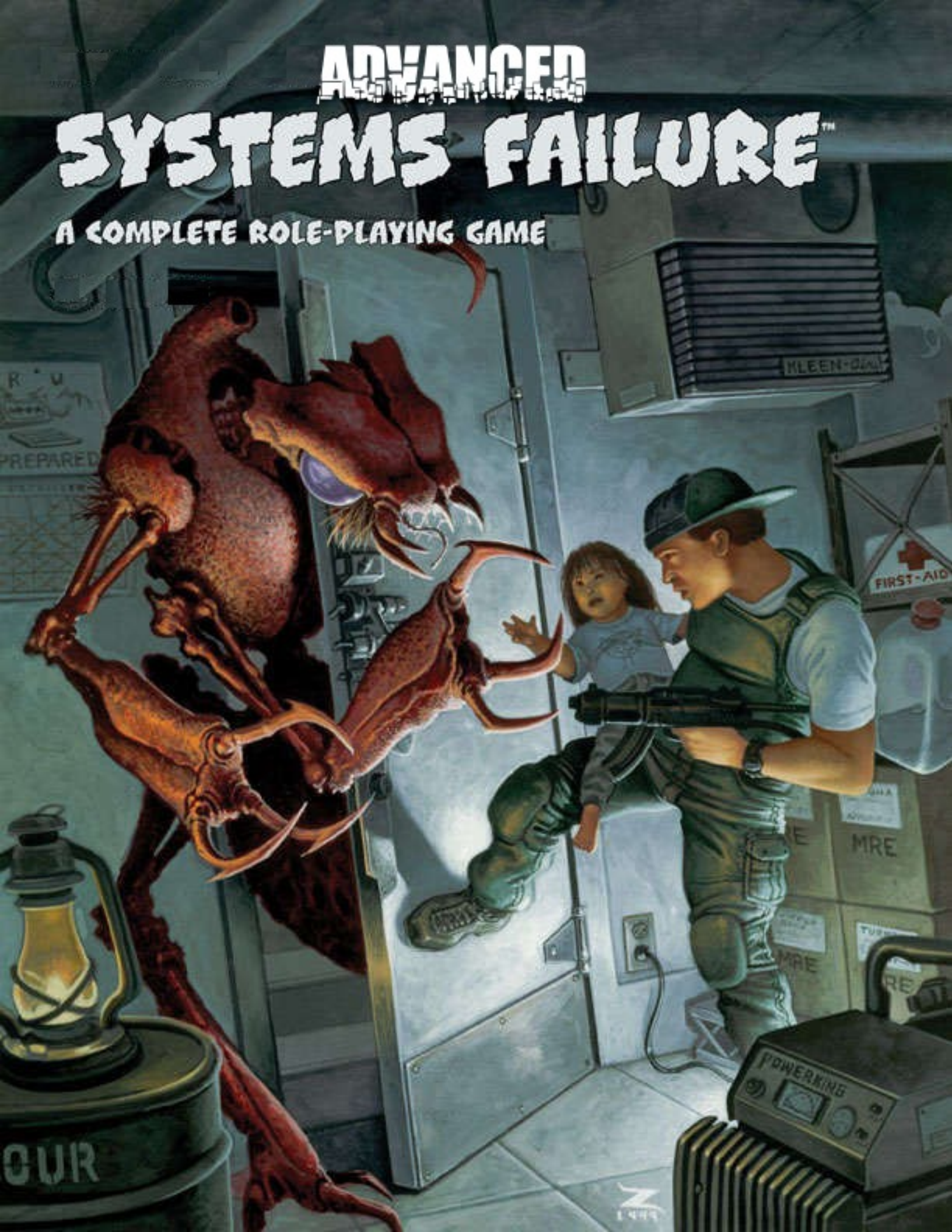


ADVANCED

# SYSTEMS FAILURE™

A COMPLETE ROLE-PLAYING GAME



CUR

1999

# Advanced Systems Failure Book

Design: Marco Ferraro

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## Foreword

This document is a compilation of all the Systems Failure articles from various internet sites. None were created by me.

## 1. New O.C.C.s

### **Altar Boy O.C.C.**

By Cain

Also known as Bible Thumper, Holy Man, Holy Roller and Preacher .

In times of trouble, mankind has long turned to religion to see them through. People's faith in a higher power has often led to remarkable acts of heroism in the face of daunting odds, and the years following the Meltdown are no exception. Almost everyone, whether they admit it or not, has some sort of belief in something greater than themselves... but a few seem to be truly blessed. These brave men and women are known as Altar Boys, and they serve their faith by helping the downtrodden and taking the fight to the Bugs. Take a dollop of priest, add a handful of soldier, throw in a pinch of doctor and a dash of storyteller, and you have an Altar Boy. They tend to the sick, preach to the faithful, can swear like a sailor and kill like a professional when necessary. What's more, Altar Boys seem to have an innate ability to resist Silkworm implantation, which makes them invaluable to Exterminator squads. Alignment: Can be any, but almost always Good.

Attribute Requirements: None.

Base S.D.C.: 25

O.C.C. Abilities and Bonuses:

Duty-bound (special): Altar Boys have made a private agreement with whatever higher power they believe in (be it God,

Allah or something else) to serve humanity in whatever way they can, whether as teachers, healers or soldiers. In stressful situations, they can pray for and receive guidance (Base percentage: ME stat plus 35%, plus 3% per level. The GM determines what might be appropriate guidance.)

Shield of Faith (special): Altar Boys can resist Silkworm implantation, extending the takeover time by their ME stat in hours. They also have a chance of rejecting the Silkworm outright and expelling it from their body (Base percentage: ME stat x 2, plus 1% for each failed takeover attempt as their faith grows stronger.)

Skill Programs: Basic Military Program (+10%), Medical Assistant Program (+5%), and select one skill program of choice.

O.C.C. Related Skills: Pick 7 skills from the following:

Communications: Radio Basic, Read Sensory Equipment and T.V/Video only (+5%).

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Any except Intelligence and Interrogation.

Mechanical: Any except Mechanical Engineer and Advanced Mechanics.

Medical: First Aid, Holistic Medicine and Paramedic only (+10%).

Military: Camouflage and Recognize Weapon Quality only.

Physical: Any except Acrobatics, Gymnastics and Wrestling.

Hand to Hand: Expert costs two skill selections

and Hand to Hand: Martial Arts costs three skill selections, and the Altar Boy cannot purchase Hand to Hand:

Assassin.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: Any except Weapons

Systems.

Rogue: Any, although uses these skills to help others rather than him/herself(+10%).

Science: Any.

Technical: Any (+5%).

Wilderness: Any (+5%).

W.P.: Any, except energy weapons.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 5, 8, 11, and 14.

Standard Equipment: A survival knife, pocket knife, and one weapon (usually a rifle or shotgun) plus 1D4x100 rounds of ammunition. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, pocket signal mirror, two canteens, a gas mask and \$1D6x100 in personal gear. Altar Boys will usually have a horse-drawn wagon or small car or truck for their vehicle

Money: \$1D4x50 in tradeable goods or coin; Altar Boys tend to spend their money on the needy.

The Upside: You're the light in many people's lives, bringing them hope and inspiration in these dark and troubled times.

The Downside: You're also high on Bugs' hit lists because of your resistance to being Silkwormmed.

Experience Point Requirements: use the Wacko table (Systems Failure, page 103).

### **Anachronism OCC**

By Cain

also known as the Throwback, Caveman, and Cannon Fodder

You were raised normally, but even as a child you preferred candles and wooden swords instead of light bulbs and pop-guns. You always had a fascination with the pioneers of America and had a secret (or not so secret) desire to be one. You

loved the simpler times and participated in a great number of historical recreation societies. You liked it but were disappointed there weren't as many people in those groups like yourself as you thought there would be. When you first heard about the Y2K crisis you knew that you were right, technology couldn't be trusted. When the melt down occurred, you could not have been happier. You're finally living your dream. You're a pioneer with nothing to help you but your knife. You don't mind hanging out with others but dislike their constant whining about not being able to use computers, in fact, you look down on them a little. Even now they use crutches like guns and trucks to make their lives easier. Obviously they'll never learn unless you teach them.

Special Ability:

Battle Frenzy: Twice a day the Anachronism can center himself enough to enter a battle frenzy. He can control the frenzy enough to keep from harming his companions but any bugs had better watch out! The frenzy requires 1 melee of preparation and lasts 1d6 minutes. During the 1d6 minutes his reflexes become lightning fast and all his enemy's movements seem like they are happening in slow motion. The frenzy instills the following bonuses: +1 attack per melee, +6 initiative, +4 strike, +3 parry, and +3 dodge. These bonuses apply to his fists as well as any weapon he is using.

Background Skill Note:

You may have any background skills you wish, before the meltdown you were forced to use the accursed technology you dislike, however you refuse to use any of these skills now.

Base S.D.C.: 40

Skill Packages:

Wilderness (+25%), Physical, and



Ancient Weapon Proficiencies  
 Secondary Skills: Select 5 skills from the following list  
 Communications: Cryptography only  
 Domestic: Any (+10%)  
 Electrical: None (You hate it)  
 Espionage: Any (+5%)  
 Mechanical: None  
 Medical: Paramedic and Holistic Medicine (+5%) Only.  
 Military: Any except demolitions  
 Physical: Any (+5%), HTH: Expert and Martial Arts count as only 1 skill selection  
 Pilot, Basic: Horsemanship Only  
 Pilot, Advanced: None  
 Pilot Related: None  
 Rogue: Any  
 Science: Math, Biology, and Anthropology only  
 Technical: Any  
 WP: Ancient Only (Revolver may be ok, check with GM)  
 Wilderness: Any  
 Secondary Skills: None initially, Select 1 skill at levels 2,8,11, and 14.  
 Equipment:  
 1 Weapon for each WP, plus an extra sword or knife, a bow and 2d6x10 arrows, and a hatchet. Standard Survival Gear, and an excellent quality riding horse.  
 Money: 1d6x100 in gold and silver  
 Trade Goods: 2d6x10 in trade goods  
 The Upside:  
 You can handle yourself nearly anywhere and you're having the time of your life. You couldn't be happier.  
 The Downside:  
 You hate modern technology which sometimes acts a disadvantage. You know the bugs must be purged from Earth but your likely to sabotage efforts at bringing back technology for man to use. You'll do everything in you power to stop the creation of a killer app short of

murdering your friends in their sleep.

Experience Table:

Level 1: 0,000-2,000  
 Level 2: 2,001-4,000  
 Level 3: 4,001-8,200  
 Level 4: 8,201-16,400  
 Level 5: 16,401-24,500  
 Level 6: 24,501-34,600  
 Level 7: 34,601-49,700  
 Level 8: 49,701-69,800  
 Level 9: 69,801-94,900  
 Level 10: 94,901-129,000  
 Level 11: 129,001-179,100  
 Level 12: 179,101-229,200  
 Level 13: 229,201-279,300  
 Level 14: 279,301-329,400  
 Level 15: 329,400-389,500

### **Artisan O.C.C.**

By Cain

Also known as Baker, Blacksmith, Cobbler or whatever they specialize in (or maybe the Butcher, the Baker, the Candlestick Maker).

Alignment: Any, but the vast majority are Good.

Attribute Requirements: None.

Base S.D.C.: 30

O.C.C. Abilities and Bonuses:

Craft (special): Every Artisan specializes in some sort of craft that they can make a living from. Whatever the craft, their percentage for success is 65%+3% per level. Some sample trades are:

Baker - makes breads, biscuits and cakes

Blacksmith - makes items of forged iron, usually horseshoes

Brewer - makes beer and malt liquors

Cobbler - makes and repairs shoes and boots

Mason - builder using stone or brick

Miller - grinds grain in a mill to make flour

Welder - welds metal together, usually for repairs or armor plating

Woodcutter - chopper and engraver of

wood

**Skill Programs (special)** Select any ten skills that the player and GM feel are appropriate to the character. No restrictions, but no bonuses either.

**O.C.C. Related Skills:** Pick eight skills from the following:

**Communications:** Any (+5%), except Cryptography, Laser and Optic Systems.

**Domestic:** Any (+10%).

**Electrical:** Any.

**Espionage:** Any (+5% to most, but +10% to Forgery, Intelligence and Disguise).

**Mechanical:** Any.

**Medical:** First Aid only.

**Military:** Any, except Trap/Mine Detection.

**Physical:** Any except Acrobatics and Wrestling. **Hand to Hand:** Expert costs two skill selections and **Hand to Hand: Martial Arts** or **Hand to Hand: Assassin** costs three skill selections.

**Pilot, Basic:** Any (+15%).

**Pilot, Advanced:** None.

**Pilot Related:** Any.

**Rogue:** Any (+10%).

**Science:** Astronomy, Chemistry and Mathematics: Advanced only.

**Technical:** Any (+15%).

**Wilderness:** Any (+5%).

**W.P.:** Any.

**Secondary Skills:** None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.

**Standard Equipment:** A survival knife, pocket knife, and one weapon (usually a rifle or shotgun) plus 1D4x50 rounds of ammunition. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, pocket signal mirror, two canteens, 1D4 jugs of whiskey or moonshine, a gas mask and \$1D6x100 in personal gear. The character also comes with a shop in a town or portable shop in a van or truck with all tools necessary to

practice his or her craft.

**Money:** \$2D4x100 in tradeable goods or coin.

**The Upside:** You're a necessary part of many people's lives, and without you they might not survive. You shoe horses, bake fresh bread, repair shoes and boots, or perform any number of other services, all of which are necessary in post-Meltdown America. This makes you respected and even admired.

**The Downside:** It also makes you hunted, especially by Warlords who need your talents. But they won't kill you... until you're no longer useful.

**Experience Point Requirements:** use the Freebooter table (Systems Failure, page 87).

### **Banger O.C.C.**

By Cain

Also known as Chucky and Urchin  
When the Meltdown happened, hundreds of thousands of parents were separated from their children; as the chaos intensified, many more were orphaned when their parents succumbed to disease, starvation or violence. To these children and teens, life before the Meltdown is a barely remembered dream... and the reality is survival of the fittest. Most Bangers (from 'gang-bangers') are from twelve to fifteen years old (the oldest are around eighteen or nineteen, and the youngest might be five or six), and make up for their lack of size and strength by travelling in packs of eight to over fifty members. These packs stay mobile, never remaining in one area for more than a few months, and prefer to avoid direct confrontations if they can help it. Lone Bangers are occasionally found, and are among the toughest, most cunning people alive.

**Alignment:** Any, but usually Selfish.

**Attribute Requirements:** None.

Base S.D.C.: 20 (children under 14) or 35

O.C.C. Abilities and Bonuses:

Puppy-Dog Eyes (special): Bangers can feign innocence to gain the sympathy of adults. This can give them access to money, weapons and resources that they would otherwise be unable to obtain, and can get them out of trouble. Base Percentage: M.A. attribute number x 3, plus 2% per level.

Where'd He Go? (special): Bangers can seemingly vanish, even from the most secure places, through air ducts and access conduits. Base Percentage: 30% + 4% per level.

Skill Programs: Criminal Program (+10%) and Modern Weapons Program.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Pick Locks, Pick Pockets, and Wilderness Survival only.

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any.

Pilot, Basic: Any (+10%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Any (+10%).

Science: Basic Math and Chemistry only.

Technical: Language and Literacy only.

Wilderness: Any (+5%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.

Standard Equipment: When travelling in packs, Bangers usually have a vehicle (80% chance), but individuals rarely have a vehicle or pack animal (25%

chance). Has one weapon for each W.P. plus 1D4x50 rounds of ammunition for each. The character also has a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask and \$2D4x100 in personal gear.

Money: \$2D4x100 in tradeable goods and/or precious metals.

The Upside: You're a kid, maybe a teenager at best; nobody thinks you're capable of doing any real damage, and they all underestimate how dangerous you really are until it's too late.

The Downside: You're a teenager or younger; you're not very big, strong or physically tough, and if you get caught without your pack you're screwed (most of the time, anyway).

Experience Point Requirements: use the Splatterpunk table (Systems Failure, page 95).

### **Barnstormer O.C.C.**

By Cain

Also known as Crackerjack and Airborne Ranger

In the early twentieth century, many adventurous young men and women called Barnstormers took to the skies in rattletrap aircraft of their own design and manufacture in an effort to bring the miracle of flight to the masses. Now, almost one hundred years later, a new generation of Barnstormers has taken to the skies, although their goals are much different. Instead of entertaining, most Barnstormers fly from town to town delivering mail, spreading news and keeping people in touch with each other in one of the few ways left. Along the way, most perform a few tricks for smiles, but their goals are very serious. For some of the more brazen flyers, the challenge of spying on the Bugs from the air is irresistible and their

observations are often put to good use by Bughunters and NORAD.

Alignment: Any, but usually Good or Anarchist.

Attribute Requirements: I.Q. of 10 and a P.P. of 12.

Base S.D.C.: 40

O.C.C. Abilities and Bonuses:

Jury-Rig (special): Almost identical to the Grease Monkey ability (see Systems Failure RPG, page 88, for details), but can only be applied to their own aircraft, and they have very few spare parts.

Their planes are so strangely repaired that other people who try to repair them have a -25% penalty.

Flirting with Disaster (special):

Barnstormers gain a +2 to all combat abilities and saving throws, as well as +20% to his or her piloting skill when going into danger while flying their plane; this comes from the rush of excitement they love so much.

Unfortunately, this tends to make them cocky and somewhat foolhardy.

Skill Programs: Pilot: Basic Program (+20%, and prefers airplanes), Electrical Program (+10%), and Mechanical Program (+10%).

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any except Laser and Optic Systems.

Domestic: Any.

Electrical: Any (+15%).

Espionage: Detect Concealment and Pick Locks only.

Mechanical: Any (+15%).

Medical: First Aid only.

Military: Armorer (field), Camouflage, Demolitions, Demolitions Disposal, and Recognize Weapon Quality only (+10%).

Physical: Any, except for Hand to Hand: Assassin, Acrobatics and Gymnastics.

Hand to Hand: Expert costs two skill

selections and Hand to Hand: Martial Arts costs three skill selections.

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any, but takes two skill selections.

Pilot Related: Any.

Rogue: Any except Computer Hacking, Prowl, Seduction and Ventriloquism (+5%).

Science: Mathematics: Basic , Mathematics: Advanced and Chemistry only (+10%).

Technical: Business and Finance, General Repair and Literacy only.

Wilderness: Any.

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.

Standard Equipment: Comes with an airplane of some kind, half the time of the character's own design (never larger than a twin-engine prop plane, and anyone else who tries to repair it is at -25%). He or she also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), a portable tool kit, large tool kit, flashlight, utility belt, work overalls, flying goggles and 2D4x100 in personal gear.

Money: \$2D4x100 in tradeable goods and/or precious metals.

The Upside: You get to see the world from a view most won't ever have, and help out humankind in the process.

The Downside: There's nothing quite like being a nice, shiny Bug target in the middle of an open sky... without any sort of heavy weaponry.

Experience Point Requirements: use the Grease Monkey table (Systems Failure, page 89).

## **BOOMER OCC**

By Cain



(Also known as "Mad Hatters, Mad Scientists, and Flamers)

Boomers are the Mad Scientists of the Systems Failure World. They were some of the most intelligent people on Earth before the meltdown, often serving as Engineers, Research Scientists, and Military Generals. These high stress, high profile jobs took their toll on these individuals and made them somewhat unstable, but when the meltdown occurred and their world shattered as the Bugs invaded, these guys finally lost it. Boomers are the Mad Scientists of the Palladium World, at the very least they don't think about what they're doing, but more often they just don't care. For example, one famous Boomer was sent on a mission and was forced to travel by sea on an old sailing ship. He knew it was going to be a stormy night but decided to bring along a case of nitroglycerine anyway. Needless to say, he never reached his destination. Special: Boomers start the game with 1d4 random inanities or in alternative, start the game with 1d4 alternate personalities.

Special Ability:

Bomb Creation: Base Skill: 50%, +5% per level

Boomers can create commercial and military grade ordinance (explosives) such as dynamite and nitroglycerine. Unlike the other classes, they are not limited to the creation of home-made bombs.

Custom Explosive Creation & Soup On Explosives: Ability to "soup up" explosives, increasing damage and radius by 1d6x5%. Also the ability to create explosives out of materials not normally used in explosives such as using freon to create a "cold" bomb. And finally, the ability to rig vehicles and equipment to explode when

triggered such as moving a gas tank from the frame to right behind the grill.

Create Bug Juice: Boomers can use this skill to create Bug Juice when they have access to the proper materials.

However, they suffer a -15% penalty.

Base SDC: 25

Skills:

Military: Demolitions, Mechanics, and Science Program

OCC Related Skills:

Select 6 Skills from the following list

Communications: Any

Domestic: Any

Electrical: Any (+5%)

Mechanical: Any (+5%)

Medical: First Aid only

Military: Any (+10%)

Physical: Any except acrobatics

HTH: Basic costs 2 skills, Expert and Martial Arts cost 3 skills

Pilot, Basic: Any

Pilot, Advanced: None

Rogue: Any

Science: Any (+5%)

Technical: Any

WP: Any except energy weapons

Wilderness: Any

Secondary Skills: None initially,

Select 1 skill at levels 3,6,10,13 and 15

Equipment:

One weapon of choice with 500 rounds.

1 suit of full body armor (excluding Organitech), typically an anti fragmentation cape. 2d4x10 weeks of food rations, back pack, 50 ft rope, canteen, 2d6 changes of clothing, steel toe boots, tool kit, 2d4 flares, and 5d6 explosives of choice (4 of which are already souped up).

Vehicle: Typically a van or pick-up, none to start

Trade Goods: \$1d6x100

Precious Metals: \$2d6x100

The Upside: You can build very dangerous bombs and lay traps like a

pro. You love explosives and watching things go boom.

The Downside: You're utterly and completely insane. This could be a problem given your love of explosives.

Experience Table:

Level 1: 0,000-2,140

Level 2: 2,141-4,280

Level 3: 4,281-8,560

Level 4: 8,561-17, 520

Level 5: 17,521-25,520

Level 6: 25,521-35,520

Level 7: 35, 521-50,520

Level 8: 50,521-71,000

Level 9: 71,000-96,100

Level 10: 96,101-131, 200

Level 11: 131,201-181,300

Level 12: 181,301-231,400

Level 13: 231,401-281,500

Level 14: 281,501-341,600

Level 15: 341,601-401,700

### **Brawler O.C.C.**

By Cain

Also known as Bruiser, Hellraiser and Roughneck

After the disappointing Flathead experiments, NORAD Eggheads hit upon a way to decrease the brain damage caused by the muscle enhancement process while keeping many of the benefits. Unfortunately, the chemical compound used in the process overstimulates the production of certain neurotransmitters in the brain... the ones responsible for violent behavior. The result is a bastard mixture of a prizefighter's body and a henchman's spirit - only by committing violent acts can the Brawler feel normal. Brawlers punch, kick, claw, bite, and shoot their way through life without much care for the safety of others, although many direct their violent impulses toward the Bugs. Like the Flathead enhancement, Brawler technology is used by many

Warlords for their armies.

Alignment: Any, but usually Selfish.

Attribute Requirements: None.

Base S.D.C.: 55

O.C.C. Abilities and Bonuses:

Bully (special): The electro-chemical stimulation process increases many physical attributes; add 2D6 to P.S. and 1D6 to P.E., but subtract 2 from I.Q., and 2 from P.P. Also, the Brawler's A.R. is increased to 10, and becomes a Natural A.R. The Brawler also tends to get into many fights, at least one or two per day (and if he can't find one he'll gladly start one, even with other group members), and he doesn't care if it gets him into trouble.

Skill Programs: Basic Military Program (+10%) or Criminal Program (+10%) and Modern Weapons Program.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Radio: Basic and Read Sensory Equipment only.

Domestic: Any (+5%).

Electrical: Basic only.

Espionage: Any.

Mechanical: Basic or Automotive Mechanics only.

Medical: First Aid only.

Military: Demolitions, Demolitions Disposal, Recognize Weapon Quality, and Trap / Mine Detection only.

Physical: Any.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: None.

Rogue: Any.

Science: Basic Math only.

Technical: Language and Literacy only.

Wilderness: Any.

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 4, 8, and 12.

Standard Equipment: Rarely has a

vehicle or pack animal (25% chance).  
Has one weapon for each W.P. plus  
1D4x50 rounds of ammunition for each.  
The character also has a survival knife,  
pocket knife, backpack or large duffel  
bag, sunglasses or goggles, two canteens,  
a gas mask and \$3D4x100 in personal  
gear.

Money: \$2D4x100 in tradeable goods  
and/or precious metals.

The Upside: You're always ready for a  
fight, and if they won't start one (no  
matter who they are), you can and will.

The Downside: You're tendency to fight  
doesn't get you many friends and gets  
you thrown out of a lot of bars and even  
whole towns.

Experience Point Requirements: use the  
Splatterpunk table (Systems Failure,  
page 95).

### **Charlatan O.C.C.**

By Cain

Also known as Freeloader, Goldbrick,  
Quack and Snake Oil Salesman  
Throughout time, there have been those  
who prefer to let everyone else do most  
of the work while they sit back, sipping a  
cold drink. This hasn't changed since the  
Meltdown, but those people have found  
that they had better make themselves  
useful enough not to get rid of, because a  
lot of folks would rather shoot them and  
just get it over with. These people are  
Charlatans, those special people who  
you just can't get rid of because they're  
just too good at what they do... usually  
on very rare occasions. For some reason,  
they can do just about anything when  
they want, but most of the time they  
prefer to sit around, lazing in the shade  
or leaning on their shovel. But then  
comes that occasion where a doctor is  
needed or a vital machine breaks down  
and nobody can help... but the Charlatan.  
It's a fine line, but the Charlatan walks it

well... and always keeps a bag packed,  
just in case.

Alignment: Any, but usually  
Unprincipled or Anarchist.

Attribute Requirements: None, although  
a high M.A. is helpful.

Base S.D.C.: 30

O.C.C. Abilities and Bonuses:

Indispensable (special): Charlatans have  
the strange ability to make themselves  
just useful enough not to get rid of, even  
though they are lazy and probably  
annoying as hell. When something needs  
to be done, Charlatans have a 50%  
chance plus a percentage equal to their  
M.A. to do anything (they're the ultimate  
Jack-of-all-trades), but only once; if they  
fail, whatever they were trying to do  
fails miserably. This comes in very  
handy when nobody in a group has a  
certain skill or the Charlatan is trying to  
keep from being run out of town... but  
only if they succeed.

Skill Programs: Gambler & Huckster  
Program (+20%), plus pick any ten skills  
at +10% (no category restrictions).

O.C.C. Related Skills: Pick eight skills  
from the following:

Communications: Any.

Domestic: Any.

Electrical: Any.

Espionage: Any.

Mechanical: Any.

Medical: Any.

Military: Any.

Physical: Any.

Pilot, Basic: Any.

Pilot, Advanced: Any.

Pilot Related: Any.

Rogue: Any (+5%).

Science: Any.

Technical: Any.

Wilderness: Any.

W.P.: Any.

Secondary Skills: None initially, but the  
character may select one Secondary Skill

at levels 2, 4, 6, 8, 10, 12, and 14.  
Standard Equipment: Often has a vehicle of some kind (50% chance), also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), flashlight, utility belt, and \$3D6x100 in personal gear.  
Money: \$2D4x100 in tradeable goods and/or precious metals.  
The Upside: You're vital to the survival of many post-Meltdown communities, and treated like a king for your trouble. Ahhh, this is the life...  
The Downside: ... Until you screw up and an angry lynch mob runs you out of another town (again).  
Experience Point Requirements: use the Peacekeeper table (Systems Failure, page 91).

### **Chimera R.C.C.**

By Cain

Also known as Chameleon, Phantom and Bogeyman .

Every civilization in the history of the world has told stories of mythical beasts - the legends of ancient Greece and Rome were filled with them, vampires roamed the hills of medieval Europe, even the bogeyman haunts modern-day children. These creatures were used to explain away events that defied what was known to be true at the time. But, in the world of 2009, the Bugs are the demons that haunt children's nightmares and survivors' memories, and they're enough to terrify anyone.

At least, until now.

Sometime in the past few years, stories have begun to circulate about mysterious creatures who pass as human, infiltrating the fortified towns and killing innocents in the dead of night before sneaking away, bound for unsuspecting settlements. Stories abound of mysterious wounds and missing organs,

sacrifices and rituals, strange books and symbols, the details of which are fuzzy at best. But, looking past the confusion, a few of these stories have some basis in fact... which begs the question: What are these creatures? A new type of Bug? A NORAD experiment gone wrong? Some sort of mutation? Or are they something else altogether, some forgotten race that is beginning to emerge once again?  
GM and Player Notes: The Chimera is a freak of nature - a distinctly separate evolutionary path that a few members of humanity took tens of thousands of years ago. When the first Chimeras appeared, humankind was at a crossroads: either band together into tribes and cooperate in order to survive, or master the beasts around them by becoming more like them. In the end, the form of humanity that dominated was the tribal variety, seemingly killing off the Chimera...  
... until the ultimate test of survival came: the Meltdown. Since Y2K the racial traits of Chimeras, geared toward survival in harsh environments, have become suddenly desirable. This ensures that Chimeras have a far better chance of survival - and passing along their unique genetic code. Chimeras look perfectly human; in fact, except for three-tenths of one percent of their DNA, they are perfectly human. They are less affected by extremes of heat or cold, fatigue, malnutrition, disease or environmental toxins, and they also mature far faster than normal humans (most reach puberty by age eight - which means that a whole new generation is approaching maturity). However, survivability comes with its price. Their bodies cannot produce certain chemicals necessary to survive, so their diet must include certain organs (liver, heart, even the blood) where these chemicals concentrate. Chimeras cannot digest cooked or processed food; their

bodies simply cannot absorb the nutrients, which means that they must eat raw food... preferably freshly killed. Chimeras have an instinctive drive to hunt and kill with their bare hands and teeth, and though most can control this urge enough to keep from being discovered, someone around them eventually finds something is... different about them. This inevitably leads to a messy situation if their eating habits are discovered, so most Chimeras are extremely careful in concealing their true natures. In some ways, their animalistic natures have made Chimeras hunger for civilization more than normal humans, and almost all Chimeras are very well-educated and knowledgeable about many things. They usually have a small library of books they find themselves unable to part with, no matter what trouble they find themselves in.

Most Chimeras have no idea why they are different than other people, and almost none have any clue as to their actual origins. Being thinking and emotional beings, many have come up with their own versions of their true origins. Some have taken this further, an unfortunate result of near-wild beasts trying to live in a civilized world, and even before the Meltdown some crossed the line into psychosis and outright murder. Convinced of their inherent superiority, many began to think of themselves as blessed by God... or began to worship the devil, weaving occult themes into their beliefs (and their victims), which just adds to the wild stories spreading across the land. Now these killers are often pursued by others of their own kind as they leave a trail of bodies in their path.

Alignment: Any.

Attribute Requirements: None.

Base S.D.C.: 50 + 6D6

O.C.C. Abilities and Bonuses (special):

Born Predator: Chimeras roll up attributes the normal way, but receive a +3 to P.S. and P.E., and + 2 to P.P. and I.Q (with any resulting bonuses). They also have the senses of a hunter: +2 to initiative, + 1 to strike, +15% to prowl and +10% on all wilderness skills, as well as perfect vision and hearing.

Chimeras can also track by scent (30% + 5% per level).

Skill Programs: Wilderness Program (+20%), plus select any two programs (+5%).

O.C.C. Related Skills: Select nine skills from the following:

Communications: Any.

Domestic: Any (+10%).

Electrical: Any.

Espionage: Any (+15%).

Mechanical: Any.

Medical: Any (+5%).

Military: Any.

Physical: Any (+15% where applicable).

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any.

Pilot Related: Any (+5%).

Rogue: Any (+10%).

Science: Any (+10%).

Technical: Any (+5%).

Wilderness: Any (+15%, in addition to R.C.C. bonus listed above).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 1, 3, 5, 7, 9, 11, 13, and 15.

Standard Equipment: Chimeras prefer to travel light - rarely has a vehicle of some kind (25% chance), also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), flashlight, utility belt, and \$2D4x100 in personal gear. Chimeras also have a personal library of a dozen or so favorite books.

Money: \$1D4x100 in tradeable goods and/or precious metals.

The Upside: You're an evolved human capable of tremendous physical and mental feats, and you're nature's perfect survivor in this crazy, Bug-infested world.

The Downside: Perfect, huh? How about the fact that you must eat raw food (preferably freshly killed) to survive, or that every so often you strip down and become a total mindless predator? Could become a problem... especially since you want to be a part of civilization.

Experience Point Requirements: use the Splicer table (Systems Failure, page 102).

### **Cipher O.C.C.**

By Cain

Also known as Zero, Shemp and Darkman

Across the face of post-Meltdown America, there are still millions of people left alive, faceless masses just trying to survive in a world gone mad. But among those faceless masses are a few people whose pasts - should they come to light - would make their lives miserable. These people - the Ciphers - were once people of some notoriety, either before or after the Meltdown, and they would be greeted with animosity if anyone they knew were to find out their true identity or past. Many are also on the run from NORAD for many reasons. As a survival tactic, Ciphers have become experts at being nobody, at being able to fade into any crowd at a moment's notice and disappear. They can change their appearance and mannerisms to match almost any population perfectly and are usually on the move, staying in one place for maybe a few months before setting up somewhere else.

Alignment: Any.

Attribute Requirements: I.Q. and M.E. of 13 or higher.

Base S.D.C.: 40

O.C.C. Abilities and Bonuses:

Paranoia (special): The Cipher trusts nobody whatsoever; he or she cannot be charmed, impressed or intimidated by high attributes, and also has their M.A. attribute number + 50% to see through any lie. The only way they can be surprised is from long range, even when they are asleep.

Skill Programs: Espionage Program (+20%) and two programs of choice.

O.C.C. Related Skills: Pick seven skills from the following:

Communications: Any (+10%).

Domestic: Any.

Electrical: Any.

Espionage: Any (+15%).

Mechanical: Automotive Mechanics and Locksmith only.

Medical: First Aid only.

Military: Any, except Armorer (field), Military Etiquette, NBC Warfare and Parachuting.

Physical: Any.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Any (+15%).

Science: Any.

Technical: Any (+5%).

Wilderness: Any (+5%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.

Standard Equipment: Ciphers usually only keep a hold of what they can carry on them all the time; a rifle and a pistol plus 1D4x50 rounds for each, a change of clothes and maybe a radio and a good set of binoculars.

Money: To make up for that, they usually keep \$2D4x1000 stashed



somewhere they'll be able to get to if things go south. They also carry \$4D4x100 in coin upon their person. The Upside: Your life is nice and quiet... hopefully. So long as you stay on the move and don't make too many waves, you might just live through this mess. The Downside: If your past ever comes to light, there is a good chance you'll be run out of town or even killed. You have no friends or family; you don't even like to go out and have a drink on Friday nights for fear of being recognized. Experience Point Requirements: use the Freebooter table (Systems Failure, page 87).

### **Deadeye O.C.C.**

Also known as Sniper, Hotshot, and Iceman

In the world of 2009 humankind is engaged in a war for survival, and such wars often bring out talents that would otherwise lie dormant. For the Deadeye, that talent is the ability to be eerily accurate with firearms of any type, whether on aimed shots or from the hip. Before the Meltdown, these people were often outdoorsy types but had never spent any serious time with a firearm; when all hell broke loose, though, they discovered their natural talent with guns gave them a distinct advantage when it came to survival. Deadeyes can use any firearm with uncanny skill, and are lethal with those weapons they have trained with. Many of these people have found places fighting alongside NORAD Exterminator units or defending towns from Warlords alongside Peacekeepers, and none have any love for the Bugs.

Alignment: Any.

Attribute Requirements: None, but a high P.P. is recommended.

Base S.D.C.: 40

O.C.C. Abilities and Bonuses:

Weapon Master (special): The Deadeye can automatically use any firearm as if they have a Level 1 Weapon Proficiency with it (+3 to strike on aimed shots / +1 to strike with bursts), including heavy weapons and Organitech weapons. Taking a W.P. skill adds +2 / +1 when the skill is taken (in addition to the Deadeye's natural abilities) and proceeds normally after that.

Skill Programs: Survival / Wilderness Program (+20%), Modern Weapons Program, and one skill program of choice (+10%)

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any.

Domestic: Cooking and Play Musical Instrument only.

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic Mechanics only.

Medical: First Aid only (+5%).

Military: Any (+15%).

Physical: Any.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Streetwise, Find Contraband and Illegal Weapons, and Prowl only.

Science: Basic Math only.

Technical: Computer Operation, Language and Literacy only.

Wilderness: Any (+20%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Sometimes has a vehicle or pack animal (55% chance).

Has one weapon for each W.P. plus 1D4x100 rounds of ammunition for each. The character also has a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a jug of moonshine, a gas

mask, a spotting scope and \$2D4x100 in personal gear.

Money: \$2D4x100 in tradeable goods and/or precious metals.

The Upside: Out of all the people who survived the Meltdown, you're one of the most likely to keep surviving. Your skills are only matched by your confidence...

The Downside: ... and your cockiness.

You often get into situations where you might be over your head, and many people won't associate with you because you make them very nervous. Still, you don't mind that too much.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **Dreamer O.C.C.**

By Cain

Also known as Minstrel, Busker and Bard

Life for most in the post-Meltdown world is one of drudgery and fear; drudgery from the back-breaking struggle for survival in a world without modern conveniences, and fear from the constant threat of Bug or Warlord assaults. Some would argue that this sort of life is hardly worth living, and this is why Dreamers have become so popular in the world of 2009. Travelling from town to town and farmstead to farmstead, all these performers ask for is a meal and a place to sleep for a night. Children love their jokes and stories, adults like the songs they play and the news they bring... but they are not universally loved. Many adventurers feel that Dreamers are lazy and unnecessary, and that they could do better fighting the Bugs (and to hell with entertainment). But the Dreamers press on, trying to lighten the very dark lives of this ruined world.

Alignment: Any, but usually Good.

Attribute Requirements: None, although a high I.Q. and M.A. are helpful.

Base S.D.C.: 35

O.C.C. Abilities and Bonuses:

Entertaining (special): Dreamers can spellbind large audiences with tales of wonder (fairy tales, children's stories, myths and even historical events), making them more receptive to helping him or her out (although he or she never asks for or expects payment... just accepts what they are given).

Fast Talker (special): Almost identical to the Freebooter ability (see Systems Failure RPG, page 86, for details), but the Dreamer never uses it to con people, just to get out of trouble that others start.

Skill Programs: Technical Program (+20%), Domestic Program (+20%, and one must be a musical instrument), and one program of choice.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any.

Domestic: Any (+10%).

Electrical: Any.

Espionage: None.

Mechanical: Any.

Medical: Any.

Military: None.

Physical: Any, except for Hand to Hand: Assassin, Acrobatics and Gymnastics.

Hand to Hand: Expert costs two skill selections and Hand to Hand: Martial Arts costs three skill selections.

Pilot, Basic: Any (+10%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Any (+5%).

Science: Any (+10%).

Technical: Any (+5%)

Wilderness: Any.

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 10, 12, and 14.

**Standard Equipment:** Usually has a vehicle of some kind (65% chance), also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), a portable tool kit, flashlight, utility belt, and \$2D4x100 in personal gear.

**Money:** \$1D4x100 in tradeable goods and/or precious metals.

**The Upside:** You can brighten almost anyone's day with a joke or story, and hopefully make them forget about the hell reality has become, at least for a while. Almost everyone likes you.

**The Downside:** The people who don't like you really don't like you. They think you're weak, or worse, a coward for not fighting the Bugs outright.

**Experience Point Requirements:** use the Egghead table (Systems Failure, page 82).

### **Dropout O.C.C.**

By Cain

Also known as Jack-of-all-Trades, Has-Been, Washout and Oddjobber

A most tragic figure, the Dropout is a person who once lived a normal post-Meltdown life (well, as close as that gets to normal) until something tragic happened to them. Ever since that fateful event, they have wandered from place to place, unwilling to remain rooted to any one spot for more than a few weeks.

They never talk about the horrors they saw, and they keep to themselves almost all the time, doing their work and taking their pay and making no demands of anyone. Many Dropouts were adventurers of some type, but many were just normal people who saw something too horrible to comprehend; regardless, there is a 65% chance of the character being an alcoholic and 10% chance of being a drug addict in a vain effort to dull the pain.

**Alignment:** Any.

**Attribute Requirements:** None.

**Base S.D.C.:** 40

**O.C.C. Abilities and Bonuses:**

**Odd Jobs (special):** Dropouts can perform most simple tasks without a skill roll (fishing, basic carpentry, minor repairs, and the like) because they've been earning a living for years doing these basic actions. This also lets them easily trade their services for food or a place to sleep.

**Jack-of-all-Trades (special):** Much like Charlatans, Dropouts can attempt any task they don't have a skill in. Their chance of success is equal to their M.A. plus 5% per level, but Dropouts are able to attempt a task again and again until they get it right.

**Skill Programs:** One program of choice (should reflect their former profession; +10%), plus pick any eight skills at +10% (no category restrictions).

**O.C.C. Related Skills:** Pick six skills from the following:

**Communications:** Any.

**Domestic:** Any.

**Electrical:** Any.

**Espionage:** None.

**Mechanical:** Any.

**Medical:** Any.

**Military:** Any.

**Physical:** Any.

**Pilot, Basic:** Any.

**Pilot, Advanced:** None.

**Pilot Related:** Any.

**Rogue:** Any.

**Science:** Any.

**Technical:** Any.

**Wilderness:** Any.

**W.P.:** Any.

**Secondary Skills:** None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

**Standard Equipment:** Rarely has a vehicle of some kind (25% chance), also

gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), 1D4 bottles of alcohol (usually potent), flashlight, utility belt, and \$2D4x100 in personal gear.

Money: \$1D4x100 in tradeable goods and/or precious metals.

The Upside: Nobody knows you well, and nobody gives you much trouble... nor do you give them reason to. You bother nobody, do your odd jobs, and just ask to be left alone with your pain.

The Downside: Nobody knows you well; it's a lonely life, with nobody you can talk to or share a drink with. Some people make fun of your disheveled look and wandering ways, but you'll never confront them; you can't even look them in the eye. You have no friends, no family, no past that you'll admit to... just the ghosts you can't get rid of.

Experience Point Requirements: use the Freebooter table (Systems Failure, page 87).

### **Flathead O.C.C.**

By Cain

Also known as Jarhead and Leatherneck. In the early days of the Gideon Directive (which was responsible for the development of Organitech), NORAD experimented with many different ways of enhancing regular foot soldiers to fight the Bugs. One early 'success' was the Flathead, which involved pumping the subject full of synthetic amino acids and proteins and then sending strong electrical charges through his or her body, stimulating and building the muscles at an extreme rate as well as toughening the skin. This process was only partially successful, however; the muscle buildup resulted in a major loss of flexibility, and the electrical shocks tended to fry parts of the subject's brain, making them rather dull-witted and

unable to function well without direct supervision. The relative ease of this process has made it popular with many Bunkertowns and Warlords who need strong, tough warriors without many brain cells.

Alignment: Any.

Attribute Requirements: None.

Base S.D.C.: 65

O.C.C. Abilities and Bonuses:

Thick as a Brick (special): The electro-chemical stimulation process greatly increases many physical attributes; add 1D6+10 to P.S., 1D6+6 to P.E., and 1D4+4 to M.E., but subtract 1D6 from I.Q., 1D6 from M.A., 1D6 from P.P. and 1D4 from P.B. Also, the Flathead's A.R. is increased to 8+1D4, and becomes a Natural A.R. When Flatheads are forced to function without a leader, they suffer fairly severe penalties: -2 melee attacks, -3 on all combat rolls, and all skill rolls are at -20%.

Skill Programs: Basic Military Program (+10%) and Modern Weapons Program.

O.C.C. Related Skills: Pick four skills from the following:

Communications: Radio: Basic and Read Sensory Equipment only.

Domestic: None.

Electrical: None.

Espionage: Wilderness Survival only.

Mechanical: None.

Medical: First Aid only.

Military: Demolitions, Demolitions Disposal, Recognize Weapon Quality, and Trap / Mine Detection only.

Physical: Any except Prowl.

Pilot, Basic: Any.

Pilot, Advanced: None.

Pilot Related: None.

Rogue: None.

Science: Basic Math only.

Technical: Language and Literacy only.

Wilderness: Hunting, Land Navigation, Preserve Food, Skin & Prepare Animal

Hides, and Track Animals only.

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 4, 8, and 12.

Standard Equipment: Rarely has a vehicle or pack animal (25% chance).

Has one weapon for each W.P. plus 1D4x100 rounds of ammunition for each. The character also has a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask and \$2D4x100 in personal gear.

Money: \$2D4x100 in tradeable goods and/or precious metals.

The Upside: You're one tough hombre. You could almost take on Army Ants toe-to-toe, and can survive just about anything else with the right gear.

The Downside: You're not the brightest apple in the bunch and it shows. It gives you a headache to think, and without some sort of leader giving you orders you might just get killed before you can use your great physical abilities. You don't mind, though (you're really not bright enough).

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **Gatecrasher O.C.C.**

Also known as Hacker, Cracker and Wire Jockey

Following the Meltdown, the Bugs infiltrated and took over all computer and electrical hardlines on the planet, effectively ending long-distance communications (at least for Free-Thinkers). In the ensuing years, a few brave souls have kept watch of these networks from afar, waiting for their chance to strike back at the Bugs through the captured systems. These are the Gatecrashers, computer warriors who

have spent almost a decade watching and waiting... and have now returned with a vengeance. There are two main types of Gatecrashers; one is the High Priest, the hacker of old who travelled the pre-Meltdown information superhighway on a whim. While most were killed during the Meltdown and the ensuing chaos, a few who were outside the cities managed to throw in with other survivors, using their technical skills in a wide variety of ways until they managed to create a remote uplink to Bug-controlled systems... and then retribution could begin. High Priests use their immense experience to crash Bug systems, steal information and make Bug system operators tremble at the very thought of one of these hackers entering their domain.

The other type of Gatecrasher is the Wire Jockey, those young hackers who have learned their skills only after the Meltdown. Wire Jockeys either learned from a High Priest or from reading and playing around remotely on Bug systems (although many were caught and killed while doing this). This new breed of hacker has grown up poking around Bug systems and has an intuitive knowledge of their workings (which makes up for their lack of experience), and many are used by NORAD to probe Bug systems for weaknesses and to help develop the fabled "Killer App." Both types can be found throughout the country, usually staying on the move and working from extremely powerful portable systems with a satellite relay to prevent a Bug lock-on to their position.

Alignment: Any, but usually Good.

Attribute Requirements: I.Q. of 14, and a high M.E. is helpful.

Base S.D.C.: 30

O.C.C. Abilities and Bonuses:

Eidetic Memory (special): The

Gatecrasher can remember everything he or she sees, hears or otherwise senses, especially when navigating Bug systems. In game terms, this character never forgets any information he or she is given (even if the player does).

**Compartmentalized Mind (special):**

Gatecrashers can also seal off certain areas of their mind in the event of capture or interrogation, making it almost impossible for Bugs to acquire information that the Gatecrasher does not want to give. Base Percentage for success: M.E. attribute number times 3, plus 5% per level of experience.

**Skill Programs:** Computer Program (+20%), Technical Program (+20%) and one program of choice (+10%).

**O.C.C. Related Skills:** Pick seven skills from the following:

**Communications:** Any (+10%).

**Domestic:** None.

**Electrical:** Any (+5%).

**Espionage:** None.

**Mechanical:** Any (+5%).

**Medical:** First Aid only.

**Military:** None.

**Physical:** Any, except for Hand to Hand: Assassin, Acrobatics and Gymnastics.

**Hand to Hand:** Expert costs two skill selections and **Hand to Hand: Martial Arts** costs three skill selections.

**Pilot, Basic:** Any (+10%).

**Pilot, Advanced:** None.

**Pilot Related:** Any.

**Rogue:** Any (+5%).

**Science:** Any (+10%).

**Technical:** Any (+10%).

**Wilderness:** Any.

**W.P.:** Any.

**Secondary Skills:** None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.

**Standard Equipment:** Comes with a vehicle of some kind, a very powerful portable computer system and satellite or

radio uplink for it. He or she also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), a portable tool kit, large tool kit, flashlight, utility belt, work overalls, and \$3D4x100 in personal gear.

**Money:** \$3D4x100 in tradeable goods, precious metals and/or information.

**The Upside:** You're making a difference in the fight against the Bugs, hitting them where it hurts the most... their systems, places that other Bughunters can't get to.

**The Downside:** The life is hard; staying on the road for long periods and avoiding civilization for fear of bringing down a Bug strike force is a part of the life you've come to accept... even though you're very alone because of it.

**Experience Point Requirements:** use the Grease Monkey table (Systems Failure, page 89).

### **Guinea Pig O.C.C.**

Also known as Lab Rat, Little White Mouse, Mutant or Mutie

In its search for better ways to combat the Bugs, NORAD Eggheads have tried dozens of ways to enhance the human mind and body. A few of these programs were successful (Operation Doppleganger), and some produced marginal results (the Flathead, Brawler, and Scarecrow programs). Most efforts, however, were outright failures born of sheer desperation. NORAD researchers had little or no practical genetic engineering knowledge at the start of their research, and no time or resources to gain such knowledge. In order to try out their theories, though, test subjects were necessary, and NORAD Commanders felt that sacrificing trained soldiers in these tests was totally unacceptable. Therefore in 2004,



NORAD began conscripting volunteers from towns under its protection in the Four Corners area for use as test subjects; NORAD also used Splatterpunk prisoners and other undesirables, although these sources were less reliably obtained.

These test subjects - most commonly called 'guinea pigs', for obvious reasons - were subjected to any number of agony-filled surgical procedures or injected with chemical cocktails, all in an effort to create the so-called 'super soldier'. None of it worked the way NORAD wanted it to. Most Guinea Pigs died during or shortly after the experiments; those few that survived were studied... sometimes to death. A very few managed to escape from NORAD and into the wilderness, hideous malformed creatures on the run and unwelcome in any community. Guinea Pigs lead solitary lives, separated from humans by what those same humans have inflicted upon them. They now live out their days knowing a few of NORAD's terrible secrets, knowing that humanity's best hope could very well bring about its end...

Alignment: Any, although most tend to be selfish because of the harsh treatment they have received.

Attribute Requirements: None.

Base S.D.C.: 25

O.C.C. Abilities and Bonuses:

Freak (special): All Guinea Pigs have been physically altered in some way by NORAD experiments. There are positive effects... but these are greatly overshadowed by the drawbacks.

Roll Percentile Dice:

01-65: Roll 1D4 times on the Moderate Alteration Table, rerolling duplicates

66-80: As 01-65 and also roll once on the Extreme Alteration Table

81-95: As 01-65 and also roll once on

the Beneficial Alteration Table

96-98: As 01-65 and also roll once on both the Extreme and Beneficial Alteration Tables

99: Roll 1D4 times on the Extreme Alteration Table, rerolling duplicates

00: Roll 1D4 times on the Beneficial Alteration Table, rerolling duplicates  
Alteration Tables based on mutation tables created by Brett Hegr and adapted by me.

Moderate Alteration Table

01-03 Small Ears: Subtract one from the P.B.

04-06 Large Ears: Subtract 1d4 from P.B., add +1 to initiative.

07-09 Pointed Ears

10-12 Fingernails and Toenails Grow at triple the normal rate. A scratch from the long nails gives a +2 damage bonus to punch damage.

13-15 No Nose: -2 to P.B. and +1 to Horror Factor.

16-18 Very Small Eyes: At least twice as small as normal.

19-21 Very Large Eyes: At least twice as large as normal, or the eyes may bulge out unnaturally.

22-24 Very Elliptical Eyes

25-27 Very Round Eyes

28-30 Glowing Eyes: Choose the color of the glow. This glow cannot be inhibited by conventional means.

Whether it is constant, emotionally influenced, or selective is up to the player. +1 to Horror Factor when glowing.

31-33 Odd Color: The iris of the eye has a unique color, like pale blue, blood red, pink, or some other strange color.

34-36 Solid Eye Color: No pupil, iris, or other parts of the eye can be discerned - the eye is one color.

37-39 Perfect Eyes: The eyes are normal in all appearances, but the vision is perfect and the character can read the

words on a road sign at a distance of 1/2 mile away. The character also has polarized vision and a bonus of +1 to perception.

40-42 Very bushy, full head of hair.

43-45 Very hairy all over the body, head, arms, legs, chest and back. Clearly human hair. About three times the normal amount.

46-48 Human hair all over the body, so thick that it resembles fur. About six times the normal amount.

49-51 Short, half inch long fur covers most of the body except the face, feet, and hands.

52-54 Fur, 1d4 inches long, covers most of the body except the face, feet, and hands.

55-57 The hair on the head (not beards and eyebrows) grows at ten times the normal rate, roughly one foot of growth per month.

58-60 No body hair at all.

61-62 Claws: Do 1d6 damage per swipe in addition to punch damage.

63-64 Large Claws: Do 2d6 damage per swipe in addition to punch damage.

Skills that require manual dexterity (electronics, computer operation, etc.) suffer a -5% penalty. Subtract one from P.B. and add one to Horror Factor.

65-66 Massive Claws: Do 3d6 damage per swipe in addition to punch damage.

Skills that require manual dexterity (electronics, computer operation, etc.) suffer a -20% penalty. Subtract two from P.B. and add two to Horror Factor. These claws are truly huge and can't really be hidden.

67-68 Biting Teeth: The teeth are designed for rending flesh. They might look like a dog's, a vampire's, or a pirhana's. In any case, they do 2d6 damage (or half the damage of a punch plus one die, whichever is more) and add +2 to Horror Factor.

69-70 Cutting/Gripping Teeth: The teeth are similar to those of a beaver or a gerbil in that they are shaped well for clamping down. They do 2d4 damage (or half the damage of a punch, whichever is more) and add +1 to Horror Factor.

71-72 Forearm Blades or Knee and Elbow Spikes: These are normally retractable (optional) and a knee or elbow strike does +1 die of damage than a punch or kick (1d4 punch means 2d4 blades). Add +10 to S.D.C. +1 to Horror Factor when extended only. Alternately, forearm blades can be possessed in place of the knee and elbow spikes (and the bonuses too). In this case the blades do two damage dice more than a normal punch (1d4 punch means 3d4 blades).

73-74 Reptilian Eyes: The eyes look like those of a snake or frog. Adds +1 to Horror Factor, plus the character has either underwater vision equal to normal vision or nightvision for 50ft (choose one of the two).

75-76 Insect Eyes: The eyes are slightly bulged out and look like a fly's or a bee's eyes. Add +1 to perception, dodge, and Horror Factor, +2 to initiative, but subtract 1d4+1 from the P.B. attribute. The character also has ultraviolet vision (600ft range) and polarized vision (can tell directions by looking at the sun with 95% accuracy).

77-78 Feline Eyes: The eyes are extremely cat-like in appearance. The character has nightvision for 50ft. Add either +1 to the P.B. or Horror Factor (choose).

79-80 Third Eye: A third eye is located somewhere in the head of the character, granting a bonus of +1 to initiative and +1 to parry and dodge. Subtract 1d4 from the P.B. and add +1 to Horror Factor. The eye can have any appearance

and color of the player's choice.

81-82 Widely Spaced or Multiple Eyes: The character has a total of 1d6+2 eyes (located in any style about the body), or the two eyes are widely spaced (like a rabbit or fish). Subtract 1d4+2 from P.B., but add +2 to Horror Factor, +1 to initiative, +1 to strike, +1 to parry and dodge, and +2 to perception.

83-84 Head is 50% Larger than normal. Add +2 to I.Q. and M.E. Subtract three from the P.B. and add +1 to Horror Factor.

85-86 Stocky Build: Broad/husky build makes the character about twice as wide as a normal person. Add 50lbs to weight, +1d4 to P.S., and +4d4 S.D.C.™ Add +1 to Horror Factor.

87-88 Skinny Build: A slender/skinny build makes the character about 75% as wide as a normal person. Subtract 25lbs from weight, +2 to P.P., +1d4 to Spd., and add +1 to parry and dodge.

89-90 Massive Size: The height of the character is roughly 1d4+6 feet and his weight is generally equal to 30 lbs per foot of height +4d6x10lbs. Add +2d4x10 S.D.C.™, +1d4 to P.E., and +1d4 to P.S. (minimum of 18 for both). Add +2 to Horror Factor.

91-92 Small Size: The height of the character is three feet plus 5d6 inches and his weight is around 3d4x10+30lbs. Add +10 S.D.C.™, +2 to Spd., and +1 to dodge.

93 Toug, Lumpy Skin: Add +30 S.D.C.™ Subtract -1 from P.B.

94 Waxy, Plastic-like Skin: Add +25 S.D.C.™ and +1 to roll with punch/fall. Subtract -1 from P.B.

95 Scaly Skin: Add +30 S.D.C.™ Subtract -1 from P.B.

96 Shrivled, Dried Skin: Add +20 S.D.C.™, +2 to P.E., and +1 to any attribute of choice, but reduce P.B. by 1d4+1. The character looks similar to a

healthy mummy with no wrappings.

97 Long Fingers cause a -1 penalty to the P.B. attribute, but give the character a +5% bonus to skills like computer operation, electronics, demolitions, surgery, and other delicate work. The fingers are all four to six inches long (for the standard hand).

98 Long and Strong Arms cause a -2 to P.B. and stretch down to the character's knees, much like an ape. Arm length is roughly half that of the height. Add +15% to climb, +1 to P.S., and +25% to the range of thrown objects and bow/sling weapons.

99 Long and Strong Legs cause a -1 to P.B. and are roughly 60% of the height of the character. They provide a +1 to dodge, a +1d4+1 to Spd., and the ability to jump one-half the Spd. attribute (in feet) lengthwise or a height equal to the character's (normally six feet) from a standing position (triple that with a running start). For characters with super speed, they can jump a number of feet long per two mph of speed (i.e. half) and a number of feet high per four mph of speed (i.e. one-fourth). In any case, add a +2 damage bonus from a kick (or add one die to the damage from a punch if supernatural strength is possessed).

00 Roll twice on this table, rerolling duplicates.

#### Beneficial Alteration Table

01-10 Perfect Eyes: The eyes are normal in all appearances, but the vision is perfect and the character can read the words on a road sign at a distance of 1/2 mile away. The character also has polarized vision and a bonus of +1 to perception.

11-20 Camouflage: The character has a skin and/or hair coloration that allows him to blend in well to a certain environment. Choose one of the

following environment types: desert, air, shallow water, deep water, forest, mountain, plains, arctic, jungle, swamp, or any other conceivable environment. In this environment, add a +15% bonus to the Prowl skill or allow a 30% +5% per level skill in that environment only.

21-30 Lightweight Bones: Like a bird, the bones are made of a strong internal network of fibers. Reduce weight and S.D.C.tm by 10%, but add +1 to dodge and parry and add +20% to Spd..

31-40 Oxygen Retention: The character can store oxygen within his body and draw upon it when necessary. It will last two minutes per point of P.E. It can only be used in an environment with an atmosphere - using it in a total vacuum will cause the character's lungs to explode. This provides the ability to survive for extended periods underwater (like a dolphin) or in an environment with a toxic atmosphere.

41-50 Gills are located either behind the ears, along the jawbone, along the ribs, or on the back of the character. They must be uncovered to function properly. These allow the character to breathe normally underwater without limit, plus be able to breathe air. Add +1 to P.E.

51-60 Webbed Feet/Hands give the character a +30% bonus to the swimming skill (or a base skill of 70% +5% per level), a +2 to parry and dodge in water, and a swim speed of triple his Spd. attribute. Bonuses from the swimming skill are not applicable (S.C.U.B.A. gets the bonuses as normal). -1 to P.B. attribute.

61-70 Water Storage: The character can survive without water for two days per gallon drunk. Roughly one gallon can be drunk per minute, up to a maximum number of gallons equal to half the P.E. attribute. The extra water is stored in fat cells on the thighs, backside, back, and

shoulders. At maximum load, reduce speed by 20%. Add +1 to the P.E.

71-80 Dexterous Hands: The hands could look rather racoon- or chameleon-like (two thumbs and three fingers), could have an extra or missing finger(s), etc. Whatever the case, add +10% the climbing skill and +5% to skills requiring manual dexterity.

81-85 Heat Pit: Like a pit viper, the character has the ability to sense high temperatures within a 50ft radius. The sensing has an accuracy of 45% +5% per level and requires one melee action to execute. It is not fast enough to provide a general location of invisible beings, hence no bonuses. Temperatures from about 75 degrees Fahrenheit on up can be sensed with a relative degree of intensity (low, body temperature, high, flaming hot, etc.) Tracking via the heat pit is done at -15%, roll once per 50ft of ground covered.

86-90 No Pain: Fewer than normal pain receptors make the character resistant to pain. Add +2 to save vs pain, plus the character suffers half penalties from extensive injuries and remains conscious up to zero hit points. Also add +1 to P.E.

91-95 Heightened Instincts: The character is more open to their "gut instinct," and it serves them well. Any time combat is entered or an important or critical task is performed add a +1 or a +5% to one roll during the sequence of events - players choice. Remember, only one roll per sequence of events.

96-00 Roll twice on this chart, rerolling duplicates.

#### Extreme Alteration Table

01-10 Strange Face: The face has a non-human appearance be it cat-like, alien, or some other weird combination of bone structure and musculature. Subtract 1d4+1 from the P.B., and add that same

amount to the Horror Factor. The player can design the character's face.

11-20 Prominent Veins and Arteries or Skeletal Structure give the character a slightly ghoulish look. Subtract 1d4 from the P.B., and add that same amount to the Horror Factor. The player can decide the layout of the blood vessels or emphasized bone structure.

21-30 Extra Limbs: The character has 1D4 shriveled, nonfunctional limbs growing from various points of his or her body. Adds +1D4 to Horror Factor.

31-40 Life Span Shortened: Life span is reduced to 20 + 3D10% the original duration

41-50 Massive Hearing Loss: -5 Initiative. Also, the character can only understand speech if the speaker is shouting loud and slow at him.

51-60 Major Eye Problems: Either nearsighted or farsighted. The character will suffer the following penalties unless corrective lenses are worn: -8 initiative, -6 to strike, parry, and dodge

61-70 Minor Brain Damage: Reduce I.Q. by 2. -5% on all skills. Also the character cannot concentrate easily, so reduce M.E. and M.A. by 1D4 and reduce I.S.P. by 3D6.

71-80 Chronic Dizziness: During moments of activity or stress, there is a 30% chance of a dizzy spell coming on. This raises to 60% if the character is moving fast or upside down. When dizzy, the character loses two melee attacks and is -6 on initiative and -4 on all combat rolls. Also, any physical skills such as gymnastics or climbing are performed at a minus -30% penalty.

81-85 Physical Deterioration: Reduce P.S. and P.P. to 1/2. Reduce H.P. and S.D.C. by 1/4.

86-90 Immune System Weakened: Character is -1D6 (roll once) to save vs. toxins and disease, and suffers the

effects for twice as long.

91-95 Brain Damage: Reduce I.Q. and I.S.P. by 1/2. Reduce M.E. and M.A. by 1D4. The character also suffers memory loss which may cause skills to disappear (5% per skill)

96-98 Hideous Freak: Player's call here. The character can have all sorts of sores all over his body, or maybe the effect of the transformation is not uniform (a human head with part of a canine snout sticking out of it, or patches of scales on otherwise human skin), or some other horrible effect. Reduce P.B. to 1/4 of current value.

99-00 Roll twice on this table, rerolling duplicates.

Skill Programs: Survival / Wilderness program (+20%), and select either the Domestic program (+10%) or the Military: Basic Program.

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Radio: Basic or TV / Video only (+5%)

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Tracking and Wilderness Survival only (+10%).

Mechanical: Basic Mechanics, Auto Mechanics or Aircraft Mechanics only (+5%).

Medical: First Aid or Holistic Medicine only.

Military: Camouflage, Trap/Mine Detection or Recognize Weapon Quality only (+5%)

Physical: Any except Acrobatics, Gymnastics or Wrestling. Hand to Hand: Expert costs two skill selections and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs three skill selections.

Pilot, Basic: Any (+15%).

Pilot, Advanced: None.

Pilot Related: Navigation only.  
 Rogue: Any except Computer Hacking or Safecracking (+10%).  
 Science: Botany, Chemistry and Mathematics: Basic only.  
 Technical: General Repair, Language and Literacy only (+15%).  
 Wilderness: Any (+15%).  
 W.P.: Any except energy weapons.  
 Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.  
 Standard Equipment: A survival knife, pocket knife, and one weapon (usually a rifle or shotgun) plus 1D4x30 rounds of ammunition. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, two canteens, a jug of whiskey or moonshine, a gas mask and \$1D4x100 in personal gear.  
 Money: \$1D4x100 in tradeable goods or coin.  
 The Upside: Some of what has been done to you may actually make you the best post-Meltdown survivor of all...  
 The Downside:... but you're a freak, never able to show your face or live anything like a normal life.  
 Experience Point Requirements: use the Freebooter table (Systems Failure, page 87).

### **Highwayman O.C.C.**

By Cain

Also known as Bandit, Brigand and Desperado

Where there are people with valuable items, there are always others who wish to take those items away. In the world of Systems Failure, these robbers are known as Highwaymen, who prowl the trade routes and towns of post-Meltdown America, stealing from whoever they feel like... so long as they think they can get away with it. A great many

Highwaymen were part of Warlord armies until they decided they could do better on their own, usually in small groups. These bandits prefer to stay as mobile as possible, usually riding horses or driving light motorcycles, taking what they can easily carry (weapons, precious metals, gems and alcohol are their favorites) and selling their booty as soon as possible. Many of these groups (usually 3D4 people) have hideouts and operate in a 30 to 40-mile radius, but single Highwaymen can be found almost anywhere in North America.

Alignment: Anarchist or Evil

Attribute Requirements: None, but a high P.S. and P.E. are helpful.

Base S.D.C.: 55

O.C.C. Abilities and Bonuses:

Roughneck (special): Identical to the Splatterpunk ability (see Systems Failure RPG, page 94, for details).

Vanishing Act (special): When on the Highwayman's home turf, he or she can seemingly disappear into the shadows with a 60%+3% per level chance of success. This ability comes in very handy when the character is being pursued by Bugs or Warlords. The character knows where the best cover is and what bushes, holes or caves are best to hide in.

Skill Programs: Criminal Program (+20%), Modern Weapons Program, and one skill program of choice.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Radio: Basic, Surveillance Systems and Read Sensory Equipment only.

Domestic: Cook only.

Electrical: Basic only.

Espionage: Any (+5% to most, but +10% to Forgery).

Mechanical: Basic or Automotive Mechanics only.



Medical: First Aid only (+5%).  
Military: Any (+10%).  
Physical: Any.  
Pilot, Basic: Any (+10%).  
Pilot, Advanced: Any.  
Pilot Related: Read Sensory Equipment and Weapons Systems only..  
Rogue: Any (+10%).  
Science: Chemistry (for making pipe bombs) and Mathematics: Basic only.  
Technical: General Repair and Literacy only.  
Wilderness: Any.  
W.P.: Any.  
Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 5, 7, 9, 11, 13 and 15.  
Standard Equipment: One weapon for each W.P. plus 1D4x50 rounds for each. They also start with 1D6x100 in personal gear, clothing and supplies. The character also comes with either a horse or light motorcycle and full tank of fuel.  
Money: 1D4x100 in tradeable goods and/or precious metals.  
The Upside: In your domain, you're lord and master. Nobody with half a brain will cross you, being as you're tougher, better armed and more mobile than most. You might even have a bit of a Robin Hood complex (at least the "steal from the rich" part, anyway), although you'll probably kill anyone who says it to your face.  
The Downside: You're a lonely character, even in a gang. The life is solitary and violent, and you've seen a lot of blood spilled over the years. Nobody trusts you and you don't trust anybody, either, and that's the best you can do... besides staying alive.  
Experience Point Requirements: use the Splatterpunk table (Systems Failure, page 95).

## **Houdini O.C.C.**

By Cain

Also known as Escape Artist and Tunnel Rat

While the Bugs control what remains of the cities, their grip is anything but absolute. Millions of Silkworm Zombies and slaves work to maintain Bug power supplies and communication systems while millions more free-thinkers await implantation, crowded into huge, sealed-off areas within the Bugtowns, but many areas remain relatively free of Bug activity. So long as one remains mobile and undetected, a person can even slip in and out of the slave holding areas without a problem, although this takes a great deal of luck and ingenuity.

Houdinis can seemingly come and go as they please, but tend to arouse the Bugs' anger whenever they are spotted because they bring hope to the slave population (and therefore the potential for rebellion). Sometimes they bring news or supplies, sometimes they can even smuggle one or two people out of the holding areas... but once they get caught, no amount of skill or luck can save them.

Alignment: Any. but usually Good or Selfish.

Attribute Requirements: M.E of 13 or higher

Base S.D.C.: 40

O.C.C. Abilities and Bonuses:

Nine Lives (special): Like the proverbial cat, Houdinis seemingly have multiple lives and are nearly impossible to kill or capture. They can move with blinding speed, have an almost supernatural sight in total darkness and can squeeze into places that would turn most people into human pretzels... so long as they are in their natural environment. Base Percentage: M.E. attribute number plus 35%, plus 5% per level of experience.

Skill Programs: Criminal Program (+20%), Espionage Program (+10%) and one program of choice.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Radio: Basic only (+10%).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Mechanical: Automotive Mechanics and Locksmith only.

Medical: First Aid only.

Military: Any, except Armorer (field), Military Etiquette, NBC Warfare and Parachuting.

Physical: Any, but Hand to Hand: Expert costs two skill selections and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs three skill selections.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Any (+10%).

Science: Astronomy, Chemistry and

Mathematics: Advanced only.

Technical: Any (+5%).

Wilderness: Any (+5%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.

Standard Equipment: A survival knife, pocket knife, a rifle or shotgun and one weapon for each W.P. plus 1D4x100 rounds for each. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, pocket signal mirror, two canteens, a gas mask and \$1D6x100 in personal gear. Most of the time, though, the Houdini travels very light and leaves most of his or her gear somewhere safe. Money: \$2D6x100 in tradeable goods and/or coin.

The Upside: You can go anywhere and

do anything in your city, and the Bugs can do nothing to stop you...

The Downside: ... so long as you don't get too cocky and try to raid their major power stations or other sensitive areas. they really don't like you.

Experience Point Requirements: use the Freebooter table (Systems Failure, page 87).

### **Killjoy O.C.C.**

By Cain

Also known as Hellhound, Wirehead, Popskull and One-Man Wrecking Crew NORAD Eggheads created the first Killjoy by accident; in an effort to enhance the intelligence of Flatheads, the Eggheads wired the cerebral cortex directly to the brain's pleasure center, giving the Flathead intense pleasure whenever he or she learned or used new skills. Unfortunately, one test subject was incorrectly wired - his pleasure center was directly connected to that part of the brain which controls violent impulses. The result was an immediately psychotic murder machine that got off from committing acts of extreme violence (the NORAD lab in which the experiment took place suffered millions of dollars in damage, and there were eighteen deaths and thirty-three injuries). NORAD managed to duplicate the process on a limited basis to create a limited number of Bug-killing maniacs from volunteers; these Killjoys are kept sedated until dropped into the center of Bugtowns, where they kill everything in sight (Bug and human alike) until put down. In the few missions they have been sent on, Killjoys have killed thousands of Bugs and Bugged humans... but have also massacred thousands of humans being held in the Bugtowns as slave labor, making NORAD extremely reluctant to attempt

expansion of their use. Note: NORAD has kept the existence of Killjoys even more secret than that of the Splicer. Nobody knows they exist except the highest levels of NORAD Command!  
Alignment: Diabolic!  
Attribute Requirements: None.  
Base S.D.C.: 40  
O.C.C. Abilities and Bonuses:  
Wired Sadism (special): Killjoys feel orgasmic pleasure with each violent act they commit, and feel the most pleasure from murder. The wiring process adds 1D4 to I.Q., 1D6 to P.P., 2D4 to P.S., and 1D6 to M.E., but also drives the Killjoy completely and utterly psychotic! The process also adds 2 attacks per melee round, +2 to strike, +2 to parry, +2 to dodge, +3 to roll with punch / fall / impact, and +4 to initiative.  
Horror Factor: 16 once you've seen one in action.  
Skill Programs: Basic Military Program (+10%) and Modern Weapons Program.  
O.C.C. Related Skills: Pick four skills from the following:  
Communications: Radio: Basic and Read Sensory Equipment only.  
Domestic: None.  
Electrical: None.  
Espionage: Tracking and Wilderness Survival only (+15%).  
Mechanical: None.  
Medical: First Aid only.  
Military: Demolitions, Demolitions Disposal, Recognize Weapon Quality, and Trap / Mine Detection only.  
Physical: Any (+10%).  
Pilot, Basic: Any.  
Pilot, Advanced: None.  
Pilot Related: None.  
Rogue: None.  
Science: Basic Math only.  
Technical: Language only.  
Wilderness: Hunting, Land Navigation, Preserve Food, Skin & Prepare Animal

Hides, and Track Animals only.  
W.P.: Any.  
Secondary Skills: Never gains new skills! Too busy murdering to learn anything. Standard Equipment: Has one weapon for each W.P. plus 1D4x50 rounds of ammunition for each. Other than that, the Killjoy kills to get what he or she needs.  
Money: None (kills to get what he or she needs).  
The Upside: Er... uh... there really isn't one.  
The Downside: You're a totally, irreversibly psychopathic murder machine. You'll kill anything to feel that rush, including Bugs, humans, your best friends, your mother, kittens and puppies... ahhh...  
Experience Point Requirements: use the Splatterpunk table (Systems Failure, page 95).

### **Maverick O.C.C.**

By Cain  
Also known as Loner, Lone Wolf and Snake  
Many people wander the wastes of post-Meltdown America, for many different reasons. Some look for peace, some look for freedom from the Bugs... and some are just looking to be left alone to live the way they see fit. Mavericks almost always wander alone, sometimes with a vehicle... but always with weaponry and a major attitude, which means trouble for those who try to mess with these warriors. Tales of Mavericks spread like wildfire from town to town, and many people have heard of their exploits even hundreds of miles away. Mavericks also seem far tougher than the average adventurer and can shake off damage without a second thought; they can even seemingly survive anything that would kill a normal person, which just

enhances their reputation.

Alignment: Any, but usually Selfish or Aberrant

Attribute Requirements: None.

Base S.D.C.: 45

O.C.C. Abilities and Bonuses:

Ignore Damage (special): No matter how many injuries the Maverick takes, the first five points of damage from each wound is completely ignored and are not removed from their S.D.C. or Hit Points; add 1 to this total with each new level (so a fourth level Maverick can ignore 8 points, plus it just pisses 'em off!)

Too Mean to Die (special): In those situations where an average character would never survive (like having 10 pounds of C-4 strapped to his forehead with only 2 seconds left on the timer), the Maverick can defy all odds and come out intact (or nearly so) through some fluke of nature. Base Percentage: M.E. attribute number plus 25, plus 5% per level.

Skill Programs: Basic Military Program (+20%), Modern Weapons Program, and one skill program of choice (+10%)

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any (+10%).

Domestic: Cooking, Fishing, and Sewing only.

Electrical: Any (+5%).

Espionage: Any (+15%).

Mechanical: Any (+5%).

Medical: First Aid and Paramedic only.

Military: Any (+15%).

Physical: Any (+10% where applicable).

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any.

Pilot Related: Any (+5%).

Rogue: Any (+5%).

Science: Basic Math, Biology, Botany, and Chemistry only.

Technical: Computer Operation, Computer Programming, General

Repair, Language, and Literacy only.

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.

Standard Equipment: Has a 50% chance of having a vehicle or horse. Has one weapon for each W.P. plus 1D4x100 rounds of ammunition for each. The character also has light body armor, a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask, and \$3D4x100 in personal gear.

Money: \$3D6x100 in tradeable goods and/or precious metals.

The Upside: You walk tall and carry a big stick; you're the meanest badass in three states and you know it.

The Downside: So does everybody and their dog (and they all want a piece of you), so you get into a lot of fights that you don't start.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **Marshal O.C.C.**

By Slappy

Within the Underground Havens, the task of defending humanity from the Machine falls to the military, but the task of protecting humanity from itself falls to the Marshals. They are responsible for all aspects of internal security within the Great Houses. It is their job to enforce the law, maintain order, and flush out both human and robotic infiltrators. Each Marshal is a combination of police officer, riot cop, detective, and counter-espionage agent all rolled into one. They are the living embodiment of the law, and much like the laws within the Great Houses, they are tough, uncompromising, and often brutal.

Marshals try to use non-lethal force whenever possible, but they are willing to use deadly force whenever they deem it necessary. Each Marshal is assigned a rather large territory to defend, so they are willing to use any means necessary to keep the peace. All threats to their Great House are dealt with swiftly and harshly. They are really just a step above vigilantes. While they do operate within the bounds of the law, there are few laws to keep them in check. The security and safety of the Underground Haven is considered far more important than individual rights.

Marshals are authorized to spy on any citizen, search any residence, and detain any suspect as long as they believe they have just cause. As long as they keep the peace, it is rare that Marshals are ever asked to justify their methods. The only limitation on their power is that they must report their daily findings to the Sheriff (the appointed chief of the Marshals), a senior military official, or directly to the Warlord when investigating a high ranking political or military official. Other than this minor stipulation, each Marshal's power is nearly unlimited. The sheer amount of power granted to the Marshals would seem to make them highly susceptible to corruption, but it is exceedingly rare for one to fall prey to temptation. Their overzealous sense of duty keeps them honest, plus they know that too many accusations of corruption will make them the target of their fellow lawmen. The Marshals (better than anyone) know the price for straying outside the law, and the last thing they want is the nearly limitless power of another Marshal turned against them.

Only the toughest and most skilled men

and women have what it takes to become a Marshal. Since most resources within the Resistance are dedicated to fighting the Machine, there are relatively few people left to enforce the laws. Some of the more chaotic Great Houses require hundreds of Marshals to keep the citizens from tearing it apart, but the more stable Houses may only need a handful of Marshals to maintain order. This means most Marshals work alone, with the exception of their faithful Gorehound partner. They can summon military reinforcements at any time if a target or objective proves to be too difficult to handle on their own, but Marshals consider this an absolute last resort. They see the military as a bunch of trigger happy maniacs that do their best work outside. The Marshals are trying to protect their Underground Haven, not blast it to pieces, so it usually takes a major situation to make them consider calling in military support.

Each Marshal is issued two powerful suits of custom Living Armor and a loyal Gorehound partner. Their standard uniform is a suit of Leatherback Armor that is heavily enhanced with surveillance tools and non-lethal armaments like Spinnerets and Resin Ducts, but for riot control or heavy assault, they can switch to their Heavy Chitinous Armor. Marshals prefer to use non-lethal force when apprehending suspects or dispersing riots, but they are well equipped with lethal armaments as well.

In addition to the power brought to bear by their loyal Gorehound, Marshals are also issued two powerful suits of custom Living Armor. Their standard uniform is a suit of Leatherback Armor that is heavily enhanced with surveillance tools

and non-lethal armaments like Spinnerets and Resin Ducts, but for riot control or heavy assault, they can switch to their Heavy Chitinous Armor. Marshals prefer to use non-lethal force when apprehending suspects or dispersing riots, but they are well equipped with lethal armaments as well.

The life of a Marshal is a lonely one. Not only do they work alone, but their harsh demeanor and all-business attitude tends to isolate them from their fellow man. In fact, most people in the Resistance are terrified of the Marshals. Nearly every man, woman, and child in the Resistance has had to bend a law or two to survive in this unforgiving world, and they are afraid these skilled lawmen might uncover a few skeletons in their closet. Even the Scarecrows fear the Marshals. They may wield more physical power than the average Marshal, but even the agents of the Librarians are not above the law. The eyes and ears of the Marshals seem to be everywhere, and it only takes one mistake to get banished from the Underground Havens, which is a death sentence for a Scarecrow. The Marshals are truly the glue holding society together, but most people just feel it is a safer bet to steer clear of them.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 13, M.A.: 13, P.S.: 14, and P.P.: 12 or higher.

Attribute Bonuses: +1D4 to I.Q., +1D6 to M.A., +1D6 to P.S., +1D4 to P.P., +1D6 to P.E., and +2D6 to Spd.

O.C.C. Bonuses: +1 on initiative, +1 to strike, parry, and dodge, +2 to disarm, and +3 to save vs. horror factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Bio-Technology (+10%), Criminal (+20%, but replace Pick Locks with Find Contraband), Espionage (+20%, plus Interrogation is automatically selected as one of the Espionage Electives), Man-Hunter (+25%), and Martial Artist.

Elective Skills: Select six Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+15%)

Domestic: Any

Espionage: Any (+20%)

Medical: Any

Military: Any

Physical: Any

Rogue: Any (+20%)

Science: Any (+10%)

Technical: Any (+10%)

Transportation: Any

Wilderness Survival: Any

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Two Suits of M.D.C. "Living" Body Armor: Marshals receive two suits of Living Body Armor: one suit of Leatherback Armor that acts as their standard uniform and one suit of Heavy Chitinous Armor that is used as riot gear or heavy assault armor. The character's Leatherback Armor starts off with the following enhancements: a special Eye Spy (mounted on the back of the head) that can live for 2D4 hours before dying of starvation, Monitoring Bug (see special equipment below), one Resin Duct on the right forearm, and one Spinneret on the left forearm. In



addition, the character gets an additional 5D10 Bio-E points for selections from Eyes and Vision Enhancements, Other Sensory Enhancements, Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, Ranged Weapon Upgrades, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E).

At each level of advancement, starting with level two, the Marshal gets an additional 2D10 Bio-E to add to the capabilities of this Leatherback Armor. In addition to the standard uniform, Each Marshal also receives a suit of Heavy Chitinous Armor that he can use for heavy combat operations like riot suppression or close quarters assault. This armor automatically starts off with the Chemical Sprayer Bio-Enhancement (usually equipped with the Sleep or Tearing Chemical). The character gets 5D10+50 Bio-E points for selections from Eyes and Vision Enhancements, Other Sensory Systems, Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, Ranged Weapon Upgrades, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E). This suit of riot gear does not improve with experience.

**Gorehound:** Each Marshal receives one Gorehound. It can be Bio-Enhanced any way the character desires – he has 6D6+40 Bio-E points available, plus another 2D4+10 Bio-E points per level of the character's experience to spend on additional enhancements. If the Gorehound is ever slain, it will be replaced with the basic animal with 8D6 Bio-E points for enhancements.

**Standard Equipment:** Survival knife, utility belt, a pair of organic handcuffs, zip tie dispenser (contains 50 zip cuffs),

Booster Patch (mainly used to neutralize other Booster Patches), Slap Patch, Face Wrap, 1D4 Weaver Grenades, Shock Stick, Genetic Scanner, one melee Bio-Weapon and one light Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, backpack, and some personal items. See Marshal's Equipment below.  
**Handheld Weapon Bio-Enhancements:** All Bio-Weapons in the Marshal's possession automatically receive the Signature Weapon Bio-Enhancement to ensure that the Marshals are the only ones able to use their firearms within the Underground Haven. In addition, the character receives 5D4 Bio-E points at level one plus an additional 5 Bio-E at each level of experience, starting with level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

**Money:** Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

**The Upside:** You are the law within the Resistance. No area within the Underground Haven is off limits to you. You are sanctioned to spy on, search, interrogate, or apprehend anyone you deem a threat to your Great House, and as long as you continue to get results, no one will ever question your methods. While the nearly limitless power at your fingertips can be too tempting for some people to resist, you know that you are the glue that holds society together, and you are not about to turn your back on this great responsibility for petty personal gains.

**The Downside:** Your power comes with a price. You often use fear as a weapon to maintain peace within your House,

and this fear keeps you isolated from your fellow man. Dedication to duty fills most of your time, but during your off time, you sometimes feel the bitter sting of loneliness. You consider it a small sacrifice in order to defend humanity, but it is sometimes difficult to bear this burden alone.

### **NORAD Cleaner O.C.C.**

Also known as Mechanic, Assassin and Spook

By Cain

Sometimes NORAD finds itself in situations where the heavy-handed approach of Exterminators and even the surgical strikes of Commandos just won't do. It may be an assassination of a Warlord, recovery of a sensitive piece of Organotechnology, or reconnaissance deep within a Bugtown for several months without relief, but whatever the task, the Cleaner can get it done - perfectly. Cleaners are among the best-trained, best-equipped soldiers that NORAD has produced; they are physically perfect, mentally sharp and independent, trained in multiple assassination techniques... but all this perfection comes at the price of much of the Cleaner's humanity. These soldiers are cold and remote, unaffected emotionally by trauma (such as the deaths of teammates and close friends) and the mental rigors that their career entails.

Alignment: Any.

Attribute Requirements: P.P. of 15, P.E. of 14 and a high M.E. and I.Q. are recommended.

Base S.D.C.: 60

O.C.C. Abilities and Bonuses:

High Pain Threshold (special): Cleaners can ignore pain from fatigue and wounds, making them incredibly durable. Whenever a save versus Pain is

required, the Cleaner must roll as normal, but only feels the effects if he or she rolls a natural 1. They can keep doing this until they reach zero Hit Points, at which point the Cleaner collapses.

Heightened Senses (special): The five senses of the Cleaner have been fine-tuned to an almost unthinkable degree; all Cleaners gain Automatic Dodge (use P.P. bonus only), +2 to all combat rolls (does not apply to Weapon Proficiencies), and no Cleaner can be surprised except by long-range attacks.

Stone Cold (special): Cleaners are remote and unaffected by psychological traumas, and can walk through a bloodbath without so much as blinking. They are immune to Horror Factors and do not get insanities; their M.E. gains +4, but their M.A. is at -3.

Skill Programs: Basic Military Program (+20%), Modern Weapons Program, and one skill program of choice (+15%)

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Any.

Domestic: Cooking and Play Musical Instrument only.

Electrical: Any.

Espionage: Any (+10%).

Mechanical: Any.

Medical: First Aid and Paramedic only (+10%).

Military: Any (+15%).

Physical: Any (+ 10% where applicable).

Pilot, Basic: Any (+5%).

Pilot, Advanced: Any.

Pilot Related: Any.

Rogue: Any.

Science: Basic Math and Chemistry only.

Technical: Computer Operation, General Repair, Language and Literacy only.

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Usually has a vehicle or horse, sometimes supplied by NORAD (40% chance). Has one weapon for each W.P. plus 1D6x100 rounds of ammunition for each. The character also has light or medium body armor, a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask, and \$5D6x100 in personal gear.

Money: \$4D4x100 in tradeable goods and/or precious metals.

The Upside: You can walk with the wind, hide in plain sight and kill without caring. In this crazy, post-Meltdown world, you're a true badass... and that's what it takes to survive.

The Downside: The smile of a child, the beauty of a sunset, a good joke told by a good friend... none of these really affect you now, and you'll never truly feel any deep emotion again. This should make you sad... but it doesn't.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **NORAD Commando O.C.C.**

By Cain

Also known as Sergeant Slaughter, Rambo and Special Force

While NORAD sponsors many Exterminators to exclusively fight the Bugs, it also selects the best and brightest for further training. These troops - the Commandos - are used for tougher or most sensitive missions than Exterminators usually handle.

Commandos are trained to virtually ignore pain and are able to use their five senses to the fullest, in the process becoming some of the finest soldiers humankind has ever produced. NORAD

Commandos are often sent deep into Bug-held territory by themselves or in small groups for extended periods, reconnoitering the enemy (be it a Warlord or Bugtown stronghold) and performing surgical strikes where necessary. Commandos also have a great deal of autonomy and can generally pick and choose their own missions, so long as they regularly report to NORAD and follow direct orders.

Alignment: Any.

Attribute Requirements: P.P. of 12, P.E. of 12 and a high M.E. are recommended. Base S.D.C.: 50

O.C.C. Abilities and Bonuses:

High Pain Threshold (special):

Commandos can ignore pain from fatigue and wounds, making them incredibly durable. Whenever a save versus Pain is required, the Commando must roll as normal, but only feels the effects if he or she rolls a natural 1. They can keep doing this until they reach zero Hit Points, at which point the Commando collapses.

Heightened Senses (special): The five senses of the Commando have been fine-tuned to an almost unthinkable degree; all Commandos gain Automatic Dodge (use P.P. bonus only), +2 to all combat rolls (does not apply to Weapon Proficiencies), and no Commando can be surprised except by long-range attacks.

Skill Programs: Basic Military Program (+20%), Modern Weapons Program, and one skill program of choice (+10%)

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Any.

Domestic: Cooking and Play Musical Instrument only.

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only (+5%).  
Military: Any (+15%).  
Physical: Any.  
Pilot, Basic: Any (+5%).  
Pilot, Advanced: Any.  
Pilot Related: Any.  
Rogue: Streetwise, Find Contraband and Illegal Weapons, and Prowl only.  
Science: Basic Math and Chemistry only.  
Technical: Computer Operation, General Repair, Language and Literacy only.  
Wilderness: Any (+10%).  
W.P.: Any.  
Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.  
Standard Equipment: Usually has a vehicle or horse, sometimes supplied by NORAD (40% chance). Has one weapon for each W.P. plus 1D6x100 rounds of ammunition for each. The character also has light or medium body armor, a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask, and \$3D6x100 in personal gear.  
Money: \$2D4x100 in tradeable goods and/or precious metals.  
The Upside: Even though you work for 'the Man', you have a lot of freedom to do as you see fit and often don't check in with NORAD for months at a time. You're extremely well-trained, well-equipped and nobody gets the drop on you.  
The Downside: NORAD has the somewhat disturbing habit to send you on suicide missions into the hearts of Bugtowns on a regular basis.  
Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **NORAD Failed Splicer O.C.C.**

Also known as Infected Humans,

Walking Dead, and Lepers.

Created by Danny Strong

NORAD's Operation Doppleganger has its share of mistakes, including a large loss of life. However, not ever person whose body rejects the bug DNA dies. Some of them, 1 out of 100, will live and become a very powerful human that is still human, at least most them is. Their body is kept on a constant adrenaline rush and all of the nerves in their body are artificially enhanced as a side effect to the new condition of their body. However, not all of the nerves are enhanced, in order to allow the new nerves this amazing speed the body allows all of the nerves devoted to sensing pain to die. Some of the bug DNA does take effect on their body but only the DNA that will not physical attar their body's shape or structure, that is the DNA that kills most would be Splicers. Failed Splicers look and for all intensive purposes they are human. The only way to tell they are not humans is with the things they can do and by a blood scan.

### **Super Powers**

A Failed Splicer gets to pick or roll randomly one or two powers. First they must roll to see how many powers they get:

01-75%: 1 power

76-00%: 2 powers

1-14% Immortality: A character with this power has gained the bug's ability to absorb all the food they need from the sun or ambient heat around them. This power makes it so the character no long has to eat, sleep, drink water, or even breath. All the energy they need to survive is gathered from the sun and ambient heat. The character can eat if they want to but they will always stay the idea weight for their height, no matter how much or little they eat. They can survive almost anywhere. This

power also makes it so that they do not age, they will always appear as if they are 25 until the day comes that they die of unnatural causes.

15-28% Energy Resistance: This makes the character extremely resistant to all energy-based attacks, including Bug bio-cannons, and Organitech energy weapons. Characters with this power take no damage from the first 20 points of energy attacks in a melee round.

Energy attacks beyond the first 20 points do only half damage. The character's resistance to energy includes fire, electricity, lasers, and most other forms of pure energy. This power is not effective against radiation damage, kinetic energy (punches, kicks, bullets, explosions) or psionic mind bolts.

29-42%: Machine union: This is similar the bug's ability to machine union but not by much. This is the least understood power Splicers can get, NORAD Eggheads don't even have a clue as to how this power works so it is being studied in detail. The character also has a skill selection change: they can now take any piloting or mechanical skill at +10%. This is because NORAD is trying to study this power. It has led to a few advances. (See the NORAD Hardliner O.C.C..) The power gives the character the following bonuses and abilities.

Skill bonuses

+20% to all piloting skills known to the character

+20% to all pilot related skills known to the character

+20% to all computer, electrical and mechanical skills known to the character

+2 to strike with all modern weapons (including Organitech weapons, which is a mystery to Norad Eggheads because the weapons are a living thing not a machine)

60% piloting skill any vehicle unknown

to the character

Telemechanic: Identically to the super psionic power of the same name but no ISP cost and the duration is limited to as long as the character is in physical contact with the machine.

43-57% Increased Running Speed and Agility: can run at 1D6x10+66 for a minimum speed of 53-mph (85-km). Bonuses: +20 to SDC, +1 attack per melee round, +3 to initiative, +1 to strike, +2 to parry, +2 to pull punch, +4 to roll with impact, punch, or fall, and +6 to dodge. +2 to damage for every 20 mph (32-km) the character is moving at.

58-71% Healing Factor: This power provides the character with incredible recuperative abilities. The Splicer recovers 3 S.D.C. every 10 minutes, and 1 hit point every 15 minutes. He can also instantly regenerate 4D6 S.D.C. or hit points twice daily, he never fatigues (fire and cold inflict only half damage, any damage inflicted by drugs, toxins, or poisons is only one-third normal. This applies to bug juice chemical weapons, which the Gen. III is still unfortunately vulnerable to as well) and finally, any wounds the character recovers from with this abilities leaves no scars. Bonuses: +2D4 P.E., +2D6+6 Hit points, +25 SDC, +20% to save versus coma/death.

72-85% Leaping ability: as per the physical Psionic ability Telekinetic Leap, only it can be performed at will at no I.S.P. cost, and with no chance of self-harm. Each leap counts as one melee action/attack.

86-00% Radar: this ability sends out high-frequency radio waves, which bounce off objects, returning and indicating the direction, and distance of the reflecting objects. This power provides the character with a crude ability to see in the dark, as well as other benefits.

Radar Range: 500 feet +100 feet per level

Radar skills:

Intercepting Shapes: 50% +5% per level of experience

Estimating Distance: 60% +4% per level of experience

Estimating Directions: 60% +4% per level of experience

Estimation Speed: 40% +4% per level of experience

Estimation Exact Location: 50% +4% per level of experience

Radar Bonuses: +4 to initiative, +2 to strike, parry and dodge, +1 attack per melee, no minuses apply when blinked or in darkness

Disadvantages: Radar does not go through cloth, wood, glass, metal, or people. Consequently, the character cannot see or sense through walls or door. Likewise, while he may sense a car, estimate its speed, direction, and distance, he cannot tell how many people are inside. Radar is fouled in the rain, snow, and dust or sandstorms. No bonuses apply under such conditions. Smoke and fog also foul radar, but not as severely; all abilities to estimate speed, direction, distance, shape and location are at -30%, and all bonuses are cut in half. (The character still has +1 attack per melee) .

Alignment: Any.

Attribute Requirements: M.E. of 18, P.E. of 16, anybody with lesser abilities will be driven insane or killed by the process.

Base S.D.C.: 60

O.C.C. Abilities and Bonuses:

1. Impervious to pain: This power is as much of a weakness as it is a bonus to the characters. They feel no pain; they are impervious to it. It comes from the body enchanting and devoting every nerve to help transfer information to the brain about the progress of the Bug DNA

invading the body. They can fight until they are dead (not until OHPs, until they are at -P.E. worth of HPs, in which case they are dead.) They never drop in to a coma at 0 or negative HPs. The bad part is that they do not know how severe an injury is. They know they have been hit but without pain to go with it, it is almost impossible to tell how bad the injury is. They may bleed to death from an internal wound without even knowing they are hurt. (GM: note the best way to do this is to give them general descriptions of how bad they are hurt like it was a good hit, it looks bad, it is a small hit and the GM keeps the total to them self and tells the character when they are dead)

2. Impervious to all poisons, toxins, and gases: Because their body is trying to fight off the bug DNA their amnion systems is running overtime. Their body is doing everything it can to fight off the bug DNA so it is turning on all white blood cells. It is fighting off all poisons as they enter the body because it is mistaking them for side effects of the bug DNA. Which make it so it takes less than a second does for a character to get all poisons, toxins, and gases out of their system.

3. Shortened life span: Because their bodies are running like crazy, it makes them burn themselves out sooner. They have a life span that is about 1/3 to that of your average human being, they can live to be 25 to 40 years old (3D6+22 years). In addition, the character must also eat twice as much as the average human. This may not seem like a very bad flaw until you release in bug town and the unknown food is scarce. (Note: if the character has the immortality power they do not have a shortened life span, nor do they need to eat.)

4. Other bonuses: +1D6+2 to P.S.,

+1D6+4 P.E., +1D4 P.P., +2D6 spd., +1 attack, +1 strike, parry, dodge, and +5 vs. HF

Skill Programs: Basic Military Program (+10%), Modern weapons program, and one skill program of choice (+5%)

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Any.

Domestic: Any.

Electrical: Any

Espionage: Any (+15%).

Mechanical: Basic and Automotive Mechanics only (+10%)

Medical: First Aid only (+10%).

Military: Any (+15%)

Physical: Any (+10% where applicable).

Hand to Hand: Expert costs one skill selection and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs two skill selections.

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any.

Pilot Related: Any (+10%).

Rogue: Any (+10%).

Science: Any (+10%).

Technical: Any (+10%).

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Failed Splicers tend to work for and within NORAD so they are issued their equipment on an as-needed basis. If the GM allows the character to be a free Failed Splicer who has left NORAD for some reason, the character begins with one weapon for each of the characters W.P.s (one may be Organitech) with 100 rounds of ammo for each, a basic survival kit, a backpack, and 2D6x100 in miscellaneous gear.

Money: \$2D6x100 in tradeable goods or coin.

The Upside: You are a powerful human

being, impervious to pain, with ability to fight until you die, and you can stand with the best of them.

The Downside: You may be impervious to pain but you are not unstoppable.

When you are hurt you do not know how bad it is. You will keep fighting or working until you physically see how bad it is or someone notices that you are seriously hurt.

Experience Point Requirements: use the Splicer table (Systems Failure, page 102).

### **NORAD Generation II Splicer O.C.C.**

Also known as Gen. 2, Hidden Bugs and Secret Weapons .

Created by Danny Strong NORAD has fine turned their Operation Doppelganger in to a new soldier. The process now leaves more human DNA and puts in less Bug DNA but it still produces powerful soldier because they use the best of the bug DNA they have to offer. This new process has only a 20% mortality rate, which is an amazing improvement over the 65% mortality rate of the original Splicer project. The soldiers no longer look like a bug; they appear to be a human being. The only exception is that their bodies no longer grow hair and their skin, which looks normal, feels like tough like a rhino's skin. There may be a few other strange things about the soldier's appearance due to the way their body mutates (see the powers below).

### **Super Powers**

All Generation II splicers get to pick three powers or roll randomly for them (if a power is duplicated, ignore and re-roll).

01-06%: Adhesion: The character with this power is able to attach themselves to any solid surface by the fingers/hands

and the toes/feet of the suit. This means the person can walk on walls or ceilings and can climb any surface effortlessly. Maximum speed while climbing along walls is half the soldier's speed attribute. Attempting to carry more than the soldier's PS x10 in pounds will cause the character to come off the wall and fall. Restrictions: loose rocks, crumbling plaster, ice, oil, or other slippery substances will prevent the character from adhering to a surface. Polished metal, chrome, and glass are not considered slippery and can be held on to or climbed. Related abilities and bonuses: Automatic climbing equal to a 90% proficiency (does not include rappelling); Add 10% to prowl while on walls, ceilings, and other high places, add +15% to palming, +10% to pick pocketing, +10% to concealment skills, and +5% to gymnastics and acrobatics. +1 point to P.P.

07-12% Body Weapons: the character had some form of retractable body weapon.

Retractable Claws: 3D6+PS bonus

Retractable Stinger: 1D4 plus poison, which does 4D6 SDC if the target fails a save versus lethal poison or it can be a sedative which will knock the target out within 1D4 melees if they fail a save versus non-lethal poison, the effects will last for 3D4 minutes.

13-18% Immortality: A character with this power has gained the bug's ability to absorb all the food they need from the sun or ambient heat around them. This power makes it so the character no longer has to eat, sleep, drink water, or even breathe. All the energy they need to survive is gathered from the sun and ambient heat. The character can eat if they want to but they will always stay the same weight for their height, no matter how much or little they eat. They

can survive almost anywhere. This power also makes it so that they do not age, they will always appear as if they are 25 until the day comes that they die of unnatural causes.

19-25% Bio-Energy expulsion: The character is able to fire blasts from their hands or from vent-like protrusions on each of their forearms. These blasts are very similar to the bio-energy blasts of the bugs. Each blast counts as one melee attack. Both hands or arms can be fired at the same time to do double damage and still only counts as one melee attack, however, there is no bonus to strike.

Range: 400 feet +50 feet per level

Damage: 2D6 +1D6 per level

Special: at third level the character can regulate the blast in increments of 1D6 in or to just wound and as a warning shot.

26-32% Energy Resistance: This makes the character extremely resistant to all energy-based attacks, including Bug bio-cannons, and Organitech energy weapons. Characters with this power take no damage from the first 20 points of energy attacks in a melee round.

Energy attacks beyond the first 20 points do only half damage. The character's resistance to energy includes fire, electricity, lasers, and most other forms of pure energy. This power is not effective against radiation damage, kinetic energy (punches, kicks, bullets, explosions) or psionic mind bolts.

33-39%: Machine union: This is similar to the bug's ability to machine union but not by much. It gives the character the following bonuses and abilities.

Skill bonuses:

+20% to all piloting skills known to the character

+20% to all pilot-related skills known to the character

+20% to all computer, electrical and



mechanical skills know to the character  
+2 to strike with all modern weapons  
(including Organitech weapons, which is  
a mystery to &on-StandardORAD  
Eggheads because the weapons are a  
living thing not a machine)

60% piloting skill any vehicle unknown  
to the character

Telemechanic: Identically to the super  
psionic power of the same name but no  
ISP cost

40-45% Extraordinary P.E.: The  
character is a superhuman workhorse,  
fatiguing at only 1/10 the normal rate  
and able to with stand incredible  
physical punishment. Bonuses: +1D6+5  
P.E., +4D4x10 SDC, +3D6 Hit points  
with an additional 1D4 per level (on top  
of the normal +1D6 all characters get)

46-51% Extraordinary P.P.: Phenomenal  
dexterity and reflexes Bonuses: +3D4  
P.P., +3D4 Spd., +1 attack per melee,  
and automatic dodge at +3, +10% to all  
skills requiring dexterity, such as Prowl,  
Gymnastics, Acrobatics, Climb/Scale  
Walls, etc...

52-58% Extraordinary P.S.: The  
character possesses amazing strength  
capable of lifting 200 times his P.S. and  
carrying 100 times his P.S. in pounds.  
Bonuses: Increase PS to 20 +2D6. If P.S.  
it already 20 or higher, then add 2D6+6  
to it.

59-64% Increased Running Speed and  
Agility: can run at 1D6x10+66 for a  
minimum speed of 53-mph (85-km).  
Bonuses: +20 to SDC, +1 attack per  
melee round, +3 to initiative, +1 to  
strike, +2 to parry, +2 to pull punch, +4  
to roll with impact, punch, or fall, and  
+6 to dodge. +2 to damage for every 20  
mph (32-km) the character is moving at.

65-70% Flight (Winged): the character  
has large, insectoid wings that when not  
in use, can fold up on the characters  
back down to about the size of a small

book. They are attacked at the shoulder  
blade. The wings when need can unfold  
and be ready to use in a split second. The  
wings can also be hidden under a trench  
coat, a large heavy rope, or any other  
large piece of clothing. Each wing has  
the equivalent of 35 S.D.C. (the  
character can not use them to shield  
himself). Attacking a wing requires a  
called shot, which is at -2 if the wings  
are being attack while folded up and not  
in use. If one wing is reduced to 10 or  
fewer S.D.C., flying speed is halved. If  
one wing is crippled (zero to one S.D.C.  
points) the character cannot fly until the  
wing(s) can heal. The Wings regenerate  
at 1D4 SDC per day and will regrow if  
completely destroyed, but that takes  
4D6+6 weeks. Flying Speed:

1D6x10+66 for a minimum speed of 53-  
mph (85-km). Maximum altitude is  
7,000 feet Bonuses While in Flight:  
applicable only when the character has  
room to use his wings. Note that the  
character can hover just a few inches off  
the ground to enjoy these bonuses: +1  
attack per melee round, +2 to strike and  
parry, +4 to dodge while flying or  
hovering, +2 to hand to hand damage for  
every 20 mph (32 km) of flying speed.

71-76% Healing Factor: This power  
provides the character with incredible  
recuperative abilities. The Splicer  
recovers 3 S.D.C. every 10 minutes, and  
1 hit point every 15 minutes. He can also  
instantly regenerate 4D6 S.D.C. or hit  
points twice daily, he never fatigues (fire  
and cold inflict only half damage, an any  
damage inflicted by drugs, toxins, or  
poisons is only one-third normal. This  
applies to bug juice chemical weapons,  
which the Gen. II is still unfortunately  
vulnerable to as well) and finally, any  
wounds the character recovers from with  
this abilities leaves no scars. Bonuses:  
+2D4 P.E., +2D6+6 Hit points, +25

SDC, +20% to save verse coma/death, and +3 to save vs. poisons and toxins (in addition to P.E. bonuses).

77-82% Leaping ability: as per the physical Psionic ability Telekinetic Leap, only it can be performed at will at no I.S.P. cost, and with no chance of self-harm. Each leap counts as one melee action/attack.

83-88% Bug Juice Lite: This is a true marvel of genetic engineering. The standard NORAD Eggheads have found a way for the human body to produce Bug juice. This is a simpler version of the chemical bug juice. It is sprayed through small holes on the top of the character's arms or in the palm of the hand (the hole is about the size of a dime, one on each arm). The character can store up to 10 shots in each arm; the character makes 1 shot an hour.

Range: 100feet +10 per level.

Damage: 5D6 on initial contact, 3D6 the following Melee round, 1D6 on the third melee round, none on the fourth and on, per burst

Special: At fifth level the bug juice becomes as strong as normal bug juice use it for damage.

Note: Characters with this ability lose the Chemical susceptibility that Splicers have to bug juice

89-94% Radar: this ability sends out high-frequency radio waves, which bounce off objects, returning and indicating the direction, and distance of the reflecting objects. This power provides the character with a crude ability to see in the dark, as well as other benefits.

Radar Range: 500 feet +100 feet per level

Radar skills:

Intercepting Shapes: 50% +5% per level of experience

Estimating Distance: 60% +4% per level

of experience

Estimating Directions: 60% +4% per level of experience

Estimation Speed: 40% +4% per level of experience

Estimation Exact Location: 50% +4% per level of experience

Radar Bonuses: +4 to initiative, +2 to strike, parry and dodge, +1 attack per melee, no minuses apply when blinked or in darkness

Disadvantages: Radar does not go through cloth, wood, glass, metal, or people. Consequently, the character cannot see or sense through walls or door. Likewise, while he may sense a car, estimate its speed, direction, and distance, he cannot tell how many people are inside. Radar is fouled in the rain, snow, and dust or sandstorms. No bonuses apply under such conditions. Smoke and fog also foul radar, but not as severely; all abilities to estimate speed, direction, distance, shape and location are at -30%, and all bonuses are cut in half. (The character still has +1 attack per melee)

95-00% Super-vision bug Eyes: The character has normal human sized eyes but they are multi-eyes like bugs and they are purple in color. A pair of sunglasses or goggles can easily conceal them. The eyes provide the character with extreme peripheral vision and excellent depth perception as well as nightvision (100 feet/ 30.5m). Bonuses: +2 on initiative, +1 to parry and dodge. Alignment: Any.

Attribute Requirements: M.E. of 16, P.E. of 15, anybody with lesser abilities will be driven insane or killed by the process. Base S.D.C.: 1D4x10+40

O.C.C. Abilities and Bonuses:

1. Horror Factor: All Gen. II's have a horror factor of 8+1D6 when it is discovered that they are part bug.

2. Natural Armor Rating: Natural AR of 6+1D6

3. Chemical susceptibility: Basically same as the Splicer but the bug juice only does 5D6 on initial contact, 3D6 the following Melee round, 1D6 on the third melee round, none on the fourth and on

4. Rapport with bugs: the Gen. II's can communicate telepathically with other bugs at 1000 feet (special):

Skill Programs: Basic Military Program (+10%) and one skill program of choice (+5%)

O.C.C. Related Skills: Pick skills from the following:

Communications: Any.

Domestic: Any.

Electrical: Basic Electronic only (Any to characters with Machine union power)

Espionage: Any (+10%).

Mechanical: Basic and Automotive Mechanics only (Any to characters with Machine union power).

Medical: First Aid only (+5%).

Military: Any (+15%)

Physical: Any (+10% where applicable).

Hand to Hand: Expert costs one skill selection and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs two skill selections.

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any.

Pilot Related: Any (+10%).

Rogue: Any (+10%).

Science: Any (+10%).

Technical: Any (+10%).

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Splicers tend to work for and within &on-StandardORAD so they are issued their equipment on an as-needed basis. If the GM allows the character to be a free

Splicer who has left &on-StandardORAD for some reason. The character begin with two weapons of choice (excluding heavy weapons, but one may be Organitech), 100 round of ammo for each, a basic survival kit, a backpack, gear, and 2D6x100 in miscellaneous gear.

Money: \$2D4x100 in tradeable goods or coin.

The Upside: You are a truly powerful weapon against the bugs and you have more of your humanity than Generation I Splicers. you have more training (skills) than the average Generation I Splicer.

The Downside: You are still a "creature" and although to most people believe you are human at first, when it is found out that you are part bug you are exiled, not always physically, but at least from all social gathering. People just don't trust you because they fear you may let your bug half take over. Also, you don't have many skills because you take so much time adapting to your new body.

Experience Point Requirements: use the Splicer table (Systems Failure, page 102).

### **NORAD Generation III Splicer**

#### **O.C.C.**

Also known as Gen. 3 and Fighting Machines .

Created by Danny Strong

NORAD has fine turned their Operation Doppelganger yet again, in to a new soldier. The process now leaves almost all of human DNA and puts in almost no Bug DNA but it still produces powerful soldier. Not just because of the bug DNA because of the human body's reaction to such a small amount of potentially toxic bug DNA. This new process has only a .5% mortality rate, which is an amazing improvement over the 65% mortality rate of the original Splicer

project and the 20% of the Generation II Splicers. The soldiers no longer look like a bug; they appear to be totally human. There are no exceptions. Most of the Gen. 3's powers and abilities come from the body trying, failing though, to reject the Bug DNA.

#### Super Powers

All Generation III splicers get to pick two powers or roll randomly for them (if a power is duplicated, ignore and re-roll).

01-08%: Adhesion: The character with this power is able to attach themselves to any solid surface by the fingers/hands and the toes/feet. This means the person can walk on walls or ceilings and can climb any surface effortlessly. Maximum speed while climbing along walls is half the soldier's speed attribute. Attempting to carry more than the soldier's PS x10 in pounds will cause the character to come off the wall and fall. Restrictions: loose rocks, crumbling plaster, ice, oil, or other slippery substances will prevent the character from adhering to a surface. Polished metal, chrome, and glass are not considered slippery and can be held on to or climbed. Related abilities and bonuses: Automatic climbing equal to a 90% proficiency (does not include rappelling); Add 10% to prowl while on walls, ceilings, and other high places, add +15% to palming, +10% to pick pocketing, +10% to concealment skills, and +5% to gymnastics and acrobatics. +1 point to P.P.

9-16% Immortality: A character with this power has gained the bug's ability to absorb all the food they need from the sun or ambient heat around them. This power makes it so the character no longer has to eat, sleep, drink water, or even breathe. All the energy they need to survive is gathered from the sun and

ambient heat. The character can eat if they want to but they will always stay the ideal weight for their height, no matter how much or little they eat. They can survive almost anywhere. This power also makes it so that they do not age, they will always appear as if they are 25 until the day comes that they die of unnatural causes.

17-25% Bio-Energy expulsion: The character is able to fire blasts from their hands or from vent-like protrusions on each of their forearms. These blasts are very similar to the bio-energy blasts of the bugs. Each blast counts as one melee attack. Both hands or arms can be fired at the same time to do double damage and still only counts as one melee attack, however, there is no bonus to strike. Range: 400 feet +50 feet per level  
Damage: 2D6 +1D6 per level  
Special: at third level the character can regulate the blast in increments of 1D6 in or to just wound and as a warning shot.

26-33% Energy Resistance: This makes the character extremely resistant to all energy-based attacks, including Bug bio-cannons, and Organitech energy weapons. Characters with this power take no damage from the first 20 points of energy attacks in a melee round. Energy attacks beyond the first 20 points do only half damage. The character's resistance to energy includes fire, electricity, lasers, and most other forms of pure energy. This power is not effective against radiation damage, kinetic energy (punches, kicks, bullets, explosions) or psionic mind bolts.

34-41%: Machine union: This is similar to the bug's ability to machine union but not by much. It gives the character the following bonuses and abilities.

Skill bonuses:

+20% to all piloting skills known to the

character

+20% to all pilot related skills known to the character

+20% to all computer, electrical and mechanical skills known to the character

+2 to strike with all modern weapons (including Organitech weapons, which is a mystery to NORAD Eggheads because the weapons are a living thing not a machine)

60% piloting skill any vehicle unknown to the character

Telemechanic: Identically to the super psionic power of the same name but no ISP cost

42-49% Extraordinary P.E.: The character is a superhuman workhorse, fatiguing at only 1/10 the normal rate and able to withstand incredible physical punishment. Bonuses: +1D6+5 P.E., +4D4x10 SDC, +3D6 Hit points with an additional 1D4 per level (on top of the normal +1D6 all characters get)

50-57% Extraordinary P.P.: Phenomenal dexterity and reflexes Bonuses: +3D4 P.P., +3D4 Spd., +1 attack per melee, and automatic dodge at +3, +10% to all skills requiring dexterity, such as Prowl, Gymnastics, Acrobatics, Climb/Scale Walls, etc...

58-66% Extraordinary P.S.: The character possesses amazing strength capable of lifting 200 times his P.S. and carrying 100 times his P.S. in pounds. Bonuses: Increase PS to 20 +2D6. If P.S. is already 20 or higher, then add 2D6+6 to it.

67-74% Increased Running Speed and Agility: can run at 1D6x10+66 for a minimum speed of 53-mph (85-km). Bonuses: +20 to SDC, +1 attack per melee round, +3 to initiative, +1 to strike, +2 to parry, +2 to pull punch, +4 to roll with impact, punch, or fall, and +6 to dodge. +2 to damage for every 20 mph (32-km) the character is moving at.

75-83% Healing Factor: This power provides the character with incredible recuperative abilities. The Splicer recovers 3 S.D.C. every 10 minutes, and 1 hit point every 15 minutes. He can also instantly regenerate 4D6 S.D.C. or hit points twice daily, he never fatigues (fire and cold inflict only half damage, and any damage inflicted by drugs, toxins, or poisons is only one-third normal. This applies to bug juice chemical weapons, which the Gen. III is still unfortunately vulnerable to as well) and finally, any wounds the character recovers from with this abilities leaves no scars. Bonuses: +2D4 P.E., +2D6+6 Hit points, +25 SDC, +20% to save versus coma/death. 84-92% Leaping ability: as per the physical Psionic ability Telekinetic Leap, only it can be performed at will at no I.S.P. cost, and with no chance of self-harm. Each leap counts as one melee action/attack.

93-00% Radar: this ability sends out high-frequency radio waves, which bounce off objects, returning and indicating the direction, and distance of the reflecting objects. This power provides the character with a crude ability to see in the dark, as well as other benefits.

Radar Range: 500 feet +100 feet per level

Radar skills:

Intercepting Shapes: 50% +5% per level of experience

Estimating Distance: 60% +4% per level of experience

Estimating Directions: 60% +4% per level of experience

Estimation Speed: 40% +4% per level of experience

Estimation Exact Location: 50% +4% per level of experience

Radar Bonuses: +4 to initiative, +2 to strike, parry and dodge, +1 attack per

melee, no minuses apply when blinked or in darkness

Disadvantages: Radar does not go through cloth, wood, glass, metal, or people. Consequently, the character cannot see or sense through walls or door. Likewise, while he may sense a car, estimate its speed, direction, and distance, he cannot tell how many people are inside. Radar is fouled in the rain, snow, and dust or sandstorms. No bonuses apply under such conditions. Smoke and fog also foul radar, but not as severely; all abilities to estimate speed, direction, distance, shape and location are at -30%, and all bonuses are cut in half. (The character still has +1 attack per melee) .

Alignment: Any.

Attribute Requirements: M.E. of 16, P.E. of 15, anybody with lesser abilities will be driven insane or killed by the process.

Base S.D.C.: 60

O.C.C. Abilities and Bonuses:

1. Impervious to pain: This power is as much of a weakness as it is a bonuses to the characters. They feel no pain, they are impervious to it. They can fight until they are dead. The bad part is that they do not know when they have been hurt or how sever an injury is. They may bleed to death from an internal wound without even knowing they are hurt.
2. Impervious to all poisons, toxins, and gases: Because their body is trying to fight of the bug DNA their amnion systems is running into. Their body is working over time turning on all white blood cells and fighting of all poisons as they enter the body mistaking them for side effects of the bug DNA.
3. Shortened life span: because their bodies are running like made they burn them self out sooner. They have a life span that is about 2/3 that of your average human being. (Note: if the

character has the immortality power they do not have this problems)

4. Rapport with bugs: the Gen. II's can communicate telepathically with other bugs at 5000 feet

Skill Programs: Basic Military Program (+10%), Modern weapons program, and one skill program of choice (+5%)

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Any.

Domestic: Any.

Electrical: Any

Espionage: Any (+15%).

Mechanical: Basic and Automotive

Mechanics only (+10%)

Medical: First Aid only (+10%).

Military: Any (+15%)

Physical: Any (+10% where applicable).

Hand to Hand: Expert costs one skill selection and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs two skill selections.

Pilot, Basic: Any (+10%).

Pilot, Advanced: Any.

Pilot Related: Any (+10%).

Rogue: Any (+10%).

Science: Any (+10%).

Technical: Any (+10%).

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Splicers tend to work for and within NORAD so they are issued their equipment on an as-needed basis. If the GM allows the character to be a free Splicer who has left NORAD for some reason. The character begins with one weapons for each of the characters W.P.s with 100 round of ammo for each, a basic survival kit, a backpack, and 2D6x100 in miscellaneous gear.

Money: \$2D6x100 in tradeable goods or

coin.

The Upside: You are a powerful human being, with ability to fight till you die, and you stand with the best of them.

The Downside: You may be impervious to pain but you are not unstoppable.

When you are hurt you do not know it.

You will keep fighting, or working until you die or someone notices that you are hurt.

Experience Point Requirements: use the Splicer table (Systems Failure, page 102).

### **NORAD Grunt O.C.C.**

By Cain

Also known as Beetle Bailey, Bug Private and Foot Soldier

In the Great American Bug Hunt, many thousand people have been fighting the Bug invaders for years under the direction of NORAD. While Exterminators and others take the fight right to the Bugs, many soldiers are required to man NORAD and its few permanent facilities - the Grunts. It may not be as exciting as Bughunting, but Grunts perform vital tasks - these are the men and women who protect NORAD, and the people and secrets within. Grunts are well-trained soldiers easily capable of handling themselves in combat, and are doggedly loyal to the remnants of the U.S. Military, but they lack the innate talents necessary to survive as a Bughunter.

Alignment: Any.

Attribute Requirements: None.

Base S.D.C.: 40

O.C.C. Abilities and Bonuses:

Early Riser (special): No matter how late the Grunt stays up at night, he or she can always wake at dawn and be fully functional thanks to their military lifestyle. (Adds +2 to P.E. and P.S.)

Sense of Duty (special): Grunts will

always be loyal to NORAD and the spirit of America; when fighting enemies who obviously represent a threat to that spirit, they gain +1 attack per melee, +1 to strike, parry and dodge, and +1 to initiative. They can do this a number of times per day equal to their level of experience.

Skill Programs: Basic Military Program (+20%), Modern Weapons Program, and one skill program of choice (+10%)

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any.

Domestic: Cooking and Play Musical Instrument only.

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only (+5%).

Military: Any (+15%).

Physical: Any.

Pilot, Basic: Any (+5%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: Streetwise, Find Contraband and Illegal Weapons, and Prowl only.

Science: Basic Math only.

Technical: Computer Operation, Language and Literacy only.

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Only has a vehicle if assigned one by NORAD. Has one weapon for each W.P. plus 1D4x100 rounds of ammunition for each. The character also has light body armor, a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask, and \$2D4x100 in personal gear.

Money: \$2D4x100 in tradeable goods

and/or precious metals.

The Upside: You're not the guy sent into the middle of all the hell out there, and you're glad for that.

The Downside: You're none too bright, and you know it (most of the time); many adventurers make fun of you and berate you, but you don't mind - you'll probably live a lot longer than them.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **NORAD Hardliner O.C.C.**

By Cain

Also known as Brain Trust, Craniator and Skull Jockey

The Gatecrasher has become an integral part of NORAD's strategy against the Bugs, striking at them where conventional Exterminators cannot reach. However, Gatecrashers are at a significant disadvantage because they must use clunky keyboards and monitors when navigating Bug systems, and the Bugs need only convert to energy form to enter. To make them more effective, NORAD scientists began taking research from the Splicer program and isolated those parts of the Bug brain and nervous system that were responsible for navigating the world of electrical and data hardlines. They then grew an interface between these organs and the human brain, making it possible for a human consciousness to travel down a hardline and perceive it as a Bug would... if it worked. The first tests had an appalling 95% mortality rate, and further improvements only lowered that to 50% by the time NORAD began actively using Hardliners in the field. Hardliners only need to touch a hardline to send their minds spiraling into it at the speed of thought, which makes them extremely handy at blocking Bug

communications or even energy form transmissions on that line. Side effects of the process are severe; Hardliners quickly begin to unravel mentally, and often suffer psychotic episodes after a fairly short time (they pick up one random insanity every other level starting at second, and every level starting at seventh. Starting at third level, they also have a 40% chance every level of losing 1D4 points of ME and 1 point of IQ.). There is no way to reverse the process, but for a short time Hardliners can be some of NORAD's most powerful assets.

Alignment: Any, but usually Good.

Attribute Requirements: I.Q. of 14, and a high M.E. is helpful.

Base S.D.C.: 30

O.C.C. Abilities and Bonuses:

Machine Union (special): The Hardliner effectively has the Bug power of Machine Union, as described on page 63 of the Systems Failure book.

Eiditic Memory (special): The Hardliner can remember everything he or she sees, hears or otherwise senses, especially when navigating Bug systems. In game terms, this character never forgets any information he or she is given (even if the player does).

Compartmentalized Mind (special): Hardliners can also seal off certain areas of their mind in the event of capture or interrogation, making it almost impossible for Bugs to acquire information that the Hardliner does not want to give. Base Percentage for success: M.E. attribute number times 3, plus 5% per level of experience.

Skill Programs: Computer Program (+20%), Technical Program (+20%) and one program of choice (+10%).

O.C.C. Related Skills: Pick seven skills from the following:

Communications: Any (+10%).



Domestic: None.  
 Electrical: Any (+5%).  
 Espionage: None.  
 Mechanical: Any (+5%).  
 Medical: First Aid only.  
 Military: None.  
 Physical: Any, except for Hand to Hand: Assassin, Acrobatics and Gymnastics.  
 Hand to Hand: Expert costs two skill selections and Hand to Hand: Martial Arts costs three skill selections.  
 Pilot, Basic: Any (+10%).  
 Pilot, Advanced: None.  
 Pilot Related: Any.  
 Rogue: Any (+5%).  
 Science: Any (+10%).  
 Technical: Any (+10%).  
 Wilderness: Any.  
 W.P.: Any.  
 Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.  
 Standard Equipment: He or she gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), a portable tool kit, large tool kit, flashlight, utility belt, work overalls, and \$3D4x100 in personal gear.  
 Money: \$3D4x100 in tradeable goods, precious metals and/or information.  
 The Upside: You're making a difference in the fight against the Bugs, hitting them where it hurts the most... their systems, places that other Bughunters can't get to.  
 The Downside: You've sacrificed any chance of having a normal life, or even a long one, by putting the Bug implants into your skull. You may look normal... but you're not.  
 Experience Point Requirements: use the Grease Monkey table (Systems Failure, page 89).

### **NORAD Speedloader O.C.C.**

By Cain

Also known as Juice Jock and Junkie  
 With the introduction of the combat drugs from NORAD (See the Toy Box for more details), soldiers and Exterminators can achieve a whole new level of fighting ability; unfortunately, these drugs tend to destroy the very body of the soldier using them. Therefore, NORAD Eggheads began experimenting with other drugs and compounds to lessen the severity of these side effects. The resulting soldier was as tough and well-trained as most other NORAD troops, but better able to handle the rigors of combat drugs. Speedloaders come equipped with a wide array of combat drugs in ampule form and a pressure hypo; all they have to do is press the hypo to their neck, push down, and a few seconds later they're ready to rock and roll against the Bugs.

Alignment: Any.

Attribute Requirements: P.P. of 12, P.E. of 12 and a high M.E. are recommended.  
 Base S.D.C.: 50

O.C.C. Abilities and Bonuses:

Tolerance (special): Speedloaders have been adapted to shrug off the effects of harmful drugs and toxins; they are +4 to save versus drugs and toxins, +2 to save versus disease, and all of the effects are halved (penalties, duration, etc.); the positive effect of combat drugs is not changed, but the negative effects and other drugs like painkillers and antibiotics are also halved.

Unfortunately, this tolerance is not permanent; every 2D6 months the Speedloader must return to NORAD headquarters to receive a set of boosters, or else the side effects of the combat drugs will be felt with full force.

Paired Weapons, Modern (special): Identical to the Exterminator ability (Systems Failure, page 84).

Skill Programs: Basic Military Program

(+20%), Modern Weapons Program, and one skill program of choice (+10%)  
 O.C.C. Related Skills: Pick eight skills from the following:  
 Communications: Any.  
 Domestic: Cooking and Play Musical Instrument only.  
 Electrical: Basic Electronics only.  
 Espionage: Any (+10%).  
 Mechanical: Basic Mechanics and Automotive Mechanics only.  
 Medical: First Aid only (+5%).  
 Military: Any (+15%).  
 Physical: Any.  
 Pilot, Basic: Any (+5%).  
 Pilot, Advanced: Any.  
 Pilot Related: Any.  
 Rogue: Streetwise, Find Contraband and Illegal Weapons, and Prowl only.  
 Science: Basic Math and Chemistry only.  
 Technical: Computer Operation, General Repair, Language and Literacy only.  
 Wilderness: Any (+10%).  
 W.P.: Any.  
 Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.  
 Standard Equipment: Comes with 3D6 doses of NORAD combat drugs (player's choice; mostly second generation, sometimes first gen). Usually has a vehicle or horse, sometimes supplied by NORAD (40% chance). Has one weapon for each W.P. plus 1D6x100 rounds of ammunition for each. The character also has light or medium body armor, a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask, and \$3D6x100 in personal gear.  
 Money: \$2D4x100 in tradeable goods and/or precious metals.  
 The Upside: With your enhancements, combat drugs don't make your life nearly as miserable as other Exterminators and

Splatterpunks...

The Downside: ... but combat drugs are the only drugs that work on you to their full effectiveness. If you need other chemical assistance, you might be out of luck.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **NORAD Terminator O.C.C.**

By Cain

Also known as Arnold, Badass and Bugsquisher

While Exterminator squads fight Bugs across North America, NORAD often sends two-man teams or even single soldiers into Bug territory with one objective: cause as much damage as they can. These brave (some say crazy) soldiers are Terminators, and are the most elite NORAD troops. Only the best, most impressive trainees from NORAD Commando, Cleaner and Exterminator programs are selected for Terminator training, and once they finish they are sent out into the world... usually never to return. Terminators can remain deep in Bug territory for months or even years, functioning without relief for incredibly long periods. It's a very important duty, and only the best are selected.

Alignment: Any.

Attribute Requirements: P.P. of 12, P.E. of 12 and a high M.E. are recommended.  
 Base S.D.C.: 50

O.C.C. Abilities and Bonuses:

High Pain Threshold (special):

Terminators can ignore pain from fatigue and wounds, making them incredibly durable. Whenever a save versus Pain is required, the Terminator must roll as normal, but only feels the effects if he or she rolls a natural 1. They can keep doing this until they reach zero Hit

Points, at which point the Terminator collapses.

Heightened Senses (special): The five senses of the Terminator have been fine-tuned to an almost unthinkable degree; all Terminators gain Automatic Dodge (use P.P. bonus only), +2 to all combat rolls (does not apply to Weapon Proficiencies), and no Terminator can be surprised except by long-range attacks.

Force of Will (special): Once per day, the Terminator can focus all of his or her energies on one single task (killing one particular Bug, finding a certain human trapped in a Bugtown, surviving life-threatening injuries, and so on), and can ignore or withstand anything until he or she is brought down to -25 Hit Points, at which point the Terminator dies. If the Terminator can get medical attention, he or she can be healed normally, even from -24 Hit Points!

Skill Programs: Basic Military Program (+20%), Modern Weapons Program, and one skill program of choice (+20%)

O.C.C. Related Skills: Pick eight skills from the following:

Communications: Any.

Domestic: Cooking and Play Musical Instrument only.

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only (+5%).

Military: Any (+15%).

Physical: Any.

Pilot, Basic: Any (+5%).

Pilot, Advanced: Any.

Pilot Related: Any.

Rogue: Streetwise, Find Contraband and Illegal Weapons, and Prowl only.

Science: Basic Math and Chemistry only.

Technical: Computer Operation, General Repair, Language and Literacy only.

Wilderness: Any (+10%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 5, 8, 11, and 14.

Standard Equipment: Never has a vehicle (too easy to spot in a Bugtown) and prefers to travel light. Has one weapon for each W.P. plus 1D6x100 rounds of ammunition for each. The character also has light or medium body armor, a survival knife, pocket knife, backpack, goggles, two canteens, a gas mask, and \$3D6x100 in personal gear. Money: \$2D4x100 in tradeable goods and/or precious metals.

The Upside: You're the best of the best, cream of the crop and A Number One...

The Downside: ... but you really have a low survival probability due to the hazardous environment you live and work in.

Experience Point Requirements: use the Exterminator table (Systems Failure, page 85).

### **Radioman O.C.C.**

By Mike Taylor

Once the Meltdown hit, the lines of communication (Radio, TV, the Internet) everyone had taken for granted were suddenly gone. Even when communications were supposedly restored, it was largely in the control of the Bugs. Nobody knew what was going on in the next town, let alone around the world. Thus, the Radioman became a vital link between the various free-thinking communities scattered throughout the post-Meltdown world. Most of the early ones were professional radio personnel from military bases and rural markets, though a few renowned national and international personalities did manage to escape as well. As more and more HAM and short-wave radio

sets were scavenged and/or captured throughout the years, more and more Radiomen cropped up in Free America and an informal network of communicators started to form. Most of these men and women would be recruited by The League of Free Cities, NORAD, and, most importantly, the RFA-- Radio Free America. In many ways, their role as messengers and entertainers hasn't changed much. They still relay news and play songs from the pre-Meltdown era. However, their lives have also become much more dangerous. Broadcasting stations are literally a beacon for Bugs and other, more human threats that don't like what the station and its personnel have to say. As a result, only the most well-protected communities have a permanent radio station, and the multitude of others out there are highly-mobile, moving every few weeks to avoid capture or destruction. Smaller outfits such as militia units and splatterpunk gangs have learned the value of having a few radiomen of their own, as have the Bugs, so most prefer to capture them alive rather than kill them. Sadly, there are those evil and self serving individuals who voluntarily join such groups when their ideals coincide with their own, thus the radio waves become another tool in the arsenal of the bad guys as well. **The Army of Stone**, **Convoy 99**, the **Dakota Minions**, the **Millennium Brotherhood**, and the **Parliament of Crows** all have their own Radiomen on the payroll, spreading their own particular brand of man-made terror. Whatever side of the conflict they are on, Radiomen have picked up a few new tricks of the trade. The most useful has been the ability to detect Bugs trying to spread misinformation via the airwaves. This skill arose in several places at once,

believe it or not. It was discovered that Bugged radio (and even TV) broadcast equipment, gives off certain tell-tale signs which Bugs can NOT conceal. In audio, this takes the form of a faint, but high-pitched buzzing sound. When shown on an oscilloscope, it comes across as a narrow, but continuous fluctuation where the line should be flat. The buzzing and fluctuation are much more pronounced if the Radioman's own gear is Bugged, which puts the unfortunate air pirate in a very dangerous situation. However, this means of Bug detection only works on Bugged equipment. The Radioman has learned to use that same discerning hearing to listen for Assassin Bugs and Silkworm Zombies trying to pose as freethinkers. Their incomplete understanding of human languages makes them easy to find for these trained listeners. Once they are rooted out, however, word quickly spreads that whatever frequency they are heard on is not to be trusted until the Bugs are located and dealt with, if possible. **Also Known As: Air Pirate, Hambone, 'Jay, Jockey, and Wind Talker**  
**Attribute Requirements:** I.Q. and M.A. of 10 or higher  
**Base S.D.C.:** 25  
**O.C.C. Abilities and Bonuses:** 1. **Bug Detector:** Free-thinking Radiomen have learned how to tell if a piece of communications gear or a transmission has been affected by Bugs. Not as magical as it sounds, a radioman simply listens for certain background sounds or looks for certain wave patterns on an oscilloscope, as Bugs give off a distinct, but often very faint, "buzz" when inside a machine. Likewise, they can differentiate between the known types of Bugs and tell whether or not the Bug is in the equipment they are using (BAD

DAY!) or are transmitting from elsewhere.

When dealing with bugged Short-wave or AM gear, add a +10% bonus because the electromagnetic interference is much more obvious in these formats. Due to the Bugs imperfect understanding of human languages, the Radioman also gets +10% to detect Assassin Bugs and +5% to detect Silkworm Zombies trying to pose as free thinkers. Of course, voice detection of other Bug types is automatic, since they make no effort to conceal their inhuman nature (or are incapable of doing so). The bonuses to detecting by voice also apply “off the air” as well, making a field-mobile radioman an especially valuable asset to NORAD and other groups conducting action against the Bugs. Base Skill: 50% +5% per level of experience.

The Radioman may also choose ONE of the following abilities from below.

2. Stir the Masses: In the pre-Meltdown era, ‘Jays were literally the voices of their radio stations and the most talented among them could draw huge listenerships through sheer charisma. ‘Jays get a bonus of 1D6 to their M.A. They can also use their Mental Affinity to charm and impress as if it were the equivalent P.B. score.

3. Keeping the Lines Open: A Radioman often has none but himself to rely on to keep his equipment running, so many have become experts in electronic repair. Selecting this ability gives the character an additional +10% to repair radios and similar communications gear.

**O.C.C. Skill Programs:**

Communications Program (+20%) and Technical Program (+15%), plus one modern WP.

**O.C.C. Related Skills:** Select six skills from the following:

**Communications:** Any (+10%)

**Domestic:** Any

**Electrical:** Any, except Advanced Electronics (+10%)

**Espionage:** Intelligence and Wilderness Survival only

**Mechanical:** Basic and Automotive Mechanics only

**Medical:** First Aid only

**Military:** None

**Physical:** Any except Acrobatics and Gymnastics

**Pilot, Basic:** Any

**Pilot, Advanced:** Helicopter only

**Pilot Related:** Any

**Rogue:** Cardsharp, Computer Hacking, Streetwise, and Seduction only

**Science:** Any, except Analytical Chemistry

**Technical:** Any (+10%)

**Wilderness:** None

**W.P.:** Any except W.P. Heavy and W.P. Energy Weapons

**Secondary Skills:** None to start, but select one at levels 2, 4, 6, 8, 10, and 12.

**Standard Equipment:** Most will not have their own full station set-up unless they live in a community that can support and protect one. The typical wandering Radioman will have a Ham-type radio set that they transport in a beat-up van, SUV, or similar large vehicle. To keep scavengers and other undesirables at a respectable distance and away from their gear, most carry a couple of firearms with 1D6 x 100 rounds for each. They will also have tools and \$1D4 x 100 in spare parts to keep their radios going.

Personal gear usually includes \$1000 worth of stuff such as clothes, a flashlight, and so on.

**Money:** \$2D4 x 100 in precious metals and \$2D6 x 100 in tradable goods.

**Upside:** You spread the word far and wide about the Great American Bug Hunt, reaching out over the airwaves to

the freedom fighters across the land with words of hope and encouragement... and a little bit of music.

**Downside:** You occasionally have to stay mobile to keep ahead of the Bugs and anybody else that may not like what you have to say. Occasionally, this displeasure takes the form of destroying or confiscating your equipment.

**Experience Point Chart:** Use the Sawbones chart on p.p. 93 of *Systems Failure*.

### **River Rat O.C.C.**

By Cain

Also known as Barrel Rider, Robber Baron, Blackbeard and Bloodsucker. In an era where most travel is bound to get one noticed cargo trading is a rarity, especially over land routes. This is why the River Rat is becoming a common sight in towns situated near rivers and streams; a small fishing boat travelling quietly at night attracts far less attention than a car or truck rolling down an open highway. These travellers - who before the Meltdown were often blue-collar workers with fishing boats for the weekend - carry cargo up and down the waterways of America, trading one commodity for another (much like the Freebooter) that he can sell for a profit on down the line. Unfortunately, many River Rats are ruthless in their trading, often leaving customers cheated and angry after their departure.

One common type is the Barrel Rider, the average trader who brings items to places that usually cannot get a hold of them. Among the most popular cargoes are medicines, fuel and drinking alcohol by the keg, which is where these people get their name. Barrel Riders will carry anything they can fit into their boats, though. The other common kind is the Robber Baron, who prowls the rivers

with a ragtag fleet of watercraft in search of easy prey, and who is very much like the pirates of old.

**Alignment:** Barrel Rider - Any, but usually Good or Anarchist; Robber Baron - Anarchist or Evil

**Attribute Requirements:** M.A. of 12 or higher

**Base S.D.C.:** 35

**O.C.C. Abilities and Bonuses:**

**Fast Talker (special):** Identical to the Freebooter ability (see *Systems Failure* RPG, page 86, for details).

**Vanishing Act (special):** When on a river or other body of water that the River Rat knows well, whether in a boat or not, he or she can seemingly disappear into the shadows (boat and all) with a 60%+3% per level chance of success. This ability comes in very handy when the character is being pursued by Bugs or Warlords.

The character knows where the best cover is, what bushes or holes are best to hide in, and what coves provide the best concealment and are unlikely to be searched by pursuers.

**Skill Programs:** Business (+10%), Vehicular Mechanics (+10%), and Pilot: Basic (+15%, and at least three must be water craft, and are +25%).

**O.C.C. Related Skills:** Pick eight skills from the following:

**Communications:** Any (+5%), except Cryptography, Laser and Optic Systems.

**Domestic:** Any (+10%).

**Electrical:** None.

**Espionage:** Any (+5% to most, but +10% to Forgery, Intelligence and Disguise).

**Mechanical:** Automotive Mechanics, Locksmith and Electrical Engineer only (+5%).

**Medical:** First Aid only.

**Military:** Any, except Trap/Mine Detection.

**Physical:** Any except Acrobatics and Wrestling. Hand to Hand: Expert costs

two skill selections and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs three skill selections.  
Pilot, Basic: Any (+15%).  
Pilot, Advanced: None.  
Pilot Related: Any.  
Rogue: Any (+10%).  
Science: Astronomy, Chemistry and Mathematics: Advanced only.  
Technical: Any (+15%).  
Wilderness: Any (+5%).  
W.P.: Any.  
Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.  
Standard Equipment: A survival knife, pocket knife, a rifle or shotgun and one weapon for each W.P. plus 1D4x100 rounds for each. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, pocket signal mirror, two canteens, 1D4 jugs of whiskey or moonshine, a gas mask and 1D6x100 in personal gear. The character also comes with a small boat, probably an aluminum fishing boat.  
Money: \$3D6x100 in tradeable goods, most often alcohol and medicines but potentially anything the character can fit into the boat. This is his starting "inventory."  
The Upside: The Freebooter's not the only one who's going to make any money off of this mess, not if you have anything to say about it. Besides, you're not nearly the con man he is... most of the time.  
The Downside: Your method of travel is your major downfall; anyone who knows your major stops can figure out which rivers you use and can ambush you, and you've got nowhere to go but down. And, given your business, you're a very likely target.  
Experience Point Requirements: use the

Freebooter table (Systems Failure, page 87).

### **Roadhog O.C.C.**

By Cain

Also known as Driver, Wheelman and Speed Racer .

The highways of post-Meltdown America - aging, crumbling and wasting away from a decade of neglect - remain the easiest paths to get from one place to another. Using them, though, is possibly more dangerous than some other route, simply because the roads are where travelers tend to congregate. To survive on the road it takes brains, balls - and more than a shred of insanity helps, too. These survivors are the Roadhogs. Whether transporting cargo, escorting people in need of medical care, or attacking those less powerful, Roadhogs think of themselves as the kings of the road. Their machines are often souped-up, powerful, armored behemoths equipped with grenade launchers and machine guns capable of mowing down whole gangs of Splatterpunks. Most Roadhogs are loners, associating only with small groups and then only temporarily - a fact which keeps them from ruling the highways entirely.  
Alignment: Any, but most are Selfish  
Attribute Requirements: None, although a high P.P. is helpful.

Base S.D.C.: 40

O.C.C. Abilities and Bonuses (special):  
Leadfoot: Roadhogs are the ultimate drivers, and receive +25% on all piloting rolls in a certain type of wheeled vehicle (motorcycle, car, pickup or heavy truck, whichever is their preferred type of vehicle), as well as +10% to the other types.

Skill Programs: Criminal Program (+10%, plus select one more program.

O.C.C. Related Skills: Pick six skills

from the following:

Communications: Radio: Basic, Radio: Scramblers, or Read Sensory Equipment (+5%).

Domestic: Any.

Electrical: Basic Electronics or Computer Repair (+10%).

Espionage: Detect Ambush, Detect Concealment, Pick Locks or Wilderness Survival.

Mechanical: Basic Mechanics, Automotive Mechanics, Locksmith, Mechanical Engineer, Advanced Mechanics or Weapons Engineer (+10%).

Medical: First Aid or Paramedic only.

Military: Any - Armorer (Field), Camouflage, Demolitions, Demolitions Disposal, Recognize Weapon Quality or Trap / Mine Detection (+5%).

Physical: Any.

Pilot, Basic: Any (+15%).

Pilot, Advanced: Tanks and APCs only (+10%).

Pilot Related: Any (+10%).

Rogue: Any (+5%).

Science: Basic Math or Chemistry only.

Technical: General Repair, Language or Literacy only.

Wilderness: Identify Plants & Fruits or Land Navigation only.

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 1, 4, 7, 10, and 13.

Standard Equipment: Survival knife, pocket knife, one pistol or carbine plus one weapon for each W.P., 1D4x50 rounds for each weapon, plus a backpack, duffel bag, various sacks, sunglasses (probably big mirrored Statie types - gotta go for the old-fashioned intimidation), pocket signal mirror, two canteens, gas mask and \$1D6x100 in personal gear. As for a vehicle, the Roadhog begins with a basic,

unmodified, beat-up car or motorcycle (missing 1/3 of its base S.D.C.), but modifications are inevitable - use the rules in Heroes Unlimited or Ninjas and Superspies, or these are some vehicle modification rules available on the net (can't remember the URL and don't have a copy - sorry!).

Money: \$2D4x100 in tradable goods or coin.

The Upside: You've got wheels, guns and an attitude, and you're not afraid to use 'em.

The Downside: The problem is... you've got wheels, guns and an attitude, and you're not afraid to use 'em.

Experience Point Requirements: use the Survivalist table (Systems Failure, page 96).

### **Scarecrow O.C.C.**

By Cain

Also known as Frankenstein, Ghoul, Golem and Patchwork  
NORAD experiments with Organitechnology led down many paths, but one of the most promising was the potential for reanimating dead tissue and bringing battlefield casualties back to life. A Bug enzyme discovered by NORAD Eggheads can reactivate dead tissue and allow it to function at a level close to that it possessed when it was alive (along with a few actual benefits), and NORAD jumped at the chance to recycle their high casualties. The enzyme can be found in any Bug, and can be harvested as long as the head is intact (one Bug provides enough to allow a Scarecrow to function at full capacity for 1D6 days); once the Scarecrow runs out, though, his body begins to deteriorate and he or she literally rots away (which usually takes 2D4 weeks, plus this decay cannot be repaired even when the Scarecrow gets



mor of the enzyme). Unfortunately, most NORAD troops were unwilling to serve alongside soldiers who they knew were technically dead and the project was ultimately scrapped. One advantage Scarecrows possess is the inability to feel pain (the reanimated nerves cannot carry pain impulses), but they tend to resort to acts of violence to make up for the lack of stimuli. NORAD-created Scarecrows are almost normal-looking (provided they maintain regular doses of the enzyme), but Scarecrows created by Warlords are often hideous, created from mismatched parts and half-insane from the pain of their creation.

Alignment: Any.

Attribute Requirements: None.

Base S.D.C.: 45

O.C.C. Abilities and Bonuses:

Living Dead (special): Scarecrows are not truly living, but a Bug enzyme keeps them awake and aware; Bugs won't touch these guys, especially Silkworms. They gain +3 to P.S. and their P.E. is unlimited as long as they have the Bug enzyme flowing through their bodies, but once they run out their strength and endurance are halved from their normal levels. Also, their P.P. and P.B. are reduced by 2 (P.B. is reduced by 8 for Warlord-created Scarecrows) when they are created. Scarecrows are immune to pain and can function fully until they reach five hit points, at which point they collapse and cannot be awakened until more of the Bug enzyme is introduced into their bodies. Scarecrows roll for an insanity at first level, plus one more at Levels 3, 7, 11 and 15.

Skill Programs: Basic Military Program (+10%) or Criminal Program (+10%) and Modern Weapons Program.

O.C.C. Related Skills: Pick six skills from the following:

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Wilderness Survival only.

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any, but no attribute bonuses can be applied if a skill is taken as a Secondary skill (the Scarecrow's body is frozen in its current state).

Pilot, Basic: Any (+10%).

Pilot, Advanced: None.

Pilot Related: Any.

Rogue: None.

Science: Basic Math, Biology, Chemistry, Chemistry: Analytical, and Mathematics: Advanced only.

Technical: Language and Literacy only.

Wilderness: Any (+5%).

W.P.: Any.

Secondary Skills: None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.

Standard Equipment: Rarely has a vehicle or pack animal (25% chance). Has one weapon for each W.P. plus 1D4x50 rounds of ammunition for each. The character also has a survival knife, pocket knife, backpack or large duffel bag, sunglasses or goggles, two canteens, a gas mask and \$1D4x100 in personal gear.

Money: \$1D4x100 in tradeable goods and/or precious metals.

The Upside: You're tough, can't be Bugged and are immune to pain and all but the worst physical damage.

The Downside: You're dead, technically speaking. Plus, you have a tendency to rot without regular doses of the enzyme (which makes going to parties sort of tough).

Experience Point Requirements: use the Splatterpunk table (Systems Failure, page 95).

## **The Sleeper**

By Robyn Stott

The Underground Railroad

The railroad is a collection of small resistance cells operating under a loose umbrella organization deep within bugged territory.

Each cell typically contains up to a dozen members, and are often linked to other by a network of blind drops and a shadowy leadership.

Since each cell operates deeply within bugged territory, and the risk of capture and being bugged is so high security is so important to these individuals that they will not even show their faces to the people they rescue and will often operate masked.

In case of capture many resistance cells will attempt to blow themselves up as suicide bombers, or have standing orders to kill anybody who looks like they could be captured by the bugs.

Behind many of the cells is an even shadowy group which provides aid and comfort. This group is said to be able to operate freely through Bugged Territories, though many of the resistance fighters say they do not know anything about them except for the name 'Sleepers' rumors abound about them.

Many of these rumors are:

Sleepers are actually possessed bugs from some of CIA or NORAD experiment, this belief is widely held especially by those who have see what NORAD's experiments have produced including splicers.

Others believe Sleepers are CIA trained psychics or Ninjas who operate in the shadows are pulling the strings.

Some even believe that they are being manipulated by the bugs as some sort of elaborate game, and that eventually they will tire of the game and round them all up, but while the game is on they will do

their best for humanity.

But the truth is just as strange, humans who have somehow managed to throw off the effects of the silkworm implantation and still remain free and have not turned into drones.

These sleepers all of which had undeveloped minor psionic talent verging on major level strength when they were implanted somehow managed to overcome the silkworm parasite, and are either controlling the parasite or have somehow managed to destroy it within their body, but no matter how they overcame the parasite, to the bugs they appear to have been successfully implanted, and the sleepers have even picked up the ability to communicate telepathically with the bugs as well as strengthening the psychic powers they had the potential to develop.

To the sleeper, generally all they can remember of the experience of being implanted is as if waking out of a sleep where they somehow coexist with the parasite in control during a hazy dream like period. Typically no memory is retained of the first 24 hours, while the next 48 hours is in the dream like state, but once they are fully awake they can hear the bugs, and while they feel no compunction to obey, many sleepers act as if they are drones until they can make their own plans.

The sleepers generally do recognize they are literally between a rock and a hard place, they remain free, but deep within bug territory, and the risk of discovery is high, but still man see the need to help other humans escape, or they feel the need to lash out at the bugs, and it is for this reason that they use their position within the bug hierarchy to aid any underground railroad cells in the region. Some sleepers have escaped to free territories, but they are often mistaken

for real drones (Psychics will sense the Sleeper as a drone, and animals with highly attuned senses will also sense something strange about the sleeper). Those Sleepers who remain on the inside actively work to destroy bug society, conducting acts of sabotage, or working within the system giving covert support and leadership to the Underground Railroad. Sabotage could mean planting bombs, leaving gates unlocked, or security systems turned off to allow raiders in. Covert support is just often lending a hand, dropping notes on bug activity, or leaving supplies around for resistance cells.

This covert work has given the sleepers an active role within the Underground Railroad, guiding and shaping its cells to be much more powerful force than what the underground would actually be without them.

Alignment: Any, typically good or selfish.

Attribute Requirements: M.E. 14+  
Base SDC: 30 + 1D6

Horror Factor: 10

OCC Bonuses: +1 vs Psionic attacks and Illusion + 4 vs Mind Control, immune to horror factor, impervious to possession  
Insanities:

Sleepers are traumatized individuals, and 20% of them suffer from some sort of insanity (roll on the random insanity table), and when subjected to severe stress which may induce an insanity they have a 50% chance of suffering a disorder similar to multiple personality disorder. Under this disorder, they literally turn into a proper drone! with all the applicable bonuses and penalties of being so. This multiple personality will last 1D6+1 days and the character will be an enemy to all free thinkers during this time.

OCC Abilities:

Psionics: Natural telepathy as per the Army Ant plus they automatically have minor psionic abilities (Select powers as per minor psionics)

Bug Blending: The character appears to be a drone to all bugs and will not be perceived as a free thinker.

OCC Skill Programs:

Select any 2 Skill programs to reflect the characters prior life and they receive the following skills:

Streetwise +10%

Imitate Voices and Impersonation +10%

OCC Related Skills

Sleepers can select 4 skills from the following list, and any two categories can be given a 5% skill bonus.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Any

Mechanical: Any

Medical: Any

Military: Any

Physical: Any except Acrobatics or Gymnastics

Pilot, Basic: Any

Pilot, Advanced: Any

Pilot Related: Any

Rogue: None

Science: Any

Technical: Any

Wilderness: None

W.P.: Any

Secondary Skills:

None initially. The character can select one secondary skill at levels 2, 5, 8, 11 and 14

Standard Equipment:

Clothes and any equipment required for the characters position and training in bug society. They will also have a pistol with a box of 25 rounds secreted away.

Money: None

The Upside: The character is made for life as long as they go with the flow,

bugs will generally leave him alone, and everything is provided for them.

The Downside: Fear of discovery, the character will always be on a slight edge in case they reveal themselves to the bugs. If they do they can expect to be the subject of bug experiments. Likewise escaping to free America will result in suspicion, and the possibility of being shot or experimented on to find out why they are immune to being bugged. The character needs to walk a fine tightrope between action and concealment.

Experience: As per NORAD Psychics  
Authors Note:

The skill selection for the sleeper is meant to be pretty open, as many drones come from technical and military professions, vital to keeping bug control and their infrastructure running.

### **the Sniper**

By Roscoe Del'Tane

They are also known as the Super-shooter, Long-Range Lunatic, Canon Carrier, and Puddle-Maker.

Shortly before the crash, a small group of former military Special Forces were discharged for various reasons (mainly mental and psychological issues) and found themselves in Alaska. One of the men had inherited an old gold mine in the area, and so he set up shop with his friends. He was just getting started when the Bugs invaded. So he and his friends holed up for a while (gotta love being prepared for anything, you can literally go underground, and emerge well armed for what comes next) and emerged several months later to find a changed world.

The first thing they did was make a few trips to nearby towns to find supplies (medicines, food [perishable and non], ammo, guns, clothes, etc), what they found were survivors, and a big @\$\$

problem. Bugs were swarming the town, killing everybody in sight, smashing things, and generally making mayhem. The dischargies managed to save a few folks, and watched as most of the town was marched off to be bugged. This would not stand; they might not be in the military anymore, but they still wanted to defend their country. They took what provisions they could carry, and set off after the Bugs. After a few days of recon, they managed to free a good portion of the humans, and created enough chaos {i.e. explosions and fires} that they were able to slip out relatively unscathed. Of course after all that, not only did they have the Bugs hunting for them with a vengeance, but the survivors were looking to them for leadership. They managed to get all the way back to the gold mine, and set things up as a military unit, and began calling themselves the Tundra Knights. With a few dozen extras backs to help, they managed to get a large portion of the mine excavated, shored up, and converted into living spaces. One thing they found, which was a god-send, was an underground river. They were able to set up a hydro-electric generator out of spare parts and equipment, so they had lights and a reasonable amount of power. A few more raids into nearby deserted towns, and they were reasonably well stocked with supplies for several years to come, and gathered enough survivors that their little group grew several times over. Then they began to train their 'troops' in the arts of war. After each group had mastered the basics, they were sent off to the Knight who could compliment their natural skills and abilities best. After a while, they knew that they had the makings of a fairly decent militia, but were seriously lacking in the heavy firepower department. On one foray into

different towns, they hit what would be nothing short of gold mine of resources and information. They met another dischargie, one who had found a warehouse with machining equipment, equipment that could be re-tooled to make guns and shells.

They managed to drag most of the equipment back to the gold mine and put it to work. Their newest Knight was a former Sniper, and knew that the weapons that the group had scavenged just wouldn't cut the mustard against the Bugs thick amour. So he teamed up with the resident explosives expert, and after a few months of trial and error, not to mention severe mental effort, they came out with some new guns with a brand new, much more powerful gunpowder. These new guns were relatively crude, but they had undeniable stopping power, not to mention had fantastic range. The only real problems were their size, the limited ammo capacity, the recoil, and the incredibly loud boom (loud even with earplugs in).

Realizing that to properly use these guns the users would have to make every shot count, the potentials were put through grueling training regimens, forced through situations that would make Hell Week look like a walk in the park. The end result was a group of dedicated snipers who could pick apart any Bug in short order, who could use their every shot to the betterment of the team, and had no compunction against using lethal force against the enemy (whoever they might be).

Alignment Restriction: None really, most tend to be Scrupulous or Aberrant though.

Alignment Attributes: P.S. and M.E. of at least 20 (if you can't get it by using your skill choices, you can't be a Sniper, sorry), high P.E. a plus, but not required.

Base S.D.C.: 35

O.C.C. Abilities and bonuses:

1) Big-Honking Gun Handling: This refers to their ability to use the Clydesdale Super-Sniper Rifle. Only those who take this Weapon Skill can use this fearsome weapon (and they must have a P.S. of at least 20 I order to do so), if you don't, well too bad. This weapon is so sensitive and specialized that any other O.C.C. uses up 2 W.P. choices.

2) Long Shot Hero: So long as they take 3 actions per shot, the Sniper can ignore any minuses to strike (due to the size of the target or the range involved, speed will still foul them up but only at half penalty) due to their in-depth training, and their superb weaponry. This only applies to targets more than 100 yards away, any closer, and the Sniper loses this ability.

3) Long Range Striker: +2 to strike with ranged weapons, due to the intensity of their training.

O.C.C. Skill Program: Wilderness Survival (+15%), Basic Military (+10%), and one Military Skill Program (+5%), or one other basic program of choice.

O.C.C. Related/ Secondary Skills: are the same as the Exterminator O.C.C.  
Standard Equipment: Clydesdale Super-Sniper Rifle with 20 Big-Big Boom shells, one 'normal' rifle (semi-auto or single shot only to begin with) with three extra clips (plus one in the weapon) or shotgun with appropriate amount of shells), one suit of light-weight body armor, basic survival gear, and one bag with two dozen horseshoe 'claim' tokens (these are used to mark their kills. Each sniper will, time and circumstances permitting, place one on the forehead area of a bug kill).

Money: 1d6x\$100 in precious metals

and trade items, but travels fairly light (aside from guns and ammo, of course).  
Upside: You can stomp just about any Bug in existence without fear. From a distance that is; up close, you tend to be a bit of a lightweight. You just need to squish 'em before they get close, and that's what you excel at.

Downside: You tend to be fairly cold and detached, not really caring about friendly casualties, just so long as you can squish some bugs. And all your power comes from your gun, whose bullets weigh a pound each. And your going deaf, every level above one, you have a 10% chance of losing the hearing in one ear (GM's, use your discretion on penalties). First time this happens, you are only temporarily deafened for about six months, second time, permanently. Use the Survivalist Experience Table Clydesdale Super-Sniper Rifle (a.k.a. the Puddle-Maker, due to their tendency to turn people into puddles): Special Sniper Rifle with devastating power, accuracy, and range. Each one of these rifles must be individually hand crafted over the course of several weeks, and weighs almost 50 pounds. It's over five feet long, very crude and ungainly looking, and is customized for the grip of the owner (anyone else, even with the Big-Honking Gun Handling skill is at a -3 to strike with it). The recoil from this monstrosity is so powerful, that it cannot be fired in the standing position (attempting to do so will knock the idiot flat on their keister, costing them 2 action points, and loosing them initiative for the next round), kneeling or prone only.

Range: An outstanding one half mile, comes with a very good scope for those long distance shots.

Damage: 2d4x10 as a rifle, but this behemoth is so big, it can be used as a

2d4 club (but at -2 to strike and parry[each strike or parry with the barrel carries a 1% cumulative chance of misaligning the barrel. If the barrel is misaligned, roll a 20 sided die each time it is fired. Anything over 16 is a total miss, and a natural 20 means the shell totally backfires, and hits the user for double damage. It costs about \$200 per percentile to fix this gun, so don't use it as a club unless you have to, it can also only be fixed at the main base.]

Ammo capacity: One, in the pipe. Takes one action to remove old shell and reload.

Fate of fire: 2 actions, one to fire and one to reload, or 4 actions, 3 for Long Shot Hero and one to reload.

Cost: Absolute bare minimum of \$40,000, plus the cost of materials, plus about \$20,000 for training, and six months to a year for training. The shells, Big-Big Boom shells cost \$50 a piece, and can only be bought from the Tundra Knights. (So this is not something that the average Joe will be able to learn, and they must meet the requirements for using this weapon, and are subject to the penalties as well.)

### **Talespinner O.C.C.**

By Mike Taylor

Also Known As: Johnny or Jenny Six-String and Badlands Bard

The Meltdown produced lots of displaced individuals who suddenly found their lives and careers swept away. Most of those that weren't enslaved or killed by the Bugs found themselves forced to take up new professions.

However, a few learned new ways to ply their old trades. Among those were the various entertainers that found themselves wandering the battered and ruined landscape of Free America. It was out of these people that the singer-

musician-storyteller-clown known as the Talespinner, or Badlands Bard, emerged. Welcomed by all but trusted by none, they have developed something of a roguish celebrity among the bunkertowns and villages of Free America. Plenty of stories abound of the loose morals of these men and women, some of which are true. But there are also quite a few whose first and only joy is the entertainment of others with a good yarn or hearty song. However, all of them have a love of travel and rarely stay in one place for longer than a few weeks before their wanderlust hits them again. After all, new places mean new stories to learn and new songs to write. Only those that are too old or too infirm settle in one area, usually becoming a fixture at the local saloon or dance hall. Due to their wandering nature, a Talespinner's life is often fraught with danger. As such, they have had to acquire a few additional skills to ensure they live to tell their next tale. It is not unusual to see a Jenny Six-String walk into a saloon with her guitar across her back and a Colt Python on her hip. Though they rarely carry anything larger than a knife or pistol, most are capable of handling themselves in a fight if hard pressed. Even the few that refuse to carry a weapon usually have some kind of hand-to-hand training.

**Attribute Requirements:** I.Q. of 10 or higher. M.A. of 15 or higher.

**Base S.D.C.:** 30

**O.C.C. Abilities and Bonuses:** +1D6 to M.A., +1 to parry and dodge.

**Talespinning:** As their name implies, Talespinners are master storytellers. The best have been known to move the hardest heart to tears and force even the most dour people to crack a smile at a silly tale. Though it isn't necessary to do so, GMs may encourage players to role-

play this out, assessing bonuses or penalties depending on how well the story was told. A failed roll means that the storyteller has lost the interest of his listeners, while a result of 96 to 100 means he has offended them! Base Skill: (M.A. + 20% ) +5% per level of experience.

**Contacts:** Like the Splatterpunk Ability (p.p.94 of the Systems Failure RPG), but applies to other Talespinners and those who deal with them.

**O.C.C. Skill Programs:** Domestic Program (+20%, but two of the skills must either be Play Musical Instrument or Singing.), Wilderness Survival Program, plus Streetwise (+15%), Seduction (+10%), and one of the following Modern W.P.s: Automatic Pistol, Revolver, or Sub-machinegun. At the GM's option, and if he has the book available, he may allow the player character to take the Clowning skill presented on p.p. 7 of *Adventures on the High Seas: Second Edition* in lieu of one of the remaining domestic skills.

**O.C.C. Related:** Select six skills.

**Communications:** Radio: Basic only.

**Domestic:** Any (+10% to Play Musical Instrument or Singing)

**Electrical:** Basic Electronics only.

**Espionage:** Intelligence only (+5%).

**Mechanical:** Basic and Automotive Mechanics only.

**Medical:** First Aid Only.

**Military:** None.

**Physical:** Any.

**Pilot, Basic:** Any.

**Pilot, Advanced:** None.

**Rogue:** Any (+10%)

**Science:** Any except analytical chemistry.

**Technical:** Any (+10% to Language, Lore, Literacy, and Writing)

**Wilderness:** Any.

**W.P.:** Any, but Talespinners prefer

weapons that are small and useable by one hand.

**Secondary Skills:** None initially.

Characters may select one Secondary Skill at levels 3, 5, 7, 9, 11, 13 and 15.

**Standard Equipment:** Instrumentally inclined Talespinners will have their preferred musical instrument, usually something portable and classy like a guitar, trumpet, or saxophone and a case for their instrument. Other equipment will include 1d6 changes of clothes, a backpack, duffle bag, flashlight, knife, and a pistol with 100 rounds of spare ammunition. Also has \$1D4x100 worth of additional gear, clothing, and supplies. The Talespinner has a 50% chance of owning a horse or some kind of beat-up motor vehicle (motorcycle, car, van, light truck) with a full tank of gas.

**Money:** \$1D4x100 in precious metals and/or tradable goods.

**The Upside:** You are a wandering free spirit who isn't afraid to experience new places and things. You can't hear new tales or write new songs if you don't go out and see the world, neither can you share those songs and tales with new people. Staying rooted to one spot is not in your nature.

**The Downside:** Your wandering nature often leads you into trouble, whether it's a bunch of Bugs or the angry farmer who caught you with his daughter. People enjoy your songs and stories but they don't trust you, especially around their women (or men as the case may be). Sometimes, it's best to fall in with others who can vouch for (or cover) you.

**Experience Point Requirements For Talespinners:** See the Splatterpunk table on p.p. 95 of Systems Failure.

**Tinker O.C.C.**

By Cain

Also known as Scotty, Gizmoteer and Toymaker

Tinkers are much like Grease Monkeys at first glance, but instead of repairing old machines, they create new devices from old technology. It is commonplace to see a Tinker driving a steam or coal-powered vehicle, wielding powerful homemade weapons and using the most bizarre tools to make mechanical miracles happen. Most often Tinkers stay in one place, preferring to work with their devices rather than interact with people or, God forbid, get into a firefight with the Bugs. Before the Meltdown, most Tinkers were shy people anyway, and the trauma of the past decade has just made them more so. Not that they don't have any contact; if their creations aren't used, what good are they? Most sell or trade their gadgets to adventurers, but a few brave Tinkers wander the wastes of post-Meltdown America, fighting the Bugs with their odd creations.

Alignment: Any, but usually Good.

Attribute Requirements: I.Q. of 12 and a P.P. of 12.

Base S.D.C.: 30

O.C.C. Abilities and Bonuses:

Jury-Rig (special): Almost identical to the Grease Monkey ability (see Systems Failure RPG, page 88, for details), but can only be applied to gadgets they have built or have ideas for.

Brainstorm (special): Almost identical to the Egghead ability (see Systems Failure RPG, page 81, for details), but can only be applied to gadgets they have built or have ideas for (like they have an idea on how to make a firearm out of a potato and a dresser drawer, or some other bizarre combination).

Skill Programs: Electrical Program (+20%), Mechanical Program (+20%), and Mechanical (Vehicular) Program



(+20%).  
**O.C.C. Related Skills:** Pick six skills from the following:  
**Communications:** Any except Laser and Optic Systems.  
**Domestic:** Any.  
**Electrical:** Any (+15%).  
**Espionage:** Detect Concealment and Pick Locks only.  
**Mechanical:** Any (+15%).  
**Medical:** First Aid only.  
**Military:** Armorer (field), Camouflage, Demolitions, Demolitions Disposal, and Recognize Weapon Quality only (+10%).  
**Physical:** Any, except for Hand to Hand: Assassin, Acrobatics and Gymnastics.  
**Hand to Hand:** Expert costs two skill selections and Hand to Hand: Martial Arts costs three skill selections.  
**Pilot, Basic:** Any (+10%).  
**Pilot, Advanced:** Any, but takes two skill selections.  
**Pilot Related:** Any.  
**Rogue:** Any except Computer Hacking, Prowl, Seduction and Ventriloquism (+5%).  
**Science:** Any (+10%).  
**Technical:** Business and Finance, General Repair and Literacy only.  
**Wilderness:** Any.  
**W.P.:** Any.  
**Secondary Skills:** None initially, but the character may select one Secondary Skill at levels 3, 6, 9, 12, and 15.  
**Standard Equipment:** Comes with a vehicle of some kind, half the time of the character's own design and always heavily modified (anyone else who tries to repair it is at -25%). He or she also gets one weapon of choice plus 1D4x50 rounds of ammunition (usually a light rifle or shotgun), a portable tool kit, large tool kit, flashlight, utility belt, work overalls, and \$2D4x100 in personal gear.

**Money:** \$2D4x100 in tradeable goods and/or precious metals.  
**The Upside:** If you need something and don't have it, chances are good that you can build it. Whether it's electronic, mechanical or powered by a rubber band, you can make it work... and people will pay you for it.  
**The Downside:** You're not good with people, which tends to make you very lonely. Many don't take you or your work seriously, either; normal folks think you're a nutcase, and Grease Monkeys (who should be kindred spirits) distrust your odd creations and use of technology.  
**Experience Point Requirements:** use the Grease Monkey table (Systems Failure, page 89).

### **Tourist O.C.C.**

By Cain  
 Also known as Tumbleweed, Carpetbagger and Vagabond .  
 In post-Meltdown America, millions of people still band together in free communities scattered across the land. Most are small, numbering no more than a few hundred, and are close-knit groups who know and trust each other to do what is right... and what is necessary. This closeness is threatened when refugees fleeing either the Bugs or the Warlords try to settle down, making the townspeople even more defensive than normal, and the newcomers are often driven out just ahead of an angry mob. These men and women - known to most as Tourists - are becoming more and more common as the number of towns grows ever smaller, and incidents of violence against them are increasing as townsfolk worry that the few resources they have left might be drained away. Tourists live from hand to mouth, scrounging what they can from the

decayed landscape and hoping to find someplace to call home one day.  
Alignment: Any, but usually good.  
Attribute Requirements: None  
Base S.D.C.: 30  
O.C.C. Abilities and Bonuses:  
Cast Iron Stomach (special): Tourists can eat almost anything and not get overly ill from the experience, including many things that would lay the toughest NORAD troops on their backs. The food can range from fresh, raw rats to canned food left from the 20th century that went bad years before... even other humans, if need be. (For gaming purposes, Tourists have a +6 to save against ingested poisons, toxins and disease, and a +2 against all other forms of these.)  
Intuition (special): Tourists have developed a sort of 'sixth sense' when it comes to recognizing potential trouble in the places where they try to settle. This intuition often allows them to get out of town before they are thrown out... or worse. (The chance for success is equal to the IQ number x3, plus 3% per level.)  
Skill Programs: Survival / Wilderness program (+20%), and select either the Domestic program (+10%) or the Military: Basic Program.  
O.C.C. Related Skills: Pick eight skills from the following:  
Communications: Radio: Basic or TV / Video only (+5%)  
Domestic: Any (+10%).  
Electrical: Basic Electronics only.  
Espionage: Tracking and Wilderness Survival only (+10%).  
Mechanical: Basic Mechanics, Auto Mechanics or Aircraft Mechanics only (+5%).  
Medical: First Aid or Holistic Medicine only.  
Military: Camouflage, Trap/Mine Detection or Recognize Weapon Quality only (+5%)

Physical: Any except Acrobatics, Gymnastics or Wrestling. Hand to Hand: Expert costs two skill selections and Hand to Hand: Martial Arts or Hand to Hand: Assassin costs three skill selections.  
Pilot, Basic: Any (+15%).  
Pilot, Advanced: None.  
Pilot Related: Navigation only.  
Rogue: Any except Computer Hacking or Safecracking (+10%).  
Science: Botany, Chemistry and Mathematics: Basic only.  
Technical: General Repair, Language and Literacy only (+15%).  
Wilderness: Any (+15%).  
W.P.: Any except energy weapons.  
Secondary Skills: None initially, but the character may select one Secondary Skill at levels 2, 4, 6, 8, 12 and 15.  
Standard Equipment: A survival knife, pocket knife, and one weapon (usually a rifle or shotgun) plus 1D4x50 rounds of ammunition. The character will also have a backpack, large duffel bag or satchel, several sacks (large and small), sunglasses, pocket signal mirror, two canteens, a jug of whiskey or moonshine, a gas mask and \$1D4x100 in personal gear. The character also has a 1-50% chance of owning a horse or mule, or a 1-20% chance of owning a small vehicle (car or motorcycle).  
Money: \$1D6x100 in tradeable goods or coin.  
The Upside: In your element, you are almost the ultimate survivor. You can eat almost anything, and have spent so long in the wilds that they have almost become your home...  
The Downside: ...and all you want is to be part of the communities that will always turn you away.  
Experience Point Requirements: use the Freebooter table (Systems Failure, page 87).

## **Wheelman O.C.C.**

By Mike Taylor

Long ago, the roads and highways of America and the rest of the world were relatively safe. People and goods traveled freely from one end of the country to the other without fear of attacks from wandering Splatterpunks or hungry insect aliens from another dimension. After the Meltdown, travel, especially long distance cross-country runs, became very dangerous. The main roads became the province of wandering gangs of the newly emerged Splatterpunks. It was into this environment that the Post-Meltdown Wheelman was born.

The first Wheelmen were hot rodders, bootleggers, truckers, race car drivers, and state patrolmen. Over time, these men and women started to come together and share their expertise with one another, passing these skills on to the generation coming up behind them. These disparate backgrounds are reflected in the different careers Wheelmen choose, but they all have a couple of things in common with one another-- their love of their machines and their courage.

The Wheelman's best friend is his Ride, an automobile that he has become so familiar with that it almost borders on obsession. Whether he's a white hat lawman or a backstabbing scumbag bandit, his Ride is his whole world. It's not uncommon for a Wheelman to talk to his vehicle like it was a faithful dog or best friend. In fact, many romantic relationships have been ruined because a Wheelman spent more time with his vehicle than with his spouse. In a few extreme cases, Wheelmen have given up their careers or committed suicide after losing their Ride. Most, however, will go through a period of mourning, typically

a year, before looking for a new Ride. During this time, the mourner is considered off-limits by even the bitterest Wheelman enemy. Not even Miscreant or Diabolic Wheelmen will lift a finger against them. Once he's back in the driver's seat, which is usually announced by a wild celebration, he's fair game again.

The courage of a Wheelman is widely known. One has to be brave to face the dangers of the road ahead. However, most are not fools and will avoid needlessly endangering their vehicles, themselves, and in some cases, their passengers and cargo. However, if their Ride or their passengers are in danger, they will fight to the fullest to protect both. It's a point of pride for a Wheelman to get his charges to their destination safely. Wheelmen who regularly lose passengers and cargo get a reputation as a "black cat" and often find work hard to come by. Of course, many of the more despicable Wheelmen will find a way to twist the definition of a "safe" arrival.

**Alignment:** Any

**Attribute Requirements:** Good reflexes (P.P. 9 or higher), plus good P.E. and M.E. (9 or higher). A high I.Q. is also helpful but not required.

**Base S.D.C.:** 35

### **Special Abilities and Bonuses:**

1. Defensive Driving: +1 to initiative and +1 to dodge while driving. The Wheelman gains an additional +1 to dodge at levels 3, 7, and 15.
2. Choice Ride: Every Wheelman has a "Choice Ride", a favorite vehicle that they have come to know inside and out. The Wheelman knows exactly how it will respond in a given situation and how hard he can push it. This familiarity with their vehicle's handling gives them an additional +2 to dodge as well as a

+10% bonus to Pilot Automobile and Automotive Mechanics with regards to their Choice Rides. These bonuses apply only to operating one very specific vehicle. Even the same make & model will not get these bonuses. As most become attached to their Rides, this isn't really a problem.

If the Wheelman loses his Ride due to combat, an accident, theft, or simple age (cars do eventually wear out), he temporarily loses his Choice Ride bonuses until he has spent six months to a year (1D6+6) with a new vehicle, familiarizing himself with it. Then, of course, it's party time!

**O.C.C. Skill Programs:** All Wheelmen, regardless of their career path, get the Pilot, Basic Program (must be all ground vehicles) +20% as well as the following skills: Automotive Mechanics (+10%), Basic Mechanics (+10%), Basic Electronics (+10%), plus one Modern W.P. and Land Navigation (+15%)

The Wheelman may also select ONE of the following careers:

1. Freewheeler: Freewheelers are wandering bohemians. They travel as the mood hits them. Select one of the following skill programs: Domestic, Technical, or Wilderness Survival.
2. Long Hauler: Long Haulers are the stereotypical trucker types. +1D6 to P.E., +2D6 to S.D.C., and +10% to Land Navigation.
3. NORAD Wheelman: Military Basic Program
4. Peacekeeper Wheelman: Police/Law Enforcement Program
5. Splatterpunk Wheelman: Professional Thief Program

**O.C.C. Related Skills:** Select five skills from the following categories:

**Communications:** Radio: Basic only (+5%)

**Domestic:** Any

**Electrical:** Computer Repair only

**Espionage:** Wilderness Survival only

**Mechanical:** Locksmith only

**Medical:** First Aid only

**Military:** Armorer (Field), Camouflage, Find Contraband & Illegal Weapons

**Physical:** Any, except Acrobatics or Gymnastics. Hand-to-hand: Expert counts as TWO skills and Hand-to-hand Martial Arts (or Assassin, if evil) counts as THREE.

**Pilot, Basic:** Any (+10%)

**Pilot, Advanced:** Any ground vehicle (+10%)

**Pilot Related:** Any (+10%)

**Rogue:** Any, except Computer Hacking

**Science:** Basic Math only

**Technical:** Any

**W.P. Ancient:** Any

**W.P. Modern:** Any

**Secondary Skills:** None to start with, but the Wheelman may select one at levels 3, 5, 7, 9, 11, 13, and 15.

**Standard Equipment:** Personal equipment will include a conventional firearm of choice with 1000 rounds of extra ammunition. Wheelmen tend towards guns they can easily access while driving, such as pistols, sub-machine guns, and sawed-off shotguns. Additionally, they will have a toolkit for making on the spot repairs, \$2D4x100 in spare parts for their Ride, backpack or duffle bag, flashlight, and \$1D6x100 in personal gear.

Their Ride will typically reflect the nature of its owner. Long Haulers tend towards the larger vans and trucks. Peacekeeper Wheelmen will usually have tricked out police cruisers and pursuit vehicles. The NORAD ones typically drive Hummers, Gun Buggies, or whatever their current assignment has them driving. Freewheelers and Splatterpunk Wheelmen can be encountered driving just about anything

smaller than a tractor trailer, but you can bet that its been modified in all the right places to do exactly what its owner wants it to. Exactly what modifications have been done to the Wheelman's vehicle should be worked out between the player and the GM. Another thing to consider is that most Wheelmen will avoid super exotics like Lamborghinis and Ferraris, both because parts are harder to come by and because they tend to be big bullseyes for Splatterpunk gangs.

**Money:** Typically \$1D4x100 in tradable goods or precious metals. Even though they can command respectable fees, most usually put the bulk of what they earn back into their vehicles and spend the rest as the opportunity presents itself. NORAD types get a monthly stipend of \$100 as most of their needs, including vehicle maintenance, are taken care of.

**The Upside:** If anybody can get from Point A to Point B, it's you. You know all the highways and backroads like the back of your hand and if push comes to shove, you and your Ride can outrun or outmaneuver any trouble encountered along the way.

**The Downside:** Fuel and parts can be very difficult to come by, and sometimes the only way to get either is to take them from some other scrub by force. Sometimes, that other scrub is you. Then there's the fact that many people don't get the special connection you have with your vehicle.

**Experience Point Table for Wheelmen:** Same as the Exterminator O.C.C. (p.p. 85 of *Systems Failure*).

## 2. New Skills

**Communications: Radio: Bug**

**Detection:** This skill enables a trained non-Radioman character to look and

listen for tell-tale signs of transmissions or communications equipment that has been "Bugged" (as in controlled by the Bugs), including which type of Bug has control, this even extends to listening for Assassin Bugs and Silkworm Zombies posing as free-thinkers over voice transmissions. Because their training isn't as extensive as the Radioman's, users do not get the detection bonuses of the Radioman O.C.C. **Base Skill:** 30% +5%

**Communications: Radio: Broadcast**

**Equipment:** This in-depth skill covers knowledge of the use of professional grade broadcast equipment used by radio stations during the pre-Meltdown era. This includes audio recording, editing, and mixing as well as the use of field (mobile transmitters) and studio gear (editing and transmitting gear). This may not be taken as a secondary skill. **Base Skill:** 25% +4% per level of experience.

**Technical: Lore--Splatterpunk:**

Characters with this skill are knowledgeable about splatterpunk gangs and the splatterpunk culture in general. This includes knowledge of particular gangs' customs, territories, signs, and methods of operation. Note that this information is not always current or accurate, especially with regards to splatterpunk gangs outside the character's part of the country. Characters with the streetwise skill can roll to see if they know the same information, but at -15% to their die rolls. Conversely, using this skill to identify other criminal elements has the same penalty. **Base skill:** 20% +5% per level of experience. Note that Splatterpunks and Peacekeepers automatically get this skill at +20%.

### **3. New Organitech**

By Cain

#### **90mm “Shrieker” Projectile**

This is a modified 90mm shell which is designed to be used against the massive Rhino Beetles. Instead of doing heavy damage like a standard round, it attaches a “Shrieker” transmitter to the Bug’s carapace to disorient and distract it.

Available for both 90mm recoilless rifles and 90mm cannons, though NORAD plans to make the round available for all standard US tank and artillery calibers (76mm, 105mm, 120mm, 155mm, etc.).

**Damage:** Recoilless Rifle: 2D4x10 S.D.C. 90mm Cannon: 2D6x10 S.D.C.

Note that this is due to implantation in the hide of the Rhino Beetle. Once the projectile hits, the “Shrieker” transmitter activates, producing the standard effects described on page 135 of the *Systems Failure* RPG.

**Weight:** per standard 90mm shell.

**Cost:** \$5,000 per shell, but only NORAD has access to them currently. Given the right parts, a sufficiently talented munitions expert could duplicate the round without too much trouble.

#### **ZC-1 Field Gun**

The ZC-1 Field Gun is the Organitech equivalent to an artillery piece. Powered by a bank of six high-capacity Organitech energy cells, The ZC-1 can deliver a devastating blast of energy to targets up to a mile away. Its main disadvantages are that it is an energy hog and that it currently must be towed on a wheeled carriage, which limits its use as an offensive weapon. Plans are being made to mate the ZC-1 to a tank chassis, but this is proving problematic.

However, a couple of NORAD AC-130 gunships have been retrofitted with the gun, replacing the 105mm howitzer.

**Weight:** One ton, including the field gun, energy cells, and tow carriage.

**Damage:** 1D4x100 S.D.C.

**Rate of Fire:** Twice per melee. It takes seven seconds to cycle another charge.

**Effective Range:** 1 mile (1.6 km)

**Primary Payload:** 2 per energy cell, 12 total.

**Reserve Payload:** Not applicable.

**Cost:** What, are you kidding? You really think NORAD would part with one of these?

#### **Bug Buster**

Over the past decade or so, NORAD and other groups have learned how to use existing pre-Meltdown technology to detect Bugs hidden in electronic equipment and hard lines. These devices, called Bug Busters, come in a variety of shapes and sizes, ranging from small handheld devices to field mobile units transported in vans or armored vehicles. They do have a few things in common, however. Bug Busters are typically made from damaged radio sets, with units larger than handheld size including an oscilloscope to aid in detection and identification of bug types. Bug Busters are often used in tandem with standard radio sets. Interestingly enough, this is perhaps one of the few standard devices that Bugs can not manipulate or control while inhabiting. However, the “noise” that the Bug generates will alert trained listeners to the presence of the Bug in the machine.

**Weight:** Varies. Typical weights are as follows. Handhelds: 1 lb., Portables: 5 to 20 lbs, Field Mobile: 50 lbs or more.

**Detection Bonus:** +5% for handheld units, +10% for portables and field mobile units.

**Effective Range:** Handhelds: 100 to 200 feet, Portables: 600 to 1,000 feet Field Mobile: 1 to 5 miles.

**Cost:** Parts and labor, if you build one yourself. Some of the more established communities let their portables and handhelds go for the bartering equivalent of \$200 to \$500. NORAD is more than happy to supply a few here and there to groups who support their interests. Field mobile Bug Busters tend to be the exclusive property of the community that made them and not put up for sale.

### **Organitech By Tearstone**

**Organitech Silkline** - grown from carbon fiber, plant silks and chemical composition similar to spider silk, this material is as thin and lighter than nylon rope, but several times stronger than steel cable.

**Organitech Glue** - contained in a canister can be sprayed from the J140 sprayers but instead of being a chemical attack it will immobilize the target. Can be used to splint broken bones when it hardens, or immobilize a critically wounded patient. Saving throw not possible, dodge only. The glue is hell to get off.

**Organitech Sticky Bomb** - This device is mainly a small liquid container with an explosive charge in the center. When detonated it throws O-Glue in all directions which becomes sticky and hardens on air contact. Used to slow or halt ground forces.

Note: Organitech Silkline and Glue devices have been shown to be moderately effective against immobilizing or sabotaging vehicles.

**Organitech Line/Noise filter** - This device is the latest item from The Organitech Projects Solution Center. It is a tiny to gigantic ovoid that fits on powerlines, phone lines, cable lines, and

takes the current in the line and remodulates the frequency as a bio-energy signature, without changing the direction or strength of the current significantly or even the hertz for AC. The bio-energy signature makes the line impossible use for the Bugs. It is a cheaper alternative to converting or replacing existing electrical systems.

**Bug Juice Bullets** - These rounds are made from high strength glass that has been filled with Bug Juice. Should the round fracture or break up in the barrel the fragments are usually a powder and are blown out anyway so does not interfere with normal weapons operation.

Damage: Initial damage by weapon then 2D6 the following melee round, and then 1d6 the next melee round. \*Damage is per bullet. \*\*AR is not a factor, so any hit above 5 but below the Bug's armor still takes 1D6 damage per melee round for 3 rounds.

Range is reduced by 10%

## **4. New Bugs**

### **Chigger (Tier 1)**

By Cain

Chiggers are some of the nastiest Bugs ever discovered. While not physically powerful or deceptive, Chiggers have a tendency to make anyone who's seen one in action take them out first in all future combat. These nasty little creatures are used as suicide troops, attacking close enough to latch on to their victims and burrow into them, where the Chigger proceeds to digest the victim from the inside out. The target is paralyzed but conscious, and can feel their own guts being dissolved as the Chigger moves throughout the body, saving the brain for last. This process can take anywhere

from 2D4 minutes to hours or days, depending on how cruel the Chigger is feeling, and is a most horrible way to die. Thankfully, Chiggers are usually found only in Bugtowns.

Alignment: Diabolic!

Attributes: I.Q. 12, M.E. 12, M.A. 10, P.S. 16, P.P. 15, P.E. 24, P.B. 3, Spd. 16.

Hit Points: 15

S.D.C.: 50

Natural A.R.: 15

Horror Factor: 12; 16 once you've seen one eat somebody.

P.P.E.: 1D4 + 24

I.S.P.: 38

Skills: Climb 95%/90%, Swim 50%, Prowl 70% (+25% when hiding), Track Humans 80%, Land Navigation 60%, Detect Ambush 65%, Detect Concealment 60%, Escape Artist 65%.

Natural Abilities: 1 - Bio - Energy Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being: Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the Army Ant ability.

6 - Acid Bite: When Chiggers find a tasty target, they immediately go about dissolving their armor and burrowing into the target's body to feed. They produce a very corrosive acid that also acts as a nerve toxin, rendering humans paralyzed upon exposure. The acid their mouths produce is extremely corrosive, and can eat through even light combat armors and vehicles (2D6 damage per melee for 1D6 minutes - up to 24 melees! And that's per individual bite!). Anyone who has seen this process probably has nightmares about it to this day, watching some of their friends eaten

from the inside out.

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Four physical / Hand to Hand attacks or four energy blasts (each blast counts as one attack).

Damage: Chiggers can stab and slash with their knife-like claws to inflict 1D6 + 3 or strike with a closed fist or forearm to inflict 1D4 with P.S. bonus. See above for damage from an Acid Bite.

Bonuses (including attribute bonuses): +3 on initiative, +4 to strike and parry, +3 to dodge, +4 to save versus poison/toxins, impervious to disease, +6 versus Horror Factor. Note: Chiggers suffer the same penalties as most Bugs when functioning without a leader (-2 melee attacks, no initiative or H.F. bonus, and all skills are at -15%).

Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Chiggers have roughly the same life span as Army Ants (7 to 20 years) because of their combat orientation.

Size: 1 to 2 feet long, fully extended.

Physical Appearance: The Chigger looks far too much like a Silkworm at first glance; soft, lightly colored, somewhat slimy, and with a darkened head. Its legs are about six inches long, and its head is like a streamlined version of an Army Ant's.

### **Earthquake Beetle (Tier 2?) (a.k.a. "Mole-cricket" and "Backfire Bug")**

The Earthquake Beetle resembles a smaller unarmed version of the Rhino Beetle, but with limbs built for burrowing and digging and no bio-energy armaments of any kind. It takes its name from its ability to topple the landscape by generating powerful



shockwaves with drum-like organs in its abdomen, either as an area effect blast or a focused range attack. It is presumed that these Bugs, along with the Rhino Beetle, are part of a second wave of Bug forces arriving not only to secure energy sources, but to eliminate the threat caused by the increasingly bold humans. Currently, most are encountered in or near Bugtowns, but a few have been on forays out into Free America, typically in coordination with Killer Bees and/or Assassin Bugs.

Earthquake Beetles are especially feared in the Appalachian mountain range, where their abilities can cause landslides and other problems for militia-men and survivalists who might otherwise be safe from a Bug attack. Unlike other Bugs, Earthquake Beetles aren't as addicted to hard lines, so they can operate in the field a lot longer than their other brethren. In fact, it's been postulated by some observers, who have seen Earthquake Beetles apparently sunning themselves, that they prefer natural sunlight.

**Alignment:** Diabolic

**Attributes:** I.Q. 11, M.E. 14, M.A. 12, P.S. 45, P.P. 12, P.E. 20, P.B. 4, Spd. 22 (15 mph/ 22 km) running, 12 when digging through soil, 9 through hard clay, 6 through solid rock.

**Hit Points:** 95

**S.D.C.:** 305

**Natural A.R.:** 16

**Horror Factor:** 12

**P.P.E.:** 4D6 + P.E.

**I.S.P.:** 80 + M.E.

**R.C.C. Skills (or Instinctual**

**Equivalents):** Demolition \* 60%, Swim 50%, Tracking (humans/humanoids, not animals) 75%, Land Navigation: 65%, Underground Navigation 85%, Detect Ambush 50%, Detect Concealment 60%

\* In this case, it is the Earthquake

Beetle's ability to examine a particular structure or piece of terrain and determine where to attack it to cause it to collapse. They have no comprehension of the manufacture of explosives, but understand the use of such and can direct Silkworm Zombies and even Bombardier Beetles on where to place explosives.

**Natural Abilities:**

1. Bio-Energy Conversion: Identical to the Army Ant, but can not perform Machine Union.

2. Energy Attack as an Energy Being: None, but touching the Earthquake Beetle in this state will cause 1D6x10 damage. Its suicide attack can only be performed while in physical form. The Earthquake Beetle essentially builds up enough energy for five melees and blows itself up, inflicting 2D4x100 S.D.C. to everything in a 50 foot radius.

3. Limited Invulnerability: Basically the same as the Army Ant, but has greater S.D.C. and A.R. in physical form.

4. Echo-location: They can use this sonar-like ability to navigate underground and locate structural weaknesses. This is represented in the Demolition and Underground Navigation skill listings.

5. Shockwave: The Earthquake Beetle gets its name from its ability to use drum-like organs in its abdomen to generate powerful shockwaves to damage or destroy natural and man made structures. Evidently, these "drums" can be directed in some fashion, as both focused blasts and area attacks have been documented. In both cases, humans (and Silkworm Zombies) caught in the blast must save versus non-lethal poison or be rendered unconscious for 2D4 melees. Humans suffer an additional -2 to initiative and -6 to strike parry and dodge for 1D4+1 attacks after the blast.

Bugs do not suffer from these disorienting effects and Silkworm Zombies recover at full capacity after 1 attack/action once they regain consciousness.

Area attacks are by far the most common of the two. Burrowing Earthquake Beetles will often use this attack just before surfacing to throw enemies off balance, or, if attacking a free-thinker base from below, to bring as much of the structure down on top the occupants as possible.

**Blast Radius:** 250 feet (76.25 m)

**Damage:** 2D4x10 to everything within 60 feet, 1D4x10 to everything from 61 to 125 feet away, 3D6+2 to everything from 126 to 250 feet (76.25 m) away.

Note that damage and range are halved when this ability is used above ground. Focused attacks are ranged shockwave blasts directed at a specific target. To do this, the Earthquake Beetle faces away from its opponents and raises its abdomen in the direction of the target. They are not accurate enough to target man-sized or highly mobile targets (can't see behind itself well-enough to aim, -8 to strike), but are very effective at doing focused damage to structures and terrain. **Range:** 500 feet (305 m)

**Damage:** 2D6x10 for a standard attack (counts as 2 attacks), 4D6x10 for a high-powered blast (counts as four attacks).

**Magic:** None.

**Psionics:** Identical to the Army Ant's abilities.

**Attacks Per Melee:** Five physical/hand-to-hand attacks.

**Damage:** Earthquake Beetles can attack with their oversized digging claws for 3D6+30 or crush-squeeze an opponent for 3D6+15 (half P.S. bonus applied). They can also bite for 2D6+6 (no P.S. bonus) with their powerful mandibles.

**Bonuses (including attribute bonuses):**

+1 to initiative, +3 to strike and parry, no dodge bonus, +30 to damage

**Average Life Span:** Unknown, presumably hundreds of years. This form is believed to be a sort of side-step metamorphosis for Bombardier Beetles before transforming into the massive Rhino Beetle, however there is some evidence that suggests Fire Ants may directly change into this form, mainly the Earthquake Beetle's use of six legs versus the Bombardier's two arms and two legs. As no one has directly observed a transformation of one of these Bug types into another, this is purely speculation at this point. There's even some debate as to whether or not this is even a Tier 2 Bug, but instead a Tier 3.

**Size:** Bigger than a Bombardier Beetle. Roughly 20 feet (6.1 m) long. 7 to 8 feet (2.1 to 2.4 m) tall when standing on its four back legs and weighs anywhere from 8 to 12 tons. Not quite as big as a Rhino Beetle, but I still wouldn't want to get run over by one.

**Physical Appearance:** Black carapace with shiny flecks of blue-green. Deep blue underbelly. Arms are massive digging claws. Head is somewhat smaller than a Fire Ant's with deep purple eyes.

**Note:** Because of their mass, they are unable to walk upright, much like the larger Rhino Beetles. However, they can rear up on four legs to engage in hand-to-hand combat. Also, the issues of stealth and size faced by the Bombardier Beetle are even worse. An Earthquake Beetle is completely incapable of prowling and can only conceal itself if it remains absolutely quiet and still (20% chance). Even if just walking slowly, the brute can be detected from up to three miles (4.8 km) away with a seismograph. Twice that distance if it is burrowing at

top speed. Also, burrowing Earthquake Beetles have a distinct seismic signature, giving knowledgeable free-thinkers ample time to escape from their base... or be flushed out into the open.

### **Firefly (Tier 2)**

Fireflies are another strain of Tier 2 Bug recently discovered by NORAD. These Bugs have a great deal of autonomy like other Tier 2 Bugs, but seem to prefer following orders over making their own decisions. Fireflies are often seen working under Stink Bugs and Lightning Bugs, destroying vast areas with their plasma attacks. It is thought that much of the destruction of the cities was actually brought about by Fireflies, although there is no proof to support this.

Firefly - Also known as Torch, Fire Bug and Napalm

Alignment: Diabolic

Attributes: I.Q. 16, M.E. 16, M.A. 14, P.S. 25, P.P. 22, P.E. 24, P.B. 4, Spd. 20 on ground, 60 flying.

Hit Points: 70

S.D.C.: 200

Natural A.R.: 14

Horror Factor: 13

P.P.E.: 2D6 + 24

I.S.P.: 64

Skills: Climb 95%/90%, Swim 50%, Prowl 60% (+25% when hiding), Track Humans 70%, Land Navigation 60%, Detect Ambush 65%, Detect Concealment 60%, Escape Artist 60%.

Natural Abilities: 1 - Bio - Energy

Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being: Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the

Army Ant ability.

6 - Flamethrower: Fireflies can shoot a stream of napalm-like plasma from their thorax that inflicts 6D6 damage plus 2D6 per melee for 2D4 minutes after exposure. This attack is often used to clear large areas of debris, as very little can withstand the two-thousand degree temperatures generated by the plasma.

Range: 200 feet.

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Five physical / Hand to Hand attacks or five energy or plasma blasts (each blast counts as one attack).

Damage: Fireflies can stab and slash with their short-sword-like claws to inflict 3D6 + 10 (includes the P.S. bonus) or strike with a closed fist or forearm to inflict 2D4 + 10 with P.S. bonus. Also, see Special Abilities, above.

Bonuses (including attribute bonuses): +3 on initiative, +4 to strike and parry, +5 to dodge, +10 to damage, +4 to save versus poison/toxins, impervious to disease, +6 versus Horror Factor.

Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Mosquitos keep their form for the same length of time as other Tier 2 Bugs (at least 30 to 50 years).

Size: 6-7 feet, with a wingspan of 8-9 feet.

Physical Appearance: The Firefly has a small upper body with four arms, which is attached to a huge armor-plated thorax which is always softly glowing and gives off a lot of heat, especially when the Firefly is excited. The head is much like that of the Army Ant.

### **Gnat (Tier 1)**

Gnats are another recently discovered Tier 1 Bug that are often used as suicide troopers by superior Bugs. Hatched by

the thousands, Gnats instinctively form huge swarms often numbering into the hundreds or thousands which act as combat units, working gracefully as a single killing unit. Often, swarms of Gnats are sent out with a few Tier 2 'keepers' who order them to assault targets not deemed worthy of more advanced Bugs' sacrifice. This fact further strengthens some Eggheads' views that Bug society has upper and lower 'classes', although why this is remains a total mystery.

Gnat - Also known as Horsefly

Alignment: Aberrant; always acts on orders from superior Bugs, even Army Ants.

Attributes: I.Q. 12, M.E. 12, M.A. 10, P.S. 16, P.P. 15, P.E. 18, P.B. 4, Spd. 18 on ground, 60 flying.

Hit Points: 15

S.D.C.: 60

Natural A.R.: 12

Horror Factor: 10

P.P.E.: 2D6 + 24

I.S.P.: 52

Skills: Climb 95%/90%, Prowl 70% (+25% when hiding), Track Humans 70%, Land Navigation 60%, Detect Ambush 50%, Detect Concealment 50%, Escape Artist 70%.

Natural Abilities: 1 - Bio - Energy

Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being: Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the Army Ant ability.

6 - Swarm: Gnats most often attack in swarms of fifty to over a thousand individuals, assaulting their target with wave after wave of the diminutive

creatures. These Bugs have the ability to work together effortlessly, coordinating massive strikes without so much as a second thought - or a mistake. Because of this, Gnat swarms will never accidentally strike one another during maneuvering or combat, nor will they strike other Bugs (since they know what's good for them).

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Five physical / Hand to Hand attacks or five energy blasts (each blast counts as one attack).

Damage: Gnats can stab and slash with their spike-like claws to inflict 2D6 or strike with a closed fist or forearm to inflict 1D4. A bite attack does 1D6 damage.

Bonuses (including attribute bonuses):

+5 on initiative, +4 to strike and parry, +7 to dodge, +4 to save versus

poison/toxins, impervious to disease, +6

versus Horror Factor. Note: Gnats suffer the same penalties as most Bugs when

functioning without a leader (-2 melee attacks, no initiative or H.F. bonus, and

all skills are at -15%), but also go into "search and destroy" mode; the swarm

automatically attacks anything that it perceives to be a threat until either it is

destroyed, the swarm is destroyed, or a Tier 2 or 3 Bug comes along and takes

command of the swarm..

Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Gnats keep their form for

the same length of time as other Tier 1 Bugs. Given their tendency to be at the

front of a firefight, though, many will die long before they reach that age.

Size: 1-2 feet in length.

Physical Appearance: The Gnat is built much like a large housefly, only with

armor plating covering it completely.

The head is much like that of the Army Ant, but with huge, segmented eyes instead of the normal glassy Bug eyes.

### **Grasshopper (Tier 2)**

Grasshoppers are called the raptors of the Bug hierarchy; their entire point of existence is to kill. Hoppers love the thrill of the hunt and are often sent on the most dangerous missions into human-occupied territory to eliminate threats or gather information. Unlike Assassins, Grasshoppers will follow orders all of the time... but only just, preferring to hunt most of the time instead. Since arriving on Earth, Grasshoppers have found that humans are a most worthy prey (worthy of killing), and they indulge themselves often. Thank God there are very few Hoppers observed so far.

Grasshopper - Also known as Hopper, Raptor and Ripper Bug

Alignment: Diabolic always!

Attributes: I.Q. 18, M.E. 18, M.A. 16, P.S. 26, P.P. 28, P.E. 20, P.B. 4, Spd. 40.

Hit Points: 75

S.D.C.: 180

Natural A.R.: 16

Horror Factor: 13; 16 when you've seen one in action before.

P.P.E.: 4D6 + 24

I.S.P.: 60

Skills: Climb 95%/90%, Swim 60%, Prowl 70% (+25% when hiding), Track Humans 80%, Land Navigation 60%, Detect Ambush 65%, Detect

Concealment 70%, Escape Artist 50%.

Natural Abilities: 1 - Bio - Energy

Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being: Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to

the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the Army Ant ability.

6 - Tracking: While Grasshoppers are excellent at tracking humans by more obvious signs, sometimes these Bugs prefer to hunt using their natural senses only. Hoppers can track their prey using their scent to follow them, whether it be from sweat, blood, or even their clothing or vehicle if it is distinctive enough. Using this ability, Hoppers have been known to track elusive prey for hundreds or even thousands of miles across America. Range: 1D4x10 miles (varies with local conditions).

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Five physical / Hand to Hand attacks or five energy blasts (each blast counts as one attack).

Damage: Grasshoppers can stab and slash with their short-sword-like claws to inflict 3D6 + 10 (includes the P.S. bonus) or strike with a closed fist or forearm to inflict 2D4 + 10 with P.S. bonus. The Hopper's preferred method of attack is the leap, where the Hopper pounces upon its prey and attacks simultaneously with both forearms. The leap inflicts 3D6 damage, plus 2D4 + 10 from each forearm. This attack cannot be parried; it must be dodged. This attack is very messy, and those who see it (and live) will never forget it.

Bonuses (including attribute bonuses): +6 on initiative, +4 to strike and parry, +6 to dodge, + 10 to damage, +4 to save versus poison/toxins, impervious to disease, +6 versus Horror Factor.

Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Mosquitos keep their form for the same length of time as other Tier 2 Bugs (at least 30 to 50 years).

Size: 6-7 feet when standing, 10-11 feet fully extended.

Physical Appearance: The Hopper looks much like a bipedal grasshopper, only with armor plating covering it completely. The head is much like that of the Army Ant, only slimmer and slightly smaller, and the Grasshopper is a mottled yellow-green color that allows it to blend into the background very well (although not as well as the Assassin Bug).

### **Maggot (Tier 0)**

Observed only deep within Bugged territories, most adventurers have heard very little about Maggots, let alone actually seen one. What few Bughunter groups have gotten out alive of the larger Bugtowns bring tales of foot-long wormlike creatures devouring the remains of other Bug victims after Tier 1, 2 and 3 Bugs are finished; a few reports indicate that Maggots eat the remains of other Bugs as well. Some Eggheads speculate that the foul little creatures are failed Silkworms which have been doomed to clean up after their more powerful brethren, wandering the streets and sewers of Bugtowns, eating the remains of the dead to survive. Like the Silkworm, Maggots cannot transform into energy form or transmit energy, but Maggots are self-sustaining and do not require a host body in order to survive. Stink Bugs (those responsible for producing the Silkworms) immediately abandon these creatures, leaving them to fend for themselves.

Maggots can be found in most Bugtowns, but are very rare because very few Silkworms take a turn for the worse. Only about 3% of all Silkworms come out as Maggots, and many of these don't survive for long. Maggots do not communicate with other Bugs (whether

they cannot or other Bugs just don't respond is unknown), and appear to act primarily on instinct.

Maggot - Also known as Carrion Eater, Hyena Bug and Cannibal

Alignment: Effectively Miscreant; acts primarily on instinct.

Attributes: I.Q. 4 (animal intelligence), M.E. 6, M.A. 4, P.S. 10, P.P. 6, P.E. 6, P.B. 2, Spd. 4

Hit Points: 8

S.D.C.: 12

Natural A.R.: 5

Horror Factor: 10

P.P.E.: 1D4 + 6

I.S.P.: none

Skills: none

Natural Abilities: Acid Bite: When Maggots find something they can eat, they immediately go about dissolving it into a sort of thick nutrient fluid they can digest. The acid their mouths produce is extremely corrosive, and can eat through even light combat armors and vehicles (2D6 damage per melee for 1D6 minutes - up to 24 melees! And that's per individual bite!).

Magic: none

Psionics: none

Attacks Per Melee: Two by biting only.

Damage: 1D4-1 per bite, and see Acid Bite, above.

Bonuses: none

Average Life Span: unknown; believed to be up to 2 or 3 years.

Size: Ranges from the size of an Earth slug (2 to 3 inches), up to over a foot in length.

Physical Appearance: Far too much like a Silkworm; soft, white, somewhat slimy, and with a darkened head and tiny legs near the frontquarters. It's easy to mistake the two breeds.

G.M. Note: Maggots really don't present much of a threat to players directly, but the fact that they look so much like

Silkworms should be played up to full effect. Dropping Maggots onto unsuspecting player groups can provide some interesting escapades...

### **Mosquito (Tier 2)**

Recently, NORAD changed it's mind that Assassin Bugs were the lowest in Tier 2 after several reports showed evidence of smaller flying Bugs being ordered around by Assassin Bugs on recon patrols. These Bugs, known as Mosquitos, appear to be only observers with little offensive capability. Their defensive powers are formidable, though, and against unarmored humans they can be quite deadly. Mosquitos rarely are found in the presence of other Tier 2 Bugs, and even among Assassin Bugs their presence seems to be barely tolerated; often, the Assassins use Mosquitos as cannon fodder, much as they do with Army Ants. But Mosquitos never show signs of resistance, they just follow their orders blindly.

Mosquito - Also known as Bloodsucker, Point Bug and Lookout

Alignment: Aberrant; always acts on orders from superior Bugs.

Attributes: I.Q. 12, M.E. 12, M.A. 10, P.S. 20, P.P. 15, P.E. 24, P.B. 4, Spd. 30 on ground, 90 flying.

Hit Points: 25

S.D.C.: 80

Natural A.R.: 12

Horror Factor: 10

P.P.E.: 2D6 + 24

I.S.P.: 52

Skills: Climb 95%/90%, Swim 60%, Prowl 70% (+25% when hiding), Track Humans 70%, Land Navigation 60%, Detect Ambush 65%, Detect Concealment 60%, Escape Artist 50%.

Natural Abilities: 1 - Bio - Energy

Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being: Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the Army Ant ability.

6 - Danger Scent: When a Mosquito detects a superior force or is on the verge of death, it can send out a pheromone that alerts all bugs within several miles to the situation. This comes in most handy when groups of Bugs are operating in areas without many hardlines, and when there is a chance of normal bug communications being somehow intercepted. Range: 3D4 miles, depending on local weather conditions.

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Five physical / Hand to Hand attacks or five energy blasts (each blast counts as one attack).

Damage: Mosquitos can stab and slash with their short-sword-like claws to inflict 3D6 + 8 (includes the P.S. bonus) or strike with a closed fist or forearm to inflict 2D4 + 5 with P.S. bonus. Instead of a bite attack, Mosquitos can stab with their proboscis through armor and into their target, draining their victim of fluids in a matter of minutes if uninterrupted. On a successful strike, the victim takes 3D4 damage plus 1D6 damage every melee the Mosquito feeds on them taken directly to hit points. If saved from death, the victim must roll versus non-lethal poison; if failed, the victim is incapacitated for 2D4 days from toxins introduced by the Mosquito (all bonuses are halved, and skills are at -20%). If the save is successful, the duration is only 1D4 days.

Bonuses (including attribute bonuses):

+3 on initiative, +4 to strike and parry, +6 to dodge, + 5 to damage, +4 to save versus poison/toxins, impervious to disease, +6 versus Horror Factor. Note: Mosquitos suffer the same penalties as most Bugs when functioning without a leader (-2 melee attacks, no initiative or H.F. bonus, and all skills are at -15%). Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Mosquitos keep their form for the same length of time as other Tier 2 Bugs (at least 30 to 50 years). Given their tendency to be at the front of a firefight, though, amny will die long before they reach that age.

Size: 5-6 feet.

Physical Appearance: The Mosquito has the body of a giant mosquito, only with armor plating covering it completely. The head is much like that of the Army Ant, but with a long, tube-like proboscis instead of a mouth (which is often secreting a liquid, looking like the creature is drooling. Ugh...).

### **Rhino Beetle (Tier 3)**

Rumors of massive, tank-like Bugs began to circulate in late 2009. At first many were skeptical, believing the sightings to be overblown reports of the well-known Bombardier Beetles. The rumors were confirmed in January of 2010 when footage from a reconnaissance raid into Atlanta, Georgia was presented to NORAD's high command. Since then, other groups have confirmed sightings as far north as the old Canadian border and as far west as St Louis, Missouri. No word has yet surfaced as to whether or not the Rhino Beetles exist on the West Coast. Their existence worries the strategists at NORAD. Depending on how many exist and where, plans for Operation Landslide may have to be rethought.

The Rhino Beetles are the Bug counterpart to the Abrams Main Battle Tanks, both in terms of their size and their destructive capability. Unlike the Abrams however, their current role seems to be that of reinforcing the defenses of Bugtowns, Bug-held military bases, and power facilities, as very few have been reported in offensive strikes outside those areas. However in those few instances the Rhino Beetles, supported by Fire Ants, Killer Bees and Silkworm Zombies, proved to be capable of overmatching even seasoned militia units. The Kentucky Headhunters lost several of their M48A3 tanks in a confrontation outside of Mayfield, Kentucky when pursuing Rhino Beetles outmaneuvered and trapped them. The Rhino Beetle is not infallible, however. In spite of its great speed, it can not walk upright and must support its bulk on all six legs. Consequently, it has proven be just as susceptible to anti-tank tactics (tank pits, land mines, etc.) as its mechanical opposites. In a few cases, Rhino Beetles have been neutralized by enticing them to cross bridges and similar structures that can not support their weight. The Rhino Beetle has its smaller brethren's weakness to Bug-juice chemical weapons. Unfortunately current Organitech weapons like the heavier Bug Bombs aren't as effective as they could be against the behemoths, so research continues.

**Alignment:** Diabolic

**Attributes:** I.Q. 15, M.E. 18, M.A. 20, P.S. 50, P.P. 9, P.E. 30, P.B. 4, Spd. 77 (53 mph/ 85 km) running.

**Hit Points:** 300

**S.D.C.:** 950

**Natural A.R.:** 16

**Horror Factor:** 14

**P.P.E.:** 1D6x100 + P.E.



**I.S.P.:** 60 + M.E.

**R.C.C. Skills (or Instinctual**

**Equivalents):** Swim 50%, Tracking (humans/humanoids, not animals) 75%, Land Navigation: 75%, Detect Ambush 50%, Detect Concealment 60%

**Natural Abilities:**

1. Bio-Energy Conversion: Unlike its smaller kin, the Rhino Beetle's ability to convert into bio-energy is severely limited. It is unable to travel along hard-lines or even take bio-energy form without the presence of a Lightning Bug. Converting to energy form takes a full minute of concentration, during which time it may not perform any other actions. Machine Union is impossible for this Bug.

2. Bio-Energy Cannon(1): The massive horn-like projection above the head of the Rhino Beetle is a bio-energy blaster of formidable power, capable of firing shots powerful enough to reduce a tank to slag. The bio-energy cannon has an elevation and traverse of 30 degrees, requiring the Rhino Beetle to reposition itself to fire on highly mobile enemies. Range: 12,000 feet (3,660 m)  
Damage: 5D6x10 from a standard blast, for a 1D6x100 double-strength blast, and 2D6x100 for a "full-power" blast. The double-strength blast counts as two attacks and the full-power blast counts as four attacks. Note that unlike the bio energy blasters mentioned below, this weapon can not be used for knocking out electronic systems, it is too powerful.  
*Note:* The Rhino Beetle has difficulty targeting moving objects smaller than a Humvee with this weapon. It has a -5 to strike small vehicles and a -8 to strike man-sized targets.

3. Bio-Energy Blasters (2): Used for dealing with smaller foes, these weapons are vent-like projections on either side of the head. They have the same range and

capabilities as the Killer Bee's.

Range: 2000 feet (610 m)

Damage: 5D6 per standard blast, 1D6x10 per dual blast (counts as one attack). Note that dual blasts can only be fired at opponents directly in front of the Rhino Beetle due to the positioning of the blasters. Dual blasts at targets to the sides require it to turn and face those opponents.

4. Energy Attack as an Energy Being:

No attacks are possible in this form, but touching the Rhino Beetle in this state inflicts 2D6x10 damage.

5. Limited Invulnerability: As per the Army Ant.

**Magic:** None.

**Psionics:** Identical to the Army Ant's abilities.

**Attacks Per Melee:** Five physical/hand-to-hand attacks or five energy attacks.

**Damage:** Rhino Beetles can swipe at enemies with their two front legs for 3D6+38 damage or punch with a closed fist for 2D4+35 (both include strength bonus). Targets may also be trampled or rammed for 1D6x10 damage. A bite does 4D6 damage.

**Bonuses (including attribute bonuses):** +2 to strike and parry, +5 to strike with Bio-Energy Cannon, +35 to damage (+4 additional hand-to-hand damage for every 20 mph of running damage), +10 to saver versus Horror Factor, +50% to save versus coma/death. Note: The Rhino Beetle is effectively a leader type, directing the smaller Bugs that fight in support of it. It suffers no penalties when operating on its own.

**Average Life Span:** Unknown, presumably hundreds of years.

**Size:** Massive. Estimated to be 25 to 30 feet long and about 65 to 70 tons.

**Physical Appearance:** Resembles a titanic Rhinoceros Beetle with a dark,

glossy green-black carapace, a light grey underbelly, and brilliant blue-green eyes. The horn-like projection above and behind the Rhino Beetle's head is a bio-energy cannon. Two smaller blasters project from the thorax on either side of the creature's head as well.

### **Tick (Tier 1)**

Ticks are the suicide troopers of the Bug forces. they get right up to enemy forces and attach themselves to their victims, sending out an attack signal that any Bug within 20 miles can track. This means that Ticks are often killed along with their victims, but this is what they are bred to do so they don't seem to mind. They are hated almost as much as Chiggers because once they attach to a victim, they are almost impossible to remove without severely injuring the victim... and in combat, having a Tick with your party is a death sentence. Many Bughunters have been forced to kill teammates and friends because they were attacked by Ticks.

Alignment: Diabolic!

Attributes: I.Q. 10, M.E. 12, M.A. 10, P.S. 18, P.P. 15, P.E. 20, P.B. 3, Spd. 16.

Hit Points: 15

S.D.C.: 60

Natural A.R.: 14

Horror Factor: 12

P.P.E.: 1D4 + 24

I.S.P.: 38

Skills: Climb 95%/90%, Swim 50%, Prowl 70% (+25% when hiding), Track Humans 80%, Land Navigation 60%, Detect Ambush 65%, Detect Concealment 60%, Escape Artist 65%.

Natural Abilities: 1 - Bio - Energy

Conversion: Identical to the Army Ant ability.

2 - Machine Union: Identical to the Army Ant ability.

3 - Energy Attack as an Energy Being:

Identical to the Army Ant ability.

4 - Limited Invulnerability: Identical to the Army Ant ability.

5 - Bio - Energy Blaster: Identical to the Army Ant ability.

6 - Screamer: When a Tick latches onto a target, it begins sending out powerful telepathic signals to other Bugs within 10 to 20 miles, telling them where the target is at all times. It also pierces the body of the target (1D4 damage), sending a thin whiplike tongue into the victim's internal organs and wrapping around some sensitive piece of flesh (heart, lungs, aorta, etc.). This makes the Tick extremely difficult to remove, even after it is killed; there is a 90% chance of major damage (5D6 to hit points) if removal is attempted without a surgeon, and a 65% chance of major damage if a surgeon is successful.

Magic: none

Psionics: Identical to the Army Ant ability.

Attacks Per Melee: Four physical / Hand to Hand attacks or four energy blasts (each blast counts as one attack).

Damage: Ticks can stab and slash with their knife-like claws to inflict 1D6 + 3 or strike with a closed fist or forearm to inflict 1D4 with P.S. bonus.

Bonuses (including attribute bonuses): +3 on initiative, +4 to strike and parry, +3 to dodge, +4 to save versus poison/toxins, impervious to disease, +6 versus Horror Factor. Note: Ticks suffer the same penalties as most Bugs when functioning without a leader (-2 melee attacks, no initiative or H.F. bonus, and all skills are at -15%).

Average Life Span: The exact life span of any Bug is unknown to humans, but it is believed that Ticks have roughly the same lifespan as Army Ants (7 to 20 years) because of their combat orientation.

Size: 8 inches to a foot in diameter.

Physical Appearance: The Tick looks like its namesake; round, flat and with six small legs that latch onto its target and don't let go. It's head is tiny and almost unnoticeable.

## **5. Extended Timeline**

**2010:** Human resistance to the Bug occupation steadily increases, even as the Bugs increase retaliatory strikes against free-thinking human communities. The hostility between both sides is especially strong in Dixie and Appalachia, where resistance fighters are reporting encounters with a new Bug being called the Rhino Beetle. On the other hand, NORAD has unveiled some of its own new toys and tactics as well. Splicer Teams Spider Bravo and Spider Echo, operating in the Atlanta area, field-tested new munitions and technology while conducting rescue raids in conjunction with the self-styled Georgia Militia.

Elsewhere in the U.S., reports surface of rivalries between different groups of Bugs fighting over what should be plentiful resources. This both puzzles and intrigues NORAD and other groups involved in the Great American Bug Hunt. Most of the stories seem to be coming from the West Coast, though there are rumors of similar conflicts south of the border in Mexico. One particularly respected West Coast Exterminator, calling himself "Shotgunlover", headed up a squad that was able to get footage of a massive, days long battle in Sacramento between two apparently different groups of Bugs. Copies of this footage were disseminated to NORAD and other interested parties. No one is quite sure what this means. Late in the year, the first envoys from

the Mexican Army arrive in Colorado Springs, with news from the Big Sur and an offer of cooperation with NORAD in exchange for Organitech hardware. The Mexican Army delegation spends several weeks in negotiations with NORAD High Command before returning to Mexico, escorted by NORAD troops and carrying several cases of Bug Zappers. It is unknown what NORAD received in exchange, but security surrounding the Gideon Directive becomes even tighter than usual. Rumors circulate about NORAD developing giant Bug warriors.

**2011:** This year is highlighted by a number of natural disasters which cause severe damage both to the Bugs and their human foes. The new year is heralded by an earthquake in the Pacific that sends thirty foot waves crashing against the coasts of Mexico and California, damaging power grids and aggravating the fighting between Bug factions over remaining resources. Later that summer, brushfires in California, Four Corners, and across Flatland destroy tens of thousands of acres of forests and farmland. Entire communities are destroyed, either by the fires themselves or in the aftermath. The incredibly hot and dry summer is cited as the main culprit, though there is some indication that the fires in Colorado and New Mexico may have been deliberately set.

NORAD sends out feelers, looking for parties interested in undertaking a joint mission with the Mexican Army deep into the Mexican interior, offering Organitech-based equipment and even a few weapons as payment in exchange for services rendered. The mission is to protect a vital scientific discovery as it is transported to the Mexican Army's new headquarters. The selection process lasts

from March on into June and a unit of 100 personnel makes its way to Mexico to meet up with the local forces. Field testing of Organitech Combat Walkers begins in May. They are approved for NORAD deployment in September, despite protests from some factions opposed to further developments in Organitech. During this time, the less radical AWV-2 Armored Walking Vehicle is also unveiled as well. It runs on an Organitech power source, but is otherwise developed from conventional Earth technology, utilizing armaments cannibalized from the Bradley IFV/CFV and various grounded helicopters. In Bunkerville, the Wyoming Free Irregulars find themselves fighting a small war with a gang called Hell's Horsemen, an army of murderous white supremacists. The Horsemen use a variety of vile and underhanded tactics to seriously damage the Irregulars, but they are eventually routed and then destroyed by a combined force consisting of the Irregulars, several elements of various Bunkerville militias, and a battalion of NORAD troops supported by walking armored vehicles referred to as Spartans. The leaders of Hell's Horsemen were tried and executed by firing squad at Independence Station, though several of their lieutenants managed to evade capture.

**2012:** The battle against the Bugs in Dixie and Appalachia takes a turn for the worse, as the various Southern communities' rivalries flare up again. Supposed allies delay crucial aid at inopportune moments, ruining many NORAD-led joint operations and resulting in the capture and slaughter of hundreds of men, women, and children. Many militias learn only too late that

their petty in fighting is what led to their destruction. In Florida and Georgia, the Swamp Rats have stepped in with the support of NORAD and Gulf State advisors to stamp out local rivalries and refocus attention on battling the Bugs. Along the borders of Georgia and Tennessee, the Georgia Militia and other groups are taking a beating from the Bugs. The Kentucky Headhunters lose nearly a third of their precious M48A3 tanks in a pitched battle with Rhino Beetles outside Mayfield, Kentucky on the Fourth of July. The Rhino Beetles were eventually defeated by luring them into situations where their size was a disadvantage, but only at great cost to the Headhunters.

Meanwhile, Area 51 begins to show signs of activity around its borders. Travelers from Utah, Wyoming, and Idaho report sightings of darkly painted aircraft, especially helicopters, with no identifiable markings patrolling the old borders. Many also report being stopped and turned away by soldiers in well-armed hummvees and light trucks. In the few cases where conflicts resulted, usually with bandits who didn't know better, the soldiers had air support almost instantly and were able to drive off the bandits. For the time being, NORAD has ordered its forces to avoid any kind of contact with whomever or whatever has control over Area 51. However, it has set up listening and observation posts along the old Nevada border.

Activity in both Bugland, U.S.A. and Motown has peaked and declined several times over the past three years. This year, the Bugs in these regions seem to have pulled back to defending the Bugtowns, reinforcing them with ever-increasing numbers of the new Rhino Beetles as well as Bombardier Beetles and Army Ants. NORAD worries that

the increased numbers of these giant Bugs may ruin their plans to reclaim the U.S. but preparations continue in light of the newer technology at their disposal, especially the newly deployed ZC-1 field guns, the AWW-2, and the Rossum-series Organitech Walkers.

**2013:** The present day. In the past four years, both the Bugs and humankind have learned more about each other and the war has taken some strange twists. New factions have arrived on the scene, creating new questions and posing new challenges. Rumors have begun to filter in from Mexico, proclaiming everything from the discovery of alien allies against the Bugs to an ancient pre-Aztec super-weapon buried deep in the Yucatan. More credible are the reports of contact with similar resistance movements around the globe via satellite communications.

## **6. Equipment**

By Cain

### **NORAD Combat Drugs**

NORAD Eggheads have been working tirelessly to make the fight to take back the world from the Bugs easier for the brave men and women who take that fight to the Bugs. Their efforts have resulted in Organitechology and even the Splicer and Scarecrow programs; great leaps of science, but less than helpful to the majority of soldiers in NORAD service because of their expense and scarcity. In response to NORAD Command's request for more resource-effective creations, several chemistry-oriented Eggheads came up with the idea to create a series of 'combat drugs', which would enhance a soldier's toughness and combat abilities,

putting them on more equal footing with the Bug invaders. Best of all (to NORAD brass), these drugs would be cheap to produce and easy to store and distribute. In the fall of 2008, a crash program was instituted to produce several types of these drugs for field testing to determine which were most effective with the least debilitating side effects.

Unfortunately, there is no getting something for nothing. The Eggheads created several varieties of drugs, each with its own particular benefits and drawbacks, and the drugs were soon being tested in Exterminator squads across North America. At first, most soldiers thought the drugs might just give them the edge; as time passed, though, the serious cumulative effects became evident as soldiers in the trials began to die with surprising speed. Some were afflicted with cancer; others had massive strokes or heart attacks; still others became vegetables as their brains deteriorated from the influence of the drugs. These failures led to further research, and a new series of trials (on a much smaller basis, as most soldiers had decided the drugs' benefits just were not worth the risks) was begun on a second generation of combat drugs. These drugs were safer, although somewhat less potent than their predecessors, and gained limited acceptance among Exterminator squads. As of May, 2009, tests were beginning on the third generation of combat drugs.

With any military technology, there are those who would profit by its illegal sale; with combat drugs, the interested buyers were the gangs of Splatterpunks and freelance Exterminators who wandered the ruins of America. Soon after their introduction, samples were in the hands of Splatterpunks... and not

long after that, Eggheads were reverse-engineering the process of how the drugs were made and, even more shocking to NORAD, improving upon the drugs and making new ones. These drugs were often more powerful than the NORAD-created ones, but their side-effects were far more ferocious and deadly. A black market has quickly popped up for these drugs among Splatterpunks and freelance Exterminators, sending NORAD into a frenzy in an attempt to upgrade their security, especially on the third-generation combat drugs. Most of the combat drugs are designed to be injected using a special NORAD auto-injector (commonly referred to as a Speedloader), but can also be injected with regular hypodermics. Some can be ingested (although the effect takes longer to manifest), and some of the Splatterpunk versions are powders or pills for ease of use and storage.

**Boost** is the common name for what NORAD calls Alpha-6, the first combat drug created by NORAD. In comparison to later drugs, Boost is severe in its aftereffects; users' brains begin to degenerate as the drug's by-products accumulate in the sensory portions of the brain.

Format: Injected

Time to Effect: 6 seconds (2 attacks)

Duration: 4D6 minutes

Effects: Enhances the user's senses; colors, smells, tastes, and sounds are magnified, and even time seems to slow somewhat.

Bonuses: +3 to initiative, +2 to parry and dodge, +8 to Speed, and +3 to roll with punch, fall or impact.

Penalties: The user tends to be easily distracted, especially by loud noises or flashes of light; while under the influence of Boost, the user is at -10%

on all skill rolls.

Level of Addictiveness: Mild. Using Boost more than three times in a five-day period makes the user an addict, resulting in the need to use the drug daily. An addict who is not high suffers from -2 melee attacks, -2 to parry and dodge, and -10% on all skill rolls.

Cumulative Effects: After each use beyond the tenth, there is a chance of permanently overloading the portions of the brain that deal with sensory information. (The GM rolls in secret; there is a 20% chance plus 2% for each use after ten that the user will lose 1 IQ point and 2% from all skills as the neurons of the user's brain start to break down.)

Cost: Usually \$30 to \$80 per dose, in coin or trade.

**Overdrive** is a second-gen combat drug, known by NORAD as Delta-B3. It functions much like a lower-powered version of Boost, but without the serious permanent effects. Overdrive is also known as Nightmare because of the intensely bad dreams it tends to produce, especially in addicts.

Format: Injected

Time to Effect: 6 seconds (2 attacks)

Duration: 3D6 minutes

Effects: Enhances the user's senses; colors, smells, tastes, and sounds are magnified, and even time seems to slow somewhat.

Bonuses: +2 to initiative, +1 to parry and dodge, +6 to Speed, and +2 to roll with punch, fall or impact.

Penalties: The user tends to be easily distracted, especially by loud noises or flashes of light; while under the influence of Overdrive, the user is at -5% on all skill rolls.

Level of Addictiveness: Mild. Using Overdrive more than twice in a five-day

period makes the user an addict, resulting in the need to use the drug daily. An addict who is not high suffers from -1 melee attack, -1 to parry and dodge, and -5% on all skill rolls. Cumulative Effects: Unlike Boost, Overdrive has no tendencies to burn out the sensory centers of the brain; however, users often suffer from intense nightmares as the drug's residue accumulates in the brain (GM rolls after each use; 10% chance of a nightmare). Following a nightmare (which addicts experience every 1D6 days whether they have used the drug or not), users are distracted and unable to really concentrate on the world around them; often, they will do anything to get a hit of Overdrive during this time. Cost: Usually \$50 to \$120 per dose, in coin or trade.

**Werewolf** - known by NORAD as Omega-9 - is a very powerful drug that is both desired and feared by its users. A first-generation combat drug, Werewolf makes its users almost mindlessly aggressive, able to shrug off life-threatening injuries for the duration of its effects. It concentrates in the amygdala - that part of the brain that controls fear and anger - and shuts down the portion that controls fear while hyperstimulating the portion that controls aggressiveness and anger.

Format: Injected

Time to Effect: 10 seconds (3 attacks)

Duration: 1D4x10 minutes

Effects: Werewolf is both the best and worst of the NORAD combat drugs.

Best in that it greatly enhances physical capabilities of its users; worst in that it simultaneously reduces the capacity for judgement and makes users bold, fearless and highly aggressive, often resulting in life-threatening injuries in

addition to the toll the drug itself takes on the body.

Bonuses: Adds 1D4x10 SDC, +10 to PE (with any resulting bonuses), +6 to PS, +6 to Speed, +1 attack and is +8 to save versus Horror Factor and Pain.

Penalties: Following the active period the user almost immediately crashes, and is essentially useless for 24 hours; -75% on all skills, -6 on all combat actions and only two melee actions, along with an inability to concentrate, extreme nausea and a tendency to pass out every few hours. These penalties are halved for the 24 hours after that, and the drug's effects will have worn off after that (although any other physical damage the user takes will still be present).

Level of Addictiveness: Minimal; no NORAD soldier wants to be put out of action for this long, and no Splatterpunk wants to look like such a wuss in front of his crew. Using Werewolf more often than once every ten days makes the user an addict, making the user crave it daily. While not high, the addicted user suffers from -3 to all combat actions and loses two melee attacks, and is at -15% to use any skills.

Cumulative Effects: Unfortunately, NORAD has discovered that prolonged use of Werewolf has several serious lasting effects. These include nerve degeneration (the GM rolls percentile dice after the sixth use of the drug; each failure results in a permanent loss of 1 from the user's PP) and genetic damage, possibly resulting in serious birth defects to any children sired by the user.

Cost: Usually sells for between \$80 and \$200 per dose in coin or trade; price may increase by 200% if the local users are willing to pay for it.

**Hyena** - is the second-generation version of Werewolf and is known by

NORAD as Omega-B5. While still dangerous to users, the side effects have been toned down greatly, making Hyena far more acceptable to combat troops. Its major drawback is the tendency to make users laugh like wild hyenas at almost anything.

Format: Injected

Time to Effect: 6 seconds (2 attacks)

Duration: 2D6 minutes

Effects: Hyena is a vast improvement over Werewolf; while still enhancing a user's physical capabilities, Hyena leaves their mental capacity relatively intact and able to make simple judgements.

Unfortunately, the particular chemistry of Hyena tends to make users think that everything is hilarious, resulting in laughter like that of... well, a hyena.

(Don't try to sneak around while using.)

Bonuses: Adds 5D6 SDC, +6 to PE (with any resulting bonuses), +4 to PS, +4 to Speed, +1 attack and is +6 to save versus Horror Factor and Pain.

Penalties: Following the active period the user almost immediately crashes, and is at severe penalties for 3D6 hours; -40% on all skills, -2 on all combat actions and -2 melee actions, along with an inability to concentrate, nausea and body aches.

Level of Addictiveness: Minimal; no NORAD soldier wants to be put out of action for this long, and no Splatterpunk wants to look like such a wuss in front of his crew. Using Hyena more often than once every ten days makes the user an addict, making the user crave it daily.

While not high, the addicted user suffers from -2 to all combat actions and loses two melee attacks, and is at -10% to use any skills.

Cumulative Effects: While safer than Werewolf, Hyena remains less than safe in the long run. The most serious side effect is nerve degeneration (the GM

rolls percentile dice after the tenth use of the drug; on a roll of 01-07, one point is permanently subtracted from the user's PP).

Cost: Usually sells for between \$100 and \$240 per dose in coin or trade; price may increase by 200% if the local users are willing to pay for it.

Firestorm is a first-generation combat drug that tries to combine the speed of Boost and the toughness that Werewolf creates in users. While effective, the side effects and deterioration caused by Firestorm are extreme, far worse than even Werewolf, and Firestorm is no longer produced by NORAD. It is only obtainable through Splatterpunks.

Format: Injected, Liquid or Pill

Time to Effect: 3 seconds (1 attack) for injection; 30 seconds for liquid; 10 minutes for pill

Duration: 10 + 1D6 minutes

Effects: Firestorm makes users feel invincible; they tend to take enormous risks, but the speed enhancements often make them more able to escape injury than Werewolf. The drug also completely removes any inhibitions that may prevent them from torturing, maiming or killing anyone who may get in the way of their objective, making them very dangerous while under the influence.

Bonuses: Adds +4 to initiative, +3 to parry and dodge, +2 to roll with punch, fall or impact, +2 attacks, +6D6 SDC, and +6 to save versus Horror Factor and Pain.

Penalties: After the effects fade, the user experiences severe tremors and muscle spasms (-4 to PP, and is at half bonuses on all combat actions, plus loses two melee attacks and is -25% on skills), along with severe ringing in the ears and memory loss of the time the user was under the influence. These effects last



for 4D6 hours.

Level of Addictiveness: Minimal, mainly because of the extreme aftereffects.

Using Firestorm more often than once every three days makes the user an addict, making the user crave it daily.

While not high, the addicted user suffers from -5 to all combat actions and loses two melee attacks, and is at -20% to use any skills. Addicts are also irritable, distracted and prone to violent outbursts, even toward friends or family. They also don't last very long.

Cumulative Effects: The lasting effects of Firestorm are debilitating at best; at worst, these effects can kill the user in a matter of days. The most serious side effect is nerve degeneration (the GM rolls percentile dice after every use of the drug; on a roll of 01-20, one point is permanently subtracted from the user's PP). The drug also degrades the neural pathways of the brain, causing permanent memory loss or even total amnesia ( the GM rolls percentile dice after every third use of the drug; on a roll of 03-20 the user loses one point of IQ permanently, and on 01-02 the user loses the IQ point and also loses all of his or her personal memories - total amnesia!).

Cost: All NORAD personnel and most Exterminators will never touch Firestorm; even Splatterpunks will hesitate before using it. The cost per dose is usually \$150 to \$250.

### **NORAD Utility Packs**

Note: For those who have trouble picking out equipment for their characters, I have compiled various lists of gear that might be of use. These lists have mainly been taken from lists compiled by Gary Gore for the Morrow Project RPG, and no infringement is intended.

Trade Pack: This is the set of gear that NORAD most often rewards independent Bughunters with. The gear is generally useful, but the weapons have been lying in storage for decades, even after the Meltdown brought all weapon production to an end.

Approximate Value: \$500 to \$800

- 1 watch (wind-up)
- 1 one liter canteen and cup
- 100 waterproof matches
- 1 sleeping bag with carrier
- 1 20m roll parachute cord
- 1 bottle (50) water purification tablets
- 1 KCB-70 bayonet with sheath
- 1 pair boots
- 2 pair coveralls
- 2 pair underwear and socks
- 1 toilet kit
- 1 flashlight
- 1 First Aid kit
- 1 set web gear
- 1 rucksack
- 4 days rations for one person
- 1 compass
- 1 Leatherman tool
- 1 M-1 Carbine with sling, cleaning kit, and 9 15-round magazines
- 200 rounds .30 Carbine FMJ
- 1 M1917 revolver (double-action .45ACP) with holster and 6 "half moon" clips
- 50 rounds .45ACP FMJ
- 2 AN-M8 HC smoke grenades
- 2 M126A1 Red Star Parachute flares

Bug Out Pack: This kit is intended to be used in an emergency situation that may arise, like if your base or hideout is breached and you can't get to your equipment in the vehicle. It can also double as an emergency bail out kit for a vehicle, once the hideout is abandoned. This kit is not intended for long term survival. Contents contained in a small olive drab (OD) backpack.

Approximate Value: \$600 to \$1000

1 Colt .223 M-16 SMG w/ 3 30 rd magazines  
1 Short range survival radio, range 10 kms. One channel only  
1 Heavy duty reinforced space blanket, OD on one side, silver on other  
1 Light weight OD rain poncho  
2 Large heavy duty trash bags  
1 Water filter straw  
1 Personal first-aid kit (see below)  
1 Small collapsible plastic bucket  
1 Water storage bladder  
1 OD plastic canteen & canteen cup  
1 OD BDU pants  
1 OD tee-shirt  
1 OD wool sweater  
1 OD wool watch cap  
2 Pair grey socks  
1 OD light weight windbreaker  
1 Pair black leather gloves, w/ OD liners  
4 Boxes of water/ wind proof matches, w/ OD plastic container  
2 Disposable lighters  
1 "Tommy" cooker and 3 boxes, of 25 fuel tablets  
1 Set KFS (Knife, Fork, Spoon)  
1 Folding pocket knife  
1 Knife sharpening stone  
20 m of OD para cord  
1 Note pad w/ pen & pencil  
1 Signal mirror  
1 Signal whistle  
1 Small flashlight  
1 Compass  
Toilet paper in sealed plastic bag  
2 MRE meals  
Basic Equipment Pack: This is the gear that is issued to each NORAD soldier; most is either lost in combat or traded off before long, but NORAD command expects this - that's why they issue the packs in the first place.

Approximate Value: \$300 to \$500

Individual Tactical Load-Bearing Vest (ITLBV), consists of:  
Suspenders, Woodland w/  
4x M16 Ammunition Pouches  
2x M33 Grenade Pouches  
Equipment Belt, Olive Drab w/ Fastex Buckle  
M9 Bayonet and Carrier  
Plastic E-Tool Carrier, Olive Drab, w/ Collapsible Entrenching Tool  
Canteen Cover, Woodland, w/ Plastic Canteen and M1 NBC Drinking Cap  
First Aid Pouch, Woodland  
M17A2 Protective Mask Carrier, Olive Drab, w/ M17A1 Protective Mask  
M12 Ambidextrous Holster, Olive Drab  
Field Pack, Large, with Internal Frame (FPLIF), Woodland (20 kg) with the Following  
Battle Dress Uniform (BDU), Woodland (2 pr)  
M65 Combat Jacket, Woodland, w/ Liner (1)  
Boots, Combat, Black, w/ armored soles (2 pr)  
Undershirt, Olive Drab (4)  
Underwear, Olive Drab (4 pr)  
Wool Socks, Grey (6 Pr)  
Rainsuit, Gore-Tex, Woodland (1 set, Jacket and Pants)  
Field Cap, Ranger, Woodland (1)  
Sweater, Olive Drab (1)  
Belt, Nylon, Green with Fastex Buckle (2)  
Long Johns, Olive Drab (2 pr)  
Gloves, Combat, Inner & Outer (2 pr)  
Ground Sheet, Woodland (2)  
Poncho Liner, Thinsulate, Woodland (1)  
Sleeping Bag, w/ Outer, Inner, Hood & Liner, Olive Drab (1)  
Bivouac, Sleeping Bag Cover, Gore-Tex, Woodland  
Mosquito Net, Olive Drab (1)  
Bedroll, Self Inflating, Olive Drab (1)  
Toilet Kit, Basic (1)  
Sun/ Wind/ Dust Goggles, OD Frame w/

Clear and Smoked Lenses (1)  
 Compass w/ Compass Carrier (1)  
 Protractor (1)  
 Field Message Pad (3) w/ Cover  
 Map Case, Olive Drab (1)  
 Geiger Tab (1)  
 M1 CBR kit (1)  
 Concentrated Meal Bar (9 Bars/ Pouch,  
 1 Bar/ Meal) (5 Pouches)  
 Lighter, Disposable (2)  
 Flashlight, Crookneck, Olive Drab (1)  
 Box, Matches, Wind & Rain Proof (3)  
 Rope, 50 m, Nylon, Olive Drab (1)  
 String, 100 m, Cotton, Olive Drab (1)  
 Carabiner, Locking "D", Black (1)  
 Satchel, Personal Effects (1)  
 Cleaning Kit, Weapons, Universal (1)  
 Personal Survival Pack: The survival kit  
 is issued to all NORAD field personnel.  
 The kit consists of two plastic containers  
 curved to fit in chest or thigh pockets.  
 They are sealed with O- rings and held  
 together by "C" clamps that run the  
 length of the long sides, the clamps  
 being slid off when the contents are  
 needed.

Approximate Value: \$75 to \$100

Container No.1  
 1 Aluminum dish  
 1 chapstick  
 50 Iodine water-purification tablets  
 1 bar of soap (3/8 ounce)  
 1 Illuminating candle  
 2 Waterproof receptacles (rubber  
 prophylactics)  
 11 A.P.C. tablets  
 6 Waterproofed matches  
 1 Single edge razor blade  
 3 Band aids  
 1 Adhesive plaster  
 1 Boric acid ointment, tube (1/8 oz.)  
 1 Gauze  
 6 Salt tablets (sodium chloride)  
 1 Mirror with cord attached  
 1 Snare wire assembly

Container No. 2  
 1 Pliers  
 16 Oxytetracycline tablets  
 1 Wrist compass and strap  
 1 Fishing kit (plastic container, 2 wet  
 flies with snell, 15 fish hooks, nickel  
 demon with double hook and 3 lead strip  
 sinkers)  
 6 Waterproof matches  
 1 Single edge razor blade  
 1 Sewing kit (2 needles and thread)  
 1 Sparking metal (flint)  
 1 Fishing line  
 1 Sun and bug repellent, tube (1 oz.)  
 1 Absorbent cotton (2 grams)  
 1 Chamois  
 3 Band aids  
 2 Spare sinkers  
 Personal First Aid Kit: Some items that  
 might be useful to tend minor wounds,  
 issued to all NORAD field personnel.

Approximate Value: \$75 to \$100

Medical kit (13" X 10 1/2" X 2 1/4" box)  
 Cotton swabs  
 Fever Themometer  
 "Kling" rolled gauze 4" X 5 yards  
 80 assorted strip and spot band-aids  
 4 pr. disposable gloves  
 Cylume sticks 1 red, 1 yellow  
 Wet-proof adhesive tape 1/2" X 10 yards  
 Paper adhesive tape 1/2" 5 yards  
 4 oz. drinking water, retort pack  
 Eye bath cup (1 Tblspn capacity)  
 Neosporin (antibiotic cream)  
 Various bandages  
 12 - safety pins  
 2 - 2 gal. zip-loc bags  
 1 - Cold compress, crush to activate type  
 Pump style snake venom remover  
 TRIAGE - EMERGENCY CARE  
 HANDBOOK 191 pages 7" x 9"  
 Vial of Boric Acid Powder (mix 1/64 tsp.  
 of B(OH)<sub>3</sub> to 1 Tbl. or eyewash)  
 Vial of Alcohol  
 Vial of Hydrogen Peroxide

The Kitchen Sink: This pack is just a large backpack filled with lots of stuff that's useful to the average Bughunter squad.

Approximate Value: \$250 to \$400

- 1 large backpack
- 16 emergency candles (48 hrs total)
- 1 camping stove & 12 hours fuel (gasoline)
- 1 water purification pump & accessories
- 1 Set of toothbrushes, combs, etc.
- 1 mini dental kit
- 2 large bottle insect repellent
- 2 magnesium fire starters
- 3 small signal mirrors
- 6 tripwire-activated flare kits
- 24 Cyalume lightsticks, green
- 12 Cyalume lightsticks, IR
- 1 roll luminous tape, 5m
- 2 mini fire extinguishers
- 2 rolls olive green duct tape
- 1 roll electrical tape
- 1 pair bolt cutters
- 1 roll heavy duty wire (10m)
- 1 USGI entrenching tool
- 2 ea. spray paint cans: green, brown, black, white, fluorescent orange
- 1 machete & sheath
- 1 sharpening kit
- 1 green plastic tarp, 5x7'
- 3 waterproof stuff bags
- 6 sets earplugs
- 1 set extra materials & chemicals for weapons cleaning kits
- 1 USAF pilot's emergency strobelight with 3 batteries
- 1 air horn
- 1 heavy duty sewing kit with patches

## **7. Weapons**

By Cain

**OSA-5 Machine Pistol** : A compact, powerful machine pistol favored by

many Exterminators. Can accept many add-ons, such as scopes, laser sights and silencers or flash suppressors. available with fixed or telescoping stock.

Caliber: 9mm Parabellum, .40

S&W, .357 SIG, or 10mm Auto

Weight: 3.5 pounds

Damage: varies with caliber; 9mm -

3D6, .40 - 4D6 or 10mm / .357 - 5D6

Range: 150 feet

Rate of Fire: standard

Payload: 20, 30 or 50 round magazines

Cost: \$500 in coin or trade

### **OSA-10 5.56 mm Combat Rifle:**

A light weapon never officially introduced, the OSA-10 is a light, well-balanced rifle capable of inflicting good damage.

Often equipped with a basic telescopic sight (+1 to strike on aimed shots).

Caliber: 5.56 mm NATO

Weight: 6.6 lbs

Damage: 5D6 with standard ammunition

Range: 1000 feet

Rate of Fire: standard

Payload: 20, 30 or 50 - shot magazines

Cost: \$800 in coin or trade

**OSA-15 5.56 mm Carbine:** A shorter weapon, able to be fired more accurately one-handed. Often equipped with a basic telescopic sight (+1 to strike on aimed shots).

Caliber: 5.56 mm NATO

Weight: 5.6 lbs

Damage: 5D6 with standard ammunition

Range: 600 feet

Rate of Fire: standard

Payload: 20, 30 or 50 - shot magazines

Cost: \$700 in coin or trade

### **OSA-20 5.56 mm Combat Rifle:**

A larger, heavier weapon capable of long periods of sustained fire, great for those extended engagements. Often equipped with a basic telescopic sight (+1 to strike

on aimed shots).  
Caliber: 5.56 mm NATO  
Weight: 8.6 lbs  
Damage: 5D6 with standard ammunition  
Range: 1500 feet  
Rate of Fire: standard  
Payload: 20, 30 or 50 - shot magazines  
Cost: \$1000 in coin or trade

**OSA-25 Heavy Sniper Rifle** : A heavy, long-range weapon capable of penetrating armored vehicles and Lightning Bugs with equal efficiency, the OSA-25 has acquired the unofficial moniker 'The Widowmaker' among NORAD Special Forces units. Has a telescopic sight standard (+1 to strike on an aimed shot).

Caliber: .50 BMG  
Weight: 13.5 lbs  
Damage: 1D6x10  
Range: 3000 feet  
Rate of Fire: single shots only  
Payload: 8-shot clips  
Cost: \$2700, coin or trade; often restricted to those with good reputations

**OSA-30 Combat Shotgun** : In every war, there are certain weapons that work more effectively than others - and in the war with the Bugs, the shotgun has often proven to be that weapon. The OSA-30 is capable of filling the air - and anything unlucky enough to be in the area - with pounds of lead in a matter of seconds. Both versions are available with telescopic or laser sights (or even both; +1 to strike on aimed shots for each).

Caliber: 12-gauge  
Weight: Standard Version: 10.2 lbs /  
Compact Version: 6.5 lbs  
Damage: 5D6 shot / 6D6 slug, plus can fire special ammunition  
Range: Standard Version: 150 feet /  
Compact Version: 100 feet

Rate of Fire: single shots or 3-shot bursts  
Payload: 8-shot clip or 16-shot drum  
Cost: \$1500 for the Standard version / \$1200 for the Compact version  
Ammunition - currently, all listed ammunition is for 12-gauge shotguns only.

**Rocket-Assisted Projectiles (RAP)** - Shotgun shells with a 250 foot range, damage increases as rocket accelerates.  
Cost: \$60 to \$100 per twenty, very rare.  
0 to 50 feet - 4D6 damage, plus unspent fuel burns for 5D4 damage in the wound (if A.R. is penetrated)  
51 to 100 feet - 5D6 / 4D4 damage  
101 to 150 feet - 6D6 / 3D4 damage  
151 to 200 feet - 7D6 / 2D4 damage  
201 to 250 feet - 7D6+3 / 1D4 damage  
**EMP Slugs** - A NORAD experimental weapon load, extremely rare! Disables electronics and Bug nervous systems. On electronics, roll 1D6: on 1-3, the system is screwed up for 2D4 minutes, on 4 or 5 the system needs 1D4 hours repair time with suitable parts, and on 6 the system is permanently fried. On Bugs: does 3D6 damage, but even if armor is not penetrated the EMP severely screws up the Bug - all combat bonuses are halved, psionics cannot be used and the Bug can't switch to energy form for 1D4 melees. Cost: \$40 to \$75 per shot!

**High-Energy Plasma Slugs**: A NORAD experimental weapon load, extremely rare! 200 foot range; within 100 feet, does 6D6 impact damage plus 1D4x10+8 when the slug violently transforms into white-hot plasma. Beyond 100 feet, the round goes plasma (no impact damage). Cost: \$20 to \$40 per shot!

### New NORAD Heavy Weapons

Note: These weapons are prototypes, unable to be manufactured by NORAD or anyone else because of their advanced systems. They are left over from pre-Meltdown times; as such, they are extremely valuable and never sold, only assigned to top NORAD units.

#### **MR-26 Advanced Infantry Weapon**

**System:** A prototype weapon system that was set for distribution to the United States Army sometime in 2000, the MR-26 was never able to be formally introduced. Many of the prototypes have remained with NORAD, where the weapon has proven itself extremely battle-worthy. With a computer-assisted scope (+2 on aimed shots) and rugged construction, anyone armed with one of these weapons will be very well-off.

Caliber: 7.2mm caseless / 20mm

Multipurpose

Weight: 14.2 lbs.

Damage: 7.2mm - 5D6 for standard loads / varies for the 20mm rounds (see below)

Range: 7.2mm - 1200 feet / 20mm - 800 feet

Rate of Fire: 7.2mm - standard - single shot, 3-shot burst or full-auto / 20mm - single shots or 3-shot bursts

Payload: 7.2mm - 10+1, 20+1, or 30+1 shots / 20mm - 6+1 shots or 15+1 shots

Cost: not for sale; rare prototype

MR-28 Advanced Infantry Weapon System

#### **MR-28 Advanced Infantry Weapon**

**System:** A prototype weapon system similar to the MR-26, but with the 7.2mm caseless section replaced with a single shot 30mm grenade launcher. With a computer-assisted scope (+2 on aimed shots) and rugged construction, anyone armed with one of these weapons

will be very well-off.

Caliber: 20mm Multipurpose / 30mm grenade

Weight: 11.4 lbs.

Damage: varies for 20mm / varies for 30mm grenades (see below)

Range: 20mm - 600 feet / 30mm grenade - 1000 feet

Rate of Fire: standard - single shots or 3-shot bursts / one shot per melee

Payload: 20mm - 6+1 shots or 15+1 shots / one grenade

Cost: not for sale; rare prototype

20mm Multipurpose Ammunition

MA12 Slug: 5D6 damage

MA15 Armor Piercing Slug: 4D6 damage (target's AR is -4)

MA22 High Explosive Slug: 1D4x10 damage

MA29 High-Power Slug: 5D6+5 damage

MA33 Hollowpoint: 5D6x2 (target's AR is +6)

MA36 Anti-Armor High Explosive: 4D6 (target's AR is halved)

MA40 Single Flechette: 2D6 damage, double the normal range (target's AR is -6)

MA43 Beehive Flechette: 6D6 damage, add 50% to normal range (target's AR is -6)

#### **30mm Launched Grenades:**

MG3 Fragmentation: 1D6x10 to a 30-foot radius

MG7 High Explosive: 2D6x10 to a 10-foot radius

MG11 Concussion: 1D4x10 to a 30-foot radius, plus if a target is hit directly it is knocked over, loses initiative and 3 attacks, and is -4 on all combat rolls for 1D4 melees. Also, all targets 600 lbs or under have an 80% chance of being knocked over, losing one attack and initiative; targets over 600 lbs have a

20% chance of knockdown.

MG13 Incendiary: 4D6 damage to a 15-foot radius, plus the substance sticks to targets, doing 2D6 per melee for 1D4 minutes. Also, there is a 90% chance of setting combustible materials aflame.

MG16 Flashbang: No damage; creates a 200-decibel noise and a 2 million candela flash in a 20-foot radius, stunning anyone outside of armor (save at PE - 8); all targets affected lose initiative and 3 attacks, and are -4 on all combat rolls for 1D4 melee. If fired directly at someone, can inflict 3D6 SDC in addition to the above effects.

MG18 Illumination: Creates an illuminated area 300 feet wide at ground level for 2D4 melees. 4D6 SDC if fired at someone; 75% chance of setting combustible materials aflame.

MG21 Canister Round: Essentially a large shotgun round. 2D4x10 SDC, 100 foot range, double damage within 20 feet!

MG22 Smoke: Smoke fills a 20-foot radius in still air; lasts 2D4 melees before dispersing, half that in a stiff breeze, one melee in strong wind.

Obscures normal vision and nightvision abilities (all affected are at -9 to strike, parry and dodge, and are -4 on initiative).

MG25 Tear Gas: Affects a 20-foot radius and the effects last 3D4 minutes. Causes severe tissue irritation; vision is temporarily impaired, there is difficulty breathing and skin feels as if it is burning. Humans must roll a save versus non-lethal poison at -8; does not affect Bugs, but affects Silkworm Zombies at half penalties (halved again if a save is made). For those affected there is a penalty of -6 to strike, parry and dodge, and initiative is automatically lost; penalties are halved if a save is made. Gas masks and sealed environmental

armor will block the effects.

MG27 Hyper Tear Gas: Affects a 20-foot radius and the effects last 3D4 minutes. Causes severe tissue irritation to normal humans, Silkworm Zombies and Bugs (was specially designed to be effective against Bugs); vision is temporarily impaired, there is difficulty breathing and skin feels as if it is burning. Also, for Bugs, their ability to communicate and convert to energy form is temporarily lost (for the duration of the effects). There is no save for humans and Silkworm Zombies; full Bugs can roll a save versus non-lethal poison at -8. For those affected there is a penalty of -6 to strike, parry and dodge, and initiative is automatically lost; penalties are halved if a save is made. Gas masks and sealed environmental armor will block the effects.

## **8. Mechs**

### **AWV-2 Spartan Armored Walker Vehicle**

One of the avenues pursued by NORAD in the development of weapons to combat the Bugs has been the concept of robotic walker vehicles. Before the formal adoption of Organitechnology Battlesuits, a series of conventional suits had been tested extensively, resulting in the XAW-1. Large, slow, and ungainly-looking, the XAW-1 was shelved in favor of the faster and more readily mass-produced Organitech suits.

However, NORAD has begun taking a look at the old design as a springboard for new hybrid machines and retrofitted several test units with Organitech power supplies. The result is the AWV-2 Spartan.

The Spartan can be best described as a tank body supported on thickly-built, backward-canted legs. The driver sits in

an armored crew compartment in the forward part of the torso, and the gunner and commander reside in the turret compartment. A sophisticated gyro-stabilizer and powertrain system enables the Spartan to reach a top ground speed of 45 miles per hour (72 km/h) on flat, open ground, though the typical cruising speed is usually around 30 mph (48 km/h). Running the walker at top speed is uncomfortable for most Spartan crews however and is typically reserved for entering or leaving combat. To keep costs down, the AWWs are being outfitted with conventional weapons taken directly from NORAD's own stockpiles. A modified version of the Bradley IFV's turret mounts a 30mm chain gun and a pair of 2.75" rocket pods. Secondary armaments are two 7.62mm machineguns. Attempts are under way to produce a variant which mounts a low-recoil 105mm gun in the place of the Bradley turret.

Length: 30 feet 8 inches (9.35m)

Height: 25 feet 3 inches standing (7.65m), 8 feet 5 inches (2.55m) with legs completely folded.

Weight: 49,720 lbs (22,600 kg)

A.R.: 17. Stops pistol, rifle, light machineguns and fragments. Vulnerable to mines, antitank rockets and heavy machine guns.

S.D.C. By Location:

Main Body-- 900

Turret-- 250

Commander's Cupola-- 100

Armored Crew Compartment-- 125

Engine Compartment-- 250

Legs (2) -- 450 each

Bonuses: Gunner gets +2 to strike with turret weapons.

Armaments:

1) Turret-mounted 30mm Chain Gun

Weight: 1,500 lbs fully loaded (30mm gun)

Rate of Fire: Fully-automatic

Effective Range: 6,000 feet (1,830 m).

Damage: 2D6x10 per round

Ammo: 400 rounds (4 full melee bursts).

2) Turret-mounted Twin 2.75" Rocket Pods

Weight: 100 lbs (45 kg) for the

launching unit, 20 lbs (9kg) per rocket

Rate of Fire: Single shot or by volley (2, 5, 10 or all 19 rockets)

Effective Range: 11,250 feet (3,431 m).

Blast Radius: 20 feet (6.1 m).

Damage: 1D4x10

Ammo: 19 per rocket pod.

3) Cupola-mounted 7.62mm Machine Gun

Weight: 23 lbs (10.4 kg) (machinegun)

Rate of Fire: Standard

Effective Range: 5,905 feet (1,774 m).

Damage: 6D6 per round

Ammo: 900 rounds

4) Driver's Station 7.62mm Machine Gun

This machine gun is mounted in a blister right next to the driver's station.

Weight: 23 lbs (10.4 kg) (machinegun)

Rate of Fire: Standard

Effective Range: 5,905 feet (1,774 m).

Damage: 6D6 per round

Ammo: 900 rounds

5) Anti-Personnel Charges

A series of box-like explosive charges are mounted on the legs and lower hull to deal with bandits, silkworm zombies, and Bugs that try to attack the walker from underneath. These charges explode away from the vehicle itself and do no damage to the walker if detonated. If specifically targeted by the enemy, there is a 10% chance that the charges will go off.

Weight: 100 lbs for the leg charges, 150 for the hull charges.

Rate of Fire: 1, 2, or 4

Effective Range: 10' blast radius

Damage: 3D6 per charge



Ammo: 20 per leg, 30 on the hull (70 total)  
Speed: 45 miles per hour (72 km/h), but usually cruises at about 30 mph (48 km/h).  
Range: 285 miles (456 kilometers)  
Crew: Commander, driver and gunner.  
Cost: Unless you're NORAD, you won't even get close enough to one of these to even think about it.

### **The "Ghost Walker" Battlesuit**

N200 "Ghost Walker"

By Mike Taylor

Weight: 75 lbs (33.75 kg).

A.R.: 14, S.D.C.: 175

Lifespan: 5 years.

Armaments:

1 forearm-mounted Z23 Energy

Carbines / SMG: Mounted on either forearm this weapon is the same as the Z23 hand carried Z23 carbines.

Effectively unlimited payload.

1 forearm-mounted "Battle-Blade": One of NORADs latest innovations in personal H-t-H combat, the Battle-blade allows for the wearer to perform silent, precision strikes without giving up his tactical position. Battle-Blades are grown out of material similar to the hides of the Bugs. Damage: 3D6 +P.S. damage bonus (if any). Note: Against the Bugs the targets A.R. is ignored by the Battle-Blade. Against non-Bug targets the A.R. rules work as normal. If introduced into settings where beings other than the Bugs possess a "Natural" A.R. this weapon will ignore their A.R. as well.

Other Features:

Enhanced Reflexes and Dexterity: +3 to initiative, +2 to strike, +3 parry, +1 attack per melee round, +1 autododge (can dodge without it counting as a melee action).

Enhanced Strength: +8 to wearer's P.S.

(Equal to Extra-Ordinary PS).

"Soft Touch" Boot System: Specially made padded soles allow for the wearer's feet to have a "Soft Touch" when they step. In effect this system adds to the wearer's prowl skill. +20% to prowl (if the prowl skill is not known the prowl % will be equal to the wearer's P.P. score).

"Ghost" System: This is system based off of the Assassin Bug's chameleon ability. By absorbing and reflecting specific light wave frequencies, the wearer of the Ghost Walker is able to hide himself in plain sight, in forested regions and even urban settings just like the Assassin Bug. At this time the "Ghost" System needs the power / life source of the larger battlesuit to operate. NORAD is currently experimenting with making a Ghost System that does not require being attached to a Battle Suit. Bonuses: Identical to the Assassin Bug's chameleon ability located on page: 64 of the Systems Failure Main Book.

### NORAD Battlesuit Infantry O.C.C.

By Mike Taylor

The first Organitech Infantrymen were fielded in 2007, taking part in the Bug counterstrikes in California the next year. These men and women are a welcome addition to the Great American Bug Hunt. Short of a Splicer or a NORAD Psychic, few others are capable of taking on a Bug up close and personal like the Battlesuit Infantry. Deployed in squads or even platoons, they can be absolutely devastating to the Bugs and most anything else NORAD decides to direct them at. If there is any real drawback to them, it's that there simply aren't enough Battlesuits to equip more such soldiers, with the demand far outstripping the supply.

NORAD Battlesuit Infantry O.C.C.

Alignment: Any, but usually good or selfish. Rarely evil, and even then largely aberrant. Miscreant and diabolic are almost unheard of.

Attribute Requirements: I.Q. 9 or better, P.S., P.E., and P.P. 12 or better.

Base S.D.C.: 40

O.C.C. Abilities & Bonuses:

1. Battlesuit Combat Training: Though the design of NORAD Battlesuits is such that most anyone can readily use one with minimal training, the Battlesuit Infantry have learned to make the most of them through intensive and specialized training. Thus, they get the following combat bonuses while wearing a battlesuit.

+1 attack per melee, +2 to strike in hand-to-hand combat, and +1 to strike with battlesuit-mounted energy weapons.

These bonuses ARE cumulative with the Battlesuit's own combat bonuses.

2. Other Combat Bonuses: +1 to roll with punch/ fall/ impact.

O.C.C. Skills: Military Basic Program (+20%), Espionage Program (+10%), and Modern Weapons Program

O.C.C. Related Skills: Select a total of four skills from the following categories.

Communications: Any (+5%)

Domestic: Cooking only

Electrical: Basic Electronics only

Espionage: Any (+5%)

Mechanical: Basic & Automotive only

Military: Any (+10%)

Medical: First Aid or Paramedic only (Paramedic counts as two skills)

Physical: Any, but HTH: Expert counts as two skills and HTH: Martial Arts (or HTH: Assassin, if evil) counts as three skill selections).

Pilot, Basic: Any (+5%)

Pilot, Advanced: Tanks & APCs only

Pilot Related: Any

Rogue: Any, except Seduction and Computer Hacking

Science: Computer Operations and Basic Math only

Technical: Any

Wilderness: Any

W.P. Ancient: Any

W.P. Modern: Any

Secondary Skills: None to start with, but the character may select one at levels 2, 4, 8, and 12.

Standard Equipment: All Battlesuit Infantry are issued some kind of Organitech Battlesuit (01-70% Grunt Tuxedo, 71-95% Bug Thumper, 96-00% Hoosier Daddy). Battlesuit Infantry issued a Grunt Tuxedo are also issued a separate Z41 Energy Assault Rifle and either a Z9 or Z10 Energy Pistol.

Regardless of the suit issued, they are also equipped with 1D4 "Bug Juice" Grenades or 1D4 B6 Bug Bombs. Most will also carry a conventional sidearm with 100 rounds of ammo as a backup.

Noncombat Organitech gear will include a breath mask, two-way radio, and flashlight, with an extra set of batteries for both the radio and the flashlight.

Other gear will include a pocket mirror, compass, first aid kit, entrenching tool, combat knife, 1 quart canteen, water purifier tablets, mess kit, 2 weeks field rations, backpack, combat harness, bedroll, two sets of BDUs, rain poncho, two-man tent, box of weatherproof matches, dozen eight-hour candles.

Money: NORAD takes care of most of your needs, so you usually have very little in the way of personal wealth (\$2D4x10). However, those in extended field operations with NORAD allies start with \$1D4x100 in precious metals or tradeable goods.

The Upside: You are one of the few who stands a chance of beating a Bug in a one-on-one fight. You are proficient with the latest in NORAD Organitech weapons and know how to get the most

out of your Battlesuit when you need it. Against more human foes, you are often an unstoppable, unyielding juggernaut. Many Splatterpunk thugs simply break and run when they have to face down even one of you.

The Downside: Many of you develop a sort of “Superman” complex, especially when assigned to the bigger Battlesuits. This often leads you to take needless risks which can sometimes endanger yourself and your comrades. You sometimes forget that outside of your Battlesuit, you are just as mortal as the next guy. Another downside is that others

covet the power of your Battlesuit. There is nothing more shameful to you than to have your armor stolen from you. You must never allow it to happen. If it does, you’d better do your damndest to get it back or die trying.

Experience Point Chart for Battlesuit Infantry: Use the same table as the NORAD Psychic O.C.C. (p.p. 98 of Systems Failure).

### **Rossum-class Heavy Organitech Combat Walker**

Height: 36 feet to top of head. 45 feet to top of radiator fin.

Weight: 30 tons

Speed: 65 miles per hour

Range: Conditionally unlimited. Must rest 8 hours for every 16 hours of activity.

A.R.: 17

S.D.C. by Location:

Main Body\*: 850

Arms (2): 325

Legs (2): 425

Head\*\*: 100

Dorsal Radiator Fin: 350

Secondary Dorsal Radiator Fins (4): 75

\*Reducing the main body to zero will kill the O.C.W.

\*\* The head is a small target to hit. -3 to strike. Destroying the head will incur a -5 penalty to all combat rolls, but the Rossum has other senses to fall back on. Pilot Compartment Armor: A.R. 14, S.D.C.: 160

Armaments:

1. Two Duke Support Cannons: One on each forearm.

2. Two Schwarzie Light Energy Cannons: Two mounted on the torso.

3. One Stallone Assault Rifle: Right Forearm blaster.

4. Clawed Hands: Damage: 1D4x10 +40 SDC

Other Features:

Enhanced Reflexes and Dexterity: +2 to initiative, +2 attacks per melee, +1 to strike in hand-to-hand combat, +2 to strike with ranged weapons, +2 to parry, +2 to dodge, +1 to autododge (can dodge without it counting as a melee action).

Autonomous Defense Mode: Engages if pilot is incapacitated while inside the mecha. Double all attacks and bonuses except P.S. However, the O.C.W.'s instinct is to protect its pilot and fight to escape.

Blaze Out Mode: More on this later.

Wink

Strength: P.S. 40

Jump Vents: Enables the O.C.W. to take jet-assisted leaps 100 feet in any direction.

Regeneration: An OCW can regenerate 10% of its S.D.C. per 24 hour period on its own and 20% per 24 hours at a properly equipped NORAD maintenance facility.

## **9. Vehicles**

By Mike Taylor

### **M-60A3 Main Battle Tank**

The first M-60s rolled off the assembly

lines at the Detroit Tank Arsenal in the late 1950's. Since that time, the tank has gone through four variations. At least 7,407 were still in use in 2000. Though the U.S. was the first nation to field the M-60, the number currently on active duty was about 200 (possibly less). The M-60 has been superseded by such tanks as the M-1 Abrams series, but there are enough in service that these tanks will still be serving in front-line roles well into the 21st Century.

Below are stats for a "standard" M-60A3 tank without armor enhancements.

Country: U.S.A.

Crew: 4 (driver, commander, gunner, and loader)

Weight: 48,987 kg (107,900 lbs)

Length: (with gun forward) 9.4m (30ft 11in)

Width: 3.63m (11ft 11in)

Height: 3.27m (10ft 9in)

Maximum Speed: 48 km/h (30 mph)

Maximum Range: 480 km (300 miles)

Weapons & Damage:

1) M68 105mm Rifled Gun

This is the American version of the British L7 105mm Rifled Gun.

Damage: HE 1D6 x 100 or HEAT 2D4 x 100

Ammo: 60 rounds (manually loaded, takes two actions)

2) M73 7.62mm Machine Gun

This gun is mounted coaxially with the main gun.

Damage: 6D6

Ammo: 900 rounds

3) M85 12.7mm Anti-aircraft Gun

This gun is mounted in a cupola (mini-turret) on top of the main turret and fired by the tank commander.

Damage: 1D6 x 10 + 6

Ammo: 5,950 rounds

Structural Damage Capacity (S.D.C.): 1150

Nations Using this Vehicle (as of 2000):

Austria (168); Bahrain (180); Bosnia (45); Brazil (91); Egypt (1,459); Greece (669); Iran (approx. 150); Israel (1,350); Jordan (268); Morocco (300); Oman (79); Portugal (100); Saudi Arabia (460); Singapore (number not known); Spain (310); Sudan (20); Taiwan (300); Thailand (178); Tunisia (84); Turkey (932); USA (200); and Yemen (64)

Note: These statistics are based on information from The Illustrated Directory of Tanks of the World published by Salamander Press as well as game stats from The Compendium of Contemporary Weapons written by Maryann Siembieda and published by Palladium Books.

Last edited: Jan 24, 2010

Proud member of the Dixiepack!

Flamewolf of the Wolfpack!

Laugh Points: Digital Archon-- 1, Agrias

oaks-- 1, Deep One-- 1, Ultimate

Chicken-- 1, NotExactlyHuman --1 Save

the World Points: Impeccable Simon-- 1

Awesome Points: zensniper-- 1 Brilliant

Points: CrimsonDevil42-- 1.5 "Hope is a very good emotion" Points:

CrimsonDevil42-- 1

Good night, Gracie Points:

Ratrap2474--1 "Cock"pit Point:

ShadowDragon8685--1 "Damn you, people who buy Metal Gear Solid!"

Point: ShadowDragon8685-- 1

'Spiky Cowboy Blues' Point:

Reaganstorme-- 1 Also Sprach

Zarathrusta Point: Skyfire-- 1 "I WILL

GO ON!" Point Kavak-- 1

Quote ReplyReport

Mike Taylor

Mike Taylor

Space Pirate

Validated User

Jan 24, 2010

Add bookmark

#53

And another armored fighting vehicle

found in the old gaming files.

### **Textron Marine & Land Systems**

#### **Commando LAV-150**

Country: USA

Crew: 3 (commander, driver, gunner)

Combat Weight: 10,886 kg / 24,000 lbs

Length: 6.27m / 247 inches

Width: 2.26m / 89 inches

Height: 1.98m / 78 inches

Max Speed: 100 kph/ 62 mph, afloat: 5

kph/ 3 mph

Max Range: 800 km/ 500 miles (on-

road), 644 km/ 400 miles (off-road)

Structural Damage Capacity (S.D.C.):

550

Weapons & Damage:

1) 76mm Gun

Mounted in a turret

Damage: Frag. 4D6x10, HE 1D4x100 or

HEAT 1D6x100

Ammo: 8 rounds ready, 12 stowed  
(manually loaded, takes two actions)

2) 7.62mm Machine Gun

This gun is pivot-mounted on top of the  
main turret and can be fired by the  
commander.

Damage: 6D6

Ammo: 200 rounds ready, 2000 rounds  
stowed

3) Grenade Dischargers

Two four-shot grenade dischargers are  
mounted on either side of the main gun.

Damage: None. Typically used to  
provide moving cover with smoke  
rounds.

Ammo: Four (4) per discharger, eight (8)  
total.

Note: The troop carrier version lacks a  
turret and is armed with only a 7.62mm  
or .50 caliber machine gun. It can carry a  
total of 12 men (driver, commander, and  
ten soldiers). Please also note that the  
information regarding the 76mm turret  
version may be inaccurate with regards  
to ammo capacity. No information on

this was given in the publicity material  
so I worked from data on other Textron  
combat vehicles. Also, the photo above  
is not of the 76mm turreted version, but  
a combo turret with a machine gun and  
grenade launcher.

## **10. NORAD Flawed Organitech Weapons**

By Cain

In the effort to fight the Bugs, NORAD  
Eggheads developed the Bug Zapper, a  
form of energy weapon derived from the  
Bugs' genetic code. These marvels of  
bioengineering are hideously expensive  
to create, disturbing to use by many -  
and just may be the best chance to win  
back the planet.

However, the process was not perfected  
overnight. It took years to analyze the  
Bug DNA, and years more to grow the  
first prototypes. The weapons created  
were not what NORAD had hoped -  
extremely variable in size, weight and  
quality, so much so that some units were  
the size and weight of rocket launchers  
and barely had the range and damage of  
a .22-caliber pistol. NORAD was unable  
to recycle the units back into their raw  
materials, and so these first weapons sat  
unused and stockpiled. Recently,  
NORAD has decided to begin  
distributing these weapons to worthy  
independent Bughunters (saving the  
standard models for their regular troops).  
Note: The weapons created with this  
table have no fixed prices. If a price is  
needed, find the nearest comparable  
Zapper in the Systems Failure book and  
subtract 1D4x10% of its price.

Roll once on each of the following  
tables.

Weight:

01-10 - Super light (2-4 lbs.)  
 11-30 - Lightweight (5-8 lbs.)  
 31-60 - Not too heavy (9-12 lbs.)  
 61-80 - Heavy (13-16 lbs.)  
 81-90 - Very Heavy (17 -21 lbs.)  
 91-00 - Extremely Heavy (22-26 lbs.)

Range:

01-10 - 200 feet  
 11-25 - 400 feet  
 26-40 - 600 feet  
 41-55 - 800 feet  
 56-70 - 1000 feet  
 71-80 - 1200 feet  
 81-90 - 1400 feet  
 91-95 - 1600 feet  
 96-98 - 1800 feet  
 99-00 - 2000 feet

Damage Die:

01-40 - D4  
 41-80 - D6  
 81-95 - D8  
 95-00 - D10

Damage:

01-15 - Poor (1D)  
 16-30 - Weak (2D)  
 31-60 - Average (3D)  
 61-80 - Good (4D)  
 81-90 - Excellent (5D)  
 91-00 - Superb (6D)

Payload:

01-15 - 5 shots  
 16-25 - 7 shots  
 26-35 - 10 shots  
 36-50 - 15 shots  
 51-80 - 20 shots  
 81-90 - 25 shots  
 91-95 - 30 shots  
 96-00 - 40 shots

Reserve Payload:

01-40 - 1D4 shots  
 41-80 - 2D4 shots  
 81-90 - 2D6 shots  
 91-98 - 3D6 shots  
 99-00 - 5D6 shots

Quirks:

01-10 - reduce range by 1D4 x 100 feet

11-20 - reduce damage by one die (half damage if already 1D damage).  
 21-30 - weighs an extra 1D6 lbs.  
 31-40 - weighs 1D4 lbs. less than usual.  
 41-50 - reduce range by 1D6 x 100 feet  
 51-56 - always overheats after 3d4 consecutive shots (ROF reduced by half).  
 57-62 - problems with energy capacitor, bleeds off 1D4 x 10% of shots in payload every time the weapon charges fully.  
 63-68 - fails to fire on one specific number, roll randomly, this number is permanent. (still uses energy for the shot - and the GM keeps the number secret until the first time it happens.)  
 69-74 - never quite shoots the same twice, -2 to hit.  
 75-80 - Gun is constantly making weird noises but what causes them can not be figured out. The owner of the gun has a -25% penalty on any attempt to prowl and / or attempts to hide or otherwise be quiet.  
 81-86 - reduce damage by 1/2.  
 87-92 - add one die to damage.  
 93-97 - explodes on two consecutive rolls of 1. (damage is equal to damage times the number of shots left)  
 98-00 - slow firing, ROF reduced by 1/2.  
 Note: All penalties and bonuses are cumulative. Split the difference if results are the opposite.

## **11. Deadman's Switch**

By Cain

Long before most people began worrying about the potential Y2K problem, survivalists throughout the United States were massing supplies and making fortifications all over the country. While most were rather conventional affairs - a sturdy bunker

surrounded by a barbed wire fence, for example - a few very rich, very determined people managed to acquire deactivated Atlas-E, Atlas-F, or even whole Titan missile complexes (without the nukes, of course). These massive underground structures had been shut down since the 1970s, and a few people had been living in converted silos for nearly two decades before Y2K became a major concern. Quite often these retrofitted silos were beautifully designed and furnished and were capable of supporting a family of five for decades, even if cut off from all outside assistance.

One of these "survivalist mansions" was located near the town of Valentine, Nebraska. In 1978, James E. Mulgrew purchased an Atlas-F silo for \$65,000 and spent three years and another \$200,000 turning it into a home for his family. He believed that a nuclear exchange with the Soviet Union was imminent, and outfitted his stronghold with the best equipment - radiation sensors, security systems, supplies to last sixty years, and an arsenal capable of taking out a force of thousands. Unfortunately the foreseen war never happened, and the outstanding loans that Mulgrew had taken out to create his mansion were called in by the banks, leaving him bankrupt and the banks with a structure that they had no idea what to do with. Completely stripping the place would hardly be worth the money, and moving the supplies would take thousands of man-hours that would have to be paid for. In the end the weapons were removed but everything else was left in place as the banks hoped that someone would eventually come along and take the place off their hands.

In the summer of 1994, the banks got a welcome visit from a group of six investors who wished to purchase the facility. The banks took their offer and handed over the keys to the six men who made up the OSA Investment Group (Geoffrey Caldecott, Jim Curtiss, Byron Hailey, Mike Russert, Tim Landry and Cooper Wheeler), leaving them with an almost fully-equipped shelter for the end of the world. However, ten years had taken their toll on the structure; some of the food had spoiled or was broken into by rodents, the bottom two levels in the silo were underwater from a crack in the foundation that had allowed water in from the well, and either dust or slimy mold covered everything. With a lot of work and almost another hundred thousand dollars, though, the silo was repaired and refurbished by the fall of 1996. Most of the supplies and foodstuffs were salvageable, and the investors also added an extensive machine shop, a huge power generator, massive fuel tanks and a central elevator that made transporting materials into the silo far easier than bringing individual boxes down the stairs. Until repairs were complete, the six men lived in an old church that had been built in the 1940s and had never been removed, even when the silo was installed.

By 1999, life for the investors and their families had settled into a regular pattern - check on the outside world to see if the end had actually come, perform routine maintenance of the silo, and keep on purchasing supplies (just to be on the safe side). The seven children attended classes that Mrs. Hailey taught, there were dinner parties and social functions, and life had some semblance of normalcy...

...until December 31, 1999.

When New Zealand went down, Caldecott (who was regarded as the group's leader by most) ordered the silo closed and sealed, knowing that this was the moment they had prepared for all this time. From their secure location, the nineteen people watched as the world broke down, first on television and, when the electrical grids shut down, from radio reports and CB conversations. For the first year, everything went on much as it had... for the most part. Occasionally the "Bunker Lords", as they had come to be called by their neighbors, ventured out to nearby towns for fresh food and information, which was growing ever more sketchy and contradictory. Because of the area's isolation and preparation by most of the local populace, life had changed little for most of them, but their worry grew as the silence from distant relatives, friends, larger cities and the government persisted. Occasionally a drifter would bring news of some far-off place... but very little of it was good, and soon groups began leaving to try and find out news for themselves. Very few ever returned. After the harsh winter of 2000-2001, when almost a thousand people in Valentine alone froze to death or succumbed to disease, a deal was struck by several towns with the Bunker Lords: if people from the towns ever got into trouble or needed supplies, they could come to the Bunker for assistance. As time passed and the next winter approached, people began hauling mobile homes and RVs to the Bunker to live, feeling safer being so close to fortification.

By 2003, Bunkertown (as the new residents took to calling it) had become a reality, very similar to the way it is now.

Groups of people began to haul back semi trailers and used them like giant bricks, filling them with dirt, rocks and debris and making a 35-foot high wall out of them that encircled the trailers and could withstand shots from a tank gun. The few hundred occupants led stable, relatively safe lives until that winter, when the Triplicate Plague swept across North America and effectively wiped out all communities within a hundred miles that didn't completely cut themselves off. As the disease ravaged the people outside the Wall, those living behind it were faced with keeping themselves alive at all costs. Until the summer of 2005, Bunkertown allowed nobody to enter; guards were authorized to shoot on sight if anyone tried to scale the outer fence, and hundreds were mowed down by machine gun fire to keep them from storming the walls. Every few weeks expeditions would be sent out to scavenge for heavy weapons at military bases and National Guard armories that had not been picked clean already, or for building materials and fuel or other resources not likely to be produced again anytime soon. By this time, Bunkertown had been given a new name by the few local survivors of the Triplicate Plague: Deadman's Switch.

By the fall of 2006, Deadman's Switch (or just "the Switch") had amassed enough supplies from scavenging to become known as the largest trading center within three hundred miles. With a fleet of eight semi trucks and dozens of smaller vehicles, the Switch could appropriate massive quantities of supplies in days, stripping whole towns for their raw materials. Since then the Switch has grown more and more famous, and is easily the best known trading post in northern Flatland and



southern Dakota regions. Almost anything (weapons, good parts, food, fuel and drinking alcohol, even prostitutes and illicit drugs) can be had for a price in the Marketplace, and a makeshift shantytown has sprung up outside the main town gate where Freebooters, Grease Monkeys, and con men can ply their trades without provoking an armed response from the Blackshirts (the town guard).

### **Geography -**

Deadman's Switch is located in the Sandhills region of old Nebraska, about ten miles west of the ruins of Valentine. Nearby is the Niobrara River, which is often used by River Rats or other travellers who prefer to avoid encounters with Bugs or Warlords on the deteriorating highways of America. Much of the area is rolling, sandy hills covered in prairie grass and scrub brush, occasionally crossed by barbed wire fences (although salvage patrols have removed much of this). Nearby is a former state park filled with dense trees, brush and steep valleys and canyons; this place is often used by Bughunters or criminals to hide when on the run. Rumors persist of a fortified bunker hidden deep within the valleys, but no proof exists of the place. Cattle can be found in small groups throughout the area, remnants of the large pre-Meltdown herds that dominated the region (although by now most have been rounded up for slaughter). Other fauna includes deer, coyote, the occasional elk, pheasant, geese, and even the odd bison can be seen, although most wildlife tends to avoid the Switch.

### **Government -**

The Switch operates on a sort of de facto monarchy - the six Bunker Lords

effectively lay down the law and policies of the entire town and operate the salvage patrols and Blackshirts (the town guardsmen). The residents have few rights, but few complain because their standard of living is higher than most post-Meltdown communities. The residents are allowed to petition the Bunker Lords for changes they would like to see, and if approved, everyone works together to make the changes a reality. If any one Bunker Lord could be singled out as a leader, it would be Geoffrey Caldecott, a one of the six initial investors and the man who provided a third of the money himself. Caldecott tends to push the other Bunker Lords into doing what he wants, but nobody minds because he has the town's best interests at heart.

Order is maintained by the Blackshirts, a standing force of eighty men and women who constantly patrol the Wall and around the town to make sure no laws are being violated and no trouble is happening. The law in Deadman's Switch is simple: anything that hurts the community is not tolerated (including, but not limited to, murder, rape, theft and property damage), and any infraction is met with force. Blackshirts are authorized to shoot thieves and murderers on sight if caught in the act, and will detain anyone suspected or accused of a crime until satisfied of their guilt or innocence; property damage from acts of self-defense are not considered to be crimes. If found guilty, the offender is stripped of all possessions (right down to his or her birthday suit) and then dumped off by a Blackshirt patrol anywhere from ten to twenty miles away from the town and left to fend for themselves. If they return to the town, the Blackshirts can shoot on sight.

This policy - and the fact that most residents realize that working together increases all their chances for survival - keeps the crime rate very low.

### **Day-to-Day Life -**

Everyone who lives behind the Wall has to earn their keep, even small children. The most common jobs are working on salvage patrols, town maintenance, Blackshirt duty or sorting through and cleaning up the salvaged items. Salvage patrols (also called "hyena patrols") are always coming and going in the semi trucks that the town keeps running, hauling semi trailers full of material back from all across the region. The cargo can range from food to fuel to clothing and anything in between... so long as it can be used directly by the town or sold to those passing through. A typical salvage run lasts from six to ten days, and is composed of two semi trucks and six or seven smaller vehicles, with sixty people total going on the runs. As this duty is the most hazardous, salvagers often get first choice of what is found... after the Bunker Lords, of course.

Town maintenance is comprised mostly of fixing leaky roofs, holes in the fences and razor wire, and keeping the few mechanical and electrical devices used functioning smoothly. Maintenance workers can be found day or night doing some task or other, as their work never seems to be done.

Blackshirt duty is reserved for the toughest (and meanest) of the town's residents, as they are the people charged with defending the town against Bug attacks and Warlord hostility. Few have had any sort of formal training (only one in eight or nine, probably National

Guard), but all are committed to the defense of the Switch. Blackshirts are given an automatic rifle (usually an AK-47, M-16 or OSA-10 with three spare magazines) and patrol all fences and the Wall on a constant basis, watching for any sign of trouble. The Blackshirts are commanded by Byron Hailey, one of the Bunker Lords.

Cleanup duty is reserved for the most trustworthy residents of the town, as anything can be found in the semi trailers that salvage patrols bring back. All items must be cleaned, catalogued and then distributed to either the town store or one of the shops in the Marketplace, and it would be very easy for one to walk off with some item that could make his life very comfortable. Those who are caught stealing are treated as convicted criminals and banished from the Switch.

### **Goods and Services -**

Deadman's Switch is a center for trade in the northern Flatland and southern Dakota regions, with traders coming from as far as the League of Free Cities on a regular basis (usually once every two months). This makes it a prime target for roving Warlords and the occasional Bug patrol, but also a haven for adventurers looking for supplies, a hot meal and a bed to sleep in for a night. Outside the town gate a makeshift marketplace has sprung up, with almost anything you could want being bought, sold and traded for twenty-four hours a day (usually at 150% to 300% of market value). The only rule here is caveat emptor - let the buyer beware. A lot of shady deals go on for merchandise and services of questionable origin ("Yeah, that blood on the seat should come right off."), but nobody here asks questions if

they know what's good for them. Even weapons and ammunition are traded for (but at 300% to 450% above market value for the average rifle, more for military weapons or explosives). While trade is unimpeded by the Switch, Blackshirts are always watching in case a fight breaks out (which is always put down with lethal force, so very few regular visitors start trouble). Several makeshift businesses have sprung up as well, mostly saloons and whorehouses (if you don't mind an audience) and one chowhouse (just don't ask where the meat came from if you want to keep your appetite).

Within the town walls, the Marketplace is a very active trading center where salvaged items are sold or traded at reasonable rates. Reputable Freebooters are allowed within for brief periods (a day or two) to sell their stuff at controlled rates (usually about 10% to 30% above post-Meltdown values). Most common items are available here, and even some weapons and regular ammunition (but no military weapons or explosives). There is a medical clinic operated by two nurses, and a Sawbones usually comes around every six weeks or so. The nurses can set broken bones, tend to gunshot wounds, treat lacerations and burns, and even perform minor surgery, although major operations are beyond their abilities. There is a food bank where canned items and even a few fresh vegetables are available, a parts shop where machine and automotive components can be purchased, and several booths where local artisans sell metalwork, clothing, shoes, baskets, and other items. The Marketplace is also where those awaiting entrance to the rest of the town must wait for approval; one trailer serves

as a makeshift barracks / hotel for those who can afford the \$100 per night fee (payable in coin or trade, and includes one meal).

The most notorious building in the Marketplace is the Roach Motel, the only bar and gambling house in the Switch. Run by Billy Gaines, the Motel serves beer (bottled, canned or home brewed for the brave) and hard liquor (usually moonshine from the still in back, but sometimes real whiskey or tequila) for high prices. The place is always open, always warm, and always active; the fights are few, the drinks aren't watered, and there are always two or three card games going on that are open to new victims (I mean players, of course). The Blackshirts keep an especially close eye on the Motel to make sure no trouble starts there.

Most importantly, there is one shop that sells the town's most important commodity - alcohol fuel. With a huge still in the silo, the Bunker Lords can produce thousands of gallons of usable fuel in a week's time from fermenting the brush and grass found all around the town. Much of the fuel is used by the salvage patrols, but a fair portion is sold to adventurers for \$25 per gallon. Alcohol fuel can only be used in specially modified vehicles (roll Automotive Mechanics at -20%; conversion takes 2D4 hours on a successful roll) and is lethal to drink. Since alcohol burns cooler than regular fuels, it takes more of it to achieve a vehicle's regular performance - to go normal speeds, range is cut to 1/3 of normal, and to get full range the vehicle's speed is limited to 1/3 of maximum. It takes 1D4 hours to convert

the vehicle from one mode to the other with a successful Auto Mechanics roll.

### **Deadman's Switch: Map Key**

1 - Outer Fence - a chain-link fence topped by coils of razor wire across its entire length. Trying to scale the fence without cutting the wire will result in 1D6 damage, and the character will become entangled for 1D4 melee rounds unless he or she tears away from the fence (rather loudly). Anyone with a wire cutter can get right through.

2 - No Man's Land - between the fence and the wall, dozens of antipersonnel mines have been scattered for those who make it over without being detected. There is a 1 - 40% chance for every 5 feet of hitting a mine, inflicting 2D4x10 to a 10-foot radius.

3 - The Wall - made up of almost a hundred semi trailers, the Wall is a very substantial structure. Stacked two high and then filled with dirt, rocks and concrete, the trailers each have about 1000 S.D.C. and a natural Armor rating of 20 (anyone behind them is safe from anything less than full-power tank rounds). On top of the Wall tires of various sizes have been stacked with coils of razor wire on top of them, providing cover for the patrols that man the top of the wall day and night (120 S.D.C. per 5-foot section, A.R. 14).

4 - Main Gate - much the same as the Outer Fence (1), only able to swing inward to allow people and vehicles to enter. Always manned by at least 4 men with M-16 or AK-47 rifles (first to fourth level, average guys with minimal training) with access to a siren if trouble arises.

5 - The Marketplace - a fenced-in area where, once every six to ten days, the town allows outsiders in to buy, sell and trade anything of value. This is also the

place where those awaiting approval to enter the rest of the town must wait. For those trading, prices are generally 10% to 30% above post-Meltdown list prices (see Systems Failure RPG, page 130), and most items short of heavy weapons and explosives are available for a price. 6 - Inner Fence - much like the Outer Fence (1) but always patrolled (only a 5% chance of breaking inside the town this way).

7 - Inner Gate - like the rest of the fence, but can swing inward to allow access to the rest of the town. Only able to be opened by the four guards manning the post next to it on authority from the Council.

8 - Registration Building - a wooden structure (150 S.D.C. per 10 square feet, A.R. 12) that everyone entering the town is required to check in with, usually under armed guard. Once inside, each person must submit to a full body search, have all their possessions inspected and catalogued, and all firearms and other weapons are confiscated while they are guests of the town... for 'the safety of the community'. Those applying for permanent residence are allowed to keep their weaponry.

9 - Town Hall / Church - one of two structures standing when the town was founded. Easily sixty years old, the building is made of brick (200 S.D.C. per 10 square feet, A.R. 15) and is one of the few buildings with a basement. The church serves as a town hall where anyone is welcome for a meal or a place to sleep until they can find more permanent housing elsewhere within the town's walls. The church is also the home of the town priest and the site of a weekly town meeting where residents can voice their views on various issues.

10 - Radio Transmitter / Receiver - an 80-foot tall tower (400 S.D.C.) capable

of transmitting FM, AM, and shortwave radio signals, along with CB signals. Powered by a large generator, the station is usually shut down for fear of attracting a Bug patrol and only transmits every month or so to let neighbors know that the town is still there, or when an emergency arises. Any resident can send a brief message for a small fee.

11 - Supply Building ("The Store") - a large structure (150 S.D.C. per 10 square feet, A.R. 12) where residents can pick up basic foodstuffs and supplies and can barter for more exotic items. Much like a combination grocery store / hardware store / clothing outlet, much of the material gathered by the town's search parties ends up here.

12 - Supply Sheds - semi trailers (400 S.D.C., A.R. 10) with the wheels removed, the supply sheds store items unable to be contained in the supply building. The fence here is patrolled constantly, preventing any theft (only a 1-5% chance of getting in undetected).

13 - Motor Pool - a collection of semi trailers filled with automotive parts and repair equipment. This is the place where people with vehicles can get them repaired and find parts to fix them themselves. Unfortunately, it is almost impossible for outsiders to get permission to bring vehicles inside the town.

14 - Residential Area - this is a collection of mobile homes, recreational vehicles and converted semi trailers (average of 150 S.D.C., A.R. 10) where single males are housed barracks-style, usually with 12 to 15 living in each dwelling. However, there are only about 5 or 6 staying there at any one time, as the rest are out on salvage duty or patrolling the walls.

15 - Residential Area - these five trailers house the few single women who live in Deadman's Switch, with six to eight living per trailer.

16 - Residential Area - all of the trailers on the western side of town house families. Usually there are two or three families per dwelling, for a total of six to ten people.

17 - Compound Gate - there are only two ways into the Compound, where the Council watches over the rest of the town. These gates are the same as the Inner Gate (7), and both are manned by four to six guards with M-16s or AK-47s.

18 - Compound Storage - the building where all the material brought back by the salvage patrols ends up. Here it is sorted and cleaned, and those items suitable for distribution to the town are separated and put into the storage sheds (12). The rest - heavy weapons, explosives, military items, etc. - are moved to the Bunker for use by town defenders.

19 - Semi Trailers - these trailers are used by salvage patrols to bring back their booty. At any given time, 60% are full and waiting to be sorted. These trailers have been fitted with plate steel armor and puncture-proof tires (500 S.D.C., A.R. 16) to protect their cargo. The semi trucks are also stored in this area, but are usually on the road.

20 - Fuel Tanks - these five tanker trailers now house the fuel supply for all Deadman's Switch vehicles. Two are for diesel fuel, one for gasoline, one is for fuel alcohol and one for kerosene to heat the residential dwellings. The tanks are guarded at all times by four to six men with M-16 or AK-47 rifles.

21 - The Bunker - the seat of power for the Council, and the most armored place in town. Several levels deep and capable

of housing 150 people comfortably for three years, the Bunker is also home to the most precious of the cargoes that salvage patrols bring back - high explosives, military weapons, precious gems and metals, and even military vehicles. None of the residents and few militia members are allowed inside at any time.

## **12. Organizations**

### **The Midwest Crop Dusters and Barnstormers Association**

By Rodney Stott

Additional Text and Material by Shawn Merrow

A Radio Free America Interview...

\*skrik\*

RFA brings you a recorded interview with the Members of the Midwest Crop Dusters and Barnstormers Association."

"With us today is Captain Josh Pendleton the Chairman of the Midwest Crop Dusters and Barnstormers Association."

"Hi America, and the World"

"Can you tell me, how many members in your group?"

"Sure Chuck, we have 20 full time members, and 30 associates, but I cannot give out their names you know for security reasons."

"Sure Captain, now can you tell me how you remain bug proof, especially after your raids on Bug Towns?"

"Chuck, we remain bug proof, for one pure and simple reason, no electronics, our craft, fixed wing, and rotor have no real need of electronics and fancy gadgets, everything was done with grease and wire, it was only the FAA that required electronic instruments, and when we heard about the bugs, we

decided to get rid of the electronics and stuff the FAA."

"Tell me then Captain, what do you do for the people of Free America?"

"Well someone still has to spray insecticide on the fields that are not taken over by the bugs, plus we hire ourselves out for fuel and bug juice, and boy does that bug juice work when sprayed on a bug town."

"Are you afraid Bug Juice might be Dangerous?"

"To the bugs, it is dangerous, and that I like, and to it being dangerous to us, well, I don't even consider Bug Juice to be in the same league as that Agent Orange stuff the government sprayed on us while I was in country, and sure bug juice might give me and my pals cancer in 20 years time, but still better cancer then, than a grub in the head now."

"What do you think was your most famous mission to date?"

"Why Chuck, that must be when we signed on with the Wyoming Free Irregulars, and dusted Springfield Missouri with Bug Juice, all our dusters flying wing tip to wing tip across the city, dropping bug juice everywhere, then the Wyoming Free Irregulars come charging in, and rescued all those prisoners."

"Any last words captain?"

"Sure Chuck, I'd like to thank you lot at RFA for this interview, and to say to everyone to keep up the Great American Bug Hunt, the only good bug is a dead bug! plus remember the Midwest Crop Dusters and Barnstormers Association is available for hire, you supply the fuel, food, booze and juice, and we'll do the rest!"

\*skirk\*

Authors Note:

This was originally written back in August 1999 shortly after Systems

Failure was released, this is the reason why the Flyboy OCC was not used for any of the characters (Bill didn't release that OCC until the October edition of the Rifter), but still the lack of the Flyboy did not cause any problems and gave the survivalist pilots their own unique flavour.

For this release I just tidied up the hopper tank size, but everything else was good and relatively neat, so here it is...

### The Association

The Midwest Crop Dusters and Barnstormers Association (MWCDBA) is a group of pilots who flew crop dusting jobs and at small regional air shows, and managed to stay together during the melt down, flying crop dusters, and small aerobatics aircraft. Their planes were 90% bug proof, and it didn't take them long to bug proof the rest of their fleet.

They operate out of small airfields, and even home made strips and country roads, making them more mobile than many of the other militia groups in the area and some of the other air militia groups who operate older war birds and other aircraft.

To get around the fuel shortage, many of their crop dusters run on alcohol, so many in the group have their own still, producing both fuel, and booze to drink and sell.

They are incapable of Brewing Bug Juice, and routinely hire themselves out to the League of Free Cities, and anyone who can fill up their tanks with Bug Juice.

When not needed to dust bugs, they will happily dust fields with normal insecticides, and pesticides.

### Striker Field

Striker Field is the current home to the Association, and most members can be found there when not out on a job. The field is located in the Western part of Flatland near the bunker town of Hill City and is only a rough airfield cut in the middle of a wheat field next to a small farm complex.

The original farm house is still inhabited by the owner of the Farm and his family, but he is glad the Association and its forces are willing to help him out defend his place and fight the Bugs. The rest of Striker Field consists of the hanger which was the barn. One silo has been modified to act as armoury, bunkhouse, and bug juice store, while the other two silos are still used for grain.

Two bunker buildings make up the northern and eastern of the courtyard wall, with the entrances all facing into the courtyard. A couple of towers within the barb wire barrier look over the wheat fields. The Courtyards southern wall is open, and abuts the air strip. Those planes not being worked on in the hanger are stored in the courtyard and are ready to fly with 5 minutes warning. Outside the barbed wire, the wheat has been cleared for 40 feet providing a free fire zone. If the compound comes under serious attack, the fields can be ignited using incendiary devices already placed in the fields to burn those within the fields.

The Operation Bunker "Ops", is the heart of the complex. Here they have survey maps of the entire flatland region, one wall has a map painted on it, marked with notes of the area vital to the pilots such as hazardous terrain, bugs, no fly zones etc. It is here that operations are planned. Their radio is hooked up to a exercise bike fitted with a dynamo for power. A rechargeable lead acid battery

is also provided, and it can also be recharged from the pedal generator. The Ops building also contains Doc's Surgery and the main armoury.

#### Other Bases

The Association has several other air fields prepared and ready to move into in case they have to evacuate Striker Field. These alternate bases are checked on a regular cycle to ensure that they will be ready when time comes. The association also tends to use isolate facilities for face to face meetings to keep the location of Striker field more secure.

Additionally each pilot has one or two bolt holes ready to escape to that are known to them alone. Each bolt hole contains a drum of fuel, spare guns and ammunition.

#### Aircraft:

They operate a fleet of 10 fixed wing Crop Dusters, and carry enough parts in light trucks to build 2 more (though they are using them as spare parts). They have no rotary wing dusters, their last going down over Springfield MI, with the pilot being rescued by the Wyoming Free Irregulars. Additionally they operate 3 Stunt planes which serve as escort craft. All their fixed wing crop dusting aircraft are two seaters designed for a pilot and a observer/rear gunner, while the stunt planes are single seaters with improvised weapons.

The crop dusters are fitted with spray hoppers holding around 500-1000 liters of liquid and the equivalent volume in dry materials.

Their Aircraft have the same stats as Single Engine aircraft found in the Systems Failure rule book.

The Crop Duster is a versatile aircraft designed for low speed and low altitude

flight while carrying a heavy payload. The majority of aircraft are capable of operating from unimproved airfields and roads as well as from larger commercial airports.

Each aircraft carries a hopper varying in size from 500 liters (132 gallons), to 2000 liters (528 gallons) and is capable of storing liquids or dry material.

Hoppers on Helicopters range from 100 liters (26.5 gallons) to 500 liters (132 gallons) in capacity, and the lighter hoppers can even be fitted to ultra light aircraft for aerial spraying.

These plans also tend to have a wide wingspan, with spray nozzles and spreaders mounted under the wing. 50ft (15m) wingspans are common for the Crop Dusting Aircraft.

They are normally used in spraying pesticides, fertilizers, and even aerial seed spreading flying at low altitude and between 100 and 150 mph when spraying fields.

Note: Crop Dusters and radar: Most crop dusting is done at very low level, and all pilots are trained in low level flying which is below most radar coverage.

#### Aerial Spraying of Bug Juice

One of the most effective means of spreading Bug Juice is through Aerial spraying. A Crop Duster can spread lethal quantities of Bug Juice over a substantial area. The drawback is that it cannot be targeted precisely to get the most efficient use of Bug Juice (a lot of wastage would occur), and therefore is most effective against bug concentrations such as bug towns and groups.

Based on a 1000 Liter (264 Gallon) standard Hopper Size, the Following damage and Spray length is possible.



Please adjust the spray length based on the hopper size currently fitted.  
 The Path is 50 feet (15m) wide.  
 Full Spray 320m (1060 ft)  
 (1D6x10/5D6/2D6)  
 Economy Spray 640m (2120 ft)  
 (5D6/2D6/1D4)  
 Light Spray 960m (3180 ft) (3D6/1D6/1)  
 Dusting 1280m (4240 ft) (1)  
 The damage is inflicted to all bugs below the aircraft and in the open. Those bugs under cover, and downwind 10 feet (3m) of the spray will take damage from spray drift (1/2 damage).  
 The actual spray setting is set before takeoff and is based on reported bug infestation densities.  
 The Dusting Setting will only do very light damage, and will irritate bugs who are under cover or downwind which get affected by the spray drift.  
 Spraying Bugs requires a normal strike roll at +3 to strike, the bugs can attempt to dodge, and if successful will only take ½ damage from the spray drift, those who fail to dodge will receive a full blast from the spray.  
 If used in targeted passes, 20m (67 ft) of spray is used per attack.  
 A Full pass with the Spray even on Dusting, will take 2 melee rounds, and flight must be level, no evasive actions can be performed for a even spraying.

Notable Members of the MWCDBA  
 Duster (survivalist Level 6) - The leader of the group, a Vietnam vet, and crop duster pilot. He would normally be retired, but as long he can fly he will fight the bugs. (see stats below)

Doc (Sawbones Level 7)- A 70 yr Old Sawbones, Duster met him back in Vietnam in the POW camp and they remained friends when they came back after the war. He is just as likely to break

your arm if you get him mad, as he is to heal you (of course if he breaks your arm he will set it).

Charlie (Grease Monkey Level 5)- Another vet, and the associations Grease Monkey. He has been working on cropdusters and trucks for years, and sees what he does as just one way to "git rid of 'em bugs"

Angel (Survivalist Level 4)- A tough SOB, and she admits it. A Survivalist from way back and Docs granddaughter. A gal who loves her M-60.

Michael Blackman (Freebooter Level 5)- The bugs may be around but the necessities of life still cost money or in these times good trading skills. Michael is quick on his feet and even faster with his mouth. If the MWCDBA needs it he will find it. If they need something to trade for it he will find that to.

Kim "Straight Jacket" Ho (Wacko Level 6)- A medically retired Gulf War fighter pilot. He was shot down during the war and tortured by the Iraqi's for several weeks before being rescued by special forces. He later recovered enough to return to flight duties and was flying Air Force 2 to San Francisco when he suffered a flashback to the Gulf War. His aerobatics in Air Force 2 injured the Vice President, and 20 reporters, and made national headlines when he flew Air Force 2 under the Golden Gate Bridge. (see stats below)

Chris Martin (Exterminator Level 5)- Chris was career Marine before the bugs showed. His unit was heavily involved in the early fighting. They took part in Operation Clean Sweep and suffered 80% casualties. Most of what was left

fell back to NORAD but Chris and a few others went on their own. Chris hooked up with Duster when they both happened to be in a small town at the same time. Chris and his small group of troops know provided ground security for the MWCDDBA. Chris is varies serious and driven to get the job done.

Scot Baker (Grease Monkey Level 2)- Scot is Charlie nephew and has joined up with him to help where he can. Charlie is training him to help work on the planes and vehicles of the group. Scot is still green behind the ears but very eager to help.

Tom "Nuke 'em" Jones (Survivalist Level 4)- To say Tom is a little on the odd side is a major understatement. He is driven to destroy every bug on the planet with whatever weapon he can lay his hands on. Since he talks about how much fun a nuke would be all the time he was given the nickname of "Nuke 'em." The good news is that he has had no luck finding a nuke. He will not talk about his past but most believe his entire family was killed by the bugs and that what drives his massive thirst for revenge.

Harry "Wildman" Deenen (Survivalist Level 5)- Harry made his living flying a stunt plane at air shows across the country. Had no family to worry about and it made for a great living. His specialty was crazy stunts. The wilder the better. He was by New York when the bugs showed but was able to escape in his plane. After some wondering around the country he landed at the same small air port that the MWCDDBA was at. He became fast friends with Tom and has been flying with the group ever since. Not a big fan of flying crop

dusters but does for the missions. The stunt plane is still kept for special uses.

Joe and Kerri Harris are the owners of Striker Field, survivalists at heart. They worked with Duster before the meltdown stockpiling food, and fuel on their farm. They are no-nonsense people, who just like to get on with their work, and leave the others to do the fighting. If they are attacked they will fight with all their heart.

Joe looks after the farm, and is generally in charge of the farm, and compound, while Kerri acts as camp cook. They have 4 children, Russell, Mark, Robyn, and young David.

Captain Josh Pendleton "Duster"  
The Chairman of the Midwest Crop Dusters and Barnstormers Association  
Vietnam Veteran, Crop Duster Pilot and Survivalist.

"Duster" has no family left alive, at least anymore he thinks, his children were living in New York during the meltdown and he lost contact with them. He only hopes that they died cleanly and quickly instead of being turned into zombies. In Vietnam he flew crop dusters and aerial sprayers spraying Agent Orange and was even shot down by the VC and spent 2 years in a POW camp. When released he returned home to America, and flew crop dusters for a living eventually saving up enough to buy his own shortly before the melt down. Seeing how things were going, he started collecting fuel, and spare parts for his plane, as well as weapons and other tradable goods he prepared for the worse.

When the Meltdown occurred, he banded together with like minded crop dusters and barnstormers, working to help the locals, and after hearing about

the bugs, fight the bugs. Since the development of Bug Juice, "Duster" believes there is new hope, and that the crop duster will play a important role in the Great American Bug Hunt.

Lately, he has recognized a need for photo recon missions, and has fitted his duster with a old camera, and is willing for an additional expense take photos of bug towns, and other areas from the air. Normally he wears a pair of green overalls, with "Duster" stitched on the back, a old pair of goggles, and a leather aviators cap. He proudly wears his medals from Vietnam on his chest, and two .45 autos strapped to each leg. In cold weather he generally throws on a old Korean war vintage fighter pilots jacket with a faded picture of a crop duster on the back..

Even though he is grey hared, and sometimes has to use a walking stick, he is still pretty spry and can show younger people up.

O.C.C.: Survivalist

Level: 6

Disposition: Paternal, loves to tell old war stories.

Alignment: Unprincipled

Insanity's: Claustrophobia (all that time in a VC Camp made him afraid of closed in spaces) He also has a Hysterical aggressive reaction to confining spaces.

Age: 62

Height: 5'11"

Weight: 168 pounds.

Attributes I.Q. 12, M.E. 15, M.A. 14, P.S. 12, P.P. 15, P.E. 15, P.B. 8, Spd. 11

Hit Points: 37

S.D.C.: 39

Combat: Basic

Attacks: 5

Bonuses: Initiative +1, Strike +1, Parry +2, Dodge +2, Roll +2, Pull Punch +2, Critical 19-20

Damage

Karate Kick 2D4

Special Abilities:

Deadeye (+1 attack, initiative & strike),

Sense Bugs (75%)

Skills

Pilot Automobile 70%, Mathematics Basic 70%, Language English 98%, Literacy English 75%, Track Animals 65%, Identify Plants/Fruits 70%, Land Navigation 76%, Carpentry 70%, Hand to Hand basic, Running, Climbing 75/65%, Military Etiquette 70%, Radio: Basic 80%, W.P. Rifle, Navigation 75%, Read Sensory Equipment 55%, Weapon Systems 65%, Pilot Aeroplane 70%, Pilot Motorcycle 80%, Pilot Helicopter 60%, Pilot Tanks and APC's 56%, Cook 70%, Brewing 60/65%, Aircraft Mechanics 50%, Paramedic 75%, Find Contraband and Illegal Weapons 46%, Armourer (3) 50%, Basic Mechanics (3) 40%, Photography (5) 35%, Boat: Motor (1) 55%, Truck (1) 40%, Race Car (1) 55%

Equipment

M-60 Machine gun with 2,000 rounds, 4 M-16 Rifles with 900 rounds total, 2 .45 Automatic pistols, with 200 rounds each, Riot Vest and USAF Armoured Flight Helmet, Hatchet, Survival pack, Single Engine Crop Duster, Jeep

Kim "Straight Jacket" Ho

Korean American Airforce Pilot, Gulf War Veteran, and Wacko Kim was a normal guy, at least up until the Gulf war, when he got shot down by Iraqi MIG's. One the ground he was captured by their military, and tortured for over a month before being rescued by British SAS forces. It was 2 years later 'til he was fully recovered, but medical reports restricted him to non combat flying. He

eventually worked his way to flying on the presidential detail, and on the permanent crew of Air Force 2 the plane responsible for the transportation of the Vice President. It was on a simple flight to San Francisco carrying the Vice President and a Media contingent that he flipped. A series of minor alarms went off in the cockpit, and he experienced a flashback to when he got shot down by MIG's over Iraq. Thinking himself in the cockpit of his fighter he pulled evasive maneuver after evasive maneuver trying to outfly the phantom MIG, before flying under the Golden Gate Bridge 25 feet above the water before he could be restrained by the rest of the cabin crew, the co-pilot landing the plane.

This led to Captain Kim Ho being put into a military veterans hospital under intensive treatment for his condition. During the Melt down, which he blamed on the Iraqis he managed to escape from the psychiatric ward, steal a humvee and raid the bases armoury.

He teamed up with the rest of the MWCDDBA when he saw Angel come down for an emergency landing, near where he was holed up. He helped fix her duster, and then tagged along with her until she could rejoin the rest of the pilots.

Kim Ho likes flying his Stunt Special, a two seater acrobatic biplane, which he picked up from an old abandoned airfield. Even though the rear seat has been modified to a turret, no one is crazy enough to fly with him most of the time (it is common practice to send the new person with him, or draw lots).

In the Airforce his call sign was Scrapper, not only because he just scraped in, but he was known for his ultra low flying.

O.C.C.: Wacko

Level: 6

Alignment: Scrupulous

Disposition: Gun Ho, Guts and Glory  
Type

Insanity's:

Obsessions: Killing Bugs and Iraqi's  
Always carries his lucky flight badge (he was wearing it when he was shot down).

Annoying Habit: A Gun Nut, if he could fly a tank he would.

Suffers from Paranoid Delusions, especially when surrounded by red flashing lights and sirens/alarms. The delusions are generally being pursued by Iraqi soldiers or MIG's.

Age: 44

Height: 5' 6"

Weight: 134 pounds

Attributes I.Q. 14, M.E. 5, M.A. 15, P.S. 18, P.P. 19, P.E. 12, P.B. 10, Spd.13

Hit Points: 42

S.D.C.: 30

Combat: Basic

Attacks: 5

Bonuses: Initiative +1, Damage +3, Strike +3, Parry +4, Dodge +4, Roll +2, Pull Punch +2, Critical Strike 19-20

Damage:

Snap Kick (1D6)

Skills

Pilot Automobile 70%, Basic Maths 70%, Language Korean 75%, Language English 98%, Literacy English 75%, Navigation 95%, Read Sensory Instruments 75%, Weapon Systems 85%, Pilot Jet Fighter 80%, Pilot Jet 80%, Pilot Aeroplane 90%, Pilot Race Car 90%, Radio Basic 75%, Basic Mechanics 55%, First Aid 75%, Military Etiquette 70%, Demolitions 85%, Hand to Hand Basic, Wilderness Survival 55%, W.P. Pistol, W.P. Rifle, W.P. Heavy, W.P. Shotgun, W.P.

Submachinegun (3), W.P. Knife (6)

Equipment

Survival Knife, M-16 Rifle with 600 rounds of ammunition, .45 Colt

Automatic Pistol with 100 rounds, Semi-Auto Shotgun with 200 shells, Calico 9mm Submachinegun with 2000 rounds, Case of 10 Laws Rockets, M-60 machinegun with 2000 rounds, Humvee, Stunt Special Acrobatic Biplane. His Stunt Special, has Air Force 2 painted on the side, and he keeps a old newspaper clipping with a picture of him flying Airforce 2 under the bridge in the Cockpit. The plane is red in colour, and the rear turret is a standing turret with a mounting bracket to hold a M-60 machinegun. A Shrieker has also fitted to annoy the bugs.

#### Special Equipment and technology

##### Bug Jelly

Bug Jelly is a modification to the standard Bug juice, and involves mixing it with plain old Gelatine (what is used to make Jelly). This means that the Juice is more stable and is not likely to disperse, run away, or seep in the deep points. This means that it will hang around, and affect bugs more often, even though it does less damage (3D6, 1D6, 1 point) compared with normal Bug Juice, but its adhesive properties means that it will hang around on walls, floors, etc for 2D6x10 minutes before dispersing.

##### Pedal Power

With lack of effective bug free power sources a lot of people have to rely on generators and batteries for power, but even these are scarce in post meltdown America. The answer in most cases is turning to good old fashioned pedal power. The same dynamos that power bicycle lamps can be used to power radio receivers and transmitters as well as to recharge rechargeable batteries. An additional side effect of this is that one gets fit while providing power.

##### Fuel

With lack of free refineries, alternative sources of fuel were needed, so may engines run by the association have been converted to run off grain alcohol. Their grease monkeys are willing to show others what to do, and even convert other peoples engines themselves.

#### Adventures

##### Straight Jacket does it Again

###### Hook:

The characters are resting when they receive their radio crackles into life "Scrayper to base, have 2 MIG's on my tail, trying evasive action", in another voice "\*\*\*\* we have killer bees on our tail, need backup, Straight Jacket he going to overfly the base".

###### Line:

Straight Jacket is leading the Killer Bees over the airfield but there is enough time for the characters to get prepared (guns, bug juice, or even take off). The Characters have to help Straight Jacket out.

###### Sinker:

Straight Jacket flipped again while on a routine patrol. Imagining he was attacked by Iraqi MIG's he flew right over a bug outpost. Several Killer Bees launched themselves after him, and in his mind thought they were more MIGs. Even after the characters manage to defeat the Killer Bees, they somehow must talk Straight Jacket out of the sky, maybe pretending to be Airforce pilots. If they shoot at him, or buzz him, he may believe that they are more Iraqi MIG's out to get him.

##### Bug Juice Run

###### Hook:

The characters are hanging around waiting for a shipment of bug Juicer for

their next crop dusting job, but the delivery is running late, so they get the chance

Line:

Duster calls the characters into his office, and explains that the shipment left on time but has disappeared, and that they really need the Bug Juice. He then asks them to try and track down the Juice and recover it.

Sinker:

Bug Juice is popular, and in demand for the Great American Bug Hunt, unfortunately the delivery of juice passed through a Warlords newly claimed territory. Since the truck didn't have permission to pass through, the truck was captured, its crew and escorts murdered. The Characters have to recover the juice before it is sold on to others.

### **Project Greek Island:**

In order to preserve to the balance of power in the USA in the event of a nuclear war, President Dwight D. Eisenhower wanted to protect the three branches of the government in a hardened facility to ensure continuity of government (CoG). Construction began on the grounds of the Greenbier Hotel, in the town of White Sulphur Springs; located in the Allegheny Mountains of West Virginia. Originally code named Casper, it was later designated Project Greek Island. Set forth in 1959, the project took 2½ years to complete. The end result was an 112,000 square foot bunker located 64 feet beneath the “West Virginia” wing of the hotel. The steel reinforced concrete walls of the bunker are three to five feet thick and the doors weigh 25 tons. The doors, along with an air filtration system were developed to protect the facility versus a nuclear

detonation as well as the radioactive fallout. The facility includes 18 dormitories, a 14-bed medical clinic, self contained power plant, water purification plant, a television studio with the backdrop of the US Capitol building, decontamination showers, and an crematorium. There is a cafeteria with ample seating for 400 people that even have wooden frames for false windows that depict country scenery. The medical clinic includes an x-ray machine, laboratory, intensive care area, nurses call station, examining rooms, operating room, a dental chair, and even a drugstore. Other rooms include telephone rooms, communications and cryptographic center, and areas for processing messages. Three levels of the bunker are occupied by the power plant. The water tanks are found on the lower levels. There are separate chambers for the House of Representatives and the Senate, as well as a larger room for joint sessions. The Senate Majority Leader has a private bedroom along with private meeting rooms. There are four entrances, including separate vehicular and pedestrian access ways. The site was designed to accommodate 1,000 people for two months. The Greenbrier Valley Airport (LWB) is only 15 minutes from The Greenbrier.

### Mount Pony:

Located 70 miles southwest of Washington DC (just East of Culpeper, VA near the intersection of State Routes 658 and 3) this bunker was originally built in 1969 to house the members of the US Federal Reserve in order to rebuild the post apocalyptic economy. The 140,000 square foot radiation hardened facility is 400 feet long and constructed using one foot thick steel-reinforced concrete. Lead line shutters

would be dropped to shield the windows of the semi-recessed facility. The partially buried facility is covered by two to four feet of dirt and the grounds of Mount Pony are surrounded by concertina wire and a guard post. Mount Pony was the central node for all American electronic funds transfer activities with seven computers operated by the Federal Reserve Bank of Richmond. Up until 1988 the vaults of Mount Pony secured pallets of shrink wrapped \$2 bills piled nine feet high estimated at several billion dollars. After the apocalypse this currency was intended to replenish the economy east of the Mississippi. Prior to July of 1992 Mount Pony was also a CoG facility with a peacetime staff of 100, the site was designed to support an emergency staff of 540 for 30 days. However, the men's and women's dormitories only contained 200 beds which would be shared between the day and night staff. 30 days worth freeze dried rations were stored on site; private wells would provide uncontaminated water following an attack. Other features include an incinerator, indoor pistol range, helicopter landing pad, and a cold storage area for maintaining bodies that were unable to be promptly buried. In November 1997, Congress authorized the transfer of the facility from the Federal Reserve to the Library of Congress which, using funds from a private foundation, will purchase the facility and transfer its extensive motion picture, television, and recorded sound files to the renovated site to house its collections.

Mount Weather (High Point Special Facility (SF), Mount Weather Emergency Assistance Center

[MWEAC], Western Virginia Office of Controlled Conflict Operations):

The Mount Weather site is an unacknowledged CoG site operated by the Federal Emergency Management Agency (FEMA) and located in Berryville, VA; 48 miles from Washington, D.C. The 200,000 square-foot facility, with an estimated floor space of three times that amount, is located on a 434-acre mountain site. The surface complex includes about a dozen buildings staffed by more than 240 employees. The Bureau of Mines began construction in 1954 and was completed by the Army Corps of Engineers under the code name "Operation High Point" in 1958. The estimate construction costs, adjusted for inflation, may have exceeded \$1 billion. The tunnel roofs are shored up with some 21,000 iron bolts driven eight to 10 feet into the overhead rock. Mount Weather's entrance is protected by a guillotine gate and a 34-ton blast door that is 10 feet tall, 20 feet wide, and 5 feet thick and takes 10 to 15 minutes to open or close. The underground facility includes a hospital, crematorium, dining and recreation areas, office, sleeping quarters, reservoirs of drinking and cooling water, an emergency power plant, and a radio and television studio that is part of the Emergency Broadcasting System. Essentially it is an underground city complete with roads, sidewalks, and a battery-powered subway. There is a spring fed artificial lake that gleams in the fluorescent light. Large dormitories are furnished with bunks intended to be occupied in three eight-hour shifts. There are private apartments as well for the President, the Cabinet, and the Supreme Court. A "bubble-shaped pod" in the East Tunnel houses one of the most powerful

computers in the world for directing emergency simulations and operations through the Contingency Impact Analysis System (CIAS) and the Resource Interruption Monitoring System (RIMS). A series of side tunnels accommodate twenty or so office buildings, some of which are three stories tall that include about a dozen buildings providing communications links to the White House Situation Room. An on-site sewage treatment plant can process 90,000 gallons a day and two 250,000 gallon above ground storage tanks. Mount Weather can support 200 people for up to 30 days, although it is designed to accommodate several thousand people (with sleeping cots for 2,000). From 1961 to 1970, the site was connected to the Bomb Alarm System, a network of sensors mounted on telephone poles adjacent to ninety-nine cities and military bases which would detect a nuclear detonation by its intense thermal flash and signal this event to Mount Weather and other military command posts, permitting both damage assessment and helping to confirm whether or not an attack had occurred. A large electronic map in a special room would indicate via tiny red light bulbs where explosions had occurred (this system was later replaced by more sophisticated space-based sensors). From the mid-1950s until 1970, the 2857th Test Squadron, a special group of helicopter pilots and rescue workers based at Olmstead Air Force Base in Pennsylvania, and known as the Outpost Mission, was trained to fly to the White House in the event of nuclear attack, retrieve the president and first family, and relocate them to Mount Weather or several other sites, including (from 1961 to 1970) the National Emergency Command Post Afloat. For

continuity of government purposes, senior officials were divided into Alpha, Bravo and Charlie teams: one would remain in Washington, another relocate to Mount Weather, and the third disperse to other relocation sites. Officials at Mount Weather track the location of everyone designated to succeed the president twenty-four hours a day. The facility would have remained secret had it not been for the 1974 crash of a TWA plane into the mountain, killing ninety-two people, which brought the site to widespread public attention. Until May 1991, the site's underground weather station issued daily reports on potential fallout patterns. FEMA's National Emergency Coordinating Center, which operates twenty-four hours a day, tracks worldwide disasters, both natural and manmade. The Fiscal Year 1997 Appropriation Act authorized FEMA to establish a working capital fund for providing administrative services. A fund was established to support the centralized services provided by the Mount Weather Emergency Assistance Center (MWEAC). The Mount Weather Emergency Assistance Center has transitioned from a single mission to one that supports the all-hazards mission of FEMA and, simultaneously, it became a self-supporting cost center that derives its income from the Working Capital Fund authorized by Congress. The facility, over a two year period in 1997 and 1998, transitioned to a fully operational mode for the Working Capital Fund. It provides office, conference, training, and billeting accommodations at Mount Weather for use by FEMA organizations and other Federal agencies. While operations are being funded based on current appropriations, collections, and usage, FEMA is aggressively marketing the



facility to attract new users. All organizations at Mount Weather, including FEMA components, were subject to the provisions of the Working Capital Fund beginning in FY 1998. Mount Weather is currently home to six major disaster operations facilities including the: National Processing Service Center–Virginia , Satellite Teleregistration Center, Disaster Finance Office, Disaster Information Systems Clearinghouse, Disaster Personnel Operations and Division Agency Logistics Center.

Raven Rock (Site R, Alternate Joint Communications Center [AJCC], Joint Support Staff Center [JSSC], Air Force Manpower Readiness Flight [AFMRF], Alternate National Military Command Center [ANMCC]):

Initially, the concept for the Alternate Joint Communications Center was conceived in 1948. In 1949 the Soviet Union detonated its first nuclear weapon and a high priority was established for the Joint Command Post to be placed in a protected location with close proximity to Washington, D.C. for swift relocation of the National Command Authorities and the Joint Communications Service. Raven Rock Mountain, PA (as part of Camp Albert Ritchie, MD) was approved in 1950 by President Truman and named the Alternate Joint Communications Center (AJCC) Site R (R for Raven Rock). Construction of the hardened military communications facility began in 1951, and in 1953, the AJCC Site R became operational. It should be noted that one of the reasons for this site was due to the type of granite found in the area known as greenstone, said to be the fourth hardest rock on earth. Raven Rock is an underground complex, built by the

Department of Defense, as an emergency shelter, CoG, and electronic control center. Site R is located 650' below the 1,529' summit of Raven Rock Mountain, just beyond the Pennsylvania State Line near Waynesboro, PA ;fifty miles SW of Harrisburg, near Blue Ridge Summit. Raven Rock is but a mere six miles north of Camp David. The facility has 700,000 square feet of usable interior space, enough room for 3,000 people, and for much of the Cold War Raven Rock hosted a full-time staff of 350. Facilities included sophisticated computer and communications equipment, a reservoir, medical and dental facilities, fitness facilities, dining hall, barber shop, and chapel. Power is supplied by six 1,000 kilowatt generators and 35 miles of cable on over 180 telephone poles. The storage facilities have ample supplies of preserved rations, chemical suits, and even cars. Representatives of all the military departments and the Joint Chiefs of Staff for the federal government were reportedly located here as a contingency against the annihilation of the command structure in the event of a nuclear war (giving Site R the moniker of The Underground Pentagon). Site R was originally supported by nearby Fort Ritchie, MD. Ft. Ritchie was a 638 acre Army post, with over 2,000 employees and was officially shut down in 1998. After Ft. Ritchie closed Fort Detrick, MD took over the administrative duties of Site R. The Defense Information Systems Agency (DISA) Site-R Computer Operations staff provided computer services to the NCA, the Joint Staff, the OSD and other DoD agencies. The facility's Operations Center, DCS Technical Control Facility, the Northeast Dial Service Assistance Center and Information Center provided planning, installation, operation, and maintenance

of over 38 communications systems (switching, transmission, data distribution, visual information, and power generation) that supported the various customers of the Alternate Joint Communications Center Site. Raven Rock was able to maintain a greater sense of secrecy as compared to other CoG sites. Presumably, the intent of Site R was to be the backup Pentagon and communications center in the event that Washington DC was obliterated.

NORAD Cheyenne Mountain Complex (NMC) (NORAD Combat Operations Center [COC], Cheyenne Mountain Operations Center [CMOC], Cheyenne Mountain Air Force Station [CMAFS]): Originally, NORAD operated out of a converted hospital at Ent Air Force Base in Colorado Springs. Due to the vulnerability of the original facility it was deemed necessary to construct a suitably hardened structure to protect the sophisticated systems from Soviet nuclear warheads. Construction of the complex was performed by the US Army Corp of Engineers over a four year period (1961-1964). The complex was literally dug out of Cheyenne Mountain in Colorado Springs. The complex itself encompasses square feet 196,020 feet of excavated chambers and tunnels within the mountain and is encased in over 1,750' of granite. The primary excavation chamber consists of three chambers each 45' wide, 60' high, and 588' long; these chambers are intersected by four other chambers measuring 32' wide, 56' high, and 335' long. Within these chambers there are a total of 15 free standing windowless buildings, 12 of which are three stories tall with the remaining being one to two stories. The walls of the building are made of special steel plates and frames

that attenuate electro-magnetic pulses (EMP). The buildings themselves are mounted on over 1,300 large springs designed to cushion the nearby shock of a nuclear blast as well as earthquakes. Ultimately, the complex was designed with the intent of withstanding a five megaton weapon at a range of 1½ miles with a 70% continued operations. The main entrance to the complex is via a tunnel leading to a pair of steel blast doors weighing 25 tons. The primary source of electrical power came from the city of Colorado Springs, but the back-up power system consisted of six 1,750 kilowatt diesel generators. The water supply is composed of four reservoirs with a capacity of 1.5 million gallons each. Only one reservoir is for domestic use, while the other three are for industrial needs. A sophisticated air filtration system removes harmful germs and or radioactive and chemical particles via a series of chemical/biological/radiological (CBR) filters. As a self sustaining facility NCMC contains a dining facility, medical and dental facility, pharmacy, 2 fitness centers, a small post exchange, chapel, and barber shop. Using advanced early warning radar, sophisticated electronics, and super-computers, NORAD monitored data from an array of tracking systems from regional threats to near Earth orbit in order to protect satellites and even the space shuttle. NORAD was a joint North American effort to provide early warning of any missile, airborne, or space threat to North America via a centralized collection and coordination facility using an intercontinental system of satellites, radars, and sensors. This data was intended to provide warning of a ballistic missile attack and assist with defense of the USA and Canada's air sovereignty

servicing as the central controlling agency for air defense operations to counter enemy bombers or missiles. Additionally NORAD had the capability to provide theater ballistic missile warning for the USA and her allies.

#### National Airborne Operations Center (NAOC):

Officially dubbed "Night Watch", the NAOC is more commonly referred to as the Domsday Plane. Originally based on the Boeing 747-200, the NAOC first flew on 13 June 1973. The first E-4A went into service in December 1973, replacing the EC-135. By the time the fourth NOAC was delivered on 21 December 1979, it had already been upgraded to the E-4B standard. The E-4B offered improved accommodations, upgraded engines and new Super High Frequency (SHF) Multiplexer (MUX) upgraded communications array. The three remaining E-4As were subsequently upgraded to the E-4B standard. The E-4Bs flight crew is doubled for redundancy, and the aircraft has a special crew rest area. Aside from the crew, the aircraft can accommodate up to 94 crew members, including 30 battle staff members as well as the president performing duties as Commander-in-Chief. The main deck is partitioned into five operating compartments. The flight crew section, the National Command Authority (NCA) and the Chairman Joint Chiefs of Staff (CJCS) area (a flying equivalent of the White House Situation Room), a conference room, battle staff area and a C3I (command, control, communications and intelligence) area. The second deck includes a rest area for mission personnel. The E-4B's design incorporates nuclear thermal shielding and EMP (Electro Magnetic Pulse)

protection. Onboard systems include SHF MUX, Audio Infrastructure Update (AIU) which replaced the old '60s era communications apparatus with a digital system, Global Air Traffic Management (GATM) II in conjunction with the Communications, Navigation, Surveillance/Air Traffic Management System (CNS/ATM-1), and Senior Leader Communication System (SLCS); which provided an 'office in the sky' capability for senior leaders that includes commercial Direct Broadcast Service (DBS), International Maritime Satellite (INMARSAT) access, and video teleconferencing capability, plus access to Defense Information System Network (DISN) and Public Switch Network (PSN) for secure/non-secure voice, video and data exchange on and off the airplane (external e-mail and Internet access). An advanced satellite communications system improves worldwide communications among strategic and tactical satellite systems and the airborne operations center. The distinctive blister on top of the fuselage held the vast antenna array. During a mission the aircraft can stay airborne for up to 72 hours (with in-flight refueling.) In case of war this can be extended to a full week. In the event of a national emergency or destruction of ground command control centers the primary role of the aircraft was to provide a modern, highly survivable, command, control and communications center to direct U.S. forces, execute emergency war orders (to include the transmittal of EAMs to launch a nuclear attack) and coordinate actions by civil authorities. The E-4 was also made available to the Federal Emergency Management Agency (FEMA) to assist during a natural emergency. Other roles included a worldwide, survivable enduring node

of the National Military Command System (NMCS) for the purpose of exercising national security responsibilities throughout the full spectrum of conflict. Only four E-4Bs are known to have existed. Offutt AFB, NE served as the Air Combat Command (ACC) E-4B Main Operating Base (MOB) with numerous Forwarding Operating Bases (FOB) found throughout the United States. Plans initiated under President Jimmy Carter and strengthened during the Reagan administration foresaw a protracted nuclear war lasting days or weeks, NAOC, like all the other airborne command posts, could only remain aloft for 72 hours at most (assuming in-flight refueling from aerial refuel tankers were also kept on alert), at which point its engine oil would begin to break down and require replacement. Another growing concern following the 1980 eruption of Mount St. Helens (whose ash drifted across much of the northern United States and forced the diversion of downwind commercial airline traffic) was that the large amounts of fallout generated by a nuclear attack on the USA might clog the intakes of jet engines, further jeopardizing the survival of airborne command posts.

Specs:

Primary Function: Airborne operations center

Builder: Boeing Aerospace Co.

Power Plant: Four General Electric CF6-50E2 turbofan engines

Thrust: 52,500 pounds (23,625 kilograms) each engine

Length: 231 feet, 4 inches (70.5 meters)

Speed: 926 km/h (500 kts)

Wingspan: 195 feet, 8 inches (59.7 meters)

Height: 63 feet, 5 inches (19.3 meters)

Maximum Takeoff Weight: 800,000 pounds (360,000 kilograms)

Endurance: 12 hours (unrefueled)

Ceiling: Above 30,000 feet (9,091 meters)

Unit Cost: \$258 million

Crew: Up to 114

Date Deployed: January 1980

Inventory: Active force, 4; ANG, 0; Reserve, 0

#### US Navy "Rock Site":

The "Rock Site" was a US Navy concept formulated in the mid to late '60s to build permanent undersea installations.

The idea was to construct the facilities upon the sea floor, beneath the sea floor, or inside of hollowed out seamounts.

The intent was for the bases to be fully autonomous to forego logistical reliance on terra firma stations. The Rock Sites would act as Forward Operating Bases for the US Navy's Submarine fleet. The Submarines would dock within the undersea base via giant locks. Running along the top of the seamount a long horizontal structure made of metal tubing would serve a variety of functions as a long wave (ELF) radio antenna for communications, as an oxygen provider (separating oxygen out of the sea water for an air supply for the base), and perhaps as a pure water desalinization unit.

Even large defense contractors, such as McDonnell Douglas, Lockheed (with the Groom Lake/Skunk Works/Area 51 facility), and AT&T, are said to have their own subterranean facilities.

Other purported government facilities include Wright Patterson Air Base and Dulce Base in New Mexico, both of which are said to be the actual locales of the United States secret UFO research facilities.

Another top secret CoG installation is reportedly under construction near the Oakville Grade in Napa County, CA. It has been speculated that this site will be for direct satellite communication, the Continuity of Government (COG) program, and secure communications for the USA.

A substantial 1971 bunker serving as an Alternate National Warning Center and a Satellite Teleregistration Facility Olney in Montgomery County MD was reportedly a former CoG site and lies beneath what used to be a cow pasture.

Project EASE (Experimental Army Signals Establishment) (Diefenbunker, Central Emergency Government Headquarters [CEGHQ]):

Quote:

By the accident of geography and history we find ourselves squarely between the two greatest powers on earth. We have no fortresses facing either. We want to live at peace with our northern neighbors, as we have lived so long at peace with our southern neighbors.

- John George Diefenbaker September 26, 1960, speech to the United Nations  
Located in the small Canadian community of Carp, roughly 25km west of Ottawa, Diefenbunker is the nickname of the former Cold War government command center of Canada. Originally dubbed Project EASE, the bunker's official name is Central Emergency Government Headquarters (CEGHQ). The construction of the bunker was authorized by John Diefenbaker, the thirteenth Prime Minister of Canada. As early as 1948 the Canadian government knew it was vulnerable to attack from the Soviet Union. This was not due to any overt belligerence by Canada itself,

but rather from extraneous circumstances. With the construction of American early warning radars on Canadian soil, Canada had become a tactical target. Coupled with the risk from radioactive clouds drifting northwards from Soviet industrial targets, and as well as that of the north eastern United States there was a call for strong passive defensive measures. Prime Minister John Diefenbaker, having risen in the House of Commons, formulated the development of a decentralized system of emergency government with central, regional, and zonal elements thus ensuring the Canadian Continuity of Government. The principles of this program set emplaced a framework for the evacuation and safeguarding of key government representatives, along with support personnel. Construction of the 100,000 square foot facility began in 1959. What is unique about Diefenbunker is that the facility was built above ground and then later buried. The construction of a four story monolithic and heavily reinforced high strength concrete box was built and then encased in a five foot thick padding of well drained gravel. The roof and the base of the compound are five feet thick. Thirty six specially reinforced flared columns, with a diameter of 4.5', carry the blast loads from the roof through four levels to the base of the structure. The walls of the bunker vary from 2.5' to over 4' thick. The specifications called for a design that would protect the occupants from a 5 megaton ground detonation 1.1 miles from the point of impact. The entrance to the Diefenbunker leads into a long tunnel which has the main bunker doors to the side, thus allowing the blast wave from a nuclear detonation to dissipate through

the open end of the tunnel. More than 32,000 tons of concrete and 5,000 tons of reinforced steel bars (some greater than 2" in diameter) were used in the building of this bunker, as well as the transmitter site in a similarly fashioned albeit smaller facility near Perth, Ontario (some 20 miles away). Capable of sustaining 535 personnel for up to thirty days, the facility included the Prime Minister's suite, War Cabinet Room, CBC broadcasting studio, Bank of Canada Vault, medical facilities, power generators, and the Emergency Government Situation Center. Diefenbunker was surrounded by six more bunkers, called Regional Emergency Government Headquarters (REGHQ), and another fifty or so smaller Bridge Sites scattered across the nation. Only the CEGHQ was built to sustain the blast forces of a nuclear weapon, all of the other facilities only provided protection from the resulting fallout. The six REGHQ and 50 Bridge Sites provided shelter for 250-350 personnel.

#### Russian Strategic C3I Facilities

(Chekov, Sharapovo, Chaadayevka, Penza, Voronovo, Kuntsevo, Ramenki, Lipetsk, Kosvinsky Mountain, & Yamantau Mountain):

A top secret sub-agency of the KGB known as Directorate 15 was tasked to build and maintain a network of underground command bunkers for the Soviet (and later the Russian) leadership. C3I was predicated upon the precept of Launch on Warning (LOW). The C3I program evolved and was unofficially dubbed 'Dead Hand'. 'Dead Hand' is a nuclear retaliatory command & control system for strategic operations that is a semi-autonomous communications and retaliatory system configured to obtain

launch authority within 10 minutes from the President, Defense Minister, or the Chief of the General Staff through their respective Cheget nuclear suitcases. A Doomsday apparatus, 'Dead Hand' features hard radio nodes near Moscow that remotely control the launch of communications rockets which in turn can launch virtually the entire Russian missile force without human intervention. The electronic command and control network is known as Kazbek, and the kavkaz is the system that consists of complex network of cables, radio signals, satellites and relays which binds 'Dead Hand' together as a solitary function. The Cheget nuclear suitcases are remotely interlinked with the Kaykaz Nuclear Command System and will automatically start a countdown to a launch decision when the remote system detects a potential threat to Russia. Another tenet of C3I is continuity of government, and this is accomplished through remote nuclear survivable strategic command posts to House senior Russian government leaders. The Kremlin and other buildings in Moscow are linked by a subterranean subway system, to include underground rail lines to the residences of the key leaders such as the President's residence (13 miles west of the Kremlin). The original rail line is called the Mitino Line and runs from the deep lying Kievskaya Radialnaya station, and in 1967 the 'Kremlin Line' was commissioned in and linked the Central Committee building and the Kremlin with the underground facilities of Ramenki and the Vnukovo-2 airfield. The remote facilities consists of a substantial support infrastructure with highly redundant communications systems both on site and remote that permit the transmittal of orders through

the Crisis management system enabling independent operations. These facilities are all offer effective protection against NBC attacks.

Chekov is a leadership relocation site near Moscow that was constructed in the 1950s and saw modernization and expansion in the 1970s. Primarily meant for the General Staff, it was also an alternate launch control facility.

Sharapovo is an underground bunker that has a special underground railway that runs directly to it from Moscow for the rapid evacuation of the Russian leadership. These individuals would then be flown to either Kosvinsky or Yamantau. Located 34 miles from Moscow, it was also constructed in the 1950s and saw modernization and expansion in the 1970s. This facility was meant primarily the wartime Defense Council.

Chaadayevka is a leadership relocation site located a little over 400 miles southeast of Moscow.

Penza is an alternate launch control facility.

Voronovo is a bunker for Russian leaders located about 46 miles south of Moscow. An integral part of the underground strategic structure comprising several key points which permit control of vital state systems, including those located a considerable distance away from Moscow.

Kuntsevo

Ramenki is a facility linked to the Kremlin and other buildings in Moscow by a subterranean subway system and is located six miles outside the city. It is an underground city that was originally designed to house the Soviet's leaders and their families. Purported to encompass 500 acres with several levels ranging from 230 to 395 feet. It has been

estimated that the facility could support up to 120,000 people.

Lipetsk is another remote Russian CoG facility and alternate command and control site.

Kosvinsky Mountain is the crown jewel of the Russian wartime nuclear command system providing the Russians with the means to launch a retaliatory nuclear strike. It is an underground nuclear survivable, strategic command post located about 850 miles east of Moscow. Constructed deep in the Urals in the 1970's, it is protected by over 1,000' of granite. It is the Russian Strategic Rocket Force's alternate Command & Control facility built to compensate for the vulnerability of the older posts in the Moscow region. This facility can communicate through the granite to far flung strategic forces using very low frequency transmissions (VLF) capable of penetrating the effects of a nuclear exchange. A critical link in the 'Dead Hand' semi-autonomous communications and retaliatory system. Yamantau Mountain means "Evil Mountain" in the regions native language and it is a Nuclear survivable, strategic command post located deep in the Urals about 850 miles east of Moscow. It is also located close to the Chelyabinsk-70 Nuclear Weapons Lab and the Zlatoust-36/Yuryuzan Nuclear Weapons Production & Storage Facilities. A massive underground facility, associated with the 'Dead Hand' nuclear retaliatory command and control system, it was built underneath the city of Mezhgorye. Designed to survive and shelter the Russian national leadership in case of a nuclear war, it is a sprawling underground complex purportedly covering 400 square miles. Estimated to provide millions of square feet which are available for underground complexes

and it may be large enough to sustain 60,000 people with stores to sustain that population for months on end. There is a special air filtration system to protect against an NBC attack. There is much speculation that the facility was designed as a nuclear warhead storage site, missile base, secret nuclear weapons production facility, directed energy laboratory, Repository for Russian treasures and/or a buried command post. This is the largest Russian nuclear secure project, with very large train tracks running to and from it. Construction began in the Brezhnev period and it was built to withstand several direct nuclear hits, one after the other repeatedly. Located inside a rock quartz mountain about 3,000' straight down from the summit and it's primary function may have become more shelter than command post due to the quartz's interference with the communications array. Therefore, necessitating the need for radio transmitters that broadcast from outside the center. It is Associated with the 'Dead Hand' nuclear retaliatory command and control system.

#### British CoG Facilities

Including Machinery of Government in War, and Business Continuity  
Prior to, and during WWII there were various CoG like sites built using both manmade and natural tunnels, as well as hardened structures that could withstand the conventional weapons of the day. Generally, these sites were abandoned shortly after the war only to be revived again in 1948 with the advent of the Cold War.

The Central Government War HQ (CGWHQ) was established and would consist of the War Cabinet, the National level leadership, and quasi government

agencies such as the BBC, the General Post Office, British Railways, Bank of England, and other major companies. The primary role of the Cabinet Office would be to preserve Central Government. There was 'consideration' given to the monarchy and Parliament. The first CGWHQ facility was presumably located at a site called 'Hawthorn' at the Spring Quarry in Corsham, Wiltshire County. The Spring Quarry was rich in bath stone and had been extensively mined since Roman times, being mined mainly underground left many expansive tunnels and immense chambers deep beneath the surface. Hawthorn was a pivotal piece of the CGWHQ facilities as it tied them all together with its rail way junction. The Hawthorn facility was eventually linked to the RAF Rudloe Manor in the Tunnel Quarry, and the RAF Secret Command in Spring Quarry. All three quarries are in close proximity to one another. The second CGWHQ facility was located at Ryhdymwyn in North Wales and was known as 'Valley Works'. Valley Works originally began as a lead mine, and later became an underground chemical weapons manufacturing plant during WWII. An underground portion of the river Alyn (a tributary of the River Dee) runs through the facility. A third Central Government War Room was conceived in the early '50s and located outside of the city in the West Country, this CoG facility was located at the PADDOCK bunker. The PADDOCK facility was originally a WWII facility built beneath the Post Office Research Station at Dollis Hill. It was a two level underground citadel, though for some reason an elevator at the upper level lists the first floor as being number 27, with the second floor being listed as number 28 (odd as there have never been 26



floors above the first floor. Purportedly the facility recently reopened with extensive subterranean renovation and expansion.

Then, the plan changed. It was deemed practical and moral, to maintain the seat of government in London. Bunkers were constructed at pre-existing holes underneath George Street Public Buildings, the Admiralty Citadel (partially built on St. James park), and the Rotundas (code named ANSON and built just off of Horseferry Road). The Rotundas were capable of sustaining 2,000 people under a 12' concrete slab. If London was compromised, the War Cabinet would move to Hindlip House (near Worcester) and Parliament would move to Stratford-upon-Avon. Other facilities for sub levels of government would evacuate to steel reinforced buildings within London (as it was believed that steel reinforced buildings could withstand a nuclear blast). With the Soviet's acquisition of the atomic bomb a decision was made in 1959 to move the CoG out of London. In the '50s, existing citadels, new tunnels, and improved communications were the first series of Britain's new CoG program. This new program was complemented by the top secret 'ROTOR' system, an elaborate radar warning system with facilities up and down the English coast using 170 pre-existing RAF radar warning facilities. These facilities were later scaled back to sixty-six as advancements in technology were made. Later, these facilities would be hardened and extensively upgraded into nuclear bunkers. The facilities on the East Coast were buried deep underground while the facilities on the West Coast were only partially buried. To complement the ROTOR system, Anti-Aircraft Operations Rooms

(AAOR) were established in 1951. The AAORs were satellite facilities reporting to their parent ROTOR system as well as control centers for anti-aircraft gunnery. In all it is estimated that there were between 1,500 to 1,600 AAOR facilities such as this one at Essex.

Eventually, it was determined that there was a need for a safe guarded, reserve seat of government to be located away from the capital. The Hawthorne facility was reopened and re-designated SUBTERFUGE. SUBTERFUGE would take over if London ceased to exist. Eventually the SUBTERFUGE facility would become the primary CoG facility as the Soviet's nuclear weapons capabilities strengthened.

With the arrival of the jet engine and high altitude bomber the AAOR became obsolete and were abandoned. The ROTOR system went through many phases and culminated with the Master Radar Stations (MRS). When the Soviets developed supersonic aircraft, the British again had to go through extensive upgrades of their early warning system which allowed for a number of sites to be scaled down once again. A large number of prior ROTOR, AAOR, and MRS sites were later turned over to 11 separate Regional Government HQs (RGHQ) with a Regional Commissioner in command of each to administer the civilian government.

Each RGHQ was different; some were substantial structures with multiple underground levels. The RGHQ facilities were well protected for the most part, but they were primarily designed to protect against fallout. Each RGHQ was mandated to have a 30 day supply of rations, a diesel power plant, dormitories, decontamination showers, BBC station, emergency manual switching system, and air filtration

system. Some of the RGHQ were clandestine in nature and appeared as nothing more than simple cottages. The 11 regions were broken down as follows:

1. Scotland (a former ROTOR site)
2. North East
3. North Midland (a former ROTOR site)
4. East Cambridge (a former ROTOR site)
5. London (a former ROTOR site)
6. Southern
7. South West (a former ROTOR site)
8. Wales
9. West Midland
10. North West
11. North Ireland

The RGHQ would report to and take orders directly from the Cabinet War Office and the Prime Minister. The primary purpose of the RGHQ was to save as many lives as possible and make life as acceptable as possible until Central Government services could react.

From the '60s on, the RGHQ program made the Regional Commissioners 'Government Ministers', and they would have full governing powers over the region from their hardened RGHQ with a staff of about 430. A sub-regional HQ (SRHQ) was later established to act between the RGHQ and local county authorities. SUBTERFUGE was renamed BURLINGTON and maintained the operational role as the nucleus, or core seat of government. The role of BURLINGTON was to act as an alternate nuclear launch authority with the War Cabinet, Chief of Staff, and various senior level advisors. If BURLINGTON was somehow destroyed, then the senior RSG would take national command. Under the BURLINGTON environment, there was

no provision for Parliament. In the event that London would be destroyed, Parliament was to meet for one last session in which it would give full legislation powers to the War Cabinet and Regional Commissioners and Parliament would then be dispersed. In 1962 it was determined that a nuclear war could escalate faster than previously believed and the British CoG plans were once again reevaluated. BURLINGTON was re-designated as the Emergency Central Government War HQ and code named TURNSTILE. In addition to TURNSTILE, groups of personnel called a PYTHON GROUP were established and whose role was to disperse throughout the country to link up with Regional Commissioners; gathering at pre-arranged "Accretion Points" in order to establish regional capitals. The RSGs were eventually abandoned as it was determined they would be annihilated. Sub-regional HQ were established and dubbed Sub-Regional Controls (SRC). The PYTHON GROUP would theoretically form their regional capital and then link up with TURNSTILE to begin restructuring the National Government. Eventually this plan was scaled back even further to include only the Regional Commissioner, the PYTHON GROUP, and TURNSTILE with the replenishment of government left to the regional level.

In the '80s a 'Transition to War and Conventional War' plan was devised. A Regional Emergency Committee (REC) was implemented and would have a war role at the regional level tasked with coordinating wartime government activity. Regional departmental control points would be overseen by the Central Government Control Points. In the '80s the PINDAR communications facility

was built in under Whitehall and would be the primary emergency facility. In addition to PINDAR there were three CGWHQ facilities; TURNSTILE, Valley Works, and RAF Sandwich Bunker.

After the Cold War all plans for Regional control and local authorities were scrapped. In 1993 TURNSTILE was closed down. Some years later it reopened under the guise of the Corsham Computer Center. In order to maintain CoG for the Central Government another program was instituted. First, the construction of a top secret state of the art nuclear war survivable bunker known as the UK Combined HQ was constructed to safeguard the Prime Minister and the Joint Chiefs. Secondly, a state of the art UK Flying Command Center was made available.

The location of the UK Combined HQ is a highly guarded secret; it may be located at one of many locations. As mentioned earlier, the WWII era bunker PADDOCK has purportedly been reopened with extensive expansion and renovation. Another possible site is the Corsham Computer Center, formerly TURNSTILE.

The location of the UK Flying Command Center is most likely at 'Magic Mountain'. A semi-subterranean two story bunker located at the former NATO & RAF Alconbury Base in Cambridgeshire. One of the largest and most sophisticated bunkers in Britain, its original role was to process information collected from TR1 reconnaissance aircraft.

Alternate facilities may exist but details are sketchy at best and what follows are based on conjecture and presumptions. Once such facility was the RAF Sandwich Bunker and it may very well be an alternate CoG facility.

What is known about the RAF Sandwich bunker is that originally it was a 60,000 square foot facility designed to withstand a direct impact from a nuclear weapon and still retain the ability to maintain RAF operations. The walls are made of 6½' thick reinforced concrete and lined with rubber expansion sheets. Entrance and exits are through 5 ton gas tight blast doors and high pressure airlocks. The bunker was capable of sustaining a self sufficient community with underground tanks for diesel and water, each having the capacity for roughly 80,000 gallons. A self contained sewage treatment plant is also on the premises. After the Cold War the facility became a Business Continuity site, storing the hard drives for private corporations in order to protect their interests from terrorist attack or other disaster. Recently however, the government has retaken custodianship of the facility and it is once again closed to the public.

#### Pine Gap Australia

Officially known as the Joint Defense Space Research Facility, and located near Alice Springs. Originally this facility was code named MERINO and its primary roles are to assist in controlling and relaying data for the expansive US Spy Satellite System & US Defense Satellite Communications System; as well as intercepting telephone, radio, data links, and other communiqué from around the world. Dozens of radomes, radar dishes, and antenna arrays are located throughout the facilities grounds. All of the data is processed through the installations 60,000 square foot computer operations room. Rumored to be the sister facility to Groom Lake (Area 51) in the USA, and purportedly this facility has an extensive

and deep underground labyrinth  
hardened for nuclear war.

### Switzerland

Switzerland has the highest ratio of fallout shelters and bunkers to population of any country in the world. This was accomplished by building an extensive network of fallout shelters and the hardening of government buildings. The scope is such that the Swiss have made exhaustivte efforts to provide for the protection and sustainment of the entire Swiss population for two years after a nuclear attack.