

ALTERNITY

ISSUE

8

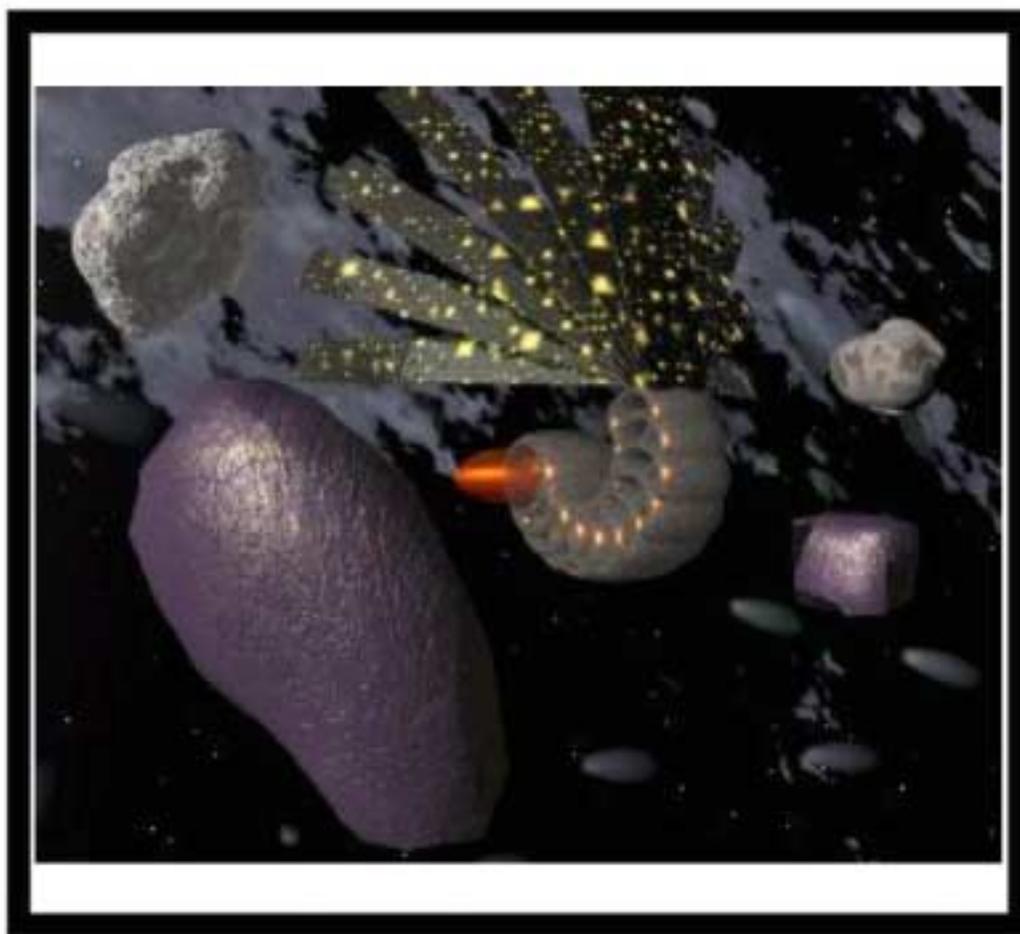
ACTION CHECK

ONLINE + MAGAZINE

STAR*DRIVE

GAMMA WORLD

DARK•MATTER



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Action Check to Reprint Alternity Articles!

Action Check has been granted official permission by Wizards of the Coast to reprint all Alternity articles from Dragon, Dungeon and Amazing Stories (excluding fiction). All the out-of-print, excellent, hard to find articles will be showing up in Action Check issues! What would you like to see first? Drop us a line at actioncheck@hotmail.com and let us know!

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Editorial: Game Preparation

Our last Alternity game was about a month ago due to the holidays. It was *The Last Warhulk Star*Drive* adventure by Rich Baker. I did a lot of prep work. I color-scanned the deck plans on the inside covers and printed two copies of each; one set for the players and the other for me. This allowed me to keep the decks in front of me at all times so I could keep the book open to text. Since there was no 'secret info' on there the players couldn't call up from a computer anyway, I gave them a copy to speed play.

I also went out and spent a few coins on color-copying and enlarging the updated Verge map from *Star Compendium: Systems of the Verge* to 11x17. I then plotted out the Warhulk's path in advance so I could speedily relay this to the players with a handout large enough for all to see.

For our game we like to use miniatures. Thanks to a few packs of old Star Frontiers, Gamma World, and Star Wars miniatures, we have plenty of PC figures. I went to the following website: <http://www.geocities.com/TimesSquare/Chasm/9223/tiles.html> and followed the link to futuristic tiles, then color printed them out to layout some 1-inch squared deck plans. Next I took some of the robots from the "Hell on Earth" cardboard fold-up figures pack from Pinnacle Entertainment and made my Warhulk defense 'bots for the combats. I also picked out metal miniatures for the Warhulk's sleeping crew in advance.

Next I did a little desktop publishing. I scanned in the basic stats of the Supporting Cast Members of the adventure and their pictures. I then created an 8x11 sheet like so:

	
Stats	Stats

I then cut the pages in half. When I fold the picture over, I can rest it on my GM's screen when the PCs meet someone. The stat portion hangs on my side so I can keep track of them without flipping through the adventure. The PCs can always keep the SCMs firmly in mind thanks to the pictures hanging on their side.

I skimmed through the adventure again just before play and made myself a "name cheat sheet" with all the important names of SCMs, systems, planets, factions, governments, etc. on it so I could call them up during play without grinding the action to a halt looking for information.

Sounds like a lot? In total it took about 2-3 hours. The game session itself lasted 6 hours. It was worth it. When a GM has the chance to make the time for prep work, experience can be a boon, helping to guide you to what's worth the work and what can be done on the fly. What kind of prep work have you found invaluable in running your Alternity games?

Action Check Submissions

To submit an article to Action Check magazine, read and follow the guidelines laid out at:

www.thirdfloor.8m.com

And send all submissions (in txt, rtf or doc) to:

actioncheck@hotmail.com

Regular Features:

Transmissions: adventure hooks, along the lines of those previously found in Dragon Magazine for the various campaign settings.

Gridsites: Alternity related Web sites that deserve recognition and serve a specific purpose.

Creature Feature: Aliens, Creatures, Xenofoms, etc. for the Alternity campaign settings.

Futuretech: Gear, equipment, vehicles, weapons, armor and other hardware for the Alternity game.

Supporting Cast: NPC stats for insertion in Alternity games. All submissions must follow the Supporting Cast Template in the Alternity GMG!

Reviews: of Alternity or related-use product.

Special FX: New FX/Psi or mutations.

Plus cartoons, details of campaign ideas, star systems, full adventures, etc.



FUTURETECH

By Neil Spicer

Ni'Lotas (Electron Staff)

Manufacturer: No longer mass-produced
 Availability: Restricted
 Cost: \$7,500
 Mass: 2.5 kg
 Length: 150cm
 Payload: Electric Shock
 Accuracy: -1 or +1*
 Actions: 3 or 2*
 Type/Firepower: En/O
 Damage: d6+2s/d4+2w/d6+2w
 Range: Personal or 4/12/30*
 Hide: -
 Clip/charge Size: 8
 Clip/charge Cost: -
 Skill: Melee Weapons-powered or
 Modern Ranged Weapons-rifle*

*The second value is when the Ni'Lotas is used in rifle mode

The Ni'Lotas is a quarterstaff modified by the Aelerins (or Mechalus) to actually channel negatively charged electrons from its capacitors into the ends of the weapon. This energy is further increased from the actual motion of the staff as it twirls around. Based upon pulse baton technology, it can literally fry its target with an electrical jolt that will bring down most unarmored opponents.



In addition, the Ni'Lotas can also hit at range by projecting an equally powerful positive charge toward whatever it's pointed at, causing the oppositely-charged electrons to leap from the staff to the target. This method of attack is less accurate and has a limited range, but is just as powerful. Both methods of attack drain the capacitors fairly quickly, but the staff can be recharged by simply spinning it through an attack routine without actually landing a blow. It takes approximately one full minute of spinning to replace one charge. If the staff is used in an attack without any charges, it acts as a normal quarterstaff, causing d4+1s/d4+3s/d6w.

The Ni'Lotas is moderately effective at neutralizing heavy body armors, robots, and cybernetics by temporarily disrupting their electronic control systems and/or computers. Any target struck by the electrical discharge (either in melee or at range) suffers a +1 step penalty to *Stamina-endurance* checks that have to be made as a result of the blow.

This weapon holds an almost mythical status in Mechalus society. Prior to their unanimous decision to abandon their violent nature, nearly all Mechalus warriors had access to the Ni'Lotas. Several martial artists incorporated the staff into their training, and it became the dueling weapon of choice. Today, the Ni'Lotas is no longer manufactured, although it has achieved a certain appeal to collectors over the years. Only a rare few have practiced long enough to know how to wield the weapon effectively. Anyone using a Ni'Lotas without at least rank 6 in *Melee Weapons-powered* that achieves a *Critical Failure* must make a *Resolve-physical resolve* skill check. On an *Amazing* success, the wielder drops the staff before any damage can be done to him. On a *Good* success, he suffers d4+2s; an *Ordinary* success, d6+2s; a *Failure*, d4+2w; and on a *Critical Failure*, he suffers d6+2w.

HL-C9 Hybrid Laser/Charge Carbine

Manufacturer: Austrin-Ontis Munitions Div. 1
 Availability: Military
 Cost: \$2,000

Futuretech Continued

Mass: 3 kg
Length: 75 cm
Payload: Coherent Light and 9mm bullet*
Accuracy: -1
Actions: 4
Mode: F and F/B/A*
Type/Firepower: En/O and HI/O*
Damage: d4+1w/d6+1w/d4m
Range: 75/300/700 and 60/150/400*
Hide: -
Clip/charge Size: 20 shots and 24 rounds / 8 bursts*
Clip/charge Cost: \$50 and \$60*
Skill: Modern Ranged Weapons-rifle

*The first value is for the laser and the second value is used for the charge rifle

The HL-C9 is a hybrid weapon manufactured by Austrin-Ontis Unlimited that combines the effectiveness of a heavy, pistol-scale laser with a fully automatic 9mm charge rifle. Although somewhat limited in range and ammunition when compared to other assault rifles, the weapon is extremely rugged and very accurate. It also provides the luxury of easily switching between a conventional firearm and an energy weapon at a moment's notice. Doing so does not require an additional action. The weapon comes with two separate triggers, one for each barrel. The triggers are placed one in front of the other so that only a single firing mechanism can be used at a time.

This weapon has begun to gain favor with a number of scouts, explorers, and light infantry groups due to its versatility and size. A-O Unlimited is vigorously marketing the HL-C9 in the Verge, attempting to beat out their competition. Although playing to only a niche market at best, the HL-C9 still lives up to the Austrin motto that you can never have enough options in firepower. It remains to be seen how many Vergers will agree with them.



Official Alternity Website

By Jim Butler, Wizards of the Coast

It's time.

The Alternity and Star*Drive websites at wizards.com will soon be retired, archived away for others to find who are interested in Alternity. That means that there is a need for creating official fansites for both Alternity and Star*Drive.

If you're interested in becoming that site (and currently have a site up and running), please drop me an e-mail. If you know of a site, please discuss it over the list and give any recommendations you have for who should become the official site.

As you can imagine, this is somewhat bitter-sweet to all of us here at Wizards who worked on Alternity and Star*Drive. While I'm happy to be handing off the reigns to the fans, I'm sad to see Alternity fade from the forefront. Knowing that it's in good hands is a great comfort though...

oracle@wizards.com

From Action Check:

We at Action Check would like to nominate <http://www.alternity.net> for the position of becoming the official fan site. Their quality control, site design and layout, quick responses and the fact that they're active, huge Alternity fans make them poised to become the new official fan site.

Currently, all Action Check back issues are hosted there, and will be for the foreseeable future. Please take the time to respond to Mr. Butler's e-mail and log your vote for www.alternity.net!

-Jeff Ibach
-Jim Sharkey

Action Check Staff



THE CRAFTSMAN

By Derek Holland

Upon skimming through the new D&D *Player's Handbook* (which I do not own - Alernity forever!), I saw that they had peasants as a NPC class. Upon looking over my copy of *Sages and Specialists*, I thought of a new profession - the craftsman. Whereas jobs such as lawyers and lab technicians are filled by Diplomats and Tech Ops, craftsmen do work such as glassblowing, leather working and blacksmithing. As such, they would fit into a Dark*Matter or Gamma World campaign better than a Star*Drive campaign.

Craftsman

These people use physical labor to produce goods and include careers such as woodworker and blacksmith.

Special benefits

Action Check increase: A craftsman action check score is increased by 1 point.

Skill specialization: The craftsman can select one broad skill, which must be within the craftsman-related skills, and specialize. This gives a permanent -2 step bonus to all of the specialty skills bought by the player (untrained skills do not have this bonus).

Craftsman skills

Of all the skills in the *Player's Handbook* and *Game Master Guide*, only Technical Science would be considered a craftsman's skill. Therefore, here are some additional skills that could be appropriate. I would encourage the GM to create/alter skills to fit within his campaign.

Skill	cost	Pr
Agriculture	3	CM
Standard	1	CM
Aquaculture	1	CM
Hydroponics	2	CM
Blacksmithing	3	CM
Standard	1	CM
Weapons craft	2	CM
Whitesmithing	3	CM
Goldsmith	1	CM
Sliversmith	1	CM
Tinsmith	1	CM
Woodworking	2	CM
Standard	1	CM

Glassblowing	2	CM
Standard	1	CM

Agriculture

This broad skill allows the hero the knowledge to grow crops. This can be anything from standard plowed fields to padi to aquaculture to hydroponics.

X At rank 3, the hero can diagnose crop diseases.

Blacksmithing

This broad skill allows the hero to produce iron goods at a forge.

Standard

This specialty skill allows the hero to make simple metal objects like horseshoes or hoops for barrels.

X At rank 6, the hero can adorn his work with complex artwork.

Weapons craft

This specialty skill allows the hero to make simple weapons (e.g. arrowheads and knives) at rank 1.

X At rank 3, the hero can make complex weapons.

Whitesmithing

This broad skill allows the hero to produce any goods that are made of any metal except iron. Each specialty skill is for a different metal. As most are used for jewelry, the hero can make artwork at rank 1.

Woodworking

This broad skill allows the hero to produce goods out of wood. It has only one specialty skill.

X At rank 3, the hero can add complex artwork to his products.

Glassblowing

This broad skill allows the hero to make things out of glass. It has only one specialty skill. Only simple items like bowls can be made at rank 1.

X At rank 3, the hero can produce artwork.



ROBOREVIEWS

By Enrico Fermi

A few notes on the reviews: The items below are reviewed only in terms of how useful/inspirational they might be for Alternity players who want to add Robots, Cyborgs, or AIs in their campaigns. A low rating might not be a holistic interpretation of the quality of the product *in toto*. Nor do the ratings include any factors such as playability because of the underlying game mechanics.

- 1 mutant eyeball: This product may be worth a squint.
- 2 mutant eyeballs: This product deserves a look.
- 3 mutant eyeballs: This product deserves a second look.
- 4 mutant eyeballs: All mutants should take a

look at this product, and share it with a friend.

5 mutant eyeballs: All eyes should turn to this product for guidance.

In addition to listing the original suggested retail price, I have included a price you can expect to pay for a used copy of the work. In some cases, I have included a "discount" price. This price reflects the price that I paid for the material "off-the-shelf"; your mileage may vary.

The accompanying chart compares the Technology Levels (TL) from other game systems with the Progress Levels of the Alternity System. This is my best effort to tie them all together, and I must admit that this is simply

Robotic Technology Comparison Chart									
by leptonica									
Alternity (Dataware)	PL 5		PL 6		PL 7		PL 8		
GURPS (Robots)	TL 7		TL 8	TL 9	TL 10	TL 11	TL 12		TL 12
Traveller (Classic)	TL 8		TL 9	TL 10	TL 11	TL 12	...	TL 17	
Spacemaster (Tech Law)	TL 15	TL 16	TL 17	TL 18	TL 19	TL 20	TL 21	TL 22	
<p>Concept of "Robot" enters the vernacular through fiction</p> <p>Specialized robots developed for certain applications, often in a fixed location; directly controlled by humans or computers.</p> <p>Robots become more mobile, speech recognition is possible. Robots serve as a means of extending human senses.</p> <p>Robot AIs are more reliable, but they are non-creative. Less direct supervision is necessary.</p> <p>AIs become economical; robots enter into common use. True AI may be possible.</p> <p>True AI is practical.</p> <p>True AI is common. Robots may be recognized members of a society.</p> <p>Microscopic robots can be created. Androbots that can pass as living creatures may be developed.</p> <p>Nanosopic AI becomes possible. Psi abilities in robots are possible.</p> <p>Fully biological robots become possible. AIs with no corporeal or temporal restraints become possible.</p>									
Robots are wonders			Robots are sidekicks			Robots are heroes			
Robots are tools								Robots are an elemental force	

a guide. For example, in the Traveller system the Tech Levels above 10 have more to do with economic issues than with strict technological abilities.

Gamma World: Treasures of the Ancients (4th Ed)

96 Pages

MSRP: \$10.95 Used: \$5.95

Robot Rating: 1 Mutant Eyeball

Module GWA1 is a collection of weapons, artifacts and some robots, with statistics for the 4th edition Gamma World rules. Most of the robots fall into one of two categories: they are presented either as potential tools or as potential enemies. While this is one of the few supplements published for the 4th edition GW rules, it is unfortunately not much more than a collection of devices that have already appeared in one (or more!) previous edition of the rules or modules.

I can only recommend this for folks with very limited collection of GW materials, and even then it should only be purchased if no others are available.

Gamma World Modules (3rd Ed.)

Epsilon Cyborgs (GW10) & Delta Fragment (GW9)

48 & 96 Pages respectively

MSRP: \$5.95 / \$8.95 Used: \$2.95 / \$4.95 Bargain: \$0.25

Robot Rating: 5 Mutant Eyeballs / 2 Mutant Eyeballs

These two products were among the many 3rd edition GW products to show up in the bargain bins at KayBee toy stores in the early 1990s. They are the final (published) chapters of the epic "Sky Chariot" adventure, a.k.a. "the Greek letter modules". GW9 is a double-sized module; the second half of GW9 is a description of the town of Dollar, along with the 3rd edition rules supplement. This rules supplement is very useful, but it doesn't contain much in the way of robots.

GW10 has an appendix that updates the rules for creating both PC and NPC robots. These rules are very detailed, with a prescribed series of steps to follow. This module should be considered a "must buy" for any player who wants to use robots in any Alterity setting.

Traveller Books 0-8 ("The Classic Books" collection)

256 (full-sized) pages

MSRP: \$28.00 Discount: \$16.80

Robot Rating: 3 Mutant Eyeballs

Far Future Enterprises has done all SF RPGers a tremendous favor by reprinting the original Traveller canon in these huge collections. Recall that the original Traveller books had page sizes one-half of a standard sheet; these reprints keep the original page size, but put two pages on each side of a standard page. The most relevant book for these purposes in Book 8, *Robots*, although Book 3, *Worlds and Adventures*, contains the relevant information on Tech Levels for products other than Robotic Synaptic Processors.

Like most Traveller products, there is a well-defined and almost too constrictive generation system for robots, but many of the charts and lists can be easily adapted for use in other systems. The most interesting contribution of this book is the "Universal Robot Profile," a sort of UPC code for robots. The URP is a 16-digit alphanumeric representation of a robot's construction, programming, and abilities. I feel that these pages are among the most inspired ones in any RPG rulebook.

This product is well worth the asking price, for both reference and nostalgic purposes. The copyright holders of other "Classic" material should follow the lead of FFE and Wizards of the Coast to make these "treasures of the ancients" available again.

GURPS Robots

128 pages

MSRP: \$19.95 Used: \$12.95

Robot Rating: 5 Mutant Eyeballs

This product is another “must have” resource for a campaign that will use robots in any major way. This first chapters focus on robot design, accessories, and programming. The chapter on robot brains is probably the least useful of these sections for players of other game systems, but it is still inspiring. Later chapters are devoted to microbots, nanomorphs and biological androids, providing a level of detail for such speculative technologies that is not often found in RPG material.

There are only about 20 pages of material dedicated to GURPS character creation and game mechanics that may or may not be useful in non-GURPS settings. The final chapters provide suggested campaign settings and a nice selection of sample robots. An additional campaign world, “CybEarth,” can be found in *Pyramid* magazine (Issue #17, the article is available online for current subscribers). Finally, the author provides a short and sweet bibliography of inspirational reading material.

Spacemaster Tech Law: Robotics Manual

128 pages

MSRP: \$20.00 Discount: \$12.00

Robot Rating: 3 Mutant Eyeballs

This book has the distinction of being the only product from Iron Crown Enterprises on my bookshelf. Now that ICE has gone out of business, I may have to explore other materials (especially in the Spacemaster line) while they are still available. Despite the title, this book is almost devoid of what most RPGs would consider robots. Instead, the book provides an excellent collection of cybernetic and biological upgrades that can be avail-

able at different technological levels. The latter portions of the book are devoted to androids, only some of which would be useful for other game systems.

I highly recommend this product to anyone who can purchase it for the \$12 price I paid for it.

Products Not Reviewed

GURPS Cyberpunk: I don’t own this, but I’m looking for it on the used/discount shelves.

Other Gamma World Modules: Most of the 3rd edition modules have useful information in the appendices, and at least one major NPC is a cyborg. The 1st edition module “Legion of Gold” has a few interesting robotic resources.

Star Frontiers (Rulebook & Zebulon’s Guide):

I have these, but beyond the Mechanons, I don’t recall much material in the way of robots, certainly nothing at the level of Epsilon Cyborgs.

“The Six-Million Dollar Robot” (from the December 1984 *Dragon* magazine): This article is very short, but it is worth looking it up if you have access to the CD archive.

Champions and similar products: I have only the 4th edition rulebook, which I have been too lazy to look for...so I can’t review it. I did browse through my **Superworld** and **Villains & Vigilantes** collections and did not find anything particularly wonderful, but I might have missed something, such as the stats for Iron Maiden (essentially a cyber-organic warsuit) from the V&V modules *Death Duel with the Destroyers* and/or *The Island of Doctor Apocalypse*.

GURPS Biotech: I browsed through my copy, but nothing jumped out at me.



WARHULK STATS

By Ido-Pat-El

The Last Warhulk (Ares 22)

These statistics are based on *The Last Warhulk* adventure by Richard Baker. I have tried to make these statistics as accurate as possible using the rules described in the *Warships* supplement (which is a free download from the official Alternity website: www.wizards.com/alternity) and using the information from *The Last Warhulk*.

The amounts of weapons and systems on the Warhulk made me create a new hull. The Warhulk's internal corridors are very cramped, and are not created for human comfort. Because of this, the Warhulk Hull has a lot of hull points (the amount of a *Super-Heavy* ship) but its relative small size makes it toughness *Heavy* (the toughness of a *Heavy ship*). Its size is roughly that of a Battlecruiser. The amount of bombs and missiles on the Warhulk is based on the assumption that the Warhulk carries hundreds of each.

I hope that everybody who wants to use the Warhulk has a lot fun with it. If somebody creates a more accurate version based on this file I really would love to see it.

Warhulk

Zones: 12

Maneuver: 1

Cost: \$6275.275M

Armament: MB:16x Quantum Cannons

SB 42x Turret Pulse fire Plasma Cannons,

TB: 26x Quad Mounted Laser Cannon Turrets

ASM: Matter ,KB submunition, HY Nukes, CHE

BB: Matter Bombs

Defenses: Deflection Inducer, Jammer, Chaff, Damage Control, Repair Bots, Internal Security Robots, Space Fighters

Comp: Amazing Comp Core AI (Ares 22)

Engines: Induction Engines

Power: Mass Reactors (4851 pf) (needed 2434pf)

Drive: 15 ly/starfall

Armor: d8+ 1 Li / d8+ 1 Hi / d8+ 1 En

Hull: 3400(+ 1700)

Acc: 2 Mpp

Berthing: 6

\$2100M

Class:	hull points	5%	10%	T	Target	Zones	Mv	S/W/M/C	Max/z
Warhulk	3400(+ 1700)	170	340	Hv	-3 step	12	1	100/100/50/25	510

Armor:	Heavy Neutronite:d8+ 1 (Li) /d8+ 1 (Hi)/ d8+ 1(En)	340/0	\$340M
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Power	Mass Reactor	1386/*	\$346.5M
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Engines	3x Induction	340/340	\$170M
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	Stardrive	85/255	\$87M
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Support	Autosupport	85/85	\$17M
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	Cryogenic Units	2/1	\$0.1M
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	Passengers Quarters	6/0	\$0.15M
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	Deep Stores	1/0	\$0.005M
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Weapons	16 Quantum Cannons	288/288	\$800M
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	42 Pulse Fire Plasma Cannons (turret)	168/210	\$29.4M
	26 Quad Mounted Laser Cannons (turret)	195/52	\$28.4M
	Ordnance Bomb Array	250/125	\$7M
	3x Ordnance Missile Array	225/112.5	\$6.375M
Defenses	Deflection Inducer	170/340	\$85M
	Jammer	34/34	\$3.4M
	Chaff	34/0	\$1.7M
	Damage Control	170/170	\$17M
	Repair Bots	170/340	\$85M
	Security Suite (robots)	12.5/12.5	\$2.5M
Comm	3x Radio Transceiver	1.5/3	\$0.075M
	3x Laser Transceiver	3/3	\$0.15M
	3x Mass Transceiver	3/3	\$0.3M
Computer	Amazing Comp Core (Ares 22) + backup	34/34	\$34M
	5x Fire Control (good)	5/0	\$1.5M
	7x Sensors (good)	7/0	\$2.1M
Sensors	4x Multiband Radar	2/4	\$0.2M
	4x Hi-res Video	2/0	\$0.04M
	4x IR Detector	2/0	\$0.08M
	2x Mass Detector	2/2	\$0.2M
	4x Spectro Analyzer	4/4	\$0.4M
	4x Ladar	4/4	\$0.4M
	4x Madar	4/4	\$0.8M
Hanger	3x Hanger bay (24 space fighters)	240/0	\$6.1M
	3x Magazines	811/0	\$40.55M
	3x Fabrication Facilities	12/6	\$0.6M
	Ordnance Transfer System	2/2	\$0.3M

- F: 4x TB, 8x SB, 3x MB, 2x ASM (252), Madar (1), Hi-res(0.5), IR (0.5), Mass Transceiver (1), Auto-support (10), Mass Reactor (93)
- FC: 5x TB, 4x SB, 3x MB (107.5), Damage Control (170), Spectro Analyzer (1), Mass Reactor (117)
- FP: 2x TB, 2x SB (23), Ladar (1), Multiband Radar (0.5), Laser Transceiver (1), Hanger (12 fighters) (120) Magazine (259.5), Autosupport (10), Mass Reactor (95)
- FS: 2x TB, 3x SB (27), Ladar (1), Madar (1), IR (0.5), Radio Transceiver (0.5), Fabrication facilities (4), Ordnance Transfer System (2), Induction Engine (113.3), Mass Reactor (94)
- CF: 2x SB, 3x MB (62), Deflection Inducer (170), Laser Transceiver (1), Radio Transceiver (0.5), Security Suite (12.5), Fabrication facilities (4), Autosupport (10), Mass Reactor (94), Am Computer Core {Ares 22} + comp systems (29)
- P: 2x TB, 1x MB (33), Ladar (1), Mass Detector (1), Multiband Radar (0.5), Hi-res (0.5), Magazine (163.4), Deep Stores (1), Induction Engine (113.3), Mass Reactor (94)
- S: 2x TB, 1x MB (33), Jammer (34), Mass Detector (1), Multiband Radar(0.5), Hi-res (0.5), Hanger (60), Magazine (97,1), Mass Reactor (94),
- CA: Chaff(34), Repair Bots (170), Spectro Analyzer (1), Laser Transceiver (1), Radio Transceiver (0.5), Autosupport (10), Induction Engine (113.3), Mass Reactor (94), Stardrive (85)
- AP: 2xTB, 4x SB, 1x MB (49), Ladar (1), Madar (1), Mass Transceiver (1), Mass Reactor (344),

AS: 2xTB, 3x SB, 1x MB (45), Spectro Analyzer (1), Hi-res (0.5), IR (0.5), Hanger (6 fighters) (60) Magazine (291), Passenger Quarters (6), Cryogenic Chambers (2), Autosupport (10), Mass Reactor (94)

AC: 5x SB, BB (270), Madar (1), Multiband Radar (0.5), Mass Transceiver (1), Fabrication facilities (4), Mass Reactor (94), Amazing Comp Core {backup Ares 22} (17)

A: 5x TB, 11x SB, 3x MB, 1x ASM (210.5), Spectro Analyzer (1), IR (0.5), Mass Reactor (93)

Weapon:	F	S	P	A
MB	3(3)	1(2)	1(2)	1(3)
SB	3(4)	2(3)	2(4)	4(4)
TB	3(3)	2(3)	2(3)	1(3), 1(2)
ASM	1(2)	-	-	1
BB	-	-	-	1

Weapon: weapon battery type

Fire Arcs: **F**, fore, **S**, Starboard, **P**, Port, **A**, Aft.

X(Y) are the grouped batteries where X is the number of batteries located on the Fire Arc and Y is the number of weapons of the weapon type inside each battery. So for the MB F 3(3) there are 3 batteries of Quantum Cannons on the Fore Arc, each consisting of 3 cannons.

Ordnance Missile Array:

Missile:	Acc	Damage:	#missiles	End	ACC	Cost
Matter Reaction	+1 (-1)	En/SH 3d6m/2d6c/2d6+2c	(51)	8	4	\$107.8M
HY Nukes	+1 (-1)	En/H 2d6w/2d6m/2d6c	(8)	8	4	\$8.88M
CHE	-1 (-3)	En/L d6+1s/d6+1w/d4+2c	(16)	6	5	\$1.28M
KE Submunition	-2 (-5)	HI/L d6+2s/d6+2w/d6+4w	(16)	6	5	\$1.44M

All warheads have a mass guidance system. The total bonuses were calculated by adding the mass guidance, missile delivery and computer bonus modifiers.

Matter Bombs in Bomb Array: (250) \$505M

Weapons	Acc
Matter Bomb	-1 (-3)

Warhead:	Dmg Range		
	Ord	Good	Amazing
Matter Reaction		500m	1 km 2 km
High-yield Nuke		5 km	10 km 20 km
CHE	20m	40m	60m
KE	all targets within 200m attacked		

Weapon	Acc	Range	Fire	Dmg	Mode
Quantum Cannon	+2 (0)	4/8/12	En/M	2d8w/2d6m/2d4c	F/G
PF Plasma Cannon	-2 (-4)	1/2/4	En/L	d6+2w/d8+2w/d6+1m	F/B/A
X-Ray Laser Cannon	-2 (-4)	1/2/3	En/S	d6+1s/d4+2w/d4m	F

Magazine:	#	Cost
Matter Bomb	(418)	\$844.36M
Matter Warheads	(218)	\$459.98M
HY Nukes	(109)	\$120.99M
KE Submunition	(66)	\$5.94M
CHE	(66)	\$5.28M



THE SPOOK

By Pål Wilhelmsen

The Spook

Spooks are the rank and file field agents of any governmental agency or appearance-minded conspiracy. Most Spooks are hard-working people who believe they serve profit, justice and the public interest, but some of the upper echelons are deeply involved in conspiracy and work to hide the truth from the public.

Marginal Spooks are usually encountered conducting house-to-house investigations, stakeouts and other simple and labor-intensive tasks. They generally have no clue about the larger picture, and do work that often seems frustrating and pointless.

Ordinary Spooks are accomplished field agents, capable of conducting investigations and securing evidence that otherwise would have been lost.

Good Spooks are in charge of investigations, have secret knowledge of the state of the world, and have seen things that cannot be explained within the framework of conventional science.

Amazing Spooks are in charge of strategic decisions for their employers. Some work outside the established organizations as free agents, or hold key positions in several organizations.

Marginal Skills: Athletics; Modern Ranged Weapon - *pistol*; Vehicle Operation - *land*; Stamina; Knowledge; Awareness; Investi-

gate - *research*; Interaction - *interview*

Ordinary Skills: Athletics; Unarmed Attack; Modern Ranged Weapon - *pistol 2*; Vehicle Operation - *land 2*; Stealth; Stamina; Knowledge - *computer operation, first aid*; Law - *law enforcement 2*; Security; Awareness - *perception 2*; Investigate - *research 2*; Interaction - *interview, Intimidate 2*

Good Skills: Athletics; Unarmed Attack - *brawl*; Modern Ranged Weapon - *pistol 3*; Vehicle Operation - *land 2*; Stealth - *shadow 2*; Stamina; Knowledge - *computer operation, first aid*; Law - *law enforcement 3*; Security - *protection 2, devices*; Awareness - *intuition, perception 2*; Investigate - *research 2*;

Lore; Deception - *bribe*; Interaction - *interview 2, Intimidate 4*

Amazing Skills: Athletics; Unarmed Attack - *brawl*; Modern Ranged Weapon - *pistol 4*; Vehicle Op-

eration - *land 2*; Stealth - *shadow 3*; Stamina; Knowledge - *computer operation, first aid*; Law - *law enforcement 5*; Security - *protection 3, devices 2*; Administration - *bureaucracy 3*; Awareness - *intuition 3, perception 2*; Investigate - *research 2*; Lore - *conspiracy theories 4*; Deception - *bluff 2, bribe*; Interaction - *interview 2, Intimidate 4*

Equipment:

Car, 9mm pistol, cellular phone, suit, sunglasses. Or refer to Appendix: Preferred Equipment of the Enemy in the *Dark* Matter Arms and Equipment Guide*.

	M	O	G	A
STR	8	9	10	10
DEX	9	10	11	11
CON	8	9	10	11
INT	9	11	12	13
WIL	10	11	12	14
PER	9	10	11	13
Action Check	9	10	11	12
#Actions	2	2	2	3



Les Treize Corbeaux Cultist

By Pål Wilhelmsen

Les Treize Corbeaux Cultist

(From the "Exit 23" adventure in the Dark*Matter Campaign Setting sourcebook)

Les Treize Corbeaux is spreading like a disease in American society. A few years ago it was just another occult sect; today it is growing powerful with the rise of the dark tide and the imminent return of their spiritual leader and founder Michel Galvin.

Marginal Cultists are usually occupied with ordinary day jobs, and only participate in rituals and murders during weekends. They have pledged loyalty to dark powers in exchange for money, influence, and a chance to explore their darker sides, without really knowing their leaders or the cult's true goal.

Ordinary Cultists have loosened the ties to society and serve as senior cult members, coordinators for lesser members and muscle on important missions. Some loathe what they have become, but dare not to break with the cult.

Good Cultists have a greater grasp of what the cult is about and have closer ties to the leaders and possibly Galvin. They rarely work with lesser members, and then only for surveillance or as shock troops.

Amazing Cultists are the leaders of the sect. They are important figures in normal society, leaders with money, influence and lawyers. They are truly damned and live only to increase their own power, and possibly to find a way to get to the hook of the dark powers that rule them.

Marginal Skills: Athletics; Melee Weapons - *blade*; Unarmed Attack - *brawl*; Vehicle Operation - *land*; Stamina; Knowledge; Awareness; Interaction - *intimidate, charm*

Ordinary Skills: Athletics; Melee Weapons - *blade 2*; Unarmed Attack - *brawl*; Modern Ranged Weapons - *pistol, shotgun 2*; Stealth; Vehicle Operation - *land 2*; Stamina - *resist pain*; Knowledge; Awareness - *perception*; Interaction - *intimidate 2, charm*

Good Skills: Athletics; Melee Weapons - *blade 2*; Unarmed Attack - *brawl*; Modern Ranged Weapons - *pistol, shotgun 2*; Stealth - *hide, shadow 3*; Vehicle Operation - *land 2*; Stamina - *resist pain*; Knowledge; Awareness - *perception*;

Investigate - *search 2, track 2*; Lore - *occult lore 2*; Resolve - *mental resolve*; Interaction - *intimidate 2, charm*; Diabolism - *Hellfire 2, Tongue of the Damned*

Amazing Skills:

Athletics; Melee Weapons - *blade 2*; Unarmed Attack - *brawl*; Modern Ranged Weapons - *pistol 3, shotgun 2*; Stealth - *hide, shadow 3*; Vehicle Operation - *land 2*; Stamina - *resist pain*; Knowledge; Awareness - *perception*; Investigate - *search 2, track 2*; Lore - *occult lore 4*; Resolve - *mental resolve 3, physical*; Interaction - *intimidate 2, charm 4*; Leadership - *inspire*; Diabolism - *Binding 2, Hellfire 3, Summoning 2, Tongue of the Damned 3*

Equipment:

Car or motorcycle, wicked looking dagger, some carry shotguns or pistols, diabolic ceremonial garbs.

	M	O	G	A
STR	10	10	11	12
DEX	9	10	11	12
CON	9	9	10	11
INT	8	11	12	12
WIL	9	10	11	12
PER	9	10	11	13
Action Check	8	10	11	12
#Actions	2	2	2	2



UPLIFT: THE TANDU

By Jim Sharkey

Uplifting Thoughts: The Tandu, an NPC race for Uplift

The Tandu are a xenophobic race, dedicated to a philosophy that demands the eventual destruction of all unworthy races. Warlike and aggressive, they care little for the subtle niceties of Galactic Tradition, subverting the its intent whenever they can get away with it. Their treatment of their Clients, under investigation by the Uplift Institute, is a prime example.

A Tandu looks like a ten-legged mantis. It can use up to six of its forelegs as arms; each is fully manipulative. They are usually a glossy black in color.

The Tandu were Uplifted from a purely carnivorous race of hunters. They are extremely well adapted to this lifestyle. A Tandu is incapable of mercy, considering all other beings inferior, and will parlay or use diplomacy only if it sees no other way to succeed at its objective. Oftentimes, the punishment for being forced to resort to such tactics require the offending Tandu to offer up one or more limbs as punishment.

Not that losing a limb is a big imposition; a Tandu can regenerate any or all of its limbs. In addition, its heads only carries sensor organs. Its brain is contained in its thorax. As a result, a Tandu can even survive the loss of its head, though it is nearly blinded until a new one grows in.

Like many other Galactic races with extreme views, they have particular contempt for Earthclan. They have led many wars of extinction in the past; adding Earthclan to that list would make them very happy.

Regardless of their many flaws, the Tandu are among the fiercest, most fearless warriors in

the all the galaxies. They are willing to take risks that most other races find insane, and will fight until the last Tandu stands. Any Tandu who disobeys orders is slain on the spot. This sets an example not only to other Tandu, but serves as an object lesson to other races as well. Finally, it takes an obscene amount of damage to stop a Tandu permanently. They can be beaten, but it requires a skilled warrior to do it with any speed. There are few soldiers of any race who would be willing to engage a Tandu in single combat.

Tandu spaceships are shaped like spindly dragonflies. They are built for speed and agility rather than sturdiness. Their ships lack the armor and defenses many other races use to make room for additional weaponry and agility. Also, the Tandu use the reality warping abilities of the Episiarch to gain additional advantages over their foes, though this is very dangerous.

The Tandu have two known Client races: The Acceptor and the Episiarch. It is suspected by certain races and the Uplift Institute that they are being used improperly by the Tandu and not being trained how to function in Galactic society.

The Acceptor is a spider-like being of enormous empathic ability. It is essentially a sensory organ that is kept on Tandu ships. When not working to detect enemy ships and thoughts, it's kept in a chamber that feeds it constant stimuli to keep it sated. Any Tandu ship that has an Acceptor on board gets a -2 step bonus to all System Operation and Tactics specialty skill checks over and above any bonuses due to other equipment. On a Critical Failure under any of the above skills, the Acceptor must make a WIL feat check at a +1 penalty or it is overwhelmed by the stimuli, and is no longer able to assist the above skills.

An Acceptor can be distracted by incongruous data, which may allow an enemy to confuse it or get it to ignore more important data.

An Acceptor's Willpower is usually between 10 and 15.

The Episiarch looks like a huge, brown, shaggy dog. Episiarchs want to change what is into something else. They are incredibly powerful psionics, possibly the strongest in the Galaxies. It can create solid ground on water or make warp gates where there were none. It's even possible that an Episiarch could will someone out of existence, though that's never been proven. The Tandu will use the Episiarch to traverse hyperspatial distances when they feel the need is extreme enough, and can use the same ability in solar systems to get an edge on their opponents.

When the Tandu use the Episiarch's reality bending ability in ship combat, they gain 1d3 surprise phases immediately against their opponents, and get a -2 step bonus for the following two rounds as panic ensues aboard the opponents' vessels.

When this extremely risky maneuver is used, the Episiarch must make a *Reality Warp* check, a type Psychoportation specialty skill that can be used to cover most of its abilities. On a Critical Failure, the ship implodes immediately; a Failure results in implosion after 2d4 rounds; an Ordinary success causes 1d4 Mortal damage to one to four compartments; a Good success causes 1d6 Wounds to one to two compartments; and an Amazing success causes 1d8 Stun to one compartment. There are no distance modifiers for creating a warp gate, but if the target area to warp to is crowded, for example, the GM should impose some difficulty modifier.

An Episiarch's Willpower is usually between 10 and 17, and they will have at least one level in *Reality Warp*.

Note: Neither the Acceptor nor the Episiarch is likely to be encountered. Should you need statistics for either, assume the rest of their stats are about average. Also, due to the Tandu's Uplift malfeasance, both of these Clients lack what their Patrons consider unimportant skills.

Special Abilities:

Tandu can absorb large amounts of punishment. A Tandu's stun, wound, and mortal ratings are based on 1.5 times their Constitution score.

Tandu gain a -2 step bonus to all Stamina specialty skills, further reflecting their ability to shake off damage that would incapacitate most other beings.

Unless a Tandu is reduced to zero Mortals, it can regenerate completely, given sufficient time. In combat, they regain one point of Stun per round. Complete regeneration of a missing head can take up to 45 days, missing limbs take about 15 days.

Tandu are considered Ambidextrous for the purposes of hand-to-hand combat. They can easily handle their multiple limbs, and can attack with more than one limb in a phase.

Tandu cannot use Psionics.

Tandu are feared throughout the Galaxies, and should be treated as having Infamy 4 for any PER test except *Intimidation*, for which they should instead gain a -2 step bonus.

Ability Scores:

STR	DEX	CON	INT	WIL	PER
7/14	8/15	7/15	4/14	4/12	4/11

Free Broad Skills:

- STR – Melee Weapons
- DEX – Vehicle Operation
- CON – Stamina
- INT – Knowledge
- WIL – Awareness, Investigation