

# MECHA GAME COMBOS

The following section has a brief description of a campaign world, the primary mecha; it's pilot and the antagonist. GM's are free to use these Combos as the basis for their own campaign or to use the mecha therein for their own descriptive purposes. Please forgive any cheesy campaign titles and tongue in cheek references to movies and anime.

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### ***Galactic Star Cruiser: Macbeth***

*"But Sir, don't you think christening this vessel with that name will bring bad luck?"*

Ensign Maybrow – Bridge Radar Specialist, part-time thespian.

*"Son, a South Pacific Island with fifty thousand occupants and one of Uncle Sam's Aircraft Carrier Fleets, just got scooped up by an automated space ship and transported billions of miles from Earth. We've just been told we must fight a bunch of evil 40ft lobsters before they find our home planet and infest it. What the hell kind of luck do you think we've been having?"*

Captain Telstar – Formerly of the U.S.S Enterprise CN-65

*"I dunno sir, did the ship say who wins?"*

Lieutenant Burrows – Airspace Coordination Officer, part-time comedian.

*"If you can look into the seeds of time,  
And say which grain will grow and which will not. "*  
Macbeth. ACT I Scene 3.

When the Enterprise carrier group moored outside the Pacific island of

American Samoa; for some, post-Persian Gulf, rest and relaxation, the crew was looking forward to two weeks of downtime. The Enterprise Strike Group's only official duties during visit was a march through the Capitol of "Pago Pago" and the Carrier Air Wing (CVW) 8, performing a flyover to mark the inauguration of American Samoa's new Governor.

It was during a friendly Gridiron match between the Pago Pago "Warriors" and the Enterprise "Trekkers" when the sky turned dark, the Enterprise Tactical Centre lost contact with Pearl Harbor, and also their satellite feed.

With a population of about 54,000, most of the citizens on the main island of Tutuila were enjoying the festivity when the air seemed to thicken with a form of energy. Animals stressed and fleeing birds thumped into what seemed to be a spherical barrier forming out of thin air. A single F/A-18 escaped the energy barrier but the rest of the patrol seemed to be suspended in mid air at the edge of the field. A deafening and unearthly scream made every single person on the island (including deaf inhabitants) close their eyes and clutch their heads. Pet goldfish died instantly.

When the population's eyes opened as the scream subsided, they; and its visitors, found themselves in the most amazing place. Their island and a good 3 miles of ocean had been transplanted into a hollowed out asteroid, along with the entire U.S naval group.

## Variable Fusilier-1 Alpha

### DIMENSIONS, EXTERNAL:

#### Fighter mode:

<b>Wing span:</b> fully extended	14.8 m
swept backward	12.2 m
in stowage position	4.7 m

**Length overall:** 14.3 m

**Height overall:** 3.8 m

#### Fusilier mode:

**Height overall:** 12.8 m

**Width overall:** 7.3 m

**Wing span:** 14.7 m

**Length overall:** 4 m

### MASSES AND LOADINGS:

**Mass empty:** 13300 kg

**Standard operational mass:** 37000 kg

**Standard liftoff mass:** with orbital booster system 120000 kg

### PERFORMANCE:

#### Fighter mode:

**Max level speed:** Mach 2

**g limit:** in space +5

#### Fusilier mode:

**Max level speed:** walking 90 km/h

**Underwater depth:** 18 m

#### Transformation:

**From Fighter to Fusilier** under 4 s

When the naval crew explored the support structure to the asteroid they found a hanger of sleek space fighters bristling with weaponry. They were obviously styled after atmospheric fighters suggesting their roles were not 100% vacuum-related. The CAG (Commander Air Group) was sent with his pilot wing to the hanger area to see if they could make heads or tails of this alien gear. It turns out that the systems were all in plain English and the cockpit designed to emulate cutting edge avionics found in any 21<sup>st</sup> century fighter plane. The Marine contingent also discovered some “trackless” armoured vehicles, main battle tanks and giant bipedal war machines in an adjoining hanger along with an ammunition depot and manufacturing facilities. While the commanders were extremely suspicious at the convenience of the entire operation, they knew that the equipment should at least be checked out so the civilians could be protected from whatever threat the asteroid was against. First in line was retraining all the pilots on the island in the art of operating the “Fusilier” Robot. The technical manuals noted the Fusilier as an excellent point defense robot, however, the space fighters were dubbed “Variable Fusiliers” and that intrigued the naval aviators.

Close inspection of the vehicles revealed complex gearing mechanisms and actuators in unusual locations throughout the airframe. When one of the ground crew stumbled upon a training simulator, the full capabilities of the “Variable Fusilier” were made apparent. The aerospace fighter could convert into a robot Fusilier and unleash an incredible amount of firepower onto an enemy. Training began in earnest.

**Type:** Robot/Aerospace Fighter

**Class:** Variable Fusilier – Series 1

**Size:** Huge

**Occupants:** 1 Pilot

**Vehicle Mode STR:** 6

**Fusilier Mode STR:** 18

**HLT:** 5 **REF:** 9 **DEF:** 1 **INI:** -6 **AV:** 20\* **HITs:** 60

**Movement:**

Vehicle MOV/Aero: 350m/turn, Ceiling 12000m, Boosted Maximum x5 MOV (1225mph)

Fusilier MOV/Aero: 60m/turn, Ceiling 260m

Fusilier MOV/Terrain: 25m/turn

All Modes MOV/Hydro: 4m/turn, Depth 18m

All Modes MOV/Space: 5 G/turn (*Dramatic*)

**Common Modules:** Basic Navigation, Communications – Interplanetary Radio Secure (+3), Sensors – Optics, I.R, High Res Radar – 20km Range, Countermeasures Ladar and Radar Warning, Life Pod, Missile ECM +4

**Vehicle Modules:** Emergency Ladder, Orbital Velocity, Airspeed Booster x5, Air Swingwing design, Transformation – Fusilier Mode

**Fusilier Module:** Electromagnetic Armour

**Common Defects:** Alien Design -2 TN, Hanger Queen

**Vehicle Defects:** Stall Speed 250m/turn, Windows (Cockpit), Wings

**Weaponry:**

**Laser Cannon (Gunpod, Jet Cannon),** Damage: 10d6 Type: Laser Beam (A.P), Acc: +1, RMod: +2, MAX: 2400m, RoF: 1 Amm: 30 Notes: *Fixed Front [Jet Only], Accurate, Armour Piercing, Selective Damage, Space Optimised (Half range in atmosphere)*

**Point Laser (Head),** Damage: 3d6 Type: Laser Beam (P/L), Acc: -2, MAX: 90m, RoF: 1 Amm: *Unlimited* Notes: *Force Field Penetrating, Selective Damage, Inaccurate.*

**I.R Missiles (Wing Pylons),** Mode: IRH – TN18, Spd: 3, Damage: 6d6, Dur: 2, MAX: 6km Payload: 16, RoF: 4, Notes: *Auto, Blast, Ext Range Selective RoF, Fixed Front, Less Ammo*

**Heavy Missiles (Wing Pylons),** Mode: IRH – TN24, Spd: 4, Damage: 10d6 A.P, Dur: 3, MAX: 12km Payload: 16, RoF: 4, Notes: *Armour Piercing, Ext Rangex2 Blast, Fixed Front, Less Ammo*

**Required Skills:** Pilot (Aerospace), Mecha Pilot (Robot), Mecha Combat (*Variable Fusilier*)

**Cost:** 893 MP (Jet Mode had most points and therefore gained 136 in

## Captain Dale Aitkens

Captain Aitkens is a member of the Carrier Wing Group 1 VFA-86 Sidewinders Squadron. Originally a Tomcat driver, he transferred to the Hornet squadron before the USS Enterprise (CVN 65) Carrier Strike Group joined a fleet of ships and aircraft from 10 European partner navies in the North Atlantic; near Scotland, for a NATO exercise. Known for his prowess in an F-14, the captain was chosen to lead the retraining and commissioning of the new Sidewinder Squadron. Aitkens was the first to wear the official Fusilier wing on his shoulder and bare the hastily organized squadron patch with the famous sidewinder snake now striking out from a star field. He is also famous within the group for qualifying in the astronaut program and choosing; halfway through training, to redeploy for Desert Storm II. Because of this, he was one of few pilots not to upchuck in the micro-gravity conditions outside the Macbeth and is the resident expert on space conditions.

**Race:** Human **Height:** 190kg **Weight:** 92kg

**Eye Color:** Blue **Hair Color:** Red

**Occupation:** Naval Aviator

**Attributes:**

STR 4 REF 7 HLT 6 INT 5 WIL 4 PRE 6 DEF 20 INI 8 TGH 5 LIF 26 MOV 12

### Abilities and Disabilities

Red Tape (Military) [-2], Operate Mecha on Willpower (-10 HITs), Distance Calculation (+4 TN, +2 Skills), Authority Figure (Captain – National)

### Skills:

Ground Vehicles +2 (Automobile)+4

Piloting Jet Fighters +7

Watercraft +2 (Motor Boat) +4

Mecha Combat +2 (Variable Fusilier) +2, (F-14) +4, (F/A-18) +2

Mechamorphosis +6, Mecha Melee +2, Piloting Giant Robot +4, Zero-G +2,

Climbing +2, Throwing +2, Stealth +4, Professional Naval Aviator +2,

Concentration +2, Maces/Clubs +2, Society Military +2, Energy Pistols +3,

Slug-thrower Rifles +4, Slug-thrower Pistols +5, Animal Handling +3 Dogs

+4, Fish and Game +2, Riding +3 (Horses) +4, Surface Navigation +3,

Survival +3 (Ocean) +4, Tracking +2,

**Equipment:** Jumpsuit, Pager, Badge and ID, Glock 9mm Pistol with three clips,

Pilot Combat Suit (AV 4 against crashes only), Housing and transportation,

Canteen, Thermal Blanket, 3 Signal Flares, Infrared Distancing Binoculars,

Pocket Flashlight, Compass, Portable Radio, Survival Knife, First Aid Kit

## The K'Rustations

The Enemy aliens the drafted forces are destined to fight are 40ft tall exoskeletal creatures whom control huge bio-vessels that look like massive coral

growths. It is not known why the K'Rustation forces wish to attack earth, however since the planet is 70% covered with water the consensus is that the aliens wish to find a new home.

K'Rustations are bipedal, highly intelligent beings with a structured military, science and labor caste system. Their hands are a strange mixture of opposable thumb and crab claw. Every K'Rustation is an individual with desires and dreams only dulled by their rigid caste status. The nature of the species' reproduction means that the selective breeding of "pure" warrior and scientist strains is culturally preferred. K'Rustations travel the galaxy via an impressive space-warp-fold phenomena produced by the Coralships and their command structure is based aboard beautiful, moon-sized coral reef space stations.

K'Rustations communicate via a series of clicks made by their mouth mandibles and their exoskeleton is extremely hardy. The species can survive in space for up to 15 minutes (300 Turns) without suffering the effects of vacuum. Treat any time after that as slow suffocation. What K'Rustations cannot endure are boiling temperatures in high humidity environments. The species is more susceptible to heat conditions; as described in MechASemble, in that they take Sp/L damage instead of Sp/S at temperatures above 43° C.

Their technology levels seem to be on par with the technology provided by the Earth time-ship. The combination of silicon-based conduction and chemical computation makes understanding the mechanics of their technology base very difficult. K'Rustations also don't have a written language as such. Instead a combination of vibration, texture and odour conveys information contained in tomes or computer stations.

**Type:** Alien

**Class:** K'Rustation Warrior

**Size:** Very Large

**INT:** 3 **WIL:** 3 **PRE:** 2 **STR:** 15 **HLT:** 6 **REF:** 6 [245]

**DEF:** 1 **INI:** -1 **AV:** 21 **HITs:** 30 [20]

**MOV/Terrain:** 22m/turn (46mph) [18]

**MOV/Aero:** 66m/turn (138mph) [55], Ceiling 6000m [20], Mach 4 (Boosted) [80]

**MOV/Hydro:** 6m/turn [2], Depth 18m [3]

**MOV/Space:** 6 G/turn (Dramatic) [60]

**Skills:** Military Sciences Group +2, Nature Group +2, Natural Combat +2 (Space) +4 (Underwater) +6 [27]

**Natural Abilities:** I.R. Stealth +2 [10], Sonar/Radar 15km [60], Burrowing (Collapsing Tunnel) 6m/turn [100], Water Walk [10], Jump x3 [15], Telepathic Long Range Communication, Life Support, Ablative Armour – 20 HITs [20]

**Mecha Defects:** Reduced Endurance 1d6 Days [-15], Susceptible to High Humidity/Heat [-30], Weak Point – Eyes [-21]

**Natural Weapons:**

Electrical Energy Emitter - 15m [20]

Claws (2) +1d6 [4]

Mandibles +2d6 [3]

Spines 3d6 [3]

**Cost:** 753 MP

# Morphimon

The premise to Morphimon is that children as young as 13 and as old as 18 are the only subjects capable of interfacing with the alien devices which started raining down on the world decades ago. The meteor shower that signaled the advent of a Morphimon presence on Earth happened on July 16, 1945, the date of the first atomic explosion. When that first nuclear explosion lit the Los Alamos - New Mexico, sky, it sent the first signal to the Ensorcellons which would begin their encroachment into the Earth's plane of existence. Morphimon (the term is singular and plural) are a robotic race whom can bond with certain organic beings in a symbiotic relationship. Using a bonded human child's spirit and willpower, the completed being takes the form of an armoured animal or humanoid with incredible capabilities depending on the number of alien components the child can track down and bond with. The more Morphimon essences collected; the more powerful the bonded being.

The first Morphimon appeared when a young Japanese girl by the name of Sadako was whisked into the air as she made her way to school on August 6, 1945. This girl was chosen by the great Morphimon leader Zenith Supreme in his desperate bid to stop two incoming B-29s from attacking Japan's coast. Despite taking on the form of a metallic Crane bristling with weaponry, Zenith Supreme and his bonded helper, little Sadako, could only watch in dismay; while fighting the Ensorcellons, as Hiroshima and then Nagasaki succumbed to nuclear fire. The Ensorcellons were victorious in it's quest to open the gateway from it's own darkness and into the world of man. Zenith Supreme never recovered from this defeat. After aiding the bomb survivors as best they could, Supreme and Sadako disappeared, much to the sorrow of the first wave of Morphimon warriors.

## Zenith Supreme - Morphimon Leader

### Morphimon CollectASpecs

Strength	08
Leadership	10
Firepower	09
Weakness	02
Morph Level	Supreme
Motto	<i>Children are our lives, their protection is our purpose.</i>

The alien Morphimon come from a parallel world where their humanoid creators succumbed to another of their creations, the Ensorcellons. Designed to keep the last of that world's children safe from harm as the adults attempted to rid their environment of an artificially produced scourge, the last Morphimon A.I series developed a yearning to keep their young charges safe. Led by the first A.I whom gained sentience thanks to the efforts of it's genius young charge, the Morphimon dubbed "Zenith Supreme" modified an entire range of future warriors

in an attempt to pro-actively defend their bonded friends. The war was not going well for the adults, and as the years went on, the children grew up and succumbed to Ensorcellon attacks. Desperately, the Morphimon added to their design in the hope that the few remaining children born on their homeworld would be saved from everyone else's fate. Incredible innovations derived from the feelings of anguish and loss led to the modular design series which allowed Morphimon whom had lost their children to still take a part in the combat. Each time a Morphimon module is attached to a "Synergist" Human/Morphimon, their A.I's merge and a new, more powerful Morphimon warrior is born.

However their home world was doomed. The Ensorcellon's succeeded in wiping out their hated humanoid enemies and began the satisfying task of reshaping the world to their liking. The Morphimon were captured, disassembled and ejected into space. Sickeningly, their A.I units were left on and attached to a radiative power source, capable of output for centuries. It was to be a lonely couple of decades until the Morphimon prison vessel was thrown into an interspatial anomaly and was ejected into the orbit of Earth. The prison ship was horribly compromised whilst in the disturbance and broke up in the upper atmosphere on July 16, 1945. Morphimon components now without their A.I power-sources, are scattered around the planet just waiting for their brethren to find them and reintegrate. The few remaining active Morphimon lucky enough to be found and awakened by children around the world are determined not to let their enemies repeat the atrocities committed on their former home world. And after the first atomic trial detonations in the United States of America, the functional Morphimon knew that the Ensorcellons would detect its emanations and soon find a way to Earth.

Zenith Supreme is the Morphimon leader wracked with the guilt from failing to save the Japanese cities. He is also remembering the little girl he bonded to and her slow death from Leukemia. This double failure was almost the end for the mighty leader, and self termination was a constant consideration for the artificial lifeform. It was the friendship of a homeless quadriplegic boy, some 40 years later that brought Supreme out of his self imposed exile. Now bonded again, Zenith Supreme has taken the form of a CH-47 Chinook Helicopter with enough room to house his young host; Michael, and provide for him. Zenith has also commissioned a Morphimon "Broyler" to become Michael's Exoskeleton and transport.

**Type:** A.I Robot Life Form  
**Class:** Morphimon  
**Size:** Huge  
**Occupants:** 1 Synergist and can hold 5 passengers.  
**Vehicle Mode STR:** 20  
**Robot Mode STR:** 30  
**HLT:** 9 **REF:** 5 **DEF:** -2 **INI:** -3 **AV:** 30\* **HITs:** 80  
**Movement:**  
Vehicle MOV/Aero: 84m/turn, Ceiling 5000m

Robot MOV/Terrain: 20m/turn

**Common Modules:** Basic Navigation, Long Range Radio Secure (+3), Metascanners 20km Range, Life Pod, Camera, Cell Phone, Food, Emergency Lights, Loudspeaker, Computer, Bed, \*Composite Armour, Searchlight, Life Support, Self Repair 2 HITs, Super Module – Morphimon Adaption (Use the MP of lesser Morphimon and merge into a new being), Mind Interface.

**Robot Module:** Jump x5, Transform – Chinook Helicopter

**Skills:** Social Group +3, Natural Pilot (Helicopter) +7, Natural Combat (Air) +7, Natural Combat (Ground) +7, Mechamorphosis +7, Military Sciences Group +4, Small Arms Group +5, Technical Group +4

**Common Defects:** Involuntary Change (*Unconscious Synergist will shock the morphimon into transforming*), Restricted Path (*Requires the bonding of a Synergist*)

**Vehicle Defects:** Wings, Noisy, Startup Time - 1 minute

**Pulse Cannon (Robot Mode Gunpod),** Damage: 20d6 Type: Particle Beam, Acc: +2, RMod: +2, MAX: 2400m, RoF: 1 Amm: 200 Notes: *Accurately2, Selective Damage, Ext Rng x2, Hand Held, Extra Ammox2*

## Synergist – Michael Wu

Michael was a Korean boy with a promising future in his school's soccer scholastic program when the byproduct of an Ensorcellon attack left him without the use of his legs or arms. Morphimon leader, Zenith Supreme had buried himself into the mine-filled demilitarized zone during his self exile and pondered the reasons for his existence for decades. Still in his WW2 guise of a giant metallic crane, the former leader became aware of the distant attack and attempted to signal Morphimon forces without alerting them to his presence. When it became apparent that the Ensorcellon attack would be over before the Morphimon would get to the area, Zenith Supreme made the decision to come out of hiding and get back into the fight. All he needed now was a child to bond with, and quickly. Michael, battered and splayed across a gutter as a result of a sickening explosion, thought he was dreaming when a giant bird landed above him and began talking.

*"I am your friend, little one. Let me protect you,"* it said. The scared 12 year old had an almost unnatural calm about him and almost smiled when he nodded to the giant bird.

*"Of course birdy, you can protect me, fly me away from this noise and awful smell."*

And that was what Zenith Supreme did; but not before charging up from the positive young Michael and dispatching four bewildered Ensorcellon troops.

Michael is now a paraplegic with full movement of his upper torso. The Morphimon "Broyler" is a segment of the Zenith Supreme being that has been given the task of caring for Michael. Occasionally Broyler will morph from his wheelchair form, into a suit of powered armour while Supreme isn't looking. Michael is genuinely content to be Supreme's Syndergist and to bundle all his energy into being a positive young lad.

**Race:** Human **Height:** 120kg **Weight:** 53kg

**Eye Color:** Brown **Hair Color:** Brown **Age:** 12

**Occupation:** Synergist

**Attributes:**

STR 2 REF 4 HLT 2 INT 6 WIL 5 PRE 5 DEF 14 INI 5 TGH 4 LIF 16 MOV 2

**Abilities and Disabilities**

Global Contacts (TN 18)

Unskilled (He's 12yrs old)

Physical Impairment – Wheelchair Bound

Operate Mecha on Willpower (-20 HITs)

Lucky (2 Action Pts)

Eidetic Memory - +6 Memory Skills

Ambidextrous -1 Offhanded

Ally Benevolent, National

**Skills:**

Persuasion +2 (Fast Talk) +2, Sports (Soccer) +3, Climbing +4, Throwing +4

Stealth +2, Concentration +3, Maces/Clubs +2, Society (School) +2

**Equipment:** Broyler – Morphimon Bodyguard

## Rustwound the Sadistic

The greatest enemy of the Morphimon is in the form of the Ensorcellons. The blight that is the evil Ensorcellon race must also bond with humans, but mainly with unwilling adults. Using their captive's fear; or the anger of some willing participants, the bond takes hold for the rest of the adult's life. However, when bonded, the constant nurturing of negative emotions will wither the life out of the adult into an early grave. Ensorcellons cannot merge to form new lifeforms; the same way as Morphimon. Instead they grow in power by the steady absorption of human emotions. They begin their mechanical development by merging into a small machine and taking on its characteristics. As they drain more and more emotions from their hosts, they can shed their previous shells and inhabit larger ones. Ensorcellons take great pride in their shells and aim to build on their original characteristics to show their brethren their level of development. Rustwound is an aerial buff. His first earth form was based on ultralight aircraft and has since cast two shells before growing into the chassis of a mothballed Mirage 2000 fighter jet. Rustwound chases down pilots for his bondings and sucks the experience from their cerebellums. As a Mirage robot, his chassis is sleek with two triangular wings protruding down his back. By folding his arms and legs in, Rustwound can approximate the appearance of a fighter jet and can indeed take flight. It is only after closer visual confirmation that opponents can see that the bogey is not from this earth and that it is a rather hostile bipedal robot with both alien and conventional weapons.

**Type:** Robot Monster

**Class:** Ensorcellon

**Size:** Huge

**Cost:** 1284 MP

**Occupants:** 1 Pilot host linked to his systems [10]

**INT:** 6 **PRE:** 5 **WIL:** 5 **STR:** 18 **HLT:** 7 **REF:** 8\* [336]

**DEF:** -6 **INI:** +1 **AV:** 27\*\* **HITs:** 50 [160]

**MOV/Terrain:** 20m/Turn [12]

**MOV/Aero:** 400m/Turn [285], Ceiling 20,000m [55]

**MOV/Space:** 2G [Dramatic 20]

**Mecha Modules:** Basic Navigation [1], Secure Long Range Radio [4], Metascanners 20km [100], Self Repair 2 HITs [40], \*\*Composite Armour [27], Life Support [16], Intelligence Transference advantage Rank 6 [18], Force Field – *Limited Duration 40 HITs* [80]

**Skills:** Military Group +3 [15], Technical Group +3 [15], Covert Group +3 [15], Disguise +7 [4], Mechamorphosis +6 [6]

**Mecha Defects:** Alien Design -5 TN [-5], Noisy [-5], Exotic Power Source – *Humans* [-10], Wings [-30], Restricted – *Requires Human Subject* [-30]

### Weapons

**20mm Cannon (Gunpod),** Damage: 15d6 Type: Ballistic (P/L), RMod: +1, MAX: 900m, RoF: 8 Amm: 50 Notes: *Ext Range, Autox2, Hand Held, Ext Range* [132 MP]

**Energy Blaster (Gunpod),** Damage: 12d6 Type: Particle Beam (P/L), Acc: +1, MAX: 800m, RoF: 1 Amm: 12 Notes: *Ext Range, Accurate, Hand Held, Less Ammo* [56MP = 5]

**Vampiric Ability (Cockpit),** Damage: 2d6 Type: Energy, Vampiric, RoF: 1 Amm: 12 Notes: *Drain LIF, Vampiric, Less Ammo* [56MP = 5]

**SARH Missiles (Wing Pylons),** Mode: SARH – TN18, Spd: 4, Damage: 10d6, Dur: 1, MAX: 12km Payload: 4, RoF: 1, Notes: *Blast, Ext Rangx2 Hard Point, Less Ammox3, \*Unwieldy REF -1* [14MP = 1]

**Air to Ground Missiles (Wing Pylons),** Mode: Radar – TN21, Spd: 3, Damage: 10d6 A.P, Dur: 1, MAX: 3km Payload: 4, RoF: 1, Notes: *Blast, Armour Penetrating, Hard Point, Less Ammox3, \*Unwieldy REF -1* [23MP = 2]

## Morphimon Alternate Form Descriptions

**Dirt bike:** The dirt bike chassis includes motor scooters, automated military scout vehicles, and other maneuverable, all-terrain, light vehicles. Dirt bike morphimon tend to be the runts of mechakind, as they are around human-sized, and fairly gangly as well. Dirt bike alt forms are quite useful in combat, providing excellent manoeuvrability on nearly all terrains. They ignore difficult terrain.

**Dune buggy:** The dune buggy chassis includes light jeeps, ATVs, and other vehicles that are big on engines, tires, and shocks, but low on frames. The middle ground between dirt bikes and 4-doors, dune buggy morphimon tend to be more resilient but slightly less agile. Dune buggy alt forms ignore difficult terrain.

**4-door:** Whether a sedan, economy car, hatchback, light pickup, or all terrain station wagon, the 4-door is the most ubiquitous of vehicle shapes. morphimon with these alt forms run the gamut from proud young warriors to grumbling veterans to cowardly draftees. The form is either chosen for its ability to blend in nearly anywhere, or simply because the morphimon's resources are devoted to other areas of expertise. 4-door alt forms are doubly penalized by difficult terrain.

**Freighter:** The freighter is the simplest water vehicle alt form. Whether a trash barge, a research vessel, or a yacht, it's big, slow, and not too flashy. A morphimon with this alt form has a swim speed.

**Gunboat:** Gunboats are smaller and more maneuverable than freighters, yet devote more effort to stability and weapon mounts. A morphimon with this alt form has a swim speed.

**Motorcycle:** The master of the open road, the motorcycle combines the speed of a sports car with the manoeuvrability of a dirt bike, at the cost of terrain adaptability.

**Heavy pickup:** The heavy pickup chassis includes heavy jeeps like Hummers and Land Rovers, as well as SUVs. Quickly becoming the great American vehicle, heavy pickups blend in well in most areas, whether urban or rural, while remaining capable in different environments. They tend to soak up fuel, but luckily a morphimon's power nexus can more than handle the energy requirements.

**Large car:** While outdated, there are still large vans and delivery trucks whose purpose is for storage, pure and simple. Slow, big, and top-heavy, these vehicles aren't very maneuverable; one of their only benefits is that they can carry more than most other vehicles, which can be fairly crucial when their job is to pick up pieces of their blown-up friends and evacuate them from the middle of a human settlement. Large car alt forms are doubly penalized by difficult terrain.

**Speedboat:** There may not be much room for weaponry, but these boats can move. A morphimon with this alt form has a swim speed.

**Sports car:** Sports car morphimon are among the most popular alt forms for Exiles, much to their leaders' dismay. They are showy, attract attention, and aren't terribly useful in rugged battlefields . . . but if that's the form that a warrior with a shoulder-mounted quad missile launcher wants to morph into, no one is going to argue with him.

**Attack frigate:** This military naval vessel is a sizeable transport vehicle and can bring a wide variety of weapons to bear, as well.

**Business jet:** The most basic high-speed flying form available to morphimon. It Doesn't have much in the way of offensive or defensive capability, but it can get to where it's going, fast.

**Rescue copter:** Nearly as fast as a business jet but with far more manoeuvrability, this chassis includes traffic copters, civilian helicopters, and other non-combat whirlybirds. Regardless of their manoeuvrability, rescue copters move downward and upward at half speed.

**Single prop plane:** Smaller, more fragile, and with shorter ranges than business jets, single prop planes are second only to helicopters in terms of

horizontal manoeuvrability, and far surpass their vertical manoeuvrability with climbing and diving.

**Semi Truck:** This king-of-the-road chassis can also be used for large trucks like moving vans, buses, and fire trucks.

**Tank (tracked):** Tanks tend to stick out like sore thumbs, but are built for maximum use of weapons. Additionally, while the tank itself might attract more attention than a car, weapon mountings do not seem strange on it . . . unlike a laser rifle mounted on the back of a Porsche. Tanks ignore difficult terrain.

**Construction vehicle:** Built with the durability and manoeuvrability of tanks but without the conspicuous military design, construction vehicles pack a wallop in melee combat. All construction vehicles choose a single melee weapon that morphs into their vehicle alt forms. The weapon is considered linked and may be used normally in either form. Construction vehicles ignore difficult terrain.

**Attack chopper:** The master of air-to-ground annihilation, the attack chopper is maneuverable, well armed, and fast. It lacks only the top speed of its jet counterparts and heavy weapons potential of its ground borne kin. Regardless of their manoeuvrability, rescue copters move downward and upward at half speed.

**Attack cruiser:** Cruisers are heavily armed, heavily armoured floating weapons platforms. They are effective ground, sea, or air support vehicles, and unlike battleships, do not take up an entire harbor on their own. A morphimon with this alt form has a swim speed.

**Attack submarine:** Attack submarines may maneuver just as well submerged as they do above water. A morphimon with this alt form has a swim speed.

**Jet fighter:** The ultimate in long-range destruction, jet fighters rain down fire and explosives on their foes from high in the atmosphere. The closer to the ground they get, though, the less advantageous their speed and the more obvious their lack of fine manoeuvrability.

**Mecha speedster:** This high-tech one-seater hover car or hover bike looks like nothing on Earth. It combines manoeuvrability with weaponry, but is fairly sensitive to changes in terrain; difficult terrain costs double for a mecha speedster.

**Passenger jet:** Passenger jets are the enormous transport vehicles that humans use to cross continents and oceans in the span of a few hours. While poorly armed and not very maneuverable, their large size makes their primary forms an intimidating presence on the battlefield.

**Aircraft carrier:** The aircraft carrier is the largest transport vehicle form a morphimon can assume. A morphimon with this alt form has a swim speed.

**Battleship:** This ship is the size of an aircraft carrier, but rather than devoting its enormity to storage and deck space, every available foot is committed to weapons turrets. A morphimon with this alt form has a swim speed.

**Mecha all-terrain assault:** This futuristic-looking hovertank can travel equally well on land, on the sea, or under the water. It has a swim speed equal to its land movement, and ignores difficult terrain.

**Mecha aircraft:** Mecha aircraft are notorious for causing a huge media stir,

inspiring human military commanders to scramble entire squadrons of jet fighters, and generally making themselves targets.

When you look like something from a sci-fi film crossed with a space-age jet fighter, and bristling with weapons, that's not surprising.

**Space shuttle:** This chassis applies to any earth vehicle that is spaceworthy. Human nations tend to keep close eyes on their shuttles, so this is not the best disguise, but it at least can pass for human technology long enough to get into and out of Earth's gravity. Once in space, spaceworthy morphimon alt forms can travel at amazing speeds, much more quickly than their Earth counterparts.

**Mecha starship:** Less manoeuvrable than mecha aircraft and much more otherworldly looking than a space shuttle chassis, the mecha starship sacrifices nothing to hide its origins: not its speed-of-light space travel, its morphimon-scaled pilot seats, nor its high-tech weaponry.

## ***BunniSuits - the Musical***

The city of Neo York's gang scene has reached a crucial point in the city's 500 year old history. The police department had reached an agreement with all the precincts that there was one way of controlling the criminal element throughout the population; Power Suits. However the police were not interested in training their officers in the use of these particular power suits, they already had big beefy combat suits that could demolish a city block if they went all out. These suits were much more form fitting and were derived from the sneaksuits of espionage fare, they are incredibly agile, bullet proof and pack the most sophisticated holographic and audio suite in civilian use. Yet if the police weren't going to utilize these suits, who was? The decision was made to call in the National Security Agency and suggest that twenty gang members were to be acquired and questioned over drug dealings with terrorist states. Using their sneaksuits, the NSA kidnapped the leaders of each gang member with attributes the police department required. The police department was going to unofficially deputize these gang members. Each would receive a suit on the proviso that the gang wars and illegal activities must stop. Multinational corporations got together and formulated a plan where drug money was supplanted by sponsorship. The gangs would be turned into a corporate advertising team led by a talented spokesperson wearing a powerful suit of armour with incredible audio-visual capabilities. Their challenge would be to reject the drug money for the comparable corporate advertising dollar. Much to the dismay of advertising companies, the multinationals were bypassing digi-vision and going straight to the people. The 20<sup>th</sup> century had the Cola Wars™, Neo York was the beginning of the BunniSuit Wars. Gangs face off, not with bloodshed on their mind, but how to sell their competing products to precincts neighboring their ganglands. Vicious product placement battles were about to ensue. On the eve of the 500<sup>th</sup> anniversary celebrating the settlement of the City of Nieuwe Amsterdam the Gangs a sponsored by corporations rather than drug lords. Confrontations between gang members are now a war of words, music and colorful slogans rather than bullets, pulse bursts and knives.

## StreetWolf - BunniSuit-X5 "Fujicola Soda"

Bunnisuits were named for the twin holo/audio emitters protruding from the sides of the helmet looking decidedly rabbit-like. The BunniSuit-X5 was retrofitted from a Japanese sneaksuit design based on the Ninja assassins of old. The slender lines suited Japanese males and was also perfect for the chosen operator, a determined young woman by the name of Cyndii Harlowski. The beautiful Ms Harlowski goes by the gang leader name of "Howler" and is the reigning Neo York Karaoke champion for the third year running. Fujicola Soda Enterprises did their research, when retrofitting the espionage suit, and ensured the BunniSuit-X5 would allow Ms Howler-san (as the Fujicola suit technicians call her) to use her singing voice to the maximum effect. As a holdover from the espionage systems, the BunniSuit-X5 comes equipped with holographic sneak systems, a military grade forcefield and of course the AudViz-6000-B entertainment package. The suit can output enough noise to drown out a Gridball arena and also use the holographic suite to cover the stadium's roof in animated Fujicola advertisements. A condition of receipt of the BunniSuit was absolutely no retrofitting the armour with weaponry. Because of the hazardous nature of cleaning up drug related activities, and other illegal acts, Team Fujicola (as the technicians call themselves) have tweaked the entertainment system to output a low powered laser beam and also sonic weapon that could theoretically kill a person.

**Type:** Mecha Suit

**Class:** BunniSuit X-5 Sneak Suit Series

**Size:** Medium

**STR:** +4 **HLT:** +6 **REF:** +5 **DEF:** -3 **INI:** +1 **AV:** 18 **HITS:** 40

**MOV/Terrain:** Wearer x3 MOV [*Chassis Total – 512*]

**Mecha Modules:** Basic Navigation [1], Low Light Optics - 5km [10], Optics - 5km [5], Radio Jammer +6 [12], *Secure Long Range Radio* +6 [6] Searchlight [2], Jumping x5 [30], Stealth – Radar, IR, Seismic +4TN [36], Limited Duration Force Field 30HITS [60]

**Exotic Module (See Action! System):** Holographic Sight and Sound Projection System – The suit can create very large illusions that can cover an entire neighborhood (or a few hundred square meters or yards) The holoshows are part of Fujicola's advertisements along with the wearer's voice. [80MP].

**Mecha Defects:** Reduced Endurance – Several Hours [-20], Suit Donning time - 4min [-3], Naked Operator [-10], Hangar Queen [-10]

**Laser Emitter (Visor),** Damage: 4d6 Type: Laser Beam (P/L), MAX: 120m, RoF: 1 Amm: 30 Notes: *Selective Damage* [13]

**Required Skills:** Pilot (Suit), Mecha Combat (*BunniSuit X-5*)

**Cost:** 724 MP

### Cyndii "Howler" Harlowski

Cyndii always knew that she was a people person. Even as a child she was

never bullied as her tightknit group of friends were always there to watch her back. Blossoming into a gorgeous teen, "Howler" came unstuck when their neighborhood in the Neo York Bronx became the new battlefield for drug cartels, back from hiding after the prohibition years of 2065 to 67. First there was a trickle of new and exciting designer narcotics. Then the Binars (Chemical narcotics mixed with visual stimulation via digital media to induce a brain response) became the latest fad and led to Cyndii's parents being killed by a driver under the influence. Cyndii's guardian was of no help either. Her aunt was a member of a distribution racket and resented the imposition that her dead sister's daughter was placing on her. "Howler" found some new friends before long. The first order of business was to take out her aunt's distribution ring and then reinforce her new "Streetwolf" gang with conscientious neighbors who wanted to do their bit in making their block safer. It was Howler whom figured out that the best way of managing the violence was to forcibly take over many large distribution rings and almost unionize the couriers. Cartels had to come to her if they wanted their product delivered in Neo York. Cyndii fought hard for that status. Many run-ins with the constabulary made her even more popular with the neighborhood. The Streetwolves only delivered to consenting adults. If drugs were found in the hands of kids, the 'wolves would track down the offenders like their namesakes and do them in. The gang wars of Neo York were not pretty. Yet despite the occasional warfare, the Streetwolves kept their blocks safe and the real estate respectable. Cyndii even threw street concerts and delighted the neighborhood with her incredible singing voice.

When Fujicola made the offer of a Bunnisuit and corporate sponsorship for her gang members, Ms Harlowski jumped at the chance to go legit. Running the distribution ring was the only way she knew how to keep order, but now with the Fujicola income, Neo York gang warfare was going Broadway.

**Race:** Human **Height:** 170kg **Weight:** 64kg **Eye Colour:** Green **Hair Colour:** Auburn

**Occupation:** Gang Leader

**Attributes:**

STR 2 REF 5 HLT 4 INT 5 WIL 4 PRE 4 DEF 18 INI 6 TGH 5 LIF 23 MOV 8

**Abilities and Disabilities**

Red Tape (BunniSuit Contract) -1, Nemesis (Icelorrrdes) -2, Significant Other (Younger Brother) -2, Marked (Gangs Colors/Reputation) -2, Lucky (+1 Action pt), Fast Draw +2 INI, Authority Figure (Leader)

**Skills:**

Area Knowledge - Neo York Bronx +4, Survival +1 (City) +4, Tracking +3, Ground Vehicles +2 (Motorcycles)+4, Criminology +1, Intrigue +2, Slug-thrower Pistols +3, Tactics +2, Physics +2 (General) +4, Dancing +1 (Popular) +4, Singing +5, Unarmed Combat Brawling +3, Acrobatics +3, Mecha Melee +3, Mecha Combat +1 (BunniSuit X5) +4, Piloting Powered Armour +5, Climbing +2, Throwing +2, Stealth +2, Professional Gang Leader +4, Concentration +2,



Icelorrde CommandoPanda C-9 "Pharmatrics Ltd"

The latecomer to the Gang Wars is the multinational pharmaceutical corporation, "Pharmatrics." However, their public facade in sponsoring a gang for advertising belies their true intentions of harnessing the recreational drug market for their own purposes. In this aim, they sponsored one of the toughest and meanest gangs, in what the public viewed, was an incredible public relations boost. The "Icelorrdes" have the facade of playing "nice" with the city officials and the public with their advertising battles, as well as their darker scheme of becoming the chief narcotics supplier to the city. Their leader operates an ex-military combat suit in the guise of representing Pharmatrics slogan of "Your armour against yourself." The armour, while disarmed of its standard weaponry, still has considerable offensive capabilities. It's strength rating is nearly twice as those of the original Bunnisuits, and while unproven, witnesses have seen a combat suit lurking around the darker areas of Neo York brimming with projectile weaponry.

Type: Mecha Suit

Class: CommandoPanda C-9 Assault Suit Series

Size: Large

STR: +12 HLT: +5 REF: +2 DEF: -4 INI: -2 AV: 22 HITS: 50

MOV/Terrain: Wearer x1.5 MOV [Chassis Total – 550]

Mecha Modules: Basic Navigation [1], Low Light Optics - 5km [10], Optics - 5km [5], Secure Long Range Radio +6 [6] Jumping x2 [16], Limited Duration Force Field 50HITS [100], Knuckle Claws(2) - +1d6 [3], Weapon Mounts (3) [3].

Exotic Module (See Action! System): Holographic Sight and Sound Projection System – The suit can create very large illusions that can cover an entire neighborhood (or a few hundred square meters or yards) The holoshows are part of Pharmatrics' advertisements along with the wearer's voice. [80MP].

Mecha Defects: Reduced Endurance – Several Hours [-20], Suit Donning time - 4min [-3], Naked Operator [-10], Hangar Queen [-10]

Required Skills: Pilot (Suit), Mecha Combat (BunniSuit X-5)

Cost: 731 MP

The E-CORP: Engineer's are GO!

What do six ex-military engineers do when discharged from their respective Armed Forces due to advancement regulations and red-tape? Do they earn dollars by taking a job building shopping centres and road tunnels? Do they retire and tend a rose garden on their pensions? Or do they assemble a multinational think-tank with massive governmental sponsorship designing equipment that will enable a highly trained team of trouble-shooters to help in any worldwide disaster situation, natural or otherwise. The Engineering Challenges

Corporation uses experimental military equipment to fight any condition that will cause harm to individuals and property. There is no political motivation to the E-Corp, just a genuine wish to help. Of course there are various governmental and commercial interests whom would rather the E-Corp go away, but the founders of the disaster relief team are not to be swayed. Publicly they are known as the creators of such famous machinery as; Redback Crane-1, Ridgeback Mover-2, Humpback Aqua-3, Throwback Digger-4, Strongback Carry-5, and the "Mission" series of world-wide carriers. The inventors even get royalties from the sale of toy versions of their machinery.

Crane-1 "Redback"

Height:	13m
Length:	19m, 40m with Boom
Weight:	60 tons
Range:	300km
Maximum Speed:	18kph
Affiliation:	E-Corp

Crane-1 is the invention of Jack Westwood, a retired Australian Army Engineer and founding member of E-Corp. A massive spider-legged vehicle with a multifunctional boom protruding from the top, Crane-1 is designed to traverse difficult terrains, such as oil fires, radioactive spills and even magma flows to render aid. Looking much like a large construction crane atop an eight-legged military tank chassis, Crane-1's boom attachments enable multiple tasks to be carried out. With the right planning aboard Mission-6; the giant E-Corp carrier jet, the attachments are fitted and set for the task ahead. Westwood's pet name for Crane-1 is the "Redback" after the Australian biting spider famous for hiding under toilet seats. When joined with Aqua-3 "Humpback", the amalgamated machinery is capable of deep ocean missions. Similarly, interlocking with other E-Corp vehicles provides for various other roles that Crane-1 could not normally singularly achieve.

Type: Vehicle

Class: Eight-legged Crane

Size: Huge

Occupants: 1 Pilot, 3 Passengers

STR: 15 HLT: 6 REF: 2 DEF: -7 INI: -8 AV: 50 HITS: 90

Cargo: 2400kg

MOV/Terrain: Walking 5m/Turn [Chassis Total 367 MP]

Mecha Modules: Basic Navigation [1], Headlights [1], Long Range Radio [2], Low Light Optics - 5km [10], Metascanners 5km [25], Searchlight [2], Energy Dissipation (Heat) [15], Extra Arm – STR 26 [13], Extra Limbs (4) Octoped [30], Accessories – Winch, airlock, camera, phone, emergency lights, equipment locker, loudspeaker, computer [8], Gestalt E-Corp Mega Vehicle 1200MP Total [120]

**Mecha Defects:** Alien Design [-3 TN [-3], Noisy [-5], Poor Visibility [-5], Reduced Endurance - Few Days [-5], Startup Time 10 minutes [-4]

**Rocket Launcher (Left of Cockpit),** Damage: 10d6 Type: Blast (Ex/L), RMod: +1, MAX: 600m, RoF: 4/2 Amm: 200 Notes: Blast, Extra Amm, Automatic, Ext Rng, Fixed Forward, Slow Firing [52]

**Grenade Bombs (Legs),** Damage: 20d6 Type: Blast (Ex/L), MAX: STRx5m RoF: 1 Amm: 20 Notes: Blast, Thrown [31 = 3]

**Required Skills:** Ground Vehicles (Crane), Mecha Combat (E-Corp Vehicles)

**Cost:** 631 MP

## Weather

Sometimes weather can play an important role in an adventure. With the E-CORP members, the environment and conditions are as much an opponent as any enemy military. The conditions below can give the right amount of trouble for the E-CORP team members in a unique roleplaying campaign where the players must guide their characters to combat the environment rather than evil antagonists.

### Rain, Snow, Sleet & Hail

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Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F (0° C) or below may produce ice.

#### Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including night vision. Light fog imposes a -1 penalty to sight based Awareness and ranged attack skill rolls versus targets beyond 5 meters, medium fog imposes a -3 penalty versus targets beyond 3 meters, and dense fog imposes a -5 penalty versus targets beyond 1 meter.

#### Rain

Rain reduces visibility ranges by half, resulting in a -1 to -3 penalty to sight-based Awareness rolls. It has the same effect on flames, ranged weapon attacks, and hearing-based Awareness rolls as severe wind.

#### Snow

Falling snow has the same effects on visibility, ranged weapon attacks, and skill rolls as rain, and it costs 2 meters of movement to enter a snow-covered hex. A day of snowfall leaves 1d6×2 centimetres (or 1d6 inches) of snow on the ground.

#### Heavy Snow

Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see *Fog*, below).

A day of heavy snow leaves 2d6×10 centimetres (about 1 to 2 feet) of snow on the ground, and it costs 3 meters of movement to enter a hex covered with heavy snow.

Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d6 meters deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. A heavy snowfall is accompanied by lightning on a roll of 15+ on 3d6 (see *Thunderstorm*, below). Snow has the same effect on flames as moderate wind.

#### Sleet

Essentially frozen rain, sleet has the same effect as rain while falling (except that protected flames are extinguished on a roll of 9+ on 3d6) and the same effect as snow once on the ground.

#### Hail

Hail does not reduce visibility, but the sound of falling hail makes hearing-based Awareness rolls more difficult (-3 penalty). On a roll of 16+ on 3d6, the hail can become large enough to deal 2d6 points of B/L damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

### Storms

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The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three-quarters, imposing a -6 penalty on Awareness rolls. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a -3 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See *Wind Effects Table* for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

#### Dust storm

These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames

(50% chance). Most dust storms are accompanied by severe winds and leave behind a deposit of 1d6 inches (2d6+3 cm) of sand. However, on a roll of 15+ on 3d6, a greater dust storm will be accompanied by windstorm magnitude winds (see *Wind Effects Table*). These greater dust storms deal 1d6 points of B/L damage each turn to anyone caught out in the open without shelter and also pose a choking hazard (see *Drowning*—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of turns equal to 10 × her HLT score). Greater dust storms leave

1d6×10 cm (or 2d3-1 feet) of fine sand in their wake.

### **Snowstorm**

In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches (2d6+3 cm) of snow on the ground afterward.

### **Thunderstorm**

In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armour).

As a rule of thumb, assume one bolt per minute for a 1- hour period at the centre of the storm. Each bolt causes 12d6 P/L damage. On a roll of 15+ on 3d6 a thunderstorm is accompanied by a tornado (see below).

## **Powerful Storms**

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Very high winds and torrential precipitation reduce visibility to zero, making Awareness rolls and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames are doused on a roll of 9+ on 3d6. Creatures caught in the area must make a HLT attribute roll (TN 18) or face the effects based on the size of the creature (see *Wind Effects Table*). Powerful storms are divided into the following four types.

### **Windstorm**

While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

### **Blizzard**

The combination of high winds, heavy snow (typically 1d3 feet, or 30-90 cm) and bitter cold make blizzards deadly for all whom are unprepared for them.

### **Hurricane**

In addition to very high winds and heavy rain, floods accompany hurricanes. Most adventuring activity is impossible under such conditions.

### **Tornado**

One in ten thunderstorms are accompanied by a tornado (15+ on 3d6).

## **Winds**

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The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see *Wind Effects Table*), interfere with ranged attacks, or impose penalties on some skill checks.

### **Light Wind**

A gentle breeze that has little or no game effect.

### **Moderate Wind**

A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

### **Strong Wind**

Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –1 penalty on ranged attack rolls and on hearing-based Awareness skill rolls.

### **Severe Wind**

In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and hearing-based Awareness skill rolls are at a –3 penalty. This is the velocity of wind produced by a *gust of wind* spell.

### **Windstorm**

Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and blows out protected flames (such as those of lanterns) on a roll of 9+ on 3d6. Ranged weapon attacks are impossible, and even siege weapons have a –3 penalty on attack rolls. Hearing-based Awareness skill rolls are at a –6 penalty due to the howling of the wind.

### **Hurricane-Force Wind**

All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –6 penalty on attack rolls). Hearing-based Awareness skill rolls are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

### **Tornado**

All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Hearing based Awareness skill rolls checks. Instead of being blown away (see *Wind Effects Table*), characters in close proximity to a tornado who fail a STR attribute roll (TN 24) are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 3d6 turns, taking 3d6 points of B/L per turn, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph (510 kph), the funnel itself moves forward at an average of 30 mph (42 meters per turn). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

### Wind Effects Table against Ranged Attacks

Wind Force	Wind Speed	Normal/ Missile Weapons <sup>1</sup>	Mecha/Creature Size <sup>2</sup>	Wind Effect on Creatures	TN
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Diminutive or smaller	Knocked down	12
			Small or larger	None	
Severe	31–50 mph	–4/—	Diminutive or smaller	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Wind storm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Very Large	Checked	
			Huge or Gargantuan	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	21
			Large	Knocked down	
			Very Large	Checked	
			Huge or Gargantuan	None	
Tornado	175–300 mph	Both Impossible	Large or smaller	Blown away	24
			Very Large	Knocked down	
			Huge or Gargantuan	Checked	

**1** The missile weapon category includes modern, ballista and catapult attacks as well as boulders tossed by giant robots.

**2** Flying or airborne creatures or mecha are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

**Checked:** Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

**Knocked Down:** Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

**Blown Away:** Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of non-lethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of non-lethal damage due to battering and buffeting.

## Never Say Forever with Love and Live Another Day

The world of espionage can be played ultra gritty and realistic or heroically cinematic with suave and sophistication. The vehicles described in this combo are base-line vehicles able to be tricked out with gadgets and abilities that would not normally be available in civilian circles.

The following vehicle list is an adaptation of the Action! System list with additional MechASsemble specific columns. The MP Cost does not include any defects and the INI is assumed to be at the base level. These vehicles are now a

blank slate for players and game masters to begin building their Espionage vehicles.

### XXXX ASIO RSC

The Australian Security Intelligence Organisation (ASIO), now cashed up due to increased security concerns have headhunted quite a few British Intelligence Engineers with the promise of beautiful weather and only the best equipment. The “Poms” could not resist the offer, and the fact the English Cricket team had just lost the “Ashes” ...again.... only spurred their traveling plans. ASIO now had an excellent engineering team and plenty of ex-Special Air Service personnel

whom took the career option of civilian espionage.

Of course, Australian's, not ones for taking themselves too seriously have designated their top agents after beer brands rather than staid numerical values. Enter Fourex and his japanese concept car the "Rugged Sport Coupe." After the death of Fosters and Carlton at the hands of a maniacal golf course developer, Fourex has been called into the mission to determine if Low Chi Developments has a mole inside ASIO. His new mode of transplant, was kindly sponsored by the local Toyota Industry. There have been a few optional extras installed.

Of course the espionage goal of being inconspicuous has been totally lost on these elite agents, much like their British counterparts. The XXXX-RSC can drive over water at cruising speeds and has a nasty ensemble of weaponry such as a flamethrower, rocket launcher, machineguns and rear-ejected bombs/grenades.

Wheelbase 2490mm (98.1in)  
Overall Length 4115mm (162.1in)  
Overall Height 1550mm (61.1in)  
Overall Width 1850mm (72.9in)  
Tires 31x10.5R19  
Maximum Speed 144kph (84mph)  
**Boosted:** 192kph (112mph)

**Type:** Vehicle

**Class:** Rugged Sports Coupe – Espionage Model

**Size:** Large

**Occupants:** 1 Pilot, 3 passengers

**Cargo:** 800kg

**STR:** 12 **HLT:** 4 **REF:** 4 **DEF:** -4 **INI:** -4 **AV:** 30 **HITs:** 40

## Sample Vehicles

Vehicle	MOV	STR	HLT	REF	INI	Handling	Size	People	AV	HITs	MP Cost
Automobiles											
Compact Car	28	10	3	3	-4	-3	L	4	8	50	177
Passenger Car	28	12	3	3	-4	-4	L	5	10	60	185
Pickup Truck	28	13	4	3	-4	-4	L	3	12	70	195
Race Car	53	6	4	4	-4	-2	L	1	10	60	272
Sports Car	35	12	4	4	-4	-3	L	2	8	50	146
Sport/Utility	28	12	4	3	-4	-4	L	6	12	70	215
Stretched Limousine	28	15	4	3	-6	-5	VL	6	10	60	156
Van	27	13	3	3	-6	-7	VL	2	14	80	211
Motorcycles											
Dirt Bike	25	3	3	6	-2	1	M	2	6*	40	207
Scooter	21	4	2	4	-2	-1	M	1	4*	30	132

**MOV/Terrain: Cruising** 40m/Turn (48kph/28mph) [*Chassis MP Total – 270*]

**Mecha Modules:** Basic Navigation [1], Headlights [1], Long Range Radio [2], Low Light Optics - 5km [10], Optics - 5km [5], Parachute [5], Radio Jammer +6 [12], Searchlight [2], Digital Instrument Display [1], Bullet-proof glass – *i.e No "Windows Defect,"* Reinforced bumpers [*Ablative Armour – 40 HITs – Limited to Bumpers ½; 20MP*], Self-sealing tires [*Regenerate 10 Hits per turn - Limited to Tires only; 1/10<sup>th</sup> Cost – 50MP*], Safety compartments for storage [1], Remote control [*Basic 5*], Gun Ports – [2], fire detection and extinguisher system [*two Accessories*], Water Driving – *Special Movement* [8], Boosted Speed – x4 [3], Jump x4 [16]

**Mecha Defects:** Reduced Endurance - *Few Days* [-5], Hanger Queen [-10], Alien Design [-2], Road Vehicle [-20], Requires Electronic Key for entry [*Unique Defect -10*], Susceptible to electronic cracking [-10 MP]

## Spy Weapons

**Flamethrower (Muffler),** Damage: 5d6 Type: Gelatin Flame (P/L), Acc: -2, RMod: +1, MAX: 300m, RoF: 1 Amm: 50 Notes: Burning x2, Ext Rng, Extra Amm, Fixed Rear [36 = 3MP]

**Rocket Launcher (Behind Winch Assembly),** Damage: 10d6 Type: Blast (Ex/L), RMod: +1, MAX: 600m, RoF: 4/2 Amm: 200 Notes: Blast, Extra Amm, Concealed, Ext Rng, Fixed Forward, Slow Firing [52]

**Machine Guns (Headlights),** Damage: 9d6 Type: Ballistic (P/L), RMod: +1, MAX: 540m, RoF: 8 Amm: 200 Notes: Auto x2, Ext Rng, Extra Amm, Concealed, Fixed Forward [31 = 3MP x2 = 6]

**Grenade Bombs (Rear),** Damage: 20d6 Type: Blast (Ex/L), MAX: STRx5m RoF: 1 Amm: 20 Notes: Blast, Thrown [31 = 3]

**Required Skills:** Ground Vehicles (*High Performance*), Mecha Combat (*Espionage Vehicles*)

**Cost:** 423 MP

Motorbike	32	6	3	5	-2	+0	M	2	6*	40	180
Oversized Vehicles											
Big Rig	27	20	5	2	-8	-10	H	2	20	110	212
Bus	21	13	4	2	-8	-10	H	40	17	100	380
Heavy Truck	27	17	4	3	-6	-9	VL	2	16	90	161
Helicopters											
Combat Helicopter	53	15	4	8	-8	-6	H	2	20	80	315
Light Helicopter	35	13	3	9	-6	-4	VL	3	8	50	189
Utility Helicopter	35	15	4	7	-8	-7	H	2	14	80	222
Airplanes											
Light Airplane	62	13	3	5	-6	-5	VL	4	8	50	176
Heavy Airplane	53	23	5	4	-10	-12	G	4	22	120	230
Ultra-Light	18	3	2	6	-4	-2	L	1	4*	30	158
Speed Boats											
Off-shore Racer	32	14	4	4	-6	-6	VL	6	14	80	227
Recreational Boat	14	10	2	4	-4	-3	L	4	8	50	172
Military Ground Vehicles											
APC	13	15	5	4	-6	-6	VL	13	40	120	447
Heavy Tank	14	14	6	3	-6	-8	VL	4	60	200	620

\* Indicates that the Armour only protects the vehicle, not the driver or passengers representing the Open Defect (not included in the final cost)

The Strength (STR) attribute is mainly based on cargo space requirements.

Movement (MOV) is the Cruising (x1) speed. Top speed ("Sprinting" x3) is calculated by multiplying 3.6 to get kph, and 2.1 to get mph.

Sizes are Medium, Large, Very Large, Huge, Gargantuan and Immense and abbreviated with their first letters.

People are broken into 1 operator and the rest passengers.

Note the AV and HITs for this list of vehicles. Obviously the Action! System vehicles follow the second design philosophy as discussed on page 1 in the section.

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