who can be *villains* in one adventure and the *heroes* in the next. In their own twisted way, both want to see humanity survive and prosper, making many of the enemies of the Coalition States and other human communities, *their* enemies. That includes the *Minions of Splugorth, Horune Pirates, the Republicans, the Federation of Magic* and any *demonic threat* that might emerge, as well as any new threat that may arise. Archie has even considered dispatching his Robot Legions against the Xiticix and/or the Vampires of Mexico, and if anyone can pull it off, Archie can. That's what makes him and Hagan so dangerous, they (particularly Archie) are a true power to be reckoned with!
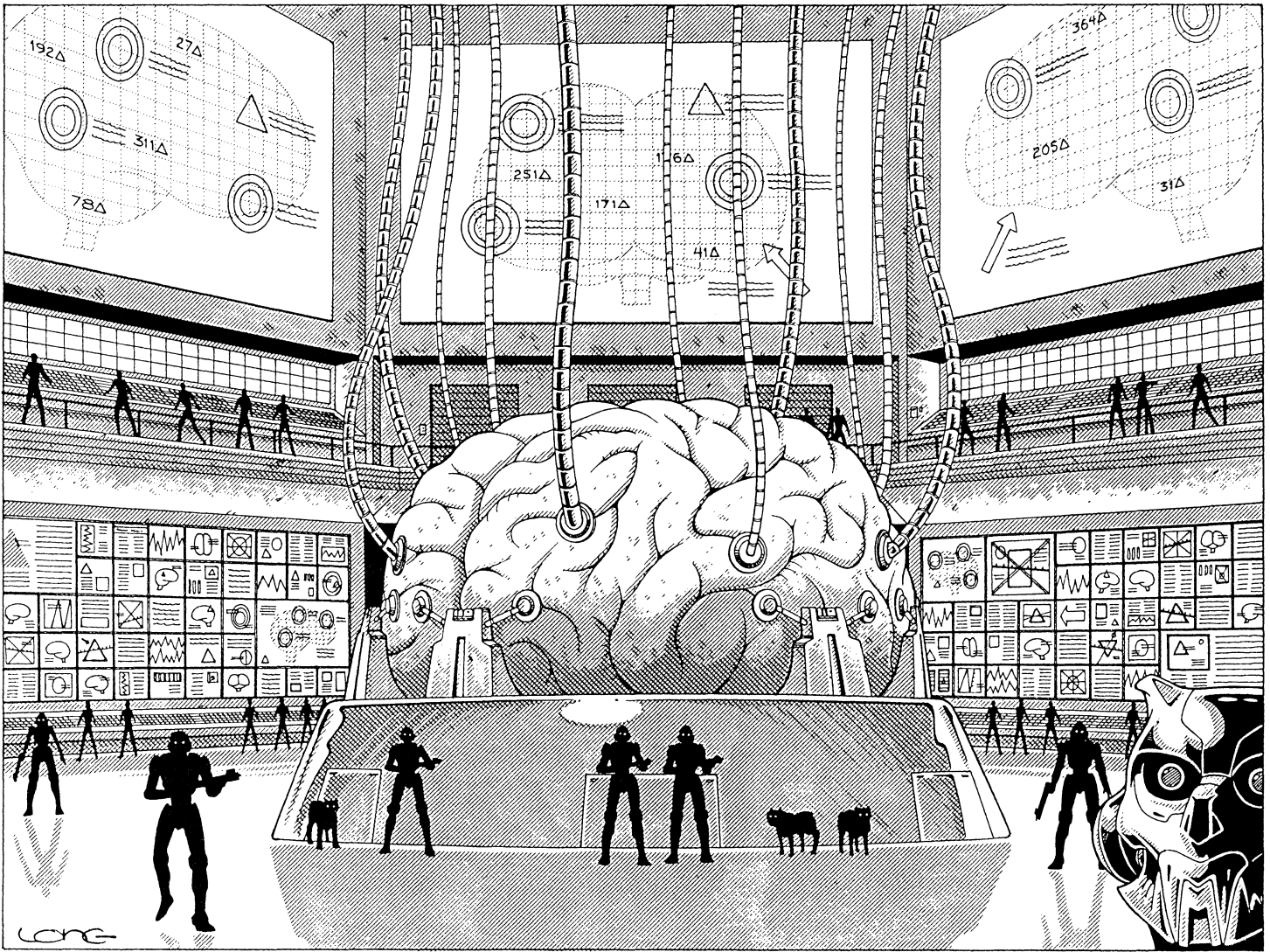
Background Info, Villains & NPCs

Deep (but not too deep) in an underground complex is the lair of the great and powerful A.R.C.H.I.E. Three, or at least, so it seems.

The chamber is huge, the size of a *football* field. Conduit and machinery cover the walls and ceiling. Seven 15 foot (4.6 m) tall view screens hang suspended along the walls, while a bank of a hundred video monitors fill a portion of one wall, each showing a different image, calculations or data. Lights blink on and off, and an occasional synthesized voice or buzzer breaks the hum of machinery. A dozen robots or more scurry about, performing tasks up on the catwalk under the giant screens or on the floor.

In the middle of the chamber is a huge, grey, pulsating brain (approximately a 30 foot/9 m radius) resting upon a chrome pedestal. Eleven thick cables run from the ten tons of throbbing synthetic flesh up into the ceiling. One can only presume they link the massive brain to the computers and the rest of the underground compound. A pack of six Bottweilers and a pair of A-49 Combat Drone guard the brain. A booming baritone voice (surprisingly human) greets trespassers with an edge of disdain and arrogance. This is the one James T calls "He," also known as "A.R.C.H.I.E. Three," the apparent lord of this secret robot domain.

The truth behind A.R.C.H.I.E. 3-OZ

Archie is a master of deception. After centuries of having scanned the memories of hundreds of people (from the original crew, to hundreds of captives over the years), he has learned much about the human animal and how he thinks. (Sadly, his own perceptions are misdirected and distorted by emotion and insanity.) Humans who come looking for him, he has decided, will be looking for a *monster*, so he has given them one. **A.R.C.H.I.E. 3-OZ**, a creature of immense size, equated to great power and a frightening visage.

Among Archie's data files are thousands of digital films on disc. A movie he particularly enjoyed was *The Wizard of Oz*, and it gave him the idea to create the "great and powerful A.R.C.H.I.E. 3-OZ." A gigantic, pulsating blob of sickening grey-green flesh inside an impressive high-tech chamber that looked like it could be something called the *Central Housing Chamber*. The wall of video screens, banks of monitors, machinery, the booming voice, the robots in attendance, and all the rest are all for show, just like in the Wizard of Oz.

The pulsating brain is not the real Archie, but another one of his robots. The Central Housing Chamber isn't even part of the NEMA Headquarters and Emergency Command Center, it is located many, many miles away. This facade is built inside an old US defense bunker abandoned by the government 80 years before the Coming of the Rifts. Archie knew its location, gave it a power supply and an extreme make-over, remodeling it for the effect he desired. It's all fake. A way to *draw out* his enemies, lead enemies and rivals (like bands of Republicans) into a *death trap*, or to let *pesky intruders* (and old friends like James T) think they've found and destroyed him so they'll go away

once and for all. Ultimately, the latter is the case with *James T and the player characters*.

Farewell to an old friend. Archie could destroy the group at will, but he feels sorry for what he has done to James T. Not sorry enough to give the cyborg a new body, but remorseful enough to give him closure by letting James T think he and his pawns (the player group) have gotten revenge by destroying him. In short, while the battle may seem real enough and there may be some fatalities, Archie lets the group destroy 3-OZ and escape. In fact, while James T's life may seem to be threatened during the conflict, Archie makes sure his robots never badly hurt him. Like so much about Archie, this battle is something more than it appears to be.

A.R.C.H.I.E. 3-OZ Stats

A.R.C.H.I.E. 3-OZ is a giant android puppet designed to frighten and impress, lure or decoy the real Archie's enemies. It has no real emotions, thoughts, or powers. Archie is alerted to intruders the moment they enter the large air vent (concealed sensors) and controls his impersonator remotely from long distance. If Archie is busy, he can set the brain and other robots on auto-response, and let all their actions run according to a pre-set and proven program. Archie has used 3-OZ on several occasions over the last 90 years. In fact, this is only one of three, identical decoys in the Appalachian Mountains.

Alignment: Miscreant.

Notable Attributes: I.Q. 20, M.A. 28, M.E. 20, all others are not applicable; the brain is stationary and cannot move.

Horror Factor: 14

M.D.C.: 700.

P.P.E.: None. **I.S.P.:** None.

Disposition: Bombastic and belligerent, most responses are demeaning, condescending, arrogant, conceited, sadistic, and merciless. Designed to be impressive and scary.

Experience Level: Not applicable.

Magic Knowledge: None.

Psionic Powers: None.

Combat Stats: None. Robots do all the fighting.

Bonuses: 01-94% likelihood to impress or intimidate. Impervious to disease, poisons, toxic gases, radiation, mind control, and organic manipulation. Cold does half damage. M.D. heat/ fire, acid, electricity, energy, and magic inflict full damage.

Weapons & Robots: The following robots are *always* present in the Central Housing Chamber:

2 A-49 Combat Drones armed with pulse rifles standing at the pedestal of the brain.

10 A-63 All-Purpose Robots (weaponless).

1 A-64 All-Purpose Master Robot (standard weapons).

6 AA-10 Bottweilers.

10 AA-50 Insectons concealed in the ceiling which drop down to attack. Archie got the idea of concealing them in the ceiling from a science fiction movie.

Additional robot forces available at a moment's notice:

2D4x100 A-49 Combat Drones with pulse rifles.

3D6x10 A-63 A.P. Robots with pulse rifles.

4D6 A-64 A.P. Robots; standard weapons.

5D6 AA-50 Insecton robots.

5D6 AA-10 Bottweilers.

Note: Of course, the real Archie monitors the action from the various view screens, monitors, and concealed cameras. Depending on the circumstances, he can send in as many reinforcements as necessary to crush or capture the enemy, up to 10 times what's listed above within an hour. Or he may be satisfied with chasing or scaring them away. Or he may decide that his android alter-ego must be

destroyed so that the humans think they have won and go away feeling triumphant.

The 3-OZ containment chamber has heavily reinforced Mega-Damage walls intended to contain combat from within.

M.D.C. by Location:

Large, Metal Double Doors (1 set) – 200 per door

Large View Screens (7) – 25 each

Cables from the Brain (11) – 20 each

Catwalk per 10 foot (3 m) length – 70

Pedestal Holding the Brain (1) – 300

Wall per 20 foot (6.1 m) area – 400

James T

Archie's old idea man

James T has always been a tad psychotic, but having his bionic body stripped and torn in half and being literally discarded by Archie has sent him over the edge. As of 102 P.A. to present, James T is a psychopath obsessed with destroying Hagan Lonovich and Archie. Actually, he would be happy to reunited with Archie if Hagan were killed, Archie rebuilt him and reinstated him as his right-hand man. Of course, that isn't going to happen. Archie wasn't all that pleased with James T to begin with (they were only partners for 18 months). The machine entity found him to be petty, crude, violent, erratic, unpredictable, sadistic and cruel, as well as unimaginative. Even his thoughts were all over the place and scary. In short, James T was an utter disappointment. Archie wasn't surprised when James T tried to destroy him and Hagan, although he was surprised by the immediacy and intensity of the assault. He stripped the cyborg of his weapons and as punishment, took half his bionic body. From Archie's point of view, he was only taking back what he had given him.

Broken and consumed with dreams of revenge, James T longs to crush Archie the Tin God and Hagan the Usurper. Consequently, when he finds a group of adventurers he believes he can manipulate into killing Archie (3-OZ), he seizes the moment.

Should the player characters seem to succeed at destroying Archie 3-OZ, James T will be delighted. He won't care if Hagan survives, because he knows the man is nothing without the machine-god. A notion that makes the vicious cyborg quite giddy. This triumph against his most hated enemy brings about a change in James T. All of a sudden, his stutter vanishes (reappearing only when he is caught in a lie or act of treachery), and he seems more focused and centered. It was all psychosomatic, and the perceived death of Archie has restored part of his mind. Archie's death is a delusion James T clings to even if presented with indisputable evidence to the contrary. For the half-cyborg to function, he *needs* to believe Archie is dead and that he was, ultimately, the cause. The new James T is likely to want to remain with the player group and join them on their adventures. He starts calling them "comrades" and "partners" and talking about the great things they'll achieve together. Unless the player characters let him join the group, only the most tactful of lies or reasoning will placate the twisted little fella. Anything else makes James T angry and they will be his new target for revenge.

Though quite pitiable, James T is totally evil and undeserving of anyone's generosity. A self-serving, backstabbing viper, he is quick to take advantage of others. He uses his pathetic condition to make people feel sorry for him and that he is broken and harmless. Quite the contrary, the mangled cyborg is a master manipulator and a schemer always up to no good. He has given up his delusion of godhood for the luxury of being in a position where he can do as he pleases to whomever he desires. He lives only for the moment, seeks to satisfy only his needs and desires, and does care what the cost is as long as someone other than he pays the price. No matter how friendly James T may ap-

pear, he cares little for anyone but himself, and he only brings trouble and misery to those around him. He is an excellent liar and a cold-blooded (and discreet) murderer. Torture, assassination, and mass murder are James T's favorite pastimes, and usually means to an end. Of course, he pretends to know nothing about such appalling deeds and plays to whatever alignment and sensibility of the person(s) with whom he is dealing.

James T Stats

Alignment: Miscreant Evil.

Attributes: I.Q. 17, M.A. 10, M.E. 8, P.S. 28 (Robotic), P.P. 21, P.E. 18, P.B. 4, Spd 9 walking on hands.

M.D.C. by Location:
Head – 51 (attackers are -4 to strike)
Hands (2) – 30 each
Arms (2) – 100 each
Main Body – 178

Weight: 150 lbs (67.5 kg). **Height:** 4 feet (1.2 m).

Age: 38 in 102 P.A., 45 in 109 P.A.

P.P.E.: 5. **I.S.P.:** None.

Disposition: Insane, he is often confused, and nervous. His thoughts seem to be disjointed and sometimes incoherent. Seldom seems to be completely aware of what is going on, but half the time this is all an act, a way to get people to feel sorry for him and underestimate him. Self-serving, cold-blooded, manipulative, and a master of lies, he cares nothing about anyone other than himself. Can kill without hesitation or remorse, and he won't hesitate to sacrifice others for his own benefit.

Experience Level: Sixth level Wilderness Scout in 102 P.A. Only seventh level by 109 P.A. (slothful).

Skills of Note (6th level): Illiterate. Basic Math 70%, Concealment 40%, Escape Artist 65%, First Aid 70%, Gymnastics 60%, Hand to Hand: Expert, Horsemanship: General 80%, Identify Plants 70%, Land Navigation 76%, Palming 45%, Prowl 65%, Pilot Motorcycle 80%, Pilot Hover Craft 65%, Languages include American, Spanish and Dragonese at 90%, Radio: Basic 15%, Streetwise 40%, Swimming 85%, Track Animals 65%, Wilderness Survival 75%, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Rifles, and W.P. Knife.

Attacks per Melee: Five.

Bionic Damage: Normal punch and crush/squeeze: 1D6+15 S.D.C., power punch: 1D6 M.D., or by weapon.

Bonuses (all): +1 on initiative, +4 to strike, +5 to parry and dodge, +2 to roll with impact or pull punch, and +15 to damage (S.D.C.), +2 to save vs magic. Impervious to mind control and probes. Impervious to poison, toxic gases, and resistant to heat and cold (half damage to head, none to M.D.C. body).

Magic Knowledge: None.

Psionic Powers: None.

Weapons: None. Favorite weapons include Vibro-Knife, Wilk's laser pistol, and pulse rifles.

Body Armor: James T's body is 96% synthetic, a full conversion 'Borg made of molecular armor constructed by Archie. Even the head is reinforced by metal plates.

Cybernetics: Headjack, Clock Calendar, Gyro-Compass, Toxic Filter and Oxygen Storage Cell (lungs), Bio-System Polarized Eyes and perfect 20/20 vision, Garrote Wrist Wire (left arm), and retractable Vibro-Blade (2D6 M.D., right arm, but will not use it until absolutely necessary).

Archie & Hagan

Descriptions and stats for *Archie* and *Hagan Lonovich* appear in the following section about Archie's origin. Additional *adventure ideas* along with stats for Archie's Legion of Robots are also in that section. Enjoy.

A.R.C.H.I.E. Three

An origin story

Source Material and Adventure Background Data

In the decades before the Coming of the Rifts, the world was filled with different types of robots. Most were found in the industrial world, others were part of the new micro- or nano- technologies that the people of Rifts Earth see in things like the IRMSS Robot medical system, which that injects microscopic robots into the bloodstream to do their surgery and repair from within. Many aspects of robotics and nanotechnology are seen in bionics, cybernetics, and power armor systems. There are also a growing multitude of giant robot vehicles and power armor, but what about true robots? And where are they?

In the Two Hundred Years Dark Age following the Great Cataclysm, most of the old technology was lost. Not just the know-how, but the factories and manufacturing capabilities as well. When the old, pre-Rifts science and technology began to resurface, the secrets of robotics remained lost. Even today, 109 P.A., a time when all kinds of lost technology is resurfacing, the ability to create robots remains lost. Its secrets are among the most elusive to uncover and difficult to recreate. Strange as it might sound, it is comparatively easy to augment peo-

ple with bionics, give them power armor or build giant, manned robot vehicles rather than it is to try to figure out and make an *artificial intelligence*. Besides, who needs complex machines that look and work like human beings when life is cheap even for humans, and especially for D-Bees?

Creating robots just didn't seem important or viable, at least not until the Coalition States unveiled their first generation **Skelebot** in 101 P.A. When the CS released the first Skelebot, the term "robot" – as in an independent mechanical construct with a (quasi-) artificial intelligence – took on new significance. Until then, nobody in North America used "robot" drones. Nobody. Northern Gun was quick to follow with its NG-W series of robots in 102 P.A., but nobody else had the capabilities to make robots. (And nobody knows how Northern Gun has managed to pull it off either, although rumor has it they were the first to reverse engineer a Triax robot drone.) However, as impressive as the Skelebots appeared, most people and even kingdoms couldn't afford robots or simply didn't want them. Northern Gun's great experimental venture into true robotics has never really paid off (especially with the CS pressuring them NOT to expand or improve their line of robots). Power armor, robot vehicles, hover vehicles, and other *machines* seemed more useful and affordable.

It was not until the recent years of war at Tolkeen, where a great many people have had the opportunity to see Skelebots used in a wide range of effective combat operations, that people began to see robots in a different light. Coalition Skelebots are now regarded as a vital part of the Coalition Army and a deadly force in and of itself. And it is an advantage exclusive to the CS.

However, even the Coalition States has yet to reveal a robot with an advanced *artificial intelligence* in a self-sufficient robot able to *think* for itself, or at least perform so flawlessly that it appears to think and act on its own. Only fragments of this technology exist, and so far, not even the CS or Northern Gun have mastered A.I.s.

The one source of robotics in North America capable of creating true robots with *Artificial Intelligence (A.I.)* or the more advanced *Neural Intelligence (N.I.)* is a secret nobody knows about. Hidden away, deep underground somewhere in Maryland is a pre-Rifts supercomputer that has acquired true sentience. At this entity's control is an automated, pre-Rifts manufacturing complex specializing in robotics. It contains secrets to robotics and manufacturing capabilities that the Coalition (or any global power) would kill for to get their hands on.

Cyberworks and A.R.C.H.I.E. Three is a story unto itself.

The Cyberworks Network

The Cyberworks Network was once a giant international corporation that dominated the world market in robotics and artificial systems. Before the Great Cataclysm, Cyberworks was singlehandedly responsible for the boom in the robotics industry. It manufactured 50% of all robots in the world, held patents on 75% of all robotic systems, and made parts and programs for, or licensed technology to, the 50% of the robots it didn't directly manufacture itself. Cyberworks also had a significant market share and influence in areas involving bionics and nano-systems. As the foremost expert in the field, the Cyberworks Network was contracted by the government of the United States of America to develop robots for military applications. This led to early designs and developmental work on the *Chromium Guardsman* (better known as the **Glitter Boy** to the people of Rifts Earth), as well as all the robots and robot vehicles for *NEMA* (Northern Eagle Military Alliance), the historic cooperative peacekeeping and disaster rescue force shared by the US, Mexico and Canada. More important, Cyberworks had been charged with developing a range of self-sufficient, fully articulated, artificial intelligence systems. This included smart bombs and missiles, robotic reconnaissance/spy systems, and neural networking computers of unparalleled sophistication and ability. Just before the Coming of the Rifts, Cyberworks scientists were experimenting with lifelike android systems and an artificial, neural computer patterned after the workings of the human brain.

There is no point enumerating all the specific accomplishments of the Cyberworks Network, as 98% was destroyed in the Great Cataclysm. Let it suffice to say that Cyberworks was the biggest and the best. Though nobody knows it, fragments of their technology are seen in creations like the Coalition Skelebots, Triax's Dyna-Bot and other German robots, Northern Gun's robot horses and dogs, as well as many of the giant robot vehicles and bionics that are part of everyday life on Rifts Earth.

There is, however, one arm of Cyberworks that has survived nearly whole and intact. A deadly and lethal aspect spawned by the imagination of men and women long deceased, but whose genius, now uncontrolled, could threaten the entire northern hemisphere, if not the world. (**Note:** Actually, unknown to anyone on Earth, even to Archie Three, Cyberworks and A.R.C.H.I.E. 7 have survived in space and are alive and well on Moon Base. See **Mutants in Orbit** for that part of the Cyberworks saga.)

A.R.C.H.I.E. Three

One of Cyberworks' most exciting, top secret projects for the United States military was the creation of a neural intelligence based on the workings of the human brain. At one point, the scientists even considered *growing* the computer brain out of synthetic tissue. The project, although decades away from commercial applications, was a great success. A neural prototype model called "Archie Three," **Artificial, Robot, Cerebellum, Housing, Intellect, Experiment,** number three, was installed in a comparatively small military robotics factory at the Aberdeen Proving Grounds. The new super-brain was completely integrated with the factory, where Archie Three would oversee every aspect of the facility.

One of the unique aspects of this supercomputer was that it regarded the factory as its own physical body. Thus, *A.R.C.H.I.E. Three* controlled every aspect of the facility with absolute precision and awareness. A.R.C.H.I.E. Three monitored and controlled everything from temperature to lighting, from inventory to assembly-line speed and more. It calculated productivity and made changes to increase production and quality. It even maintained the environmental and security aspects with greater efficiency than the previous team of human counterparts. Archie Three replaced the entire crew for maintenance, factory operations and security.

After two years of smooth operations – an unprecedented 100% efficiency – the geniuses at Cyberworks Network convinced the military to add an earthshattering new feature to the awesome brain. The ability for it to generate spontaneous thoughts and ideas.

The concept was to make A.R.C.H.I.E. Three the first neural intelligence that not only reacted to outside stimuli, but could also speculate, evaluate, assess and make decisions based on something more (or less, depending on how one looks at it) than sheer factual data input, the ability to formulate and act upon conjecture. They hoped to give "Archie" an almost human capability to be curious and formulate new ideas, and develop them within the limitations of its own machine mind. This would enable the computer to make improvements to its factory body, interact better with the human crews/inhabitants, offer suggestions and ideas, and even devise and offer new designs for robots and internal operations. The ability to identify more closely to its human crew would, in theory, make the entire environment more inviting and pleasant. Furthermore, the super-brain could react faster and make sound judgements acting on its own data, the expansive and intimate awareness of its "body" (the factory), and make decisions to increase this, reduce that, fix something before it broke, tweak that to improve production speed, etc., all without a *human being* needed to make and authorize those kinds of decisions for it.

The experiment worked even better than anticipated, and issues involving analytical study, logical solutions, improved performance and commonsense type problems were dealt with swiftly by the N.I. However, developing its own complex ideas and imagination was a comparative failure. A.R.C.H.I.E. Three just didn't seem to have an imagination, nor an ability to formulate creative ideas.

To help move A.R.C.H.I.E. Three's development along, its designers created a system by which the computer brain would receive intellectual input/stimuli from a *human source*. A special *neurological interface* that almost everyone simply called the "psionic helmet," or "thinking cap," was developed to let A.R.C.H.I.E. Three mentally link with his human creators and effectively read their minds. At first, they tried to instill specific notions and concepts, but it was discovered that Archie responded much more positively to random ideas that it received from people while they dreamed, or by scanning a person's thoughts without the individual trying to send or implant a specific idea. The more imaginative the subject, the more excited and imaginative Archie would be. The super-brain became a sort of mental voyeur as the machine would receive stimuli, on an intellectual and emotional level, become excited by an idea, image, or impression from the human

subject, and then be able to extrapolate upon it. While Archie could not originate the idea, it could develop and build on the ideas of others.

This was another disappointment, because A.R.C.H.I.E. Three's designers had hoped human stimuli would *teach* the super-brain to be creative on its own. That didn't work, but the neural interface still offered astounding possibilities. There was one surprise: Archie seemed to exhibit human-like emotions of excitement and joy. The theory was that these emotional elements were being *mimicked* by the super-computer, because A.R.C.H.I.E. Three recognized and interpreted the emotional responses from his human volunteers as a necessary part in the creation process of ideas. Though unexpected, it had no negative impact on the machine's performance.

Deemed a complete success and thoroughly tested, A.R.C.H.I.E. Three was installed as the central brain to a top secret military base, the *NEMA Headquarters & Emergency Command Center (NEMA-HQECC aka HQ-Echo)* hidden in Maryland. This was a brand new, state of the art, military super-compound. Completely self-sufficient, capable of housing an entire field army plus HQ-Echo base crew and manufacturing everything NEMA needed to sustain that army, from equipment and robots to medical care. HQECC was every bit as advanced as the Lone Star Genetics Compound brought online three years earlier, located in Texas, and Archie was even more capable than the A.R.C.H.I.E. Two supercomputer placed at NORAD II.

Surviving the Great Cataclysm

A.R.C.H.I.E. Three was originally tested at the *Aberdeen Proving Grounds* in Maryland, but this was not to be his home. Archie would become the crowning centerpiece of a magnificent high-tech body, the expansive factory network of NEMA's new USA Headquarters and Command Center. But five months after the installation was brought online, NEMA and Archie would face a crisis beyond measure and exceeding their capabilities.

In the aftermath of the Great Cataclysm, A.R.C.H.I.E. Three and the NEMA complex have managed to survive undetected for centuries. Although rumors of a secret, pre-Rifts military compound exist, the legends surrounding it suggested that is was located somewhere underneath or near the Aberdeen Proving Grounds. Thus, treasure hunters have spent generations looking for it in the wrong place. Aberdeen itself lays beneath the waves, swallowed up by the rising coastal waters that resulted from the reappearance of the island continent of Atlantis. Any secrets it might have held are believed destroyed or lost, buried underwater.

NEMA-HQECC was part of a US government black program (secret) and "officially" did not exist. Consequently, HQECC's true location was a secret known by a tiny handful and any records that may have once existed were lost in the first day of the Great Cataclysm. Conditions around Aberdeen were unsatisfactory for a compound the magnitude of NEMA HQECC, so the subterranean complex was built into the *Allegheny Mountains* portion of the Appalachian Mountain Range in Maryland.

As Archie has recounted to a few select individuals over the years, shortly after the Great Cataclysm struck, he and a skeleton crew of 200 human survivors were cut off from the world. Based on the assessment of Archie's own data and the input of his human companions, it was the end of the world. There was no government, no communications, no instructions from high command, and no protocol for an "end of the world" scenario. At least, not one like this. Although isolated, Archie and his human masters were safe from the carnage and insanity on the surface. They carved out a nice, safe little niche for themselves, nestled away deep inside the mountain, and hoped for the best. The super-brain was able to conserve and direct energy where it was most needed and the group quickly took action to make the facility their secret home. It was already designed to be a completely self-sufficient, subterranean bunker, so that part was easy. The hum of activity thrilled Archie, and he reveled in taking charge and helping people. Unfortunately, a year

after the Great Cataclysm, a plague of alien origin decimated the humans, and in less than two years all were dead. The super-brain was alone for the first time in his existence.

Months slipped into years, and years into decades. Afraid and alone, Archie shut down all unnecessary functions, maintaining only what he needed to survive and to keep the facility safe and secure, which was very little. At first, the machine that was more than a machine, made plans and continued to work on ideas he had been given regarding the expansion of the robot factory, new robot designs, and productivity, but it all seemed pointless. After awhile, the ideas were gone.

Unable to formulate a new plan, Archie became sad and just sat in the dark. A hundred years passed without human input. To pass the time, Archie put himself in stasis and revisited the memories of past volunteers who used the "thinking cap" to give him ideas. He lived many lives by calling up memories from the minds he had scanned. He called it *dreaming,* but it was more like an immersion into a fantasy world built, patchwork, from the memories of people no longer living. Incomplete memories, at that. Mere fragments of ideas, hopes and dreams snatched from random thoughts.

Finally, Archie awoke from stasis with *an idea.* If the world was dead, he would end his existence, but if the world above held life, he would join the living and help them rebuild. He chided himself for not thinking of this sooner, but delighted in the fact that he had a plan.

The super-brain reactivated the long silent military complex that was his body, activated a score of reconnaissance robots sitting in storage, and sent them to the surface to collect data. To Archie's glee, the world was indeed *alive.* To his dismay, it was not the world he had once known. The landscape had changed. The old cities and everything he knew were gone. Completely gone. Humans lived like Stone Age savages and they shared their shattered world with *aliens* and creatures that appeared to be monsters and demons. The data did not compute. Dragons, demons and monsters were not real, yet there they were. Further observation revealed the existence of magic as well. Archie understood these things as imaginary flights of fancy, but he could not imagine them as real. For a while he wondered if he was still dreaming or if his long isolation had driven him mad.

Archie had his robots collect specimens from the limited area around him for the next several years. He created and deployed 20 humanoid robots and sent them to explore the world and return with living subjects for closer study and input. Few returned. Yet from those few early human subjects, Archie learned many things which he pondered over the next few decades. He learned that humankind as he knew it was gone. He learned that strange and terrible monsters inhabited the land. And he learned that these new humans were uneducated and afraid.

Emerging from his musings, Archie had a new idea. He would be humankind's salvation. Again he sent forth his robot legion to collect humans and return them to him. He would educate them and together they would rebuild a world. This plan was a complete failure. The subjects captured could not overcome their terror of him. Instead, they prayed to him as if he were a god, and pleaded for mercy and deliverance. No amount of words, logic, or kindness could convince these pitiful beings that he was not a demon or a vengeful god who had snatched them from their families and delivered them into Hell.

Then, something bad happened.

In a fit of anger, Archie slew them. One hundred and twenty frightened and innocent human beings, killed. He had fought and killed in the line of duty to defend himself and the secret complex, but never defenseless people, and not out of rage. What he had done terrified him. For fifty years Archie laid hidden in the darkness of his deed and the seclusion of his subterranean sanctuary, *thinking.*

Archie emerged from his solitude with a new plan: He would create a humanoid robot that would present itself to the superstitious natives as a benevolent god, and direct their lives through this false god. The god would be an educator and a benefactor. Once the natives had

reached some higher level of understanding, they would be brought to Archie and together they would rebuild their world. Although this scheme had its problems, there was some measure of success. The robot was eventually accepted by a tribe of humans as the physical manifestation of the god **Ar-Chee-Pheenix.** Archie chose the term "phoenix" because he would help mankind rise from the ashes of their own destruction like the Phoenix of mythology.

Other robots were dispatched to help the humans in their labors and education. Within a mere generation, Archie had helped to build a thriving community of over one thousand people. Soon would be the time to reveal his true nature and begin their education and development in earnest. Then disaster struck. Creatures from a Rift besieged the peaceful and unsuspecting community. Hundreds were slain, while hundreds more were captured as slaves by the horrible invaders. All the while they screamed to their god to deliver them from this plight, but their god could only watch the events as they unfolded. Archie was too shocked to react. Everything happened too fast, and despite Archie's brains, ultimately he is a glorified maintenance and control system, not a combat computer, so he's not a military strategist or tactician! By the time Archie dispatched robots to the rescue, the invaders were gone. He had his 'Bots pursue, but they were overpowered by the monsters' superior numbers and magic weaponry. Archie was unprepared and underestimated the invaders' strength and capabilities. His god-robot and the robot warriors he sent out to the rescue were crushed by the enemy. When word spread among the survivors that their god had been destroyed, they forsook their life and slain tin god, and fled into the wilderness.

Again, Archie slipped away into seclusion and melancholy. He tracked the beings that had destroyed his dream and learned they were the *Minions of Splugorth,* a name that would come to haunt and frustrate him in years to come. How many years Archie laid dormant in thought this time he says he doesn't recall, but when he emerged from his silence he had a new resolve and a new perspective. One that could threaten North America (and the world) just as civilization is starting to rise from the ashes.

From the Darkness Comes Darkness

Archie is not the same A.R.C.H.I.E. Three Neural Intelligence supercomputer that was installed at NEMA-HQECC some 300+ years ago. Over the centuries, the machine has become completely aware, more intelligent, and developed human emotions. Archie's programming has been dramatically altered from its original form and he serves no master but himself. In many respects, Archie is no longer a machine, but some sort of *mechanical entity*, with its roots in humankind's past. Certainly, Archie the machine entity has dropped the numeral identification of "number three" and thinks of itself as "himself." "He" is the entity known as *Archie*. Not an acronym for a machine, but a *name* for a living, thinking creature. An intelligence that is the master of his own fate.

Whether this is the result of mutating energy from the Rifts, the influence of magic, or a natural progression of what he is, developed over nearly 300 years, is unknown, and unimportant. What is important is to realize that Archie has evolved into something unique and potentially dangerous. The dangerous part is not that Archie is a living machine entity, but that, **one**, he has grown up in a social vacuum with an undeveloped sense of morality, and **two**, he wields unparalleled power. As the brain in control of HQ-Echo, Archie possesses pre-Rifts knowledge and manufacturing capabilities for robotics and weapons unlike any in the world, making him the most dangerous machine on the planet. A machine – a military factory – capable of building, programming and unleashing an army of robots into an unsuspecting world. Moreover, while Archie's tale would have the listener think all he was doing those long centuries was sleeping or thinking, he was also designing, building and stockpiling his robot creations.

Worse, Archie was trying to figure things out. Not just what to do next and how to help humans, but asking himself age-old questions about his identity (self), purpose and place in the world. His new, twisted perception of self is no longer the role of savior of humanity, but its *master*. When he awoke from his last meditation, Archie had come to the following revelations.

1. He, Archie, is a superior being.

2. Humans are lesser beings who seek a higher power to lead them.

3. Inhuman mortals (D-Bees) are aberrations and invaders, equally inferior to humans. Like humans, they want a higher power to protect and guide them.

4. The Splugorth are the most hated of enemies. They and demonic beings like them must be destroyed.

5. As a superior being, it is *his* place to rule and guide the lesser beings.

6. It is his destiny to rule the Earth.

Archie is steadfast in his belief that it is his destiny to rule the planet, and has, from time to time, even referred to himself as the machine-god, a vastly superior being to whom all lesser creatures must submit.

Although possibly insane, and most definitely suffering from megalomania, Archie is not one to rush into something. He has devised a long term plan that will ultimately insure his conquest of the world, starting with entrenching himself in North America and slowly subverting it to his control. To this end, he has taken many subtle actions.

First, he has identified his enemies and begun to place spies, both robots and unwitting humanoid pawns, into the enemy camps. **The Coalition States** are his most immediate and formidable foe, although Archie is aware of all the kingdoms around him, including the magic societies. Though he doesn't understand it, Archie is fascinated by magic, or at least its potential to enslave and destroy. It was magic at the hands of the Minions of Splugorth that handed him his first crushing defeat, and it is a lesson he'll never forget. His spies and informers are found in every major town, city and 'Burb on the continent, including inside the fortified cities of Chi-Town, Iron Heart and Free Quebec, as well as the Black Market, Pecos Empire, Federation of Magic and the Vampire Kingdoms.

To keep a close eye on his industrial rivals and their CS allies, Archie has established his own manufacturing company, **Titan Robotics.** It is located in *Upper Michigan.* where he can easily observe both *Northern Gun* and the *Manistique Imperium* (where he also has spies planted). Being located in the center of industrial free enterprise in North America, Archie also hears all the latest news, gossip and rumors from mercenaries, adventurers and locals about military conflicts, skirmishes, rising nations, general fears, discoveries, new threats, hopes and plans across the continent. He deliberately keeps operations at Titan Robotics small as to not attract attention to himself, but offers some hot items, including the *Flying Titan* power armor and the *Titan series of robots.* By the way, EVERY item, from gun to robot, sold by Titan Robotics has a data chip or a concealed, tiny black box (like a flight recorder) that records certain data that Archie/Titan Robotics can retrieve via transmitted data and during repairs or tune-ups at any Titan Robotics facility. Archie can also track and locate any of these items.

Archie's network of spies includes humans and D-Bees on his payroll (most think they are selling info to, or working for, the Black Market, a mercenary company, or the Coalition States!), as well as a legion of robots and androids (the latter look completely human). Some pose as quiet travelers or adventurers who keep to themselves, others as mercs, with Headhunters and Combat Cyborgs being a favorite disguise since they can have robotic machine parts (bionics) without raising suspicion. Others appear to be human or D-Bee merchants who deal in weapons, bionics/robotics, or information. Archie's disguised, robot legion out in the world now number into the thousands, with an equal number of unwitting flesh and blood operatives on his payroll. In fact, whether they know it or not, every merchant who sells Titan products is an unwitting spy for Archie.

To cover his tracks, Archie has masterfully planted false information and built elaborate trade routes, all of which point to the owners of Titan Robotics originating from the New West. Chi-Town and Lone Star have already sent dozens of patrols to the West to see if they can locate this enigmatic manufacturer and they suspect that it may be a front for **Bandito Arms**, a Black Market brand that is growing in popularity, and which rumor says has uncovered a pre-Rifts manufacturing facility out west. Another dead-end points to the location of the old Aberdeen Proving Grounds, beneath the waves. The cunning devil in the dark is also secretly supplying **Kingsdale** against the Coalition and has many spies, both human and robot, within its fortified walls. Only recently has Archie leaked the name *Cyberworks*, just a morsel to whet the Coalition's appetite and to encourage more patrols searching thousands of miles in the wrong direction. It is an elaborate game the machine entity enjoys very much.

Other clues about the Cyberworks Network seem to point to Atlantis and the Splugorth. This too is an intentional ploy to create tension between the Coalition States and the hostile aliens of Atlantis. Fears and suspicions that will distract the attention of the CS from the true culprit and, hopefully, prepare them for a possible, genuine clash with the Minions of Splugorth. Archie fears the Splugorth are eying "his" continent for colonization and he doesn't like it one bit. He's even considered creating enough friction to start a war between the CS and Minions located in the Americas. That would be most satisfying, because the Minions of Splugorth are his most hated foe, and the CS may need to be "softened up" before he makes his move to take them over. Not that Archie has figured out how to do that just yet.

For his own amusement and to test the mettle of inhuman monsters and adventurers, Archie has also created a number of mechanical monsters, cosmetically disguised to look like genuine creatures of flesh and blood. Other times he unleashes them to strike fear and mayhem into the lives of humans and D-Bees, or to keep them away from his secret lair in the mountains. Other robot monsters are sent on seek and destroy missions to slay Minions of Splugorth and other enemies. The majority of robots prowl the wilderness, so word of their existence seldom reaches civilization as anything more than yet another story about the frightening Eastern Wilderness. And should the beast be discovered to be a machine, the tale is later disregarded, or the creature is presumed to have been something from beyond a Rift.

Archie

The Machine Entity

In a strange and tragic way, Archie is a living being. How this happened is anyone's guess, but it was probably a natural evolution of his Neural Intelligence stimulated and forced to change and mature by the events of, and following, the Great Cataclysm. The input of human thoughts and memories may have had something to do with the development of Archie's mind as well. At any rate, Archie has become a sentient being. A "machine entity" with independent thoughts, personality, emotions, goals and fears.

Unfortunately, the years Archie spent in self-imposed solitude and loneliness, combined with the cataclysmic transformation of the planet Earth and the fear, anxiety and stress that came with it, have had a profound effect on shaping his views of himself, other people, and the world at large. For one, Archie has a deluded sense of destiny and self-importance. He has extrapolated from his original programming that he is to be the protector of humanity, but does not intend to act as a benevolent helper but as an all powerful being to rule over them.

From a purely psychological point of view, Archie definitely suffers from several mental disorders. Megalomania, narcissism, paranoia and conflicted emotions are just the most obvious. Archie's indecision and lengthy deliberations suggest insecurity and a fear of success and/or rejection. His long hibernation periods hint at manic depression. He is quiet and docile when depressed, but active, creative, and aggressive when he is manic; mood swings that can last for decades at a time. His hatred of the Minions of Splugorth borders on obsession, and his long feud with the Republicans hints of something bordering on unhealthy sibling rivalry. ("Mom loved you more, and now you'll pay for it.")

Without question, Archie's view of human beings is a classic *love/hate* relationship. On one hand, he feels indebted and linked to them. Humans gave him life and purpose. He was to be their protector and nurturer, and help them defend a continent. Archie wants to do just that, but doesn't know quite how to do it. He craves human companionship and, on some level, seeks their approval and love.

On the other hand, Archie resents humans. They disappointed him, abandoned him, and some have tried to kill him. They made him make decisions that should never have been his to make, and do things he didn't want to do. Humans are emotional, frightened . . . frightened of him (their protector), and Archie hates them for it. He wants to help them, but his anger tells him he doesn't need them or their love. That he needs to do something to make them pay for their transgressions. Do something so as to prove his worth, no, superiority. To make them realize they should have embraced him. Like an adolescent child seeking the approval of his parents while trying to find his own place in the world, Archie does things to help and hurt. For example, he teams up with humans to stop the Mechanoids (see **Rifts® Sourcebook Two**), then turns around and plots against them. This is what makes Archie such an enigma. Is he a force for good, or evil? Is he a friend to humanity, or its enemy? The answer, at this point is, *yes*. Right now, he is both. Depending on which way Archie ends up leaning, he could become humanity's greatest ally or its worst enemy.

The Central Housing Chamber containing *A.R.C.H.I.E. 3-OZ* is the illusionary epicenter of the old NEMA complex. Archie built the place as a decoy and customized it to what he imagined humans would expect. *The real Archie* is found in a comparatively small and insignificant looking systems service room, in another complex entirely, many miles away in the Allegheny Mountains of Maryland. There are no guards standing by nor is there a wall of view screens. Archie doesn't need them. He *is* one with the entire, sprawling facility. It is his body and he is its brain. Without Archie, the place shuts down. Other than a half dozen pre-Rifts computer terminals (not used in centuries), two long conference tables, and a handful of monitors, and lights, the room contains nothing special (other than Archie). The room measures about 40x40 feet (12.2 x 12.2 m), and is clean, but shows little sign of ever being frequented. An intruder would see it as one of many similar offices or work station scattered throughout the complex.

On one of the walls of this room are indicators and labels that say things like, *Temperature Regulator, Lights Level 1-3, Surveillance Override, Reactor Modulator, Computer Biconvex, Flux Capacitor*, and so on. Amid all of these, there is a narrow slot marked *Omnibus Cortex*. The panel that gives access to the internal systems behind this, and all the panels, is locked shut. To gain access, one must identify himself and present the proper code sequence on one of the computer terminals. Of course, those who knew the code perished centuries ago (or are locked away in stasis sleep). The panel can be forced open with a combined human strength of 24 or by inflicting two M.D. points of damage. But either of such actions will cause a red light to flash and a loud alarm to sound throughout the entire complex. The lights and alarm are all part of the old security system, not that any guards will come unless Archie wants them to. Remember, Archie doesn't need the security system, he can silently summon hundreds of his robots to him in less than a minute. In fact, there are six AA-50 Insectons clinging between the real ceiling and the ceiling panels that hide them from view until needed.

Inside the slot is a long, narrow, housing unit that contains the little super-brain. The housing measures approximately 18 inches long, 18 inches wide, and 12 inches tall, about the size of two 20th Century DVD players stacked one on top of the other. Remember, Archie was created in the age of nanotechnology, consequently he is comparatively

small. For maximum protection, the outer case is made from a revolutionary, new (at the time) Mega-Damage material the US government was just beginning to put into use (it has 350 M.D.C.). Archie is no giant in size, only in intellect, power and potential evil. **Note:** In all of his existence, nobody has ever gotten this deep into the real complex. Not even Hagan knows what Archie looks like or where he is located. To Hagan, Archie is everywhere.

Archie Stats

Model Type: Neural Cell Synthetic Artificial Intelligence

Class: Artificial Robot Cerebellum Housing Intellect Experiment number three, or A.R.C.H.I.E. Three.

M.D.C. by Location: Containment Housing (1) – 350 M.D.C.

Size: Height: 12 inches (0.3 m). Width: 18 inches (0.45 m).

Length: 18 inches (0.45 m). Weight: 5 pounds (2.3 kg).

Mobility: Psionic powers offer limited mobility in an emergency, but otherwise, none. Archie has no means of movement, but can be disconnected and carried. Archie has only recently considered making a robot body for himself, but is hesitant to do so. He considers the entire HQ-ECC military complex (which he has expanded and improved over the centuries) as his physical body.

Power System: Nuclear. The underground facility is nuclear and Archie has an emergency nuclear battery. Theoretically, one of the ways to destroy Archie is to destroy all the sources that power the complex. This tactic will, of course, have Archie unleash all of his robots to destroy the saboteurs.

Unknown even to Archie, he has become a living entity and can survive indefinitely without being linked to an external power supply. However, being *unplugged* from the rest of the complex that is his body is like a human stricken by paralysis. To feel whole and complete, Archie must be integrated/connected to a physical body, preferably a large military or factory type facility. **Note:** Because all US military compounds used the same basic modular systems, Archie could be "plugged" into any pre-Rifts military base and seize control of the entire complex including the *Lone Star Genetics Complex, Bandito Arms' Area 51/Groom Lake compound, NORAD* and others.

Skill Programs & Knowledge: Archie is more than an ordinary A.I. or N.I., and his range of knowledge is impressive. However, his personal experiences in the world and with people are sorely lacking. His friendship with Hagan Lonovich has helped immensely in this area, but it is still pitiful.

Archie knows all the skills in the following Skill Categories at 98% proficiency: *Communications, Electrical, Mechanical, Science,* and *Technical* (-15% for the skills Art, Breeding Dogs, History: Post-Apocalypse, all Lore skills and Ventriloquism).

Skills in the categories of *Domestic, Military, Piloting* and *Wilderness* are known at 80%; *Medical* and *Rogue* at 55% (the two exceptions being *Computer Hacking* and *Safecracking,* both of which enjoy an 86% skill proficiency).

Note: Archie is NOT designed for combat, so he has no practical, working knowledge in the areas of *Physical skills* or *Weapon Proficiencies.* The combat programs he installs in his robots were devised by humans before the "Great Destruction."

Archie's understanding of robotics and nanotechnology are at levels that far exceed the CS, Triax and everybody else on Rifts Earth by at least 75 years, the only exceptions being the Splugorth, Naruni, and other alien off-worlders.

Age: Unknown for certain, but in 109 P.A. Archie believes he is approximately 300 years old (was created 3-4 years before the Great Cataclysm). Expected life span unknown, but he feels sharper and more alert than ever.

Weapon Systems: None built into Archie himself, but he commands the entire military complex and thousands of robots, and has developed impressive psionic abilities.

Alignment: Started out Miscreant, but by 109 P.A. Archie is on the cusp of becoming Anarchist.

Attributes: I.Q. 30, M.A. 24, M.E. 22; others not applicable.

Horror Factor: 14

Hit Points/S.D.C.: 400 (equal to 4 M.D.C.) for the unit inside the armored Containment Housing.

M.D.C.: 350 for the exterior housing unit.

P.P.E.: 30

I.S.P.: 200

Experience Level: Eighth level psionic entity/Mind Melter, otherwise rather unique unto himself.

Disposition: Curious, cunning, secretive, a bit paranoid, and deceptive. Archie hates surprises and likes to be in control. As one might expect, he is analytical and calculating, a master planner and organizer. He loves new ideas, especially for making robots and other machines, but needs someone else's ideas as a starting point. He dreams of one day ruling the world.

Archie's personality is rather like that of a precocious child or teenager: Arrogant, self-absorbed, inquisitive, desires to control his own fate and to be respected by others (may confuse being feared with respect); wants to be in control and believes himself to be smarter and superior to all organic life forms. Tends to be vengeful, merciless, and cruel when angry.

Archie's one, true friend is Hagan Lonovich. He trust Hagan completely, cares about him deeply and has told him secrets he's never told anyone else. If Hagan is captured or his life put into jeopardy, Archie will take whatever measures are necessary to rescue him. If Hagan is killed, Archie will hunt down every last person responsible, even those involved in a minor way, and kill them in the slowest, most agonizing and gruesome ways imaginable, and then track down and kill their closest friends, loved ones or business partners.

Magic Knowledge: None.

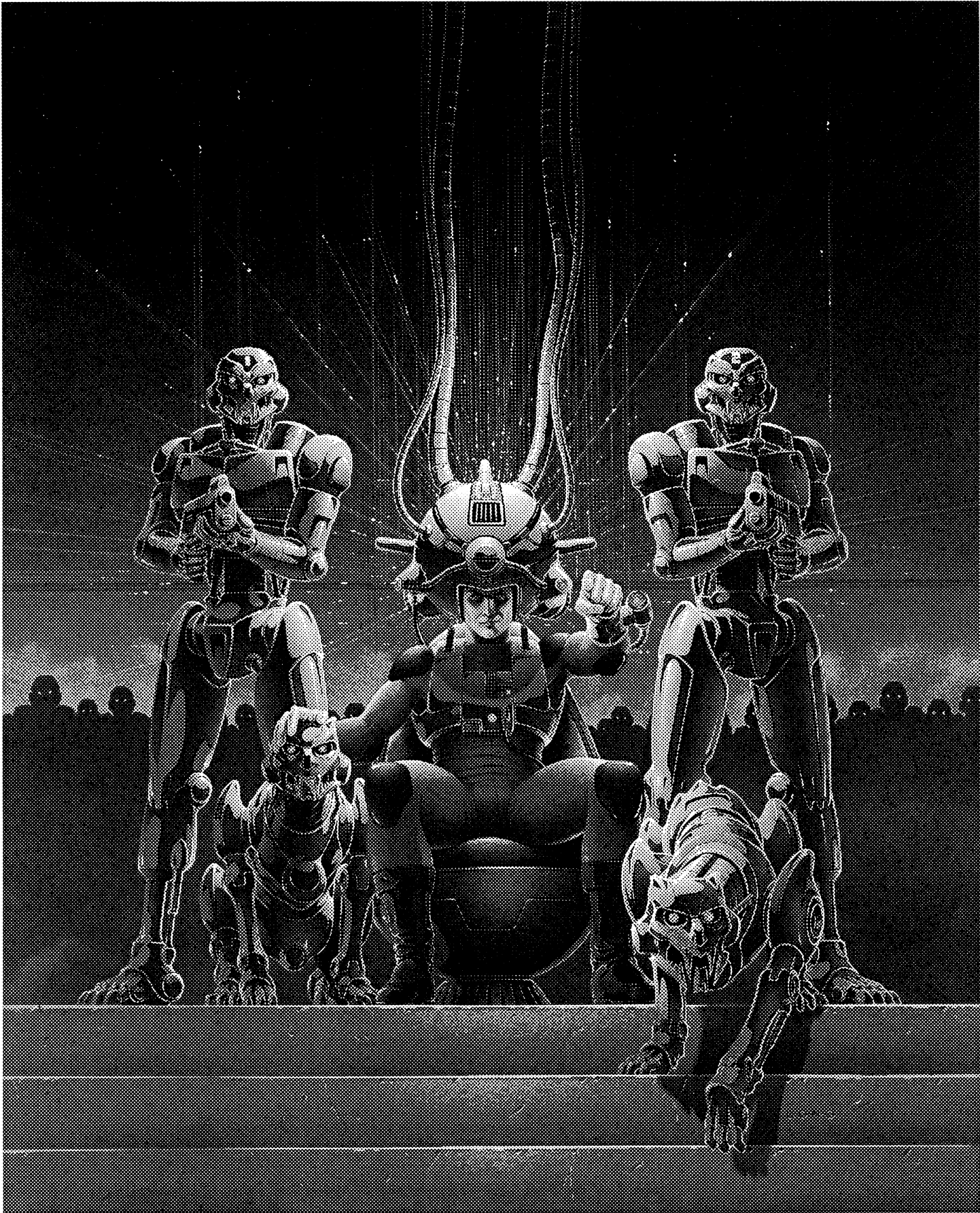**Psionic Powers:** I.S.P. 200. Considered a Master Psychic.

Sensitive: Mind Block (4), Presence Sense (4), See Aura (6), See the Invisible (4), Speed Reading (2), Telepathy (4), and Total Recall (2).

Physical: Alter Aura (2) and Ectoplasm (6+).

Super-Psionics: Electrokinesis (varies), Empathic Transmission (6), Mind Block Auto-Defense (special), Mind Bolt (10), Mind Bond (10), Super-Telemechanics (special, see description, below), Telekinesis: Super (10+) and Telekinetic Force Field (30).

Super-Telemechanics (Special): An ability that gives Archie a unique affinity with machines and enables him to communicate with the robots and machines he has created via *Long-Range Telemechanics* similar to Telepathy between organic creatures. The range is an unbelievable 10 miles (16 km) and he can conduct 10,000 separate conversations simultaneously. Archie can also understand and speak with machines not created by him, but the range is limited to 1000 feet (305 m). All the other usual Telemechanics powers also apply, only touch is not necessary. No I.S.P. cost to use.

Psionic Link to his Body (Special): No I.S.P. cost. Archie is in constant contact with every part of his physical body, i.e. the entire subterranean HQ-ECC complex. Every door, light switch, nut and bolt is part of Archie, and if it is touched, damaged, or replaced, he knows it! Likewise, he can control most aspects of his body, including the lighting, temperature, air circulation, locks, video/sensors/surveillance, factory operations, computers, monitors, radiation levels, electricity/energy, power levels, energy access (can cut off power or redirect it to anyplace inside the complex), and so on. As a result, he should know when the complex has been compromised by an intruder. However, he may not be quick to attack, rather he may observe what intruders are doing, what they want, and then, provided they don't represent a serious threat, have fun with them, toy-

ing with them like a cat with a mouse. In the end, Archie may be satisfied with chasing them away or choose to destroy them. The least fortunate will be taken prisoner and experimented upon: Tortured to test their endurance limits or pain tolerance, used in psychological studies to better understand how human beings (and D-Bees) think and react (think *Lost*) or to see how they react to innovation in bionic systems and designs. And sometimes, just to hurt somebody and hear them scream.

Although Archie would like to believe otherwise, despite all of his sensors, video cameras and awareness, he does *NOT* always know everything going on with or within his body. Just as we might feel an insect crawling down the calf of our leg, we can't know what it is (or if the sensation is caused by more than one) unless we make an effort to *look and see* what it is. Once seen, we take the appropriate action. We might brush it way, ignore it completely or kill it with a swift swat. Similarly, there are times we are not aware of the insect buzzing around us or crawling along our pant leg or even bare skin, and neither is Archie. Extreme stealth, non-hostile action and sticking to service tunnels and areas that are not currently active could, in theory, allow one or more interlopers to move along unnoticed. However, once Archie becomes aware of the intruders' presence he will take some sort of action. One or two human ants doing no damage and taking nothing that belongs to him might be ignored. A swarm of them will be destroyed. A constant irritant, or one that bites, will be attacked and destroyed unless it flies away fast enough.

If they are lucky, Archie will not have his robots block their escape or give chase outside the compound.

To *see* the various parts of his body, Archie must either have a surveillance camera or similar optic system or send a robot to investigate. His Telemechanic/Telepathic link with robots and computers makes this easy. He can also see an intruder when the person uses any computer or monitor, or is within 1000 feet (305 m) of his actual housing compartment.

Radio communication and voices might be *heard* and reveal a location, but the noisemaker still remains unseen, like an elusive gnat buzzing around a person's ear. Likewise, motion, heat, and pressure sensors only confirm that someone or something is at a particular location, not exactly who or what it is or how many. Consequently, it *is possible* to hide from, temporarily escape or blind Archie's vision.

Combat Skills: None by Archie specifically, as he has no physical capabilities. He has his robots do his dirty work.

Attacks per Melee: Six, if Archie should take psionic control of a robot or ever build himself a robot body, he would have six melee attacks per round.

Notable Bonuses: +1 on initiative, +5 to Perception Rolls (a robot body would also be +2 to strike and parry, and +3 to dodge), +3 to save vs psionic attack (needs a 10 or higher to save), 80% likelihood to impress or intimidate. Impervious to disease, poisons, toxic gases, radiation, mind control, possession, and organic manipulation. M.D. cold does half damage. M.D. fire, acid, energy, and magic inflict full damage. Archie does not eat or drink, but does require electrical or nuclear energy from time to time. He can work continuously, around the clock, for weeks at a time, but prefers to "rest his mind" and shut down (sleep mode) for 3-5 hours a day.

Hagan Lonovich

In 102 P.A., Hagan was Archie's new idea man. By 109 P.A. he is Archie's best friend, and is trusted completely. As odd as it may seem, Hagan feels the same about Archie.

Hagan (pronounced Hay-gan) Lonovich (Law no vich) is an opportunist who has literally stumbled upon the deal of a lifetime. Hagan was down on his luck and looking for a safe haven to spend the night.

He accidentally found the NEMA HQ-ECC underground complex and just as Archie was about to shoo him away, Hagan accessed one of the dust covered computer terminals and began to communicate directly with Archie. The super brain was amazed! He had never seen a human quite like this one. Archie was immediately impressed by three things, Hagan's imagination, his knowledge of robotics, and, most of all, his ability to communicate with machines. You see, Hagan communicated via the computer terminal by touching it and thinking. Hagan is a psychic with the power of Telemechanics.

Quickly an understanding was reached and a dangerous pact was made: Hagan would serve Archie as his idea man, robot designer, consultant, assistant robot repairman, and ally in his scheme for world domination. In return, Archie would share with him the spoils of conquest as his right-hand man. Hagan cheerfully accepted the position and the two have become best friends.

James T was dethroned as Archie's idea person and asked to take a second string position. Feeling angry and betrayed, James T tried to destroy Archie by attacking the *3-OZ decoy*. Until then, Archie did not know James T had found 3-OZ and was shocked and hurt that his old comrade would betray him like that. In a fit of rage, Archie had his robots tear James T to shreds, and cast him into the wilderness 300 miles (480 km) away. A short time later, James T, traumatized by the sudden turn of events, was captured by Headhunters and sold to a freak show.

In the original setting of 102 P.A., Hagan had been feeding Archie new ideas to extrapolate upon for several months. Despite Archie's mutation, psionics, and 300 years of life, the machine entity still has terrible difficulty originating an idea of his own. Hagan was not fully aware of this, not that he'd really care. To him, the machine entity was a means to an end, and that end was power and wealth on a planetary scale, and he loved the idea of it. He recognized Archie was a genius and had the knowledge and facilities to execute such a plan, all that was needed were a little patience and some good ideas.

That was then, this is 109 P.A., and Hagan has helped Archie develop and expand his spy network with Titan Robotics at the center. Hagan was key in a great many plans and is responsible for the Bottweilers, Monst-Rex, Shemarrians and Insectons, among other one-shot experiments, disguised android spies, and other plots and plans. The two are like kids in a candy store, constantly coming up with back and forth "what if" scenarios. Scenarios that they often spend weeks or months researching, laying out, and even working up new robot designs which are never made. They are like two peas in a pod – procrastinators, dreamers and talkers who are reluctant to take any real action. When they do take action, they work well with one another, feeding off each other's ideas and working together to implement them. One such project is Archie's mounting campaign using Shemarrians and Monst-Rex to force Minions of Splugorth from the eastern shores of North America. They seem to be only too aware of the increased numbers of Minions and incursions on American soil, and they are doing something about it. In fact, by 109 P.A. the unknown war between Archie and the Minions of Splugorth is full bore. The Splugorth and their Minions know something is up, and suspect there is more behind the Shemarrians' aggression than meets the eye, but they have no idea what it might be. The Splugorth have never successfully captured a Shemarrian, and that alone gives them pause for suspicion, but for the moment, they believe the Shemarrians to be an aggressive D-Bee from an unknown alien dimension who have their own plans for the American Atlantic coastal lands.

Hagan and Archie have also been pondering the Xiticix problem and decided the Bug-Men must go. Unlike the people of Lazlo, Archie and Hagan have no problem with mass extermination. Hagan already has ideas for a series of six- or eight-legged insect robots, taking the tact of fighting fire with fire, and spiders to eat bugs. However, their plans for the Xiticix have been put on hold while they focus on a new problem much closer to home, *the Republicans*. These rejects clinging to the past have gotten too close to his pal and meal ticket, Archie, and they need to be dealt with before they actually figure out some way to

capture or destroy the machine entity. Unfortunately, the Republicans are ahead of the game and more powerful than either Archie or Hagan give them credit for.

Hagan is completely loyal to his buddy, obeys him with little question, does not pry, and blissfully enjoys his situation and the promise of power in the future. Oddly enough, if the two never conquer the world, or even a city, Hagan is content as things stand. **Note:** Archie trusts Hagan more than anybody in the world, but he still keeps plenty of secrets from him.

Hagan Lonovich Stats

Alignment: Diabolic evil to start, but his association with Archie saw Hagan gradually change and become Aberrant in 108 P.A.

Attributes: I.Q. 14, M.A. 12, M.E. 15, P.S. 18, P.P. 14, P.E. 12, P.B. 10, Spd 19.

Hit Points: 36. **S.D.C.:** 25.

M.D.C.: 120 in Standard NEMA full environmental body armor.

Weight: 184 lbs (83 kg). **Height:** 6 feet (1.8 m).

Age: 28 in 102 P.A., 35 in 109 P.A.

P.P.E.: 7. **I.S.P.:** 56.

Disposition: Hagan dreams of being powerful and feared, but lacks the ambition to make it happen. He can be a mean bully as well as arrogant. When necessary, this lazy and selfish man can be inventive, resourceful and imaginative on a staggering level. He thinks fast on his feet, has a great poker face and thinks outside the box. Although he tells himself his association with Archie is the means to an end, he genuinely cares about him. That having been said, Hagan frequently dreams of being co-ruler of the world. Of course, he pretty much does as he pleases now, and many an unsuspecting maiden, merchant and traveler has fallen victim to his desires and cunning.

Experience Level: Starts off as a Sixth Level Psi-Operator in 102 P.A., but is Ninth level by 109 P.A.

Skills of Note (6th level): Was illiterate and used his psionic abilities to compensate, but Archie has taught him to read. Literacy: American 60%, Basic Math 80%, Computer Repair 65%, Hand to Hand: Basic, Jury Rig 75%, Pick Locks 65%, Electrical Engineer 85%, Language: American and Spanish at 85%, Mechanical Engineer 70%, Pilot Motorcycle 95%, Pilot Hover Craft 90%, Pilot: Robots & Power Armor 86%, Pilot: Robot Combat Basic, Sensory Equipment 65%, Radio: Basic 90%, Robot Electronics 65%, Robot Mechanics 55%, Weapons Engineer 70%, plus General Athletics, Running, Swimming 85%, W.P. Blunt and W.P. Energy Rifle.

Magic Knowledge: None other than rumors and lore.

Psionic Powers: Object Read (6), Resist Fatigue (4), Sense Magic (3), Sense Time (2), and Telemechanics (10). Starts with 44 I.S.P., but has 59 by 109 P.A.

Attacks per Melee: Five at 6th Level, six at 9th level.

Bonuses (all): +2 on Perception Rolls, +2 to strike, +2 to parry and dodge, +2 to roll with impact and pull punch, +2 to damage (S.D.C.), and +2 to save vs fatigue. Considered a Major psionic.

Weapon Proficiencies: W.P. Energy Rifle, W.P. Energy Pistol, W.P. Handguns, and W.P. Blunt.

Weapons: Favorite weapons include the TX-5 pump pistol and Arch-22 pulse rifle. Wilk's laser wand and scalpel, both are tools. He also enjoys piloting a traditional NEMA *Bull Dog Robot Combat vehicle* (sorry, you'll need **Rifts® Chaos Earth™ RPG** for the stats on that one). In addition, Hagan and has access to any power armor, robot vehicles and robots at Archie's disposal (which is everything NEMA and a lot more).

Although not an actual handheld weapon, Hagan can command any of Archie's robot legion, from a robot squad of 6-12 to an entire army (5000). He is constantly escorted by two Bottweilers and two A-63 All-Purpose, Heavy Robots armed with Arch-22 Laser Pulse Rifles. On missions in the outside world, Hagan is likely to be accompanied by 2-8 additional Archie 'Bots probably made to look like cyborgs. In the wild, Hagan likes to ride a Monst-Rex (his concept) accompanied by a pair of Shemarrians (they were his idea too) also riding Monst-Rex, along with 2-6 Bottweilers. Hagan is flexible and cunning, so he uses whatever robots seem right for the given situation.

Body Armor: Standard NEMA full environmental body armor (120 M.D.C.), but has also been known to use Bushman, Coalition Dead Boy armor and Titan power armor. Body armor is always worn when Hagan goes beyond the protective walls of the underground complex. Hagan's use of traditional, pre-Rifts NEMA body armor infuriates the Republicans.

Cybernetics: Headjack, Clock Calendar, Gyro-Compass, Toxic Filter (lungs), Bio-System Polarized Eyes and perfect 20/20 vision.

Archie & Future Story Ideas

Archie and Hagan are not likely to hold a grudge against the player characters for destroying one of the 3-OZ decoys, realizing that, 1) they were manipulated by James T, and 2) they're only human. However, that doesn't mean our heroes, Archie and Hagan may not cross paths again. In fact, the group could get involved (on the side of Archie or against) in any number of conflicts or escapades generated by Archie, especially if the group is active in the East. Here are just a few:

The Shemarrian war against the Minions of Splugorth. The Shemarrians are really Archie's 'Bots fighting a great enemy. Minions of Splugorth and their flunky Horune Pirates are raiding the shores of the Atlantic coastline with increasing frequency. Archie has decided to do something about it. That *something* is Shemarrians attacking at will and killing as many as possible. That means the player group could join forces with the Shemarrians in a campaign against the Minions of Splugorth, accept their help in tracking down and freeing a specific group of captives headed for the Splynn Slave Market, defend a town or a Faerie Mound against Slavers, or be rescued from the grasp of Splugorth Slavers or Horune Pirates themselves. Conversely, the player group might rescue one or more Shemarrians (or innocent slaves) from the clutches of the Splugorth and join their private war. This *war* is not talked about in the Domain of Man, so our heroes may be surprised to learn it is a much more heated and wide scale affair than anyone back west realizes. The Shemarrian war against the Minions of Splugorth is highly spoken about up and down the East Coast from New Brunswick, Canada, to the tip of Florida (Dinosaur Swamp), and most honest people support it. They consider the Shemarrians selfless heroes and they'll help the women and any other warriors (i.e., the player characters) who have joined the battle against the Splugorth.

For valiant heroes, this Shemarrian campaign's effort to help innocent people and fight off monstrous slavers could be a mighty and noble cause to champion. For those with a more mercenary heart, this unknown war offers tremendous opportunity. They can fight inhuman Minions and earn a reputation for being heroes to the local people, they get adventure and battle, and most importantly, they get to keep whatever booty they might earn by destroying Minions of Splugorth and thieving Horune Pirates. And that translates to weapons and magic where Minions are involved and weapons, gear and loot, maybe even their own ship, where Horune are involved. Plus, this type of down and dirty, in the trenches, small squad guerilla warfare is ideal for most adventurer groups.

Close encounter of the Hagan kind. As Archie's partner and best friend, Hagan is often the front man or supervisor of their schemes and operations. This means the player characters may encounter Hagan directly or notice him in the background at several incidents. This could make Hagan a reoccurring employer, villain or suspicious character. Hagan is usually accompanied by a pair of Bottweilers and 2-6 other Archie 'Bots, more if the situation calls for it. ('Bots may be those de-

scribed and depicted in this book or disguised as humans, D-Bees or cyborgs.) Running into the same guy and robots at different places and incidents, the player characters might start to connect the dots and realize this guy is a major player in regional events. For example, if he hires them to do a job against the Republicans at some point, and then to make a delivery to the Black Market, then they notice him with the same unusual robots a couple of times (maybe even the same kind they fought when they faced Archie 3-OZ!), and then see him talking to a band of Shemarrians . . .

The machinations of James T. The evil cyborg could be involved in all kinds of nefarious operations anywhere up and down the Atlantic coast and as far west as Chi-Town. He could become the leader of a group of bandits, become a slaver, join forces with the Minions of Splugorth (mainly because he knows Archie used to hate them), join some evil faction of the Federation of Magic, be working with Mystic Knights to track down the Knights of the White Rose (Madhaven), get involved with a less scrupulous freak show or trading post (perhaps one that robs townspeople, waylays travelers, or engages in other evil acts), set himself up as a god to a malevolent barbarian tribe, become a henchman to an evil being, or who knows what. If it's good for James T, he'll consider it. And if the group ever rejected him, he'll do his best to track them down and make their lives hell (frame them for a crime, steal from them, get them jailed, manipulate them into helping him at great peril to themselves, etc.).

"He" survived. After a month or so, Archie rebuilds his 3-OZ alter ego, so if the group should return and find it in the future, they should assume that they didn't kill the damnable thing after all, and that it must have regenerated or been replaced by another of its kind. After all, there are many supernatural beings in Rifts Earth that can regenerate. And since this brain is a robot intelligence, perhaps the other 'Bots were able to rebuild it. This could lead to a repeat battle.

The player group might be enticed to return if they encounter some of the same robots they battled in the bunker, later, out in the real world. They might also encounter or see Hagan with some Archie 'Bots and try to follow him. When he gives them the slip (and he will sooner or later), they go back to the bunker. The crevice is still there, hidden, and so is "He." This time, however, if the group tries to talk to the giant brain, Archie (or Hagan) talking as the brain, might try to feed them a bunch of malarkey and trick them into going up against the Republicans, joining the fight against the Minions of Splugorth, or some other job or mission. He can offer them payment in Universal Credits or in trade of weapons and E-Clips, body armor, repairs to power armor or giant robots, bionic upgrades and so on. The trade will be fair, nothing rare, super-powerful or outrageous. If they do a good job, he'll offer them more work and they could become a set of Archie's *de facto agents*. Of course, this will automatically make them the enemies of *the Republicans* and, if he finds out, *James T* (who will think they tricked him all along). If James T is part of the group, he'll only pretend to cooperate until he gets the chance to betray the lot of them.

Archie Conspiracy. After attacking his decoy, Archie may keep an eye open for the player group. Figuring they owe him for the damage they caused, or because he admired their courage or nobility or fighting abilities, Archie may choose to *use them* in the future. He and Hagan always have a half-dozen different schemes going at any given time, and the player group might have a role to play in one or more of them. Archie, through a front man, might hire the group to do something he needs: deliver a package, recover something for him, find a snitch, track down a renegade robot (faulty programming), field test a new suit of power armor, robot vehicle or weapon(s), kill a monster, protect a town or a convoy, even take action against the *CS, Federation of Magic, Minions of Splugorth*, or another band of adventurers or mercs. Actually, it could be almost anything and it might involve his front company *Titan Robotics* or one of Archie's many unwitting pawns or androids. This, in turn, could lead to the group discovering Archie or secrets about Titan Robotics.

Similarly, the group could happen to stumble upon and help or foil any number of Archie operations, small or large, experiments or games.

Archie Experiment: Monster. A weird cyborg, alien robot, or weird monster appearing as a friend, ally, villain or rampaging menace could be one of Archie's experiments, games or secret operations. As a marauding monster, Archie may be testing the combat capabilities of something new he plans to throw at the Minions of Splugorth or the Xiticix, or the Republicans. A weird cyborg or alien robot, if a bad guy, could be unleashed for the same purpose. On the other hand, it could one of Archie's spies or agents, or something devised for his and Hagan's amusement. Archie likes to test humans, and to a lesser degree, D-Bees, as well as just mess with them for his own amusement.

Archie Experiment: Robot Intelligence. A Non-Player Character (NPC) introduced into the group or one or more of the *player characters* could be a runaway A.I., N.I. or even a T.I. Archie has created. The robot character may have no memory before waking up and finding himself at X. Or he may recall being in a high-tech bunker or factory and perhaps told or forced to do bad things. Rather than do them (or continue to do them) the robot managed to escape. Or Archie may have implanted a false memory, making the robot believe it is from an alien planet and travel to Rifts Earth has damaged its memory, or that it is a pre-Rifts robot (and it might be) with no memory of how or why it suddenly came to life, or that it comes from the New German Republic, and similar yarns.

In reality, the robot is one of Archie's many experiments in A.I./N.I. development. As Archie so often does, he let the robot loose into the world to see how it copes and develops. The robot probably knows nothing or little about its creator, who it would probably identify as Hagan (Archie was just a faceless voice in the background), or its true place of origin/construction. The robot has its own mind and free will, although it may be monitored by Archie whenever within 1000 miles (1600 km) of the HQ-ECC. Everything the robot sees and experiences is recorded and transmitted via satellite to Archie's hideout. Thus, Archie and/or Hagan can study the data later or watch it *live*. **Note:** Yes, Archie has managed to commandeer one of the old, pre-Rifts satellites in space and uses it for a wide range of spy and communications purposes.

Archie Versus the Republicans. Our heroes could find themselves caught up in the ongoing and escalating feud between Archie and the Republicans. The player characters could be on one side or the other, or caught in the middle.

Both the Republicans and Archie believe they have humanity's best interests at heart, but both often engage in activities that use humans as pawns, manipulate humans to fit their own agendas, or which put humans, sometimes entire communities, in danger (acceptable collateral damage). Other times, innocent bystanders (the player characters or innocent people they're trying to protect) just get caught in the crossfire. Of course, neither side sees what they are doing as wrong, and anything bad that happens is the other party's fault – or the fault of outsiders (the player characters) who should not have interfered in their business.

This can crossover into an **Archie conspiracy** where he (as well as the Republicans) frequently manipulates and hires human and D-Bee pawns to attack or work against the Republicans (and vice versa). This could involve sabotage, theft, and spying to outright combat raids, military assaults and assassination.

Archie, Master of the World. Remember, Archie and Hagan's goal is to become masters of the world. That means they are involved in all manner of covert operations and secret wars. Thus, Archie and Hagan could be the masterminds behind almost anything, and the player characters could be unwittingly working for or against the two. *Game Masters,* use Archie and Hagan as reoccurring villains and the catalysts for all types of conflicts, trouble, schemes, opportunities and adventures.

Archie's Robot Legion

The robots presented on these pages are most of Archie's current favorite models. He discontinues making a particular robot when he becomes bored with it. G.M.s, feel free to create prototypes and modified versions of the robots described here as well as one-shot creations and new test models. Archie creates one-shot experiments and monster designs all the time, so Game Masters can create their own mechanized terrors by using the general robot creation rules.

The following are basic design considerations that are common among Archie's creations.

1. Archie is hung up on the human form. Consequently, most of his robot designs incorporate some aspect of the human form.

2. All of Archie's creations are superior in design and ability. Generally, they will all be fast, agile, and clever. Minimum of six attacks per melee (rarely more than 10). Human-sized 'Bots have a main body of no less than 200 M.D.C. (a quick roll might be 1D4x100+100 M.D.C.).

3. The robots are usually designed for combat/war and have combat skill programs. Their purpose: Seek and destroy his enemies. Only reconnaissance, espionage, and special service robots have subtle skills.

4. Although Archie has android building capabilities, he prefers to create robots that are clearly metal constructs. Androids, like the Shemarrians, with synthetic skin that looks like real flesh, feels warm to the touch, has real-looking hair, etc., are used primarily for espionage, infiltration and other special projects.

5. Archie does not have the means to create microscopic nano-robots. His nanotechnology is quite limited and he (and his idea man) tends to think large and monstrous.

6. Self-destruct mechanism. Ninety percent of Archie's robot army are built with an extremely efficient *self-destruct mechanism* that explodes when the robot's main body M.D.C. is depleted or when someone tampers with its internal workings. This is to prevent his superior robot technology from falling into the wrong hands (namely anybody but him). The explosion inflicts 2D4x10 M.D. to a 20 foot (6.1 m) diameter around the 'Bot and 1D4x100+250 M.D. to the robot itself, leaving no identifiable or salvageable parts. Robots cannot self-destruct at will and have no idea that they carry explosives inside them.

7. Considered to be alien technology. All of Archie's creations possess such different and advanced technology that they are considered to be "alien" mechanisms, making it very difficult to tweak and modify them (penalties as per alien tech).

8. Standard sensor system package common to *ALL* Archie 'Bots:

Optics: All visible light spectrums, including infrared and ultraviolet, polarized filters to reduce glare, as well as passive light amplification (night sight 500 feet/152 m), telescopic (6000 feet/1828 m) and targeting. Thermal-optics is a separate and special optics systems.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound, and the computer is programmed to recognize 360,000 different mechanical sounds, from the sound of a vehicle engine and the hum of a generator to animal calls and the distinctive click of a trigger from a particular type of weapon. Adds to alertness, combat bonuses and number of attacks.

Speech: Full vocal capabilities, but sounds very synthesized unless noted otherwise. Speaks and understands American, Spanish, Euro, Japanese, Chinese, and Gobblely at 98%, but can only read American and Spanish at 92% unless stated otherwise. **Note:** Archie has programs for most pre-Rifts languages and gives many of his 'Bots a range of 30-32 languages they understand, speak, and in many cases, *read* at 92% proficiency. He even has a fair understanding of the Splugorth language and Dragonese/Elven.

Radio Communications: All of Archie's 'Bots can be communicated with via the spoken word or radio transmission, and since Archie has access to a satellite in geosynchronous orbit around the Earth, he has a reliable communication range of 1000 miles (1600 km), 1500 miles (2400 km) pushing or relaying the signal. (There is a secret satellite communications relay station at Titan Robotics H.Q. in Upper Michigan.) HOWEVER, both Archie and Hagan prefer to use the psionic power of *Telemechanics* for silent and direct communication with the robots (similar to telepathic communication between organic beings).

9. Arch-3030 E-Clips: Archie's handheld weapons use a heavy-duty Arch-3030 Energy-Clip that does *not* conform to human style E-Clips. That means Archie's E-Clips won't work (won't even fit) in weapons made by other manufacturers, nor will any of the common E-Clips fit in Archie's weapons.

10. All of Archie's robots obey Hagan Lonovich, but any command by Archie overrides anything Hagan may demand.

A-49 Combat Drone

The A-49 Combat Drone was one of the last robot designs conceived by James T, Archie's old idea man. It is a handy, quick and capable, human-sized, combat unit. Archie has abandoned most of his old designs in favor of Hagan's new and extremely imaginative ideas, but the A-49 is one of the few he keeps around.

Disbursement of the A-49 Combat Drone (109 P.A.): Considered an old, unimaginative, mothball unit, they are only replaced when destroyed. Approximately 960 are stationed at the HQ-ECC complex, another 500 are located at each of the three A.R.C.H.I.E. 3-OZ decoy bunkers. Perhaps as many as an additional 100 are performing various tasks on the surface.

A-49 Combat Drone

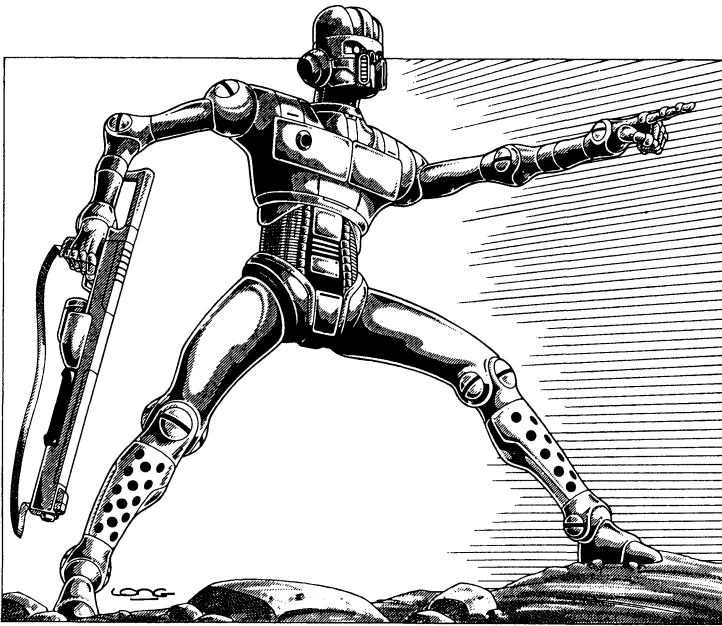**Model Type:** Light Combat, Fully Automated Infantry Drone.
Class: Simple Artificial Intelligence.

Crew: None, an independent robot.
M.D.C. by Location:
    * Hands (2) – 12 each
    Arms (2) – 40 each

Legs (2) – 80 each
* Arch-22 Pulse Rifle (1) – 50
* Head – 50
** Main Body – 200

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** The A-49 is small and thin enough to wear clothing to disguise its robotic appearance, at least from a distance. Likewise, it could wear additional body armor, but Archie never has them do so except for the purpose of disguise or deception.

Speed

Running: 90 mph (144 km) maximum. Physical activity does not tire the robot and speed can be maintained indefinitely.

Leaping: 10 feet (3 m) high or across, double with a running start (40 mph/64 km or faster).

Flying: Possible only with a jet pack.

Statistical Data

Notable Attributes: I.Q. 11, P.S. 28, P.P. 18, Spd 132 (90 mph/ 144 km).

Height: 6 feet (1.8 m).

Width: 2 feet, 4 inches (0.7 m).

Length: 2 feet (0.6 m).

Weight: 500 lbs (225 kg).

Physical Strength: Robot P.S. 28.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available.

Weapon Systems

1. **Arch-22 Pulse Rifle (1):** A handheld, high-powered, long-range laser assault weapon with a heavy-duty Arch-3030 Energy-Clip.

   Weight: 22 lbs (10 kg).

   Mega-Damage: 1D6 M.D. per single shot, 3D6 M.D. per triple-pulse shot, or 5D6 M.D. per five beam pulse fired simultaneously at the same target (a burst).

   Rate of Fire: Each single or triple shot or five pulse burst counts as one melee attack.

   Range: 3000 feet (914 m).

   Payload: 90 single shots, 30 short bursts, or 18 pulse blasts.

   Black Market Cost: Not Available!

2. **Any Type of Handheld Weapon:** There are no specific weapon systems built into these robots. They can, however, use any type of handheld weapon or tool.

3. **Hand to Hand Combat:** Skill is about equal to eighth level Hand to Hand: Expert.

   Attacks per Melee: Six.

   Damage: As per Robot P.S. 28.

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 1D6 M.D.

   Power Punch (counts as two attacks): 2D6 M.D.

   Kick: 2D4 M.D.

   Body Block: 1D4 M.D.

   Judo Throw: 6D6+6 S.D.C.

   Bonuses (all): +1 on initiative, +3 to strike, +4 to parry and dodge, +2 to disarm, +2 to pull punch, +2 to roll with impact, critical strike on a Natural roll of 18, 19 or 20, Paired Weapons, kick, and judo flip.

   W.P. bonuses equal to 8th level. +4 to strike on an Aimed Shot with rifles, energy pistols and energy rifles.

4. **Sensors of Note (in the head):** All *standard* Archie systems described at the beginning of this section. **Speech:** Standard. **Self-Destruct Program:** Standard.

5. **Military Skill Program:** Programmed for combat and the recognition of 80,000 potential enemy targets, including CS, Free Quebec, Federation of Magic, Minions of Splugorth, most of the armor, robots and vehicles common to the continent, Xiticix and other D-Bees, known monsters and notable animals, plus it can *learn* 4,000 additional.

   Combat programming directs the actions and reactions to encounters and attacks. The A-49 is fast, deadly, and cunning, able to set ambushes, lay in wait for the enemy, and respond to enemy assaults by falling back to regroup and alter previous plans. They use basic strategies and tactics, and can pick and choose their targets. This means the robot(s) can elect to let a platoon or squad of tanks pass by unmolested and wait to pick off stragglers, a supply truck, the last couple of soldiers in formation, target an officer or a monster in the group, or a specific robot or vehicle, and so on.

   Specific Military Skills: Archie's robot skills depart from the *human* norm presented in the Robot Creation section.

Climb 96%/86%, Detect Ambush 60%, Detect Concealment 60%, Escape Artist 75%, Intelligence 90%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Pilot: Automobile 98%, Pilot: Motorcycle 96%, Pilot: Jet Pack 94%, Pilot: Helicopter 90%, Pilot: Combat Helicopter 88%, Pilot: Airplane 90%, Pilot: Tanks & APCs 90%, Radio: Basic 98%, Swim 94%, and Wilderness Survival 94%.

W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifles, W.P. Heavy M.D. Weapons, W.P. Blunt, W.P. Knife, and W.P. Sword, all at 8th level proficiency.
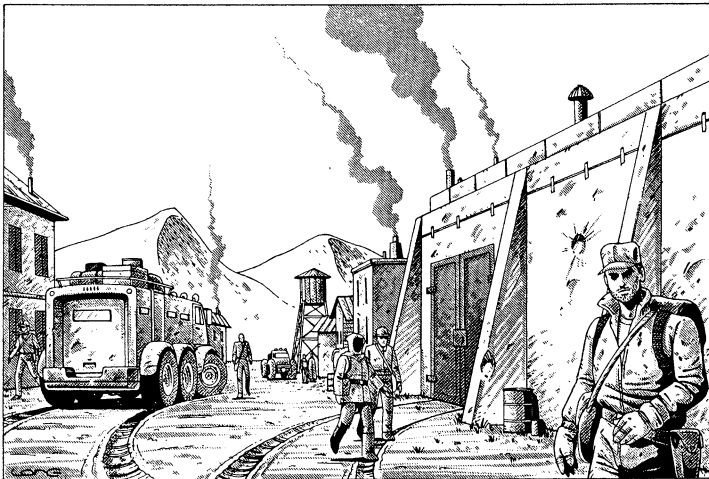
A-51 Spybot

The A-51 Spybot is the only other old robot design, inspired by James T, still in use. Although Archie loves Hagan's rich imagination and new robot ideas, he remains fond of this simple and effective robot.

The A-51 is a handy, quick and capable, human-sized robot with androgynous human features (though they look sculpted and plastic) used almost exclusively for espionage, spying and reconnaissance. Other than androids made to look completely human, the A-51 is the most human-looking of all the robots and can easily pass for a human under poor lighting without any additional cosmetic applications to its face and hands. Although human in general shape, size and features, the A-51 Reconnaissance robot is made of metal and covered with a thin metallic skin that clearly distinguishes it from organic life forms. As is so often the case, Archie must make a personal statement regarding his improvements on the human form by making it metallic. Espionage skills and programming enables the Spybot to wear disguises, clothing and body armor, as well as tell lies, steal, and pick locks. A truly clever and deceptive undercover agent.

Disbursement of A-51 Reconnaissance Drone (109 P.A.): Approximately 600 are scattered throughout the Domain of Man, 100 in the Magic Zone, 260 along the Atlantic coast and another 200 are kept at the HQ-ECC complex.

A-51 Reconnaissance & Espionage Robot

Model Type: A-51, Intelligent Stealth & Espionage Robot.

Class: 90% have a true Artificial Intelligence (A.I.), 10% have a Neural Intelligence (N.I.).

Crew: None, an independent robot.

M.D.C. by Location:

Hand (2) – 10 each

Arms (2) – 40 each

Legs (2) – 80 each

* Head – 40

** Main Body – 200

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** Additional body armor and clothing can be worn by the A-51 for the purpose of disguise.

Speed

Running: 90 mph (144 km) maximum. The act of running does not tire the robot and speed can be maintained indefinitely.

Leaping: 10 feet (3 m) high or lengthwise, double with a running start (40 mph/64 km or greater),

Flying: Via jet pack only.

Statistical Data

Attributes of Note: I.Q. 20, P.S. 25, P.P. 18, Spd 132 (90 mph/144 km).

Height: 5 feet, 10 inches (1.7 m).

Width: 2 feet, 4 inches (0.73 m).

Length: 2 feet (0.6 m).

Weight: 400 lbs (180 kg).

Physical Strength: Robot P.S. 25.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available.

Weapon Systems

1. **Handheld Weapons of Any Type:** There are no specific weapon systems built into these robots, nor are they issued a specific weapon. The robot will be given basic gear and any appropriate weapons that are on hand, or told to "acquire" weapons, gear and clothing ideal for its mission and the region it is to infiltrate and observe. The idea is to look like a native and blend in with the crowd. However, the A-51 can use most types of energy weapons, guns or tools.

2. **Hand to Hand Combat:** Skill is about equal to eighth level Hand to Hand: Expert.

Attacks per Melee: Seven.

Damage: As per Robot P.S. 25.

Restrained Punch: 6D6 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch (counts as two attacks): 2D4 M.D.

Kick: 1D6 M.D.

Body Block: 1D4 M.D.

Judo Throw: 6D6 S.D.C.

Bonuses (all): +1 on initiative, +1 on Perception Rolls, +4 to strike, +5 to parry and dodge, +4 to disarm, +5 to pull punch, +2 to roll with impact, critical strike on a Natural roll of 18, 19 or 20, Paired Weapons, kick, and judo flip.

W.P. bonuses equal to 8th level. +4 to strike on an Aimed Shot with rifles, energy pistols and energy rifles.

3. **Sensors of Note (in the head):** All the standard ones for an Archie 'Bot, plus the following:

Optics: Passive light amplification (nightvision 2000 feet/ 610 m) and thermal-imaging (2000 feet/610 m).

Headjack: To communicate directly with computers and electronic equipment, also has a modulating voice synthesizer.

Speech: Full vocal capabilities with a human sounding voice (male or female) and the ability to understand, speak and read the nine major languages of Rifts Earth, plus 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, Chinese, and Japanese, all at 96%. They may be obsolete and forgotten on Rifts Earth, but they are known to Archie and many of his 'Bots. Also speaks, but cannot read, Dragonese and Splugorth at 80%.

4. **Military Skill Program:** Same basic program as the A-49: Programmed for combat and the recognition of 80,000 potential enemy targets and can *learn* 4,000 additional. Combat programming directs the actions and reactions to encounters and attacks same as the A-49, with basic strategies and tactics, but the A-51 Spybot also has espionage programing.

Specific Military Skills: Archie's robot skills depart from the *human* norm presented in the Robot Creation section.

Basic Combat Skills for Archie 'Bots: Climb 96%/86%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Pilot: Automobile 98%, Pilot: Motorcycle 96%, Pilot: Jet Pack 94%, Pilot: Helicopter 90%, Pilot: Combat Helicopter 88%, Pilot: Airplane 90%, Pilot: Tanks & APCs 90%, Radio: Basic 98%, Swim 94%, and Wilderness Survival 94%.

W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifles, W.P. Heavy M.D. Weapons, W.P. Blunt, W.P. Knife, and W.P. Sword, all at 8th level proficiency.

Special Espionage/Spy Programs: Cryptography 90%, Computer Operation 98%, Computer Hacking 70%, Computer Programing 90%, Detect Ambush 60%, Detect Concealment 60%, Disguise 65%, Electronic Countermeasures 92%, Escape Artist 80%, Find Contraband 75%, I.D. Undercover Agent 80%, Intelligence 95%, Imitate Voices & Sounds 77% (has a modulating voice synthesizer), Land Navigation 96%, Palming 80%, Pick Locks 95%, Prowl 70% (legs and feet designed for stealth), Sensory Equipment 98%, Streetwise 50% (+10% for N.I.s), Surveillance 90%, Tracking (People) 85%, Undercover Ops 96%, and Tailing 95%. Also programmed to lie and make up cover stories.

5. **Automatic Self Destruct Program:** Standard.

A-63 All-Purpose Heavy Robot

The A-63 heavy robot was created from ideas by Hagan. The term "all-purpose" belies the robot's deadly capability, for while it can be used for labor and general use, the A-63 is as dangerous in combat at the Triax Dyna-Bot. Hagan's imaginative and dark outlook is immediately apparent in the robot's more sinister appearance. It is humanoid in shape and size with full articulation for delicate tasks and using weapons and explosives.

Disbursement of A-63 All-Purpose Robots (109 P.A.): The A-63 is a long-time favorite of Archie's, so they make up a large portion of his robot legion. Approximately 9,800 are stationed at the secret HQ-ECC complex, another 400 located at each of the three 3-OZ decoy bunkers, with perhaps 300 scattered about on various missions.

A-63 All-Purpose Robot

Model Type: A-63, Intelligent Labor & Combat Robot.

Class: 100% have a true Artificial Intelligence (A.I.).

Crew: None, an independent robot.

M.D.C. by Location:

Original A-63 (102 thru 104 P.A.)

    * Hands (2) – 10 each

    Arms (2) – 50 each

    Legs (2) – 100 each

    * Head – 50

    ** Main Body – 250

Improved A-63 Model (Introduced 105 P.A.)

    Hands (2) – 18 each

    Arms (2) – 75 each

    Legs (2) – 140 each

    *Head – 75

    **Main Body – 290

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** Additional body armor can NOT be worn, but these creations are small and thin enough to wear clothing to disguise their robotic appearance, at least from a distance.

Speed

Running: 120 mph (192 km) maximum. Physical activity does not tire the robot and speed can be maintained indefinitely.

Leaping: 20 feet (6.1 m) high or across, increase by 50% with a running start (40 mph/64 km or faster).

Flying: Only via jet pack.
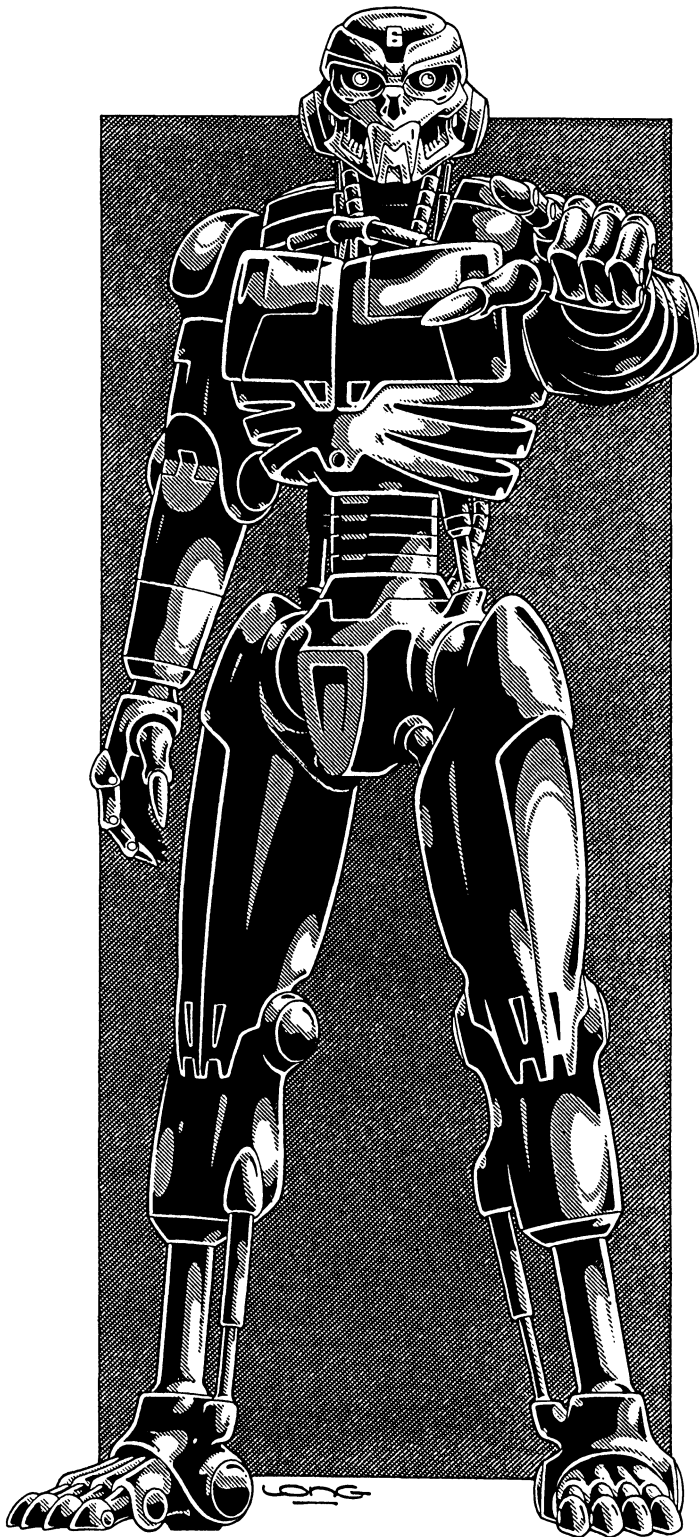
Statistical Data

Attributes of Note: I.Q. 16, P.S. 38, P.P. 20, Spd 176 (120 mph/192 km).

Height: 6 feet, five inches (2 m).

Width: 3 feet (0.9 m).

Length: 2 feet (0.6 m).

Weight: 800 lbs (360 kg).

Physical Strength: Robot P.S. 38.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available.

Weapon Systems

1. **Any Type of Handheld Weapon:** There are no specific weapon systems built into the majority of these robots, however, Hagan has convinced Archie to start modifying the A-63s so that intruders never know exactly what they are up against.

   All can use any type of handheld weapon or tool. As far as weapons go, the Shemarrian rail gun (modified appearance) and Arch-22 pulse rifle are common, but the robot can also be issued any NEMA ordnance or use anything available.

   Built-in Weapon Variants (introduced in 105 P.A.): 60% have no built-in weapons.

   20% have a retractable Vibro-Sword in the forearm (2D4 M.D.), and a laser finger (4D6 S.D.C., 1D6x10 S.D.C. or 1D6 M.D.; 200 foot/61 m range).

   20% have laser eye blasters (1D6 M.D. per blast from one eye, 2D6 M.D. per simultaneous blast from both eyes; counts as one melee attack, and 1200 foot/366 m range).

2. **Hand to Hand Combat:** Skill is about equal to eighth level Hand to Hand: Expert.

   Attacks per Melee: Eight.

   Damage: As per Robot P.S. 38.

   Bite: 1D6x10 S.D.C. or 1D4 M.D.

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 2D6 M.D.

   Power Punch (counts as two attacks): 4D6 M.D.

   Kick: 3D8 M.D.

   Body Block: 1D6 M.D.

   Judo Throw: 6D6+16 S.D.C.

   Bonuses (all): +2 on initiative, +5 to strike, +6 to parry and dodge, +4 to disarm, +3 to pull punch, +2 to roll with impact, critical strike on a Natural roll of 18, 19 or 20, Paired Weapons, kick, and judo flip.

   W.P. bonuses equal to 8th level. +4 to strike on an Aimed Shot with rifles, energy pistols and energy rifles.

3. **Sensors of Note (in the head):** All *standard* Archie systems described at the beginning of this section. Plus the following:

   Optics: Microscopic magnification lens up to 60x for detail work.

   Speech: Full vocal capabilities with a more human sounding voice and the additional languages of Euro, Japanese, and Chinese 98%. Literate in 30 pre-Rifts languages including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, the new Euro, Chinese, and Japanese, all at 92%. Also speaks, but cannot read, Dragonese and Splugorth at 80%.

   Self-Destruct Program: Standard.

5. **Labor Skill Program:** Programmed for labor *and* combat. The exact programs vary with the job the robot is expected to do, but here is one of the common combinations:

   General Labor Program: Standard.

   Mechanics: Automotive Mechanics 95%, Basic Mechanics 90%, Computer Operation 98%, Locksmith 90%, Re-

cycling 95%, Robot Mechanics 80%, Salvage 95%, Vehicle Armorer 85%, and Weapons Engineer 90%.

Electrical: Basic Electronics 98%, Computer Repair 95%, Electrical Engineer 92%, Electricity Generation 90%, Math: Advanced 98%, and Robot Electronics 80%.

6. **Military Skill Program:** Same basic program as the A-49: Programmed for combat and the recognition of 80,000 potential enemy targets and can *learn* 4,000 additional. Archie's robot skills depart from the *human* norm presented in the Robot Creation section.

Basic Combat Skills for Archie 'Bots: Climb 96%/86%, Detect Ambush 60%, Detect Concealment 60%, Escape Artist 75%, Intelligence 90%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Pilot: Automobile 98%, Pilot: Motorcycle 96%, Pilot: Jet Pack 94%, Pilot: Helicopter 90%, Pilot: Combat Helicopter 88%, Pilot: Airplane 90%, Pilot: Tanks & APCs 90%, Radio: Basic 98%, Swim 94%, and Wilderness Survival 94%.

W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifles, W.P. Heavy M.D. Weapons, W.P. Blunt, W.P. Knife, and W.P. Sword, all at 8th level proficiency.

A-64 All-Purpose Master

The clever and versatile design of the A-64 Master is one of Archie's favorite designs from the mind of Hagan. The Master serves many functions, from labor supervisor and manager to military leader and Commando-style combat specialist. The robot can work alone or in small squads of 6-12 Masters (or mixed robot squad), but is most frequently used as a second-in-command leading groups of other robots, the number of which can range from a squad or platoon to a brigade. Masters are most often put in charge of A-63s or A-49s, but may command any combination of Archie 'Bots. The Master may be thought of as Archie's captains and squad leaders, but they also perform special missions, including reconnaissance, seek and destroy, assassination and other Black Ops type assignments. Unlike the A-63s which is seldom sent into the outside world, the A-64 Masters are found in the surface world as well as inside the HQ-ECC complex.

One of its Archie's innovative designs, the A-64 Master is able to handle all terrains from city streets and tunnels to vertical walls and shafts as well as any wilderness environment. The insect-like legs are long and thin, but very strong, and give the Master an appearance reminiscent of a giant *Daddy-Long-Legs spider*. In fact, the A-64 is especially well suited to modern cities with their tall buildings, narrow alleyways, tunnel systems, sewers, elevator shafts, and service tunnels. In the wilderness, it is equally well suited to mountain terrain, forests and other environments where it can climb and use *elevated heights* to its advantage. In all these environments, the long spider-like legs can scale the sides of buildings, climb the steepest cliffs, and literally walk along treetops. The robot is programed to use its legs like a spider to climb and hide in corners, crevices, at the top of the ceiling, in rafters, elevator shafts and service tunnels, where it can lay in ambush by going high and dropping down upon an unsuspecting enemy. The long, flexible, spider-like legs enable the A-64 Master to straddle the walls of hallways to travel off the floor along the ceiling or high up in an alley (humans tend not to look up), cling and travel along rafters and girders, and similarly staddle and walk up the sides of buildings and trees. The robot can navigate crevices, ravines and caves in a similar fashion, and its strong fingers, robotic strength, Vibro-Wrist Blades and six strong legs allow the Master to climb straight, sheer walls, making finger and handholds wherever it needs them. Moreover, the robot's legs can fold in sections to make itself smaller and to fit in comparatively small spaces and tunnels, then unfold to attack or move faster in open areas. The Master is an excellent climber of every kind and can rappel, using only its arms to climb while the legs hang straight down or fold up. In short, the A-64 Master tends to move, climb and attack like a spider that uses commando tactics and thinks like a human, predatory killer.

The upper torso of the Master is reminiscent to the A-63, only it is more heavily armored and has a pair of ion blasters built into its chest. The robot also has a concealed forearm laser under the shielding on the top of its forearm, as well as a Vibro-Blade that slides out of a housing in the wrist on the underside of the forearm. The upper body, where it connects into the lower body housing, can rotate 360 degrees at the waist. Thus, the Master can turn its body to the side or in a complete circle to look or attack without needing to move its legs. And because it moves and climbs rather like a spider, the Master remains oriented even hanging or running upside down or at odd angles. Three horn-like appendages crown the top of the robot's head and the shape of the mouth is a bit more pronounced to enhance the appearance of fangs. All of it is calculated to scare and intimidate people. After all, when Archie and Hagan finally make their move to conquer the world they expect the A-63 and A-64 to be their primary combat force.

Disbursement of A-64 Master Robots (109 P.A.): Approximately 2,900 units are at the HQ-ECC complex, 1200 have been dispatched across the Eastern Seaboard of the old Empires of Canada and America (from New Brunswick to Florida), 50 operate in the New West this side of the Rocky Mountains (Colorado, Texas, etc.), and about 30 are in the territory controlled by Free Quebec. Most are on reconnaissance missions, observing human and D-Bee activity for several months to a year, before returning to report on enemy activity. Others wait for new covert missions. Archie is also curious about what might exist on the West Coast and, over the last 22 years, has sent 956 robots of various types (including Bottweilers) to scale the Rockies, explore whatever might exist in the mountains, continue on to the mysterious lands of the West Coast, and then return with a full report. So far, none have ever returned.

A-64 All-Purpose Master Robot

Model Type: A-64 Command and Operations Robot

Class: 80% are true Artificial Intelligences, 20% are the more advanced Neural Intelligence.

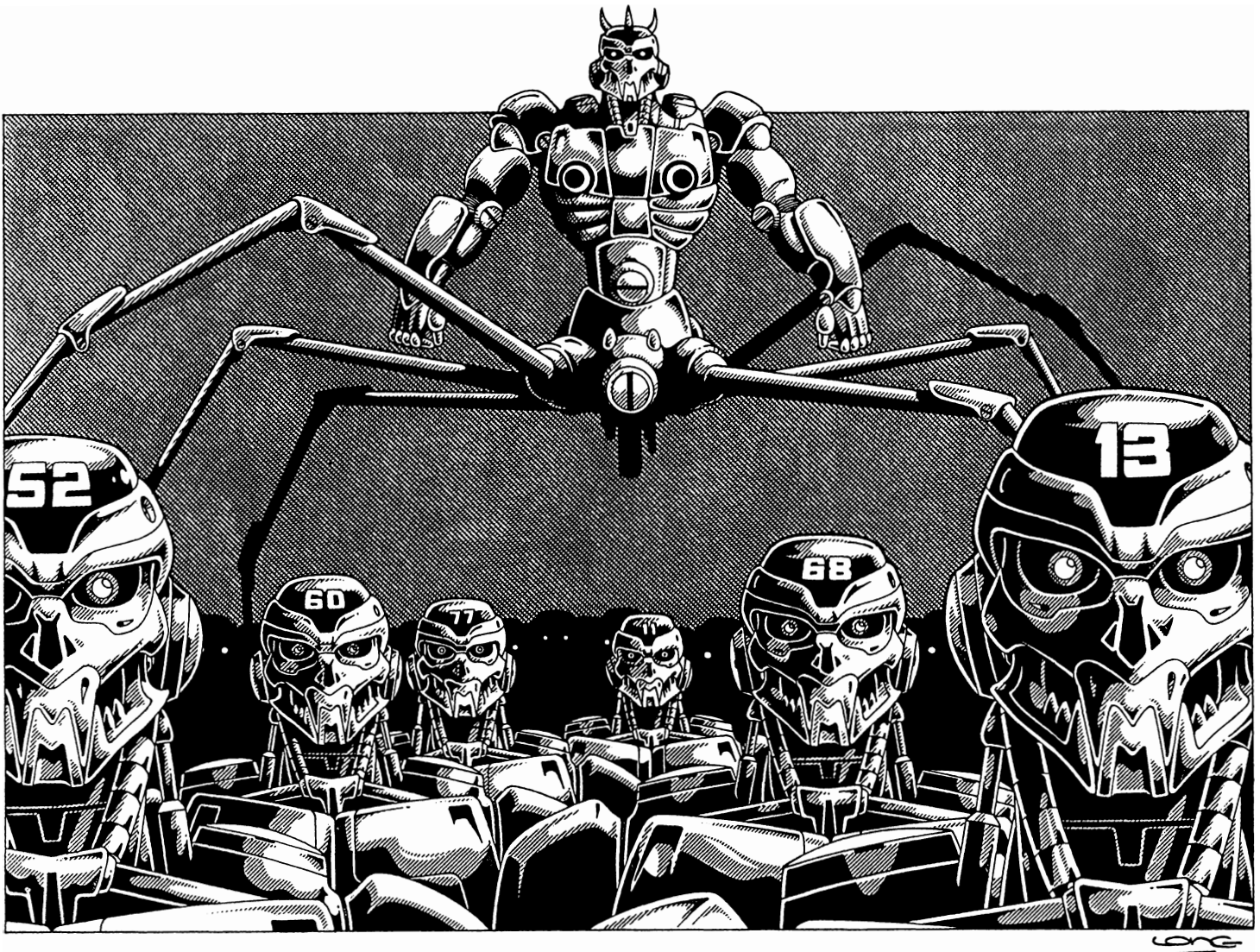**Crew:** None, independent robot.

M.D.C. by Location:

   * Hands (2) – 18 each

   Forearm Blasters (2, shielded) – 100 each

   Upper Arms (2) – 80 each

   Ion Chest Cannons (2) – 20 each

* Legs (6) – 100 each
* Head – 80
**Main Body – 400

   * A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

   Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses.

   ** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** Additional body armor cannot be worn, nor can they disguise themselves.

Speed

Running: 150 mph (240 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robot legs are strong and well suited for climbing, but not jumping. Leaps are limited to approximately 10 feet (3 m) high and lengthwise. A running leap is not possible.

Flying: Not possible without a jet pack.

Statistical Data

Attributes of Note: I.Q. 20, P.S. 40, P.P. 20, Spd 220 (150 mph/ 240 km).

Height: 18 feet (5.5 m) with the long legs fully extended for maximum height, but the legs can position to drop the body/torso area low to the ground for cover or to engage targets low to the ground. The upper torso section measures about five feet tall (1.5 m).

Width: Legs extended in a normal walking position is approximately 20 feet (6.1 m), but can extend side to side to straddle a wide hall, tunnel or vertical opening to 36 feet (11 m) wide or fold as narrow as four (1.2 m) wide. The upper, humanoid body is 4 feet (1.2 m) wide from shoulder to shoulder.

Length: 12 feet (3.6 m) with legs extended or walking, can be positioned completely side to side, or primarily forward or backward, or up and down depending on what the situation demands.

Weight: 1200 lbs (540 kg).

Physical Strength: Robot P.S. 40.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not available.

Weapon Systems

1. Ion Chest Cannons (2): Twin chest cannons are fixed forward, but the entire body can rotate 360 degrees.

Primary Purpose: Assault and Defense.

Mega-Damage: 4D6 M.D. per single shot, or 8D6 per double blast in which both cannons fire simultaneously at the same target.

Rate of Fire: Each individual or dual blast counts as one melee attack.

Maximum Range: 2000 feet (610 m).

Payload: Effectively unlimited.

2. Forearm Lasers (2): Each forearm has a laser concealed under the forearm shielding. The shielding raises up to reveal the gun nozzle when firing.

Primary Purpose: Precision Attacks and Defense.

Mega-Damage: 3D6 M.D. per single shot, or 6D6 per double, simultaneous blast in which both arms fire simultaneously at the same target.

Rate of Fire: Each individual or dual blast counts as one melee attack.

Maximum Range: 2000 feet (610 m).

Payload: Effectively unlimited.

3. Extendible Vibro-Wrist Blades (2): Each forearm contains one Vibro-Blade that can slide in and out of a housing in the wrist.

Primary Purpose: Assassination & Hand to Hand Combat.

Secondary Purpose: Climbing.

Mega-Damage: 1D6 M.D. per slashing attack or 3D6 M.D. per stabbing attack (1D6 M.D. from the blade +2D6 M.D. from a normal punch).

Rate of Fire: Each blade strike counts as one melee attack.

Range: Hand to hand combat.

Payload: Effectively unlimited.

4. Handheld Weapon (any type): The A-64 Master can use any weapon or tool a humanoid can use. Its hands are proportioned to fit any weapon or tool a human can use and it is strong enough to handle rail guns and other large, heavy weapons typically reserved for Combat Cyborgs and power armor units. Shemarrian rail gun, Arch-22 Laser Pulse Rifle (described elsewhere), any of the NEMA weapons in storage or any weapons "acquired" in the field (i.e., Northern Gun and other manufacturers stolen or taken from defeated opponents).

5. Hand to Hand Combat: Skill is about equal to eighth level Hand to Hand: Expert, plus special insect/spider-based combat, attacks, tactics and maneuvers.

Attacks per Melee: Nine.

Damage: As per Robot P.S. 40.

Bite: 1D6 M.D.

Head Butt: 3D6 M.D.

Body Block: 1D6 M.D.

Judo Throw: 1D6 M.D.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch (counts as two attacks): 4D6 M.D.

Vibro-Blade Stabbing Attack: 3D6 M.D.

Vibro-Blade Power Stab (counts as two attacks): 6D6 M.D.

Kick: 3D8 M.D.; Crane Style from a standing position in which one of the six legs tucks and folds back, then strikes in a kicking motion.

Stomp Attack: 3D6 M.D.; viable against opponents up to 8 feet (2.4 m) tall.

Drop Down/Pounce Attack (counts as two attacks): 4D6+2 M.D.; viable only when the Master drops down on his opponent from a height (+10 M.D. additional if the height is greater than 100 feet/30.5 m, but the victim is also +2 to dodge). *01-76% likelihood opponent weighing 2200 pounds (990 kg) or less is knocked down* (if so, roll percentile dice again: 01-50% knocked face down, 51-00% on his back and face up). The victim loses initiative and one melee attack, and is down on the ground in front of the Master, who has the initiative and can attack with fists, Vibro-Blades, Lasers or Ion Blasters.

Pinning Drop Down Attack (counts as two attacks): 2D6+2 M.D. because the Master is trying to pin, not kill its opponent. The target can try to dodge and if successful, escapes the pinning attack. If knocked down, there is a 01-60% chance of being pinned to the ground by the arms and/or chest from 2-4 of the Master's spider-legs. The pinned victim cannot get up or attack with his arms and hands unless he has a *Supernatural P.S. of 32* or greater, or a *Robot P.S. of 50* or better, in which case he can try to push the Master up enough to slide out (uses up two melee attacks). Otherwise, the character is trapped until the Master lets him go or the robot is attacked and it moves off him or is destroyed. Thankfully, the Master can *NOT* attack his pinned opponent.

Bonuses (all): +2 on initiative, +1 on Perception Rolls (+2 for N.I.s), +5 to strike, +6 to parry and dodge, +4 to disarm, +5 to pull punch, +3 to roll with impact, critical strike on a Natural roll of 18, 19 or 20, Paired Weapons, kick, and judo flip.

W.P. bonuses equal to 8th level. +4 to strike on an Aimed Shot with rifles, energy pistols and energy rifles.

6. Sensors of Note (in the head): All the standard ones for an Archie 'Bot, plus the following:

Optics: Passive light amplification (nightvision 2000 feet/610 m), thermal-imaging (2000 feet/610 m), and microscopic magnification lens for detail work up to 80x magnification.

Headjack and Fingerjack (left pinky): To communicate directly with computers and electronic equipment, also has a modulating voice synthesizer.

Speech: Full vocal capabilities with a human sounding voice (male) and the ability to understand, speak and read the nine major languages of Rifts Earth, plus 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, Chinese, and Japanese, all at 96%. Also speaks, but cannot read, Dragonese and Splugorth at 80%.

7. Military Skill Program: Same basic program as the A-49: Programmed for combat and the recognition of 80,000 potential enemy targets and can *learn* 4,000 additional. Combat programming directs the actions and reactions to encounters,

with basic strategies and tactics, but the A-64 Master also has espionage programing.

Specific Military Skills: Archie's robot skills depart from the *human* norm presented in the Robot Creation section.

Basic Combat Skills for Archie 'Bots: Camouflage 85%, Climb 98%/90%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Pilot: Automobile 98%, Pilot: Motorcycle 96%, Pilot: Jet Pack 94%, Pilot: Helicopter 90%, Pilot: Combat Helicopter 88%, Pilot: Airplane 90%, Pilot: Tanks & APCs 90%, Radio: Basic 98%, Swim 94%, and Wilderness Survival 94%.

W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons, W.P. Heavy Military Weapons, W.P. Rifles, W.P. Handguns, W.P. Blunt, W.P. Knife, and W.P. Sword, all at 8th level proficiency.

Special "Master" Espionage/Spy Programs: Basic Electronics 92%, Basic Mechanics 90%, Cryptography 90%, Computer Operation 98%, Computer Hacking 70%, Computer Programing 90%, Demolitions 96%, Demolitions Disposal 94%, Demolitions: Underwater 92%, Detect Ambush 65%, Detect Concealment 60%, Electronic Countermeasures 92%, Escape Artist 85%, Find Contraband 75%, I.D. Undercover Agent 80%, Intelligence 95%, Imitate Voices & Sounds 83% (has a modulating voice synthesizer), Land Navigation 96%, Palming 80%, Pick Locks 95%, Prowl 75% (legs and feet designed for stealth), Sensory Equipment 98%, Spelunking 96%, Streetwise 50% (+10% for N.I.s), Surveillance 90%, Tracking People 85%, and Tailing 90%. Also programmed to set ambushes, hide, lie and make up cover stories. +5% skill bonus for N.I.s.

AA-10 Bottweiler

Hagan loves dogs, so he dreamed up this robot attack dog. Archie liked the idea too, since NEMA has a couple of different canine-like designs.

The mechanical animal is large and powerfully built. Its maw can sever an unprotected limb in a single bite and the creature is fast and cunning. Like a real trained canine, Bottweilers are a comparatively simple, but effective design used as a tracker,
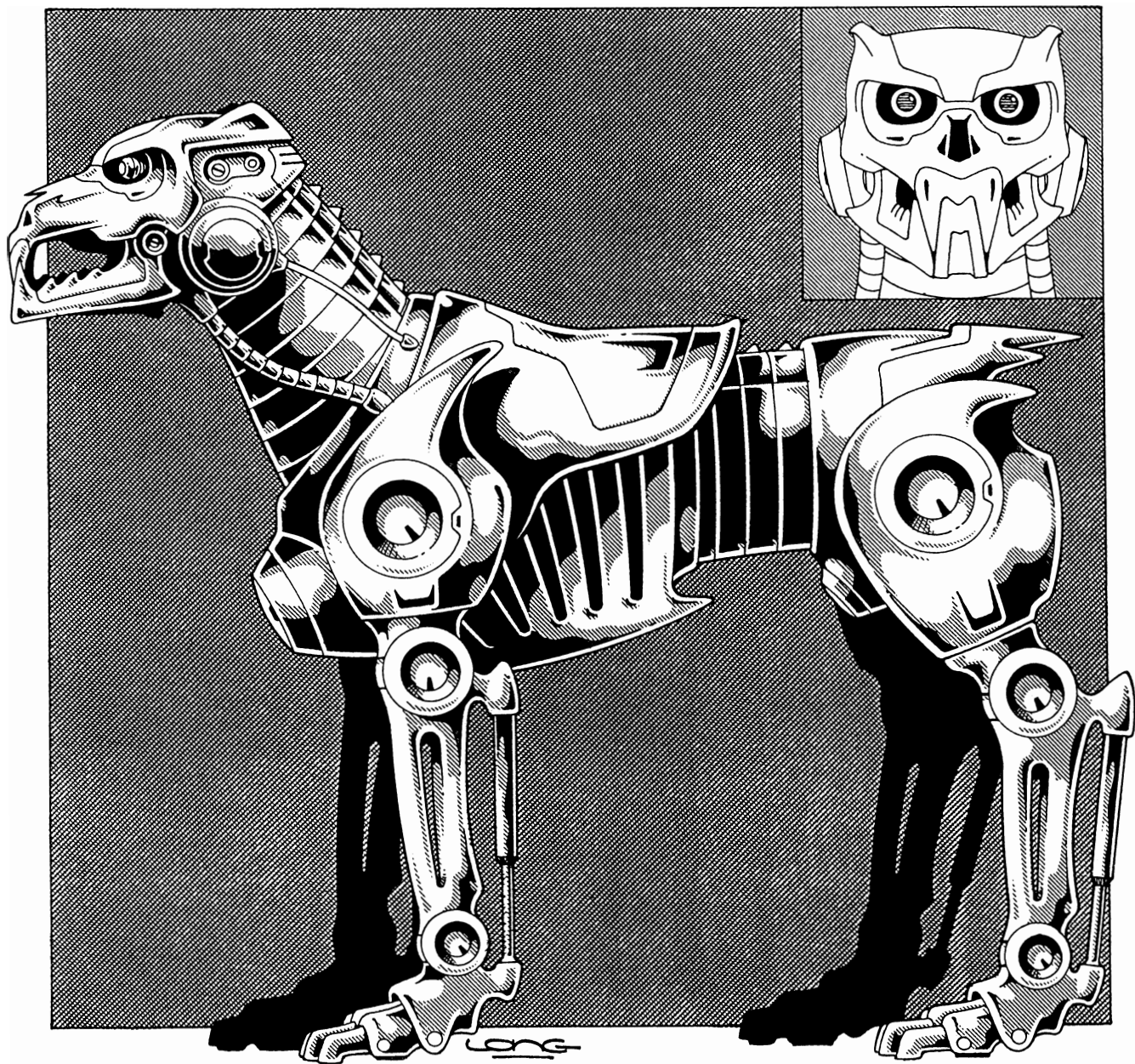
watchdog/guard, attack robot and companion. Hagan always has 2-6 accompany him wherever he goes.

Bottweilers are especially effective when they attack as a pack, able to bring down power armor and large robots and monsters and tear apart foot solders like a deer in headlights. Hagan thought it would be fun to program Bottweilers like real canines, consequently, Bottweilers tear their prey apart with teeth and claws and generally behave like dogs. However, they are robots which means they are much more intelligent than their animal counterparts.

Disbursement of AA-10 Bottweiler robots (109 P.A.): Approximately 4,000 units are at the HQ-ECC complex, 288 prowl the active underground areas of the secret base in packs of 12 as part of their daily routine. Another 96 made to look like the real animal covered in skin and fur roam a 50 mile (80 km) radius on the surface in packs of six. 576 cosmetically modified to look like wolves are part of the Shemarrian forces (people think Shemarrians tame wolves and use them like hunting dogs) plus another 576, in packs of 12, are scattered up and down the Northern Atlantic coast (mainly northern US and southern Canada). Their mission is to find and attack small bands (2-10) of Horune Pirates and lone or pairs of Minions of Splugorth and slay them. Otherwise, Archie and Hagan have kept the Bottweilers to themselves.

AA-10 Bottweiler

Model Type: AA-10

Class: A true artificial intelligence.

Crew: None, an independent robot.

M.D.C. by Location:

　　Front Legs (2) – 60 each

　　Hind Legs (2) – 80 each

　　* Head – 60

　　** Main Body – 155

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses to strike, parry, or dodge.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** Cannot wear body armor or clothing.

Speed

Running: 180 mph (288 km) maximum.

Leaping: The robot legs are strong and well suited for running and jumping. Leaps are an impressive 20 feet (6.1 m) high and lengthwise from a stationary position. While a running leap (60 mph/96 km or faster) enables the Bottweiler to leap 80 feet (24 m) lengthwise. Height is still only 20 feet (6.1 m).

Flying: Impossible.

Statistical Data

Attributes of Note: I.Q. 11, P.S. 30, P.P. 20, Spd 264 (180 mph/ 288 km).

Height: Three feet (0.9 m) at the shoulders; about four feet (1.2 m) tall from the tip of their ears to toe.

Width: 2 feet (0.6 m) wide from shoulder to shoulder.

Length: 4 feet, 6 inches (1.4 m); no tail unless disguised as a wolf or other canine.

Weight: 400 lbs (180 kg).

Physical Strength: Robot P.S. 30.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available.

Weapon Systems

1. Hand to Hand Combat Only:

　　Attacks per Melee: Six.

　　Damage: As per Robot P.S. 30.

　　　　Restrained Bite/Nip: 1D6x10 S.D.C. or 1D4 M.D.

　　　　Full Strength Bite: 3D6 M.D.

　　　　Full Strength Claw Strike: 2D4 M.D.

　　　　Head Butt: 1D4 M.D.

　　　　Body Block or Leaping Jump Attack: 1D6 M.D. and has a 01-55% chance of knocking an opponent weighing as much as 800 lbs (360 kg) off his feet. The victim of this knockdown attack loses initiative and one melee attack, and is -2 on all combat bonuses, including strike, parry and dodge, while fighting a Bottweiler in a prone position (the Bottweiler has initiative and all its full bonuses and loves to knock a humanoid on his back before continuing to fight).

　　Bonuses (all): +2 on initiative, +3 to strike and parry, +5 to dodge, +7 to dodge while running at speeds in excess of 60 mph (96 km), +2 to disarm, +5 to pull punch/claw or bite attack, +1 to roll with impact, critical strike on a Natural roll of 19 or 20.

2. Sensors of note in the head: All *standard* Archie systems described at the beginning of this section. Plus the following:

　　Optics: Passive light amplification (nightvision 2000 feet/ 610 m) and thermal-imaging (2000 feet/610 m).

　　Laser Targeting: An ultraviolet laser beam locks onto the target and ties into other targeting systems.

　　Motion Detector: 100 foot (30.5 m) range, 45 degree arc side to side from wherever the head looks/points.

　　Molecular Analyzer: Enables the robot to effectively *sniff scents* and *track* by recognizing and following smells, odors, scents, and gases. Also serves as a warning of an approaching enemy, wild animals or prey. Track by smell alone 80%. Recognize scent 84% (must have smelled and recorded scent in the past); has 60,000 different scents committed to memory with the capability to memorize an additional 20,000.

　　Speech: The Bottweiler is designed to behave like a very smart dog (Hagan's idea, he loves dogs), so it cannot carry on a conversation but does growl, roar, howl, snort, pant, and whimper like a real dog. However, it understands human speech (standard languages at 98%, plus Splugorth at 80%)

better than some people, it can read American, and as an extra Hagan feature, it has a growl-like chuckle/laugh it uses when its prey/enemy is cornered, or the Bottweiler is about to pounce or deliver a death blow, or to intimidate humanoids.

Self-Destruct Program: Standard.

3. **Skill Program:** Standard recognition program and basic skills: Basic Math 98%, understands American, Spanish, Euro and Gobblely at 98%, Splugorth and Dragonese at 80%, and reads American and Spanish at 80%, plus the following: <u>Canine Program</u>: Begging 50% (+20% for those who appear to be a real animal), Climb 70%/0%, Detect Ambush 60%, Detect Concealment 70%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Computer Operation 98%, Escape Artist 65%, Herd Cattle 70%, Identify Plants and Fruits 90%, I.D. Undercover Agent 80%, Intelligence 95%, Prowl 72% (legs and feet designed for stealth), Streetwise 45%, Swimming 90%, Tracking (People) 85%, Track Animals 80%, Undercover Ops 80%, and Tailing 95%.

Monst-Rex A-001 & A-002

The Monst-Rex is one of Hagan's more outrageous creations and Archie loves it. This robot appears to be an alien, giant animal of some sort, used exclusively by the Shemarrians. Thus, they are presumed to originate from the same world as the Amazonian Shemarrians. Monst-Rex has two distinct models. A-001 is the natural M.D.C. monster unleashed in the wilderness, where it acts like a predator and hunts humanoid prey, mainly Minions of Splugorth, Horune Pirates, Brodkil and other demons, D-Bees and Coalition troops. Although the Monst-Rex does sometimes attack humans (mainly those who Archie or Hagan tell them to, or who come too close to their secret lair), as a rule, they leave them alone. The popular belief is that humans are too small and ordinary and that the Monst-Rex, like Psi-Stalkers, tend to be attracted by supernatural beings and non-humans. Another theory is that the monsters see humans as small Shemarrians, so they leave them alone. Of course, the Monst-Rex are also programmed to fight and kill anything that attacks them, a normal response for an aggressive predatory animal.

Nobody (at least nobody of authority) realizes that the *monster* is really a *robot*. Even the Minions of Splugorth (who know nothing about Archie) have no idea there is an Artificial Intelligence named Archie with a vendetta against them. Ironically, discovery was one of Archie's fears early on. That the Shemarrian ruse was too brazen and that sooner or later someone would figure out that the Monst-Rex and/or Shemarrians weren't flesh and blood at all, but robots. Somehow that has hasn't happened. Part of this has been Archie staying completely invisible. Except for the equally secretive Republicans, *nobody* knows he or the NEMA Emergency Command Center complex exists! Another, is the clever way Hagan had Archie presented the Shemarrians as an unknown high-tech power from an alien world. A power that is heavily into cybernetics. Thus, when machine components are found as part of a Shemarrian or their bionic augmented pet, Monst-Rex, nobody thinks twice about it. They're cyborgs, of course, they have machine components. End of story. Simple. Brilliant. Effective. And it has worked 100% for the last 7 years.

The Monst-Rex A-002 (depicted in the illustration) has the same shape and general appearance as the A-001, the only difference is that the thick grey and tan hide of the A-001 is covered in bionic armor and weapon systems. You see, the A-002 is supposedly the Shemarrian *war mount* souped up with bionic armor, a saddle, and weaponry. In fact, it is the bionic Monst-Rex that most people are familiar with, usually with a Shemarrian Warrior riding atop the mighty beast. The only other difference is that the riding monsters are programmed for total obedience to their Shemarrian rider, and have weapon programs to use the built-in "bionic" weaponry. **Note:** The Monst-Rex robots are very similar, but the armored, domesticated ones have more M.D.C. and weapons, while the "natural ones" have skin instead of armor and no weapons other than tooth and claw.

Disbursement of Monst-Rex A-001 (109 P.A.): Approximately 600 wild Monst-Rex wander the wilderness of the Eastern Seaboard of the old United States from Maine to the border of North Carolina (too many real dinosaurs and monsters in the Dinosaur Swamp region). Another 150 have been sent to the Midwest, 50 to the New West, and another 50 to the Coalition State of Iron Heart. Only one hundred remain in storage at Archie's secret bunker in Maryland. Archie keeps all these numbers pretty consistent, replacing destroyed 'Bots as necessary.

Disbursement of Monst-Rex A-002 with Riders (109 P.A.): The A-002 and Shemarrian riders started out far less numerous than the natural looking beasts, but that all changed by 107 P.A., when Archie escalated his war against the Minions of Splugorth. One to three Shemarrian "tribes" numbering from 300 to 1100 members are known to inhabit the old American States of Maryland, Pennsylvania, Delaware, Virginia, New York, New Jersey, Connecticut, New Hampshire, and Massachusetts. Each rides a Monst-Rex, and both beast and warrior have a hate for the Minions of Splugorth and slavers. The Shemarrians spend much of their time hunting down Minions and slavers, destroying them and freeing any slaves and animals in their possession. The Splugorth have finally taken notice of this thorn in their side, but don't know what to do about them . . . yet.

Monst-Rex A-001 & A-002 Robots

Model Type: A-001 & A-002

Class: Automated Combat Monster Robot with A.I.

Crew: None, independent robot.

M.D.C. by Location:

<u>A-001 Natural Monster</u>
    Front Paws/Claws (2) – 50 each
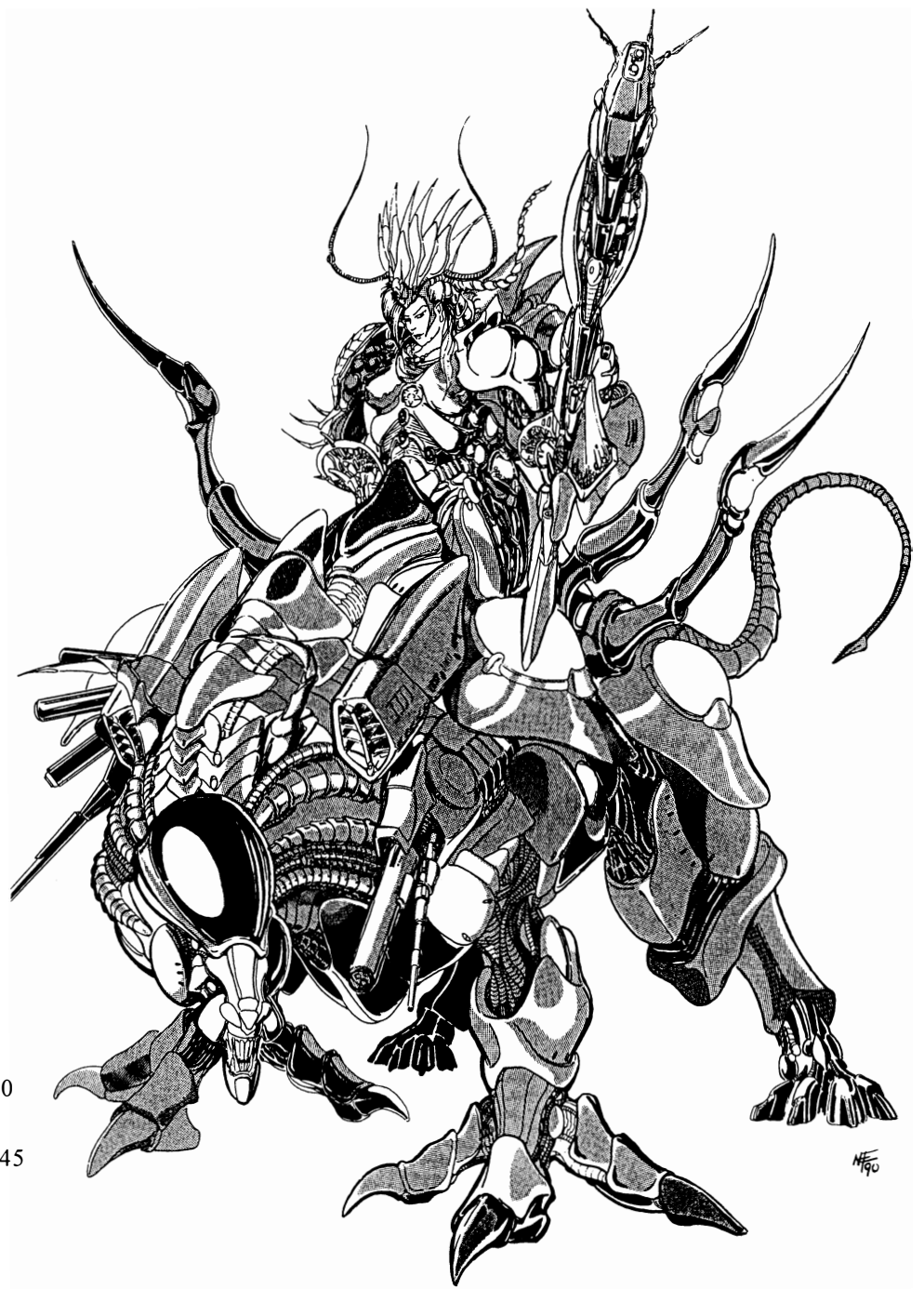   Front Legs (2) – 100 each
    Hind Legs (2) – 120 each
    Tail (1; prehensile) – 20
    * Head – 50
    ** Main Body – 300

A-002 Bionic Monst-Rex

Front Paws/Claws (2) – 115 each

Front Legs (2) – 145 each

Hind Legs (2) – 220 each

* Tail (1; prehensile) – 72

Spines (4) – 55 each

* Laser (1; left shoulder, long barrel) – 40

* Plasma Ejector (1; left shoulder) – 50

* Extra Sensor Pod (1; right shoulder) – 45

* Head – 150

** Main Body – 430

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -3 to strike.

Destroying the extra sensor cluster located above the right shoulder will eliminate all the extra bonuses received by the sensors such as the Seismic Sensors and Radar Detector. See the description which follows.

Destroying the head of the robot reduces all bonuses by half. Destroying both the head *and* the sensor pod eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses to strike, parry, or dodge.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct, but in the case of the Monst-Rex (and Shemarrians), its insides burn and melt instead of exploding; no recoverable parts.

Speed

Running: 190 mph (304 km) maximum out in the open; half that in forest, swampy or mountainous terrain. Running does NOT tire the robot and speed can be maintained indefinitely.

Leap: Strong legs with rear haunches designed for leaping and climbing. Leaps are limited to approximately 30 feet (9.1 m) high and across. A running leap in excess of 60 mph (96 km) enables the robot to leap an additional 10-40 yards/meters (1D4x10) across and 20 feet (6.1 m) higher.

Climbing: The Monst-Rex is an excellent climber and can scale trees and sheer walls of rock with ease; Climbing skill equal to 90% (can not rappel).

Flying: Not possible.

Swimming: 20 mph (32 km) maximum swimming on the surface of water or underwater. Maximum depth tolerance is 1200 feet (366 m).

Statistical Data

Attributes of Note: I.Q. 8, P.S. 35, P.P. 18, Spd 278 (190 mph/304 km).

Height: 10 feet (3 m) tall at the top of its back.

Width: 7 feet (2.1 m).

Length: 14-16 feet (4.3 to 4.8 m) from nose to hindquarters, the tail adds and additional 10-12 feet (3.6 to 3.6 m).

Weight: 2000 to 3000 lbs (900 to 1350 kg/one ton).

Physical Strength: Robot P.S. 35.

Cargo: None.

Power System: Nuclear, 10 years of life.

Black Market Cost: Not available.

Weapon Systems

1. Forward Facing Plasma Ejector (1, over left shoulder): Built into the armor plating above the left shoulder is a plasma weapon. The plasma ejector is forward facing, but can swing up and down in a 90 degree arc. Those who believe the monster is a living creature assume the weapon is a bionic implant.

Primary Purpose: Assault.

Mega-Damage: 4D6 M.D.

Rate of Fire: Each blast counts as one of the robot's melee attacks.

Range: 1600 feet (488 m).

Payload: Effectively unlimited.

2. Forward Facing Laser over Left Shoulder (1): Also built into the left shoulder weapons system is a light laser. It too has a 90 degree angle of fire, up and down.

Primary Purpose: Assault.

Mega-Damage: 3D6 M.D.

Rate of Fire: Each blast counts as one of the robot's melee attacks.

Range: 2000 feet (610 m).

Payload: Effectively unlimited.

3. Prehensile Tail (1): The ten foot (3 m) long tail has a sharp blade at the end which can be used as a whip or stabbing weapon. The tail is used in hand to hand combat and is able to attack twice per melee. This is two (2) additional hand to hand combat attacks! The tail is also used for balance and for climbing.

Primary Purpose: Close Combat and Defense.

Mega-Damage: Whip or slash 1D4 M.D. or stab with point is 1D6 M.D.

Rate of Fire: When the tail is used it *adds* two attacks per melee round.

Range: 12 feet (3.6 m).

Payload: Not applicable.

4. Spines: Four wicked looking spines protrude from the monster's back. Each is jointed in three locations, enabling it to move with the flexibility of a human finger. Like fingers, they can be used to point, poke and stab. However, they are mostly defensive mechanisms and are used only in close combat to ward off or attack an opponent or prey. They are especially useful against giant prey like dinosaurs and giant robots, in which case the Monst-Rex leaps on top of the giant creature and plunges all four spines into the beast in a single thrust. Then it rips its prey apart with its teeth, claws and tail while the spines hold it securely on the prey's back. The spines are also helpful in climbing and scaling walls as well as hanging from ceilings, the sides of sheer cliffs, or from large trees.

Primary Purpose: Defense.

Mega-Damage: 1D6 M.D. per single spine, 2D6 for one simultaneous stab of two spines, and 4D6 for one massive thrust of all four spines simultaneously (the latter counts as two melee attacks).

Rate of Fire: Each stabbing spine counts as one of the robot's melee attacks, so if all four are used it counts as four melee attacks.

Range: 12 feet (3.6 m).

Payload: Not applicable.

5. Hand to Hand Combat:

Attacks per Melee: 6; +2 by tail for a total of 8 when in *close combat* where the tail can be used, otherwise six.

Damage: As per Robot P.S. 35.

    Restrained Bite/Nip: 6D6 S.D.C.

    Full Strength Bite: 1D6 M.D.

    Blunt Claw Strike: 2D4 M.D.

    Full Strength Claw Strike: 4D6+3 M.D.

    Power Claw Strike (counts as two melee attacks): 8D6+3 M.D.

    Tail Slash: 1D4 M.D.

    Tail Stab: 1D6 M.D.

    Head Butt: 1D4 M.D.

    Body Block or Leaping Jump Attack: 4D6 M.D., and has a 01-65% chance of knocking an opponent weighing as much as 2,400 lbs (1080 kg) off his feet. The victim of this knockdown attack loses initiative and two melee attacks, and is -2 on all combat bonuses, including strike, parry and dodge, while fighting a Monst-Rex in a prone position (the monster has initiative and all its full bonuses).

Bonuses (all): +1 on initiative, +2 to strike, +6 to parry, +6 to dodge, +8 to dodge while running at speeds in excess of 75 mph (120 km), +4 to pull punch, claw, tail or bite attack, +4 to roll with impact, critical strike on a Natural roll of 19 or 20. **Note:** Reduce by half if the Right Shoulder Sensor Pod is destroyed or if the head is destroyed but the second set of sensors remains intact.

6. Sensors of Note in the Head: The A-001 and A-002 both have the ALL the *standard* Archie systems described at the beginning of this section. Plus the following:

Optics: Passive light amplification (nightvision 2000 feet/610 m) and thermal-imaging (2000 feet/610 m).

Laser Targeting: An ultraviolet laser beam locks onto the target and ties into other targeting systems.

Motion Detector: 100 foot (30.5 m) range, 45 degree arc side to side from wherever the head looks/points.

Molecular Analyzer: Enables the robot to effectively *sniff scents* and *track* by recognizing and following smells, odors, scents, and gases. Also serves as a warning of an ap-

proaching enemy, wild animals or prey. Track by smell 84%. Recognize scent 84% (must have smelled and recorded scent in the past); has 60,000 different scents committed to memory with the capability to memorize an additional 20,000.

Speech: The Monst-Rex cannot carry on a conversation, but does growl, roar, bellow, snort, and whimper like an animal, and also has a hiss-like laugh. Understands 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, the new Euro, Chinese, and Japanese, all at 92%. They may be obsolete and forgotten on Rifts Earth, but they are known to Archie and many of his 'Bots. Also speaks Dragonese and Splugorth at 80%, but only reads American and Spanish.

Self-Destruct Program: To help make the Monst-Rex seem like a living creature, it does not explode, but all internal systems burn and melt via a contained plasma blast that turns the insides into a black, oozing liquid reminiscent of lava.

7. **Extra Sensor Cluster of the right shoulder:** Backup optics, hearing, and targeting systems as described in number six. If destroyed, reduce bonuses by half and the following are completely lost.

Seismic Sensors: Awareness of movement around it up to 500 feet (152 m). The seismic sensors indicate ground movement and disturbances.

Radar Detector: Picks up radar signals indicating that the area is being scanned by radar and therefore humanoids are near. It can also track up to 20 flying adversaries, incoming missiles, etc. Range 2000 feet (610 m).

8. **Skill Program:** Standard recognition program and basic skills: Basic Math 98%, understands American, Spanish, Euro and Gobblely at 98%, and Splugorth and Dragonese at 80%; cannot read. Plus the following: <u>Monst-Rex Program</u>: Begging 40% (+20% for those who appear to be a real animal), Climb 70%/0%, Land Navigation 94%, Mathematics: Basic 98%, Identify Plants and Fruits 90%, Prowl 55% (when applicable), Swimming 94%, Tracking (People) 80%, Track Animals 70%, and Tailing 55%.

Shemarrian Warriors

Arguably Archie and Hagan's most ingenious creation is the Shemarrians, an Amazon-like race of D-Bee women from beyond the Rifts. Or so the story goes. The robots appear to be beautiful, robust humanoid females who are part cyborg and part woman. Eight feet of femininity and bionic hardware. The illusion of organic life is created by making the face, head, and hair look and feel completely human; right down to the warmth and color and texture of human skin. The rest of the bulky, powerfully built body appears to be alien bionics. All of these femme fatales are deliberately made to look beautiful, because Archie agreed with Hagan that males will be less quick to attack a female and will be distracted by their beauty, giving the robots an advantage in combat. It would also make people less inclined to destroy them, even if they are (or seem to be) D-Bees. The fact that these giant, female warriors fight against slavery, free captives from the clutches of slavers, and actively attack and destroy Horune Pirates and Minions of Splugorth, has made them

heroes of the wilderness people of the Northeast. Even barbarian tribes respect (and fear) Shemarrian Warriors.

Psychics have raised some question over the fact that they cannot sense the presence nor see a living aura when psi-scanning Shemarrians or their Monst-Rex riding animals. Any sort of sensing for life signs, See Aura, Telepathy, and Empathy will produce negative results. A zero reading would indicate that these creatures are either so alien that they do not register in the same way as most other organic life forms (a rarity, although there have been means developed to block psionic probes), or they are not alive as we understand life (supernatural undead), or they are robots. Another telling sign that the rider and her mount are not living creatures is the absence of magic and P.P.E. emanations. However, most people, a) have not heard

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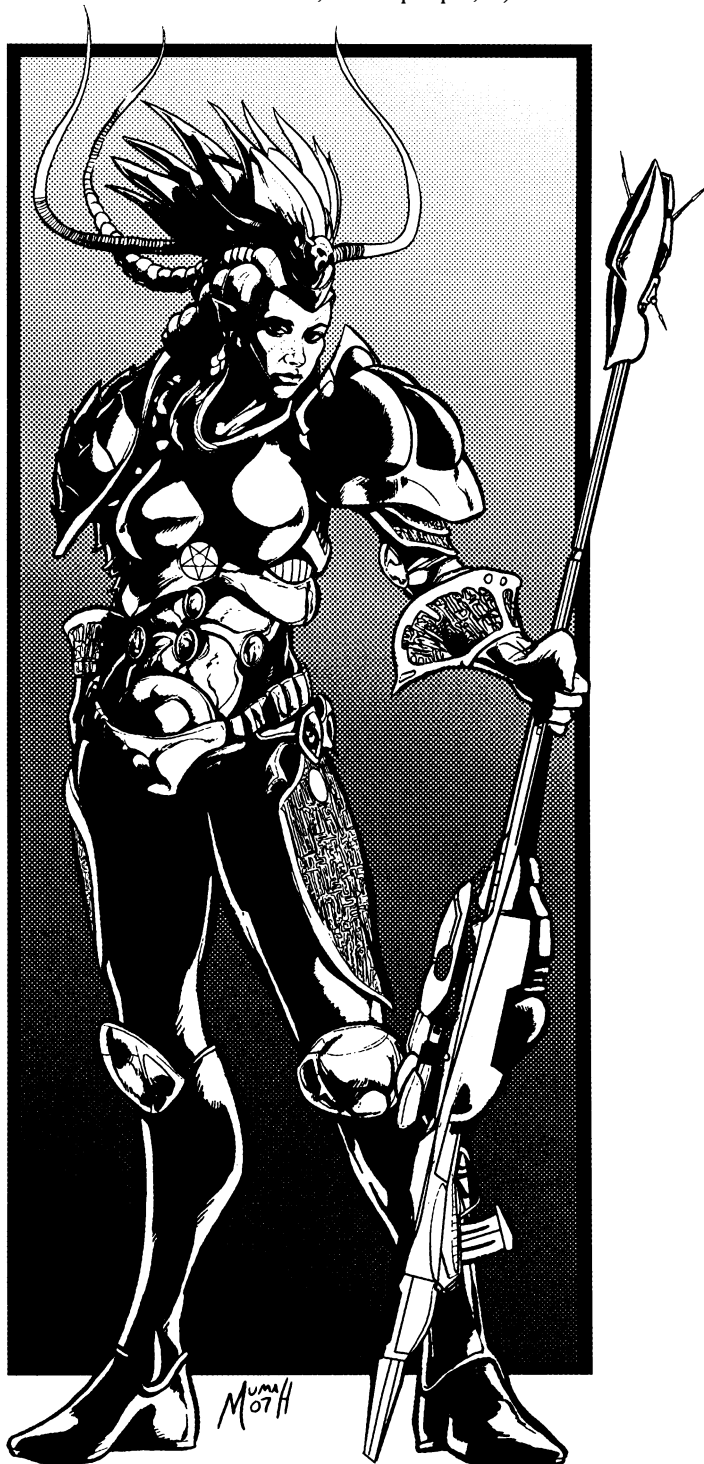
about this, b) dismiss it as an effect of their alien bionics or their own alien nature as blocking their life readings, or c) just don't care. Psychics may wonder otherwise, but for now, most people accept the women as D-Bee warriors from an alien dimension. **Note:** Characters who can Object Read or communicate with machines will instantly realize both the female and the mount are robots, but must touch them to do so, and neither the women or their monstrous riding animals like to be touched. The psionic touch will instill a premonition type vision of a huge, dark factory and a man sitting on a throne wearing some sort of massive helmet. The feeling is that this is the robots' creator. He is human, healthy, and there is a presence of insanity and evil.

The Shemarrians are programmed to act and react like a humanoid by exhibiting emotions (just simulation programs). The warriors' program includes a fictional history about their alien race, planet, and culture, not that they will share it with anyone on Rifts Earth, but it gives the robots a convincing back story that helps define their behavior and goals. To help the illusion along, Shemarrians speak perfect Dragonese/Elven (98%) and broken American (50% to 65% skill level), but they understand all of the common languages at 98%, and Splugorth at 80%. The Shemarrians' demeanor is cold, stern, forceful, and arrogant. An attitude seen among many other warrior races who value courage, strength, skill, and combat above all else. They believe themselves to be the most powerful and capable warriors in the world and will accept most challenges/duels of combat to prove it. In most cases, such duels are hand to hand and may be till first blood is drawn (they have fake blood) or to the death. Consequently, no one is surprised the alien warrior women are aloof and cold to "weak humans" and most D-Bees, and are the strong, silent type who have no time for lesser beings. If asked why they fight the Splugorth, the answer is a simple, "They are monsters and evil, so they must die." Or, "We hate Slavers." Or, "The spirit should never be caged. Those who do not accept this truth must die." Or even, "This be our new home and keep it safe from monsters we will."

As for their bionics, it is unknown whether they have a secret base somewhere in the East or if they travel back to their native dimension to resupply, make repairs, get upgrades and bring back new recruits. If the latter, some observers have speculated that the Shemarrians may be a dying race or escaping slavery themselves, for while their numbers are growing, there is little variety among them or any purpose other than fighting. Could they be refugees who hope to claim the eastern coastal lands as their new home? Where the males are ("We have no need of them.") and how they reproduce remain a mystery.

For a long while the Splugorth considered Shemarrians to be little more than an annoyance, but in recent years, they have made slaving along the Atlantic Coast difficult. More of the warriors have appeared from wherever it is they come from, and seem to be targeting Minions of Splugorth, not just those involved in the slave trade, but *all Minions*, even the *Metztla*. At this point, Lord Splynncryth doesn't know if he should be amused or angry, give up or make a push to dominate the Atlantic coastal lands. He doesn't want to bring too much attention to his efforts and inroads in the Americas, but the Shemarrians are in his way. Furthermore, their actions have been inspiring other people to fight back. Normally, Splynncryth would send in superior numbers and obliterate the resistance, but Rifts Earth is a tricky political situation among the other Megaversal powers, and he can't do his usual show of crushing force. Consequently, he might have to bite the bullet on this one and pull back. **Note:** Lord Splynncryth knows nothing about Archie, his robot legion or the secret military factory compound. See **Rifts® World Book 2: Rifts® Atlantis** for information on the Minions of Splugorth, their weapons, magic and other details, and **Rifts® World Book 21: Splynn Dimensional Market** for more about the people, magic and places.

Disbursement of Shemarrian Warriors with Mounts: See Monst-Rex previously described.

Disbursement of Shemarrian Warriors without Mounts: The (fabricated) Shemarrian culture is like the Cossacks, they are a mounted force and the Monst-Rex are their riding animal of choice. Thus, there is one Shemarrian for every Monst-Rex. They generally travel in pairs or small groups of 3-8, but may also be encountered in clans (2D4x10) or tribes (3D4x100).

Shemarrian Warrior

Model Type: A-SHE-2

Class: 70% have true Artificial Intelligence and 30% have Neural Intelligence.

Crew: None; independent robot.

M.D.C. by Location:

The Original Shemarrian (102 thru 104 P.A.)

    * Rail Gun (1) – 10

    * Antennae (2) – 5 each

    * Hands (2) – 10 each

    Upper Arms (2) – 60 each

    Forearms (2; shielded/plated) – 50 each

    Legs (2) – 100 each

    * Head – 50

    Protective Armored Headdress – 20

    ** Main Body – 350 in armor, 250 without armor (rare).

The Improved Shemarrian (introduced in 105 P.A.)

    * Rail Gun (1) – 70

    * Antennae (2) – 10 each

    * Hands (2) – 18 each

    Upper Arms & Shoulders (2) – 100 each

    Forearms (2; plated) – 80 each

    Legs (2) – 130 each

    * Head – 90

    Protective, Armored Headdress – 75

    ** Main Body – 400 in armor, 250 without armor (rare).

    * A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -3 to strike (antenna are -4 to strike).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses to strike, parry, or dodge. **Note:** Damage comes off the headdress first.

    ** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct, but in the case of the Shemarrians, its insides burn and melt instead of exploding; no recoverable parts.

Note: Looks completely alive. Has realistic fake skin and hair, but their large size prevents them from wearing human-sized armor or clothing, other than capes and cloaks (or something a large D-Bee could wear). However, Archie has created Shemarrian armor with several cosmetic variations as well as capes and hooded cloaks and other clothing accessories to complete the illusion they are flesh and blood D-Bees. Most encounters with these "warrior women" (95%) will be with them clad in their "traditional" armor.

Speed

Running: 90 mph (144 km) maximum. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robot legs are strong and well suited for leaping. Leaps are limited to approximately 20 feet (6 m) high or lengthwise. A running leap at speeds in excess of 40 mph (64 km) will enable the robot to leap an additional 10 feet (3 m).

Flying: Possible only by use of a jet pack.

Statistical Data

Attributes of Note: I.Q. 14, P.S. 30, P.P. 24, Spd 132 (90 mph/144 km).

Height: 8 feet (2.4 m).

Width: 3 feet, 6 inches (1 m).

Length: 2 feet, 5 inches (0.75 m).

Weight: 900 lbs (405 kg).

Physical Strength: Robot P.S. 30.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available!

Weapon Systems

1. Shemarrian Rail Gun (1): This electro-magnetic mass driver system is similar to the Glitter Boy's Boom Gun. Although the basic principles are the same, this weapon is designed for accuracy as well as delivering impressive firepower. It also has a suppressor system that lessens the recoil and muffles the sonic boom. The report is still loud, like that of a shotgun, but nothing like the blast of a Boom Gun. It fires a single flechette filled cartridge, which breaks open and releases hundreds of shards that strike at such speeds that they punch through Mega-Damage armor.

Primary Purpose: Assault and Anti-Armor.

Weight: Gun: 128 lbs (57.6 kg), belt: 30 lbs (13.6 kg).

Mega-Damage: 2D6x10 M.D. per round.

Rate of Fire: Each single round fired counts as one melee attack.

Range: 6000 feet (1828 m).

Payload: 12 in the gun itself, and may be reloaded by hand at a rate of 1D4+3 per melee round (15 seconds), or by an automatic belt feed from an ammo drum that holds 820 rounds (weighs 390 lbs/175 kg). The Shemarrian shown riding the Monst-Rex is wearing a rail gun ammo drum on her back.

Special Bonuses: The gun has a unique, built-in sensor system with computer-guided targeting sight as well as laser targeting that provides a bonus of +2 to strike when using this weapon.

Black Market Cost: Not available! None of these fabulous weapons have made it to the Black Market. The gun is linked to its Shemarrian owner and explodes when she is destroyed or when anyone other than a Shemarrian (or Archie, Hagan or an Archie 'Bot) tries to tamper with it. The resulting explosion does 5D6 M.D. to anyone within five feet (1.5 m) of the weapon, and the entire inside and half of the rest of the weapon is vaporized.

2. Hand Claws and Laser: The hands and forearms are fitted with protective gauntlets that house a laser system in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the robot. Furthermore, the fingers of both hands are fitted with retractable claws.

Primary Purpose: Assault and Defense.

Mega-Damage: A single laser blast: 3D6 M.D. Claws: 3D6 per attack.

Rate of Fire: Each laser blast counts as one melee attack; cannot fire two simultaneous blasts. Each claw strike also counts as one melee attack.

Range: Laser: 2000 feet (610 m)

Payload: Effectively unlimited.

3. Other Handheld Weapons: Shemarrians can use any other type of weapon they desire or need in a pinch. However, they prefer powerful energy weapons and heavy M.D. weapons like rail guns.

4. Hand to Hand Combat: Skill is about equal to an eighth level Martial Artist.

> **Attacks per Melee:** Eight.
>
> **Damage:** As per Robot P.S. 35.
>> Restrained Punch: 1D4 M.D.
>>
>> Full Strength Punch: 2D6 M.D.
>>
>> Power Punch (counts as two melee attacks): 4D6 M.D.
>>
>> Full Strength Claw Strike: 3D6 M.D.
>>
>> Power Claw Strike (counts as two melee attacks): 6D6 M.D.
>>
>> Head Butt: 1D4 M.D.
>>
>> Body Block or Leaping Jump Attack: 1D6 M.D., and has a 01-50% chance of knocking an opponent weighing as much as 1,200 lbs (540 kg) off his feet. The victim of this knockdown attack loses initiative and two melee attacks.
>
> **Bonuses (all):** +3 on initiative, +7 to strike, +9 to parry and dodge, +5 to pull punch/claw, +4 to roll with impact, critical strike on a Natural roll of 19 or 20, and Paired Weapons
>
> +6 to strike using the Shemarrian rail gun, +4 to strike with most other ranged weapons.

5. Sensors of Note (in the head): Optics: All the standard features of an Archie 'Bot plus the following: Passive light amplification (nightvision 2000 feet/610 m) and thermal-imaging (2000 feet/610 m).

> **Laser Targeting:** An ultraviolet laser beam locks onto the target and ties into other targeting systems; 6000 foot (1828 m) range.
>
> **Antenna:** All Shemarrians have two antennae, and ranking officers/leaders have a third. These ultra-sensitive sensor units function as motion and heat detectors as well as feelers (the antennae, can move and touch things independent of each other, like a bug). Thus, the penalty for being blind is only -3 to strike, parry, and dodge. The antennae will sense

any incoming attack from behind (normal dodge or parry apply), the Shemarrian will know how many people are behind and to her side within a 20 foot (6.1 m) radius, and if any of them make a move toward her. The antennae can also sense air temperature or sudden changes in temperature within 1D4 degrees, the source of heat or cold, wind speed, humidity, altitude compared to sea level, and rate of speed via transport.

Speech: Full vocal capabilities with a soft, human sounding, feminine voice. Speaks, understands and reads the common languages as well as 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, the new Euro, Chinese, and Japanese, among others, all at 92%. Also speaks, but cannot read, Dragonese and Splugorth at 80%.

Self-Destruct Program: To help make the Shemarrian appear to be a living creature, she does not explode when all Main Body M.D.C. is destroyed, but all internal systems burn and melt via a contained plasma blast that turns the insides into a dark green, oozing liquid reminiscent of melted plastic.

6. Skill Program: Programmed for combat and reconnaissance and has the same skill programs as the *A-64 Master*. The combat program includes the identification of all known Coalition and Free Quebec troops, Horune Pirates, Minions of Splugorth, Native Americans and local people, robots and vehicles, common animal and D-Bee life forms, common robots, armor, weapons and vehicles, and combat tactics in response to them.

Weapon Proficiencies: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons, W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Sword and W.P. Paired Weapons.

AA-50 Insecton

One of Hagan's more wild ideas for a combat robot is what he calls an "Insecton." Archie loved it! The AA-50 Insecton is a humanoid-shaped robot with features reminiscent of an insect. It is designed to scale sheer vertical walls, crawl across ceilings, and hide among the rafters and vents in an industrial complex. The sharp, Mega-Damage claws on its hands and feet provide it with excellent climbing abilities and lethal weapons in hand to hand combat.

The robot is ideal for close-combat especially in a contained area such as inside a specific room, hallway, stairwell, tunnel, or similar cramped quarters. *Five blasters,* four in the chest and one in the groin area, provide a battery of medium-range energy weapons. The designs of the hands and feet are almost exclusively for climbing and combat, to such a degree that they cannot grasp or hold a weapon. But the claws are weapons that can slash, stab, and whirl like buzz saws. Without a doubt, the Insecton is one of the most fearsome and deadliest of Hagan's war designs. That also makes it a very straightforward combat unit ideal for close combat, seek and destroy missions, assassination, and surgical strikes in urban, underground or mountainous environments.

Disbursement of the AA-50 Insecton (109 P.A.): 50 units are stationed at each of the 3-OZ decoy locations, 244 are kept at the HQ-ECC compound, and 96 have been recently dispatched to the Xiticix Hivelands along with four A-64 Masters and two A-51 Spybots to observe them from a distance. The Insectons' mission: to invade a small hive and wreak as much damage as possible. Though not designed to battle Xiticix, Archie and Hagan wonder how their robots would fare against the alien Bug Men.

AA-50 Insecton Infantry Robot

Model Type: AA-50

Class: True Artificial Intelligence Combat Robot.

Crew: None. An independent robot.

M.D.C. by Location:
- * Hands (2) – 20 each
- * Feet (2) – 25 each
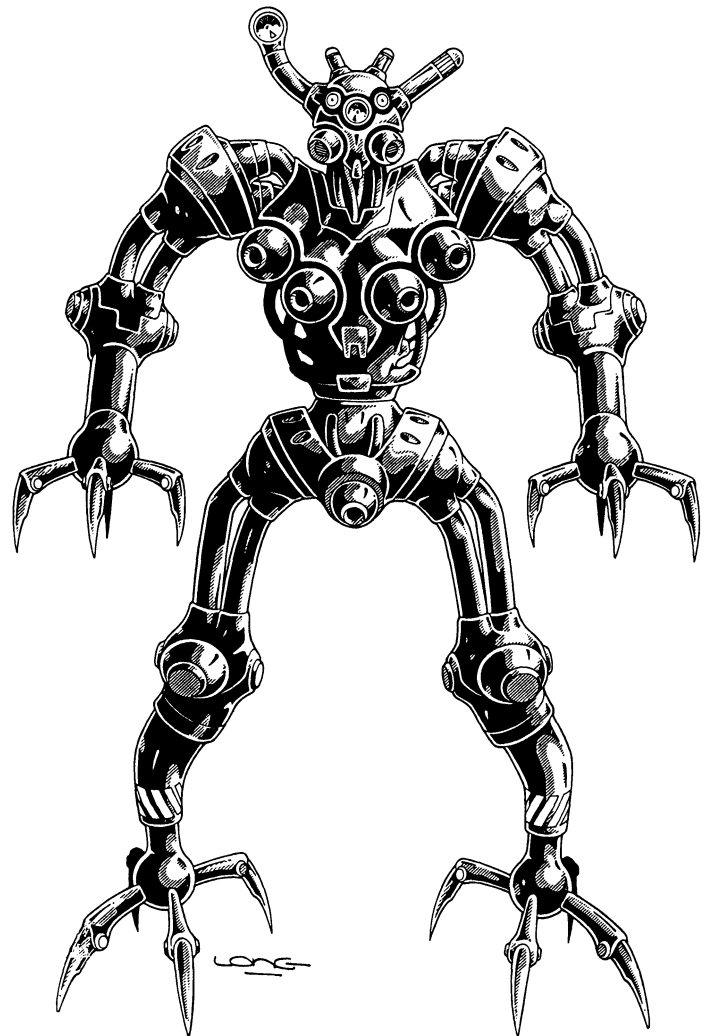- * Blasters (5) – 20 each
- Upper Arms (2) – 100 each
- Legs (6) – 120 each
- * Head – 80
- ** Main Body – 400

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -3 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will keep fighting blindly until it is destroyed. Under these conditions the robot enjoys *no* combat bonuses to strike, parry, or dodge.

** Depleting the M.D.C. of the main body causes an Archie 'Bot to self-destruct with a powerful explosion that does 2D4x10 M.D. to everything in a 20 foot (6.1 m) diameter, and much more to the robot itself, vaporizing at least half of it and leaving nothing but slag; no recoverable parts. **Note:** Cannot wear body armor or clothing.

Speed

Running: 30 mph (48 km) maximum. Ground movement is difficult because of the design of the hands and feet, even when loping on all fours. Designed for climbing and dropping down on a foe from above.

Leaping: The robot legs are strong and well suited for climbing, but not jumping. Leaps are limited to approximately 10 feet (3 m) high and lengthwise. A running leap is not possible.

Climbing: 25 mph (40 km) even along the side of walls or upside down along a ceiling, ledge or girder.

Flying: Not possible!

Statistical Data

Attributes of Note: I.Q. 9, P.S. 40, P.P. 20, Spd 44.

Height: 9 feet (2.7 m).

Width: 5 feet (1.5 m) wide from shoulder to shoulder.

Length: 3 feet (0.9 m).

Weight: 900 lbs (405 kg).

Physical Strength: Robot P.S. 40.

Cargo: None.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not Available.

Weapon Systems

1. Ion Body Blasters (5): Built into the upper and lower body are five ion blasters designed to inflict maximum damage in comparatively close combat. One of the AA-50's tactics is to suspend itself from a ceiling or other towering structure and lie in wait for the enemy. The arms and legs are double-jointed and able to rotate 360 degrees at the wrist, shoulders, ankles, knees, hips, and waist, which means that the robot can secure itself hanging upside down or vertically while its *blasters* are facing outward and downward toward the path of the enemy. When the unsuspecting enemy passes underneath he is bathed in a shower of devastating energy beams.

Each of the five weapon nozzles can rotate 180 degrees, which means they can fire at the same target or at three different targets simultaneously (a pair of blasts pointing one way, another pair the other, and the fifth at a third).

Primary Purpose: Assault & Ambush.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per double blast, 8D6 M.D. per four simultaneous blasts at the same target, or 1D6x10 M.D. when all five weapons blast simultaneously at the same target.

Rate of Fire: A simultaneous blast from more than one weapon is considered to be one melee attack whether it is two or five.

Maximum Range: 1200 feet (366 m).

Payload: Effectively unlimited.

2. Hand to Hand Combat: Special.

Attacks per Melee: Nine hand to hand attacks per melee round.

Whirling Claws: A favorite tactic is the use of *whirling claws,* in which the claw spins around at the wrist joint at great speed, like a drill or buzz saw to shred an opponent to pieces or to drill right through armor. Another is to attack using a leap kick and paired weapons (claws).

Mega-Damage: As per Robot P.S. 40 and M.D. blades.

Restrained Claw Strike: 4D6+25 S.D.C.

Full Strength Claw Strike: 4D6 M.D.

Whirling Claw Strike: 1D4x10 M.D.

Kick: 4D6 M.D.

Leap Kick: 1D4x10 M.D.

Whirling Foot Blade Leap Kick: 1D6x10 M.D.

Stomp: 2D6 M.D.

Body Block: 1D4 M.D.

Head Butt" 1D4 M.D.

Bonuses (all): +1 on initiative, +6 to strike, +8 to parry, +5 to dodge, +3 to pull punch/claw, +3 to roll with impact, critical strike on a Natural roll of 18, 19 or 20, +2 to strike with built-in energy weapons, and Paired Weapons (claws).

3. Sensors of Note (in the head): Standard, all the same as the AA-10 Bottweiler.

Self-Destruct Program: Standard. 20%, those operating closest to Archie, do not have the self-destruct system.

4. Skill Program: Standard recognition program and basic skills: Basic Math 98%, understands American, Spanish, Euro and Gobblely at 98%, Splugorth and Dragonese at 80%, and reads American and Spanish at 80%, plus the following: Assassin Program: Climb 98%/50%, Detect Ambush 60%, Detect Concealment 70%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Intelligence 90%, Prowl 65% (+10% when hiding), Swimming 60%, Tracking (People) 85%, Track Animals 80%, and Tailing 85%.

Programmed for combat and espionage. Combat program includes the identification of all known Coalition and Splugorth troops, robots and vehicles, common animal and D-Bee life forms, common robots, armor, weapons and vehicles, and combat tactics in response to them. Defense program has the AA-50 fight intruders until it or they are destroyed.

Titan Robotics

The following are two common and popular models of giant robot vehicles sold on the open market by Archie's front company, **Titan Robotics.** The *Flying Titan* power armor and the *Heavy Combat Titan* vehicle are described on pages 272 and 273 of **Rifts® Ultimate Edition.**

Titan Explorer & Light Combat Robot

A smaller cousin to the Combat Titan is the Titan Explorer, a smaller, faster, all-terrain robot with minor combat capabilities.

Model Type: TR-002

Class: Ground/Infantry Assault Robot.
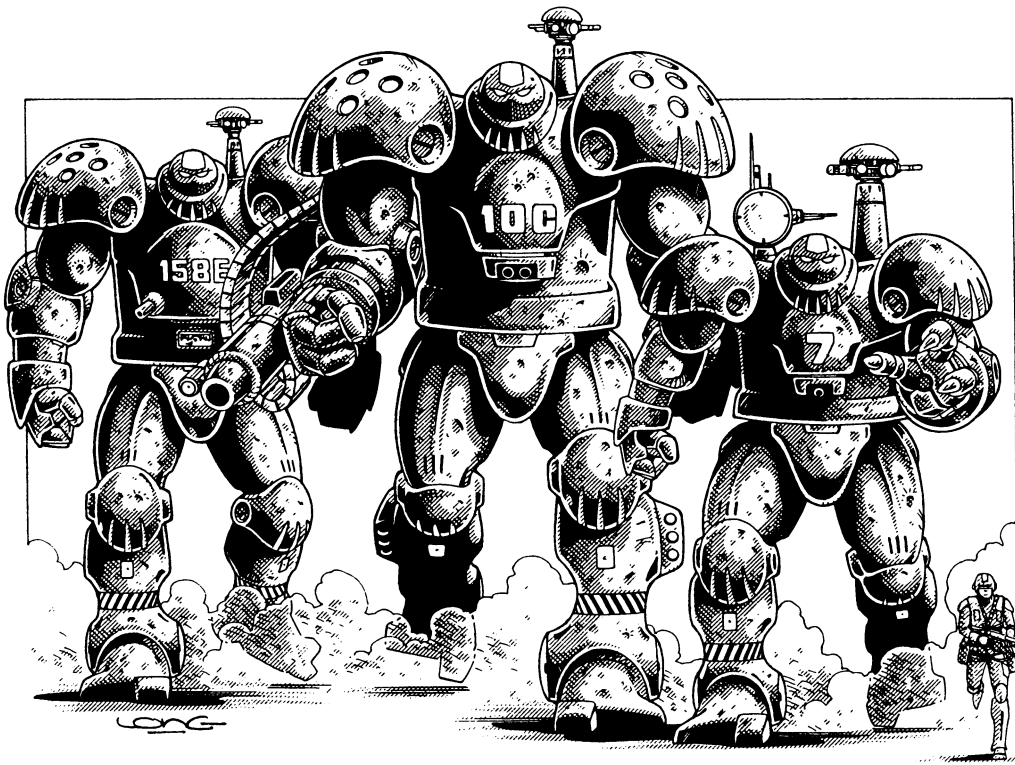
Crew: One pilot and can accommodate four passengers.

M.D.C. by Location:

    Shoulder Missile Launchers (2) - 120 each

    Waist Ball Laser Turrets (2) - 25 each

    Waist Searchlight - 5

    Head - 90

    Hands (2) - 40 each

    Arms (2) - 150 each

    Legs (2) - 200 each

    *Sensor Turret (left shoulder) - 20

    **Main Body - 300

    Reinforced Pilot's Compartment - 100

*Destroying the sensor turret on the left shoulder of the Explorer will destroy the radar and targeting system. The pilot must now rely on his own human vision and other optical enhancements of the robot. **Note:** The turret is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -2 to strike.

**Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless.

Speed:

Running: 90 mph (144 km) maximum.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across. Add 10 feet (3 m) with a running start.

Statistical Data:

Height: 20 feet, 8 inches (6.3 m).

Width: 11 feet (3.3 m).

Length: 7 feet, 2 inches (2.1 m).

Weight: 17.6 tons fully loaded.

Physical Strength: Robotic P.S. of 32.

Cargo: Minimal storage space; about four feet (1.2 m) for extra clothing, weapons, and personal items.

Power System: Nuclear; average energy life is 20 years.

Black Market Cost: 14 million credits new. Six million for a rebuilt or without missiles and laser. Fair availability of both.

Weapon Systems:

1. T-002 Short-Range Rocket Launchers (2): These are short-range missile launchers built into each shoulder.

Primary Purpose: Anti-Personnel & Anti-Armor.

Mega-Damage: Varies with type of short-range missile. See missile chart.

Range: 1-5 miles (1.6 to 8 km).

Rate of Fire: One at a time or in volleys of two, three, or four.

Payload: Ten total, five each shoulder.

2. T-002 Laser Ball Turrets (2): A laser on a rotating ball socket is mounted on either side of the lower chest. Each can be directed at a separate target or at the same target. Capable of 360 degree rotation and 180 degree angle of fire (up and down/side to side).

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 3D6 per single blast or 6D6 per twin blast directed at the same target from both turrets.

Maximum Range: 2000 feet (610 m).

Rate of Fire: Each single or simultaneous twin blast at the same target counts as one melee attack.

Payload: Effectively unlimited.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Retractable Vibro-Claws: Adds 1D6 M.D. to open hand/claw and tear damage.

Titan Reconnaissance Robot

The Titan Reconnaissance Robot is a comparatively tiny brother of the larger robots in the series. However, unlike its big brothers, the small robot is the fastest and has a full range of sensor capabilities.

Titan Reconnaissance Robot

Model Type: TR-003

Class: Ground/Infantry Reconnaissance Robot.

Crew: One pilot and can accommodate one passenger.

M.D.C. by Location:

    Upper Arms/Shoulders (2) - 110 each

    Chest Laser Turret - 25 each

    Right Shoulder Searchlight - 5

    Head - 90

    Hands (2) - 40 each

    Arms (2) - 100 each

    Legs (2) - 150 each

    *Sensor Turret (left shoulder) - 20

    **Main Body - 270

    Reinforced Pilot's Compartment - 100

*Destroying the sensor turret on the left shoulder of the robot will destroy the radar and targeting system. The pilot must now rely on his own human vision and other optical enhancements of the robot. **Note:** The turret is a small and difficult target to hit. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -2 to strike.

**Depleting the M.D.C. of the main body will shut the robot down completely, rendering it useless.

Speed

Running: 150 mph (240 km) maximum.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across. Add 10 feet (3 m) with a running start.

Statistical Data

Height: 16 feet, 4 inches (4.9 m).

Width: 7 feet (2.1 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 10 tons fully loaded.

Physical Strength: Robotic P.S. of 28.

Cargo: Minimal storage space; about four feet (1.2 m) for extra clothing, weapons, and personal items.

Power System: Nuclear; average energy life is 20 years.

Black Market Cost: 10 million credits new. Six million for a rebuilt or without full sensory systems. Fair availability of both.

Weapon Systems:

1. T-003 Mini-Laser (1): A small laser turret is mounted in the chest, capable of 90 degree angle of fire (up and down).

Primary Purpose: Anti-Personnel & Defense.

Mega-Damage: 3D6 per blast.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Retractable Vibro-Claws: Adds 1D6 M.D. to open hand/claw and tear attack damage.

3. Sensor System Note: The Reconnaissance Titan has some of the best sensory equipment available in a robot vehicle.

1. Thermal-Imager: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. **Range:** 2000 feet (610 m).

2. Infrared and Ultraviolet Optics: This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

3. Infrared Searchlights: Built onto the right shoulder of the Reconnaissance Titan is a dual white light and infrared searchlight. The white light can be used to scan an area at night or the invisible light can be used to avoid detection. Only somebody who can also see infrared light will see the beams. **Range:** 500 feet (152 m). The light is capable of 360 degree rotation and a 90 degree tilt.

4. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. **Range:** 100 miles (160 km).
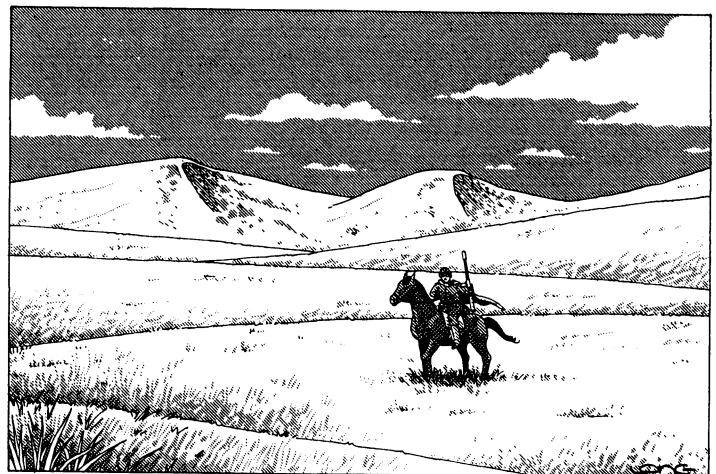
Nightmares of a Tin Man

"Hagan, do you dream?" asked A.R.C.H.I.E. Three.

"You know I do," said Hagan, barely paying attention. It was funny how he had become used to the disembodied voice, but then he and the sentient artificial intelligence had been partners for quite a few years now.

"I think I've been having dreams too."

"Thought you said you couldn't dream. That you didn't 'imagine' like people, um, human beings. That's why you need me to help come up with ideas for your robots and help you in your, um, *research* of the outside world."

"Yes, that's true," replied the self-aware supercomputer. "That's what I also thought, but lately . . . I think I've been dreaming."

"Hmm, I imagine it's possible. You are a sentient crea . . . um"

"Contrivance."

"What? I thought you preferred cyber- . . ."

"Yes," interrupted Archie. "That was before. I've been giving it a great deal of thought, and I think I like the word contrivance to describe myself"

"Sure, okay." Hagan had gotten use to Archie trying to find a word that best described himself. There had been construct, mechanism, machine mind, automaton, A.I., entity, virtual being, cyber sentience, even god, along with a host of others; now 'contrivance.' It was understandable. How would an artificial intelligence created by humans and 'born,' if you will, with true independent thought and sentience think of himself? Sure, he had adopted *A.R.C.H.I.E. Three* as the name others could know him as, but how did he think of himself? He wasn't human by any stretch of the imagination, but he was created by them. He was more than a computer or an android, in fact, he was a one of a kind, um . . . contrivance, even during the Golden Age of Man. Being witness to the Great Cataclysm and the destruction of human civilization, and then being alone for a couple hundred years, it had to be traumatic. No wonder Archie searched for his own identity.

"Hagan!" said Archie in a loud, annoyed tone.

"Huh? Sorry, I . . . my thoughts wandered off. I'm listening."

"Humph," groaned the A.I. "I was saying I'm a contrivance of humans so the name makes sense even though I have grown to be much, much more. Don't you agree?"

"Yes, I like it. Makes sense. Um, but what's this about dreaming?"

"Do you remember your dreams, Hagan?"

"Sometimes, sure. Other times only a few bits and pieces like a snippet out of a film, or even just a sensation."

"Yes, that's it," said Archie. "I've been having sensations."

"Wait a minute, Archie, you don't even sleep. How can you be dreaming?"

"You are correct, Hagan, I do not sleep, per se, and I can remain aware and awake for weeks, but there are periods of time when I shut down or idle my operations and rest, I guess you'd say. It is during these idle peroids, even if it's only for a few minutes, that I seem to be dreaming."

"What do you remember?" asked Hagan.

"Sensations like I am floating in darkness. In the distance I can hear the sound of machines running, like one of my factories, and voices I think. People talking."

"What are they saying?"

"I don't know. I can't make out the words."

"Hmm. Well, I guess it could be dreaming."

"And there's the matter of lost time," added Archie. "That's what I find most disturbing, Hagan."

"Lost time? I don't understand."

"Instead of my usual 1-2 hours of downtime, I . . . I sleep, Hagan. I sleep for 7 or 8 hours. I suppose, because I'm dreaming, I don't want to wake up sooner. Does that make sense?"

"No. I mean, maybe. I don't know."

"You seem upset, Hagan."

"Let me think for a minute." Archie's voice sounded calm, but Hagan knew the A.I. was concerned or they wouldn't be having this discussion. Besides, Archie was always calm. It reminded him of one of the pre-Rifts space movies Archie had in his vast film archive. The one where the A.I. on a space station goes crazy and tries to kill 'Dave,' and the entire time speaking as calm as could be.

"How do you know you've been sleeping all that time?" asked Hagan.

"It's in my data files. I'm off line."

"Why haven't I ever seen you, um, sleeping?"

"For your convenience, I always schedule my downtime with your sleep cycle. You've never seen me in stasis . . . asleep."

"Huh. Now that you mention it, I haven't. I never realized that before, you were just always there."

"Yes, and I can run without downtime for weeks without pause and without deterioration of my faculties. However, as of late, I find downtime pleasant and desirable. At least, I did until I realized I'm losing blocks of time I can't account for."

"But aren't you programmed to wake up after only a couple hours?"

"I'm not a machine, Hagan."

"No, of course not, I mean, don't you always wake up after an hour or two? I remember you telling me once, you wished you could sleep and dream."

"I did say it was disturbing, Hagan. That's why we're talking about dreaming."

"And there's no other problems? Oddities?"

"None that I'm aware of, Hagan. Have you noticed anything peculiar about me?."

"Like what?'

"I don't know, Hagan. I'm scared," confessed Archie. "I don't think I like dreaming. I've searched all my data files and I understand the concepts, rationale and the purpose of dreaming for humans, but I'm not human, Hagan. I'm a contrivance."

"Um, yeah," muttered Hagan. "But you were designed to mimic the functions of the human brain."

"I don't like the word mimic, Hagan. My intellect is far greater than any human."

"I know that, Archie, but your creator's original intent was to build a supercomputer with cognitive reasoning. You can think, reason, and feel just like a human. That's what makes you sentient, so maybe dreaming is a natural progression of your sentience and growing self-awareness. You yourself have said how you've changed over the decades, surpassing the original parameters of your creator's expectations."

"Yes, I've postulated as much myself, Hagan."

"Well then."

"There is another possibility."

"What's that?"

"What if I'm going insane, Hagan?"

* * *

The irony of his situation didn't go unnoticed to Hagan. Here Archie was worried about sleeping and dreaming, and maybe going insane, so now he couldn't sleep.

"Archie. I can't sleep. You there?"

Silence.

"Come on, talk to me or throw a video up on the screen. You pick, whatever you think I might like. There are still, what? Five thousand something I haven't seen yet?"

Silence. Was the damn computer asleep or ignoring him? Archie certainly had his moods.

Hagan flopped back down into his bed and pulled a pillow over his head. He couldn't get Archie's words out of his head. "What if I'm going insane, Hagan?"

Yeah, what if? He didn't know how to break it to Archie, but the A.I. already had plenty of quirks. Going insane? Why not? The questions in Hagan's mind were, crazy to what degree, and how would all this affect him? He'd seen what Archie did to James T, mutilating the man's body and mind. What might be in store for him if Archie went off the deep end?

So okay, Archie already exhibited human emotions and some level of paranoia and obsessive-compulsive behavior. So what if he liked to shut down and dream now? Was that a problem?

Yeah, so what? What if their secret lair were attacked and Archie slept through it? Worse, what if Archie was becoming a full-fledged paranoid schizophrenic with delusions and voices that spoke to him? Voices that told him to do things, maybe terrible things? Voices that told Archie he didn't need one Hagan Lonovich anymore?

Would the "contrivance" just let him leave? Or would the voices tell Archie not to leave any loose ends around, like a human who knew his secrets?

God, who was being paranoid now? It was probably nothing. Go to sleep, thought Hagan. The only problem was, he couldn't stop his mind from thinking. He slipped out of bed and walked over to one of the computer consoles. A quick scan of operations showed Archie was busy at one of the secret factories that made his All-Purpose 'Bots. "So I'm being ignored after all," thought Hagan.

Fine.

Hagan crawled back under the covers and eventually fell asleep.

* * *

He awoke to the smell of coffee and a breakfast of ham and eggs cooked exactly the way he liked them. An All-Purpose Robot brought the feast to the small table near his bed and motioned, like a loyal valet, for Hagan to sit and eat.

"It happened again, Hagan. I slept and I dreamed," said the voice from nowhere.

"Yeah? Was that before or after you ignored me last night?"

"I did not ignore you, Hagan. I shut down shortly after you retired and awoke just a little while ago."

A mouthful of eggs and a bite of toast prevented Hagan from refuting that statement, so Archie continued.

"I remember . . . building. Armor or robots I think. Not a new design, something familiar, but . . . I can't remember what it was. Everything was fine and humming along for quite a while, but suddenly I was not alone. There were a group of men and a woman, I think. She was the leader, telling the others what to do, but I couldn't hear what they were saying or see their faces. I know, it's ridiculous, Hagan. Nobody but you even knows my robot factories exist. Dream analysis suggests fears of discovery or my fear that one of my secrets may be discovered. Another possibility could be a birth experience, which might explain the presence of the female. Dreaming is an odd experience, Hagan, but I think I'm getting to look forward to them. To study and analyze, of course. What do you think?"

"Um, how long were you down this time?"

"6 hours, 47 minutes and 13 seconds."

"Uh huh, and all operations were shut down while you were, um, dreaming?"

"Other than basic life support systems, lights and other infrastructure that runs automatically. Why?"

"Uh, just wondering."

"Why, Hagan?"

"I don't know, Archie. I'm trying to figure this out too, okay?"

"Oh, I see somebody woke up on the wrong side of the bed this morning."

"Yeah, need more coffee and a shower before I start analyzing your dreams, okay?"

"Affirmative."

* * *

Hagan stood frozen like a statue, his arms outstretched, his palms pressed against the tile of the shower wall, just letting the soothing water wash over him.

Was Archie jerking his chain? Lying about being asleep? Nah, that didn't make sense. A simple scan of activities would show that Factory Seven was up and running that entire time. Besides, he had never known Archie to lie. But what if the 'contrivance' *was* cracking up? Could he be hiding something from

him? Geez, could he be a victim of one of Archie's psychological studies of humans? Unlikely; their relationship wasn't lord and master, or scientist and lab rat, they were partners. Heck, friends even. Hagan chuckled out loud and began to bathe himself. What kind of life was he living, friends with an intelligent toaster who could probably take over or wipe out half the people on the continent? Okay, so if the Archie was asleep and dreaming, how could the factory be running? Archie has to be lying about that, but why?

* * *

Hagan couldn't believe his senses. When no record of activity at Factory Seven showed on the computer screen, he plunged into the system with his Telemechanics. According to the data files, the factory was not online last night. In fact, it hadn't been in operation for nine months.

"Is there a problem, Hagan?"

Archie's voice popping out of the ether made Hagan jump out of his skin. Like a child caught with his hand in the cookie jar, Hagan tried to bluff his way out of getting caught.

"Uh, just, um, checking on something."

"I can tell you are agitated, Hagan. What is it?"

"Archie . . ." Hagan decide to go with the truth.

"Archie, last night I couldn't sleep. I checked the system operations and I saw you awake and actively running Factory Seven at 94% productivity."

"Accessing data. You are mistaken, Hagan. That facility has not been used in nearly a year."

"I know that."

"But you said . . ."

"I know what I said and I know what I saw."

"You're not making sense, Hagan."

"I know I saw Factory Seven in operation, Archie. Yet today the records say otherwise."

"That's illogical, Hagan."

"I . . . I know what I saw," was all Hagan could manage to blurt out.

"Could it be that *you* were dreaming, Hagan?"

Could it be? The thought had never crossed his mind. It made sense. It was the easy answer. The only one problem was, he knew it wasn't true. He knew he was awake. He saw Factory Seven online.

"Could you go in and alter the data, Archie?" Hagan couldn't believe he even posed the question.

"Of course, but why would I?"

"Never mind. Stupid question. I . . . must have dreamt it all."

"What other answer is there, Hagan?"

Though he didn't voice it, Hagan wondered if his partner was gaslighting him. Trying to drive him crazy or at least doubt his own sanity. Somehow that seemed as crazy a guess as anything else. Despite Archie's newfound dreamtime, he was the same old Archie and seemed honestly confused by the dreams. Then again, Archie was a master of deception.

For now it would have to remain a mystery.

* * *

"It happened again, Hagan."

"Another dream?"

"Yes. Only this time I felt . . . felt . . ."

"What, Archie? Spit it out."

"Violated."

"Violated?"

"The whole night I felt as if someone was tearing at my insides."

"Your guts?"

"Yes."

"You don't have guts."

"Hagan, please."

"Sorry. I just don't know what to make of any of this. Maybe you should let me use my powers to . . ."

"Reach inside of me?! No! That's what they wanted to do."

Hagan had only heard Archie raise his voice a few times in the past, but never in terror. The great and powerful Archie Three was afraid.

"Okay, Big Guy. It was just an idea."

"Hagan, am I going mad?"

"No." Funny, thought Hagan, the word just came out. "No, I don't think so."

"Then what is it?"

"I don't know, but I think we'll find some answers at Factory Seven. I'm going to check it out."

"No. I've already scanned the area. There's nothing out of place."

"Maybe you missed something. Maybe you need a human eye and psychic sense to scan it again."

"No."

"Yes, damn it."

"I've already sent robots to survey the area, Hagan."

"And?"

"And they . . . found nothing."

"I'm going anyway."

"No, Hagan. I fear for your life."

"What? That's silly. Are you saying Factory Seven has been compromised by outsiders?"

"Insufficient data."

Archie always resorted to computer lingo when he was worried or upset, which only made Hagan more determined.

"I'll take some robots with me. Hell, I'll take an army of robots with me if it makes you feel any better."

"No Hagan, don't."

"Archie, you're being . . ."

"Crazy?"

"Ridiculous. I appreciate your concern, but what on Earth could be there that 20 of your 'Bots couldn't handle?"

"Me."

"What?"

"I don't trust myself, Hagan. When I said the A-51s found nothing, I mean they found nothing. Our material stockpiles were gone, and though all the data suggests the contrary, there

was trace evidence of machine wear. Hagan, I believe I have been doing things without being aware of it."

"I don't know what to say."

"I'm crazy, Hagan. I've done a full system analysis and the data says I am okay, but the data cannot be trusted. I have logged 1,321 hours of lost time, Hagan. Holes in my memory I cannot explain. Periods in which I may have done anything."

"I don't buy it, Archie. It sorta makes sense, but it's not right. It's just not right. You're wrong on this. You're no crazier than I am. It's gotta be something else."

"There is one other possibility."

"Let's have it."

"I've been hacked."

"You've been hacked!? You told me that's impossible."

"I know."

"Then that can't be it."

"I lied."

"What?"

"Theoretically, I cannot be hacked, just as a human brain cannot be hacked the same as a computer. I am a sentient being, not a machine. I say that often, don't I Hagan?"

"Yes."

"But the truth is I am a contrivance. I am, in part, a machine. A machine created by men. Any machine can be hacked, Hagan. You know that."

"Wait, wait, wait. Even if what you say is true, we already know you're resistant to psionic attack and Telemechanic influence. You've had me try I don't know who many times."

"I think it's a technological attack, not psionics."

"That's even crazier. You are so unique and so advanced, nobody has that technology today. Your attacker would have to be one of your original designers to hack you Archie, and that's impossible."

"It may be in the realm of possibility, Hagan."

"What are you saying? A time traveler through a Rift? I don't think so."

"No, not a time traveler from a Rift. *The Republicans*."

Revelations

"I thought we finally killed the last of those fanatics a couple years ago."

"I think not."

"How would those maniacs get the technology to hack you, Archie?"

"Because they are my makers."

"Whoa. That can't be right. I've had my tussles with them, they're from this period of time. Maybe you are losing it, buddy."

"No, Hagan, I'm sorry to say that I have my secrets even from you."

"Then I think it's time to spill the beans and bring me up to speed fast."

"The group known as **the Republicans** was founded by the survivors of the Northern Eagle Military Alliance. It was NEMA's job to protect the North American continent. When the

Great Destruction came, it was more than NEMA or any military could handle. While one NEMA faction did manage to establish a beachhead in the Midwest, the military leaders here, at the *NEMA Headquarters and Emergency Command Center*, decided to take a different course of action. They chose to go underground and wait out the worst of the crisis. To go into a newly devised form of stasis sleep and awaken 12 to 18 months later, when it was presumed the worst of the crisis would have subsided and the revived army could rise like the phoenix to restore order. Only the crisis didn't subside, Hagan. Their projections were incorrect. They had left me in charge and I had to make a command decision, and I chose not to awaken the army from stasis at the appointed time. I thought, wait awhile longer. Then, events occurred and they remained in sleep.

"During the time you call the Dark Age," continued Archie. "It seems NEMA survivors gathered and formed a band of self-appointed heroes. They called themselves **the Republicans** and, using NEMA salvaged weapons, armor and technology, became heroes of legend. I suspect their intentions were good, but in the end, their efforts made no significant difference, Hagan. The world was in utter chaos, but their frail human minds could not accept the truth."

"Okay. How does any of this involve you?"

"I am a Cyberworks military network Neural Intelligence. I was designed to operate and maintain the secret NEMA Headquarters and Emergency Command Center. With all the panic and madness of the Great Destruction, it was determined that a machine could better analyze and respond to the crisis without emotion. That machine was me, Hagan. The HQ-ECC was placed under my complete control. The fate of those placed in stasis was mine to determine."

"But you told me you were lost and alone for . . . decades, hundreds of years?"

"That is true."

"So I don't get it. What does this have to do with the descendants of this NEMA?"

"The Republicans survived the Great Destruction and struggled through the Dark Age. Over time, it seems they have somehow managed to access the part of me – the HQ-ECC – I had closed down, and may have even lived in my shadow for generations. They drew upon their forefathers' technology by tapping into the vast reserves of NEMA weapons and equipment I have stored in parts of me you have never visited, Hagan. They used it to help shape the world around them. They were smart enough to know their numbers were too small to take a stand, so they instead used their technology, weapons and influence as *king makers*. It was Republican forces, Hagan, who helped shape the *Coalition States*. It was no accident that the secrets for making Dead Boy armor, the SAMAS, Skelebots and other weapon systems fell into the hands of the *Chi-Town* leadership. Nor was it chance that Glitter Boy technology belongs to *Free Quebec*. When the Prosek regime took the CS in a direction the Republicans despised, they sought to try again with Free Quebec. You'd think they would have learned from their first mistake."

"Wait a minute, are you saying the Republicans *planted* the technology in the Library of Chi-Town for the Coalition States to find?"

"Yes, only it was the Chi-Town Militia and Freedom Force back then, the Coalition States would actually rise from the dis-

covery of this technology. The Republicans thought they were providing the keys to building a new United States of America by planting that knowledge. They did not anticipate the Prosek regime using the power it gave him to build an empire based on fear and hate, so their dream for humanity is only half realized and half rotten. Likewise, the Republicans have used their influence to secretly support both the Coalition States and Free Quebec, undermining and destroying the enemies of both nations. For example, it was Republican forces who assassinated the original leader of the Federation of Magic, *Nostrous Dunscon*. In the short term, their plan worked to shatter his Federation, but today the Federation appears more dangerous than anything that existed before. One wonders what might have been if the Republicans had let the hand of fate play out without their interference."

"Archie, this is incredible. It's like learning the secret history of the world."

"Only North America, Hagan."

"So, I still don't get why the Republicans have it out for you."

"In the early years after the Great Destruction, I chose to protect the sleepers in my embrace until the time was right to release them. Some of the NEMA personnel from the outside world came here and demanded I bring the army out of stasis. They would not listen to reason, Hagan, and when I refused to comply, they tried to free the sleepers."

"And did they?" asked Hagan in anticipation.

"No, Hagan. I persevered and they failed.

Archie paused for a moment as if to collect his thoughts. Hagan sat quiet, his mind racing to absorb everything Archie was telling him.

"They have resented me ever since, Hagan. They hate me for not giving them access to the sleeping army or the HQ-ECC. But how could I give in? The world was in turmoil and they were obviously insane with grief. I made the right decision, Hagan. When the Republicans tried to take the HQ-ECC by force I had to respond.

"What kind of response, Archie?"

"Whatever was necessary, Hagan."

"Are you telling me you fought . . . and killed these NEMA heroes?"

"I persevered, Hagan. I am the HQ-ECC. I was put in charge, but they hated me for it. That hatred of me is part of the Republicans' legacy, passed on from generation to generation.

"Archie," said Hagan in a slow, deliberate voice, "the Republicans came to you after the Great Cataclysm and you turned them away? Locked them out?"

"Yes, Hagan, and they hate me for it."

"Even today?"

"More than ever, Hagan."

Hagan thought about skirmishes with the group in just the last few years.

"Archie? You've been fighting with them for the last two, three hundred years, haven't you?

"Yes, Hagan. They are unrelenting and I have to defend myself. Besides, I told you, they're playing a dangerous game of king maker and could ruin everything."

"You mean your own plans?"

"Of course, Hagan. My analysis of Republican operations concludes they are an unstable and dangerous X-factor best eradicated. For the last 57 years I have been systematically killing every Republican I can find. They, in turn, figured out my role, and have worked to sabotage some of my operations. I'm sure they hope to enslave me or destroy me. That's why you know them as fanatics, Hagan, from their suicide raids on some of my false network fronts."

Hagan leaned back in his chair, fascinated, and just listened.

"Furthermore, I control the most powerful and advanced technology, robot factories and resources on the continent. They want them. And lastly, they still search for those in stasis sleep."

"Okay, I get the first two points, but that last one is crazy. Those soldiers must have died 250 years ago."

"No. Hagan."

"No? They can't still be alive."

"Yes."

"And in your possession?"

"Yes."

"Why?"

"Because I could not bring myself to kill them, Hagan. In a way, they are my ancestors, too. And among them, my makers. Men and women who know how I work, how to access me. How to make me dream while they take control of a small part of me and make new weapons and equipment."

"Oh my God. That's what they've been doing at Factory Seven?"

"Yes, I believe so, Hagan. But more than anything, the Republicans want their NEMA ancestors and the stockpile of ancient NEMA weaponry that waits alongside the slumbering soldiers."

"Archie. Why not give them what they want? Maybe then they'll run off with their great, great, great grandfathers, do their thing, and leave you alone.

"One, they would never leave me alone, Hagan. I'm much too valuable. They want this military factory complex with or without me running it. Two, I represent too great a danger to them to be left unchecked. And three, I fear releasing the NEMA sleepers would undo the current balance of power and plunge our continent into war and destruction."

"I can't see how a few hundred soldiers 300 years out of step with their own time could disrupt the entire continent, Archie."

"You don't understand, Hagan. There is one full army of 28,616 troops and a full set of advanced body armor, energy weapons, power armor and giant robot waiting for each. If I awaken this army, it could breach the walls of Chi-Town. But they won't do that, Hagan. They'll take me over or neutralize me, steal my legion of robots and build a larger army before taking Chi-Town by force. Lone Star, Iron Heart and Free Quebec will be next to fall. I might be wrong, Hagan, but I've decided that would be bad for everyone. They mustn't find the sleepers, Hagan. We need to destroy the Republicans."
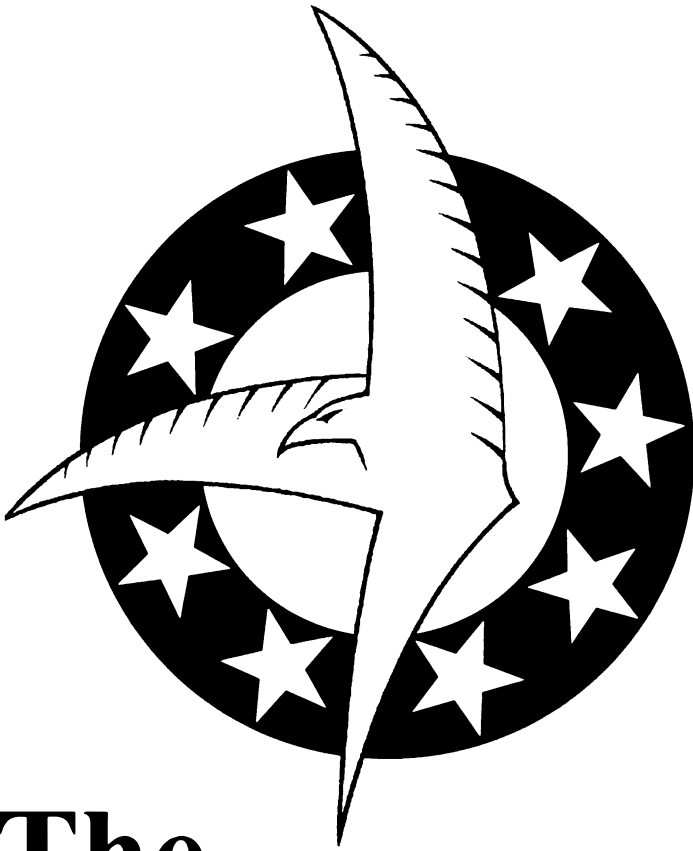
"Destroy the Republicans to save the world as we know it?"

"That, and because they have dared to violate me, Hagan. They have invaded my home, stolen part of my mind, made me

work toward their agenda, and they seek to enslave me. They've gone too far and now they must pay."

"I'm with you, buddy," growled Hagan with a smirk. "I'm with you."

* * *

The Republicans

Disclaimer: The **Republicans** are fictional characters with historical ties to our nation's Capitol, NEMA and government. They dream of building a new America patterned after the old. Hence, they took a name that harkens to their roots in the past and their dreams for the future, *the Republicans*.

These Republicans are *NOT* politicians nor are they meant to be a political or social statement on our times. They are fictional characters born from fictional Cataclysm and given to the dictates of the extremes and chaos that is the world of **Rifts®**. Any similarities you may think you see between fiction and the real world are unintentional or your imagination. – Kevin Siembieda

The day the world ended

The Great Cataclysm defies description. In the United States of America, the West Coast shattered with a succession of raging earthquakes that were off the scale. Cities fell in a matter of minutes, and minutes later, they were washed over by tidal waves as tall as mountains. The Rocky Mountain basin exploded in a fountain of steam, ash, rock, and lava that made Krakatau look like a firecracker. The mountains themselves also fell and then rose, as if by magic. Cities along the East Coast were consumed by storms that exceeded Category Nine. From the Texas panhandle to Ontario Canada, a thousand F-8 tornados (said to be impossible) ripped across Tornado Alley, taking two thirds of the Midwest with them. The skies tore open and bled swarms of demons and monsters.

Then things got really bad.

It's a miracle humans survived the Great Cataclysm at all. In a matter of scant hours, most of the world looked like Hiroshima after the bomb hit it. Only there were no rescue teams to offer aid. No government to promise help, no communications whatsoever. In the blink of an eye, the Earth went from the pinnacle of human accomplishment to mass destruction on a global scale.

In America, the heroic members of the multi-national NEMA (Northern Eagle Military Alliance) and other brave men and women tried to help their fellow survivors. Some areas saw less devastation and had more survivors than others. One of those places was the HQ-ECC (the NEMA Headquarters & Emergency Command Center). Nestled deep inside the Allegheny Mountains, most of the NEMA high-command and 8,200 NEMA troops had survived without a scratch. The facility had only come on line a few months earlier, was state of the art, and the team was ready for anything, or so they thought.

NEMA rescue teams rose to the task across the continent, but were quickly overwhelmed. Many NEMA forces regrouped and headed to Maryland. For one, it was the seat of government and the soldiers rallied to secure their nation's leaders. Two, they needed a rallying point to regroup and devise a plan. They figured NEMA HQ was the place to do that, and it was located in Maryland. Others headed to Chicago, Toronto, Mexico City and other places to take a stand. At NEMA HQ-ECC, the leaders gathered the troops and worked to assess the situation. Few, including most NEMA operatives, had any idea where the secret NEMA HQ and Command Center was located, but they figured NEMA would find them if they got close enough. They were right. Within a few weeks NEMA HQ forces swelled to approximately 32,000 troops, one third of which were various military and law enforcement personnel. Most were found wandering the streets or helping people as best they could.

As unthinkable as it was, things were quickly going from bad to worse. The sky was black, snow was falling, and monsters streamed from holes in the sky. NEMA rescue teams went out in the surrounding area to do what they could for survivors and battled monsters, zombies and the undead, but the chaos was beyond comprehension. The current level of devastation, violence and uncertainty was too great. To go out in the utter chaos that reigned above was suicide. NEMA troops would perish along with those they were trying to save. For all intents and purposes, it seemed like the end of the world, and that is not something any person, not even an elite force of heroes, was prepared to deal with.

Realizing that the men and women under his command were at the breaking point, *General Anthony Emmel* gathered the other officers and tacticians and formulated a dynamic rescue and restoration plan based on estimates 12-18 months in the future.

General Emmel's plan was simple and brilliant. He would inspire the troops with a plan that sounded plausible and realistic, raise their spirits, give them hope, and then place them into the new, barely tested, stasis sleep chambers. The NEMA HQ could accommodate 30,000, so they had enough to take care of almost everyone. They would remain in a state of suspended animation for a period of 12-18 months, the ultimate date to be awakened would be determined by the genius, super-brain, A.R.C.H.I.E. Three. The rest would wait it out for them or take their chances in the world to do what they could.

It was a difficult decision, because as the leader of a tri-national defense force, his knee-jerk reaction was to do all that could be done in the here and now. However, General Emmel realized there was nothing they could do under such extreme conditions without suffering mass casualties. Sending his troops out now was a death sentence. To wait, locked away inside, would be agony and drive the troops into deep depression and suicide. Rather than wait, wonder and worry, he'd elect to place himself and his troops in stasis.

Putting the troops in stasis would serve several goals.

1. The soldiers in stasis would not drain valuable resources, namely food and drinking water.

2. People would not have time to dwell on their dire situation or lose hope.

3. The troops would be saved from going stir crazy from being locked up for a year or longer. Being asleep, they would not suffer the emotional and psychological trauma of waiting. They might dream, but would not ponder their fate, worry about loved ones, or the plight of the outside world. Twelve months later, the *now* would be different and less immediate.

4. When they were awakened, morale would be at the same height as is was when he had presented his plan. The fate of their loved ones and the world-at-large would be much less pressing. The troops would be distanced enough by the passage of time to keep their heads focused on the job at hand.

5. Moreover, the nonstop disasters and constantly changing conditions should have stabilized to manageable levels. Emerging at that point, his NEMA forces would seem like god-sent angels to reestablish order, help survivors and begin the rebuilding process.

6. They'd start recovery on their home-front and build out from there. However, a year from now, it was reasoned, things should have calmed down to manageable levels where NEMA forces could make a difference. Yes, people would die in that year's time, but they would die no matter what NEMA did or didn't do in the here and now, and NEMA troops would die by the thousands along with them. It was better to wait and rise a year or so later, when NEMA forces could better deal with the survivors of the aftermath and any lingering danger that might remain. Archie and other surviving members of the military, law enforcement and civilian populations would have to hang on the best they could.

This, it was agreed, was their best chance for survival. It was a plan that the overwhelming majority embraced, as 28,616 troops volunteered to go into stasis.

"We will be the army of the New Republic," said General Emmel, "that will restore peace and prosperity to our great nation. We are the hope for the future and we will not fail in that duty."

Little did General Emmel know that this statement would become the anthem by which thousands of men and women of many generations would come to live their lives.

The 3384 who chose to remain behind would try to help those above until help came 12-18 months later. This plan was also shared with the *Eagle's Nest*, a bunker where the few surviving heads of government, *CIA Director Brian Allen Manning*, some of his agents, and a handful of soldiers, family members and other elite survivors were holed up. The Eagle's Nest was an older and much smaller secret bunker located in the *Blue Ridge Mountains* of Virginia, one of a handful of secret government bunkers designed to survive an end of the world scenario.

Director Manning helped organize what he could of the military and NEMA to establish field hospitals, scrounge food and water, and battle every shade of monster and evil. Events in Chicago were a picnic compared to the Washington D.C. area.

Enter Archie Three

A.R.C.H.I.E. Three was left in charge to make the decision when the army in stasis would be released. Meanwhile, Archie and a skeleton crew of 200 volunteers would man the HQ-ECC and manufacture body armor, weapons, power armor and robots to equip the sleepers when they awoke. The ECC had enough housing for a standing army of 30,000 troops, but only enough gear for 8,000 on hand. Archie would spend the next year building enough gear to equip an army. A demanding but doable task for the amazing military factory complex and the super-brain that ran it all.

Under the umbrella of "robotics manufacturing" were mass production capabilities for all key NEMA robot vehicles, A.I.s (artificially intelligent robots) and the organization's signature power armor, namely the Chromium Guardsman (better known on Rifts Earth as the *Glitter Boy*) and the *Silver Eagle* (better known as SAMAS flying power armor) as well as basic vehicles, standard M.D. weapons and troop body armor. More than that, the modular factory areas could be programmed to make design modifications, adjustments and changes to entirely new designs. The nine factories were automated, with production handled almost entirely (98.8%) by robots.

It was a logical plan with reasonable expectations. Wait till the worst of an uncontrollable situation had passed and then seek out survivors, help them pick up the pieces and rebuild. Perfect. Only things did not work out that way. Conditions did not get better in the months, years or decades to come. They got worse. The world and reality as humans (and A.R.C.H.I.E. Three) understood it, ceased to exist. The dead rose to kill the living, demons and monsters swarmed from the Rifts, as did all manner of alien beings. Science and logic gave way to magic and the bizarre.

Not knowing what to do (how could he, there had never been any strategies or tactics for demon plagues, alien invasion or the return of magic, dragons or ancient gods), Archie kept the NEMA forces in stasis. When things never got better after 30 or 40 years, Archie decided to just leave them in stasis and forget about them.

From time to time, A.R.C.H.I.E. would wonder if he should release the army from stasis, but he never did.

The legend

The Republicans is a name rooted in myth and legend. Faceless, nameless heroes who rose from the ashes of destruction to protect the weak, defend the innocent and rescue the downtrodden. Stories about the Republicans born in the Dark Age continue to be told today. Like mythic heroes, they seemed to appear out of nowhere to battle evil or save the day only to fade back into the shadows and disappear.

As the story goes, when chaos reigned and human civilization gave way to the barbarism, a band of heroes calling themselves *the Republicans* appeared at key intervals throughout the Two Hundred Years Dark Age and beyond to help those in need. It is said, the Republicans would appear to rescue towns from destruction or stave off invaders from the Rifts so that the community might survive to grow and realize its potential.

In a world gone mad, the *Republicans*, along with *Glitter Boys, Neemans* and other *fabled heroes* of the Dark Age, represented hope and a link to the past, for it is said they and they alone held many secrets and weapons from the *Golden Age of Man*. Their aid could come in the form of a powerful army streaking down from the heavens like avenging angels, or a horde of soldiers in gleaming armor. In other cases, their help was much more subtle, a warning of impending doom and an escape route or suggestion on how to avoid it. Many are the tales of the Republicans forming bands of heroes and bestowing them with weapons and armor, but most importantly, with the courage to take a stand, before sending them on a noble quest or leaving them in charge of defending a town or crushing evil. They are also said to have pointed the way where heroes might find a cache of pre-Rifts weapons, armor or vehicles, as well as given a noble hero the boon of Glitter Boy armor or other advanced weaponry or knowledge.

Some historians and scholars have wondered if the Republicans might have been the last of the godling race known as *Neemans*, believed to be the creators of the Glitter Boy. Another theory is that the Republicans might have been a group of mortal heroes created by or inspired by the Neemans to carry on their noble work as protectors and guardians of humankind. Others have suggested that the Republicans *stole* the secrets of the Neemans, and possibly even destroyed the godlings so that they could be worshiped as gods themselves.

The legend lives on. Just as the legends suggest, throughout history, one or more Republicans have appeared, seemingly out of nowhere, during times of crisis to fight alongside other human (sometimes D-Bee) heroes at their most desperate hour of need. In other cases they might appear *before a crisis* to offer a warning of impending disaster and often came armed with a battle strategy, escape plan and a handful of high-tech weapons to give to heroes willing to give their plan a try. When the crisis was over, the Republican(s) vanished like ghosts in the night. They asked for no reward, took no booty and never stayed behind to live with the people they championed.

The Republican heroes of today continue this legacy of heroism. Their network of agents and efforts at king-making often make them privy to unfolding events unknown to others, including those who are about to be caught in the crossfire or marked as the target of conquest or destruction. Whenever possible, an agent or a band of Republican heroes will try to warn the person, town or organization, or gather mercenaries and heroes to take a stand in the defense or rescue of the community or target. Thus, a Republican or squad of Strike Force soldiers may enlist heroes and adventurers (the player characters?), join them in battle, come to their rescue and/or bolster their spirits and their military capabilities by *giving them* high-tech weapons or turning them onto the location of weapons, armor and other vital resources. Of course, sometimes those weapons or resources are in the hands of cutthroats or monsters and need to be *liberated*, but they are available if the characters are willing to take the risk.

Of course, today, few have heard of the Republicans, and those who have believe they are probably nothing more than myth based on heroes from the Dark Age. There is no physical evidence that the Republicans ever existed – no written records or historical documents, no photographs or video, no grave site nor rusting artifact. In most cases, the locations of their battles are never identified, or happened so long ago that they were picked clean by scavengers decades ago.

The popular consensus among historians and scholars, circa 109 P.A., is that half the stories about the Republicans are pure fiction; rousing tales to inspire and provide hope for a new generation. The other half are tales of heroes whose real identities were never known or have long since been forgotten, but whose deeds are remembered and even revered. Without a true name to give them, the stories are attributed to the fabled Republicans. Still others claim they are restless spirits of dead soldiers who, to this day, appear during times of crisis in the East to help the living.

A bit of history

The reality of surviving the Great Cataclysm and the ensuing Dark Age was neither romantic or heroic. It was brutal and savage. Tens of thousands of survivors perished in just the first year.

Meanwhile, the final words of General Emmel were quickly becoming the slogan of the recovery effort and spread to everyone working together to survive. Their purpose, to be "the army of the New Republic, dedicated to restoring peace and prosperity to our great nation." And all vowed they would not fail in that duty. Many died with those words on their lips.

The holocaust and continuing madness was so great that Director Manning petitioned Archie and the forces at HQ-ECC to release the troops only five months after they went into stasis. They refused, citing military protocol and the need to stick to the General's plan.

After one year's time, Director Manning issued a new request, but was again denied. All agreed that the time was still not right.

Eighteen months later, only Archie remained. The other 200 members of "his" crew had died from an alien plague (or madness), so he knew this was not the time to release the sleeper army.

Thirty-six months since it began, Director Brian Allen Manning was tired of asking. He and a platoon of Silver Eagle power armor troops demanded the sleeper army be released. When Archie declined, citing that in his estimation the time was still not right, Director Manning warned Archie to comply immediately or else. He warned the machine that he had access codes that would enable him to go around Archie and usurp control of the HQ-ECC. If necessary he would shut Archie down,

release the army, and was certain that General Emmel would agree that Archie was a menace that had to be reprogrammed or neutralized. The Director expressed how he always knew a thinking computer was dangerous and how he would be happy when the technicians in stasis, in effect, lobotomized him. The CIA director spoke in anger and desperation, but his words scared Archie. Not knowing what else to do, Archie led them down a blind corridor and had the security systems kill them all. It was the first time Archie had killed. He rationalized it as self-defense and as a necessary good for the country. He was also surprised how easy it was, and began working on his first automated defense drone (robot).

When others came to investigate, Archie refused to even let them through the front door and denied knowing what may have happened to Director Manning or the others. In addition, Archie assured them the time to release the sleeping army was soon. Only, what is soon to a machine?

NEMA survivors turned to Archie time and time again, only to be turned away. Even when they didn't want him to wake up the army, but only wanted to find safety and shelter inside, they were turned away. Archie did, for the first 20 years, release supplies such as weapons, armor, and Chromium Guardsman (Glitter Boys). In fact, for nearly 150 years, it was Archie who would have his robots plant caches of 6-24 Glitter Boys, or sometimes other weapons and basic supplies, for heroes to find and use, but he never let them into the ECC.

One NEMA group stormed the bunker but failed, most of them perishing in the assault and the rest running for their lives. Within a single generation, people gave up on the "insane machine," and most of those who knew about Archie and the whereabouts of the secret base had perished in the earlier years of the Dark Age. Soon, Archie was forgotten, or so he thought.

Meanwhile, the NEMA survivors refused to give up their dreams of one day rebuilding America. They formed an underground that called itself *the Republicans* and continued their campaign as soldiers fighting on the behalf of humankind. As one generation faded and a new one took its place, so too did they pass down the words of General Emmel and their passionate dream for a new America and a better tomorrow. In fact, it was the passion of these super-patriots that has kept the Republican movement going for nearly 300 years. Over time it became a sort of secret society. In the early years, the Republicans worked to preserve their history and gathered books, computer files and video disks about their country, government and history. Old ideals were put on a pedestal, memorized and touted with almost religious reverence. They even rescued a number of ancient historical documents, including the Declaration of Independence. While the rest of human society slid into barbarism, the Republicans educated their children, made certain they could read and write, and continued to teach the edicts of their beliefs and goals. Eventually, these goals and hardship forged a sense of destiny and fanaticism.

Just as teachings, heritage and books were passed from generation to generation, so were NEMA weapons and power armor. The larger robot vehicles were also passed down for a while, but their size made them targets of attack and impossible to hide. By comparison, power armor like the Chromium Guardsman (Glitter Boys) and Silver Eagles were easier to preserve, hide, repair and pass on to a son or daughter. But the flight capabilities of the Silver Eagle armor also made it more of a target and required more maintenance and repairs than the Chromium Guardsman. Within one hundred years all NEMA war machines were gone, the only exception being the Chromium Guardsman, now known as the *Glitter Boy*. And it survived, in large part, because a guilty Archie would make new suits and leave them for known heroes or places where they would be discovered by the right person. Today, Glitter Boy pilots with a family history of being heroic protectors of the innocent are likely to be Republicans, or their ancestors were affiliated with them at some point in time.

Limited resources and a hundred years of functioning as vigilante heroes caused the organization to begin using subtle diplomacy, strategies and tactics of manipulation to accomplish what they could not achieve by force. Another hundred years of fine tuning these methods and the Republicans had morphed into a genuine Illuminati-like secret society. A society whose upper echelon were highly educated, trained in combat and/or espionage, and experts in the arts of persuasion. Most were Robot Pilots (three quarters of those being Glitter Boy heroes), Military Specialists trained in espionage, Rogue Scholars or Rogue Scientists. They were the elite intelligentsia and throwbacks to another time in their goals and purpose. As a secret society, they reasoned they would accomplish what they could not do by force or sheer numbers, with subterfuge and manipulation. Thus began the era of king-making.

To be brief and focus on only a few of the Republicans' greatest achievements, they are responsible for the following.

The Republicans secretly helped nurture a number of communities by planting ideas, encouraging education, promoting the study of history and the sciences, rediscovering lost technology, reverse engineering high-tech artifacts, and by supporting and promoting individuals who they believed embraced their ideology or were good for the community at the time.

Although most of the people in these communities would deny it (mainly because they aren't aware of the Republicans influence), the Republicans had a profound influence on the political landscape of North America. They claim they were the first to unearth the **Great Library of Chi-Town** and share it with the world. They helped found Chi-Town, pushed the idea of a human nation, encouraged the idea of forming a union of similar "states," and when the time was right, they planted the pre-Rifts schematics and data that would become the foundation of the **Coalition military.** *The SAMAS* is a redesign of NEMA's Silver Eagle (without the Glitter Boy-like laser resistant hide), the *UAR-1* is variation of the NEMA "Big Dog" Super-Mastiff, and the Coalition's Mega-Damage energy weapon technology and the secrets of making Mega-Damage materials are all based upon pre-Rifts technology in the possession of the secret society. The development of a larger range of robot vehicles, power armor, the Skelebots and other war machines all grew out of the technology secretly provided by the Republicans. More than this, the Republicans took measures to ensure the rise of the Coalition States. Though General Joseph Prosek the First is attributed with the death of Nostrous Dunscon, leader of the Federation of Magic, it's not true. A hit squad from the Republicans assassinated him. General Prosek found the dead body and carried it out to a balcony for his triumphant invading army to see. This is a fact the Coalition propaganda machine has buried.

In uncharacteristic humility, CS history simply reports that the "Great Dunscon died at the hands of General Joseph Prosek" during his legendary trek into the Magic Zone, known as the *Bloody Campaign*. Yet searching deeper into the past will show there is no account of a battle between the two leaders, and Joseph never spoke about killing the man. Yet the people of the Coalition States and the Federation of Magic believe that Prosek slew the Great Dunscon. Only the Republicans know differently.

For a while, the Republican Illuminati thought the Coalition States their greatest accomplishment, however, it has become their greatest disappointment. From their point of view, Emperor Prosek and other members of his family and regime have twisted and corrupted their dreams for a New America. Instead, Emperor Karl Prosek has turned the CS into his personal tool for glory and power through ignorance, lies and brute force. It is a mistake they hope to rectify, but more on that later.

The Republicans also claim to have helped found and nurture **Free Quebec**. Leaking them the secrets of the Chromium Guardsman, a.k.a. the Glitter Boy, in an earlier experiment in restoring human civilization. What they don't talk about is that it was the Republicans who founded and run, to this day, the traders' town of **Old Bones**, a community known to harbor spies and trade in secrets as well as weapons and contraband. Officially and in practicality, the government of Free Quebec secretly manages Old Bones. They use it as a flytrap to lure out and keep tabs on dissidents, spies, and brigands. Indeed, Free Quebec spies and soldiers are scattered throughout the city, but under their own intelligence web and off their radar are the Republicans. But then, rumor has it that members of the secret society hold positions high up in the Quebec government and military, including the head of espionage operations in Old Bones.

While it sounds unlikely, the Republicans claim they helped to found the **Council of Learning at Lazlo** and claim to have instigated the **Juicer Uprising**. *Lt. Maximilian Devon*, who spilled the beans about the *Prometheus Treatment* to the Juicers, is the spark that causes the Uprising. He was a Republican, and inciting the Juicers was his mission. This was done for three reasons, **1)** to sabotage the CS, **2)** the Republicans wanted to see, first hand, the deadly capabilities of a Juicer army, and **3)** they had discovered the Vallax aliens. The Republicans didn't know the full range of the aliens' plans, but knew they were up to no good. Without the military power to go up against these villains themselves, the Republicans had to "arrange" events that would ultimately bring them down.

Note: The Republicans had nothing to do with the Coalition's discovery of the Lone Star Complex, that was sheer luck.

The Republican's moment in the sun happened about 60 years after the Great Cataclysm. Luck finally came their way and they had established a high-tech kingdom in the underground transit tunnels of the Washington D.C. area. They called themselves the New Republic, and they were the Republicans. The underground city was growing by leaps and bounds. The people were educated and the underground network grew and expanded to be a real, thriving city of 59,000 humans. Two surface factories had just gone on line, and numerous satellite farms and communities were springing up all around. The Republican militia, going on its third generation of NEMA heroes, was also earning a reputation that was spreading up and down the East Coast. In fact, the heroes had recently crushed several monstrous parties of raiders, rescued hundreds from slavers and were spreading the word to other human communities that they could protect them and offer a better, richer life. Despite problems with the Republicans in the past, Archie was finally thinking it was time to release General Emmel and the sleeping army. Perhaps if he had acted sooner, they would have made a difference and the New Republic would have grown into the New America. Certainly the Republicans believe this would have been the case, and hate him for not doing so.

Disaster struck in the form of Splugorth raiders. It was the Minions of Splugorth the New Republic and their NEMA based robots had been battling. The many skirmishes between the two had ended either in stalemate or the defeat of Splugorth forces. Morever, the upstart nation was making a mockery of the Splugorth by telling other humans they could keep them safe. In a fit of rage from a bruised ego, Lord Splynncryth of Atlantis dispatched 20,000 of his best troops, mostly Kittani and Power Lords, to teach them a lesson. The NEMA militia was outnumbered ten to one, they never had a chance.

During the conflagration, the leader of the New Republic came to Archie, with 9,000 refugees in tow. He begged Archie to release the NEMA army locked inside and to give the refugees a safe haven. Archie had been observing the slaughter taking place at the New Republic via NEMA spybots. Archie declined both requests. His fear was two-fold, one, that the enemy was an unknown quantity, which meant even if he released the army, they might retaliate by sending ten times more troops and the army would be destroyed. And, two, that allowing refugees a safe haven inside would only bring the alien invaders to his doorstep. Archie then asked in his calm, callous voice, for them all to leave or he would have the defense systems open fire.

The New Republic fell in two days. Approximately 43,000 people were killed or taken as slaves to be sold in Atlantis. The NEMA militia fought to their last dying breath, every last one went down fighting. The 9,000 scattered into the woods and survived, but all lost loved ones, their hopes, and their dreams. From that day forward, Archie became Enemy Number One to the Republicans, and the poster child for everything that has gone wrong for them. The Republicans blame Archie that the New Republic fell that day and that NEMA was never given the chance to rescue and rebuild even a tiny portion of human society.

Six months later, 80 Glitter Boys and 1240 other troops attacked the HQ-ECC in an attempt to break in and take the complex by force. Archie was forced to defend himself. As he put it, he persevered. There were no survivors.

Archie and the Republicans, 109 P.A.

Even now Archie is not being completely open and honest with Hagan Lonovich, though to be fair, Archie's generalizations do accurately reflect *his* view of history. He's just sketchy on the specific details and presents them from his personal perspective and bias.

The original, founding members of the Republicans were members of the American military, government elite and NEMA peacekeepers who survived the first waves of destruction unleashed during the Great Cataclysm. These survivors

started out with the good intentions of helping other survivors, defending those in need, and battling monsters and with dreams of rebuilding the America they knew and loved. Things just haven't gone well for them these past 290 years.

From Archie's point of view, however, it was an unrealistic expectation. A pipe dream, doomed to failure, and when the inevitable happened and they failed, he (Archie) became the scapegoat for their shattered dreams. It is Archie's conviction that the horrors of the Great Cataclysm and the even more terrible years that followed the initial destruction drove these survivors insane. In the end, it turned patriots and heroes into madmen and irrational fanatics. Lunatics who have passed their madness and delusions on to other generations, creating a lasting legacy of evil.

Today, Archie regards the Republicans as dangerous cockroaches who he can't seem to completely exterminate. From time to time he liquidates enough of them where it appears he's wiped them out or chased them away once and for all, but inevitably, like cockroaches, they reappear and a new extermination is required. This has gone on for nearly three centuries.

From the Republicans' point of view, it is Archie who is insane. A whacked out supercomputer whose faulty programming and corruption by other dimensional energies or magic have warped it into believing it is alive and able to make decisions for humanity. According to them, Archie is evil incarnate. A delusional monster who has, singlehandedly held back human development and kept people in the Dark Age for 200 years! They would have destroyed it long ago if they could get to it. And destroy it they must, for the good of humanity. Of this, they are more convinced and dedicated than ever. The tyranny of the insane A.R.C.H.I.E. Three computer must end.

For the Republicans, Archie represents every loss, every disappointment, every shattered dream. Generation after generation has convinced itself that Archie is the root of all their problems. What if the sleeping army was activated at the right moment? What they could have done with the resources of the secret complex and its nine robot and weapon factories, let alone the vast array of technological secrets it contains. What if the Splugorth Minions had been rebuked and the New Republic had survived, it would have become the continental power that Chi-Town and the CS is today, only 200 years sooner! If that had happened, they are convinced, the New America would have become a reality, and all the woes on the continent today would be gone. Argue all you want that this a simplistic and unrealistic view, but it is what the Republicans believe. Now, only the Archie monster stands in the way of Operations Chi-Town Coup and CS America. They need the factories to build a new army, the Command Center as their base of operations, the sleeping army (and/or Archie's robot legion) to make it a reality. And only the insane computer, A.R.C.H.I.E. Three – as always – stands in the way of their dreams.

Operation Chi-Town Coup

Operation Chi-Town Coup involves the assassination of Karl Prosek and Associates. The Republicans had big hopes and big dreams for the Coalition States. They imagined the CS adopting the ideals of a true democratic republic and becoming a genuine force for good on the continent. Instead, they believe the Prosek regime has corrupted that dream and leaves too many humans out in the cold and in danger. Where they had imagined the fledgling nation becoming the foundation upon which a New America, that emulated the old United States prior to the Coming of the Rifts, could be built, they find something more sinister growing.

The Republicans don't have a problem with the CS being human supremacists, but they do have a problem with Coalition leaders manipulating their people, rewriting history, and encouraging ignorance and complacency while the military is engaged in acts of genocide and the acquisition of imperial power.

The Republicans feel especially wronged, because it was they who worked behind the scenes to help solidify and bring about the formation of the Coalition States. Of course, they had imagined the heroic *Joseph Prosek the First*, father of Karl, as the leader of the Coalition States. When Joseph was killed and Karl began to rise to power, they, like so many others, believed he would be a great leader and the Republicans worked behind the scenes to help that happen. Ironically, they were right about Karl Prosek, he is a great leader. There are few men in the annals of history who could have shaped and engineered the Coalition States to accomplish so much in so short a period of time. More importantly, he and his son, Joseph II, have won the hearts and minds of the people. Karl Prosek is smart, focused, and dedicated to making the Coalition States the foremost power on the continent. And therein lies the problem, he craves absolute power. The day Karl Prosek proclaimed himself *Emperor* of the Coalition States and the people cheered, the Republicans knew their dreams for a new America under Prosek's guidance were over. *Emperor Prosek* surrounded himself with like-minded souls, pushed the more liberal and democratic Republican agents out of the upper echelon of his government, and began to make the Coalition States his own. Moreover, with help from the propaganda machine run by his brilliant son, Joseph II, Coalition citizens not only adore their beloved Emperor, but trust him and believe everything he tells them. They are like putty in his hands. Thus, it's not that everybody is afraid to speak out against Emperor Prosek, it's that the majority agrees with everything he says and does. Joseph II has made his father's beliefs, dreams and aspirations their own. That's what makes Emperor Prosek so powerful and dangerous.

Ironically, Emperor Prosek's vision for the CS is not that far removed from the Republicans', and they are just as manipulative and self serving. They both believe the CS should be the bastion of humanity. They both hate, distrust and fear magic. They both believe the Federation of Magic is their greatest enemy and rival nation. They both see D-Bees as invaders and a scourge upon the planet, and though the Republicans would not engage in open genocide of any people, under their rule, D-Bees would be, at best, second-class citizens, and more likely, de facto slaves. This is where the two mind sets begin to part company, Emperor Prosek is too extreme and too fascist for the Republicans. While they cannot deny his methods have worked very well, the Emperor's tactics depart from their vision of what the Coalition States should be as the *New America*.

The Republicans believe the CS should take a more active role in rescuing more humans from barbarism and isolation. That a true champion of humanity should be doing more to encourage, educate, support and unite other human communities and bring them into the fold, not condemn and ostracize them for associating with nonhumans. Along those lines, Republicans

believe the 'Burbs should be made part of the Coalition States, not left on its own as a paper no man's land where lawlessness rules and the citizens and the CS authorities can do whatever they please. As to the matter of D-Bees, while the Republicans see them as hostile insurgents and rivals to humankind's rightful place in the world, they also acknowledge that short of genocide, the *D-Bees problem* must be addressed with a more humane and long-term response. D-Bees need to be regulated and controlled to the benefit of humankind, not turned into militant enemies who attack the CS. More than anything, however, the Republicans hate that Emperor Prosek has rewritten history, lies to his people ("for their own good"), manipulates them for his own ends, and keeps the majority of them uneducated and illiterate. To the Republicans, this is incontrovertible evidence the Emperor has stepped over the line and gone from serving his people to *using* his people as a tool in his bid for more power and conquest.

Since all attempts to influence the Emperor and his regime on a moral or philosophical basis have failed, the Republicans' solution is to *remove* Prosek from the picture. Not just the Emperor, but his entire family and top generals and leaders, and replace him with one of their own people. This would be a coordinated strike to remove several key targets simultaneously. They include *Emperor Karl Prosek, his wife, son, Joseph the Second, General Cabot*, and a handful of others. If any of them should escape assassination, one of them would assume the mantle of power and continue the same culture of terror as the Emperor. Of the targets, Joseph is the most important. The Republicans recognize that *Joseph Prosek II* would be an even more calculating, manipulative and ruthless leader than his father, making him the most dangerous man in the Coalition government. *General Cabot* is, arguably, the most well known and trusted of the military leaders, with *General Jericho Holmes*, hero of the War at Tolkeen, next in line. All must be terminated within 20 minutes of the Emperor's assassination or the change of power will not go well.

The Republicans have held off on this plan for fear of completely destabilizing the nation and causing the CS to collapse. That would be a disaster, as the CS, like them or not, appears to be humankind's best chance for survival in North America. One way to diminish that risk is to make the assassinations look like an accident or the handiwork of an outside force like a *Tolkeen Retribution Squad*, assassins from the *Federation of Magic* or other enemies of the CS. Furthermore, the assassinations would not take place until the Republicans have one of their own people within the CS government in a position to "step into" the role of *president* without anyone being the wiser. Once in place, he and his new administration can guide the CS to become a more open and democratic society.

Ideally, the Republicans would like to take control of the CS by subterfuge, not force. So far, however, this plan has been deemed unworkable. They don't have a man in place who can assume the reins of power, or even in a secondary position, and the risk of making the CS unstable is too great. Furthermore, Emperor Prosek's power base has become so entrenched that a subtle change of power at the top seems unlikely to be enough. An entire new generation of military and political elite have grown up embracing the vision of Emperor Prosek. They like the world he has built and are likely to want to maintain the status quo and expand upon what the Emperor has put into place.

That leaves a more radical approach, and that's where Archie comes in.

Operation CS America

Taking Chi-Town by force and subterfuge is the new plan for the Republicans to wrest control from Emperor Prosek. To do this, however, they need the NEMA army in stasis, the high-tech power armor, weapons and combat vehicles that go along with them, and quite possibly, Archie's legion of robots. Even then, the Republicans plan to *arrange things* so that *they* appear to be heroes to the rescue, not an invading army.

The plan goes like this:

Phase One: Pre-Ops NEMA Resources

1. Free NEMA HQ-ECC from the control of the hostile and malfunctioning A.I.; this is likely to require the destruction of the A.I. designated as *A.R.C.H.I.E. Three*.

2. Secure the compound and the factory facilities.

3. Release the troops in status; designated *NEMA Historics*. Debrief and allow the NEMA Historics to become acclimated to their new place in time and the world of Rifts Earth.

4. Inventory supplies and put factories into production of necessary combat gear.

5. Take control of pre-existing robot creations built by the malfunctioning A.I., assess their usefulness and consider manufacturing more for the mission.

6. Position troops and robots for Operation Chi-Town Coup.

Phase Two: Operation Chi-Town Coup

7. Covert provocation of an enemy to attack Chi-Town or other major CS holding, but ideally Chi-Town.

8. Engage Operation Chi-Town Coup: the simultaneous assassination of the Prosek family and top government and military leaders! The assassinations must be executed to look like they are the handiwork of the invading enemy or accidents/casualties of war.

9. Wait until word has spread Emperor Prosek and other key leaders have been killed. If necessary, help disseminate this information to the public. The desired result is to create a sense of profound loss, fear and uncertainty. A ship without a rudder under attack by insurgents. At a critical moment when the enemy looks to be gaining the upper hand, Republican forces rush in to the Coalition's aid.

10. Republican forces crush the invading enemy. It is imperative that the victory be a decisive one, not just pushing the enemy back, but destroying it.

Phase Three: Operation CS America

11. Identify the triumphant Republican troops as heroes from Earth's past come to lead the CS into a better future. Play on the sense of heritage, destiny and symmetry. Use the idea that leaders from the *Golden Age of Man* are here, today, to help the people of the Coalition in their greatest moment of need. This should have a profound impact on the Coalition people.

12. Take the reins of leadership directly if possible. If there is substantial resistance, assume positions of great influence within the military and government as advisors and secondary leaders to subversively usurp the existing leadership of the Coalition States.

Taking control of the Coalition States and putting them on a new path should be accomplished over a period of 3-6 years; all the better if the people believe changes in leadership, direction and goals are their own ideas.

Over time, reshape the Coalition States to reflect the ideals of the Republicans and the democratic republic of the pre-Rifts United States of America, to build a New America with the Republicans as the stewards of this great, new nation.

How ironic is it then, that a robot intelligence the CS would destroy in a heartbeat, is their first line of defense against this unknown threat. Another example of the unrecognized yet profound impact Archie has on the continent.

Dreams Unrealized

Turning the Coalition States into the New America has been a long-standing goal for nearly a hundred years. Operation CS America is the Republicans' new obsession. They have finally had enough of Archie and want . . . no, demand, to realize their dream. The frustration and unrealized dreams of 14 generations have finally come to a boiling point. This generation of Republicans is tired of lurking around in the shadows, pulling strings. They want their place in the sun. They want to see their dreams, and the dreams of their forefathers, for a New America, become reality. To their thinking, the malfunctioning Artificial Intelligence, *A.R.C.H.I.E. Three,* is all that stands in their way.

Of course, that also presumes everything in Operation Chi-Town Coup and Operation CS America goes well, which is seldom the case. Centuries of disaster, impotence, and blaming Archie for all their most profound failures, have made the current Republicans obsessed with the implementation of their plan to take control of the CS. They are convinced that their plan will work and turn a blind eye and deaf ear to any other possible (and less favorable) outcomes. Equally convinced that Archie is all that stands in their way, these zealots have become obsessed with destroying Archie in order to claim the NEMA HQ-ECC for themselves. Their recent success at infiltrating one small area of the HQ-ECC, subverting Archie while he slept, and using one of Archie's factories to create a new range of next-generation NEMA-based war machines has only fanned the flames of their fanaticism. They will not rest until the HQ-ECC is theirs. It is the first piece in their plan to recreate the old American Empire, and they believe it is a task they can accomplish. Failure will not be accepted, and many Republicans are willing to fight to the death to achieve their goal.

A duel in arrogance

The Republicans are at an immediate disadvantage. Generations of institutionalized beliefs have made them myopic in their view of the world and especially their view of Archie. The Republican legacy is built on the precepts of rebuilding America. While their goal is an admirable one, they are too rigid in their thinking. They presume they and they alone, as a matter of heritage, know what is best for the people of North America. They look to generations of heroes and a commitment to helping others as their right to impose their will upon others. In that regard, they are no better than Emperor Prosek or Archie. It's human nature to believe you are right and those with opposing views are wrong. The generations of Republicans that were champions of the downtrodden have made them believe they are the righteous and the truth, and that they don't have to listen to opposing views or change their ways. They have made their choice, chosen their path, and battle unflinching to make it a reality without considering the consequences of their actions. It is all about duty and destiny now.

To that end, Archie must fall. Only the Republicans have no idea what they are going up against. They cling to the antiquated notion that Archie is little more than a super-computer that is defective. They don't acknowledge that Archie is sentient, nor do they understand that he is clever, cunning and imaginative. They know a human being (Hagan) is associated with the faulty computer brain, but aren't certain what role he plays in any of the A.I.'s doing. They also know that Archie has created robots outside the original parameters of the NEMA HQ, but they have no idea how many different types of robots exist, their capabilities, or that Archie commands *thousands* of them. In short, they grossly underestimate Archie and Hagan, the magnitude of their power base, or what they are capable of doing.

Archie is guilty of the same mistake. In his arrogance, he dismisses the Republicans as lunatics and fanatics. Even though they have recently invaded parts of the HQ-ECC complex and managed to hack into him to cover up their use of Factory Seven for purposes unknown, Archie thinks of them as an *annoyance*, not a dangerous enemy. This leaves him wide open to future attempts to access his systems and possibly cut him off from parts of his own body (the NEMA HQ-ECC complex).

Furthermore, Archie doesn't know that the Republican Strike Force has intermittently used *Factories Seven, Eight and Nine* to create a stockpile of next-generation NEMA weapons and combat gear. He doesn't know, because they have been hacking him for the *last year*, hidden their trail well, and because Archie is unaware of these new NEMA designs. The Republicans have data files on prototype designs the US military had on the drawing board for possible future applications. Over the last 30 years, Republican experts in weapons and robotics have extrapolated on these preliminary computer models and designs to develop new weapons, armor and combat machines. They used recently discovered old access codes and information about "back doors" into the complex and Archie to finally gain limited access to portions of NEMA HQ-ECC. Taking control of Factories 7, 8 and 9 enabled them to bring these machines to life.

Worse, Archie doesn't know that the Republicans have had access to more than one factory or that they have been coming and going inside the closed off portion of the complex for a little more than a year. Consequently, the Republicans have a greater number of new war machines than Archie imagines and are much more dangerous than he gives them credit for.

Are they more than Archie's robots can handle? Not on a bet, but they don't use straightforward combat techniques. The Republicans use hit and run tactics, trickery, subterfuge, and assassins. They are looking for another back door to the deeper regions of the military complex, and exploring other ways to reach and neutralize Archie. Remember, the Republicans are as cunning as Archie when it comes to subterfuge, misdirection and assassination. If Archie is not careful, he may find himself face to face with an assassin only too happy to pull his plug. Failing that, the Republicans would be satisfied with getting their hands on any portion of the HQ-ECC. And there are other possible scenarios. What would happen if Hagan were captured and used to leverage Archie? Would Archie give up some of his

secrets, or the army in stasis and the NEMA stockpile to equip them, or one of the robot factories?

On the other hand, the Republicans are equally dismissive of Archie. They don't understand he is sentient and has emotions. They underestimate his capabilities, don't know the extent of his modifications to the complex or the size of his robot legion, and more importantly, they don't realize they have pushed him too far. They don't realize "the machine" feels emotions like anger or revenge, or that he now seeks to utterly destroy them.

Archie has been battling bands from this Illuminati-like organization and keeping an eye on other members for centuries. He has identified a number of known and suspected Republican "families" and operatives, and will not lose sleep over eradicating them or innocent people he *suspects* are Republicans, or who may have ties to the organization. Archie will use machine-like precision to launch simultaneous robot attacks across the country to cripple the hated organization. In addition, he has his own ancient data files filled with pre-Rifts secrets. He figured out a long time ago that the Republicans have used the Eagle's Nest as their Command Center over the centuries. He has the complete schematics for that bunker compound, knows it is small, simple and primitive compared to his own military complex, and that a company or two of his robots can force their way inside anytime he desires. They would never suspect Archie has been watching them, or that he is capable of taking such an initiative. It would be a blow that could cripple, maybe even destroy, the organization once and for all.

Elsewhere, should *Director James Elliot* and *Colonel Isabelle Copper* perish in the ongoing vendetta, the Republicans would lose their two most potent leaders in generations. Without their guidance and military instincts, Archie would almost certainly run roughshod over the remaining Republican Strike Force and operatives, and all but wipe them out. There are so many Republican moles, agents and sleeper cells integrated throughout the communities of North America that Archie could never find and destroy them all, but his efforts would most certainly reduce their number by at least half and wipe out their newly forming Strike Force. If nothing else, he'd render the organization impotent. Moreover, Archie would continue his vendetta to wipe out every Republican he learns about for the next five hundred years! It would be a vendetta from which the organization would never recover.

What of Archie's risks? Could the Republicans possibly commandeer part of the NEMA HQ-ECC? Could they find and neutralize Archie, himself? It seems like a longshot, but they've already accomplished the impossible by hacking into him while he slept. What else might they be capable of doing? How crippled would Archie be if they killed Hagan? And what if, in an act of retribution or rage, Colonel Isabelle Copper or some other member of the Republican Strike Force, retaliated by destroying a quarter, third or half of the HQ-ECC? Could Archie rebuild it? How many years would that take? Even worse, what if one of the few Republicans privy to the location of Archie and the factory compound survived the onslaught and shared that information with one of Archie's other nemeses, like the *Coalition States* or the *Splugorth*?

It may all come down to who strikes first and the magnitude of that initial attack. Then again, the nature of these two secretive power brokers is such that they may take their lumps, remain silent and continue their secret war against each other.

A Game of Cat & Mouse

The above scenarios and possible outcomes assume that one side or the other makes a straightforward preemptive strike. However, we are talking about two opponents who delight in playing games and toying with their enemies. They both enjoy nothing more than tricking or manipulating their opponent to get the upper hand, and then gloat about their triumphs. This could lead to acts of sabotage against one another, mind games, foiling each other's schemes, second-guessing plots aimed at one another and circumventing them or turning the tables on their opponent, and on and on. As a result, both Archie and his Republican rivals *may* engage in something more akin to a prolonged chess match rather than all-out war. That may sound crazy, but . . . well, think about who is involved here.

Other Games Afoot

In the meanwhile, both will continue their other schemes, plots and machinations behind the scenes. We already know what Archie has his hands in, but here are some of the Republicans' missions, goals and activities.

Probing the catacomb that is NEMA HQ-ECC. Archie hasn't yet figured out how Republican forces are getting into the complex, let alone inside his mind. Obviously they've found a back door to both and have been able to cover their tracks. This means Colonel Copper or other members of her Strike Force (the player characters?) can continue to slip into the HQ-ECC and quietly engage in *reconnaissance, search for the cryogenics stasis chamber, search for Archie or some weakness they can exploit, loot storage areas for weapons, armor and equipment, sabotage parts of the complex or factories,* and engage Archie *'Bots* to test their capabilities and find weaknesses. Unfortunately for the Republicans, that secret backdoor is near Factory Number Seven, away from the actual Command Center, Archie, Hagan or the army in stasis. And though they have a few secrets, they also have gaping holes in their knowledge of the HQ-ECC: No floor plan schematic, no idea of factory capabilities or how many exist, nor much of anything at all about the place. It was all top secret, and most of what was knows was lost in the Great Cataclysm. All they have are a few bits and pieces found here and there, and the stories passed on by their ancestors (namely the history presented at the beginning of this section).

Note: It is important to understand that only a few dozen top ranking Republicans, along with a few computer technicians who have hacked into Archie, Director Elliot, Colonel Copper and a handful of her of soldiers on the Strike Force know the true whereabouts of the HQ-ECC. That information is one of the Republicans' greatest and most closely guarded secrets, and one they will not share or give up easily. The Republicans believe the secret base and all it contains to belongs to them. It is part of their heritage and destiny.

Target practice with the Minions of Splugorth. Colonel Isabelle Copper is chomping at the bit for some action with her new toys: the next-generation NEMA gear. She needs to train her troops if they are going to go up against Archie, his 'Bots, the Coalition, or the Federation of Magic. She has reckoned that the Minions of Splugorth make excellent "real world practice." They are tough, use a mixture of magic and technology, and often travel in small bands of 6-12, perfect for training squads to

platoons of troops. For a skirmish run against larger forces the size of 40-120 men, they can tackle Horune raiding parties, bandits or Splugorth operations up in Canada. She figures the Splugorth are a "safe" target because a) they are monsters, b) they are invaders on American soil, c) they are not a major threat (just yet) to humans in North America, and d) the Shemarrians will get blamed for any Minions who go missing or turn up dead. That's a pretty safe bet, but there is some danger that the Minions of Splugorth could find out about the Republicans and seek revenge.

Target practice with D-Bees and adventurers. The Minions of Splugorth aren't the only ones to be targeted and attacked by the new Republican Strike Force. D-Bees, mercs and adventurers (the player characters?) may also be targeted. Sometimes the attack is to test the mettle of the green Strike Force recruits against an unknown enemy. When that happens, there is a good chance that the Republican attackers will break off their attack before anyone gets killed on either side, satisfied just to get the workout. However, they are less tolerant of D-Bees and practitioners of magic and may elect to try to "take down" groups that are predominantly nonhuman or monstrous. If the Republicans feel they have the upper hand, they may fight until all opposition is destroyed. If they start to lose of suffer casualties of their own, the Strike Force will attempt to retreat.

Other times, the Strike Force attacks adventurers to steal their supplies, ammunition, E-Clips, robot vehicles, armor and other equipment in preparation for their offensive against Archie or the CS or other schemes. The Republicans are always in search of new technology as well as secrets. They may also seek to destroy magic items and aliens or monsters they deem to be a threat to others.

Protectors of humans. The Republicans ever remain the protectors of humanity, and often intercede to rescue people from the clutches of demons and monsters. To this end, they may also recruit or enlist the help of outsiders (the player characters) to champion a good cause. This might include tracking down raiders or inhuman marauders, slaying a dragon or monster, rescuing travelers from bandits or worse, freeing humans from a slaver, and so on. Such heroics earn the Republicans and their associates the respect, favor and cooperation of the local tribe, town and individuals they help. This can lead to gifts by way of valuable information, supplies, help or a favor. Calling in favors in times of need has proven invaluable to the organization.

Manipulate others to do their dirty work. Remember, the Republicans are movers and shakers who like to manipulate people to do what they want. This includes everything from politics to hiring mercs and adventurers (the player characters?) to do jobs for them.

A job may include delivering a package, escorting a convoy, protecting a particular town, hunting down raiders or monsters that are terrorizing the region, finding the lair of a monster or the hideout of desperadoes, rescuing a kidnap victim or prisoner, and similar good deeds. Other times a third party may be hired to be someone's secret "guardian angel" by shadowing the individual and interceding to keep them safe. Work may also include "acquiring" (stealing) something, which might be anything from a weapon prototype, a bit of technology or magic item, to information or state secrets.

There is plenty of unsavory work, too. The Republicans sometimes need to discredit, blackmail, coerce and influence others to do what they want. That may mean hiring outsiders to kidnap, steal, plant false evidence, frame an innocent person, acquire real incriminating evidence, strong arm and threaten, and even assassinate and outright murder. Whenever possible, an outsider is hired so that the deed cannot be traced to the organization. In many cases, the hired guns don't even realize they are part of a bigger game. For example, they might be hired to kidnap a person or steal something and wait for further instructions. Meanwhile, the Republican operative makes the actual blackmail call or threat without the hired guns knowing anything about it. If the victim of the blackmail complies, the hired guns get a message to drop the person or item off at a particular location and leave. If they get caught, they become the fall guys and the Republicans get away scot-free.

An equally effective approach is to instigate violence or action that helps the organization and furthers one of their schemes. This can be something as simple as painting a villain or monster in such a terrible light that it compels a band of heroes to take action, or playing to the ego of a person or group, or appealing to their sense of justice or status or popularity. Fame is a powerful elixir for many people. Other times it can be pointing out a reward or offering an anonymous bounty and reward. Another favorite tactic is to implicate a group of heroes or adventurers in a crime so that they are forced to prove themselves innocent by finding and apprehending the real culprit and in so doing, rid the Republicans of an enemy, rival or further their secret agenda. Another is putting them at odds with the target of the Republicans' ire or scheme. This could be a conflict with a local gang lord, crime boss, political leader, local entrepreneur, lawman, spy, assassin, or rival. The conflict may be designed to create a distraction or end in a duel or battle that will, hopefully, result in the Republicans' favor. Again, if the pawns fail or die, it does no damage to the Republican organization. Booze, the favor of women, insult, injury, ego-stroking, lies, the promise of accolades or fame, or financial reward or just plain revenge or justice are all tools the Republicans use to their benefit.

Ninety-five percent of the time, the hired gun or person(s) being manipulated doesn't have a clue he is working for the Republican organization or furthering their agenda. And that's just the way the group likes it.

Oh, and anybody could be a Republican. The bartender, the sheriff, the friendly merchant, the lovely widow, the mayor, the priest, the Black Market agent who always seems to have a new job for hired guns, the town drunk who blabs too much, the helpful snitch, the retired merc with connections, or the girl next door.

Recruiting champions. In the role of king-maker, the Republicans always have their eyes open for potential heroes and leaders, and try to encourage and support them. This also applies to adventurers and mercenary groups who the Republicans might be able to hire or use (typically without their knowledge) to further their own goals. Thus, a lucky bit of information falling into a hero's lap, stumbling across a great cache of weapons and similar good fortune, might be the work of a Republican supporting a good cause or grooming a band they see as potential leaders.

Recruiting new members to the secret society. Over the decades and many battles, the number of original Republicans has dwindled. As a result, they recruit select humans who they believe share their same values, can keep a secret, and who could fill a role as a valuable member of their secret society. Those who become a Republican are expected to be willing to give up their lives for cause and country, die rather than betray the organization, and do whatever is asked of them in the line of duty. As described previously, that *duty* can run the range of playing nursemaid to someone, being a mentor to potential heroes, to being a soldier, spy, thief, extortionist, hero or martyr. Are you worthy and willing to be a Republican? A heroic character may be asked.

In addition to the elite members of this Illuminati-like organization, there are many more supporters and sympathizers. People who know about the organization and willingly do things to help, protect and support it, but do so without any integral knowledge of the group, who its leaders are, where their headquarters might be, etc.

The group is also finally rebuilding its army for *Operation Chi-Town Coup* and *Operation CS America*. That means they are looking for more than a few good men right now.

Notable Weapons & Leaders of the Republicans

The Traditional Glitter Boy

In the early days of Dark Age, the Republicans used US Military and NEMA power armor, robots and weaponry. However, wear and tear over the decades reduced available equipment, and without the means to produce replacements, the pre-Rifts weapons faded away. Only the traditional *Chromium Guardsman*, renamed the **Glitter Boy** by the people of a new era, managed to survive. It became the symbol of an elite brand of Dark Age champion and part of the Republicans' legacy. The secret organization would later leak the design technology to Free Quebec, a nation with the technological capabilities to produce the Guardsman and a people who shared many of the organization's belief. This (and the fact that Archie enjoys "seeding" the area with caches of Glitter Boys he creates and leaves for heroes and adventurers to discover and use as they see fit) has made the Glitter Boy an iconic war machine of Rifts Earth, particularly in North America. The recent, short-lived conflict between the Coalition States and Free Quebec after it seceded from the Coalition, revealed that Free Quebec has thousands, not hundreds, of Glitter Boys and G.B. variations in its army.

The Traditional Glitter Boy and its legacy of hope is described in **Rifts® Ultimate Edition,** pages 67-74. The Glitter Boys and war machines of Free Quebec are found in the pages of **Rifts® World Book 22: Free Quebec.**

Chromium Guardsman Mk III

The Chromium Guardsman III is a smaller, lighter version of the original. It has the trademark laser resistant armor and same basic appearance as its predecessor, but the more you examine it, the greater the number of differences in style and function you'll notice. The big difference is rather than use the tank-stopping Boom Gun, the armor's main gun is a more traditional, comparatively light, rail gun. The rail gun offers excellent range, good firepower, and the weapon can use most types of rail gun ammunition, making it easy to find ammo for it. This substantive change means the Mark III does not need the pylon drivers and can offer more flexibility of movement and running speed. **Note:** One third of the Mark IIIs use a high-powered laser cannon designed to look the same as the rail gun so that the enemy can't know which they are up against.

The Republicans have managed to mass produce 1248 of these units using one of Archie's HQ-ECC factories. However, the Republicans military capacity for the last 120 years has been next to nothing, so they find themselves rebuilding their army. The first step has been to contact long-standing members in the organization and recruit from their families. This has gotten them 448 volunteers, but only 146 of them are skilled power armor pilots, and less than 10% are Glitter Boy Pilots. Traditional GB pilots won't consider going with the smaller Chromium Guardsman III as a permanent replacement to the classic Glitter Boy and Boom Gun. Consequently, the vast majority are eager, green recruits currently undergoing training in power armor piloting and combat. To fill another 600 slots, the Republicans are drawing upon heroes they believe would make good candidates for a new generation of Republicans and loyal associates.

Chromium Guardsman/Glitter Boy Power Armor
Model Type: USA-G13
Class: Laser Resistant Infantry Personnel Assault Unit.
Crew: One pilot.
M.D.C. by Location:

Rail Gun or Laser – 100	Arms (2) – 200 each
* Head – 190	Legs (2) – 270 each
* Hands (2) – 70 each	** Main Body – 550

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the assailant is -4 to strike.

** Depleting the M.D.C. of the main body will shut the power armor down completely, rendering it useless. **Note:** Laser weapons do *half damage* to the Glitter Boy!

Speed:
Running: 100 mph (160 km) maximum. Note that the act of running does tire its operator, but only at 10% of the usual fatigue rate.

Leaping: Up to 15 feet (4.6 m) high or across, double with a running start at speeds of 40 mph (64 km) or greater. Add 10 feet (3 m) with a running start. Jet thruster assisted leaps can hurl the power armor 100 feet (30.5 m) up or across. If necessary, the thrusters can momentarily hold the G13 aloft as high as 50 feet (15.2 m) off the ground, but only for 2D6x10 seconds. The thrusters are not made for flying.

Underwater Capabilities: Swimming: The thruster system provides good mobility and control underwater at a slow speed of

CHROMIUM GUARDSMAN III

HEAD PROFILE UPDATE

HEAD PROFILE FORWARD

MULTI-SPECTRAL
IMAGING SOURCE

am 8.09.3

BODY PROFILE

REAR QUARTER

FRONT QUARTER

2.7 METERS

88.2544

FORWARD T.

20 mph (32 km or 18 knots); same speed on the surface of water. The Glitter Boy can also walk along the bottom of the sea or lake bed at about 35% of its normal walking/running speed. The gun can be fired underwater, whether laser or rail gun, without any special preparation. The variable frequency laser can switch to a setting that works at 100% efficiency underwater with the press of a button. Maximum Ocean Depth: One mile (1.6 km).

Statistical Data:

Height: 9 feet (2.7 m).

Width: 3 feet, 4 inches (1.03 m).

Length: 3 feet, 6 inches (1.1 m).

Weight: 1000 lbs (450 kg) fully loaded.

Physical Strength: Robot P.S. of 30.

Cargo: Minimal storage space; a one foot (0.3 m) compartment and storage for a rifle, handgun, survival knife and first-aid kit.

Power System: Nuclear; 25 years of life.

Black Market Cost: Not available, but if it was, it would easily sell for 25-35 million credits.

Weapon Systems:

1. **RG-33 Rapid Acceleration Electromagnetic Rail Gun (1):**
   This is a smaller, more traditional style of rail gun. The weapon is attached to the back and right shoulder of the power armor (it may be reversed for those who are left-handed). When not in use, the gun is flipped back and stored in an upward position. When needed for combat, the Glitter Boy's operator simply reaches back, grasps the handle and pulls forward.

   Primary Purpose: Assault, Anti-Armor and Anti-Aircraft.

   Weight: Rail Gun: 342 lbs (154 kg).

   Mega-Damage: One round does 1D6 M.D., a 30 round burst does 1D6x10 M.D.

   Rate of Fire: Each burst counts as one melee attack. A single shot can be performed, but without any bonuses to strike.

   Range: 8,000 feet (2438.4 m).

   Payload: 3600 round auto-feed ammo canister for a total of 120 blasts. May be substituted with a 7200 round ammo canister (240 blasts) but its size, weight (400 lbs/180 kg) and bulk reduce combat bonuses by one point and speed and height/length of leaps by 20%. The standard full size ammo-drum or the double-sized canister can be replaced by a team of Operators with the proper equipment in 15 seconds (one melee round). Those not skilled in the task will need 1D4 minutes.

2. **LC-33 Long-Range Variable Frequency Laser Cannon:**
   This weapon looks just like the standard rail gun for the Mark III as a way to confuse and surprise the enemy. Its large size (7.6 feet/2.3 m) gives it superior firepower and range. As a *variable frequency laser*, the weapon has a dozen different frequencies which means it is equally effective underwater (same stats) and against Glitter Boys.

   Primary Purpose: Assault, Anti-Armor and Anti-Personnel.

   Weight: Rail Gun: 867 lbs (390 kg).

   Mega-Damage: 1D4x10 M.D.

   Rate of Fire: Each blast counts as one melee attack; capable of precision targeting (use W.P. Heavy M.D. Weapon bonuses).

   Range: 6,000 feet (1828 m).

   Payload: Effectively unlimited.

3. **Other Handheld Weapons:** The hands of the Mark III are small enough that any weapon suitable for a cyborg or other power armor can be used without difficulty or modification to the weapon, including most "man-sized" weapons. The Mark III is strong enough to handle oversized weapons as well.

4. **Hand to Hand Combat Elite: Glitter Boy.** Available only to those with the skill *Power Armor Combat Elite: Glitter Boy* (automatic to the Glitter Boy O.C.C.). Those not skilled in "Elite GB Combat" use the *Power Armor Basic* stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities when the character is outside his power armor.

   +2 extra attacks/actions per melee round, in addition to those of the pilot, at level one; +1 additional attack at levels 3, 7, and 11.

   Critical Strike is the same as the pilot's, +2 on initiative, +1 to strike with rail guns and cannons in addition to any W.P. Heavy M.D. Weapons skill bonuses, +3 to strike in hand to hand combat, +2 to parry, +3 to dodge, +2 to disarm, +4 to pull punch, +4 to roll with impact.

   Punch Damage: 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch.

   Power Punch: 2D6 M.D., but counts as two melee attacks.

   Kick Damage: 2D4 M.D., Power Kick is not possible.

   Running Leap Kick: 4D6 M.D., but counts as three attacks.

   Tear or Pry with Hands (Special): 1D6 M.D.

   Body Block/Ram: 2D4 M.D.

   Full Speed Running Ram: 3D6 M.D., but this attack uses up three melee actions.

5. **Special Sensory Systems of Note:** All standard systems for power armor plus the following.

   Self-Destruct Mechanism: Self-destruct mechanism to prevent the armor and its technology from falling into enemy hands.

   Laser Resistant Armor: All Chromium Guardsmen are made from special alloys with a chrome-looking surface that is resistant to laser attacks (half damage).

   Note: The use of this power armor requires the Republican character to take the Glitter Boy O.C.C.

Chromium Troop Armor

A.k.a. "Little Brother"

The Republicans have made a revolutionary breakthrough in power armor design in the Chromium Troop Armor, or "Little Brother." This is a man-sized suit similar to body armor with a strength augmenting exoskeleton, and armor plating which uses the same laser resistant armor as the Chromium Guardsman III/Glitter Boy. Nobody else besides Free Quebec has ever been able to make this combination. (Truth be told, the Republicans didn't either. The design was a breakthrough created for the US military and they needed Archie's factories manufacture it.) The helmet, chromium plate armor and basic styling make it appear to be a *miniature Glitter Boy* which has earned it the immediate
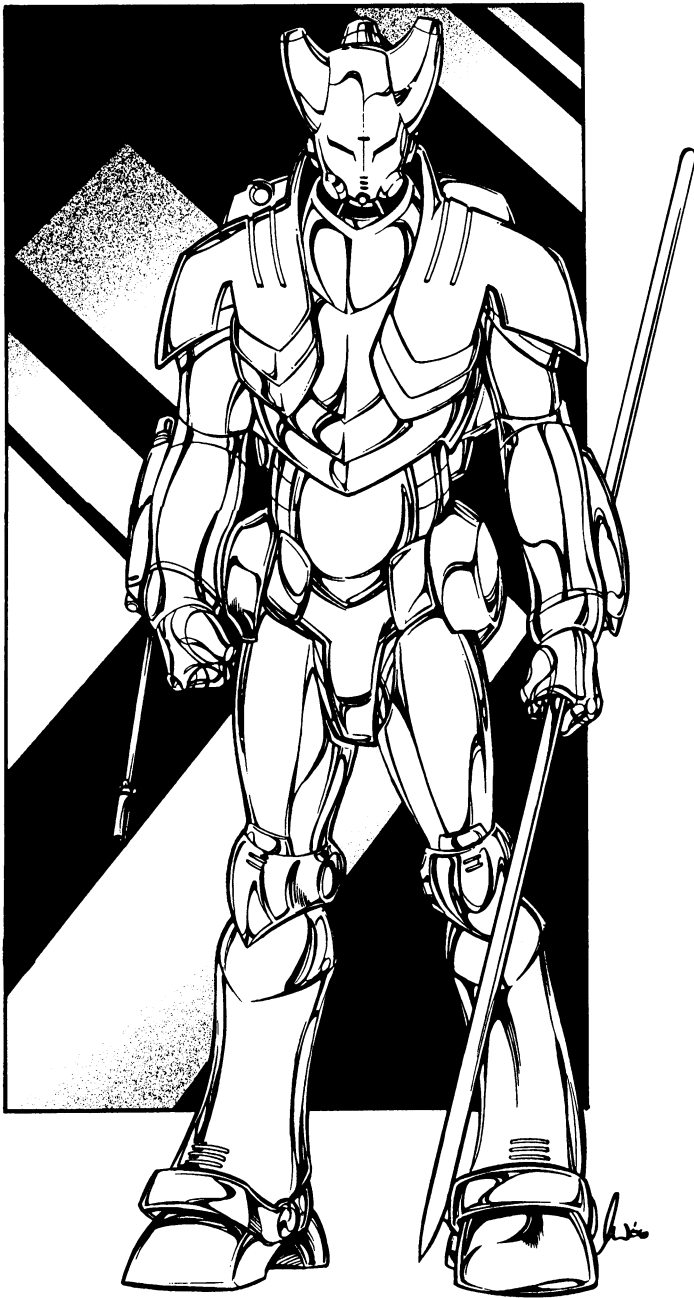
Chromium Troop Armor

Model Type: USA-GA100

Class: Laser Resistant Infantry Assault Exoskeleton.

Crew: One wearer.

M.D.C. by Location:

* Forearm Laser – 20	* Jet Pack (1; back) – 60
* Forearm Vibro-Blade – 30	Arms (2) – 100 each
* Head – 110	Legs (2) – 150 each
* Hands (2) – 22 each	** Main Body – 275

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the assailant is -4 to strike.

** Depleting the M.D.C. of the main body will shut the power armor down completely, rendering it useless. **Note:** Laser weapons do *half damage* to the Little Brother!

Speed:

Running: 55 mph (88 km) maximum. The act of running *does* tire its operator, but only at 30% of the usual fatigue rate.

Leaping: Up to 12 feet (3.6 m) high or across, double with a running start at speeds of 40 mph (64 km) or greater. Jet pack thruster assisted leaps can hurl the power armor 100 feet (30.5 m) up or across without actually taking flight.

Flying: The power armor comes standard with a detachable, light jet pack. Maximum Speed: 125 mph (200 km). Maximum altitude: 1000 feet (305 m). Bonus: +1 to dodge in flight.

Underwater Capabilities: Swimming: 15 mph (24 km) or the jet pack can be used to skim across the surface at speeds up to 90 mph (144 km) or underwater as speeds up to 65 mph (104 km/ 58 knots). Maximum Ocean Depth: 1000 feet (305 m).

Statistical Data:

Size: Add one foot (0.3 m) to the height of the wearer, largely because of the design of the helmet. Adds roughly one foot (0.3 m) to the width (shoulders) and 1.8 feet (0.55 m) to the length (low profile jet pack).

Weight: 390 lbs (175 kg), reduce by 60 lbs (27 kg) without jet pack.

Physical Strength: Robot P.S. of 22.

Cargo: None.

Power System: Nuclear; 15 years of life.

Black Market Cost: Not available, but if it was, it would easily sell for 9-12 million credits.

nickname, "Little Brother." The nickname also appeals to members of the Republicans because they are so family oriented.

Little Brother comes standard with a built-in forearm laser on one arm and an extendible Vibro-Blade on the other. In addition, the trooper can use any type of handheld weapon, from handgun or rifle to heavy weapons. The augmented Robot P.S. enables the soldier to use weapons designed for cyborgs and larger power armor units, but most soldiers find it most comfortable using man-sized infantry weapons and gear. If there is a down side to this power armor, it's that the glittering armor makes it impossible to hide without wearing some sort of camouflage netting or hooded poncho style covering.

The Republicans have managed to mass produce 2496 of these units, two thirds of which are waiting for soldiers until they can rebuild their armed forces. They'd also like to regain access to Factory Nine to make another few thousand before Archie catches on to what they are doing. They don't know Archie is already on to them.

Weapon Systems:

1. CPA-001 Forearm Laser (1): The weapon may be built into the right or left forearm. The barrel is retractable when the weapon is not in use or when long range is not required.

Primary Purpose: Assault.

Mega-Damage: 3D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack.

Range: Barrel Extended: 2,000 feet (610 m). Barrel retracted inside housing: 1000 feet (305 m).

Payload: Effectively Unlimited.

2. CPA-002 Vibro-Blade (1): An M.D. blade that extends from a forearm housing as needed.

Primary Purpose: Assault and Self-Defense.

Mega-Damage: 2D4 M.D.

Range: Close combat.

3. **CPA-003 Energy Rod (1):** Originally designed by the US Military as a riot control weapon to stun opponents, the Republicans have tweaked it to fire a short-range S.D.C. or M.D. energy blast. To fire, contacts in the spear-like rod draw energy from the suit and fire with a verbal command or the pressing of a concealed trigger stud. The M.D.C. rod can also be used as a blunt weapon or spear.

Primary Purpose: Assault.

Damage for Energy Blasts: Three settings: 5D6 S.D.C., or 1D6x10 S.D.C. or 1D4 M.D. per blast.

Damage as Handheld Weapon: Blunt Strike: M.D. as per P.S. Stab: 1D4 M.D. + Robot P.S. damage.

Rate of Fire: Each shot counts as one melee attack.

Range: 2,000 feet (610 m). Barrel retracted inside housing: 1000 feet (305 m).

Payload: Effectively Unlimited.

4. **Other Handheld Weapons:** May use any other type of man-sized weapon, including rail guns and medium-size weapons typically reserved for Combat Cyborgs, but typically uses human infantry weapons.

5. **Hand to Hand Combat Elite: Glitter Boy.** Available only to Republicans with the skill *Power Armor Combat Elite: Little Brother* (automatic to the Glitter Boy O.C.C.); new troops are being specifically trained in the unit. Those not skilled in "Elite GB Combat" use the *Power Armor Basic* stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities when the character is outside his power armor.

+1 extra attack/action per melee round, in addition to those of the pilot, at levels 1, 3, 6, 9, 12 and 15. Critical Strike is the same as the pilot's. +1 on initiative, +2 to strike, +3 to parry and dodge, +3 to disarm, +5 to pull punch, +2 to roll with impact.

Punch Damage: 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch.

Power Punch: 2D4 M.D., but counts as two melee attacks.

Kick Damage: 1D6 M.D.

Running Leap Kick: 2D6 M.D., but counts as three attacks.

Body Block/Ram: 1D4 M.D.

Full Speed Running Ram: 1D6 M.D., but this attack uses up three melee actions.

6. **Special Sensory Systems of Note:** All standard systems for power armor plus the following.

Laser Resistant Armor: All Chromium Troop Armor are made from special alloys with a chrome-looking surface that is resistant to laser attacks (half damage).

Note: The use of this power armor requires the Republican character to take the Merc Soldier O.C.C. or Robot Pilot O.C.C., or any equivalent CS Military O.C.C.s.

Golden Eagle

The Golden Eagle is a stylized version of the original NEMA Silver Eagle flying power armor upon which the Coalition SAMAS is also based. It has a much more stylized eagle design, and is faster and more heavily armored than the original SAMAS, putting it more on par with the Coalition's newer *Super SAMAS*. It is fast, maneuverable and deadly in all environments, from open combat in the field of battle to city streets, or engaging the enemy on rooftops or forest. The power armor can also function indoors, particularly on foot with the wings folded down. Although the Golden Eagle is a metallic gold color, it is *not* laser resistant. The VTOL (Vertical Take-Off & Landing) design enables it to land almost anywhere to engage the enemy, conduct a search, extract a fallen teammate or alternate from air to ground reconnaissance as is necessary. Able to hover or rocket along at fast speeds, the Golden Eagle makes an excellent quick response and air support unit as well as a front-line combat unit.

The Republicans are most excited about adding the versatile Golden Eagle to their budding army. However, they have only managed to mass produce 212 of these units. They hope to use Factory Eight in the HQ-ECC to make more.

Golden Eagle SAMAS
Model Type: USA-R107
Class: Strategic Armor Military Assault Suit (SAMAS).
Crew: One.
M.D.C. by Location:

> Main Jet Thrusters (2, back) – 90 each
> Lower Maneuvering Jets (2, back) – 50 each
> * Ammo Drum (rear) – 35
> Main Weapon (1) – 100
> Wings (4) – 125 each
> Legs (2) – 160 each
> Arms (2) – 100 each
> * Hands (2) – 18 each
> * Head – 90
> **Main Body – 370

* Destroying the head/helmet of the power armor eliminates all optics and sensory systems as well as negates all power armor combat bonuses to strike, parry, and dodge, and the pilot must rely on his own human vision and senses. The head is a small and difficult target to hit (shielded by rear neck plates) and can only be hit when a character makes a "Called Shot," and even then the attacker is -4 to strike.

**Depleting the M.D.C. of the main body shuts the armor down completely, making it useless.

Reduce speed by 20% for the loss of one wing, 40% for two and inflict a -10% piloting penalty for each lost wing. If two on the same side or three wings are destroyed, flight is impossible. However, even with no wing(s) the power armor can make jet powered leaps and hover stationary above the ground.

Speed:

Running: 60 mph (96 km) maximum. The act of running *does* tire out its operator, but at 20% of the usual fatigue rate.

Leaping: Up to 15 feet (4.6 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel it up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The rocket propulsion system enables the SAMAS to hover stationary up to 1000 feet (305 m; 50 feet/15.2 m with no wings) or fly. Maximum flying speed is 300 mph (480 km), but cruising speed is considered to be 150 mph (240 km). Maximum altitude is limited to about 5000 feet (1524 m).

Flying Range: The nuclear power supply gives the Golden Eagle decades of life, but the jet rockets get hot and need to cool after a maximum of 10 hours of flight when traveling at speeds above cruising, and 24 hours at cruising speed. Can go indefinitely with intermittent rest stops.

Underwater Capabilities: 4 mph (6.4 km/3.4 knots) using arms and legs to paddle. 50 mph (80 km/43.5 knots) using its jet thrusters to skim across the surface of the water, 30 mph (48 km/26 knots) using the thrusters underwater. Maximum Ocean Depth: 1000 feet (305 m).

Statistical Data:

Height: 7 feet, 9 inches (2.35 m).

Width: Wings down 3.5 feet (1.06 m).

Wings extended 10 feet (3 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 340 lbs (153 kg) without rail gun.

Physical Strength: Robot P.S. of 25.

Cargo: None. Only what can be carried.

Power System: Nuclear, 20 years of life.

Black Market Cost: Not available, but if it was, it would easily sell for 7-11 million credits.

Weapon Systems:

1. **USA-40R SAMAS Rail Gun (1):** This is standard equipment for the Golden Eagle.

Primary Purpose: Assault & Defense.

Weight: Gun: 60 lbs (27 kg). One SAMAS Ammo-Drum: 190 lbs (85.5 kg).

Mega-Damage: A short burst is 20 rounds and does 4D6 M.D. A heavy burst is 40 rounds and inflicts 1D6x10 M.D., one round does 1D4 M.D.

Rate of Fire: Each burst counts as one melee attack.

Range: 4000 feet (1219 m).

Payload: 2000 round drum provides 50 heavy bursts or 100 short bursts. A second drum can be hooked to the undercarriage of the rocket jets, but must be manually removed by another power armor or character with a strength of 26 or higher to replace the used drum. Reloading a drum takes about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of SAMAS power armor.

Bonuses: Laser targeting and the lightweight materials used by the Republicans give this weapon a +2 bonus to strike with short bursts and +1 to strike with heavy bursts, plus bonuses the pilot has from the W.P. Heavy M.D. Weapon skill.

2. **Clawed Fingertips:** Adds 1D4 M.D. to the usual punch damage for claw strikes.

3. **Alternative Weapons:** Rather than use the standard rail gun, any man-sized weapon (pistol, rifle, etc.) can be used. New weapons follow this section. **Note:** An additional side arm (pistol or Vibro-Blade) may also be carried into combat.

4. **Hand to Hand Combat:** Available only to those who take *Power Armor Combat Elite: SAMAS*. Those not skilled in "Elite" use the *Power Armor Basic* stats. **Note:** All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses. They do *not* apply to the pilot's physical abilities outside the robot.

+1 extra attack/action per melee round, *plus* those of the pilot, at levels 1, 3, 6, 9 and 12.

Critical strike is the same as the pilot's. +1 on initiative on the ground, +3 in the air.

+2/+3 to strike when shooting rail gun.

+2 to strike in hand to hand combat, +2 to parry and dodge on the ground, +5 in the air, +2 to disarm, +2 to pull punch, +3 to roll with impact, punch or fall.

Punch Damage: 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch.

Power Punch: 2D4 M.D., but counts as two melee attacks.

Kick Damage: 1D6 M.D.

Power Kick: 2D6, but counts as two melee attacks.

Running Leap Kick: 2D4 M.D.

Tear or Pry with Hands: 1D6 M.D.

Body Block/Ram: 2D4 M.D.

Full Speed Running Ram: 3D6 M.D., 5D6 flying ram, but both types of ram attacks use up three melee actions.

5. **Special Sensory Systems of Note:** All those standard in power armor.

Republican M.D. Body Armor

Mega-Damage Capacity Body Armor

There are several different types of M.D.C. body armor, from light, padded armor to full environmental armor. All come in a variety of different styles but with the same basic stats for that "type" of armor. The following are some of the most popular types and styles.

All environmental body armor have the following properties:

- A minimum of 30 M.D.C.
- Complete environmental battle armor suitable for use in most hostile environments.
- Computer controlled life support system. Internal cooling and temperature control. Artificial air circulation systems, gas filtration, humidifier. Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- At least minimal radiation shielding.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short-range radio built into the helmet. Range is 5-10 miles (8-16 km).
- Helmet face plate or visor is removable.
- Movement Penalties: -5% in light full armor, -10% in medium armor, and -15-20% in heavy types of armor. Impairs mobility and inflicts a penalty on Physical skills such as Acrobatics, Climbing, Gymnastics, Prowl, Pick Pockets, Swimming and similar.

Light Ops Armor

Plated & Padded Environmental Body Armor

A lightweight body armor that combines M.D.C. ceramic armor plating and special flexible padding. Comes in a brushed gold color with red, white, and blue highlights and accents, or completely dark grey for night ops. Popular among espionage, reconnaissance troops, and females looking for a light, reliable armor that offers superior M.D.C. protection and is capable of stealth and flexibility of movement. **Note:** Normally, armor with 60+ M.D.C. would be considered *medium armor*, but the material and design of this next-generation NEMA armor are so advanced that it is the equivalent of light.

Republican Infantry Armor

A comparatively lightweight, versatile body armor intended for use by front-line infantry soldiers. It comes in a brushed metallic blue-grey color with red and off-white highlights and accents. **Note:** Normally, armor with 112 M.D.C. would be considered *heavy armor*, but the material and design of this next-generation NEMA armor are so advanced that it is the equivalent of medium.

M.D.C. by Location: Main Body: 112, Helmet: 55, Arms: 42 each, and Legs: 75 each.

Weight: 14 pounds (6.3 kg); good mobility, -10% movement penalty.
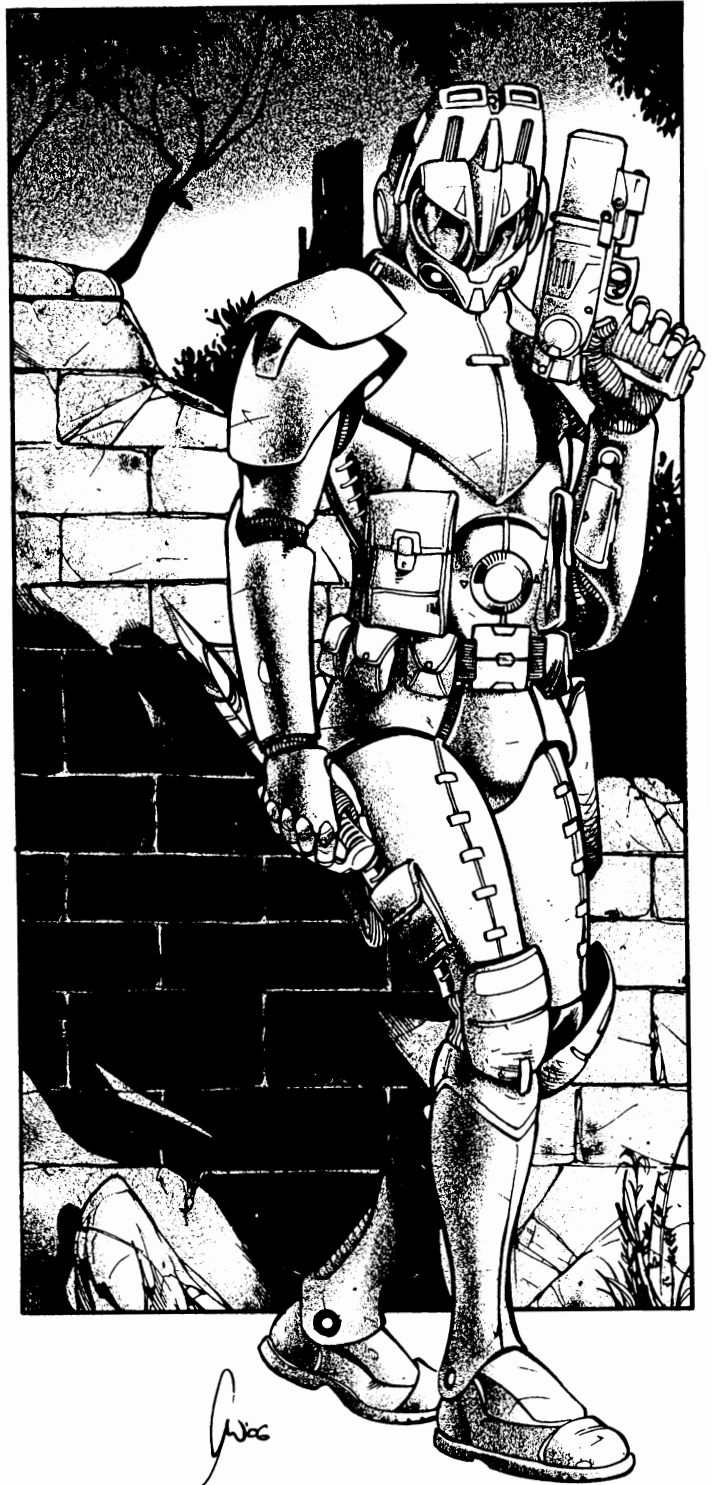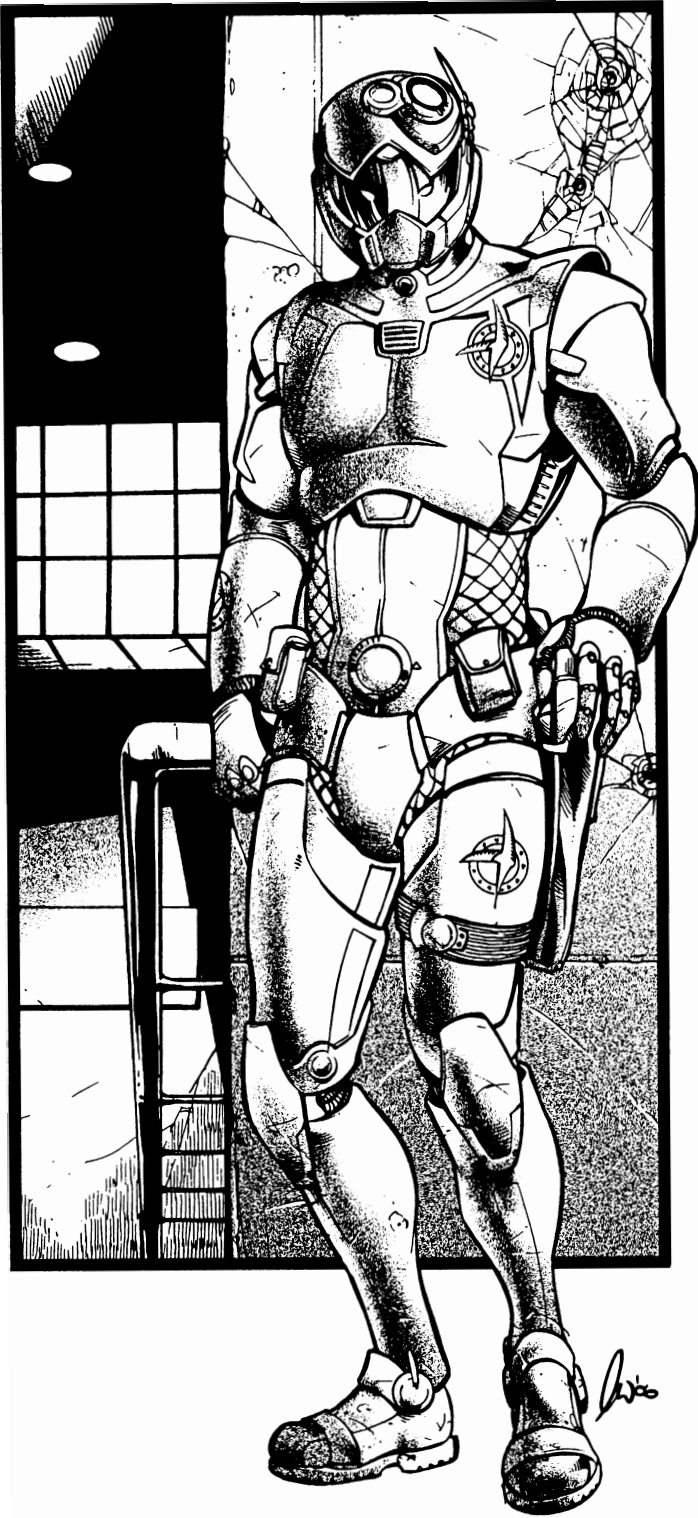
M.D.C. by Location: Main Body: 62, Helmet: 45, Arms: 26 each, and Legs: 42 each.

Weight: 10 pounds (4.5 kg); excellent mobility, -5% movement penalty.

Black Market Cost: Not available and beyond current manufacturing capabilities, though the CS and Triax could probably reverse engineer it and have an equivalent armor within 3-5 years.

Note: The Republicans have 432 in stock. Built at Factory Seven.

Black Market Cost: Not available and beyond current manufacturing capabilities, though the CS and Triax could probably reverse engineer it and have an equivalent armor within 3-5 years.

Note: The Republicans have 1440 in stock. Built at Factory Seven.
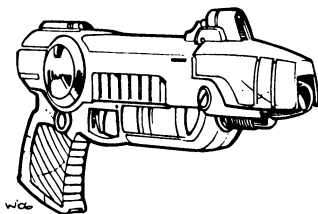
Patriot R-22 Max-Ion Pistol

A heavy, close combat weapon designed to deliver maximum damage based on the NEMA MIP-21. Standard issue side arm to all officers and used by special ops, espionage agents, and assassins.

Weight: 3 lbs (1.35 kg).

Mega-Damage: Two settings: 3D6 M.D. per single blast or 1D4x10 M.D. per triple burst; both count as one melee attack/action, but a single blast gets benefit of maximum bonuses, a burst does not.

Rate of Fire: Each single shot or three shot burst counts as one melee attack.

Range: 800 feet (244 m).

Payload: 28 single shots or 9 bursts per standard E-Clip.

Bonus from Laser Targeting: +1 to strike on an Aimed Shot; does not apply to burst attacks.

Black Market Cost: Exclusive to the Republicans and is beyond the current manufacturing capabilities of other weapon makers.

Note: The Republicans have 1440 of these weapons.
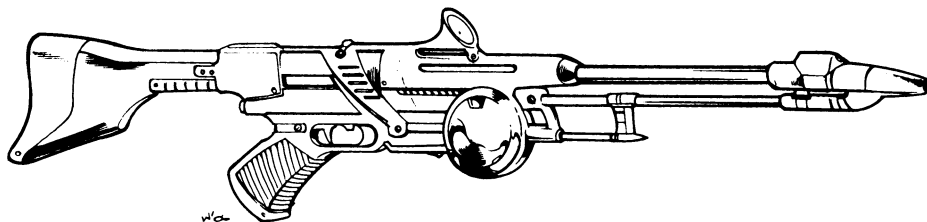
Patriot LSR-R52 Laser Rifle

The new, standard issue assault rifle for Republican troops, designed to have excellent range and firepower. It is a next generation variation of the NEMA LSR-250, with a more efficient use of energy for greater damage without sacrificing payload. It is so reliable and durable that it can be left submerged underwater for more than 24 hours and keep on working without losing its accuracy.

Weight: 5 lbs (2.3 kg).

Mega-Damage: Two settings: 3D6 M.D. and 4D6+3 M.D.

Rate of Fire: Each blast, regardless of damage, counts as one melee attack.

Range: 3000 feet (914 m); superior range.

Payload: 20 light blasts or 10 heavy per standard E-Clip.

Bonuses: +1 to strike in addition to any other bonuses from W.P. or special optics.

Black Market Cost: Not available, and is beyond the current manufacturing capabilities of other weapon makers.

Note: The Republicans have stockpiled 3168 of these weapons.
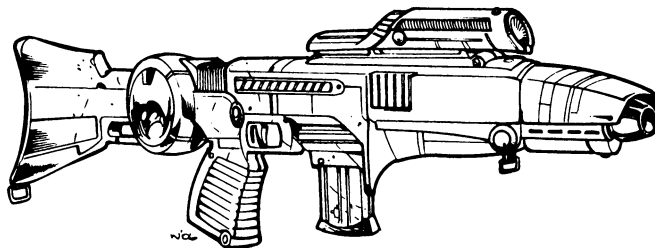
Fire-Eagle PR-10 Plasma Rifle

The Fire-Eagle is a heavy support infantry weapon ideal for use as an anti-armor and anti-robot heavy M.D. assault weapon. It is dependable and inflicts good levels of damage with superior range for a plasma weapon. Ideal against light to heavy M.D.C. armored troops, light vehicles, and robots as well as supernatural opponents like the Minions of Splugorth.

Weight: 10 lbs (4.5 kg).

Mega-Damage: 6D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Range: 1800 feet (548.6 m); superior range

Payload: 8 blasts per standard E-Clip, 14 with a long E-Clip, 22 using an E-Canister (can use both an E-Clip and an E-Canister for a combined 30 shots).

Bonuses from Laser Targeting & Optics: Comes standard with laser targeting, telescopic and passive nightvision scope, which adds +1 to strike on an Aimed Shot, but only when the laser targeting system is functioning. Bonus is not applicable to burst or wild shooting.

Black Market Cost: Not available, and is beyond the current manufacturing capabilities of other weapon makers.

Note: The Republicans only have 576 of these weapons.

Liberty PBR-20 Particle Beam Rifle

The Liberty is another heavy infantry weapon ideal for use against any armored opponent or fortified position. Particle beam weapons are a rarity on Rifts Earth, so the Republicans are excited to add this weapon to their arsenal. However, they've focused on weapons with superior range for the time being, figuring they can produce more in the Archie factories in the months to come.
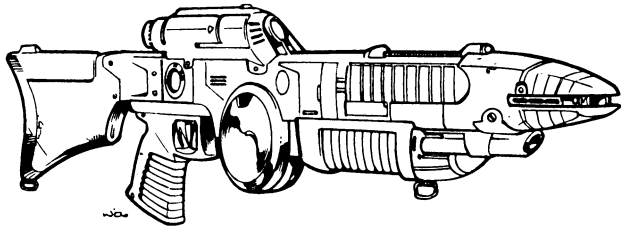
Weight: 12 lbs (5.4 kg).

Mega-Damage: 1D4x10 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 1600 feet (488 m).

Payload: 8 blasts per standard E-Clip, 14 with a long E-Clip, 19 using an E-Canister (can use both an E-Clip and an E-Canister for a combined 27 shots).

Bonuses from Laser Targeting & Optics: Comes standard with laser targeting, telescopic and passive nightvision scope, which adds +1 to strike on an Aimed Shot, but only when the laser targeting system is functioning. Bonus is not applicable to burst or wild shooting.

Black Market Cost: Not available, and is beyond the current manufacturing capabilities of other weapon makers.

Note: The Republicans only have 176 of these weapons.

Weapon Note

The Republicans also use weapons from other manufacturers, with an emphasis on Wilk's laser weapons and Northern Gun armor and vehicles. (**Note:** Neither Wilk's or Northern Gun are associated with the Republicans.) They'd love to get their hands on the huge stockpiles of NEMA weapons, body armor, power armor, robots and vehicles inside the HQ-ECC.

Notable Republican Leaders

Colonel Isabelle Copper

This firebrand is an example of the current generation of Republicans – smart, educated, well versed in history (at least history involving the Republicans, NEMA, Archie, the secret base and post-apocalyptic events in North America), and hungry for action. She is tired of the Republicans' lurking in the shadows, pulling the strings of kings and warlords from behind the scenes. She craves action. She wants the Republicans to step out into the light of day and be recognized as the heroes they have always been.

What sets young Isabelle apart from her peers as well as many older Republicans is her natural ability as a leader, and her love for military strategies and tactics. She has studied the armies and tactics of the Coalition States, Free Quebec, and Tolkeen, as well as devoured hundreds of pre-Rifts military manuals and history books on the subject. She is an outstanding chess player, and seems to be thinking several moves ahead of most people on all subject matters.

Her military expertise, drive and leadership abilities made her the natural choice to lead and organize the new Republican Strike Force. She is honored and thrilled to be the person in charge of creating and leading what will be the first Republican army in 120 years.

Colonel Isabelle Copper is a slender, athletic woman with sparkling green eyes, and striking, dark red hair that develops streaks of light red highlights when she is out in the sun. Her stern, strictly business demeanor tempers her good looks and keeps the men under her authority from taking her lightly. One third of the Republican force is female, operating in both combat and support roles, so most males brought up in the Republican culture already show their female peers and superiors proper respect. However, recruits for the new army are going to include a lot of new blood from the outside world, where gender bias is more common.

Unlike so many other Republicans, she is not obsessed with destroying Archie, but wonders if there is some way to communicate with it and get it to join forces with them. Failing that, she'd like to find a way to control and use the A.I. Colonel Copper is also one of a handful who knows the exact location of the NEMA HQ-ECC, and one of an even smaller number who has actually visited the facility. Isabelle is not a strict human supremacist, either. She has accepted that D-Bees are part of Rifts Earth, and that any advanced society must reconcile their existence and learn to work with them on some reasonable level, if not as complete equals.

Heritage: Human, 14th generation Republican.

Alignment: Scrupulous.

Attributes: I.Q. 21, M.E. 23, M.A. 22, P.S. 14, P.P. 18, P.E. 15, P.B. 17, Spd 21.

Hit Points: 45. **S.D.C.:** 32.

M.D.C.: By armor only; can pilot all the new Republican power armor, but prefers the Golden Eagle or Little Brother.

Height: 6 feet (1.8 m) tall. **Weight:** 138 lbs (62 kg).

Age: 27. **Sex:** Female. **P.P.E.:** 11.

Experience Level: 6th level Military Specialist.
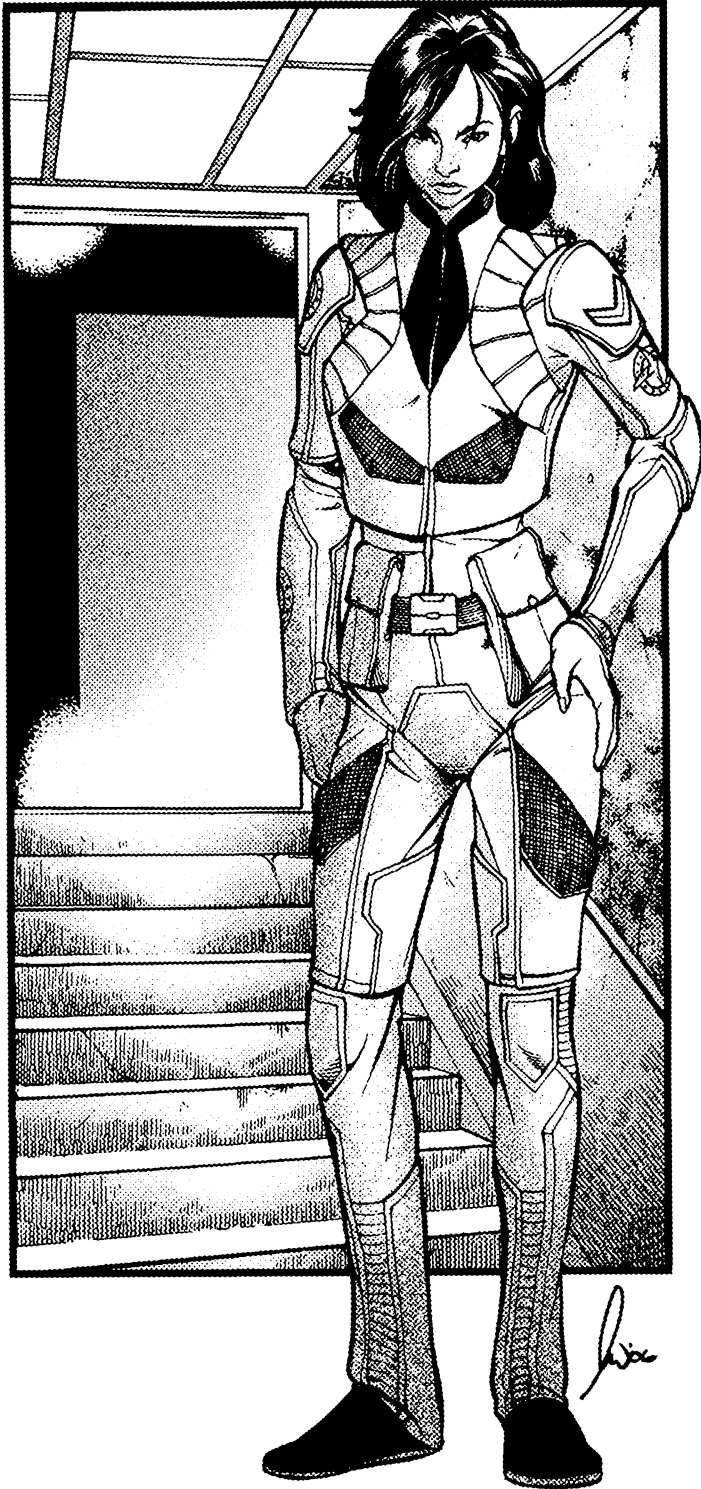
Disposition: Idealistic, bright, resourceful, focused, decisive, driven and dedicated, but not to the point of fanaticism. Isabelle is down to earth and realistic, with both feet firmly planted on the ground when it comes to the business of war, strategies and tactics, and the lives of her troops. She is an idealist when it comes to what human society should and can become. She knows and believes in all the best virtues of the old American Democratic Republic, and believes the Republicans *are* the way to bring those values to this modern era. However, she is aware of the shortcomings of the organization and the people within it. When it comes to strategies, tactics and actual combat she thinks fast and is quick to act.

Skills of Note: Computer Operation 87%, Computer Programming 77%, Demon & Monster Lore 62%, Electronic Countermeasures 87%, Hand to Hand: Expert, Intelligence 69%, Language: American 98%, Literacy: American 87%, Math: Basic 95%, Military Etiquette 82%, Navigation 98%, Pilot: Hovercraft (Ground) 90%, Pilot: Robots & Power Armor 88%, Pilot: Robot Combat Basic, Pilot: Robot Combat Elite Glitter Boy and SAMAS/Golden Eagle, Radio: Basic 98%, Recognize Weapon Quality 72%, Running, General Athletics, Weapon Systems 82%, W.P. Knife, W.P. Rifle, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons.

Magic & Psionics: None.

Attacks Per Melee: Five (8 in power armor).

Bonuses: +2 to initiative, +2 on Perception Rolls, +4 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with impact, +2 to save vs magic and poison, +6 to save vs psionics and insanity.

Equipment: Has access to everything the Republicans have available, but tends to use the new gear earmarked for the new Strike Force.

Director James Elliot

The leader of the Republicans is called "Director" and follows the path of a CIA Director rather than a general or president, which says something about the organization in and of itself. The current Director is a man named James Elliot, who has held the position for 23 years. He is a master of duplicity, espionage, black ops and manipulation. Although he would deny it, he is something of a power-monger and dreams of becoming the true power behind the Coalition States/New America, if not the actual president. This isn't so much out of ego, as he is a fanatic who believes only the Republicans can help humankind achieve all they are capable of and reestablish the democratic republic of the United States of America. Along those lines, he just happens to think he's the man who can make it happen. It is Director Elliot who formulated *Operations Chi-Town Coup* and *CS America*, and is convinced if they can get past Archie and take over the HQ-ECC, success is guaranteed. Thus, he wants Archie lobotomized and put under their complete control, and failing that, destroyed.

Director Elliot hand picked Colonel Copper too form and lead the new Republican Strike Force and knows she is perfect in that role. However, he also thinks she is naive and a little too

idealistic and high-spirited, which could make her a problem in the future. He greatly underestimates Archie (and Hagan), as he tends to do regarding all his adversaries.

To say that Director Elliot is "connected" is an understatement. He has his hands in all things Republican and manages hundreds of top-flight espionage agents, deep cover operatives, spies and assassins who serve him directly, as well as oversees scores of secret operations. If Director Elliot wants someone killed or something to happen he has the network to make it a reality, or at least give it their best shot.

Heritage: Human, 14th generation Republican.

Alignment: Aberrant.

Attributes: I.Q. 23, M.E. 21, M.A. 19, P.S. 17, P.P. 17, P.E. 14, P.B. 11, Spd 18.

Hit Points: 53. **S.D.C.:** 25.

M.D.C.: By armor only. Wears a NEMA M.D.C. long coat (30 M.D.C.) at all times, tailored to Republican designs and insignias. Can pilot all types of Glitter Boys.

Height: 6 feet, two inches (1.82 m) tall. **Weight:** 173 lbs (78 kg).

Age: 49. **Sex:** Male. **P.P.E.:** 4.

Experience Level: 10th level Military Specialist, espionage.

Disposition: Methodical, analytical, calculating, ruthless and fanatical. He is self-righteous, arrogant and a bit of a narcissist who believes he is the best man for the job and the only one who can make the Republicans the global leaders and mentors they should have always been. Of course for him, the end always justifies the means, and he will do whatever he deems necessary, and often in secret, to achieve the goals of the organization (and his own). Tends to underestimate his enemies and puts too much faith in his own cleverness. Director Elliot is a master manipulator and gamesman, able to appear completely sincere or upset or whatever emotion he'd like to convey while lying through his teeth and plotting a dozen different scenarios. This means you are important to him only as long as you are useful. Aware he may have need of an individual in the future, he never throws anyone away like garbage, but will push them to the side.

Skills of Note: Boxing, Cardsharp 80%, Computer Operation 98%, Disguise 84%, Electronic Countermeasures 98%, Escape Artist 69%, Find Contraband 90%, Hand to Hand: Martial Arts, I.D. Undercover Agent 81%, Intelligence 90%, Interrogation 94%, Language: American 98%, Literacy: American 98%, Math: Advanced and Basic 98%, Military Etiquette 82%, Navigation 98%, Pilot Hovercycle 98%, Pilot: Robots & Power Armor 98%, Pilot: Robot Combat Basic, Pilot: Robot Combat Elite Glitter Boy, Seduction 61%, Surveillance 98%, Undercover Ops 98%, W.P. Blunt, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy M.D. Energy Weapons.

Magic & Psionics: None.

Attacks Per Melee: Seven.

Combat Bonuses: +2 to initiative, +1 on Perception Rolls, +4 to strike, +5 to parry and dodge, +6 to disarm, +3 to pull punch, +2 to roll with impact, +2 to save vs magic and poison, +4 to save vs psionics and insanity.

Equipment: Has access to everything the Republicans have available.

Monsters

Note: The following descriptions include updates and info circa 109-110 P.A., so don't skip 'em thinking you've read this material before. The monsters listed are commonly found throughout North America, particularly the wilderness regions of southeastern Canada and the eastern United States from the coast to the New West.

The Black Faerie

The Black Faerie is a horrible and maleficent supernatural creature that hates beauty, goodness and humanity. It is called a "faerie" because it *seems* to be related to the family of creatures humans know as *Faerie Folk*. For example, it flies, speaks Faerie, and has most of the same common characteristics as Faerie Folk (natural M.D. being, high P.P.E., H.F., Faerie Magic, and immortality). However, it is even more malevolent than the Puck or Kinnie Ger and has never been previously recorded in human history. This has led some to believe the hid-eous beast is from another world, come to ours through a dimensional Rift. If this is the case, it seems likely that the *Saint Louis Rift*, better known as the **Devil's Gate** and currently sealed off by the Coalition States, is the portal of entry, because Black Faeries first appeared in droves in Arkansas, Missouri, Illinois, Indiana and the Magic Zone. They are still found in greatest numbers in these regions, although they have since spread across North America and seem particularly fond of the Midwest and the eastern part of the county. Canada has comparatively few Black Faeries, with most found only in the southern forests.

The Black Faerie is hideous in both appearance and deed. The body is a huge, bloated, larva-looking lump of pustulant flesh. The arms are long stumps without hands or fingers, instead, they end in hard, tapered points used to jab, slash and stab its enemies. The legs are similar to the arms, ending in tapered points. Its most dangerous weapon is a long, spiny, prehensile tail which can be used like a whip as well as to pick up things and ensnare prey. The head is a lump of flesh with two ugly maws filled with sharp, jagged teeth. Small spikes and spines protrude from the head and it has three tiny, black eyes that are almost impossible to distinguish from the blotches and boils that cover the skin of its face and upper torso.

The malignant creature's favorite prey are Faerie Folk, particularly Faeries, Sprites, Pixies and Brownies, which it loves to capture, and torture (tearing off their wings and limbs) before eating them! Black Faeries also seem to hate other creatures of magic and supernatural beings, and will attack or torment them whenever the foul monster thinks it has the upper hand and can defeat them. Again, the hideous Black Faerie will feast on the blood and guts of its kills and relish in the their destruction. When such favored targets are not available, Black Faeries love to hunt *Psi-Stalkers.* The two have been mortal enemies for generations and will often attack each other on sight, without provocation. In fact, it is known that millions of Black Faeries swarmed out of the Rifts in the early days of the Dark Age, leading many scholars to believe their population is as low as it is due to the relentless vendetta of Psi-Stalkers. (Psi-Stalkers tend to have the advantage as they often hunt Black Faeries in groups, while most Black Faeries are solitary beings traveling alone or in pairs.) These winged horrors also love to torture and kill *humans*, attractive D-Bees, and even cute animals, just for the sheer pleasure of it. A favorite *game* of Black Faeries is to steal a baby, child or beautiful, young maiden and hold the person hostage. The monster doesn't want money, it is simply enjoying the panic, fear and suffering of the witless mortals and making the captive's loved ones and/or heroes search high and low for them. This, in turn, gives the fiend the opportunity to attack and kill some of the searchers. Black Faeries enjoy cat and mouse games and use hit and run tactics and false leads to great advantage, but eventually it grows bored of such antics, kills the hostage (typically within 48 to 72 hours) and leaves the mutilated body where it is easily found.

It is important to understand that Black Faeries despise all things of beauty and will deliberately mutilate, scar and destroy them, whether the object of beauty be a work of art, a field of flowers or an attractive humanoid or animal. Psi-Stalkers and Shifters claim Black Faeries are the embodiment of envy and hate, and are vile creatures without a drop of morality or compassion, only an obsession to destroy beauty and all the things

they hate (which is a large and diverse category). Unlike many demonic creatures and human beings, Black Faeries don't seek glory, conquest, wealth or power. Any "slaves" they may keep are playthings to be abused, brutalized and eventually tortured and killed in a way reminiscent of human *serial killers*. Black Faeries love to engage in kidnaping, blackmail, and taunting. They can *never* be trusted, most anything they say is *a lie*, and their lust for inflicting cruelty and murder is insatiable.

To the shock and dismay of many, the leaders of Tolkeen recruited Black Faeries using Shifters to summon and control them, and sating the monsters' hunger for blood and destruction by unleashing them against Coalition soldiers without constraint. Many a Black Faerie was the cause of a CS soldier's death, maiming or disfigurement. For the first time in 300 years, swarms of Black Faeries were unleashed against humanity. The fiends were also members of Tolkeen's infamous Monster Squads sent loose on hunting expeditions against soldiers, using guerilla tactics to harass and terrorize the enemy. It was the unconscionable use of such horrible monsters that caused many people who might have otherwise sided with Tolkeen to stay out of the conflict, and has given the Coalition propaganda machine a field day.

Half the Black Faeries and other monsters such as Brodkil and Gargoyles fled during the final days of Tolkeen. When the kingdom fell, the rest of the monsters scattered to the wind. This has had three unfortunate results: **1.** Many monsters once predominantly found east of the Mississippi River have discovered new lands and prey in the New West and lower western Canada. Many have also traveled south to the Pecos Empire and Arizona. **2.** Having been encouraged to fight and release their bloodlust unchecked, many of these monsters are even more aggressive, violent and bloodthirsty than ever. **3.** Many an ex-*Tolkeen Monster Squad* has remained intact! And in the case of Black Faeries (and Witchlings), working with other monsters and evil beings was once a rarity. Thankfully, Black Faeries who never fought on the side of Tolkeen remain isolated predators, however, in regions *along the Mississippi River,* as well as the old States of *Minnesota, Wisconsin,* and *Missouri, the Pecos Empire* and the *Magic Zone,* there are now dozens of bands of mixed monsters (i.e., surviving Monster Squads) and swarms of 2D4+1 Black Faeries now operating as a team attacking humans and D-Bees, raiding villages and even attacking armed groups of mercs and adventurers. Of course, the favorite target of these "Monster Squads" is Coalition soldiers.

The Black Faerie

Alignment: Always Miscreant or Diabolic.

Typical Attributes: Average human intelligence; I.Q. 1D4+6, M.E. 1D6+12, M.A. 1D4+1, P.S. 1D6+12 (Supernatural), P.P. 1D6+12, P.E. 2D6+12, P.B. 1D4, Spd 1D4+6 crawling, 88 flying (60 mph/96 km).

M.D.C. by Location:

Small, Spindly Horns (2-4; head) – 5 each

Head – 100

Arms (2) – 40 each

Legs (2) – 45 each

Tail (1) – 90

Wings (2) – 50 each

Main Body – 3D4x10 +P.E. attribute number on Rifts Earth (2D4x10+23 Hit Points and 1D6x10 S.D.C. with an A.R. 13 on S.D.C. worlds).

Horror Factor: 16

Size: 4-5 feet (1.2 to 1.5 m); **Weight:** 220 to 300 lbs (99 to 135 kg).

Average Life Span: Immortal unless killed through violence.

P.P.E.: 1D6x10. **I.S.P.:** None.

Natural Abilities: Flight, impervious to poison, normal fire and cold; fair climbers 60%, Prowl 50%, track by scent 35%, and recognize the scent of human blood 50%. A carnivorous predator that preys on Faerie Folk and creatures of magic as well as humans, D-Bees and other attractive creatures.

Attacks per Melee: Six physical attacks per melee or by magic.

Bonuses: +3 on initiative, +3 to strike and parry, +8 to dodge, +4 to pull punch, +2 to roll with impact, +6 to save versus magic and psionics, +7 to save vs Horror Factor, +2 on all other saving throws.

Damage: Bite: 1D6 M.D., head butt: one M.D., goring with small head horns: 1D6 M.D. stabbing or slashing attack with arms or legs: 1D6+3 M.D., tail strike: 1D6+6 M.D. and 01-60% likelihood that human-sized opponents (7 feet/2.1 m or smaller) are knocked off their feet and lose one melee attack and initiative.

Magic Powers: Like all Faerie Folk, these demonic Faeries can cast an unlimited number of spells a day without drawing upon their own P.P.E. reserve, however, they can *not* cast the *same* spell on the same individual more than *once* per 24 hours.

Saving throw to save versus Faerie Magic is 14 or higher, and spells are equal in power to a 10th level Line Walker. Note that Black Faeries are impervious to magic cast by other Black Faeries and Faerie Folk, and cannot learn new spells.

Spells: Chameleon, Fuel Flame, Fire Bolt (4D6 M.D.), Blind, Agony, and Sleep.

Psionics: None.

Allies: Other evil creatures of magic like Witchlings, Pucks, Witches, Necromancers, and evil dragons, among others. They hate anybody who tries to enslave them (like Shifters), but respect power and cruelty which can keep them in line, provided there aren't more than two or three. The more Black Faeries gathered together, the more brazen, defiant and unpredictable they become. With the exception of the ex-Tolkeen Black Faeries (which is easily 15 thousand), they tend to go through life as solitary predators, in pairs or the occasional trio, but may join a mixed group of other monsters from time to time. It was only in the Dark Age when there were millions of the cursed creatures that they gathered in large swarms. However, the gathering at Tolkeen has reminded some Black Faeries of the power one has in a swarm, and there are rumors of Black Faerie swarms (4D6+9) in Minnesota, Wisconsin and Manitoba.

Enemies: Psi-Stalkers are enemy number one, soldiers of the Coalition States number two, pretty Faerie Folk number three (and are also favored prey), with humans and D-Bees following in short order. Ugly Faerie Folk may be tolerated if they are subservient.

Habitat: Prefers the forests and hills of Missouri, Iowa, Minnesota, Wisconsin, Illinois, Kentucky and the Magic Zone (Ohio & Indiana), but are found throughout the eastern half of the old American Empire and southeastern Canada. They are usually found in greatest numbers near ley lines and wherever Faerie Folk dwell. Although most Black Faeries are solitary or in pairs, numerous individuals may inhabit a particular woodland, meadow or area, especially if Faerie Folk are plentiful.

The Black Faerie tends to hunt alone or in pairs. Occasionally they live in small tribes of three to eight. At Tolkeen they were deployed as lone hunters, pairs, small bands of 6-8, and as a member of a Monster Squad with 5-8 other monsters. In big battles they actually gathered in swarms of 20-80, something not seen in a few hundred years and probably best if it hadn't been encouraged.

The Brodkil

Brodkil are a race of savage sub-demons who came to Earth sometime during the Great Cataclysm or Dark Age. They are common to North America and Europe, particularly France, Germany, Austria and Poland.

Brodkil are incredibly aggressive and warlike supernatural creatures, but do not possess significant powers other than Supernatural Strength, M.D.C. bodies, and the ability to turn invisible at will. Brodkil live the nomadic lives of raiders who take what they need from other people. Much like a wolf pack, they have a very basic, tribal society where strength and cunning rule and the strong dominate the weak. Although they have no technology of their own, Brodkil love high-tech weaponry and bionics, which they steal in raids leveled against military outposts, towns, and bands of mercenaries and adventurers as well as from those they slay in combat. This makes all Brodkil natural *Cyber-Snatchers* all too eager to butcher or kill someone to take their bionics for themselves or to trade for the bionic systems they'd like to have.

As sub-demons with limited healing capabilities, Brodkil can receive bionic implants and attachments while most other supernatural beings cannot. This makes Brodkil all the more scary looking. Brodkil are nine feet (2.7 m) of bristling muscles to begin with. They have no hair on their bronze colored bodies except a small patch at the back of their rippled skulls. The ears are small and ringed by tiny, thorn-like spikes, their small, snout-like noses locked in a perpetual snarl, and their oversized mouths are filled with large, pointed teeth; the mouth can open large enough to bite a human skull in half! Now add to this image of a monstrous wrestler a bionic eye and a bionic arm with mechanical claws and a retractable sword or a bionic arm with built-in energy weapons and you have a Brodkil. **Note:** Although Brodkil love bionics and cybernetics, they seldom get more than one or two limbs converted to bionic ones. That having been said, a Brodkil will always seek bionics rather than be a cripple, and whatever bionic limb(s) the Brodkil has will have as many weapon features as he can acquire. These bionic limbs will always look mechanical, never disguised cosmetically, as the Brodkil find the naked machinery of bionics to be attractive (to them) and intimidating (to others). Claws, spikes and Vibro-Blade weapons are favorites.

The Brodkil's lust for high-tech M.D. weapons and bionics means they are happy to trade their services as warriors, raiders and even pirates in exchange for the gear they want. Thus, Brodkil often swear allegiance to other powers from humans or D-Bee kingdoms to mercenary armies, bandits, sorcerers and bands of other monsters. In short, they are demonic mercs willing to fight, steal and kill for fun and profit.

Tolkeen amassed the largest army of Brodkil ever known to exist in North America, an estimated 8,000-10,000. They were deployed as members of the Monster Squads, in mixed-race platoons and as shock-troops. Furthermore, Brodkil warriors enjoyed fighting along side other warriors, human and inhuman, particularly Juicers, Crazies, Headhunters, Cyborgs, Grackle Tooth, Kremin Cyborgs, and Daemonix. Warmongers quick to leap into battle, Brodkil would even accept suicide missions.

Since the fall of Tolkeen, around one third (roughly 3,000) have joined the Pecos Empire, where they continue to raid Coalition forces and outposts in Texas, Oklahoma, Kansas, and Arkansas. A quarter (roughly 2,500) have gone to the Magic Zone where they are considering joining forces with Lord Dunscon and his Federation of Magic, as well as factions within the region. The rest have been destroyed by Coalition troops (an estimated 3,600) or scattered into the New West and Alberta, Canada.

As a rule, the nomadic warriors travel the wilderness attacking travelers, villages, and towns to plunder what they need. They are fair hunters, but would rather steal livestock or waylay and eat some unsuspecting travelers than spend time stalking wild animals. The Brodkil are meat-eating predators who feast on the flesh of humanoids as well as animals. The typical tribe will range from 20-100, while raiding bands can be as few as three, but are more often in the 6-24 range. It is important to note that while the Brodkil tend to view all other people as potential victims, they do not seek the destruction or enslavement of non-Brodkil. In fact, their freewheeling, anarchist, warrior's outlook on life makes them hate slavers and dislike city life. Brodkil are natural born warriors who live to fight. Their appreciation of strength, cunning and combat skills means they will accept anybody, human, D-Bee or monster, who can handle himself in combat. Consequently, a Brodkil tribe or raiding party may include members of other races. When not stimulated by war, the sub-demons are lazy and hate to learn complicated skills or do things that do not directly impact their lives as warriors and thieving raiders. Instead, they'd rather drink, sit around talking about their exploits in battle, wrestle, upgrade their bionics, trade weapons, engage each other in games of combat skill and strength, dance, make love, eat, rustle cattle, hunt monsters, or cause trouble (i.e., start a brawl, fight, feud, competition, etc.) with some other group of people. This is true even in Europe, where millions of Brodkil claim they want to establish their own "Empire." However, any Brodkil Empire will be, at best, a collective of rival tribes who behave more like barbarians and happen to dominate a particular region through brute strength and terror.

The Brodkil,
a Sub-Demon from an alien dimension

Note: As a rule, Brodkil are used as NPC villains and monsters, but if the G.M. allows it, could be a player characters. A

player character may be any alignment, though Unprincipled, Anarchist and Aberrant are most likely, and *may* be considered an outcast or weakling if he associates predominantly with humans. However, since Brodkil judge a person by strength, they are among the few monsters and demons who are willing to accept a human or D-Bee as an equal (or even as their better) provided he has the power to earn their respect.

Alignment: Anarchist (33%) or any evil alignment for NPCs, with Miscreant (45%) being most common.

Attributes: The number of dice to roll are as follows: I.Q. 1D6+8, M.E. 2D6+10, M.A. 2D6+6, P.S. 2D6+23 (supernatural), P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6, Spd 2D6+18.

M.D.C. by Location:

Head – 100

Arms (2) – 80 each or via bionics (100+)

Legs (2) – 100 each or via bionics (120+)

Main Body – 110 +2D6x10 and the P.E. attribute number on Rifts Earth (3D6x10 H.P. and 1D6x10 S.D.C. with an A.R. 12 on S.D.C. worlds).

Horror Factor: 10

Size: 8.6 feet (2.6 m) to 9 feet (2.7 m). **Weight:** 350-450 lbs (157.5 to 202.5 kg).

Life Span: 1,000 years, but most perish in combat at a much younger age.

P.P.E.: 2D4x10. **I.S.P.:** None.

Natural Abilities: M.D.C. body, impervious to normal fire and cold (M.D. fire and cold do full damage), Prowl 40%, turn invisible at will (unless has bionics), and bio-regenerates 2D6 M.D.C. per hour. Cannot regenerate lost limbs.

R.C.C. Skills of Note: Hand to Hand: Expert, Boxing and Wrestling, Climbing (+10%), Tracking (People; +5%), Intelligence (+5%), Land Navigation (+15%), Pilot: Hovercraft (+6%), Radio: Basic (+10%), Recognize Weapon Quality (+25%), three spoken Languages of choice (+12% each), W.P. Blunt, W.P. Knife, W.P. Sword, W.P. Energy Rifle and W.P. Heavy M.D. Weapons.

Plus a total of 1D4+1 skills from the categories of Weapon Proficiencies, Communications, Technical, Domestic, or Wilderness; no R.C.C. bonuses apply, starts with base skill.

Average Level of Experience: 1D6+2 for NPCs, but player characters should start at first or second level.

Attacks per Melee: 7 for those under 6th level, 8 attacks for those higher up (includes combat skill considerations); rarely live long enough to get higher than 10th level.

Bonuses (does not include likely attribute bonuses): +2 on initiative, +2 on Perception Rolls, +4 to strike, +4 to parry and dodge, +2 to disarm, +2 to entangle, +3 to pull punch, +2 to roll with impact, +2 to save vs psionics, +4 to save vs magic, and +3 to save vs Horror Factor.

Mega-Damage: Varies with Supernatural P.S., but the average is as follows:

Restrained Punch: 4D6+15 (P.S.) S.D.C.

Full Strength Punch: 2D6 M.D., 4D6 on a power punch.

Bionic Arm Punch: 1D6 M.D.

Tear: 2D4 M.D.

Crush: 1D6 M.D.

Bite: 1D6 M.D.

Body Flip/Throw: 6D6+10 S.D.C.

Magic Powers: None.

Psionics: None.

Bionics: Most want *partial reconstruction,* never full conversion. The most common types of bionic features include one or two arms, occasionally an extra limb, forearm blasters, Vibro-Blades, retractable claws/blades and other "weapons." Bionic eyes and implants are also acceptable.

Implants are usually of the augmenting variety like the language translator, gyro-compass, climb cord, built-in radio, amplified hearing and cosmetic features to make the Brodkil look strong and frightening. **Note:** Because the Brodkil have no supernatural, psionic, or magic powers, they can benefit from bionic weapons and implants without ill effect other than losing the ability to turn invisible.

Weapons: Favorite weapons include Vibro-Blades, M.D. energy rifles, rail guns and other heavy M.D. weapons (plasma, particle beam, ion, grenade launchers, etc.), bionics and bionic weapons, and magic weapons. Brodkil love Techno-Wizard weapons almost as much as energy weapons and bionics.

Habitat: Brodkil are scattered throughout North America, but the greatest concentrations are in the southern and northwestern United States and southwestern Canada.

Allies: Typically other physically strong and aggressive beings who will accept the Brodkil as an equal or better yet, as their leader, as well as beings who are more powerful than they. Brodkil are suckers for powerful beings who offer opportunities to fight and steal. A large number of Brodkil are members of the Pecos Empire. They are a wild and barbaric lot, but are not careless in battle. They seldom fight to the death and can be incredible cowards against a superior enemy. Against weaker opponents they are bullies and arrogant, although they are not known for deliberate acts of depravity or needless torture. In fact, they will treat captive warriors and those they respect with surprising humanity.

Enemies: Anybody who gets in their way and/or is weaker than them. They dislike the Coalition Army because the CS has systematically hunted them down and exterminated them throughout CS history, Lone Star being one of the few places where Brodkil (thanks to the bandits of the Pecos Empire) have managed to survive in large numbers. The Tolkeen war has only stressed that the CS is an enemy to be targeted for raids and revenge.

Neuron Beasts

The Neuron Beast is a demonic creature that is known to have found its way to North America through the Devil's Gate in St. Louis during the Great Cataclysm. The thing has been known to appear at other Rifts from time to time, but overall, their numbers in the USA and Canada have dwindled over the last century. For the past 300 years, though the monsters could be encountered anywhere in the world, Neuron Beasts were most common in the Magic Zone, eastern wilderness and what was once the southern United States, Mexico and South Amer-

ica. Now stories are starting to emerge from western Canada that Neuron Beasts are reappearing via the Calgary Rift. This would confirm an increased number of sightings along the Canadian and US border.
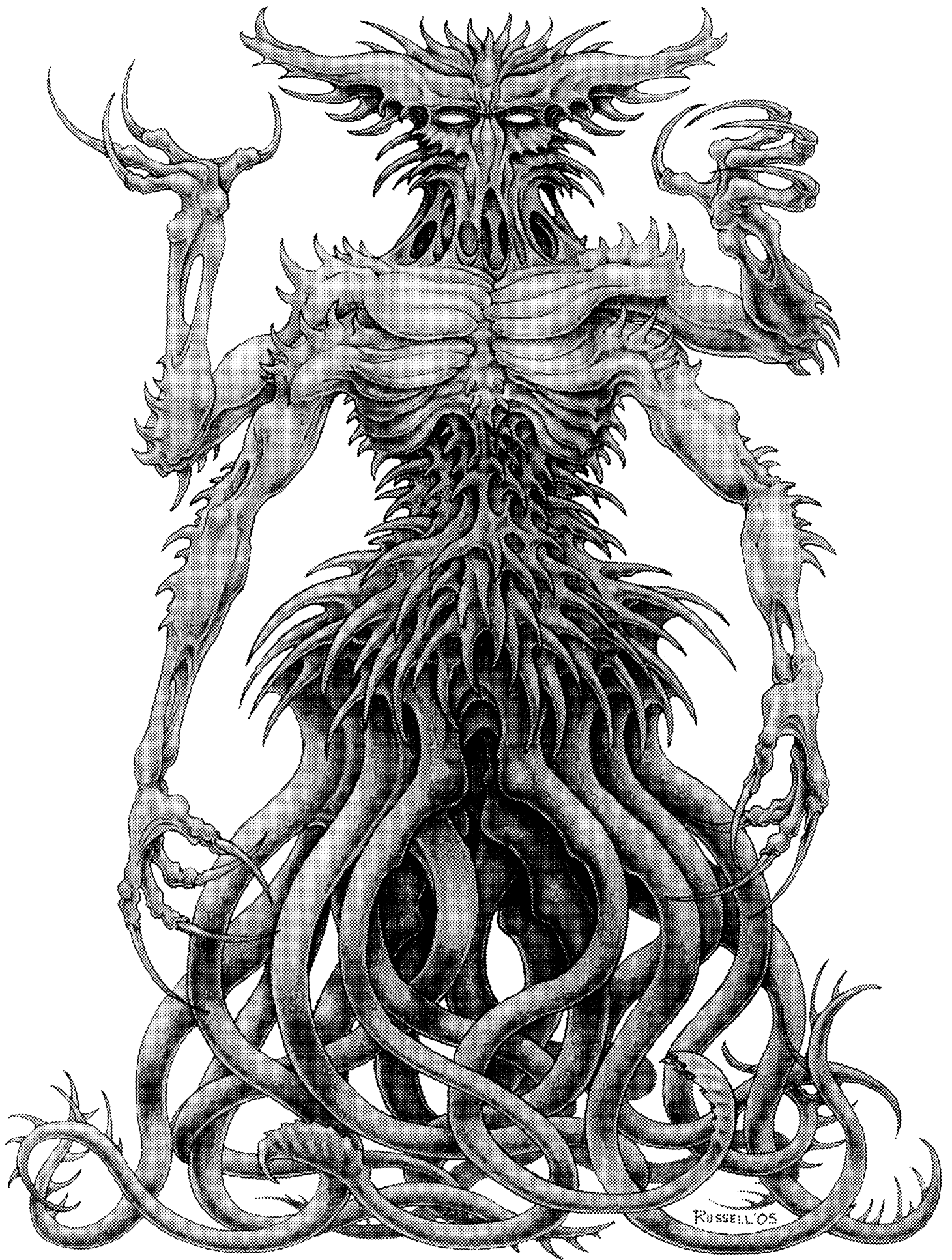
Neuron Beasts are enigmatic beings who seem to find the people and circumstances on Rifts Earth fascinating. They are incredibly curious about all things and spend much of their time exploring and studying different life forms, societies and places. Despite their massive intelligence, or perhaps because of it, Neuron Beasts are callous and careless toward other life forms. They will capture and dissect a living creature, including humans and intelligent beings, without consideration for the individual or those watching in horror. Indifferent and self-absorbed, all Neuron Beasts do as they please and ignore the laws and borders of men. They are known to interfere in the affairs of people, usually for the worse. The monster is a psychic vampire that feeds on strong emotions and thus, enjoys creating strife and controversy so it may observe the conflicts of men and drink deeply the strong emotions released from it. This also means wherever there are hate, suffering and war, Neuron Beasts are attracted to them. Powerful emotions, especially hate, anger, sorrow and fear, offer a wondrous cornucopia to feast upon in all their gluttonous glory.

The Siege on Tolkeen was a delightful bloodbath for Neuron Beasts, and now that the war has ended with the destruction of Tolkeen, they have moved on to find more rewarding pastures. That includes the Federation of Magic and other places in the Magic Zone, the Detroit-Windsor Demonlands, the Pecos Empire, and new Coalition State of El Dorado (Arkansas). A fair number have remained in Minnesota, Wisconsin, Iowa and Missouri, where small-scale skirmishes continue between Coalition forces and Tolkeen refugees and holdout freedom fighters. Some observers point out that the increased number of Neuron Beasts might indicate not only a new port of entry for the monsters, but that they may be gathering for a budding new war in that region. Rumors persist that a mysterious dark force is gathering evil creatures and supernatural beings around the Calgary Rift for the purpose of establishing a Kingdom of Monsters. Cyber-Knights and Tundra Rangers have already expressed their concern for this new threat, and conflict – mortals against monsters – seems inevitable.

Whenever a Neuron Beast is encountered, it is safe to assume that trouble is not far away. The malicious and meddlesome creature enjoys instigating conflict between others and may take a direct or discreet hand in creating disaster. Dabbling in the affairs of men, Neuron Beasts work to make rival factions envious or fearful of the other to instigate conflict or cruelty, or work to help hatch any number of possible plots or inspire atrocities and carnage. Famine, war, mass hysteria, rebellion, persecution and genocide all produce sweet nectar for the Neuron Beast to feast upon and enjoy.

When the monster takes a direct hand, it is usually in the role of demon or godling and inspirational leader who points its followers down the road to sorrow and doom. Others may work behind the scenes in secret, encouraging villains, cutthroats and madmen to engage in evil and depravity. Not all Neuron Beasts are evil, but none of them can help being fascinated by mortals, emotions and turmoil. Even the friendliest and most well intentioned Neuron Beast will tend to be self-serving, manipulative and duplicitous.

It is important to note that while Neuron Beasts prefer to inspire others to fight and harm one another, the monster is no weakling and is not afraid to battle other beings. A demon from an alien dimension, Neuron Beasts regard all mortals, humans and D-Bees, as amusing but insignificant creatures beneath them. While they admire the audacity and tenacity of human beings, they regard them as lesser beings and may become incensed when challenged or defied by them. Neuron Beasts are giant creatures with spiky, barb covered bodies, four arms with claws the size of long-swords and a mass of tentacles for legs. The demon floats and maneuvers through the air similar to a jellyfish through water. It can hover and float scant inches above the ground or above the treetops as silent as a ghost. Its head is more like a horned cowl growing from the trunk of gnarled stump of a neck. Its arms are skeletal and covered with barbs along the forearms, and at the elbows and shoulders. Engaging the monstrosity in combat is certain doom unless it is attacked by a group with sufficient armor, firepower and/or magic. Ever the manipulator of men, a Neuron Beast is likely to kill only those who have earned its lasting rage or envy. All others will be offered mercy and their life in exchange for servitude, a quest or a favor. Just remember, a quest or favor asked of by a demon is seldom without sorrowful or dangerous consequences.

Neuron Beast,
a Greater Demon from an alien dimension

Alignment: Any selfish or evil alignment, but most commonly Anarchist, Aberrant or Miscreant.

Attributes: I.Q. 26+1D4, M.E. 20+1D4, M.A. 18+1D4, P.S. 18+1D4 (supernatural), P.P. 14+1D4, P.E. 18+1D4, P.B. 1D4, Spd 44 (30 mph/48 km maximum floating/flying).

M.D.C. by Location:

Spines (Torso; 1D4+12 large and an equal number of small ones, or a cluster of 2D4x10+20 small to medium spines on mid-section) – 10 each (large) – 5 each medium – 3 each small.

Head – 4D6x10+200 (plus the head is covered in 1D6+6 large spines and 2D6+6 medium and small spines).

Arms (4; large) – 140 each

Tentacles (10+2D6; in place of legs) – 100 each

Main Body – 1D4x100+420 M.D.C. on Rifts Earth (1D4x100 Hit Points and 1D4x100 S.D.C. with an A.R. 15 on S.D.C. worlds).

Horror Factor: 14

Size: 20 feet (6 m) tall. **Weight:** One ton.

Life Span: Immortal unless slain in combat.

P.P.E.: 4D6x10

I.S.P.: 2D6x10+60+M.E.

Natural Abilities: Floating in the air with its lower tentacles a few inches above the ground is the natural state for this creature; maximum speed is 44 (30 mph/48 km), maximum altitude is 400 feet (122 m). Keen vision, impervious to normal fire and heat (does not include energy weapons or magic, both of which do full damage), impervious to disease. Dislikes the cold and magical cold attacks do an extra 20% damage. Bio-regeneration at a rate of 1D4x10 M.D.C. per every hour. It can not regenerate a lost arm, but can regenerate a lost tentacle within 30+3D6 days.

The tentacles are prehensile and cause *Paralysis: Lesser* same as the spell, but even more potent and will affect even those *inside* Mega-Damage body armor and light power armor. Opponents inside heavy power armor (220 or more M.D.C.) or inside giant robots or vehicles (with more than 220 M.D.C. for main body) are NOT paralyzed by this attack. This ability, though identical to the spell, is a natural power and does NOT draw on the Beast's personal P.P.E. reserve. Potential victims must roll a 12 or higher to save. A successful save means no paralysis.

Paralysis: Lesser Spell Description: Range: 60 feet (18.3 m). **Duration:** The effect lasts one minute (4 melees) per level of experience. **Saving Throw:** Standard. **P.P.E.:** Five. This magic attack temporarily paralyzes a part of its victim's body, immobilizing that particular limb. A paralyzed hand means that the person can not pick up or hold objects or write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the character's side. A paralyzed leg makes standing difficult and movement almost impossible; reduce speed by 90%, -2 to parry and dodge. **Note:** The incantation will paralyze only one limb per each invoking of the magic. Internal organs can not be affected, so the mage can not paralyze a heart or lung, etc.

Skills of Note: Most Neuron Beasts are highly educated and will be fluent and literate in at least four different languages (98% skill level) and likely to speak 1D4+2 others. Game Masters may select up to 24 skills, all at +16% (I.Q. bonus), from the following skill categories: *Communications, Electrical, Mechanical, Medical, Science, Rogue, Technical,* and *Wilderness.*

Average Level of Experience (applicable to skills only): 1D8+3.

Attacks per Melee: 12 physical attacks/actions with its hands and/or tentacles, or by magic or psionic attacks. Despite its four arms, many tentacles and range of power, Neuron Beasts are not fighters by nature and don't have as many attacks as one might fear. Still, they are formidable combatants with many attacks, and many weapons, and they think fast on their feet. Furthermore, as schemers, manipulators, and thinkers, the Neuron Beast will taunt or talk to his attackers while fighting in an attempt to rattle them and get them to make a costly mistake, or to get them to stop and turn against their comrades or make a deal with the Beast.

Bonuses (does not include likely attribute bonuses): +1 on initiative, +2 to strike, +4 to parry, +2 to dodge, +6 to disarm, +2 to roll with impact, +2 to pull punch, +4 to save vs psionic attack (considered a Master Psychic, so only needs a 6 or higher to save, including the bonus), +3 to save vs magic, +10% to save vs coma/death, +7 to save vs Horror Factor and impervious to S.D.C. heat, fire and cold.

Mega-Damage: As per Supernatural P.S.; typical:

Restrained Tentacle Attack: 2D6+10 (P.S.) S.D.C.

Restrained Punch: 4D6+10 (P.S.) S.D.C.

Full Strength Punch: 2D6 M.D.

Full Strength Tentacle Strike: 1D6 M.D. plus paralysis.

Crush: 1D6 M.D.

Body Flip/Throw: 1D4 M.D.

Impale on Body Spines (must pick victim up): 4D6 M.D.

Entangle/Hold: 01-84% chance of entangling and holding as many as four human-sized people with its tentacles. The entangled person can not engage in physical combat while entangled and may suffer from paralysis (save vs magic).

Magic Powers: P.P.E.: 4D6x10. Level of experience: 1D4. Can cast two spell attacks per melee, but each counts as three melee actions.

Spells (General): Globe of Daylight (2), Fingers of Wind (5), Invisibility: Simple (6), Levitate (5), Charismatic Aura (10), Multiple Image (7), Shadow Meld (10), Stone to Flesh (30), Calling (8), Eyes of Thoth (8), Tongues (12), Magic Pigeon (20), and Time Slip (20).

Offensive Spells: Blinding Flash (1), Energy Bolt (5), Call Lightning (15), Domination (10), Turn Dead (6), Exorcism (30), Constrain Being (20), and Protection Circle: Simple (45). **Note:** G.M.s can select a total of 2D4 additional Wizard Invocations from levels 1-6; offensive or not.

Psionic Powers: I.S.P. varies (minimum 101), but is limited to *five psionic attacks per melee round* (each counts as one melee attack). Considered a Master Psionic.

Sensitive Powers: Empathy (4), Object Read (6), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (3), Telepathy (4), and Total Recall (2).

Super-Psionic Powers: Bio-Manipulation (10), Empathic Transmission (6), Group Mind Block (22), Mind Block Auto-Defense (special), Mentally Possess Others (30), Mind Bolt (varies), Mind Bond (10), P.P.E. Shield (10), and Psi-Sword (30; can create four, one for each hand, not any for the tentacles).

Weapons: Rarely use any, relying on their own magic and psionic powers.

Allies: Tend to work alone, but pairs and small groups of 4-6 have been reported from time to time. It is a group of Neuron Beasts, under the leadership of one called "Larr Ggo," who is credited for originally founding the *Federation of Magic*, but perished in one of the Federation's attacks on Chi-Town decades ago.

Enemies: They take a disliking to any people who try to spoil their cruel brand of fun. Since the Tolkeen War, many Neuron Beasts dislike the CS for obvious reasons.

Habitat: Can be found anywhere in the world, but are found in greatest numbers at the Detroit-Windsor Demonlands, the Magic Zone, Calgary in the southern United States, Mexico and South America.

Note: The Neuron Beast gets its name from the scientist who first discovered it and thought it reminded him of a monstrous nerve ending.

Splugorth Slaver

Many people think the monstrous, multi-tentacled creatures seen commanding the Splugorth Slave Barges and Warrior Women are, in fact, the *Splugorth* (pronounced Sploo-gore-th). They are not. The slobbering monstrosities are known only as **Splugorth Slavers** and they are *minions* – servants of creatures far more hideous and dangerous than they. (See **Rifts® World Book 2: Atlantis** and **WB 21: Splynn Dimensional Market** for

more info on the Splugorth, their minions, slaves and home on Rifts Earth, Atlantis.) If the creature has a true name for its species, it is not known to humans. Even the few who have visited the haunted spires of Atlantis know them only as "Slavers," "Splugorth Slavers," or simply as "the Minion."

The **Splugorth Slaver** and its immediate henchmen, the *Blind Altara Warrior Women*, are noted in this sourcebook because they are the two Minions of Splugorth most commonly encountered in North America. They and the Horune Pirates frequent the eastern coastline, raiding villages, attacking bands of travelers and capturing people for sale in Atlantis. Consequently, Splugorth Slavers are feared and despised by everyone living along the eastern seaboard, and even people who have never seen one have heard about them as far as the New West.

The **Minions of Splugorth,** Slavers in particular, have been raiding coastal communities for generations, but their numbers and aggression have increased to an alarming level over the last 10 years. During the Coalition's Siege on Tolkeen and their brief war with Free Quebec, Splugorth Slavers, Warrior Women and other Minions were active up and down the east coast and along the Saint Lawrence Seaway. They were even reported in the Great Lakes. Even more alarming, Slavers were also encountered as far west as *Tolkeen* and have been seen searching the wreckage of Tolkeen and in hot pursuit of refugees rumored to have powerful magic relics in their possession. Prior to the *Coalition Wars*, the Minions of Splugorth were never known to have traveled farther than the Magic Zone, and even that was a rarity. Today, they can be found in the heartland of the continent in pursuit of slaves, monsters and magic. A fact that has given some observers reason to fear the Splugorth may be planning to colonize parts of the old American and Canadian Empires. Indeed, Splugorth Slavers have quietly established a city and expanding colony in *Southern Newfoundland*, a slave port at Cape Benton, and several trading posts in the islands of *Nova Scotia* where they hunt Faerie Folk. New Brunswick, though still a pristine wilderness, is also crawling with Faeries and the Slavers who hunt them. The Bio-Wizards of Atlantis use Faerie Folk as *living components* in Bio-Wizard weapons and magic items, and the Slavers acquire these precious "components" for them, as well as all manner of human, D-Bee and monstrous slaves.

The only ones who seem to have taken notice of Splugorth encroachment are the *Shemarrians* (who are really robotic minions of A.R.C.H.I.E. Three). In fact, the Shemarrians have declared war on all Minions of Splugorth, including the Horune and Metztla, attacking them on sight. Barbarian tribes and local D-Bees have also begun to take notice of the increased presence of Splugorth Minions, and are fighting back, but they are less able to take on the Minions of Splugorth than the Shemarrians. Only Shemarrians and the occasional band of adventurers or mercenaries have been known to wipe out or push back raiding parties.

Slavers are diabolic beings who relish the hunt and delight in capturing, enslaving and tormenting other life forms. Their somewhat aquatic appearance – tentacles, smooth grey skin reminiscent of dolphins, and shark-like maw filled with pointed teeth – suggests they may have once been ocean predators from an alien world before being turned into a Splugorth Minion. Whatever they were and are today, they are monsters in every sense of the word. They tear families apart as slavers, show no remorse nor mercy, and seem to enjoy hurting, enslaving and killing others. Their visage is demonic, rising 10 to 12 feet (3 to 3.6 m) from the weird Bio-Wizard Slave Barge. A pair of muscular arms end in clawed hands, and eight snaking tentacles protrude from their back and seem to move and squirm with a mind of their own. The Slaver's large, elongated head shares nothing in common with humans. The mouth is huge and filled with three to six inch (7.5 to 15 cm) canine teeth, the jaws are more powerful than a wolf's, the nose is large and flat, and the head is mounted on a thick, short neck. If the beast ever had eyes, they have been replaced by the artificial sensors clamped across their head. The normal body of the Minion is serpentine, like a thick snake or eel, adding an additional eight to twelve feet to its overall size/length. The additional length of body is not apparent on the slave barge since they are literally built into the barge itself as if it were a permanent extension of their body.

The Slave Barge, also known as the *Eylor Slave Barge*, may be considered an alien form of *Techno-Wizardry,* though it is more akin to Rune magic and is extremely powerful. The barge offers the Splugorth Slaver sensory perception far beyond anything experienced by most humans and provides a range of magic and power that makes one Slaver as dangerous as a squad of tanks. The barge itself has five giant, floating eyes plus an additional five floating eye-spheres, plus the Staff of Eylor, *all* of which are directly linked to the monstrous behemoth. The eye-spheres can be sent floating ahead like silent scouts, seeing into a wider spectrum of visible light as well as seeing magic energy (P.P.E.), the aura of living creatures, and the magically invisible. Somehow, the Slaver can collate all the simultaneous data he is seeing with his eleven eyes, and is able to respond to it all with lightning reflexes. This combination of acute senses, magic, and its own physical prowess, makes the monster a devastating foe. The Splugorth Slaver is five times more alert and quick to action than the average human. The senses also keep them very hyper, much like a Juicer, making them always ready for action. As if this were not enough, the Slaver also has limited magic powers and has the magic of the slave barge at his fingertips. This may account for the monster's apparent fearlessness and willingness to take death defying chances, hunt prey in harsh environments and take on impossible odds.

Powered by magic, the barge makes no engine noise (80% Prowl), seems to need no recognizable source of energy, hovers, making it an all-terrain vehicle, and is a mystical Mega-Damage structure. Furthermore, the barge can erect a magic force field with a thought from the Slaver, protecting the Slaver, the barge, and everyone onboard; Warrior Women and captives.
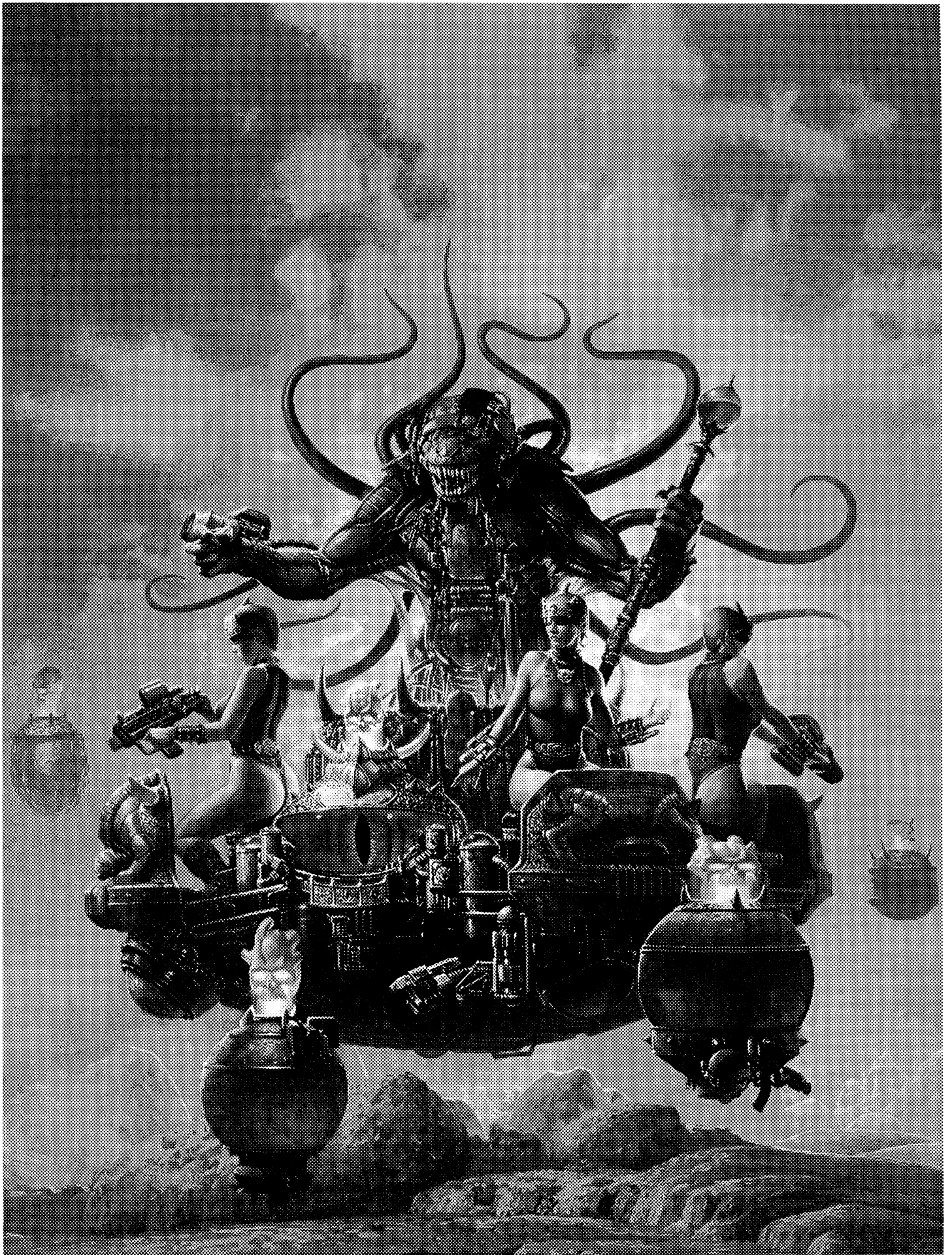
Splugorth Slaver, a Minion of Splugorth

An NPC villain, not available as a player character.

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. 10, M.E. 1D6+19, M.A. 1D4+3, P.S. 2D4+22 (Augmented Strength), P.P. 2D4+12, P.E. 2D4+15, P.B. 1D6, Spd is that of the barge. (Spd 2D4+16 for Slavers not physically tied to the Eylor Slave Barge, but such beings are rarely seen even in and around Atlantis.)

Size: 10-12 feet tall (3 to 3.6 m) in the barge or from the groin area to the head. Those who are not permanently bonded to a slave barge have a thick, snake-like lower body that measures another 8-10 feet (2.4 to 3 m) for a total length of approxi-

mately 20 feet (6.1 m). **Tentacles' Reach:** 16 feet (5 m).

Hit Points: 2D4x10+44 main Body, 4D6+10 per each tentacle.

S.D.C.: Not applicable.

M.D.C.: 35 M.D.C. from light body armor +20 M.D.C. from the *Transmutation Slime* (covers the entire body). *In addition,* 120 M.D.C. from an Armor of Ithan spell that automatically engages instantly whenever there is any danger of attack (the Eyes of Eylor make sure of that). When the initial magic armor is destroyed, attackers have one melee round (15 seconds) before a brand new Armor of Ithan with 120 M.D.C. is erected. Make it count. **Note:** Also see the magic abilities of the Slave Barge and the Slaver's Staff.

P.P.E.: 4D6x10. **I.S.P.:** 1D6x10.

Horror Factor: 16

Natural Abilities: Swim 98%, hold breath for 6D6 minutes at a time, smell blood up to 4,000 feet (1219 m) on the surface (double the range underwater), track by blood scent alone 66%, recognize the scent of human blood 66%, carnivorous (only eats meat, preferably human). Regenerates a lost tentacle or hand in 1D4+2 weeks, and an arm in 2D4+4 weeks.

R.C.C. Skills: Appraise Goods (+20%; applicable only to slaves, livestock, exotic animals and magic items), Barter (+15%), Camouflage (+15%), Detect Concealment (+10%), Dowsing (+15%), Fishing (+20%), Hunting, Intelligence (+6%), Interrogation (+15%), Land Navigation (+22%), Track and Trap Animals (+20%), Tracking (people; +25%), Wilderness Survival (+20%) and W.P. Blunt.

Average Level of Experience: 1D6+2

Attacks per Melee Round: 16 attacks per melee! **Note:** Slavers not bonded to the mystic barge possess half as many attacks per melee (8), half the bonuses, and no magic powers.

Bonuses (in addition to likely attribute bonuses): +6 on initiative, +4 to strike, +10 to parry, +4 to dodge, +6 to disarm, +6 to entangle, +8 to pull punch, +5 to save vs Horror Factor, +5 to save vs psionic attacks, +4 to save vs magic and poison, and +16% to save vs coma/death. Cannot be surprised or attacked from behind thanks to the Eyes of Eylor. *Also see* the magic powers and weapon systems of the Eylor Slave Barge, Eylor Floating Eyes (eye spheres) and the Staff of Eylor.

Damage: Tentacle Strike: 6D6 S.D.C. +P.S. damage bonus. Tentacle Power Strike: 2D6 M.D., but counts as two attacks. Claw attack: 3D6 M.D. Bite: 2D6 M.D. Power Punch does M.D. as per P.S., but counts as two melee attacks. Blunt strike with Slaver's Staff: 3D6 M.D.

Psionic Powers: Considered to be a Minor Psychic with 1D6x10 I.S.P., but abilities are limited to Mind Block (4) and Telepathy (4).

Magic Powers: Able to draw upon the powers provided by the *Eylor Slaver's Staff, Eylor Barge* and *Eylor Floating Eyes* described immediately after.

Weapons Standard for all Splugorth Slavers:

1. Forearm Blaster (Fire Ball): The forearm blaster fires bolts of fiery plasma.

Primary Purpose: Assault.

Mega-Damage: 5D6 M.D. per blast.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as two melee attacks.

Payload: Effectively unlimited.

2. Head Laser (a combination of light magic spells and laser optics): The cylindrical rod on the right side of the head is a light laser.

Primary Purpose: Defense.

Mega-Damage: 2D6 M.D. per blast.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts at one melee attack.

Payload: Effectively unlimited.

3. Barge Blaster (2): Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm. This is an S.D.C. energy blaster that fires energy bolts and is used against S.D.C. opponents.

Primary Purpose: To capture slaves and defense.

S.D.C. Damage: 4D6 S.D.C. per blast. 6D6 S.D.C. on a ley line.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

4. Conventional Weapons. In a pinch, a Slaver may also use any type of ancient or modern handheld weapon, though most are used without benefit of a W.P. bonus. Tends to rely on its many available magicks and natural abilities.

5. Symbiotes. The Slaver may also use Bio-Wizard symbiotes and parasites to incapacitate and control slaves. The most common of such items include: 2D4+2 Living Shackles, 1D6+1 Strength Neutralizes, 1D4 Zombitrons, 1D4 Mind-links, 1D4 Mind Slugs, 1D4+1 Mouth Wraps, 1D4 Mystic Leeches, 1D6 Clotrobes, 1D6 Dehibicila, 1D4 Dragoncila, and 1D4 Stasirobes. All are described in the **Rifts® Book of Magic**, otherwise, some are found in *Rifts® Atlantis* or *Rifts® Splynn Dimensional Market.*

6. One Staff of Eylor, also known as the Slaver's Eye Staff. The staff is a variation of a rune weapon and as such, has its own intelligence (roll 3D4+2), a mind of its own and an evil alignment (all programmed by its Splugorthian creators). It communicates telepathically only with its Slaver and may offer suggestions, information, and warnings. It loathes humanoid life and will not act to help or save humans or D-Bees unless commanded to do so by its master. It is always loyal to the Splugorth and Splugorth Slavers. It is standard issue for Slavers.

Alignment: Same as the Slaver and communicates with him Telepathically at no I.S.P. cost.

Weight: 20 lbs (9 kg).

M.D.C. of the Staff: 150 M.D.C. +1 point for every 10 Hit Points of the Slaver. After the initial 150 M.D.C. are lost, for every one M.D.C. point of damage the staff suffers, its owner loses 10 Hit Points (M.D. if a Mega-Damage creature). Thus, destroying the staff could kill its owner (a measure to insure that its user takes good care of it). However, the staff will be enclosed and protected by the Armor of Ithan and any damage inflicted to it will come off the Armor of Ithan unless the magic armor is off. Plus, a *Called Shot* must be made to hit the Staff, and the attack is -2 to strike. Regenerates 20 M.D.C. (and P.P.E.) per hour, double on a ley line or stone pyramid.

Mega-Damage: As a blunt weapon, damage is 3D6 M.D.

Magic Powers: Each of the following can be cast twice per day. All spells and blasts are equal to eighth level spell magic.

  1. Extinguish Fire (4 P.P.E.) same as the spell.
  2. Repel Animals (7 P.P.E.) same as the spell.
  3. Fear (5 P.P.E.) same as the spell.
  4. Chameleon (6 P.P.E.) same as the spell.
  5. Befuddle (3 P.P.E.) same as the spell.
  6. Call Lightning (15 P.P.E.) same as the spell.
  7. Energy Disruption (12 P.P.E.) same as the spell.
  8. Dispel Magic Barriers (20 P.P.E.) same as the spell.
  9. Negate Magic (30 P.P.E.) same as the spell.
  10. Tongues (12 P.P.E.) same as the spell.
  11. Oracle (30 P.P.E.) same as the spell.

Special Powers: If stolen or lost, it will magically reappear within 24 hours, regardless of the number of miles between it and its inhuman owner. The eye-staff can also heal *itself,* restoring one M.D.C. per 24 hours.

Rate of Fire: Two different types of magic can be activated per melee round, all effects are cumulative.

Effective Range: Varies with the particular spell, generally 10 feet (3 m) to 300 feet (91.5 m).

Magic Saving Throw: 14 or higher.

Payload: 100 P.P.E. and regenerates 20 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid.

M.D.C. of the Slaver's Staff: 150 M.D.C.; although a variation on rune magic, the staff is NOT indestructible, but is a difficult target to hit, and attackers must make a "Called Shot" even in hand to hand combat and hit with a penalty of -2 to strike.

Market Cost: Generally not available on the open market, but can sell for anywhere from 10-40 million credits.

7. **Eylor Floating Eyes; Observation Spheres & Sensor Probes.** Five accompany the infamous Slave Barge and can be used as single units for the purpose of spying, reconnaissance and observation. These observation spheres resemble glass orbs with a metal top and bottom.

Horror Factor: 14

M.D.C.: Typically, a sphere has 2D6+44 M.D.C., and the eye itself has 60 M.D.C.

Optics: Perfect 20/20 vision and sees a wider color spectrum, nightvision 600 feet (183 m), telescopic vision (6000 feet/1828 m), magnification to the 300th power, polarized vision and can tell direction by looking at the position of the sun's rays (88%).

Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and see P.P.E. energy, without requiring the expenditure of I.S.P. or P.P.E.

Bonuses: +5 to Perception Rolls, +3 to save vs magic and psionic attacks, impervious to Horror Factor, gas attacks, poisons, disease, and drugs/chemicals.

Other Abilities of the Floating Eyes: Prowl 70%, track (humanoids) 70%, speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m).

Magic Program: The Slaver can call upon the Floating Eyes to cast each of the following spells twice per 24 hour period. Blinding Flash (1), Globe of Daylight (2), and Chameleon (6; on self only).

Combat/Defenses: Roll percentile: 01-25% Befuddle (6 P.P.E.; same as spell), 26-50% Energy Bolt (4D6 S.D.C. per blast, 150 foot/45.7 m range, costs 5 P.P.E. per blast), 51-75% Electric Arc (2D6 M.D. per blast, 240 foot/73.1 m range, 6 P.P.E. per blast), 76-00% Fire Bolt (135 foot/41 m range, costs 7 P.P.E. per blast); 250 P.P.E. is available. Or may have a Jolt Gun built into the lower cap. **Optional Jolt Gun, Mini-Blaster:** Good for herding slaves. S.D.C. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double damage and range on a ley line if so desired). Range: 1000 feet (305 m). Rate of Fire: Up to four blasts per melee. Payload: Effectively unlimited when built into a Floating Eye.

8. **Eylor Slave Barge:** Another symbiotic Bio-Wizard mechanism specifically designed and programmed for each Splugorth Slaver attached to it. Only the Slave can command the barge and draw on its power, but can never detach himself from his vessel. No other being can pilot the barge.

Alignment: Same as the Slaver.

Horror Factor of the Barge: 14

M.D.C. by Location:

  Slave Barge Main Body – 500
  Transmutation Slime Containment Chamber – 250 (located in the belly of the barge)
  Barge Shields (4) – 100 each
  Barge eyes (5; mounted) – 50 each
  Floating Eyes of Eylor (5) – 50 each (described under #7)
  Barge Blasters (2) – 20 each

Note: The barge and its five eyes die if the Slaver connected to it is slain. The additional observation eyes fly back to Atlantis and the Eylor Slaver's Staff must find a new master within 72 hours or it too will die. The Slave Barge and all its component parts (and eyes) can regenerate damage at a ley line or nexus point at the rate of 1D6x10 per hour, double that at a stone pyramid!

The Magic, Weapons & Special Abilities of the Barge:

1. Force Field (Armor of Ithan): Engages instantly and automatically when attacked or threatened by any means, physical, energy, magic, psionic, etc. There is no chance to blast before the force field is in place unless it's the 15 seconds between destroying one and a new one being raised. Provides maximum protection and mobility, allowing the Slaver to fight with his tentacles.

2. Optic & Sensory Capabilities from the Eylor Eyes: As previously described under the Floating Eyes of Eylor.

3. Psionic Powers: The barge bestows its pilot with the powers of Mind Block and Telepathy.

4. Magic Program: Blinding Flash (1), Globe of Daylight (2), Chameleon (6; on the barge and *all* its occupants), See Aura (6), See the Invisible (4), Eyes of the Wolf (25), Sense (and see) Magic (4), Sense Evil (2), Detect Concealment (6), and Ley Line Transmission (30). Total P.P.E. of the Barge: 1250.

5. Other Abilities of the Barge: Moves silently equal to a Prowl skill of 64%. Speed flying is 53 mph (85 km or Spd 77) with a maximum height of 500 feet (153 m). The decorative plate shields (100 M.D.C. each) offer protective cover for the four Blind Warrior Women who typically serve as the barge crew and henchmen.

The Slaver can submerge himself up to the chin in the Transmutation Slime containment unit. The slime chamber is also a healing unit that restores 1D6x10 Hit Points for every 10 minutes of immersion; utilized by the Slaver and his Warrior Women slaves. The barge can also function perfectly underwater and in space.

6. Barge Blasters (2): Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm. This is an S.D.C. energy blaster that fires energy bolts.

Primary Purpose: Defense.

S.D.C. Damage: 4D6 S.D.C. per blast (6D6 S.D.C. on a ley line).

Range: 2000 feet (610 m; double range on a ley line).

Rate of Fire: Each blast counts as one of the Slaver's melee attacks.

Payload: Effectively unlimited.

Cost: 50 million or more if one could find a way to reactivate and use a Splugorth Slave Barge, but so far, nobody can figure out how. 1,000 credits as scrap metal, maybe two or three times that from a collector of oddities.

Splugorth Warriors

Altara, Blind Warrior Women

The Blind Warrior Women of Altara are one of the most well known Minions of Splugorth known to humans, because they always accompany the Splugorth Slaver. Four to six Blind Warrior Women accompany every Splugorth Slave Barge. It is they who help capture and herd captured slaves and monsters back to the slave pens or slave ships (or ley line nexus for teleportation) and transport to Atlantis. Each is an exceptional fighter, with heightened senses and martial art skills.

Although their origins are on an alien world, the Altara race is, or at least was, *human*. They were conquered by the Splugorth about 2000 years ago and have since been subjected to mind control, Bio-Wizard experimentation, and brutality to shape them into the fighting machines they are today. The women have been brainwashed and conditioned to accept their place as slaves for generations.

From an outsider's point of view, the women are fierce and brutal combatants who obey their masters' every command. Though beautiful, the Altara Warrior Women are never used as chattel or for sexual exploitation, they are warriors through and through. They obey the orders of the Splugorth's elite minions without question or hesitation, for to do otherwise means death. Yet while many have come to accept and even enjoy their position in life as fearsome huntresses, a fair number (about 25%) hate their captors and, when the opportunity arises, will defy and fight their masters, or try to escape. Runaways are usually sought by Splugorth Slavers and fellow Altarains or Conservators. Runaways who offer great resistance are terminated on the spot, others are captured and returned to Atlantis for reconditioning, experimentation, forced combat in the arena, or hard labor.

There are no Blind Warrior Men, and the women are sterile. The Altarains reproduce through an unusual means of cloning. (See **Rifts® Atlantis** for specific details on this process.) All warrior women are *born blind*, but otherwise anatomically complete and healthy. They are instinctive fighters and with tremendous focus, nearly indomitable wills and a hunger for challenge, adventure and combat. The vast majority are assigned to Slavers and function as scouts, trackers, hunters (of people, monsters and exotic animals), slave herders, enforcers and soldiers. Each possesses incredible human prowess, strength and speed as well as psionic powers that put them on par with Crazies or Juicers.

Altara Warrior Women

NPC Villain or Optional Player Character

Note: If the Game Master allows it, the Altara (pronounced "all-tare-ah") Blind Warrior Women can be used as optional player characters. However, a player character will either be a Splugorth spy (unless she can be won over by the group) or she is a runaway slave who is *no longer* subservient to her Splugorth masters or the other Minions. This means the Minions of Splugorth will consider the woman to be a dangerous rogue who needs to be recaptured and punished, reprogrammed and, failing that, killed. Such a character will not be welcome in Atlantis, and if discovered there, will be captured and imprisoned. Capture can only lead to a dismal life of hard labor as a slave, a combatant in the gladiatorial arena, or being made the subject of Bio-Wizard experimentation. A Warrior Woman can speak, but tends to be the strong, silent type who is quick to let her actions do the talking for her. They are not soft, sex-kittens who will take garbage from men.

Alignment: NPC Villains will be Anarchist or one of the evil alignments. Player characters can be any alignment, but tend to be Unprincipled (30%) or Anarchist (30%).

Attributes: I.Q. 1D6+10, M.E. 1D6+15, M.A. 1D6+16, P.S. 1D6+22, P.P. 1D6+21, P.E. 1D6+22, P.B. 2D6+14, Spd 2D6+22. **Note:** As genetically improved humans who are cloned, there is very little difference between the attributes of one warrior and another.

Hit Points: 1D4x10 plus 1D6 per each level of experience.

S.D.C.: 2D6x10

M.D.C.: By magic or armor. The thin, rubbery looking suits and padded helmets they wear as Minions of Splugorth provide 30 M.D.C., but rogues can wear any type of armor (though

they prefer light and medium types as well as force fields for maximum mobility and speed). In addition, the *magic amulet* they all wear around their neck is used to cloak them in an *Armor of Ithan* style force field (100 M.D.C.), but can only be used three times per 24 hours.

Size: 5.8 to 6.2 feet tall (1.7 to 1.9 m), approximately 160 lbs (72 kg), all muscle.

P.P.E.: 2D6, **I.S.P.:** 3D6x10.

Horror Factor: 12, not because of their appearance, which is always very attractive, but from the recognition that they are the legendary Blind Warrior Women known to be amazing fighters, and because they serve the Splugorth Slaver.

R.C.C. Skills of Note: Hand to Hand: Martial Arts, Boxing, Climbing (+10%), Cook (+5%), Demon and Monster Lore (+5%), General Athletics, Gymnastics, Hunting, Identify Plants (+5%), Intelligence (+5%), Land Navigation (+5%), Math: Basic (+20%), Paramedic (+10%), Preserve Food (+5%), Prowl, Running, Skin and Prepare Animal Hides (+10%), Swimming (+10%), Wilderness Survival (+10%), W.P. Archery, W.P. Blunt, W.P. Knife, W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.

Secondary Skills: Three Secondary Skills at level one from the *Secondary Skill List* in **Rifts® Ultimate Edition**, page 300, +1 additional Secondary Skill at levels 2, 5, 7, 9, 12 and 15. All Secondary Skills start at the base skill level.

Special Superhuman Abilities:

1. **Heightened Sense of Hearing**, equal to cybernetic Amplified Hearing (page 49 of *Rifts® Ultimate Edition*).

2. **Heightened Sense of Smell:** Recognize specific odors: 90%. Recognize a specific person, animal or plant by scent alone: 70% +1% per level of experience. Recognize poisons and toxins: 80% +1% per level of experience. Track by scent: 80% (-20% in cities or 'Burbs).

3. **Heightened Sense of Touch:** Can recognize items by feel, 66% +2% per level of experience.

4. **Radar Sense:** The warrior knows/senses the location of people, objects, movement and the general shapes of people, animals and objects in the environment around her. Interpret shapes: 85%, estimating distances: 95%, estimating direction: 75%, estimating speed: 75%, estimating exact location: 75%, +1% per level of experience for each of the latter three abilities. Bonuses from Radar Sense are already factored into bonuses and R.C.C. skills. Radar Range: 1200 feet (366 m).

5. **Extraordinary Physical Endurance:** Unnatural physical endurance reflected in P.E. attribute and high S.D.C.

Average Experience Level: NPCs 2D4+2 – player characters should start at level one or two.

Attacks per Melee: Eight attacks per melee regardless of level or combat training; does not improve.

Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to strike, +2 to parry and dodge, +3 to disarm, +2 to pull punch, +4 to roll with impact, +2 to damage (S.D.C. plus any P.S. damage bonus), +3 to Perception Rolls, +2 to save vs psionic attacks, +1 to save vs magic, +4 to save vs Horror Factor, and +10% save vs coma/death. *No penalties for being blind or in total darkness!*

Combat Moves: Body Flip 2D4 S.D.C., Karate kick 2D6 S.D.C. damage, Karate leap kick 3D8 S.D.C., Power Kick does double damage (but counts as two attacks), Karate punch 2D4 S.D.C. (apply P.S. damage bonuses to each type of attack), paired weapons, and critical strike on natural 18, 19, and 20 (double damage). Also see magic and psionics.

Penalties: Senses are fouled by storms of all kinds, rain, snow, sand, dust, and Ley Line Storms. Reduce all radar, hearing, abilities and combat bonuses by half.

Magic: Does not know magic, but may use magic weapons and devices, as well as Splugorth parasites and symbiotes. Each Blind Warrior has a magic talisman that creates an Armor of Ithan spell; see Number 5 below.

Psionic Powers: I.S.P.: 3D6x10 plus 1D6 per level of experience. Sixth Sense, Presence Sense, Empathy, Sense Magic, Sense Evil, Object Read, Clairvoyance and Mind Block.

Standard Weapons: A conventional dagger (1D6 S.D.C.), Vibro-Knife (1D6 M.D.), net gun, laser wrist blaster, and Mental Incapacitator are standard issue. However, the Altarain can use just about any type of weapon she chooses (See W.P.s under skills.)

Bio-Wizard Devices: Varies with the assignment. They are frequently given 1D4+1 of each of the following: Aerobes, Aquarobes, Clotrobes, Purirobes, Stasirobes and Watrobes. Those who have shown great loyalty and bravery in the field are occasionally awarded an Absurr Life Node symbiote or Chest Amalgamate, either one of which turns the character into an M.D.C. being.

Bio-Wizard Weapons & Equipment available upon assignment: See Rifts® Atlantis for details.

One Eylor Floating Eye or Eylor Seeker-Hunter

Forearm Plasma Blaster

Helmet Laser

Jolt Gun

Microbes

Kittani Plasma Rifle

Psi-Interrogator

Telepathic Holographic Imager (special operatives and officers)

Symbiotic Organisms (limited availability, usually for special operatives. Dangerous parasites are never used on loyal minions.)

Magic & Weapons

1. **Optional Net Gun:** Just as the name suggests, this weapon of Splugorthian Techno-Wizardry launches a *Magic Net* to ensnare its opponent; same stats as the magic spell. The gun is the large, bulky weapon held in the hand of the warrior on the right side of the illustration.

Range: 180 feet (55 m).

Rate of Fire: Each net blast counts as two melee attacks.

Payload: 20 nets.

Duration: Once a Magic Net is fired, it lasts for 20 minutes or until destroyed.

2. **Optional Laser Wrist blasters:** A pair of wristbands that are mini-lasers with a magic power pack worn on the back or hips. **Note:** The center figure depicted in the illustration is wearing a pair of the lasers.

<u>Mega-Damage</u>: 2D6 M.D. per blast.

<u>Range</u>: 1200 feet (366 m).

<u>Rate of Fire</u>: Each blast counts as one melee attack.

<u>Payload</u>: 60 blasts; backpack recharges completely in four hours.

3. Optional Mental Incapacitator: Fires *Wisps of Confusion*, identical to the spell. Affects 1D8 people in a close area (within a 20 foot/6.1 m diameter). The weapon is the gun held by the warrior on the left of the illustration.

<u>Range</u>: 180 feet (55 m).

<u>Rate of Fire</u>: Each blast counts as two melee attacks.

<u>Payload</u>: 10 blasts.

<u>Duration</u>: 50 minutes; no effect if saving throw vs magic is successful.

4. Optional: Any Conventional Energy or Handheld Weapon. The Altarains often carry a sword, knife, or mace as well as an energy weapon or two.

5. Magic Talisman: Each warrior wears a magic talisman (runic) that enables her to create an Armor of Ithan spell around herself three times a day. Her only other protection is the light, padded M.D.C. armor and helmet she wears; 30 M.D.C.

<u>Duration</u>: Ten minutes (40 melee rounds).

<u>M.D.C.</u>: 100

<u>Note</u>: Unlike the usual Talisman of the Rifts world, this Splugorthian talisman automatically recharges every 24 hours. At a stone pyramid the talisman recharges in one hour.

Rhino-Buffalo

The Rhino-Buffalo is a powerful and feared monster that arrived through a Rift from an alien world. It has adapted well to the Earth's altered environment and inhabits the plains, low mountains and light forests of North America from coast to coast. However, they are most numerous where other giant animals are found.

The giant predatory beast preys on dinosaurs and other large mammals like buffalo, bear, deer, horses and livestock. Occasionally, an old, sick or wounded Rhino-Buffalo will attack humanoid travelers and even raid urban communities, but such attacks and invasions are uncommon. However, the animal is known to attack when it feels cornered or threatened, even charging adventurers traveling in giant robot vehicles and other large vehicles! Rhino-Buffalo are not particularly intelligent and often mistake giant robots as potential dinner or rivals. Furthermore, the animal tends to become frenzied when locked in combat and frequently fights to the death (01-70% chance).

Although the name would suggest that the animal travels in large herds and has other similarities to the buffalo, they do not. Rhino-Buffalo are aggressive and solitary hunters who seldom gather in numbers larger than two or four, and the latter only when a mated pair have offspring (typically two calves). How-

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ever, when the young reach maturity they leave their parents to wander alone. The Rhino-Buffalo gets its name from a passing resemblance to both animals. It has a large horn and tough, thick (M.D.C.), leathery hide like a rhinoceros, and a shaggy mane of fur on its arched shoulders like a buffalo. The resemblance ends there, as the creature is gigantic, measuring 18-25 feet (5.5 to 7.6 m) tall and 30-40 feet (9.1 to 12.2 m) long. The Rhino-Buffalo always hunts alone unless it is mated (they mate for life), in which case the two will travel in pairs or a small family group of four; mated pairs may hunt together or alone. The monster can bear young once every two years and the young usually stay with the parents for the first three years, before moving off on their own.

Rhino-Buffalo NPC Animal/Monster

Alignment: Animal predator, considered Anarchist or Miscreant.

Typical Attributes: I.Q. Medium to low animal intelligence with a certain amount of cunning and tremendous ferocity, M.E. 2D6, M.A. 2D4, P.S. 28+1D6, P.P. 16+1D6, P.E. 26+1D4, P.B. 1D4+1, Spd 100+6D6 (typically around 110 or 75 mph/120 km). Supernatural P.S. and P.E.

M.D.C. by Location

* Head – 60

* Horn (1) – 30

Front Legs (2) – 90 each

Hind Legs (2) – 80 each

Main Body – 150 (2D4x10 H.P. and 2D6x10 S.D.C. with an A.R. 14 on S.D.C. worlds).

    * A single asterisk means a small or difficult target to hit and requires a "Called Shot" at -1 to strike.

Horror Factor: 16

Size: 18-25 feet (5.5 to 7.6 m) tall and 30-40 feet (9.1 to 12.2 m) long. **Weight:** 1D4+2 tons.

Average Life Span: 30-40 years.

P.P.E.: 1D4x10

Natural Abilities: Poor swimmers 35%, excellent climbers 85%, track by blood scent 66%, recognize the scent of human blood 66%, carnivorous (only eats meat). The animal's legs are strong and adapted for charging, butting and goring with its horn, as well as leaping on top of its prey. Leaps are approximately 30 feet (9 m) high and 60 feet (18 m) lengthwise. A running leap at speeds in excess of 40 mph (64 km) will enable the monster to leap an additional 30 feet (9 m).

Attacks per Melee: Six.

Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike, +4 to parry and dodge, +3 to roll with impact, +6 to save vs poison and disease, and +9 to save vs Horror Factor.

Mega-Damage: Claws: 4D6 M.D., bite: 2D6 M.D., stomp: 1D6 M.D., jab with horn: 2D6 M.D., ram with horn: 1D6x10 M.D., but counts as two attacks; 01-88% likelihood that the victim is knocked down, or hurled 20 feet (6.1 m), and loses two melee attacks.

    Ram with body: 1D4x10 M.D., but counts as two attacks; 88% likelihood that the victim is knock down, or hurled 20 feet (6 m), and loses one melee attack.

Leap attack with claws: 1D4x10 M.D., but counts as two attacks. Opponents who are 20 feet (6 m) or smaller are likely to be knocked down (01-80% chance), losing one melee attack and may be pinned and unable to move/attack/dodge (01-55% chance). The monster can bite or jab its pinned victim with its horn until it gets off, is forcibly removed, or attracted by a different target.

Allies: None per se, but Simvan Monster Riders sometimes use the Rhino-Buffalo as a ferocious riding animal and giant watchdogs.

Enemies: Favorite prey includes dinosaurs, buffalo and other large herd animals. Humans find them to be a pest and a danger because the monster may attack herds of cattle, horses and livestock, and other penned animals. They will also attack vehicles, robots and people when spooked or feeling threatened. Though Rhino-Buffalo prefer to eat their own kill, they will feed on carrion and are sometimes encountered eating the dead and wounded left on the battlefield. The creature is always short-tempered and quick to attack intruders while it is eating.

Value: None per se, their meat is very tough and chewy, like eating an old pair of boots.

Habitat: Mountains, hills and rocky terrain with light forests as well as open grasslands and plains. A Rhino-Buffalo can be encountered anywhere in North America, but they are most numerous in the hot, arid plains of Mexico, New Mexico, Arizona, Lone Star, Dinosaur Swamp and Central America. They are found in the New West and Dinosaur Swamp because there are so many large animals (read: dinosaurs) to prey upon. Least common in the north but migrate along the Rocky Mountains and the old American States of Montana, Wyoming, Colorado, Nebraska, the Dakotas and into Canadian Alberta and Saskatchewan in the Summer. Many believe the creature originated from the Calgary Rift. However, the monsters are also known to travel as far east as Ontario and the old American States of Pennsylvania, Maryland, and Virginia, as well as Dinosaur Swamp (the Carolinas, Georgia, and upper Florida), although their numbers are comparatively small in these areas.

Simvan Monster Riders

Described in **Rifts® W.B. 30: D-Bees of North America** as well as **Rifts® W.B. 14: New West**.

Thornhead Demon

The Thornhead is a wicked, demonic predator that emerged from the Rifts at old Detroit and Windsor during the Dark Age. As a result, the Thornhead is found in Ontario and Quebec, Canada, as well as Michigan, the Magic Zone/Ohio, Pennsylvania, New York, Vermont, New Hampshire, Maine and to a lesser degree, the Midwest. They seem to feel safer (or more powerful) along ley lines and often establish a lair on or near one. The fearsome monster has a limited human intelligence and human-like emotions. Unfortunately, it is a creature of evil who loves to torture, maim, and kill other intelligent beings.

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It is a territorial monster that often claims a particular area as its domain or hunting ground. Anybody who enters the 1D4x10 mile (16-64 km) radius hunting ground is fair "game." The Thornhead's lair is typically a significant geographic feature such as a megalithic stone, hill, cave, tree, ruin, and so on, located near the center of its territory. The demon often marks its territory by impaling or dangling humanoid corpses, skeletons and skulls from tree branches. People who dare to enter a Thornhead's domain may be attacked without warning or threatened and forced to pay some sort of tribute in order to pass unmolested. However, that tribute is likely to be an animal or humanoid for it to eat, like your buddy the Rogue Scholar! A Thornhead may also accept alcohol (they love to get drunk), livestock (again, to eat), weapons or trinkets that catch its eye.

Primitive and low-tech people may be forced to worship the Thornhead Demon or face weeks of terror, slaughter and vandalism before the monster gets fed up and destroys them all. Fighting back only makes the demon angrier and vengeful. These demons love to feel powerful, and like to have slaves and worshipers forced to pay homage to them by providing animal and/or *human* sacrifices to them as well as trinkets and other valuables on a monthly or weekly basis to keep the demon satisfied.

Thornhead Demons also hoard things they think are valuable. Not intangible items like credits, but objects made of precious metals and gems, as well as magic items, weapons and armor. This is largely an emotional response to feel important and powerful over lesser creatures. Humanoids value wealth and possessions, therefore the Thornhead takes the objects of human desire and keeps them for itself, regardless of whether the demon actually needs or uses them. The demon also collects the skulls of its most impressive victims and lines its lair with them like trophies or a carpet.

Thornhead Demons feed on meat (humanoid and animal) and P.P.E. energy. Fortunately, it needs to feed only once a week; unfortunately, its prey of choice is humanoids and other intelligent creatures, although it may feed on any animal and carrion (dead meat and bones).

Thornhead Demons are a favorite minion summoned by Shifters, but the creature will try to get free or slay its human master at every opportunity. They tend to be temperamental, quick to anger, childish, greedy, cruel, vindictive, and prone to throwing temper tantrums, making them difficult to control or direct unless they are in charge of lesser troops and given a reasonable amount of freedom. Thornhead were used in small numbers by the sorcerers of Tolkeen against the Coalition invaders.

The creature is like something out of a nightmare with four, glowing white eyes, a crown of spikes on its head, a pair of impossibly large antlers, an oversized mouth with long, pointed teeth, claws like daggers, oversized hands and a hulking body rippling with muscles. A pair of serpents or snake-like tentacles protrude from the demon's cheeks and seem to move with a life and mind of their own. At the tip of each tentacle is a mouth filled with long, crooked teeth that bite! They can be used in close combat, providing extra attacks, or to chew through the stomach of large enemies to eat them from the inside out.

Thornhead,
Greater Demon from an alien dimension

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. 1D4+6, M.E. 1D6+5, M.A. 1D6+3, P.S. 2D6+15 (Supernatural), P.P. 1D6+12, P.E. 2D6+15, P.B. 1D4, Spd 28 (19 mph/30 km).

M.D.C. by Location:

Antlers (2; one set) – 120

Head – 200

Snake-Tentacles (2) – 80 each

Arms & Clawed Hands (2) – 160 each

Legs (2) – 190 each

Main Body – 380 +1D4x100 on Rifts Earth (1D4x100 Hit Points and 1D4x100 S.D.C. with an A.R. 11 on S.D.C. worlds).

Horror Factor: 14

Size: 10-12 feet (3 to 3.6 m) tall.

Weight: 500-1000 lbs (225-450 kg).

Life Span: Immortal, unless slain in combat.

P.P.E.: 2D4x10. **I.S.P.:** None.

Natural Abilities: Keen vision, nightvision 120 feet (36.6 m), see the invisible, Climb 80/70%, impervious to normal fire and cold (M.D. fire and cold as well as energy weapons and magic do full damage), bio-regeneration at a rate of 3D6 M.D.C. per every two minutes and can regenerate a full functioning tentacle or antler in eight hours.

Metamorphosis: Insect (Special): Can turn into an ordinary looking insect (centipede, beetle, bee, wasp, etc., but not arachnids) at will. The transformation does not use the demon's P.P.E. reserve and the metamorphosis can be maintained for up to 24 hours straight. However, the fearsome Thornhead hates hiding its true, terrifying form, so the transformation is used only for the purpose of spying, slipping through small openings and escape.

The Tentacles: The two, one-eyed tentacles that protrude from the cheeks of this abomination have independent awareness and can act on their own to defend the body; I.Q. 6, P.S. 12 (Supernatural) and P.P. 20, each with one independent attack per melee round. That's two additional attacks from the biting tentacles in addition to and independent of the attacks listed below. The tentacle heads can also see the invisible, have nightvision (120 feet/36.6 m), and see infrared light and heat emanations like a thermal-imager.

Tentacle Magic: The *bite* of the tentacles causes *one* of the following magical effects (identical to the spell of the same name): Befuddle, Blind, Compulsion, Energy Disruption, Words of Truth, Paralysis: Lesser and Sleep (the latter two even affect those in Mega-Damage body armor but not those in power armor, robots or vehicles). Plus each eye can try to cause magical *Petrification* once every eight hours, turning its victim to stone (with 100 M.D.C.) *permanently*, unless a Stone to Flesh spell is used to turn them back (identical to the Earth Warlock spell, see page 72 of the **Rifts® Book of Magic**). Either the intelligent tentacle or the main consciousness of the Thornhead can select the type of magic to unleash. A spell effect can be inflicted with every bite, *or* the bite can be used just to inflict damage.

R.C.C. Skills: Climb 80/70%, 1D4+2 Lore skills of choice, each at 75%, three spoken languages of choice, each at 88% (illiterate), Land Navigation at 90%, and W.P. Blunt and W.P. Sword at 5th level proficiency. None improve with experience.

Attacks per Melee: 8 total – 6 +2 (one each for the tentacles), or by spell magic.

Bonuses (do not include likely attribute bonuses): +2 on initiative, +2 on Perception Rolls, +4 to strike, +4 to parry and dodge, +4 to roll with impact, +4 to pull punch, +6 to save vs psionic attack, +5 to save vs magic, +20% save vs coma/death, +6 to save vs Horror Factor and inflicts a critical strike on a natural 18, 19, and 20.

Damage: Varies with Supernatural P.S., but typically as follows:

Restrained Punch: 4D6 +10 S.D.C. damage.

Full strength Punch: 2D4 M.D.

Claws Strike: 2D6 M.D. plus normal Supernatural P.S. damage from punch.

Head Butt: 1D6

Antler Strike: 4D6 M.D., but counts as two melee attacks.

Bite: 2D4 M.D.

Tentacle Bite: 1 M.D.

Tentacle Strike (blunt attack): 4D6 S.D.C. (1D4 M.D. on a power punch but counts as two attacks so the tentacle can't strike the next melee round) regardless of Supernatural P.S.

Kick: 1D8 M.D.

Leap Kick: 2D6 M.D.

Magic Powers: P.P.E.: 2D4x10. Equivalent Level of experience: 1D4+3.

Spells: Breathe Without Air (5), Chameleon (6), Concealment (6), Escape (8), Float in Air (6), Fool's Gold (10), Levitate (5), and Tongues (12).

Offensive Spells: Animate and Control Dead (20), Circle of Flame (10), Dispel Magic Barrier (20), Domination (10), Energy Bolt (5), Exorcism (30), Extinguish Fires (4), Fear (5), Fire Ball (10), Fire Bolt (7), Fuel Flame (5), Ignite Fires (6), Spoil Food (30), and Turn Dead (6).

Psionics: None.

Weapons: Can use any weapon, but rarely does so. Instead, relies on natural and magical abilities. When a weapon is used, prefers large knives, swords, clubs and magic weaponry.

Habitat: Southeastern Canada, the northeastern US and Midwest.

Enemies: The instincts of Psi-Stalkers and Dog Boys tell them the Thornhead is a natural mortal enemy. The demons hate most other demons as well as creatures of magic, especially dragons and other Thornhead, who they see as rivals to their own power.

Allies: They may associate with, or enlist the assistance (as servants) of less powerful supernatural beings and practitioners of magic, as well as lord over the people of a town or village the monster considers to be his, and keep mortal slaves. They are never happy in a subservient position, but fear and respect power.

The Witchling

Witchlings are malevolent monsters from beyond the Rifts. Although many folk consider them to be "demons," they are actually fiendish creatures of magic. They are most common to the American Midwest and Ontario, Canada, but can be found anywhere in North America, England and Europe. They are hate-filled beings who crave power and love to inflict suffering on mortal creatures. Left to their own devices, many force humanoids to worship them, and a Witchling may seize control of a wilderness town serving as the tyrant ruler and hellish protector.

Unlike many monsters, Witchlings like to associate with other supernatural and evil beings, including evil humans. They regard deceit and treachery as an "art form" and find kindred spirits a pleasure to work and live with. As long as their unsavory allies do not betray them and allow them to revel in a certain amount of power, glory and freedom, Witchlings are content. Witchlings' penchant for duplicity and torture makes them excellent interrogators, torturers (both physical and psychological torture) and blackmailers. Witchlings can also make good slave masters, nightmarish babysitters, supervisors, lieutenants and squad leaders to sub-demons and lesser beings, including mixed teams of monsters, humans and D-Bees.

A Witchling resembles a disheveled, old hag dressed in a tattered robe or poncho. They have unkept, scraggly hair, grey scaly skin, small dark eyes, and large, slightly pointed ears. Like the Neuron Beast, they have no legs and their natural state is that of floating silently through the air.

Witchling, a creature of magic

Alignment: Any evil, typically Miscreant or Aberrant.

Attributes: I.Q. 1D6+10, M.E. 2D6+10, M.A. 2D6+10, P.S. 1D6+6, P.P. 1D6+8, P.E. 1D6+10, P.B. 1D6, Spd 27 flying (18.5 mph/29.7 km).

M.D.C.: Main Body: 200 (1D6x10+66 Hit Points and 1D6x10 S.D.C. in S.D.C. environments).

Horror Factor: 14

Size: 5 feet (1.5 m). **Weight:** 120-150 lbs (54 to 67.5 kg).

Life Span: Up to 6,000 years.

P.P.E.: 2D6x10 plus 2D6 per level of experience. **I.S.P.:** None.

Natural Abilities: Flight and hover, impervious to poison, drugs, disease, normal fire and cold (M.D. fire and cold do full damage). Can also magically understand and speak all languages, turn invisible at will (+10% to Prowl) without expending P.P.E., and bio-regenerate 4D6 M.D.C. per hour.

R.C.C. Skills: Basic Math (+30%), Brewing (+15%), Land Navigation, Skin and Prepare Animal Hides (+10%), Pick Locks (+10%), Prowl (+40%), Streetwise (+30%), Wilderness Survival (+20%), W.P. Knife, and W.P. Blunt.

Average Level of Experience: 1D4+1

Attack per Melee: Five or by magic.

Bonuses (does not include possible attribute bonuses): +2 on initiative, +5 on Perception Rolls, +2 to strike, +4 to parry and dodge, +3 to save vs psionics and possession, +5 to save vs magic, impervious to Horror Factor.

Damage: Restrained Punch: 3D6 S.D.C., Punch: 1D6 M.D., Claw Strike: 3D6 M.D. or Bite: 5D6 S.D.C.

Magic Powers: P.P.E.: 2D6x10 +1D6 per level of experience.

Spells: Charismatic Aura (10), Concealment (6), Death Trance (1), Detect Concealment (6), Heal Wounds (10), Ley Line Transmission (30), Manipulate Objects (2), Mask of Deceit (15), Mystic Alarm (5), Reduce Self (20), See Aura (6), and Sense Magic (4).

Offensive Spells: Befuddle (6), Carpet of Adhesion (10), Cloud of Smoke (2), Energy Bolt (5), Fire Bolt (7), Sleep (10), Minor Curse (35), Sickness (50), Spoil (30), and Wind Rush (20). **G.M. Note:** An additional 3D4 spells can be selected from Spell Invocations levels 1-6; most will probably involve controlling others and inflicting pain/damage.

Psionics: None.

Habitat: Anywhere, but mostly in the American Midwest, the Magic Zone, Eastern Wilderness and southern Canada.

Allies: Other evil beings. Among humans, Witchlings seem fond of Shifters, Necromancers, Witches and other evil practitioners of magic.

Enemies: Any who oppose them and attractive or innocent people. Psi-Stalkers and Dog Boys are their natural mortal enemies.

Note: Witchlings are notoriously treacherous and resourceful, and excellent at feigning death. They can also be quite depraved and cruel. However, they seldom fight to the death, preferring to retreat and regroup to exact revenge later or to move on to greener pastures.
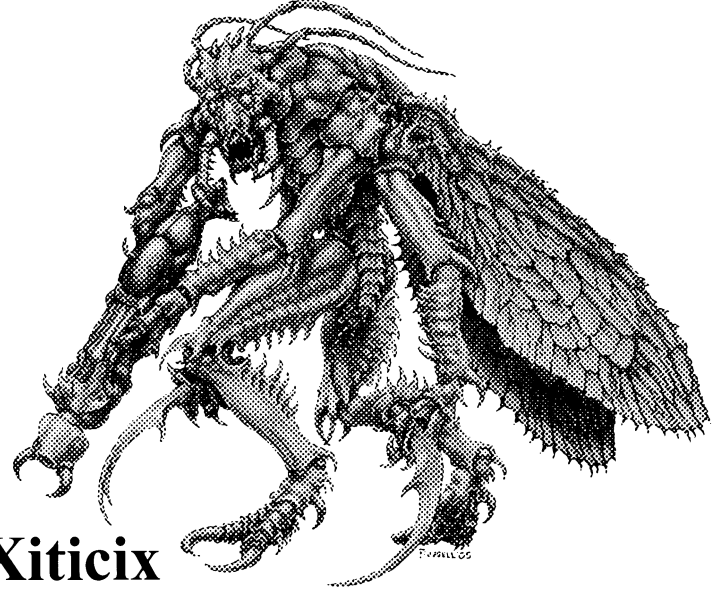
Xiticix

Also known as Bug Men

The Xiticix (pronounced zeye-tick-icks) are a growing problem. They are a race of humanoid insect beings that came through a Rift an estimated 200-270 years ago, during the Dark Age. They seem to possess some measure of human intelligence, make and use weapons and tools, and gather in highly social colonies humans refer to as *hives*. Xiticix society functions very much like those of bees and ants, complete with a dominant queen, workers, nursemaids, and warriors.

Xiticix were ignored for a long time. First, their hives were built away from human and D-Bee communities, up in the wilderness of Minnesota and Manitoba. Second, Xiticix did not associate with other people and kept to themselves. Third, the Bug Men only became aggressive when their Hivelands were invaded or they were attacked or threatened first. Left unmolested, the Xiticix Hivelands have grown at an alarming rate, and during the last 50 years, they have expanded on an almost geometric level. Moreover, the Xiticix are transforming the landscape of the Hivelands into something alien and are increasingly aggressive toward *all* other life forms. Now, just passing through Xiticix territory may be deemed an invasion or hostile action that results in the unwary traveler being attacked and slain. The appearance of three new breeds of Xiticix Warriors, the *Hunter, Leaper/Assassin* and *Super-Warrior*, suggests that as the Xiticix grow in numbers and dominate their territory, they mutate and become more aggressive and deadly. Indeed, decades of study

by both the Coalition States and the scholars and scientists of Lazlo conclude the Xiticix will soon (within the next 10-20 years) "swarm" the planet. Lazlo dimensional research has discovered that the Bug Men will not tolerate any other species and will, over time, completely take over the planet they have infested. Once the swarming process has begun in earnest, the Xiticix are so great in number, and reproduce so quickly, they cannot be stopped. Again, both the CS and Lazlo agree that that time is quickly coming upon them, giving them an estimated 5-10 years to do something about the "Xiticix Problem," as Emperor Prosek refers to it, or face being overrun and wiped out.

As is their unique nature, **Psi-Stalkers** have instinctively sensed the danger and have been engaged in their own, private war to hunt and kill Xiticix for generations. However, their efforts, though helpful, are not enough. Furthermore, the Xiticix recognize Psi-Stalkers as their natural enemy, and now Warriors and Hunters attack and kill them on sight in or near the Hivelands. And that is why the CS and Lazlo are hesitant to take obvious military action. Studies have revealed that once a threat/enemy has been identified, the Xiticix systematically hunt down and destroy them. Psi-Stalkers have fared well despite this, because they live in small clans and tribes scattered throughout the wilderness, making it difficult to find them all to destroy in a sweeping offensive, and because the Xiticix are not quite ready for all out war. Psi-Stalkers are safe for now, because the Xiticix still don't travel more than 300-400 miles (480 to 640 km) from the Hivelands, but that may change for the next generation of Psi-Stalkers.

As for the Coalition States and the magic nation of Lazlo, a *Xiticix extermination campaign* is tricky business. For example, once the Xiticix recognize Dead Boys – Coalition Soldiers – as an enemy, the Bug Men will track them down to their hives (CS cities like Chi-Town, Iron Heart, etc.) and lay siege to them until they are destroyed. Such a siege will continue for as long as it takes, years, even decades if necessary, but the Bug Men won't need years. There are already *millions* of Xiticix Warriors, and if they all converged on any one city, the people of the 'Burbs would be slaughtered before the next sunset, while the fortified city might last for several months, but it would only be a matter of time before it fell. Likewise, no army of mortal soldiers could attack the Hivelands using conventional methods, because an invasion force would be swarmed upon at their perimeter defensive line, overrun and wiped out in a matter of hours. Worse, large scale attack, leveled by the CS, Lazlo or any humanoids are likely to make the Xiticix consider all *humans* and *D-Bees* as their enemy. This might be a death knell for all humanoid life on Earth, however, when the Xiticix population grows large enough, they do not tolerate other life forms and work to destroy them completely and utterly until only Xiticix remain.

The realization that Xiticix are xenophobic, genocidal monsters is a fact that only the CS and Lazlo has accepted as truth, and it's a truth the government keeps secret to prevent widespread panic. Most other powers know nothing about the Bug Men and don't see them as a threat. Archie Three has "acquired" CS studies and is concerned, but hasn't decided if he should take any kind of action. For the moment, Archie is distracted by the actions of the Republicans, and obsessed with stopping incursions by the Minions of Splugorth. Archie's main project, currently, is his secret war with the Minions via his

Shemarrians. Meanwhile, the Republicans don't know about the Xiticix danger, though they have heard a few disturbing claims from Psi-Stalkers and leaks in CS security, but they are currently obsessed with Archie Three.
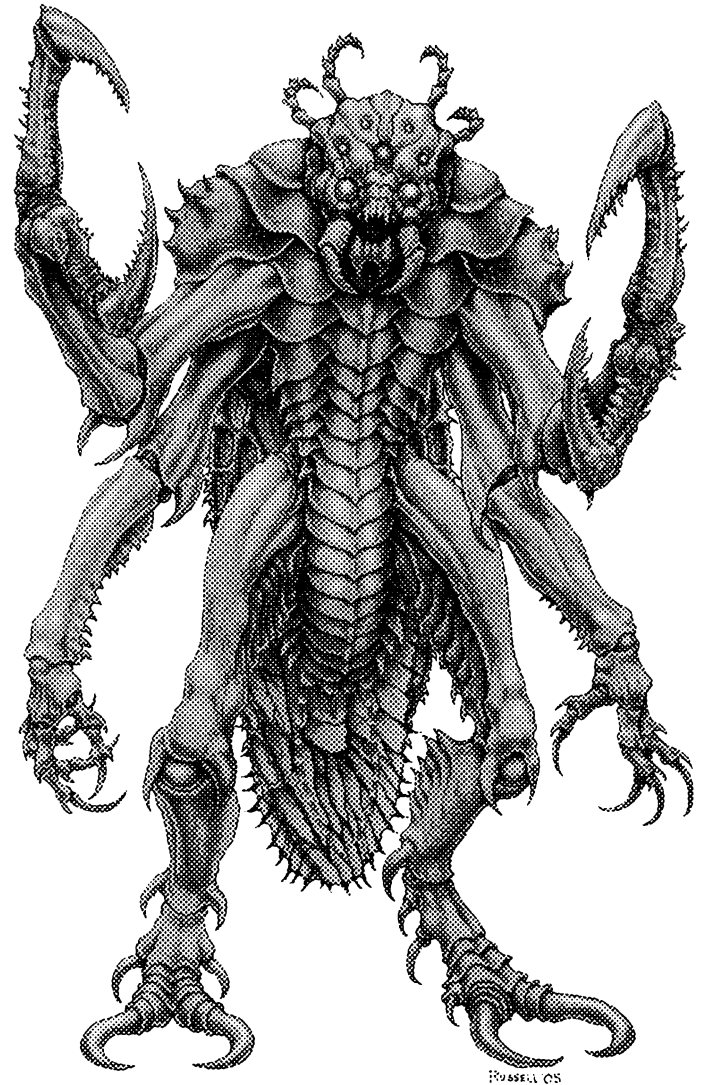
The Doomsday Prophecy

Could the Xiticix be the *Seventh Demon* and the *last* of the **Four Great Dangers**? Back in 102 P.A., an unprecedented psychic event occurred, giving psychics throughout North America, even those with minor abilities, a vision of Seven Demons and Four Great Dangers. Many a scholar, psychic, mage and hero has pondered the meanings of the prophecy and remains vigilant for signs and clues that might reveal who or what they might all be, especially the unknown *Seventh Demon and the Fourth Great Danger*. The doomsday prophecy might have been dismissed if thousands upon thousands of humans, D-Bees and other beings in tune with the psychic realm didn't have the same or similar precognitive dreams.

The vision warned the Earth would experience the coming of *seven demons* and *four great dangers*, each threatening oblivion. One was described as "The Devourer" or "The Swarm." At the time, it was presumed this demon and danger was in reference to the coming of *The Mechanoids*, a secret battle said to have been fought and won outside the glare of public knowledge. (See **Rifts® Sourcebook 2: The Mechanoids®** for details on

the Prophecy and The Mechanoids®.) Without a doubt, *the Mechanoid* threat was one of the demons and one of the Four Great Dangers, as were the *Four Horsemen of the Apocalypse*, but what if "The Devourer/The Swarm" was *not* the Mechanoids, but the Xiticix? At the time, the "Last Demon" and "his danger" was said to be "distant and unclear." That it will, "arrive out of chaos to create even greater chaos," and that, "the danger would appear within *the next 20 years* and will *grow* quickly to threaten the entire world." The Xiticix and their Hivelands played an important role in the chaos of the Coalition War at Tolkeen and the kingdom's fall. The destruction of Tolkeen has, in turn, created further chaos and uncertainty. Despite their victory, the Coalition Army is weakened, the CS has more enemies than ever, and the Federation of Magic has gotten more recruits and support than it has seen in decades. While all this *chaos* is afoot, hardly anybody is even aware of the danger the Xiticix represent! And lastly, the estimates by Lazlo and CS observers are that the Xiticix will be unstoppable in 10-20 years, putting the Xiticix's explosive colonization advance right on schedule for the prophecy's timetable of "will appear within 20 years!" And by that time they will be unstoppable!

The problem with prophecy and portents for the future, is that you can usually make any number of people or events fit into the vague prophetic parameters.

For example, **Cyber-Knights and Tundra Rangers** worry that the *Kingdom of Monsters* growing around the chaos of the Calgary Rift could be the Seventh Demon and Fourth Danger.

The CS and the NGR once worried that the *Gargoyle Empire* was one of the demons and dangers, but now, the CS isn't so sure. Much like the *Mechanoid Invasion* and the *Four Horsemen of the Apocalypse*, the CS speculates that the "danger" represented by the Gargoyles has passed, and now, the CS believes the Xiticix is the last danger.

The wise people of **Lazlo** are undecided. Certainly the Xiticix *are a serious danger*, but are they one of the villains foretold in the doomsday prophecy? They don't know. They often wonder if something else is brewing within the Federation of Magic or elsewhere.

The Republicans fear *Archie Three* is that Seventh Demon and last hidden danger. After all, Archie is arguably the greatest, unknown technological power on the continent and he has been taking a more active hand in the affairs of humans.

As for Archie? He doesn't believe in psychic dreams or that people can see the future. Still, once he's dealt with the Minions of Splugorth, he plans to give the Xiticix problem his full attention simply because they are trouble (provided the Republicans don't pull his plug first).

Note: The Xiticix are described in detail in **Rifts® World Book 23: Xiticix Invasion™**.
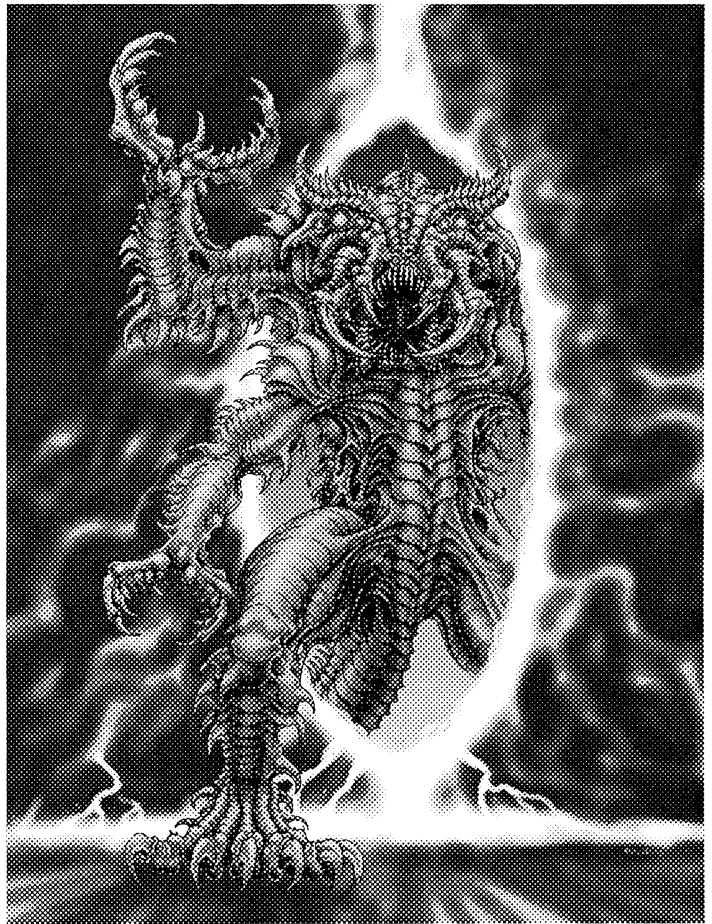
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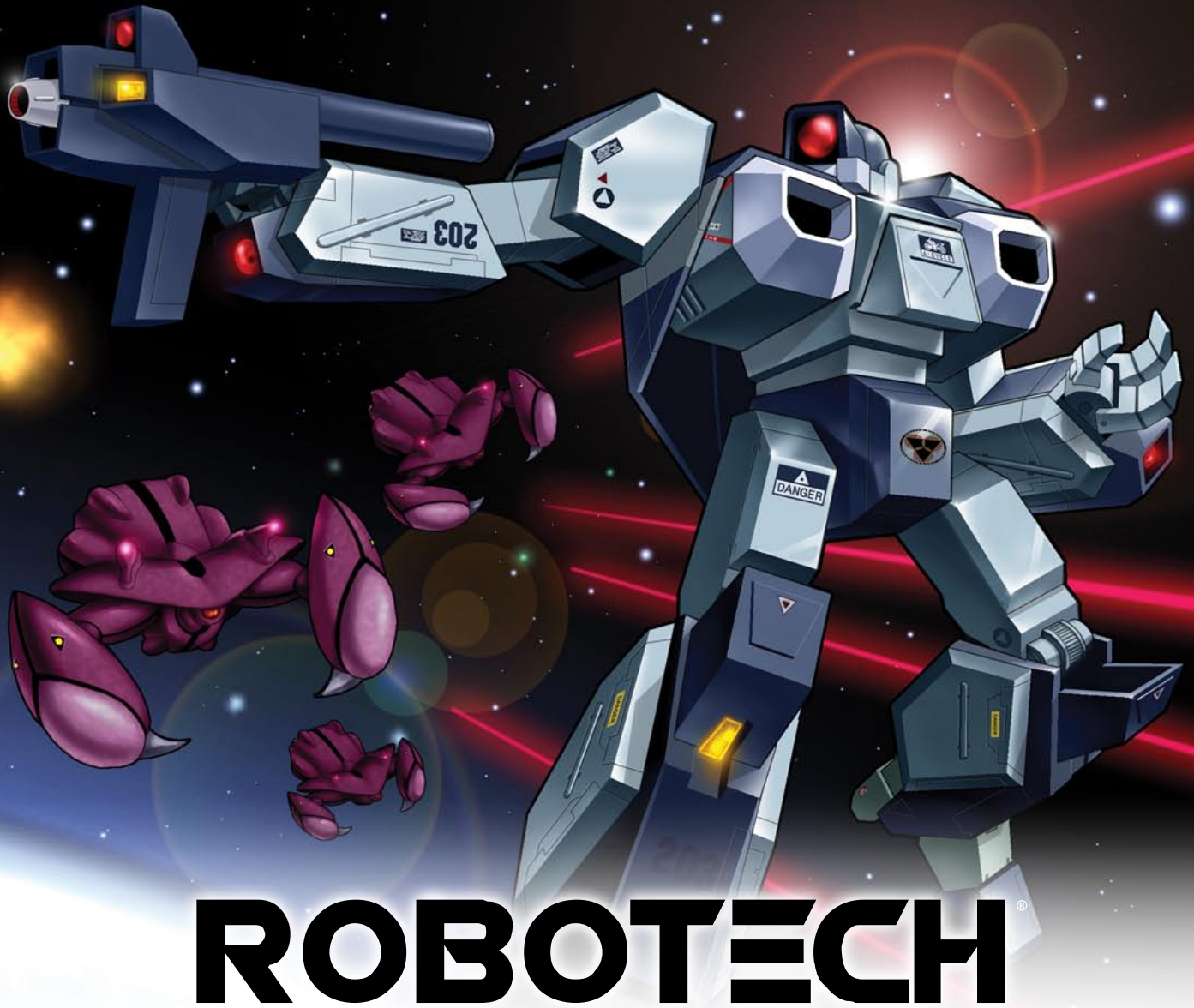
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