

Finale P2 -05

The Peace Treaty of 2219 and the I.R. - Commended as finding a most cost effective answer to the Refuge problem, *I.R. Sector General Sandford Deer*, has been promoted to Fleetmaster in charge of the Polar Expanse. With 80,000 I.R. Chaos Starfighters, 25 I.R. Century-Class Frigates and 20 I.R. Horn-class Starcruisers, Fleetmaster Deer's armada has clamped down on the entire polar expanse. Flying from one I.R. Planet to another now requires passing through a pair of checkpoints (one at each end) and DNA scanning of all passengers. After learning of the Magnavore epidemic, Deer has instituted immediate quarantine, and orbital purging of any settlement found to have a Magnavore infestation. However Deer has also fully supported the Polar Expanse Quarantine Protocol sponsored by Stockholder Kal Marx (actually Angel D) and voted into effect by the I.R. Board of Directors.

This protocol has cut off any and all Shadow Drive access to jump points outside the polar expanse but within I.R. controlled space. Those smugglers who were unaware of the new Quarantine Protocol found themselves jumping into checkpoints enforced by an I.R. Mothership supported by a pair of I.R. Interdictors and a trio of I.R. Starcruisers. So far not a single vessel of any faction has found a way past these new blockades.

Deer's addition to the new Quarantine Protocol involved opening up direct and unhindered "space lanes". These areas on both the plane of Awareness and in known space are now lawless and inhabited by Space pirates from many different factions. Fleetmaster Deer's first action after the declaration of the Quarantine Protocol was to activate nav boeys encouraging all vessels to use these space lanes, forcing different factions into direct confrontation.

I.R. Sector General Palomedes has returned home to his manor on Arcturus Majora V. Since returning he has begun offering a huge bonus to I.R. Military officials who are willing to join a special army during their vacations. This independent army is called the Lancers of Palomedes, and tasked with a single goal. Despite Stockholder Kal Marx's attempts to divert the Board of Directors attention away from the E-strain threat, the Lancers of Palomedes focus on cleaning out E-strain Hives in the Bootes-Serpent Sector. This private armor can call upon all the normal gear and vehicles of the Iron Republic, but will often ignore EEF Rebels in favor of taking down E-strain. There are rumors of the Lancers of Palomedes starting to prepare for an assault on one of the AOD Galaxy Drives.

Effects of the Treaty of 2219 on the Iron Republic Fleet

The Treaty of 2219 has made it officially illegal for I.R. Starships to harass or attack EEF vessels (and here is the important part) traveling between the planet Refuge and the Draco Constellation. EEF ships flying to any other part of known space have to be just as careful and stealthy as before. If caught near I.R. "secure zones" (rebel planets not in the Draco, San Martin or Free Systems) they still can be shot on site.

By designating the EEF an allied nation, the treaty has allowed the I.R. the ability to restore constant overwatch of the planet Refuge.

After all in the years of 2218 & 2219, the first time Refuge has been without orbital overwatch the evil Kasanthain Federation, the E-strain and the Unity has spread across the stars. The speed of their expansion has brought up a call to arms in the Iron Republic.

With the Draco Constellation, San Martin, and the Free Systems off limits, hundreds of millions of Brethren can be repositioned allowing their forces to be focused by Fleetmaster Deer on the TRILAT. This huge influx of added fighting force, also includes Tanks, Striders and Artillery. Instead of needing to use this mass of soldiers as peacekeepers in rebel colonies, it could now be used en mass to overwhelm enemy planets.

By allowing I.R. Licensed companies to create alternative brands, the I.R. has felt a huge surge in consumerism. This has significantly boosted local economies, restoring the economic flow on many I.R. colonies which had stagnated for decades.

Finale P2 -05

The Demon Question - In the Guise of Stockholder Kal Marx, the terrorist *Angel D*, has gotten a measure passed that will hide all traces of Warmonger, his fiends, and all other Ancient Evils and their servants by the Iron Republic Security Authority. In the case of demonic possession, the target and all potential fellow "corrupted" individuals are hunted down and incinerated by Quall N'drone Red Fist Commandos. This direct and quick response to any suspicion of demonic corruption combined with the Quall N'drone's natural immunity to fear has wiped out most cults before they can even start.

The I.R. will now detain any ship carrying Leyas Artifacts, Demonic Corpses, or Hellforged Weapons so the entire crew can be tested, even if they are flying with proper I.R. documentation and codes.

The Lost Stockholder - The lost Stockholder Kal Marx, is being held on a planet, Codename:Niflhem, deep in E-strain space. Among the worlds in the frozen Hidden Systems, Niflheim is a frozen planet, despite the fact that a year ago it was a jungle paradise. That was before the Revelation Nanoplagues seeded by the Angels of Desolation began consuming the star that Niflheim orbits.

The base that holds *Friedrick Kal Marx* is an abandoned mining station, hardened and insulated against the cold. Its generators are nuclear powered with a lifespan of 1,000 years. Using illegal demonic technology, the Angels of Desolation have extended the lifespan of Freidrick Kal Marx to near immortality. This is all to guarantee that every day the lonely lost stockholder will survive his unfulfilled hunger and the isolation. Only water mixed with a few nutrients trickles down into his cell every day, carefully prepared to keep the lost stockholder alive and functional. In the style of a Unity Hell-scape the torture through isolation of the lost stockholder is recorded and watched as entertainment by the E-strain.

The Polaris Execution Armada - With the huge new Armada built by Fleetmaster Deer, the Iron Republic was prepared to drydock hundreds of I.R. Raptors and Cynos Starcruisers. Though outdated by thousands of years, this armada was quite immense. The fleets of fifty different planets had been replaced by newer Horn-class Starcruisers and I.R. Chaos Starfighters, and now the old fleet was being mothballed. Then *Captain Duwan Jinto* returned to meet with Fleetmaster Deer, held together by cybernetics and a bad-attitude.

He demanded, begged and pleaded and recieved the entire outdated fleet. Hundreds of Cynos Heavy Frigates set forth under Captain Jinto, and even though they are far too few Raptor Starfighters for them to have full assault compliments, they have used their superior numbers to form a seemingly unassailable caravan.

Calling itself the Polaris Execution Armada, they are rumored to be on their way directly to handle the threat of E-strain expansion into I.R. space. They are only too happy to fall upon EEF, Fort Lendill, and Free Systems ships that have flown outside the authorized zones.

There is also now a bounty for the return of *Alice Clegg*. Fearing the loss of his former fellow captain, Duwan Jinto has funded this effort directly from the sale of his private moon of Andorra. The Banking Guild is now auctioning off Andorra for 1 Million ghaz.

The Casablanca Station - The Administrator of the Casablanca Station has gained prime real estate as it falls on a shadow jump pathway recently deemed a "safe space lane" by the Iron Republic. This has increased the nearby traffic of free merchant vessels and IRLC company Starfreighters passing near the station. Unluckily this wealth has also brought a larger than expected turnout of space pirates. On both sides the Casablanca station has seen profit, selling lodging, gear and providing markets for both legal and less-legal goods.

Narrating an Iron Republic Campaign

Considering the nearly endless planets, oppressively large number of reinforcements, and Quall N'drone allies of the Iron Republic it can be a real challenge to run a fun and entertaining campaign while still having deep character development.

There are many schools of thought about how the Iron Republic should be viewed. Of course for any other faction, including the Colonists of Refuge, and the freedom fighters of Earth, will consider the Iron Republic an evil and oppressive galactic empire. A group so hideous they even sell their own citizens to the Quall N'drone for use as unwilling hosts to their alien young. Many automatically assume that to run an Iron Republic campaign should be considered an Evil Campaign, where the players are playing villains. While an intrepid Narrator can certainly try this pathway, it will limit the ability for character development.

There are some important notes you should know as a Narrator considering running an Iron Republic Campaign.

The Board of Directors rule all- This group of ancient Earther stockholders and businessmen (and women) have been running the Iron Republic since the fall of Earth. While a few, like Stockholder Kal Marx, were new additions, most are so old they remember signing the first deals with the Quall N'drone. As a result they are primarily concerned with the bottom line, and consider all people, species, and even planets expendable as long as the profit margins stay strong. However many of their world destroying weapons cost significant resources so their is an escalation scale in the I.R.

No I.R. Soldier below the rank of Fleetmaster can automatically approve the deployment of Nukes, planet-killer missiles or Clean bombs.

Others must first undergo the following steps. 1) Tactical Orbital Bombardment (of a specific enemy base or structure), 2) Attempt to retake the planet with additional Brethren, 3) Attempt an invasion by Quall N'drone, 4) Wide scale Orbital Bombardment, 5) Full scale invasion with Bastion Siege Striders and Siege Tanks, 6) Apply for permission to use a WMD (requires approval of Planetary Governor or I.R. Colonel)

The Subsidiaries battle it out- The I.R. has countless smaller companies under its umbrella. Some of these like Republic Iron LLC, and Republic Mail Services are strictly regulated by the I.R. Board. Many others only have a single corporate officer who reports to the I.R., and the rest is run as a free company. This forces companies in the same fields to use corporate espionage, sabotage tactics and even hit squads on each other. The most important aspect of this battle between smaller companies in I.R. Space is their plausible deniability. They hire mercs and others as long as no money trail leads back to them.

The Pro-Quall & Anti-Quall Debate- Few I.R. planets other than Mars is completely aware of quite how many hosts are sold to the Quall Hives (hundreds of thousands each year). Most wage-slaves on the street think the Quall N'drone are just genetically engineered soldiers like the Quall N'fel. So there can be significant debate over whether characters are Pro-Quall or Anti-Quall, and as long as it doesn't result in violence to the Quall Military Officers it is legal under I.R. laws.

The I.R. Citizens think they're right- Most I.R. Citizens have been fed so much propoganda that they think the I.R. is saving Earther colonies from a barbaric existence. True stories of the horrors done by evil space pirates and monstrous aliens like the E-strain Manslayers do give a lot of credence to this idea.

Iron Republic Neo-Flayer Scout Starship

contributed by Adam Lobel

Quall/I.R. Scoutship Starfighter

V.A.R Reinforced Starfighter Armor

vs. Melee 30

vs Missile 20 E.P.:30

vs Energy 10

Move 0, Fly 18, Space 55

Crew: 1 Elite Neo-Flayer Pilot (F.S. 6)

Fireball Cannon -

3d6 Energy dmg.

Artificed with Fireball at 6 successes

Artificed with Burst Shield at 4 successes

I.R. Nano-Whips (x2)-

3d8 (No A.R.) Melee dmg,

Lowers V.A.R & S.A.R. by 3d8 pts.

Flurry (+5 Dodge T#) See sidebar for details.

2 Open Weapon Mountings

ULTRA Tech

Leyas Generator lvl 5

A Tube-shaped ship with a single flayer on board as a pilot. Powerful engines and sensors designed by the Iron Republic and a minimal profile allow this ship to nimbly fly recon in unknown territories. A single Fireball Cannon on the nose of the ship provides ranged power while a pair of long nano whips allow the scout to grab nearby enemy ships or slash through close by enemies

Direct Neural Connection: The Neo-Flayer uses a modified bodyglove and internal brainhookups.

To prevent the Flayer from having technological backlash, the scouts have the fear-centers of their brain burned out using surgical lasers before being sent into battle. If hit with healing nanites or healed for more than 5 H.P., the pilot will begin to suffer backlash again.

Neurally Controlled Nano-whips: These Nano-whips are formed along lengths of Monomolecular filament cord strong enough to hold a ship with a move in Space of 50 or less for 2 combat rounds. They are indestructable and have a Strength of 12.

If hit with Chill or EMP they lose their ability to automatically Lower V.A.R. & S.A.R. for 2 rds.

Blackmarket Price- 2,500 Ghaz

Iron Republic Price- 5,000 I.R. Credits

Only Works for Flayers

Iron Republic Quall Interceptor Space Strider

contributed by Adam Lobel

Quall N'drone Armor Space Strider

V.A.R Reinforced Strider Armor

vs. Melee 20

vs Missile 10

vs Energy 20

Move 0, Fly 20, Space 20

Crew: 1 Quall N'drone Pilot

Enviro-Seals- Protects from a Frost Generator

Grapple Launcher-

10 Missile dmg, will automatically allow the Interceptor to latch onto other vessels and equal their speed (and Move). +2 Bonus to hit

Quall Fireball Cannon (x2)-

2d6 x8 Energy dmg, Fireball II (8 Successes)

Quall Hull-Punch Cannon (x2)-

Automatically creates a breaching hole in Capital Ships and Spacestations. (10ft by 10ft)

Lowers V.A.R & S.A.R. by 16 pts.

Heat Metal (Greater) at 8 successes.

Leyas Generator lvl 5

Essentially a Strider-sized bodysuit for a Qual N'Drone mimicking their body shape. Thanks to Iron Republic engineers it is as fast and maneuverable as an Yrs Starfighter. Each arm ends in a cannon and one more cannon in the chest region. The top two arms have a powerful fireball cannon and the lower two arms have a greater melt metal cannon on each. The central cannon fires off a powerful grapple line artificed with melt metal so it can get a good grip on an enemy hull. This will allow the interceptor to stabilize their target allowing them to bring their weapons to bear with greater accuracy, or allowing it to pound a larger vessel. These have been in secret use for decades by the Quall.

Direct Neural Connection: The Quall Interceptor uses a modified bodyglove and internal brainhookups.

The Quall Warriors are immune to fear and do not need to worry about backlash.

As Quall N'drone, they are immune to Mind Warp abilities of Nightmare Lords, they are equally immune to the Mind Warping of Nightmare Lord Starships.

Grab & Pound: If a Quall Interceptor succeeds in getting his grapple line onto the side of a Capital Ship they can stack the damage of all attacks made against that Capital ship. Capital Ships & Spacestations only.

At the end of a combat round, the character can choose to stay attached (and get all attacks stacked) or detach and fly away.

Blackmarket Price- 5,000 Ghaz (only works for Quall)

Quall Frigate Light Capital-Class Starship

contributed by Adam Lobel

Quall Light Frigate Capital Ship

V.A.R Reinforced Starship Armor

vs. Melee 50

vs Missile 80

vs Energy 50

Move 0, Fly 18, Space 20

Artifact Starship. Bludgeoning Lowers V.A.R.

Crew: 2 Quall Pilots (F.S. 8)

Enviro-Seals- Protects from a Frost Generator

Fireball Cannon (x5) - 2d6 x8 Energy dmg.

Artificed with Fireball at 8 successes

Artificed with Burst Shield at 8 successes

I.R. Railcannons (x3)-

20 Melee dmg, Lowers V.A.R by 20 pts.

Obsidian Tipped-Horn Rams-

20 Melee dmg, No A.R. dmg to Giant Monsters,

WarGiants and Living Starships & Bioships only

Lowers V.A.R by 10 pts. **Allows Boarding**

Leyas Powered- Cannot Fly if struck with Zela metal. Move Fly & Space drops to 0.

Leyas Generator lvl 5

This large frigate-sized vessel made up of both hardened metal and obsidian. The ship vaguely resembles an oversized Qual N'Drone airship but domed over, as to make the ship air tight. Five heavy Fireball Cannons plus three IR Rail Cannons allow this ship to have a powerful punch with more varied weapons than the smaller Qual Space Craft. It also has a pair of obsidian tipped horns in the front to allow the Frigate to ram other vessels. The horns then opens to allow the Quall N'drone and Flayer crew to board the enemy ship to grab the enemy crew to take back for implantation.

Leyas Powered: The Quall Frigate Pilots use command crystals similar to those used on Airships. If these command crystals are removed or destroyed the vessel cannot move or attack (except with I.R. Railcannons)

Boarding Troopers: These vessels do not usually have technologically advanced troopers like Brethren or Red Fist Commandos, instead they will carry 30 Quall Warriors and 100 Flayers.

On a successful hit of the Horn Rams, the rams will open up into Boarding Ramps (each 2 Quall broad) and allows the troopers to swarm the decks of enemy starships, airships and even the insides of enemy giant monsters.

Blackmarket Price- 200,000 Ghaz (illegal vessel)

Quall Destroyer Heavy Capital-Class Starship

contributed by Adam Lobel

Quall Heavy Destroyer Capital Ship

V.A.R Reinforced Starship Armor

vs. Melee 300

vs Missile 800

vs Energy 250

Move 0, Fly 18, Space 20

Artifact Starship. Bludgeoning Lowers V.A.R.

Crew: 2 Quall Pilots (F.S. 8)

Enviro-Seals- Protects from a Frost Generator

Giant Hand- See Sidebar

I.R. Domebuster Cannon (x2)-

150 Missile Dmg, x2 dmg to Vehicles & Structures
Orbital Range.

Quall Fireball Cannon (x20)-

2d6 x8 Energy dmg, Fireball II (8 Successes)

I.R. Orbital Laser (x10)-

30 Energy Dmg, Lowers V.A.R & S.A.R. by 15 pts.

Leyas Powered- Cannot Fly if struck with Zela metal. Move Fly & Space drops to 0.

Leyas Generator lvl 5

The largest of the Ships created through the joint Quall N'Drone/Iron Republic construction effort. The Quall Destroyer is a bit smaller than an Iron Republic Mothership. Containing a large assortment of varied weapons, the Destroyer has Fireball Cannons, Orbital Laser cannons, and a pair of Iron Republic Dome Buster cannons. Like the Quall Frigate, the ship is made up of Metal and Obsidian and resembles a grasping hand. The "fingers" can grasp enemy ships and pull them in to align with docking ports and obsidian tipped drills will cut their way into the captive vessel and allow Qual N'Drone and Flayer boarding crews.

Leyas Powered: Quall Destroyer Pilots use command crystals similar to those used on Airships. If these command crystals are removed or destroyed the vessel cannot move or attack (except with I.R. Orbital Lasers)

Boarding Troopers: These vessels do not usually have technologically advanced troopers like Brethren or Red Fist Commandos, instead they will carry 100 Quall Warriors, and 5,000 Flayers.

On a successful hit of the Giant Hand on an enemy Starfreighter or a Capital Ship it will hold the vessel to the 5 boarding ramps (each 4 Quall broad) and allows the troopers to swarm the decks of enemy capital Ships and Space stations. (too big to work on Starfighters)

Blackmarket Price- 5,000 Ghaz (only works for Quall)

**Exclusive Space Campaign Character Class
Can ONLY be used as part of an Iron Republic Campaign**

This Character starts with a bank account worth 1000 ghaz
Choose Race- This Character must be an Earther.



Strength 6
Agility 5
Will 4
Health 6
Intelligence 6
Charisma 5

H.P. 18

A.R.:I.R. Officer Armor
vs Melee: 5
vs Missile: 5
vs Energy: 2
vs Chill: 2

No of attacks

Melee: 4

Ranged: 4

Thrown: 4

Leyas: 1

Leyas Rating 3 (Adept)

Temper: 2

General Lvl 1

Emotional Control: 3

Air lvl 1

Earth lvl 1

Fire lvl 1

Water lvl 1

Light lvl 1

Shadow lvl 1

Combat

Edged Weapons 4

Hand to Hand 3

Rifles 4

Handgun 5

Leyas Combat

Ranged 5

Skills

Military Tactics 5

Etiquette 5

Medicine/Healing 4

Pilot (Starship) 4

Ship Operations

(Helm) 4

Ship Operations

(Gunner) 4

The Iron Republic has hundreds of thousands of Officers who lead the armies of I.R. Brethren. Unlike the clones under their command, the I.R. Officers are fully human and have families back at home either on Mars or another I.R. colony. A few rare I.R. Officers are Adepts, but have never had the chance to actually train with the Leyas, just immense natural talent. Only in battle against enemies with Leyas Generators will the officer learn of their power. Then they are faced with a choice, hide it from their superiors or flee the I.R. and go awol.

Weapons

I.R. Officer's Synthetic Combat Knife 2W

5 Melee dmg, +3 Bonus to Parry
Indestructible Weapon (cannot be destroyed)

Mx-101 Plasma Carbine 2W

10 (Half A.R.) Energy dmg, Burst Fire (+3 Dodge T#)
Lowers V.A.R. & S.A.R. by 10 pts. Ultra Tech
Extended Gas-Charger & Battery Clip = 25 shots, 2 Extended Clips

I.R. Standard Issue Mach Pistol 2W

12 (Half A.R.) Missile dmg, Burst Fire (+3 Dodge T#)
Ultra Tech Magazine & Battery Clip = 10 shots, 2 Extended Clips

I.R. KnuckleDusters 2W

6 Melee dmg, Bludgeon

Special Training

Melee Strike +1

Ranged Shot +1

Exclusive Space Campaign Character Class
Can ONLY be used as part of an Iron Republic Campaign

This Character starts with a bank account worth 10 ghaz
 Choose Race- This Character must be an Earther & Immutable



Strength 8
 Agility 6
 Will 3
 Health 8
 Intelligence 3
 Charisma 3

H.P. 32

A.R.:I.R. Officer Armor
 vs Melee: 5
 vs Missile: 5
 vs Energy: 2
 vs Chill: 2

No of attacks
 Melee: 1
 Ranged: 1
 Thrown: 1
 Leyas: 1

Immutable

Temper: 3
 Emotional Control: 3

Combat

Edged Weapons 5
 Blunt Weapons 5
 Polearms 5
 Hand to Hand 5
 Rifles 5
 Handgun 5
 Artillery 5

Skills

Actor 4
 Pilot (Starship) 4
 Pilot (Gunpod) 4
 Pilot (Strider) 4
 Ship Operations (Engineering) 4
 Ship Operations (Gunner) 4

The Iron Republic clones tens of thousands of Delta v2s each year. They go through exceptional training and are the perfect infiltrators. When they first come out of the tubes they are naive, and need a stronger will to guide them. They are assigned as aides and bodyguards to I.R. Officers until they learn how to be devious as necessary. Unlike Betas, Brethren Deltas are not cannibals, usually just big and doofy until they learn how to be cold and calculating. An Operative in training...

Weapons

I.R. Officer's Synthetic Combat Knife 2W
 5 Melee dmg, +3 Bonus to Parry
Indestructible Weapon (cannot be destroyed)

Mx-101 Plasma Carbine 2W
 10 (Half A.R.) Energy dmg, Burst Fire (+3 Dodge T#)
 Lowers V.A.R. & S.A.R. by 10 pts. Ultra Tech
 Extended Gas-Charger & Battery Clip = 25 shots, 2 Extended Clips

I.R. KnuckleDusters 2W
 6 Melee dmg, Bludgeon

I.R. Poison Dart Pistol 2W
 10 (No A.R.) Poison dmg 2 Clips of 5 darts each

Special Training

Tough As Nails
(H.P.= Health x4)

Duelist (2 One Handed Weapons)

Gunslinger (2 One handed Ranged)

Knifethrower (2 One handed Thrown)

Exclusive Space Campaign Character Class
Can ONLY be used as part of an Iron Republic Campaign

This Character starts with a bank account worth 10 ghaz
 Choose Race- This Character must be an Earther & Immutable



Strength 8
 Agility 6
 Will 3
 Health 8
 Intelligence 4
 Charisma 4
 No of attacks
 Melee: 1
 Ranged: 1
 Thrown: 1
 Leyas: 1

H.P. 24

Immutable

A.R.:Martian Battle Armor
 vs Melee: 10
 vs Missile: 8
 vs Energy: 10
 vs Chill: 0
 Takes Half dmg from Missile attacks
 Acts as a Space Suit
 Temper: 3
 Emotional Control: 3

Combat

Edged Weapons 5
 Blunt Weapons 5
 Polearms 5
 Hand to Hand 7
 Rifles 7
 Handgun 7
 Artillery 5

Skills

Stealth 4
 Pilot (Starship) 7
 Pilot (Gunpod) 7
 Pilot (Strider) 7
 Ship Operations (Engineering) 4
 Ship Operations (Gunner) 4

The Iron Republic clones trillions of Betas each year. They go through exceptional training and are exceptional Assault Troopers. When they first come out of the tubes they are put into violent and barbarous training, where often no food beyond other Betas is provided. This results in many Betas having deep psychological trauma. Those uncontrollable are simply executed, but an endless army of loyal and effective soldiers is born. Betas never die of old age (and do not really age at all). They are sterile. Their wounds will rapidly clot, and they can withstand many Gs of pressure. This character may be a cannibal...

Weapons

I.R. Nano-Blade Extendable Sword (x2) 2W
 1d6 +2 (No A.R.) Melee dmg,
 Lowers V.A.R. & S.A.R. by 1d6+2 pts. Ultra tech
 Cannot Damage targets protected by Chill & EMP shields

Mx-101 Plasma Carbine 2W
 10 (Half A.R.) Energy dmg, Burst Fire (+3 Dodge T#)
 Lowers V.A.R. & S.A.R. by 10 pts. Ultra Tech
 Extended Gas-Charger & Battery Clip = 25 shots, 5 Extended Clips

I.R. M7 Fliche Pistol 2W
 10 (Half A.R.) Missile dmg, Cone (+4 Dodge T#)
 Ultra Tech Battery & Extended Clip = 15 shots, 4 Extended Clips

Special Training

Duelist (2 One Handed Weapons)

Gunslinger (2 One handed Ranged)

Knifethrower (2 One handed Thrown)

Exclusive Space Campaign Character Class
Can ONLY be used as part of an Iron Republic Campaign

This Character starts with a bank account worth 10 ghaz
 Choose Race- This Character must be an Earther & Immutable



Strength 6
 Agility 8
 Will 3
 Health 8
 Intelligence 4
 Charisma 4
 No of attacks
 Melee: 1
 Ranged: 1
 Thrown: 1
 Leyas: 1

H.P. 24

Immutable

A.R.:Martian Battle Armor
 vs Melee: 10
 vs Missile: 8
 vs Energy: 10
 vs Chill: 0
 Takes Half dmg from Missile attacks
 Acts as a Space Suit
 Temper: 3
 Emotional Control: 3

Combat

Edged Weapons 5
 Blunt Weapons 5
 Polearms 5
 Hand to Hand 7
 Rifles 7
 Handgun 7
 Artillery 5

Skills

Stealth 4
 Pilot (Starship) 7
 Pilot (Gunpod) 7
 Pilot (Strider) 7
 Ship Operations (Engineering) 4
 Ship Operations (Gunner) 4

The Iron Republic clones billions of Omegas each year. They go through exceptional scout training and are exceptional Snipers. When they first come out of the tubes they are put into the same violent and barbarous training as Betas, but are taken into more civilized Mess Halls. However this, along with a modified form of Alpha Emotional Programming, allows them to pass unnoticed among standard Humans. Omegas never die of old age (and do not really age at all). They are sterile. Their wounds will rapidly clot, and they can withstand many Gs of pressure.

Weapons

I.R. Nano-Blade Extendable Sword (x2) 2W
 1d6 +2 (No A.R.) Melee dmg,
 Lowers V.A.R. & S.A.R. by 1d6+2 pts. Ultra tech
 Cannot Damage targets protected by Chill & EMP shields

Mx-187 Anti-Vehicle Plasma Sniper Rifle
 15 (Half A.R.) Energy dmg, x2 dmg on Called Shots
 Lowers V.A.R. & S.A.R. by 15 pts. Ultra Tech
 No A.R. on WarGiants Only
 Extended Gas-Charger & Battery Clip = 10 shots, 5 Extended Clips

I.R. M7 Flichette Pistol (x2) 2W
 10 (Half A.R.) Missile dmg, Cone (+4 Dodge T#)
 Ultra Tech Battery & Extended Clip = 15 shots, 8 Extended Clips

Special Training

Duelist (2 One Handed Weapons)

Gunslinger (2 One handed Ranged)

Knifethrower (2 One handed Thrown)

Exclusive Space Campaign Character Class
Can ONLY be used as part of an Iron Republic Campaign

This Character starts with a bank account worth 10 ghaz
 Choose Race- This Character must be an Earther & Immutable



Strength 8
 Agility 6
 Will 3
 Health 6
 Intelligence 4
 Charisma 6

H.P. 18

A.R.: Local Garb
 vs Melee: 0
 vs Missile: 0
 vs Energy: 0
 vs Chill: 0

No of attacks
 Melee: 1
 Ranged: 1 (2)
 Thrown: 1
 Leyas: 1

Immutable

Temper: 1
 Emotional Control: 5

Combat

Edged Weapons 5
 Blunt Weapons 5
 Polearms 5
 Hand to Hand 7
 Rifles 7
 Handgun 5
 Artillery 5

Skills

Profession(Spy) 7
 Pilot (Starship) 7
 Pilot (Gunpod) 7
 Pilot (Strider) 7
 Ship Operations
 (Communications) 4
 Ship Operations
 (Gunner) 4

The Iron Republic clones only a handful of Alphas each year. When they first come out of the tubes they are put into the same violent and barbarous training as Betas, and must prove themselves different in both psychological tests and superior in combat. However it is the Alpha Emotional Programming that allows them to pass unnoticed among standard Humans. They are human in all regards except that Alphas never die of old age (and do not really age at all). They are sterile. Their wounds will rapidly clot, and they can withstand many Gs of pressure. Brethren Alphas have "human" emotions and are exceptionally compassionate people.

Weapons

Local Ceremonial Sword-hilt & NanoBlade (x2) 2W
 1d6 +2 (No A.R.) Melee dmg,
 Lowers V.A.R. & S.A.R. by 1d6+2 pts. Ultra tech
 Cannot Damage targets protected by Chill & EMP shields

Mx-122 Tactical Plasma Hand-Cannon

20 Energy dmg, Area Effect (+8 Dodge T#)
 Lowers V.A.R. by 20 pts. Ultra Tech
 No A.R. on WarGiants Only, Requires Strength 8 to use in combat
 Big Gas-Charger & Battery Ammo Clip = 2 shots, 4 Ammo Clips

I.R. M7 Flichette Pistol

10 (Half A.R.) Missile dmg, Cone (+4 Dodge T#)
 Ultra Tech Battery & Extended Clip = 15 shots, 5 Extended Clips

Special Training

Ranged Shot +1

Duelist (2 One Handed Weapons)

Gunslinger (2 One handed Ranged)

Knifethrower (2 One handed Thrown)