

SWC4-

The Iron Republic Fist- Just as it passed behind the Moon of Astarte 3, Unity Battlestation *Novina* was attacked in a callous manner. A pair of Century-Class Heavy Frigates shadow jumped into orbit of the moon, and fired moments after arriving. Their Domebuster cannon rounds had been blessed by the Dimension Walkers of the Cult of the Horned Dog. These Quall Priests may be evil, but their faith is just as toxic to the corrupting power of the Ancient Evils. The blessed mag-rail rounds were as large as cars and crashed through Battlestation *Novina*.

The Heavy Frigates under **Sector General Deer** deployed their entire compliment of I.R. Gunpod starfighters which picked off the few Unity forces able to make it off the station before it began to burn up in the atmosphere of Astarte 3. The wreckage crashed on the moon, creating a smoking emberfilled hole.

At the same moment as that attack ten more Unity Battlestations found themselves attacked in similar fashion. The losses were high with 3/4 casualties reported at all ten stations, but none suffered complete destruction like the Novina. The Unity connection allowed them to prepare instantaneously across the cosmos.

While the Unity saw a collected loss of over 300 Sagittae Starfighters and countless inhabitants of the Battlestations, the I.R. saw its losses as well. On counter attack 8 of the 10 Battlestations landed significant strikes on I.R. Capital Ships, destroying 150 I.R. Gunpod Starfighters, disabling five Heavy Frigates and killing quite a few thousand Brethren.

The Unity was not the only faction to see action as I.R. forces that had been distracted for months in the Brethren Expanse could finally be redirected to come down on the outbreaks of rebellion across the polar expanse.

E-strain space saw a vicious culling as many planets deemed of "minimal resource importance" were simply destroyed by I.R. Starcruisers deploying planet-killer missiles. In some stretches of space, days long battles erupted as I.R. Starcruisers hunted fleeing E-strain Bloom Ships.

The most violent battle occurred over San Martin, as a trio of I.R. Starcruisers and their entire compliment of starfighters shadowjumped into orbit above the planet. Unity Satellites under **Clover** and Fort Lendill Variable Starfighters serving **Lief of Fort Lendill**, were able to push back the I.R. starfighters after an entire day of battle in the skies above San Martin. Meanwhile Fort Lendill starlocks peppered the hulls of the I.R. Starcruisers with boarding pods filled with cybernetically enhanced Berzerker Growlings. The defenders of San Martin suffered significant material losses, including the entire network of Fort Lendill launchers and more than half of the Unity Satellites in orbit above San Martin. However they succeeded in destroying one of the I.R. Starcruisers and drove the remaining two capital ships away.

Fort Lendill Armory Part 2

-contributed by Jeremy Thorn-

Fort Lendill Crank Retrofit

This upgrade will allow a Leyas User to use a High tech device or vehicle without fear of backfire destroying the device. **(Does not work on Ultra Tech)**

Instead of having to make emotional control tests, every time they roll a 1 with this device it will drain the battery (0 shots), or shut down the engine (0 E.P.) for vehicles. However by cranking the crank they can recharge it as well. Takes 1 attack to recharge a weapon.

Takes 1 full combat round to recharge a vehicle

Takes 5 full combat rounds to recharge a Capital Ship

Takes 10 full combat rounds to recharge a Space Station

A very small and basic magnetic dynamo creates enough energy to restart Vehicles and High Tech batteries making them usable by Leyas Users and Immutables. The retro-fit itself will look like an extra thick case on the battery/power supply and the crank will fold out and lock into position in one motion. Depending on the size weapon or vehicle it can take anywhere from 5 cranks to 50 to get enough juice to restart.

EEF Requisition Rank- Specialist for Dark Side
Specialist for Special Forces, Sergeant for Army & Navy
Blackmarket Price: 250 Ghaz or 2,500 I.R. Credits
Fort Lendill Price: 25 ghaz for upgrade

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The Strange Case of Dr. Igari Lac- Traveling from planet to planet, the freighter of Dr. Lac has traveled. Each time he has reached a new hotbed of disease, his miraculous cures have impressed the locals. So far his trips have taken him to Hevelna 3, Rodiarch Prime, and the Colony of *Nimon'sBridge* on the planet Codich 4.

During the stop at Nimon'sBridge, Dr. Lac is reported as healing an outbreak of Quall N'drone infestation. This seems to be impossible, but has been confirmed by multiple sources. A recently created Hive in the hills near Nimon'sBridge was completely wiped out single handedly by Dr. Lac. Dr. Lac threw the corpse of the Queen of the small hive down before the people of Nimon'sBridge declaring them freed. He then scanned every member of the colony for signs of Quall larva and treated those who were infected. Dr. Lac left Nimon'sBridge supposedly on his way to Quanat, home of the original Manslayer aliens. There he is expected to treat an outbreak of Jolly Russ, a horrific skin disease that has left nearly the entire mining colony near death.

The Sanitarium of Ertanax- EEF forces under the leadership of *Subcommander Johnson* have trailed leads to a planet deep in the Free Systems. There they went in with force, capturing the base in under twenty minutes. However after taking the base they discovered this site was a Sanitarium run by the Da'uhn Crime Lord Ertanax. During the assault a pair of K'ias prisoners escaped, and freed a small cadre of five other prisoners. They are currently held up on the lowest floor of the sanitarium, surrounded by cells full of interdimensional nut jobs. They are holding an innocent EEF diplomat hostage who was sent in to negotiate with Ertanax. The Crime Lord is currently in EEF custody much to the anger of the independent nations of the Free Systems, and the Temporal Empire of the Da'uhn.

EEF Armory Part 2: Tactical

-contributed by Nettie Davis -

Tactical Teddy Bear

4d6 (Half A.R.) Energy dmg,
Lowers V.A.R. by 2d6 pts
Lower S.A.R. by 2d6 pts
-Single Use Item-

Timer and Radio Detonator

Shock Bangles

2d6 (No A.R.) Pain dmg to Wearer
Will prevent the wearer from being violent through multiple shocks. Does one automatic successful attack that cannot be dodged by wearer for every attack they make. Comes in pairs of 2.

Subcommander Johnson has had some unique tactical gear developed for her EEF Infiltrator program.

The First of which is the Tactical Teddy Bear.

These fluffy bears are filled with a soft chemical explosive and has both a timers and a radio detonator. They are very cute and hugable. If their timer is activated the eyes will show the digitals timers that count down. Their radio detonator also resembles a child's toy like a rattle or a pacifier.

The second tactical item is a bit more defensive. It is a pair of bangles that when placed on a person will detect high stress levels. If stress levels go to high (for example if the person wearing the bangles tries to fight their captors), it will shock the wearer.

EEF Requisition Rank- Corporal for Dark Side
Specialist for Special Forces, Captain for Army & Navy
Blackmarket Price: 100 Ghaz or 1,000 I.R. Credits

SWC4-

The Rescue at Uloh- EEF Gunship Ultra-light Frigates, carrying the New Vorik-class assault shuttles, entered the Uloh system. They dived between E-strain Bloom Ships, dodging rather than engaging and made it deep in-system. They reached Uloh 8 and 9 and deployed their shuttlecraft. The Shuttlecraft flew towards the last remaining Earther population centers; the Dome Cities of Amniart and Frostheim on Uloh 8 and the agrarian Mega-Dome of Verdania on Uloh 9. There EEF Spec Ops. set up Energy Bridges to dimension of V'Crios and then onward to the Colony of Refuge or to the Draco Colonies. Crowds rushed the gates, hoping to escape from the increasing earthquakes that foreshadowed the activation of the Galaxy Drive. In the distance, panicked citizens could see the tails of the World Worms, like organic pillars that dominated their skylines. Every few miles the pores of the World worms could be seen, belching a steady flow of superheated gases. Meanwhile EEF Capital Starships jumped into orbit above Uloh 8 and 9 and set up defensive positions. They deployed their compliments of Arc-light Gunpods and Specter Gunpods who began to pick apart those Bloom Ships that strayed too close to the rescue operation. EEF SCD Fireships, SCD Missile pods and H/K Space patrol drones entered the system and engaged in hit and run attacks to distract the rest of the E-strain Bloom Ships. As a trio of Bloom Ships attempted to gather into formation, they were struck from all sides by SCD Fireships. The suicidal mekanoid bombs crashed into the organic hulls of the Bloom Ships tearing them apart and killing hundreds of E-strain Manslayers onboard. The EEF Gunships Ultra-light Frigates set up a minefield around the rescue site hoping to buy more time for more civilians to escape. They scattered Detour Devices on the way in all over the place around the planets. Each Detour Device held within it the potential of a destructive attack and when they were tripped they unleashed hails of EMP missiles, laser beams, and Typhon cannon blasts. Some even held the force of Damocles orbital strikes. The Bloom Ships flew into this minefield completely unaware and ten of them lost all hands (claws?) onboard. The EEF starforce under **Field Marshall Strykker** held back the E-strain until the Galaxy drive began to activate. The rescue operation was a complete success, bringing 4 Billion new colonists to the Draco Constellation and a lucky 30,000 who were brought to Refuge. All EEF starships escaped before the Galaxy drive initiated except the EEF Gunship **The Saragosa Bombardier**. The brave crew of The Saragosa Bombardier had its Shadow Drive disabled by Bloom Ship cutting beams and was captured in the massive wormhole created by the Galaxy Drive. Its whereabouts are currently unknown as are the planets of the Uloh system and 3 trillion additional colonists.

Unity Armory Part 2

-contributed by Ryan LaRanger-

Unity Shadow Satellite

V.A.R. vs Melee 10
V.A.R. vs Missile 15
V.A.R. vs Energy 10
Move 5 Hover or Move 10 Space
E.P. 10

Unity Power Cell- Unlimited Power
Can be used by Leyas Users & Immutables
Unhackable A.I. (F.S. 5), No weapons

The pinnacle of Unity Dimensional Manipulation; Unity Shadow Satellites use the same radiation fields that allow Shadow Walking to connect these satellites. Each satellite can project an entrance gate, once the ship passes into the gate, the ship may exit from any Shadow Satellite along the network. It is an efficient and effective means of Faster than Light travel, and does not have the limitations of a standard shadow drive (can't be stopped by Interdictors). However it does require a satellite at both start and end point of the trip, which results in many Capital Ships carrying one or two of their own Shadow Satellites.

Blackmarket Price: 8,000 Ghaz or 800,000 I.R. Credits
Unity Price: 1,000 ghaz

Da'uhnb Armory Part 1

-contributed by Brandon Osorio & John Reynard-

Sword of Galahad

Alien Starcruiser

V.A.R. vs Melee 1000
V.A.R. vs Missile 1000
V.A.R. vs Energy 1000
Move 20 Flyer or Move 100 Space
or Teleport (Temporal Drive)

Da'uhnb Power Source- Unlimited Power
Can be used by Leyas Users & Immutables
Crew is protected from ALL Leyas abilities.

Beam that Can Cleanse a World-
20 (No A.R.) Energy dmg to all Demons: Lesser
Evils, Fiends & Ancient Evils Only. City Effect

The rarest of rare vessels, the D'aic Tol Noi'zyck, or *Sword of Galahad*, is a legendary weapon created by the Da'uhnb. Designed by the cunning Ertanax and the wise Calidone, they programmed this living ship to be unable to be boarded unless someone bore their flesh with them. And the ship requires at least a rib from both Ertanax and Calidone to pilot and deploy its weapons. Its greatest strength lies in its ability to be the ultimate capital ship backup.

Got a Rib: Even if a person only has a single rib or either Ertanax or Calidone they can summon the Sword of Galahad and it will orbitally bombard a planet with its Beam weapon for 10 Combat Rounds. The ship will defend itself with its Disintegrators if attacked but will not target innocents.

Defensive Weapons -F.S. 10-

Da'uhnb Disintegrators (x4)- 25 (No A.R.) Energy dmg, Lowers V.A.R. by 25 pts.

Da'uhnb Delta Wave Cannon (x2)- 30 (No A.R.) Pain dmg, Cone (+4 Dodge T#)

Priceless -One of a Kind Vessel-

New Combined Leyas Abilities

Force Multiplier

contributed by B.G. Osorio

General lvl 2
(Free Action)

Difficulty +2 T# to Ability used.

An Adept, Vampyr or Bandit can choose to burn off their own life force in small amounts to power extreme forms of Leyas Combat. The character takes 6 (No A.R.) dmg, but the Elemental Leyas Ability does x2 dmg for one attack. Cannot stack. **Cannot be artificed.**
Limits: Only works for Elemental Leyas

Polarity Beam

contributed by Don Winters

Technomancy lvl 6
Earth lvl 6

Difficulty T# 15

This attack focuses the power of Earth Leyas to Reverse Metal into a beam that is optimized for space combat. On impact Technomancy will swirl in to activate a burst of EMP that will disable nearby systems. Can be artificed.
10 (No A.R.) Melee dmg + 10 Chill dmg-EMP
Lowers V.A.R. & S.A.R. by Will x 10 pts

LIE Detector

contributed by Jeremy Thorn

Technomancy lvl 4
Healing lvl 3

Difficulty T# 10

Using thin nanite tentacles, the Technomancer is able to monitor galvanic skin response, pulse, brain activity and respiration. Can be artificed.
When used on a Leyas user: if the Technomancer has more than three Natural 6s he/she can even get a reading on intent.

Missions of the Week

(each player may only select 1 mission each week)

Mission 4.1: Strike Force

A Rogue E-strain Hive has overrun a planet within jump range of your worlds. This planet Lamia 9 had a deeply mechanized culture and upon arrival many E-strain molted into Magnavores infecting the leadership. Now this hive has 1) a fleet of 15,000 starfighters and 2) five Banking Guild Heavy Frigates, and 3) 12 Nuclear Warheads. What do you do? What are your first five attacks against each of the 3 targets?

Mission 4.2: Haulin' Booty # 2 Part 2

Interplanetary Crime Lord Voss Vhan DerKrimson has announced a bounty on the ships flying the flag of Captain Magnus Ironbane of the Lost Hope or Captain De La Cruz of the Free Systems. How do you track down the vessels? What tactics do you use to capture them & their crew?

Pirate Ship:	STILLETTO	CUDGEL	MACHETE	Pirate LIGHT FRIGATE	Model-T Starbase
Bounty:	10,000 ghaz	15,000 ghaz	20,000 ghaz	700,000 ghaz	1 Million ghaz

Mission 4.3: Freeing San Martin (only open to Fort Lendill & Unity players)

The Planet of San Martin in the Cephus Constellation has two cities in open rebellion against the Iron Republic. One has been liberated by Unity member Clover and declared its allegiance to the Unity. The other has declared allegiance to Lief and Fort Lendill. With two Iron Republic Starcruisers sure to return with reinforcements, there is little time to bolster the defenses...

Mission 4.4: Blood on the Water (only open to EEF)

In tracking the power behind a Fiend of Warmonger named Frosty, the EEF has captured an alien Sanitarium. Now the soldiers are trying to diffuse a situation caused by a hostage situation. Two K'ias shapeshifters (F.S. 15) and three insane adepts (F.S. 8) have sealed themselves in the room that controls the environmental and atmosphere of the Sanitarium. They have threatened to explode the entire base to the void of space, killing all inside if the EEF doesn't leave the planet and leave them in command of the Sanitarium. They claim to have been tortured for centuries by the Crime Lord Ertanax. Do you leave the planet in their control? If not, How do you attempt to apprehend the prisoners?

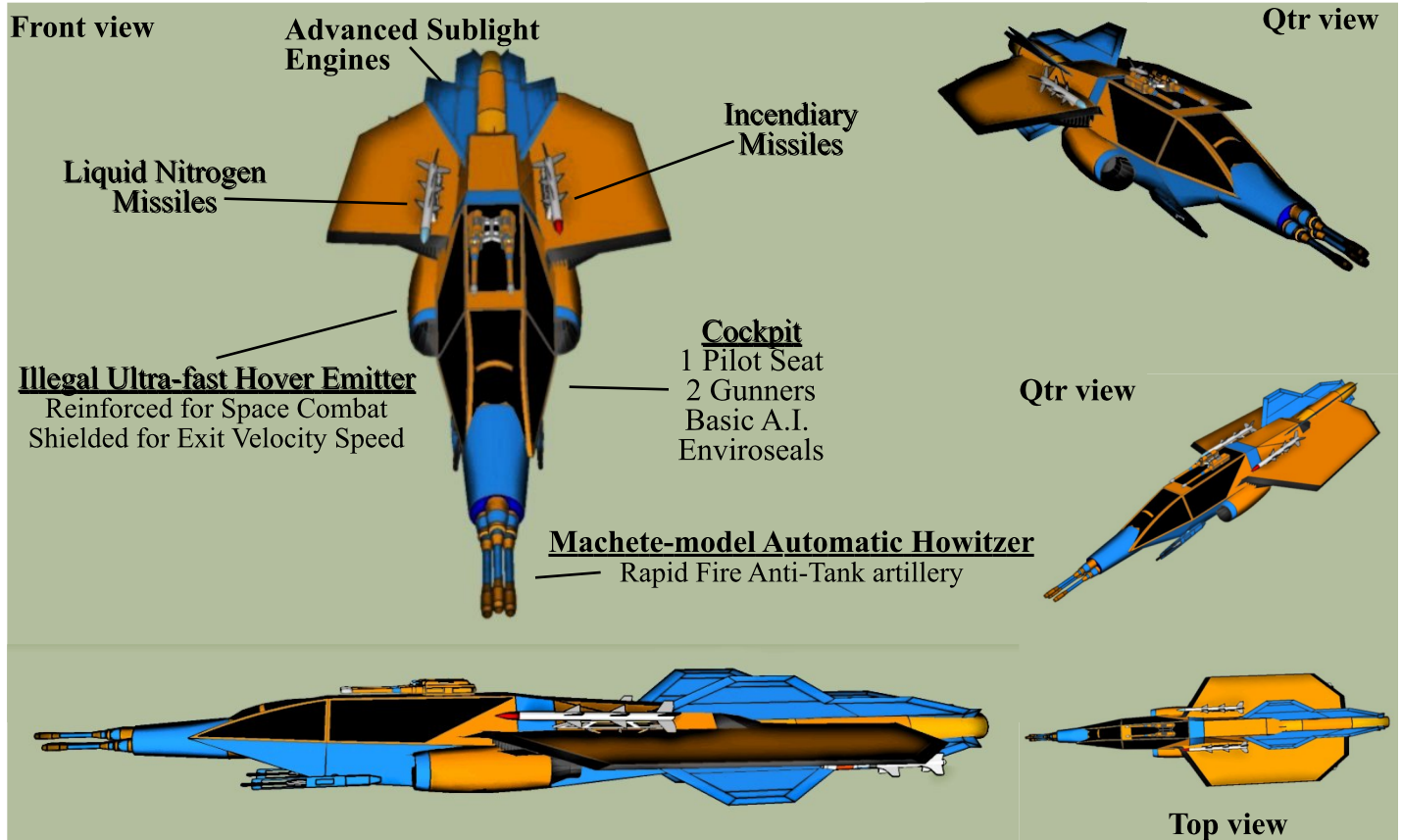
Mission 4.5: Radiation Scare

A Transport ship carrying Leyas Generators went down out in the boondocks on a hick planet named Esiroh 7. A local Preacher has discovered their power and used them to create incredible miracles and have conquered the government of Esiroh 7's Capital city, *Olde Esiroh*. They have been contacted by a Quall Dimension Walker. Already hundreds of colonists have been rounded up and taken through Energy Bridges to the land of the Quall N'drone. The Preacher is trading hosts to the Quall for a small fleet of I.R. Gunships. So far they've been paid with 3 Gunship Ultra-Light Frigates. What do you do?

Mission 4.6: WORLDWORMS: WORMHOLE ?

The Uloh system is gone, instead all that remains is a wormhole to an unknown destination. What forces do you send through to explore?

NEW Pirate and Free Systems Gear



MACHETE-Model Long Range Bomber-Starfighter

MACHETE Pirate Starfighter

MACHETE Bomber

V.A.R. Reinforced Hull

vs. Melee 40

vs Missile 50

vs Energy 35

E.P. 45

Takes half dmg from Melee & Missile

Targeting Computer 5

Move 20 Flyer, (In Space 30)

Crew 1 pilot, 2 Gunners, 3 passengers

MACHETE-model Automatic Howitzer-

15 Missile dmg, Lowers V.A.R. & S.A.R. by 15 pts
Area Effect (+8 Dodge T#)

50 cal BMG with Caled Autobolts (x2)-

20 Missile dmg, Lowers V.A.R. & S.A.R. by 10 pts

Liquid Nitrogen Missiles(x1)-

40 Chill dmg
Lowers V.A.R. & S.A.R. by 20 pts.

(+5 Dodge T# for Flyers & in Space)

Incendiary Missiles (x1)-

50 Energy dmg, Fire
Lowers V.A.R. & S.A.R. by 25 pts

A huge shipments of Raptor-redesigned AEGIS sublight engine arrays was stolen, and many of these were redesigned by more successful pirates into significantly dangerous bomber starships. They trade away the racecar body for a heavier truck-like design. They pop on a turreted Laser operated by one gunner and has two dual turreted 50 cal machineguns that can be operated by another gunner. This leaves the pilot free to focus on the bombing run. They will utilize the Automatic howitzer and bombs to strike at least three times before veering away to escape if the ambush fails.

SPECIAL ATTACK: ARTILLERY STRIKE

This aircraft can strafe an enemy fortification or capital ship. If pilot gives up all other attacks it can make an artillery strike that does 30 Missile dmg, Lowers V.A.R. & S.A.R. by 60 pts and counts as City Effect (+15 Dodge T#)

MACHETE Pilots will often change up their load out depending on the target. If used against Strider and Tank armies it will be armed with 6 I.R. RPGs, if used against a Capital Ship they will carry 4 Plasma Bombs.

I.R. RPG with Tacked on Guidance System

30 Energy dmg, Lowers V.A.R. by 30 pts

I.R.Guided Plasma Bomb

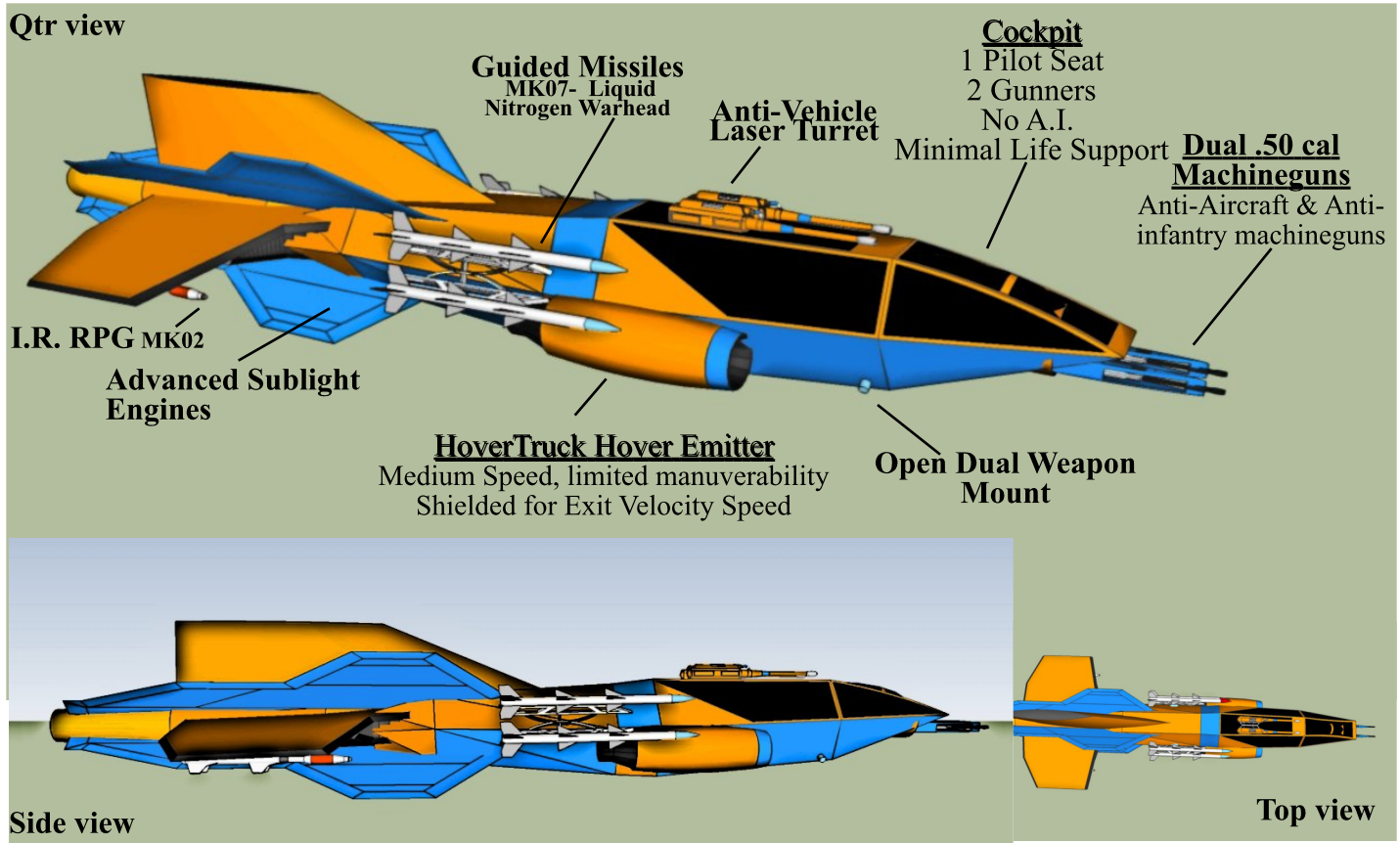
20 (Half A.R.) Energy dmg, Lowers V.A.R. by 40 pts

EEF Requisition Rank-

Captain for Dark Side
Lt. Colonel for Special Forces, General for Army & Navy

Blackmarket Price: 10,000 Ghaz or 1 Mil I.R. Credits

NEW Pirate and Free Systems Gear



Pirate CUDGEL-Model Heavy Starfighter

CUDGEL Pirate Starfighter

CUDGEL Heavy Starfighter

V.A.R. MacGuyvered Starship Hull

vs. Melee 45

vs Missile 25

vs Energy 35

E.P. 50

Takes half dmg from Melee & Missile

Move 20 Flyer, (In Space 20)

Crew: 1 pilot, 2 gunners, 3 passengers

50 cal BMG with Caled Autobolts (x2)-

20 Missile dmg, Lowers V.A.R. & S.A.R. by 10 pts

Guided Missile Systems

Liquid Nitrogen Missiles(x4)- 40 Chill dmg

Lowers V.A.R. & S.A.R. by 20 pts.

(+5 Dodge T# for Flyers & in Space)

I.R. RPG with Tacked on Guidance System (x2)

30 Energy dmg, Lowers V.A.R. by 30 pts

4 Open Weapon Mounts

A huge shipments of Raptor-redesigned AEGIS sublight engine arrays was stolen, and many of these were redesigned by more successful pirates into significantly dangerous heavy starfighters. They trade away the racecar body for a heavier truck-like design. They pop on a turreted Laser operated by one gunner and has two dual turrets that can be operated by another gunner. This leaves the pilot free for evasive actions. The CUDGEL is known for laying in wait in the shadows of moons and asteroid belts. Then its crew will attack in an ambush. First the Liquid Nitrogen Missiles are fired. They pierce the hull of the target ship. After tearing through the hull, the missile pours the deadly chilling chemical into the crew compartments of the enemy ship. It will usually kill the crew of enemy vessels, but those using a CUDGEL usually don't care about the survival of those living on board the ships they target. The Free Systems have begun mass producing these starfighters on a secret asteroid, along with the Machete Bomber & the Stiletto.

Heavy Starfighter- CUDGEL Starfighters can get multiple attacks depending on how many Gunners are onboard.

Special Weak Point- Kind of slow. While a CUDGEL is faster than most civilian aircraft, it is easily outmaneuvered by Gunpods and AEGIS starfighters. No matter what combat drugs or Leyas alterations affecting the pilot, no character aboard a CUDGEL can go at an Initiative higher than 10 in starship to starship, or starship to capital ship fighting.

Blackmarket Price: 6,500 Ghaz or 600,000 I.R. Credits

Exclusive Space Campaign Character Class

This Character starts with 200 ghaz.
Choose Race- This Character Must be a Vrangian Guard.

Vrangian Guard

Unity Elite Tactical Response Team
(see Religions of Refuge Guide for Devotion rules)

Strength 4
Agility 6
Will 5
Health 5 (4**)
Intelligence 5
Charisma 4

A.R.:Composite Armor
vs Melee: 5
vs Missile: 5
vs Energy: 5
vs Chill: 5

H.P. 12**
(Due to Devotion)**

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

Leyas Rating 3 (Adept)
General Lvl 1

Temper: 3
Emotional Control: 3

Pick 2 Elemental Leyas at lvl 2

Takes x2 dmg from EMP Technomantic Entity

The Unity Vrangian Guard are elite tier 3 clones of superior prowess. To become a Vrangian Guard, a Unity Advanced tier 1 Clone, has to first fight and prove itself as a Unity Praetorian on the field of battle. Then when they are granted final death, their memories are downloaded into a Triarius Heavy Combat Clone body. Only the greatest of these Triarius will have their memories downloaded into a final Vrangian Guard body.

The Vrangian Guard are smaller than their unprocessed cousins, standing at an average height of 5'11". Their sleek forms are covered in matte black armor which blends with the warrior's surroundings. They are stronger than their larger brothers, but are sterile. The processes once used to produce countless offspring has been altered to enhance their already substantial abilities. They can recover from all but the most grievous of wounds, can hack all but the most secure systems remotely, can shift their form to resemble other humanoids, and have an unparalleled sensor array.

Combat

Edged Weapons 6
Polearms 6
Hand to Hand 5
Handguns 5
Rifles 5
Thrown Weapons 5

Skills

Stealth 7
Tech Forger 3
Repair Tech 3
Monster Lore 4
Survival 6

Weapons

Wrist-Mounted Unity-model Plasma Lance

3d6 (Half A.R.) Energy dmg, Lowers V.A.R. by 1d6 pts, Lower S.A.R. by 2d6 pts
Ranged or Close combat attack. 2W

Retractable Executioner's Axe -12 (Half A.R.) Melee dmg

Requires 2 Hands to use. Retracts into an unadorned handle. Can be used with Edged Weapons or Polearms skill.

Throwing Blades- 4 (Half A.R.) Missile dmg, +2 bonus to hit. 5 Silent Weapons

Wrist-Mounted Remote Hacking Tool -Wireless Hack at 6 Successes

Special Gear- Vrangian Guard Implants

These implants are Nano-cybernetic upgrades. User takes x2 dmg from EMP

Strength Booster- Works once per adventure- +5 Strength for 5 rounds.

Regenerator Injector- Works once per adventure- Restores to full H.P., fixes all broken bones and will regrow missing limbs.

Camou projectors- +6 T# for enemies to see the Vrangian Guard. (Does not work against Thermal scopes or Leyas sight)

Illusion holo-projectors- Can be configured to one form, all it requires is to scan the face and body of the target to resemble. Can be reset at any time.

Devices turn off for 3 round if it is in an area hit with Leyas Chill or EMP

Special Training

+1 Melee Strike

+1 Ranged Shot

+1 Rapid Throw

TechProphet Devotion lvl 1

(This Devotion allows one ally to use Tech Gear without backfire.

If an ally rolls a natural 1 using a Tech Weapon, this character takes 5 (No A.R.) dmg. This damage cannot be prevented.)

Exclusive Space Campaign Character Class

This Character starts with 400 ghaz.

Choose Race- This Character May be any Speaking Race.

Strength 4

Agility 5

Will 6

Health 4

Intelligence 4

Charisma 3

No of attacks

Melee: 1

Ranged: 1 (3)

Thrown: 1

Leyas: 1

Combat

Pole Arms 5

Edged Weapons 5

Blunt Weapon 5

Thrown Weapons 5

Handgun 5

Leyas Combat

Ranged 5

Skills

Necrotech 4

Stealth 6

Repair Tech 4

Herbalism 6

Set Traps 5

Nightmare Skinner 4

Necro-Adept

Kasanthian Federation

H.P. 12

A.R.: Military Uniform

vs Melee: 2

vs Missile: 2

vs Energy: 2

vs Chill: 2

Takes Half dmg from Missile attacks

Leyas Rating 3 (Adept)

Temper: 4

General Lvl 1

Emotional Control: 1

Fire lvl 3

Shadow lvl 3

The Necro-Adepts trained up by Admiral Layne Yr, have learned to focus their devotion to shape their Nightmares into small beads. The Necro-Adept will then attach these beads to vehicles and control them, without any training in them.

They can also use these beads as a connector between Necro-Adepts and technological devices.

Perhaps the scariest technique of the Necro-adept is to surgically implant one of the beads in an enemy's head turning them into a helpless marionette.

If the bead is destroyed or lost a replacement can be pulled out of the Necro-Adept's shadow.

Weapons

Kasanthian Federation Demonic Weapon

5 Melee dmg, +2 bonus to Hit & Parry, x2 dmg on Called Shots or Hellfire- 10 Energy dmg

Indestructible Weapon (cannot be destroyed)

Living Demonic Weapon- Can wound all creatures even those normally immune to Melee dmg.

(Currently 6 Melee dmg). The Shape of this Close combat weapon is up to you, but once chosen never changes.

Devotional Nightmare Beads- Rather than worry about full size Nightmares running around mucking things up as other Kasanthian Devotees often deal with, Necro-Adepts wear a bracelet with Nightmare Beads

(1 per Charisma). Nightmare Beads cannot be stolen & only work for the Necro-Adept. They can also be placed in the heads of enemy troops using Necrotech, to create controllable servants with F.S. 3, 1 attack.

Each of these sentient Beads can be placed on a technological device and will pilot it (at an F.S. 3, 1 attack) under the command of the Necro-Adept. Or each can be plugged into a technological device to allow the user to ignore backfire tests (if used this second way: on a roll of natural 1, User takes 6 Chill dmg)

Special Training

+2 Rapid Shot

Fists of Fury

Kasanthian Devotion

Exclusive Space Campaign Character Class

This Character starts with
0 ghaz (you don't get paid).
Choose Race- This Character
Must be an Instilled Nightmare.

TRILAT Nightmare Shock Trooper

Strength 3
Agility 3
Will 3
Health 3
Intelligence 3
Charisma 3

A.R.: Corrupted Nightmare Flesh
vs Melee: 1
vs Missile: 1
vs Energy: 1
vs Chill: 1
Acts as a Space Suit

H.P. 18
(Health x 6*)

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

Leyas Rating 3 (Adept)
General Lvl 1

Temper: 6
Emotional Control: 1

x2 dmg from attacks that do x2 dmg to Nightmares
Counts as a Nightmare for attacks that hurt Nightmares only.
Ignores all Fear & Backfire tests.
Your Nightmare nature is obvious to Leyas Sight & Spirit Scopes

Combat

Pole Arms 3
Edged Weapons 3
Blunt Weapons 3
Thrown Weapons 3
Hand to Hand 3
Rifles 3
Handgun 3
Artillery 3

Skills

Tech Forger 3
Stealth 3
Repair Tech 3
Intimidation 3
Pilot (Starship) 3
Pilot (Gunpod) 3
Pilot (Power Armor) 3
Pilot (Strider) 3

The twisted quickly manufactured cloned monsters of the TRILAT Planet Despoiler are able to learn and grow and become fully formed (if sterile) beings. Each body and its derangements are unique. Some look like normal humans and hide terrible psychosis along with their nightmare nature. Others forms are mutated and twisted with odd or animal appendages. These mutations grant no additional bonuses beyond a creating a unique looking Nightmare Shock Troops.

Weapons

Corrupted Khaz'gha Wood Bayonet

5 Melee dmg, +5 bonus to Parry
Lowers V.A.R. & S.A.R. by Strength in pts
Giantkiller- No A.R. to WarGiants only
Indestructible Weapon (cannot be destroyed)
Living Demonic Weapon- Can wound all creatures
even those normally immune to Melee dmg

TRILAT Standard-Issue NST Rifle

8 Chill dmg, Cone (+4 Dodge T#)

or
8 (No A.R.) Acid dmg,
Lowers V.A.R. & S.A.R. by 8 pts
Unlimited ammo- Living weapon
Will only fire in the hands of a Nightmare or Undead

Special Training

+1 Melee Strike
+1 Ranged Shot
+1 Rapid Throw

Unstoppable*

Exclusive Space Campaign Character Class

This Character starts with 0 ghaz.

Choose Race- This Character Must be an E-Strain Magnavore.

E-Strain Mekavore: AOD

Strength 6

Agility 6

Will 4

Health 5

Intelligence 6

Charisma 1-max-

A.R.: Shell-like Skin

vs Melee: 4

vs Missile: 4

vs Energy: 2

vs Chill: 2

H.P. 25
(Health x 5)

No of attacks

Melee: 1

Ranged: 1

Thrown: 1

Leyas: 1

Leyas Rating 3 (Adept)

Water lvl 3 Air lvl 3 Shadow lvl 3

Temper: 2

Emotional Control: 4

Technomantic Creature

Immune to Natural Chill, Can Breathe Underwater

The E-Strain Magnavore (Mekavore subspecies) is a direct result of the Fort Lendill Virus which mutated the single E-Strain Hivemind into hundreds of rogue hives. A random E- strain Mauler will go through a metamorphosis and its Technomantic Larvae will leave its shell and attempt to infest a nearby sentient being. The Angels of Desolation have captured some of these "molting" larva and used them to temporarily infect an Earther subject. That subject metamorphosizes into a Magnavore, but the Angels of Desolation then remove the larva. It is replaced by an unique uplink designed from specially cloned brain tissue. It loses many of the benefits granted by the modified Quall larva that is the core of Executioner Strain Larva. But the genetic enhancement given by the AOD grant this creature a pair of technobiological cannons.

Combat

Hand to Hand 6

Leyas Combat

Melee 6

Leyas Combat

Ranged 6

Skills

Tracking/Hunting 6

Stealth 6

Planes Lore 6

Animal Lore 6

The Magnavore can survive in space without a space suit. (Move Space 7)

Magnavore gains no protection from Protective Aura and always takes x3 dmg from EMP & Leyas Chill.

Weapons

AOD Technobiological Cannon Talons

10 Melee dmg, Talons (close combat attack) or 10 Missile dmg + 10 (No A.R.) Poison dmg Cannons

Lowers V.A.R. & S.A.R. by 10 pts, Unlimited Ammo*

Indestructible Weapon (cannot be destroyed)

Unique Internal Weapon (2W)

Use Agility as F.S. for this weapon. These are biological armcannons.

***NEED to FEED**- Once per day the Mechavore has to drive their AOD Cannon Talons into a dead body, or into a smashed vehicle. They will consume the corpse of the person or vehicle leaving nothing but slime. No food, no shooting ammo that day...

E-strain MAGNAVORE (MEKAVORE subspecies) Benefits

Immune to Sensors, Thermal Scanners and Thermal Sight

Can Automatically Hack any computer system. Counts as a Skill 6 if used against systems protected by an A.I.

Can pilot all Vehicles at Skill 6 with no roles for Leyas Backfire.

Special Training

+1 Ranged Shot

Painkiller

Gunslinger (2 one handed missile)

Spy on the Hive-

Gets +5 Bonus to

Dodge When facing E-

Strain, Unity, Quantum,

Legion of Ceraxis &

Quall N'drone enemies.

Exclusive Space Campaign Character Class

This Character starts with 0 ghaz.

Choose Race- This Character Must be an E-Strain Magnavore.

E-Strain Insectivore

Strength 7
Agility 8
Will 4
Health 5
Intelligence 2
Charisma 1 -max-

H.P. 25
(Health x 5)

A.R.: Shell-like Skin
vs Melee: 4
vs Missile: 4
vs Energy: 2
vs Chill: 2

No of attacks

Melee: 1 (2)

Ranged: 1

Thrown: 1

Leyas: 1

Leyas Rating 3 (5) (Vampyr)

Temper: 4

Emotional Control: 2

Immune to Poison, Pain and Disease, *Technomantic Creature*
Immune to Natural Chill, Can Breathe Underwater

Combat

Hand to Hand 6

Leyas Combat

Melee 6

Leyas Combat

Ranged 6

Skills

Tracking/Hunting 6

Stealth 6

Planes Lore 6

Animal Lore 6

The E-Strain Magnavore (insectivore subspecies) is a direct result of the Fort Lendill Virus which mutated the single E-Strain Hivemind into hundreds of rogue hives. A random E-strain Manslayer will go through a metamorphosis and its Technomantic Larvae will leave its shell and infest a nearby sentient being. On planets with insectoid higher intelligent life it results in the creation of an Insectivore. It will make them larger and more viscous, but also more humanoid. It will reshape their exoskeleton into shell-like plates of armor. Hair will grow, shock-white and glistening at the end like fiber-optics. They will become invisible to thermal sensors and other technological scanners. The Insectivore is a passive witness. Once per year an Insectivore can lay a Magnavore Larvae egg. This creature is an terrifying predator.

The Magnavore can survive in space without a space suit. (Move Space 7)
Magnavore gains no protection from Protective Aura and always takes x3 dmg from EMP & Leyas Chill.

Weapons

Vore Technophage Talons

10 (No A.R.) Nano-plague dmg, x2 dmg to E-strain
Lowers V.A.R. & S.A.R. by 2 pts

Indestructible Weapon (cannot be destroyed)

Unique Internal Weapon (2W)

Use Agility as F.S. for this weapon. Countered by a Chill Shield

Close combat attack, These are biological weapons that inject nanoplague

E-strain MAGNAVORE (Insectivore subspecies) Benefits

Immune to Sensors, Thermal Scanners and Thermal Sight

Can Automatically Hack any computer system. Counts as a Skill 6 if used against systems protected by an A.I.

Taste of the Hunt- When you kill a Magnavore, Praetorian Legion, Quantum Legion, or E-Strain Manslayer, you gain x2 Extended Life from creative kills.

Disadvantage: Illegal Alien- Magnavores are hunted by all Species of aliens and killed !!!

Special Training

+1 Melee Strike

Painkiller

Duelist (2 one handed melee)

Faith lvl 2

Faith in the Hive-

Only gets +2 L.R. when using the Leyas to protect the Hive or their own Eggs

Contributed by Amanda Marcos

Exclusive Space Campaign Character Class

This Character starts with 500 ghaz.
Choose Race- This Character can be any Speaking Race

Strength 4
Agility 4
Will 4
Health 4
Intelligence 4
Charisma 4

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

Combat

Handgun 6
Edged Weapons 5
Blunt Weapons 5
Rifle 6
Thrown Weapons 5

Skills

Ammosmith 5
Gunsmith 5
Pilot (Starship) 5
Explosive Theory 4
Profession (Merc) 6
Stealth 4

Weapons

Legally Purchased Ft. Lendill SW Shotgun

12 Missile Dmg, Cone (+4 Dodge T#)

Unlimited Ammo

Legally Purchased Unity Nebula Gauss Cannon

20 Missile dmg

with an underslung Energy Projector- 6d6 Energy dmg

Common Reinforced Military Machete- 8 Melee dmg,

x2 dmg to Fungal and Plant-like creatures, 2W

Rare Da'uhnb Hatchet- 5 (Half A.R.) Melee dmg,

x2 dmg to Demons & Undead 2W

Banking Guild Gun For Hire

H.P. 16
(Health x4*)

Leyas Rating 3 (Bravo)

Healing Lvl 3

Shadow lvl 3 Air lvl 2 Water lvl 2

A.R.:Nebula Power Armor

vs Melee: 10

vs Missile: 10

vs Energy: 8

vs Chill: 0

Built in Space Suit

Temper: 3

Emotional Control: 3

Guns-For-Hire are both a standing army for the Banking Guild and mercs rented under contract to another group. They are given a Banking Guild Contact who handles all their interactions with the guild, and a first year's payment of 500 ghaz.

*The Gun-for-Hire is expected to serve honorably for the hired party or the Guild for 1 year or pay back the full 500 ghaz. If the character takes the money and runs, the Banking Guild will hire mercs and send them after the character until the full 500 ghaz is paid back.

Special Training

+1 Melee Strike

+1 Ranged Shot

+1 Rapid Throw

Tough as Nails*