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Shemarrian Nation™



By Josh Sinsapaugh

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Dedication

This book is dedicated to the late, great *Elizabeth Mackay*, a warrior woman as strong as any Shemarrian. Friend, “second mother,” and the greatest cheerleader an aspiring writer could ever ask for, she will continue to be missed. May her memory shine brighter than the light of the sun, stars and moon.

– *Josh Sinsapaugh, 2009*

Special Thanks

I have to acknowledge the contribution that *John Pemberton* unknowingly made to this manuscript when he invented my beverage of choice all those years ago. Am I being silly? Probably. But without that caffeine this book wouldn't exist.

Silliness aside, an even bigger thanks goes out to Kevin Siembieda, the folks at Palladium Books, and all of the freelance artists for their work on this book, and just for being a group of awesome guys and gals.

And of course, thanks to my friends and family. I don't care what anybody says, you guys are all right in my book.

– *Josh Sinsapaugh, 2009*

The cover, by *Apollo Okamura*, depicts a Shemarrian Warrior on her Monst-Rex. Both are ready for battle.

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– *Kevin Siembieda, 2009*

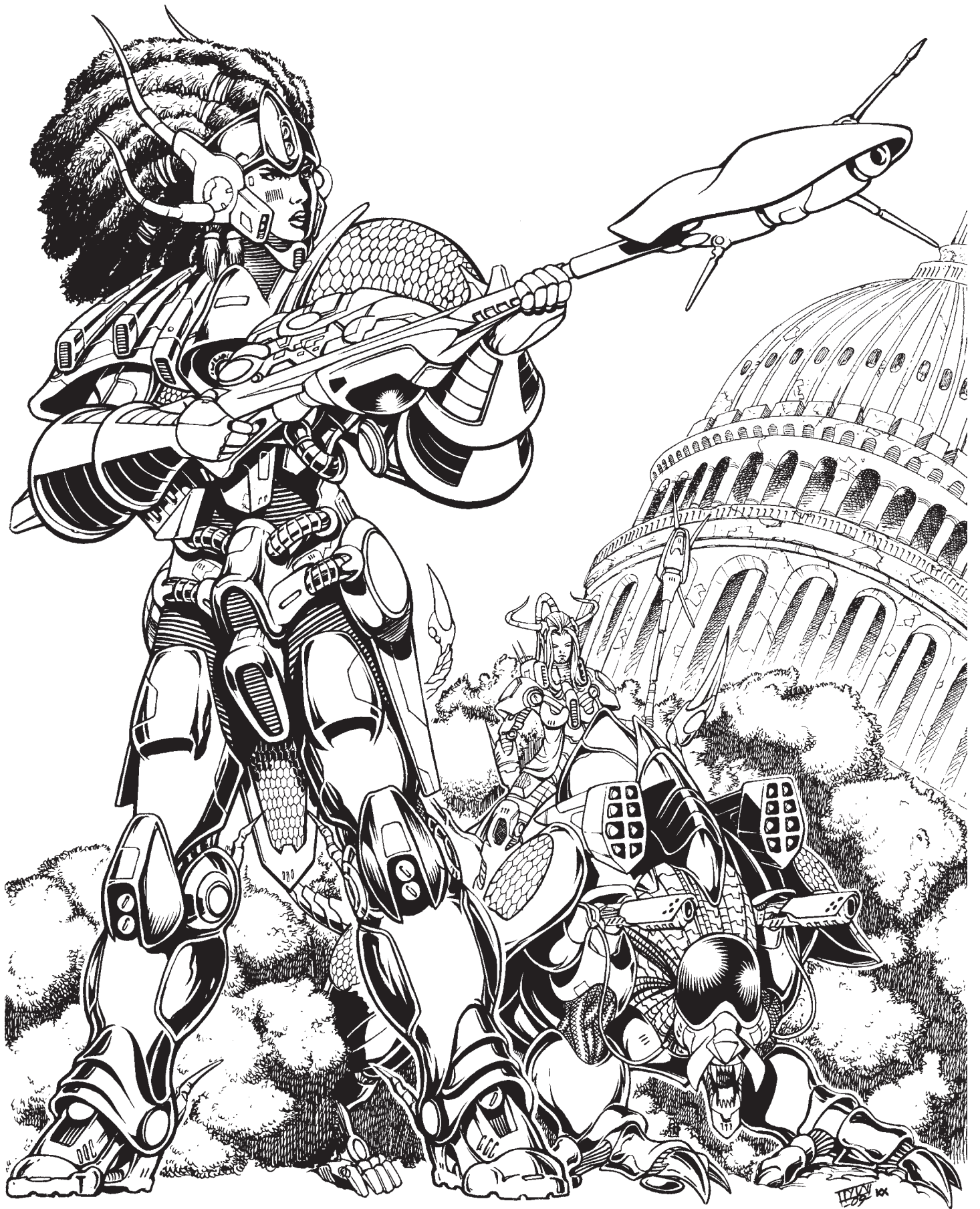
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A Few Words from the Author

Hello everyone, and welcome to **Rifts® Shemarrian Nation™**. I am keeping this introduction very short as I don't want to waste precious space with me prattling on like I normally could (and probably would).

Anyways, **Shemarrian Nation** is an in-depth look at one of A.R.C.H.I.E. Three's "public faces" – the enigmatic Shemarrian Warriors. The Amazonians are believed to be a race of D-Bees, but are really androids that play a very important role helping to keep Archie the machine entity hidden and safe. At the same time, the Shemarrian Nation enables him to manipulate the region around the Allegheny Mountains and up and down the northern Atlantic coast. Although it might sound like an overstatement (and it is not), so much depends on the continuation of this Shemarrian ruse, that both Archie and Hagan (and myself – though I doubt those two will give me credit) have worked hard to make the Shemarrians into a seemingly *plausible culture* of real people (nobody knows they are androids, let alone creations of A.R.C.H.I.E. Three). *That* is what this book explores: the *faux* Shemarrian society, culture, and history as devised by Archie and Hagan.

Don't worry. I realize that I am treading on hallowed ground. The Shemarrians are a fan favorite, so I've done my best to preserve the Shemarrians that we all know and love, while building upon what had come before. I hope you find this sourcebook to be exciting, fun, and provide many hours of new adventures.

- Josh Sinsapaugh, 2009

The Shemarrian Nation

From Obscurity to Infamy

On a late summer day in 109 P.A., three Free Quebec scouts returned to *Fort Arrow*, located north of what was once New York State, with an unusual item. During their debriefing to superiors, the scouts presented a videodisc. They reported the disc was given to them by a group of adventurers who said they had received it from a *Shemarrian Warrior*.

After finishing the debriefing, the commanding officer reviewed the video and immediately passed it on to *FQ Army High Command*, where members of the Free Quebec intelligence community scrutinized it.

For months, rumors had been trickling in from the Wildlands along the East Coast that the enigmatic Shemarrians were claiming the old US Eastern Seaboard as their own, and calling it the **Shemarrian Nation**.

To most, the rumors were unfounded, and thus few people in the "civilized world" gave them any credence. Consequently, the video came as a bit of a surprise. It showed a striking Shemarrian woman, dressed in a jeweled, steel headdress and combat armor. As is the way of the Shemarrians, the woman stared directly at the camera, her eyes gray and shining, her demeanor stern and serious. She spoke in a dialect of Dragonese, but at the bottom of the screen were subtitles in both American and Old French. Her beautiful and strangely symmetrical face was a fierce mask as she made the Shemarrians' **Declaration of Sovereignty**.

"For too long, we, the warriors of the Eastern Woods, have lived alongside those who do not respect our territorial boundaries. The skull men of the Coalition States, their servant hounds, the chrome clad sentinels from the North, the spell weavers of Lazlo, the pirates and minions of Atlantis, and all the other so-called kingdoms of the land have brought upon us slight after slight, as they tread, without restraint, upon the lands of our foremothers. They do as they please and have little regard for the people or the woodland. It stops today. All those who live in our domain shall suffer these injustices no more!

"The lands from the Eastern Wall to the ocean, from this day forward, are under Shemarrian supervision. No person, not even the noble Shemarrian, can own the pathless woods, but we proud Shemarrians are placing these woods under our protection. You may think of them as ours, now and forever.

*"A thousand of your miles, or sixteen hundred of your kilometers, from the great swamps in the south to the banks of the Great River in the north, we measure as the **Shemarrian Nation**. Leave it alone. Do not interfere with our people or meddle in our affairs.*

"Stay to your own lands and we will stay in ours.

"Make no mistake, this is not a declaration of war. This is a declaration of sovereignty! Your nations have no claim to the lands where Shemarrians have tread for generations. We assert our claim, our rights, and our position, today. These coastal lands are the Shemarrian Nation. Respect our borders and our people, and we co-exist in peace, as it should be. We do not wish to wage war with our neighbors, but we will protect our people, our lands, and all who live among us in this great green woods.

"This wilderness offers you nothing, so leave it and us be. You should be content to stay away, as you have no place here. Your place is on your side of the Eastern Wall and northern river. Ours is here. Keep things as they should be, and all shall be well between us. Do not send envoys or emissaries as we will only turn them away. If you come with fighting forces, they shall be slain. Try to establish a new settlement or city, or military camp, and they shall be destroyed.

"People may travel through our lands. Individuals may fish and hunt, and enjoy the splendor of the woods, but they may not tame wildlife, enslave people nor take or damage the land. You may not settle here, nor plumb our lands for minerals, nor dump your waste here. We, the Shemarrian people, are the protectors of this land, the Shemarrian Nation, and those who defile and deface it shall face our wrath without mercy.

"To the people with whom we have coexisted for generations: Those of you who live among us have nothing to fear. Do

not be worried or discouraged, your existence is now a safer and joyous one under the protection of the Shemarrian Nation.

“We shall continue to coexist, in peace. Though it is not yours to own, you may continue to live on the lands you have settled. Know that you are allowed to live there by the grace of the Shemarrian Nation. Know that you must honor and respect our great forest and do nothing to destroy it, nor do anything to invite its destruction. Live in harmony with us and your surroundings, and you shall find the Shemarrian Warriors protect you as we do all things within our sovereign nation. Fear not the skull soldiers beyond the Eastern Wall nor their chromium brethren to the north, as we shall stand against them. Furthermore, we shall protect you from our mutual enemies, the Splugorth and Horune who come from the monster-filled seas beyond our lands. They are the enemy of the day, and every one of them that sets foot on our land shall be struck down where they stand. Sleep easy knowing that we keep the evil tide at bay, and that as long as Shemarrians have strength left in us, we shall push all slavers, destroyers and monsters back to the Hell from which they have crawled.”

With that the warrior chieftain bows her head and the video goes black.

Free Quebec’s assessment. Though the woman never identifies herself with a name or rank, and the video could have been made by anyone, anywhere, the Quebec authorities are convinced it is authentic. However, the immediate consensus is it is *just talk*. No people could hope to control such an expansive and unruly stretch of dangerous wilderness, particularly nomadic savages such as the Shemarrians.

The government of *Free Quebec* has no desire to be drawn into a needless war with a barbarous D-Bee people over a wilderness in which they have no interest. Instead, they choose to act as if they have never received or seen the *Shemarrians’ Declaration of Sovereignty*. The video is locked away in a safe place where other secrets are kept, and the matter is dismissed. Free Quebec shared the information only with the *Iroquois League*, and even then, only through secret channels.

The leaders of Free Quebec soon learned that sitting on the information would not stop it from going public. Countless adventurers have returned from the Eastern Wildlands with tales about the Shemarrians’ declaring sovereignty, calling the land the Shemarrian Nation, and warning outsiders to steer clear of their domain. Likewise, other videodiscs with the same recording have turned up at “civilized” kingdoms, among mercenary camps and at underground news and information networks across North America. It is the big news of the moment, and the decree spreads like wildfire via the underground grapevine and free nations across the country, including Free Quebec and the Coalition States.

Bothersome to the authorities at Free Quebec are rumors that it was among the first to receive the videodisc declaration, but never disclosed it. This has caused the Quebecois Free Press to demand the video-speech to be released to the public. However,

the government continues to deny it has seen any such video declaration and has suggested the disc is part of an elaborate hoax by malcontents looking to create an atmosphere of fear and stir up trouble.

The Coalition States has also denied seeing any sort of video decree, but officially denounces the Shemarrian declaration, stating, “The Coalition States do not acknowledge the sovereignty of any nation of monsters (i.e., nonhumans) on American soil.” The CS has also suggested the disc and related rumors may all be part of a hoax, and that the proclamation and origin of the videodisc cannot be substantiated. Ultimately, the CS sees no cause for concern, and has more pressing matters to deal with in the aftermath of their Siege on Tolkeen, and brewing concerns over *Retribution Squads*, *the Federation of Magic*, *the Calgary Kingdom of Monsters* and continuing efforts in its *Campaign of Unity*.

By the end of Summer 109 P.A., most people living in the Shemarrian Nation, and those as far west as the Mississippi River and as far north as Free Quebec and Lazlo, have heard about the, now infamous, Shemarrian Declaration of Sovereignty. Few have seen or read the speech themselves, and only know about it second hand from other people and the anonymous underground news system and rumor mill. The majority of those who have heard about it believe it to be real, but have little concern over the matter.

The reaction from human supremacists. Citizens among human supremacist nations like the CS and Free Quebec are abuzz with the rumor. Most people openly reject the Shemarrians’ claim of sovereignty, grumble about another D-Bee menace to worry about, and cast aspersions on the Shemarrian people. Some fear where the Shemarrian Nation may lead in the future, but for most it is only water-cooler chatter and something to complain about. For others, it is just another passing rumor, forgotten when the next juicy bit of gossip comes along.

The reaction from people who are more accepting of D-Bees has a softer take on the declaration, but they also wonder what this all means and whether the Shemarrians may become a problem in the future.

The governments of most nations have followed Free Quebec’s lead and have ignored the declaration as if it never happened or is untrue. Most, including *Northern Gun*, *the Manistique Imperium*, *Whykin*, *Kingsdale*, and even the *Coalition States*, as well as others, are so geographically removed from the region claimed by the Shemarrians that anything the warrior women may do has no direct or immediate impact on them. Sure the Coalition States has moved the Shemarrians up closer to the top of their *Enemies of Humanity List*, but unless the D-Bees threaten CS holdings or citizens west of the Allegheny Mountains, at least for now, they don’t care. Neither the CS or any of the other existing nations have any commercial or strategic interest in the Eastern Wildlands claimed by the Shemarrians. In fact, most treat the region as a monster-filled no-man’s land best to be avoided.

Most people simply don’t care. Ultimately, the implications of the Shemarrian Declaration of Sovereignty vary from person to person depending on their point of view and where they live. What doesn’t vary is the fact that the Shemarrians and the lands

beyond the “Eastern Wall” are *not* viewed in any different light than they were before the declaration. The Shemarrians have claimed a faraway land that nobody wants and even most adventurers avoid like the plague. Anything the Shemarrians do there makes no difference in the lives of “civilized people.” If anything, the Shemarrians have simply become the most notable “monster” in a land of monsters.

The general consensus is, let the Shemarrians have the hell-hole. As long as they stay on their side of the mountains, who cares what these barbarians claim or do?

Traveling Through the “Shemarrian Nation”

“Traveling through the Eastern Wildlands is more harrowing and difficult than most wildernesses I have ever seen. The forest is dense, people are scarce, there are barbarians and monsters, and every once in a while some big gal with a rail gun comes riding up on an even bigger monster, eyeballs you and asks you your business.”

– Samuel Umberwood, a Nuhr Dwarf Trapper-Woodsman

Just because someone claims something as their own doesn’t necessarily make it theirs. A good example of this principle is the Coalition States and their claim to all of what was once Texas as the *Coalition State of Lone Star*. The Coalition neither controls nor comes close to controlling even half of the state. In fact, they only have true reign over what is referred to as the “Northern Quadrant.” Furthermore, independent villages, towns, cities and even kingdoms exist in the territory the CS claims, including the *Pecos Empire*, a major CS enemy. Similarly, the Shemarrians claim a large tract of the Eastern Seaboard as their own, and despite the claim, several independent communities can be found in their territory. Furthermore, Shemarrians do not control more than a fraction of the land.

From a geographical standpoint, the Shemarrian Nation is mostly rugged wilderness. The climate is cool in the north, warm in the south. The terrain is largely forest broken by thickets, marsh, rivers, lakes, fields of brush, lush river valleys, patches of fertile farmland and rocky coastline. Low mountains and tall hills commonly known as the **Eastern Wall** are also part of the newly declared nation, and include the *Allegheny*, *Appalachian* and other mountains from Pennsylvania to the Carolinas.

Since the collapse of human civilization almost 300+ years ago, most of the Eastern Seaboard has become one massive expanse of forest. Settlements are few and far between, consisting mainly of small villages, trading posts, homesteads, and small farms. Communities with a population of 800-1,200 people are rare; larger ones do not exist.

Ruins of the past. Ironically, this was once the most densely populated area of the old American Empire, and the ruins of its once great cities sometimes appear in the middle of the wilderness. Most of the tall buildings toppled, crumbled or were buried during the Great Cataclysm. Thus, the vast majority of pre-Rifts human civilization lies under the hills and ground of the forest. However, every once in a while, the skeletal remains of a skyscraper, office building or parking garage jut out from

the forest as if appearing out of nowhere. The exterior walls of these buildings are usually covered in dirt, moss, vines, and weeds, while other plants and even trees grow from the rooftops, ledges and from inside the buildings, rising up through window spaces without glass. Inside these megaliths of a by-gone era live wild animals, birds, swarms of insects, predators, monsters and savage people. The deeper one goes inside, the more cave-like and foreboding the building becomes. Carpeting, window dressings, clothing, furniture and similar items have rotted away hundreds of years ago. The floors are covered by inches, often several feet, of dirt or debris, and most rooms look more like caves than human constructs. Some rooms, especially basements and elevator shafts, may be filled with water, and some floors or portions of them have collapsed in on themselves. Barbarians, squatters, bandits, and other regional people may live inside the belly of old buildings like cave-dwellers. However, most wilderness people know enough to give these places a wide berth, for anything could lurk inside, including ghosts (mainly Haunting Entities and Poltergeists), monsters, demons and slavers. *Shemarrians* never go inside ancient buildings unless it is to pursue an enemy. *The Minions of Splugorth*, on the other hand, may set traps and lure outsiders into their clutches at such locations.

Life Under Shemarrian “Rule.” Many people living in the newly declared Shemarrian Nation may be surprised to discover they are under *Shemarrian protection*. Everyone in the Eastern Wilds has *heard* of the Shemarrians, and most people in the region know many of the folk tales and rumors about them. Some may even have glimpsed a Shemarrian at a distance or heard tales about their battles with Minions of Splugorth or Horune Pirates, but very few have ever had any direct dealings with them. In fact, the majority of people in the East have gone their entire lives without ever seeing one. Shemarrians have always left most people residing within their domain alone. Unless someone crosses the Amazonian warriors, supports slavers or despoils the land, the women usually steer clear of other people. In fact, there are countless tribes and clans of wilderness barbarians, D-Bees, Native Americans, nomads, and Psi-Stalkers as well as homesteaders, trappers and tiny settlements scattered across the region who have never had a problem from the Shemarrians. Something many outsiders find baffling.

In the far reaches of the Shemarrian Nation, particularly the southern states, travelers are not likely to see a Shemarrian during their entire journey. They may *hear* about Shemarrians in the area, like some omnipresent shadow, but never make contact with one. Ask anyone living or traveling in the regions how they know Shemarrians are nearby, and their answer is likely be something like: “My uncle’s friend’s brother-in-law’s nephew who lives up in the mountains found Monst-Rex footprints out behind his neighbor’s still.” In the most remote areas, not even a whisper of the Shemarrians is to be heard. Then again, in the most remote regions, it is possible that even such well-known names as the *Coalition States* or *Erin Tarn* are considered for-eign, the stuff of myths and legends, or completely unknown.

Despite rumors and lies that tell of Shemarrians slaughtering entire villages and attacking *everyone* entering their territory, the reality is Shemarrians rarely bother anyone, even outsiders. What attracts Shemarrian Warriors are obvious mili-

tary forces, particularly those of the Coalition Army, Free Quebec, mercenary forces, and Splugorthian Atlantis, as well as the sounds of combat, loud vehicles and technology (power armor, cyborgs, etc.), mining, logging, and other acts of destruction. Travelers who are clearly woodsmen, hunters, trappers, explorers and people passing through are usually left alone. If approached, they are either looked over without the Shemarrians saying a word, or asked a few questions before the warrior women grunt and issue a warning to behave while in Shemarrian country. Even those believed to be responsible for destruction to the forest or trouble in the region are usually warned first to respect the land and the people, or else. Suspected spies, agents of foreign nations, soldiers, mercs, land developers, and troublemakers are told to leave, and may be escorted to the border of Shemarrian lands.

Yes, if a Shemarrian catches an outsider doing something wrong, damaging or destructive to the forest, or enslaving other people (sometimes animals too), the Amazonian warriors intercede. As noted, a stern warning is usually issued. If the perpetrators comply, they are told to leave Shemarrian territory immediately, but violence and the use of force is averted. If the wrongdoers refuse, threaten, or retaliate, the female warriors attack. Depending on the people and circumstances involved, the warriors might be satisfied with running the troublemakers off their land, or they might wipe them out. Likewise, suspected wrongdoers, spies and brigands may be shadowed by one or more Shemarrians, who follow and watch from a distance waiting for the outsiders to show their true colors or until the Shemarrian Warriors are satisfied they are of no concern. There are reports of a lone warrior or small band of Shemarrians tailing groups of outsiders and observing them for days, sometimes weeks, without making contact. Then, one day, one or more Shemarrians ride into camp to ask them questions, or they are just gone, vanished into the woods like ghosts.

The Shemarrian Nation is expansive. It would be impossible to patrol and monitor every corner of the Shemarrian Nation even if there were 10 or 20 million Shemarrians. While folklore suggests there are, indeed, a million or more of them lurking in the shadows behind every tree, more objective and scientific estimates place the Shemarrian population at somewhere between 20,000 and 50,000. Even if that number were 10 times greater, spread over a land area larger than the State of California, they are impossibly few and hundreds of miles apart. The bottom line is, despite the legends and tales about Shemarrians, they cannot be everywhere – and a great deal of what goes on in their “nation” slides under their radar.

As long as an adventuring group remains quiet and discreet, they can avoid detection by the D-Bee warriors, moving in and out and wandering around for weeks and months at a time without incident. Even if found deep inside the interior, the Shemarrians are likely to assume they are native nomads, trappers, curious adventurers, or harmless travelers passing through – none of which are of any concern to the warrior women. Even small military patrols (squad to platoon size) from the CS, Free Quebec, Federation of Magic and other kingdoms are seldom attacked without provocation. Furthermore, if they keep a low profile, they might just manage to slip in and out of Shemarrian country without the women knowing they were ever there.

Only the Minions of Splugorth, Horune Pirates, and slavers of any kind are always attacked on sight, without provocation and without mercy. Shemarrians seem obsessed with these three groups, seeking them out and taking delight in their destruction. Many are the stories about Shemarrian Warriors raiding a Splugorth or slaver’s camp to free their captives (humanoids and animals), inflict sabotage, cut throats or slaughter them all. Slaves and captives are always set free and told they are welcomed to stay and live in the Shemarrian Nation, or leave as they so desire. It is interesting to note that Shemarrians seldom take the weapons, vehicles, or equipment of their enemies. Instead, they destroy the most obvious weapons and machines of war, and leave the rest where it lays. Most observers assume they do so as an example to others. A sign that warns, “this is your fate if you evoke the wrath of the Shemarrian Nation.” Other times they leave or hand out weapons and gear to the liberated slaves and captives. Any items left behind can be a boon for other woodland travelers who might happen on the battle scene and find weapons, gear and food they might need themselves. Shemarrians do, however, often take computers and hard drives, and Male Hunters are known to gather weapons and useful wilderness supplies for trade with local people, or leave them at communities who can put them to good use.

All of this leaves little said about the true dangers lurking in the wilderness that is the Shemarrian Nation. While it is true that Shemarrian Warriors may appear out of thin air to battle monsters, especially if those monsters are the Minions of Splugorth or Horune raiders, such an event is likely to be pure luck or happenstance. There is no civilized base to the nation. There are no formal cities, base camps, forts, or (apparently) organized communities of Shemarrians safeguarding their “nation.” They are nomadic warriors who wander the entire range of their nation as lone individuals, pairs, hunting parties (4-8), combat squads (4-12), small clans (6-36), and tribes (40-160). Any suggestion of a center of operation, an organized nation or civilization of people is wrong.

Shemarrian territory is an untamed and hostile wilderness home to dinosaurs, dragons, walking dead, ghosts, monsters and demons. Other human and humanoid inhabitants include Native Americans and wilderness people who may be friend or foe, Wild Barbarians who see most outsiders as prey and victims, and inhuman runaway slaves and all manner of horrors from Atlantis and the Rifts. Within the boundaries of the Shemarrian Nation are such notorious places as *Madhaven*, *the City of Char*, *Dinosaur Swamp*, and the *Horror Forest*, a term for the supposedly haunted woods that stretch intermittently from Dinosaur Swamp to Maine. Each region within the so-called nation has its own unique dangers. In *the Carolinas* alone, there are the D-Shifting Wilderness in the mountains, the mysterious Ocmulgee Mound, dinosaurs, man-eating plants, and the Native American Preserve of Camp Cherokee. In short, the Shemarrian Nation is a “nation” in word only. In reality it is a land of chaos, savagery, alien and exotic life forms, slavers, monsters and danger.



The mysterious Shemarrians

The declaration did accomplish one thing: the Shemarrians have quickly gone from obscurity to infamy in a few short weeks.

At Free Quebec, the video declaration raised numerous questions for the Quebecois authorities, who suddenly realized they knew very little about the Shemarrians living a stone's throw across the Saint Lawrence River. Funny, but the warrior women just weren't on their radar as a serious threat. They were believed to be barbaric humanoids who lived off the land. D-Bees, predominantly females, who inhabited the Eastern Seaboard of the old American Empire, only occasionally venturing north into the lands of old Canada. Yes, they were known to be fearless warriors – the Amazons of a new age – but a sovereign nation? Nobody had ever thought of them as empire builders or keepers of a nation.

Quebecois authorities, found themselves asking, who are the Shemarrians? How is their society structured? Where did they come from? What are their goals? Are they a threat to Free Quebec? Where is their base of operation? Who are their leaders? Who is the woman in the video? And many, many others. Questions for which they intend to find answers.

Who are the Shemarrians?

“What is a Shemarrarian?”

“The short answer, which is the best one we may ever have, is that they are a mystery.”

“When examining the Shemarrians as a people, we must admit that we know very little about them. They have always been a secretive race, shunning contact with the outside world, and keeping an arm's distance from all other people.”

“What we think we know comes from myth, folklore and rumor gathered from those living within Shemarrarian territory and adventurers who have experienced direct contact with them. One must be careful, very careful, when trying to pluck a tread of truth from such an insubstantial tapestry.”

“As I said, we know very little about them.”

- Excerpt from an article by Joachim Curlin in the Lazlo periodical “The Wondrous World Around Us,” circa 104 P.A.

Ask anyone living in or near the Old American and Canadian Eastern Seaboard what is a Shemarrarian, and one is likely to get many answers. Angels. Demons. Demigods. D-Bees. Mutant humans. Cyborgs from another dimension. Alien invaders. Alien barbarians. But the truth is, nobody knows.

The most popular belief is they are just another D-Bee torn from their home world during the Great Cataclysm through a Rift and now trying to make their place on the alien world that is Earth. Of course, even when someone can agree on one of the “down to Earth” answers about Shemarrians, there remains countless questions and theories about their origin, powers, society, beliefs, customs, goals and intentions.

If you can weed out the preposterous, vindictive and downright fanciful, you are left with a series of *common beliefs*. Yet

even these “accepted truths” are unsubstantiated and based on generations of myth, and folklore born from hearsay and anecdotal eyewitness accounts, all of which are patently unreliable. It is from this folklore that most people *think* they know about Shemarrians. Even the data files at Chi-Town, Free Quebec, Lazlo, and the Federation of Magic are based on such hearsay and innuendo.

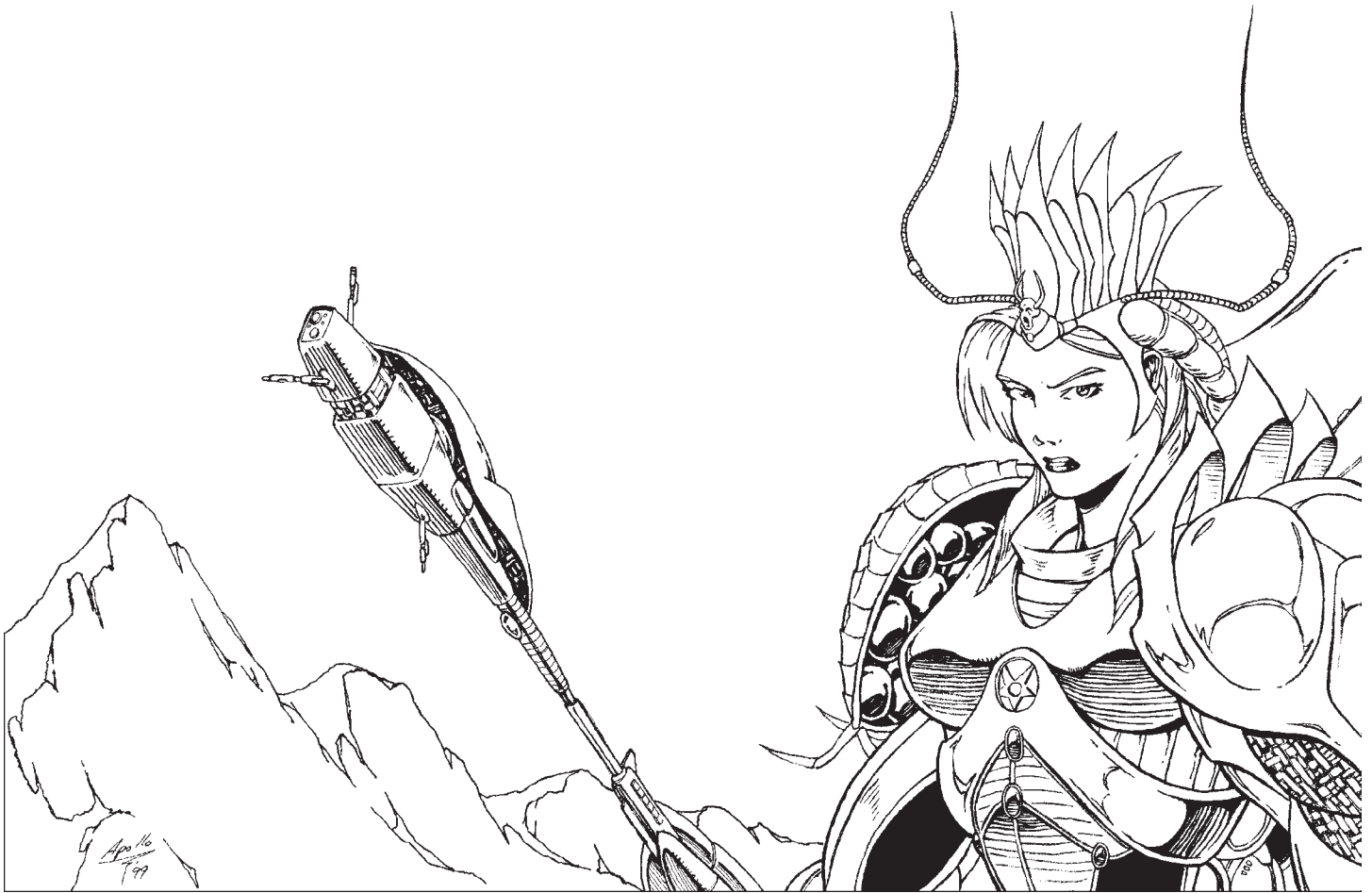
Little is known about Shemarrians. The following are what people have *surmised* about the Shemarrians based on observation and common beliefs.

Horse culture nomads. A certain school of thought has offered up the theory that the Shemarrians must be, in effect, a *horse culture* like the ancient Cossacks, Huns, Mongols and the Native Americans of the Great Plains. The Shemarrians fit the “horse culture” to the tee, venerating their infamous war steeds. This reverence for their riding animals is evident in two ways. One, they treat their monstrous war steeds almost as if they were partners and fellow warriors. Two, they augment their riding animals with massive amounts of bionics, built-in bionic weapons and full cyborg conversion, making them walking tanks with an attitude. Many of the Shemarrians' weapons are also tailored for mounted warfare. Vibro-Blades such as spears, pole arms, curved swords and long swords are ideal for mounted combat. Even their famous rail guns and energy weapons work well from the back of a riding animal. And one cannot overlook the Shemarrians' iconic rail gun's resemblance to a medieval knight's lance.

Unlike the Mongols and other pillaging people from Earth's past, however, Shemarrians do not raid and plunder other people, but live off the land and battle only those who threaten or attack them first. They are riders/horsemen (well, in their case, riders of monsters) first, warriors second, protectors of the woodlands third, and hunter-wanderers last. They have no cities or towns, but splinter into small bands, clans, groups and tribes that wander a particular region they consider to be their domain. While some rumors and folklore speak of a great Shemarrarian city at a secret location somewhere in east, no such place has ever been found, and Shemarrians just laugh at the very notion. They would never let themselves get tied down to a sedentary life at one permanent spot. Rumors of such a city, however, leave outsiders busy scratching their heads and arguing over theories that they cannot hope to prove, and send some searching the depths of Dinosaur Swamp (or elsewhere) for a city they believe must exist.

The Shemarrarian Warrior Society. As any man or woman in the Eastern Wildlands will tell you, the Shemarrians are an enigmatic and reserved people that mostly keep to themselves. Their culture seems to be based on hunting, combat, living off the land and wandering. Like a *mountain lion* they claim a particular territory as their hunting ground, make it their home and consider it their own.

It is said Shemarrians believe the wilderness is meant for all people to share and live, so they do not threaten or attack other inhabitants until they become a threat to them or the environment. *Slavers*, *Horune Pirates* and the *Minions of Splugorth* each represent such a threat. They all raid, loot and destroy tribes and communities of other people. They capture and enslave people of all races as well as capture wild animals for gladiatorial combat and hunt for sport, nor do they care about



the environment. They are monsters in appearance and in deed, thus making them the mortal enemies of the Shemarrian Nation.

As a warrior culture, Shemarrians value courage, strength, skill, fighting prowess and combat proficiency above all else. They proclaim themselves to be the most adept warriors on the continent, and are quick to take on all opponents. Their life as warriors is the defining feature of their culture. This is reflected in all aspects of their culture, behavior and appearance. For example, the warrior women's native style of dress is battle armor. Shemarrians have no conventional, feminine or civilian clothing that one would expect to find among a more peaceful or "civilized" society. A peaceful and diverse society tends to keep their combat armor simple, utilitarian and relatively free of ornamentations, saving such displays for dress clothing and social gatherings. Shemarrians are warriors around the clock, 24/7. They do not seem to have social gatherings or pleasantries. Their existence is Spartan. Their life is a constant battle, and their armor a vital and constant part of their struggle. Consequently, the warrior women are never without their weapons or armor, or war steeds for that matter. They decorate their armor with plating, lights, fins, spines, spikes and baroque protrusions. They may also etch or paint their armor with intricate patterns and ornament themselves with bangles, necklaces, elaborate headdresses, feathers, pendants and other jewelry, often attached to or built right into the armor. The result is that each Shemarrian's suit of armor is a unique representation of the warrior who wears it.

Like the Spartans of Earth's own past, the Shemarrians' entire world is all about war, combat and preparing for it. Thus, they have the attitude of hardened soldiers who have accepted a

life of conflict, war and death. As a result, they do not fear death and accept combat as the natural course of things. As a warrior culture, they have no use for art or entertainment, and have no time for leisure. As a nomadic horse culture, they have no permanent settlements, villages, towns or cities. Their experience as warriors has taught them that such permanent encampments simply become vulnerable targets for their enemies to attack and destroy. Instead, Shemarrians are constantly on the move, traveling in scattered groups, clans and tribes of small size, making it difficult for them to be tracked and located. If one clan or tribe is found and attacked by enemy forces, the losses are limited to that one group, the rest are safe, scattered to the wind. Education is limited to the arts of war and the values embraced are those of the warrior: loyalty, courage, leadership, camaraderie (at least among their own kind), fighting prowess and fierce resolve to die fighting.

Warriors born, Shemarrians live to fight. They embrace conflict and are quick to action. The Shemarrians' aggressive and combative demeanor, words and behavior are reflective of a people trained for combat and conflict from birth. As result, Shemarrians have no interest in music, books, fun or creature comforts. They are serious, stern and always ready for crisis and battle. To do otherwise is to be caught off-guard, unawares and killed. A warrior must be ever alert and ever vigilant. They resolve problems with brute force, cunning and a quick kill, because they are used to a harsh and dangerous world where one must be ready to fight or die at all times. Presumably, this is why they have adapted so readily to the wild and wooly Eastern

Wildlands, a region most civilized people view with terror and avoid like the plague.

The Shemarrian Warrior Caste. As many have observed, the warrior women have a simplistic hierarchy within their culture pertaining to one's place within their military social structure.

Apparently, there are four warrior classes, each with its own manner of dress, habits and quirks. They are the *Shemarrian Warrior*, *Shemarrian Berserker*, *Shemarrian War Chief*, and *Shemarrian War Goddess*. There are also two support classes: the *Spinster* (healer and mechanic) and the *Male Shemarrian*.

The Shemarrian Warrior is the iconic image most people imagine when they hear the word "Shemarrian." Towering, buxom beauties, clad in armor, wielding deadly high-tech weapons and sitting atop a monstrous war steed. They are the most numerous, vastly outnumbering all others 100 to one. Matters are complicated by the fact that most of the other warrior castes closely resemble them in appearance, especially from a distance. However, each caste has its specific uniform/armor, position and purpose.

What have come to be known as *Shemarrian Berserkers* are a noticeable exception to Shemarrian appearance and procedure. These warrior women seldom ride a war steed, wear little armor, and slay their opponents with melee weapons and their bare hands. As the name suggests, Berserkers tend to throw caution to the wind and fight on foot like living whirlwinds. They are much less reserved than the Shemarrian Warriors and have no problem with shouting battle cries or screaming with primal rage in combat. The Shemarrian Warriors and Berserkers are on equal standing and may fight together or as separate units. More often than not, Berserkers are encountered in groups of three, away from any other Shemarrians.

The Shemarrian War Chiefs look very much like the iconic Warriors, though closer inspection reveals they wear armor with more plating, fluting, spikes and flares. They also wear a more elaborate headdress, while their hair is worn in numerous tight braids, dreadlocks, or even cornrows. Perhaps most telling is they have *three antennas* instead of the usual two, and they tend to be even more haughty, aloof, and demanding. Many carry themselves with an aristocratic air that can be almost stifling to non-Shemarrians. The War Chief functions as the Shemarrian squad leaders, lieutenants, colonels, and field command officers. It is they who lead Shemarrian war parties, be they small squads, platoon sized or a full company contingent.

The War Goddess has only recently been recognized by outsiders. These warrior women are larger and are even more frightening than the other warriors. They seem to be part Shemarrian general and part demigod with incredible speed, agility, and inhuman strength. She too, resembles the classic Warrior, except she stands 10 feet (3 m) tall, wears a flamboyant suit of armor, a red cape and an ornate headdress with protective face plate. By herself, the War Goddess is as deadly as any four Shemarrian Warriors, and may be encountered alone or leading other mixed groups of Shemarrians of any size. When a War Goddess is seen you know the mission must be of vital importance or against a powerful enemy.

The Shemarrian Spinster is an anomaly among the Shemarrians. Most are smaller in stature and usually handi-

capped in some way. This makes them ineligible to become warriors so they take up positions as healers, mechanics and support personnel. They don't wear armor and are seldom encountered.

The Male Shemarrian is a startling revelation. For years they were thought not to exist, but there have been a handful of recent sightings. They seem to function as hunters and scouts, but do not seem to often associate directly with the females of their species.

The Shemarrian Pariah is another new discovery to the outside world. They seem to be outcasts, ex-Warriors stripped of their warrior status for some unspeakable crime. Along with her status, the Pariah is stripped of her weapons, armor, war steed and bionics, and left to wander the countryside, naked, unwanted, and alone.

Inconsistencies and mystery. While all of this makes sense, some scholars and government leaders have come to realize they don't actually know anything about the Shemarrians. Not really. Most of the data above is entirely speculation. Guesswork spun to answer the questions people have about these mysterious D-Bees. One must ask himself how much of it is pure conjecture thought up out of thin air to make sense of these enigmatic warrior women. How much of it is created to fill in the blanks without any substantiation?

The honest answer is, most of it.

This becomes apparent when one starts examining the inconsistencies. Shemarrians are a nomadic warrior people, which explains why there are no cities or civilized society. This would make complete sense if the warrior women were a primitive people with primitive weapons like the true barbarians also found in the Eastern Wildlands. But Shemarrians possess advanced bionic augmentation, weapons and armor. Their war steeds are full conversion cyborgs and the War Chief and War Goddess may also be full conversion cyborgs. Shemarrian weapon technology appears to be superior to that of the Coalition States, Free Quebec and quite possibly Triax. If there are no Shemarrian cities and factories, who makes these weapons and bionics, and how do the Shemarrians acquire them? The easy answer is they are alien technology and they must come from an otherworldly source. But that only creates more questions: Who? Where? Is it the Shemarrian home world? Are the Shemarrians advance scouts for an alien invasion force? If so, what is their interest in the Eastern Wilds? Why do they seem to hate the Splugorth? Are they rivals?

Other disturbing questions: Why are females the warriors? Where are the males? Why are Male Shemarrian Hunters so few (estimated at less than 5% of the overall population on Earth)? Why do you NEVER see Shemarrian children? How do Shemarrians reproduce? How are children raised? Where and how do they train to become warriors? If Shemarrians do not use magic, how do they heal? Are they all full conversion cyborgs? Who made them? And the list goes on and on.

Asking the Shemarrians themselves is of no value. Their pat answer to everything they don't wish to discuss is, "It is not for men to know." Others ignore the question with an indignant snort. Some shrug their shoulders or walk away like they didn't hear it or the person asking it is beneath responding to. Others flash a sword and snarl a warning that the questioner should be

silent and leave her alone. Still others respond by beating or killing the person(s) asking the question and walk away from the body like he got what he deserved. Indeed, the Shemarrians' reputation for being belligerent, hot tempered, easily provoked and murderous goes a long way to silence direct inquiries and send people looking for answers elsewhere.

Only the Shemarrian outcasts known as *Pariahs* sometimes provide partial answers or hint at things such as the Shemarrian view of life and war, common practices and more mysterious things like the *Healing Caves* and the *Divine Bringer*. Other than that, Shemarrians are tight-lipped people of action who provide little information on the subject of themselves and their customs.

Additional “Facts,” Rumors and Lies about Shemarrians

The following are the common beliefs taken as *fact* about Shemarrians. Many of these “facts” are misconceptions, folklore, rumor, speculation and half-truths passed down for generations. These so-called “facts” are all most people have to work with.

Fact: Shemarrians are a race of D-Bee warrior women living in the forest region along the Northern Atlantic between the coast and the *Eastern Wall* (the Allegheny Mountains).

Fact: The Shemarrians first appeared in 50 P.A., likely emerging from a Rift located somewhere in what was once the Old American Empire State of Maine. Their numbers have grown substantially over the last 60 years. **Note:** Other people in the region insist Shemarrians have inhabited that part of the country since the days of the Two Hundred Years Dark Age, but kept their presence (mostly) secret until around 50 or 60 P.A.

Fact: Shemarrians are a secretive and reclusive people that keep to themselves and shun contact with other people. Outsiders are not allowed to see their ceremonies, rituals or mobile camps.

Fact: The name Shemarrian was coined by local people and it stuck with them. The warrior race even call themselves “Shemarrians.” If they ever had another name, it is unknown.

Fact: Shemarrians are barbaric nomads. They have neither a city nor a citadel to call their own and roam the countryside on great monstrous war steeds. They live off the land very much like traditional Native Americans, and never stay at one location for more than a few weeks.

Fact: Shemarrians have no known civilization or culture to speak of.

Fact: Shemarrians are entirely, or predominantly, female.

Fact: *Shemarrian Males* are rumored, but even local inhabitants say they have never seen one.

Fact: All Shemarrians are aggressive and warlike. They have a stern, bellicose manner and view all outsiders with suspicion. They refuse to answer questions about themselves and are prone to violent outbursts when pressed, confronted or annoyed.

Fact: Shemarrians may be encountered anywhere along the Atlantic coast from the southern tip of Dinosaur Swamp up into Canada. However, they are most numerous in what were once the northern Atlantic States of the Old American Empire from the Carolinas to Maine. *Shemarrian Warriors* are the most common of all Shemarrians. Most authorities estimate 70-80% are of the Warrior caste. Other Shemarrian castes are uncommon.

Fact: *Shemarrian Berserkers* are warriors devoted to the use of massive swords and fight with a hitherto unrealized ferocity. Unheard of until a few years ago, the Berserkers seem to have grown in number.

Fact: *Shemarrian War Chiefs* are the leaders and commanders of these warlike females. They are believed to be Shemarrian Warriors who have earned an elevated position of leadership by exhibiting superior combat and leadership skills.

Fact: Shemarrians live, dress and behave in a barbaric manner, yet they possess *advanced weapons* and *cybernetics*. The source of their technology is not known. This has led some to speculate they maintain a secret dimensional portal, or use some other means of dimensional transportation back to their *home world*, where they can get bionics, weapons, ammunition, repairs and cybernetic upgrades.

Fact: The Shemarrians make use of an advanced rail gun that has become infamous throughout the Old American Empire. They also use Vibro-Weapons and a number of energy weapons of an alien nature. With one or two exceptions, Shemarrians do not trade their advanced weapons with outsiders, and will seize any weapons they find in the possession of non-Shemarrians. It has been reported that they will sometimes trade their (S.D.C.) Hunting Rifle and the weapons of outsiders with local inhabitants and adventurers they have deemed worthy or in need.

Fact: Shemarrians are a contradiction. They are known for their violent outbursts at the slightest provocation, often resulting in injury and death of innocent people. Yet they are also known to sometimes help strangers and local inhabitants, free captives from slavers, defend people against pirates and the Minions of Splugorth, and battle monsters. Some local inhabitants believe them to be heroes, knights and even angels.

Fact: Shemarrians are heavily augmented with bionics and cybernetics, going so far as to outfit their riding animals with bionic augmentation and even full conversions. The Shemarrians' extensive use of bionics and cybernetics is why machine parts have been found amongst Shemarrian remains. How and where they manufacture these cybernetics is unknown.

Fact: The Shemarrians have domesticated the wild beast known as the *Monst-Rex*, have turned many into full conversion cyborgs and use them as their favorite war steeds.

Fact: Shemarrians ride a variety of monstrous war steeds, the most famous of which is the *Monst-Rex*, but Fury Beetles, Rhino-Buffaloes, dinosaurs and other monsters may be used. In recent years, some Shemarrians have taken to riding the *Monst-Cranes*, large flightless birds that they also outfit with cybernetics and bionics.

Fact: Even wild Monst-Rex and Shemarrian Wolves seem to actively seek and destroy Splugorth Slavers and Horune Pirates.



Whether the animals are following the Shemarrians' lead or share a natural dislike of Splugorth Minions is unknown. If the latter, it may be why Shemarrians selected these animals to begin with.

Fact: The Shemarrians carry off their dead, including the bodies of their dead animals. No one knows exactly why. The Shemarrian warrior culture is steeped in secrecy.

Fact: Shemarrians hate the *Splugorth* and all their Minions, monsters, and many of their slave races, as well as the mercenary Horune Pirates who trade with the *Splugorth*. All are attacked without mercy whenever and wherever they are encountered. The *Splugorth* Slavers are the most hated, followed by all other Minions of *Splugorth*. No one knows why this enmity exists, though there is endless speculation on the matter.

Fact: The *Horune Pirates* are notorious slavers and murderous raiders that are found in most coastal regions around North America (and the world). Shemarrians despise them nearly as much as the *Splugorth* and are bent on their destruction.

Fact: Soldiers from the *Coalition States*, *Free Quebec* and other kingdoms are not welcomed in the Shemarrian Nation. Such forces, large or small, are subject to Shemarrian aggression whenever they are found within Shemarrian territory. As a rule,

outside military forces are told to leave immediately. If they refuse, resist or attack, they are engaged by Shemarrian Warriors until they retreat, surrender (and then are escorted out of Shemarrians lands) or are destroyed. Likewise, scouting parties and suspected spies are chased out of Shemarrian territory, beaten and questioned before being tossed outside their borders, or killed. This includes military expeditionary forces.

Fact: Outsiders and inhabitants not allied with the *Splugorth*, Horune, CS or Free Quebec are rarely attacked by Shemarrians, unless they are threatening or destructive. Most outsiders laden with weapons and military equipment, however, are viewed with extreme prejudice and often turned away from Shemarrian clans, camps, and hunting grounds.

Fact: Wilderness communities within Shemarrian territory have been allowed to continue to co-exist with the warrior women. For years such communities have been saved from *Splugorth* Slavers and/or Horune Pirate raiders by Shemarrian Warriors.

Fact: Half the wilderness folk living within the Shemarrian Nation, particularly those living near the coastline, regard the warrior women as heroes and protectors who defend honest people, innocent travelers and small communities, regardless of race. Such good deeds are never done for profit, and the

Shemarrians always ride away, requesting neither thanks nor reward.

Fact: Shemarrians protect and nurture the forest, keeping it safe from development, strip mining, and deforestation by outsiders.

Fact: Shemarrians have recently announced the formation of the *Shemarrrian Nation*.

Rumors & Lies about Shemarrians

The bits and pieces of data available to the world-at-large are far from adequate in providing a clear view of exactly who or what the warrior women may be. Thus, where the facts end, speculation begins. It is only natural for people to fill in the gaps with what they *think* they know, or how they think things should be, such is human nature.

What follows are some of the most common and persistent rumors and lies about Shemarrians. Rumors differ from the beliefs and observed “facts” above, as they are often based entirely on speculation, guesswork, hearsay, misrepresentation and alleged eyewitness accounts from less than credible individuals.

Lies share a similar origin but are born from hate, prejudice, and propaganda from those who hate or fear Shemarrians or the unknown.

Both rumors and lies are often the stuff talked about by *outsiders* around campfires, at bars and other places where gossip, rumors and storytelling abound.

Rumor: The warlike Shemarrians solve all their problems with violence and bloodshed. They love to settle matters with duels and one on one battles to the death.

Lie: These warrior women are so bloodthirsty, they kill all non-Shemarrians who cross their path or look at them sideways. They have razed entire villages to the ground and slaughtered settlers from the west, killing every last man, woman and child.

Rumor: Shemarrians have lived in the Eastern Wildlands since the Two Hundred Years Dark Age, but kept their presence secret (mostly) until around 50 P.A.

Lie: Shemarrians hate all other life forms, enslave people to work in their secret underground (or otherdimensional) bionics and weapons factories, and eat the brains and internal organs of males as a delicacy.

Rumor: Shemarrians heavily augment their bodies with bionic weapons and cybernetic implants.

Lie: All Shemarrians are really full conversion cyborgs. So are their war steeds.

Rumor: Shemarrrian armor and bionics are bio-mechanical and *grown* from their own bodies like hair or fingernails.

Lie: Shemarrians are the advance scouts for an alien invasion force. They are building a power base in the Eastern Wildlands as a staging ground for a global invasion. The Minions of Splugorth have uncovered their plan and are trying to stop them.

Rumor: Shemarrians have a vast, secret, underground lair where they hide their bionics and weapons factories.

Lie: Shemarrians have a dimensional portal to their alien home world, and come and go as they please. That’s where their cities and factories are located. They could invade North America anytime they choose.

Rumor: Shemarrians are the advance scouts of an alien invasion force that got cut off from their home world and are establishing a new life in North America.

Lie: Shemarrians have struck an alliance with the Federation of Magic. When the Federation attacks the CS, Shemarrians will sweep over the mountains to join the battle or invade Free Quebec.

Rumor: Shemarrians number into the millions and are the secret masters of the Eastern Wildlands. Their true numbers are concealed by the dense forests and mountains where only Native Americans, Wilderness Scouts and monsters dare tread.

Lie: The only thing holding the Shemarrrian domination of the Eastern Seaboard in check is the Minions of Splugorth as the two forces wage a secret war for control of the Atlantic coast.

Rumor: The Shemarrians are the illegitimate descendants of angels or the legendary *Neemans*. A similar rumor has them pegged as the descendants of escaped Splugorth Altara/Blind Warrior Women or the mythical Republicans.

Lie: Everyone within Shemarrrian territory is their *chattel* and must obey Shemarrrian rule or die. That includes shunning the outside world. Associate with outsiders and you will be destroyed.

Rumor: Shemarrians are not nomads. They have a secret, magical (or multi-dimensional, or underground, or undersea) city, reportedly in the depths of Dinosaur Swamp (or Northeast Canada, or the mountains of West Virginia, or the forests of Lower Michigan, etc.). A popular rumor is they have a vast network of cities underwater along the Northern Atlantic coast. As an aquatic or sea-borne race (their antennae and body armor like those of lobsters and shrimp) would also explain why they are enemies of the seafaring Horune Pirates and the island continent of Atlantis, home of the Splugorth.

Lie: Shemarrians are female Brodkil, which means they are sub-demons who torment, torture, kill and devour humans and D-Bees.

Rumor: The Shemarrians hate the Splugorth and Horune to such an extent they have begun to equip wild Monst-Rex, Monst-Cranes and Shemarrrian Wolves with bionic weapons. A similar rumor is they have put explosives inside the monsters, turning them into living bombs that explode on contact with their hated enemies. A cybernetic sensor implant recognizes enemies and detonates when in close proximity.

Lie: Anyone who sees the location of, or visits a Shemarrrian base camp, is slain or can never leave to preserve Shemarrrian secrets.

Rumor: There are no Male Shemarrians. The warrior women kidnap young men from wilderness communities and/or travelers whenever they need to reproduce. These men are never seen again.

Lie: Stories about Male Shemarrians are completely untrue. They do not exist.

Rumor: *Male Shemarrians* do indeed exist, but are hunters and gatherers who serve their women as subservient, second-class members of Shemarrian society. Males are also only a tiny percentage of the Shemarrian population.

Lie: Like a Black Widow spider, the warrior women eat their male lovers after procreation. They also kill and eat any non-Shemarrian males taken prisoner. Only Male Shemarrian who never mate get to live in the service of the superior females.

Rumor: There is a new type of female warrior: the *Shemarrian War Goddess* – more merciless and deadly than ever seen before. She can strike men down with her evil eye and spits knives from her mouth. She is said to be the general of the Shemarrian Warriors and a demigod.

Lie: Shemarrians are linked to nature and protect the forest. They can blend into the trees and earth to disappear and do not register as alive because they are made of clay.

Rumor: Shemarrians hide their children in a secret place or alien dimension until they become adults. Of course, the elite women are raised as warriors while the males stay home to care for the young.

Lie: Shemarrian women cannot bear children, so they steal human children, raise them as their own, brainwash them to their ways, and turn them into cyborg warriors upon reaching physical maturity.

Rumor: Shemarrians cannot bear children, so they create clones of themselves at secret laboratories or in another dimension. Then they turn the clones into partial cyborgs and unleash them into the world as Shemarrian Warriors.

Lie: Shemarrians are human mutants gene-spliced into giant, aggressive warriors who hate men.

Rumor: Shemarrians enter a place of magic to restore their injured bodies, missing limbs and even their bionic parts.

Lie: Shemarrians don't bleed.

Rumor: Shemarrians are more machine than flesh and blood. They have lost touch with their own humanity, which is why they are so cold and aloof. That's also why psychics cannot sense their living presence or see their aura.

Lie: Shemarrians can't be killed, because they are really some form of *undead*. That's also why they carry away their dead – to give them time to regenerate and rise from the grave to fight again. Psychics cannot sense their life essence because they are not truly alive!

Rumor: Shemarrians are breeding new types of war steeds, including giant birds and demonic hounds.

Lie: Shemarrians are said to have no magical aptitude, but there are recent accounts of Shemarrian Shamans and Druids.

Rumor: Shemarrians are heroic knights from another dimension.

Lie: Shemarrians are the product of a Coalition genetic experiment gone wrong. They escaped and now build a nation in the East. When they are powerful enough, they plan to conquer the Coalition States.

Rumor: Shemarrians have engaged in all-out war against the Minions of Splugorth and the Eastern Wilds is their battleground. Beware!

Lie: Shemarrians are the savage descendants of ancient Atlantis who crawled out of a Rift during the Two Hundred Years Dark Age. They are evil, war-like conquerors who were responsible for the destruction of Atlantis in ancient times. They have already destroyed the Republicans who once protected this part of the country and hate the Splugorth because they want Atlantis back for themselves.

Rumor: The Shemarrian people were once enslaved by the Splugorth. Their home planet was ravaged by the Minions of Splugorth, conquered and their people enslaved. The Shemarrians of the Eastern Wild are the descendants of those who escaped the fate of their people and have vowed to destroy the Splugorth and all who serve them. To this end, they have turned themselves into cyborg killing machines and slaughter slavers and Minions of Splugorth every chance they get.

Lie: The Splugorth use the Eastern Wildlands as their own, private hunting preserve. To make hunting expeditions more challenging and sporting, the Splugorth created the Shemarrians and their monstrous war steeds to be hunted as their favorite prey. Can't you see Kittani design influence and technology in the Shemarrian armor and weapons?

Rumor: Shemarrians believe the Splugorth have plans to make the American coastal states their own, so Shemarrians fight them to keep the Splugorth from quietly seizing control of the Eastern Seaboard.

Lie: Shemarrians are female Horune and their antennae are really tentacles. The females hate the ugly and brutish males so much they hunt them down and kill them to avoid being forced to mate with them and bear their offspring. That is why you don't see any Shemarrian males. The rumors about handsome, human-like Male Shemarrians are lies or mercenaries mistaken or pretending to be Male Shemarrians.

Rumor: In the last few months, *outcast Shemarrian women* have appeared at a few locations throughout the Eastern Wilds. They are defeated and broken women who have been cast out from their society for unspeakable sins.

Lie: Exiled Shemarrians known as *Pariahs* are temptresses who try to steal the husbands of other women and seduce men to do their evil bidding. They are not to be trusted and should be cast out of any community they try to enter.

Rumor: Shemarrians change the color of their armor to adapt to the changing seasons.

Lie: Shemarrians are jealous of all other women and disfigure or slay any attractive females they encounter.

Rumor: Shemarrian Warriors will assist or join forces with adventurers and mercenaries from the outside world in an effort

to free captives from slavers and pirates, or those who wish to do battle with the Minions of Splugorth.

Lie: Shemarrians steal the souls of the living to barter with demons and Deevils. They prepare themselves for something called the *Minion War*, which is why their numbers have increased over the last few years.

Rumor: Shemarrians use giant wolves as hunting dogs.

Lie: Shemarrians can turn themselves into giant, saber-toothed wolves and hunt in packs.

The real truth about Shemarrians

The real truth is almost as impossible sounding as the rumors and lies: *everything* your character may hear, see, read and may even be told directly from the mouth of a Shemarrian, is a *lie*.

No, you didn't misread that sentence. EVERYTHING anyone *thinks* they know about Shemarrians is *pure fiction*. A deception. One of the greatest ruses of all time.



The Great Deception

What nobody knows, not even the great Erin Tarn or the powerful Emperor Prosek, is that the Shemarrians are not flesh and blood beings, but *androids*. Artificial beings used to perpetrate a massive ruse concocted in the minds of the mad super-computer **A.R.C.H.I.E. Three** (himself a shadowy thing of myth and rumor) and his brilliant (though perhaps equally crazy) human partner, **Hagan Lonovich**.

So here is the truth:

- Shemarrians are robots that serve Archie.
- They were conceived and developed by Hagan Lonovich.
- Shemarrian history, culture, customs, and beliefs are pure fiction.
- Shemarrian war steeds are robots too. Yes, even the ones that look like fur covered wild animals.
- To make Shemarrians and their riding animals *appear real*, they have synthetic skin that is warm to the touch and seem to bleed when cut.
- Any human-like emotions and behavior exhibited by Shemarrians are the result of complex and clever programming coupled with an advanced Artificial Intelligence (A.I.).
- There are no cities or factories because they are robots created by A.R.C.H.I.E. Three at his secret factory locations.
- There are no children, because Hagan and Archie haven't decided to make any. Shemarrians are robots, they don't mate and cannot bear young.
- There were no males until recently because Hagan liked the juvenile idea of a nation of gorgeous warrior women. One of his own adolescent fantasies brought to life.
- The recent introduction of Male Shemarrians was a strategic decision done to confound and confuse outsiders and to make the Shemarrians seem more normal.
- Shemarrians carry off their dead, because Archie and Hagan don't want to risk leaving any evidence behind that might reveal their warrior women to be robots. All such evidence is destroyed by an internal self-destruct mechanism that is activated the moment a Shemarrian loses all the M.D.C. of her main body. However, Archie is rather paranoid and doesn't want to take any chances. Likewise, Shemarrians that survive a battle also carry away the bodies of their dead war steeds as well as gather up the weapons of their fallen comrades. If it is too much to carry, Archie sends more Shemarrians (or other robots) to help.
- Archie and Hagan orchestrated and made the video with the Shemarrian proclamation of sovereignty, made hundreds of copies and made certain they got into the right hands to make the decree public. Archie and Hagan are also responsible for many of the commonly held beliefs and rumors as an ongoing campaign of disinformation to keep the outside world guessing, off-balance and fearful when it comes to their Shemarrians.
- Shemarrian Warriors were primarily created to function as spies, watchdogs and assassins for A.R.C.H.I.E. Three. They are used to protect him and guard his secrets – including his very existence. That means keeping people away from his secret location, an underground, pre-Rifts military base and robot factory somewhere in the mountains. To ensure his exact location cannot be found, he has made sure the Shemarrian Nation claims a large expanse of land in which he could be anywhere. When

people get too close or start to build permanent settlements, Archie's Shemarrians chase them away or destroy them. When Coalition or other outside military forces come snooping around, Shemarrians chase them away or destroy them. Not that anyone has noticed, but Shemarrians often make sure 1-4 soldiers manage to escape. This is to make certain stories of Shemarrian savagery and power get back to the government leaders who sent them, and the public in general, to persuade others that it is too dangerous to come to the Eastern Wilds.

- Archie has decided the Splugorth currently represent the greatest threat to him and humanity. After all, Splugorth technology rivals or (not that Archie can make himself believe it) surpasses his own, making the Splugorth and their Minions Archie's only real competition in North America. As a result, Archie and Hagan have decided to use the Shemarrians, their war steeds and other androids and robots to force the Minions of Splugorth off American shores.

- Horune Pirates, **a)** are associates of the Splugorth and frequently come to American shores to capture slave stock for them; **b)** are monstrous aliens who enslave, hurt and kill humans – and humans belong to Archie, no one else; **c)** use magic as well as technology, and Archie hates magic; and **d)** are inquisitive scavengers as well as raiders, and often venture deep into the wilderness in search of ancient ruins where they scavenge for lost secrets, salvage and set traps for humans and D-Bees. Their exploration and hunting ventures in the Atlantic states threaten to uncover Archie, his lair or many of his own secret operations. Thus, the Horune are another threat to Archie and humanity, and must be taught to stay away or be destroyed.

- There is no Shemarrian Nation, nor does Archie even want his Shemarrians to control the territory or the people within its borders. He and Hagan simply want people to believe the Shemarrians are attempting to solidify their control. Why? Lots of reasons.

One, it leaves his enemies guessing and fearful.

Two, declaring the Shemarrian Nation effectively cordons off that part of the country from the civilized world. Archie has, in effect, sealed off the Eastern Seaboard to do with as he pleases with absolute impunity.

Three, the Shemarrian Nation keeps Archie hidden and isolated. If outsiders are afraid to enter the Shemarrian Nation, they can't possibly stumble across him or his robot factories, or discover any of his other secrets. Anyone comes poking around where he doesn't want them, and they are driven away or destroyed by the aggressive Shemarrians. Anyone one who might threaten or jeopardize any of Archie's operations can be taken care of by the "murderous Shemarrians" and nobody questions it because they expect that kind of behavior from the territorial warrior women. Better yet, because the Eastern Wildlands are so notorious, if an expedition never returns because Archie had them killed, it is assumed they met an ill fate in a savage land. Nobody questions their death or disappearance because the region is known as an untamed and dangerous realm crawling with monsters and barbarians. The Shemarrians are just Archie's insurance policy that nosy neighbors are chased away or never make it out alive, making the Shemarrians the perfect ruse, protectors, distraction and scapegoat.

Four, the Shemarrians are a wonderful diversion. A red herding for the CS, Free Quebec, Splugorth and others to spend time wondering about and worrying about, pulling their attention away from things that might otherwise draw them to Archie and his other activities in the world. The Shemarrian warriors are the slight of hand, smoke and mirrors in a game of misdirection that leads outsiders way from the truth.

Five, it allows Archie to deal with the rising threat of the Republicans without attracting attention to himself.

Six, the Shemarrian Nation and its warriors can escalate his secret war against the Minions of Splugorth without attracting attention to himself. The proclamation of sovereignty, in effect, announces *open hunting season* on the Splugorth and Horune.

Seven, Archie loves the gamesmanship of it all. The elaborate ruse reinforces his delusions of superiority and godhood, as well as provides something to occupy his expansive and demented mind.

Eight, it is just plain fun. And Archie is, after all, a narcissistic machine entity with delusions of godhood. The elaborate charade is fun game for him and Hagan.

The Shemarrians are, without a doubt, cut from a different cloth than the rest of A.R.C.H.I.E. Three's robot minions. Unlike most of his creations, the Shemarrians are required to look and act as if they are living flesh and blood creatures.

Archie and Hagan want some aspects of Shemarrian culture to be easily observable so people believe the warrior women are genuine. This led to the pair structuring the fake society around real, pre- and post-Rifts warrior cultures, much of which are known to Archie in his historical data files, the rest acquired by probing the minds of Aberdeen and Allegheny staffers during his existence before the Great Cataclysm. He has also drawn from fictional pre-Rifts accounts and depictions as found in television shows, movies, novels, and even comic books, cartoons and videogames. Hagan pushed for going with warrior women such as the Valkyries of Norse myth and the famous Amazons of Greek myth and then the two created their own myth and sense of identity for the Shemarrians. A very colorful, and very unique fabricated society that seems real in its own right.

Without this deception, Archie would be at considerable risk and lose a great deal of freedom. As it is, the machine entity's Shemarrians can wander the Eastern Wildlands with impunity and without raising an eyebrow, because everyone thinks the Shemarrians are real flesh and blood beings who *belong* there. To outsiders and locals alike, the Shemarrians are perceived as just another strange D-Bee trying to carve out her place in a land already filled with incredibly odd, dangerous and alien beings. Thus, Shemarrians seem to fit their environment. They are not an oddity. They belong. It doesn't hurt Archie's cause that the Shemarrian Nation is far away from civilization and thus of little consequence to the powers that be.

This wouldn't be the case if their true robotic origins and nature became known. A revelation like that would bring scrutiny down on them and eventually on Archie and his operations. Each and every one of the major power blocs in North America would immediately take interest in the Shemarrians. Overnight the region would become overrun by expansive military forces looking to discover the robots' purpose, find their maker, capture their manufacturing facilities and claim the technology for

themselves. It would be a free-for-all of devastating magnitude and put A.R.C.H.I.E. Three's very existence, let alone freedom, in jeopardy. It is exactly that scenario that Archie and Hagan hope to avoid with their Great Deception.

The importance of keeping up the illusion surrounding the Shemarrians has prompted Archie to further modify his robots and upgrade their programming over the years to make them more and more believable. Modifications have included making the androids seem to be part of a society or tribal community and behave more human. To that end, the duo not only make certain each Shemarrian has a different face and slightly different physical appearance, but they have also introduced a number of different types of Shemarrians. There are no "cookie cutter" Shemarrians, they are all a little different looking and have their own personalities. Now, with the introduction of the *War Chief*, *War Goddess*, *Spinster*, *Pariah* and *Male Shemarrian*, Shemarrian society has more depth and there are hints of customs, laws, leaders, internal strife, outcasts and diversity within the faux Shemarrian community. The logic here is that if the warrior women are an organized group, there must be some type of social and political structure to it.

Aside from the physical move toward greater depth of character and realism, these other modifications make the Shemarrian culture seem more plausible and make sense to conventional ways of thinking. Thus, the trappings of a believable society helps to make the Shemarrians appear more real themselves. At a glance, the Shemarrians have a logical purpose, history, tradition, hierarchy and culture that all seem to fit how the warriors behave and what people observe them doing in the wild. In short, Archie and Hagan needed to make sure the Shemarrians have a good *cover story*. One outsiders and local inhabitants will not question or investigate too closely. They've done well in this regard, as people will swear to things they believe about the Shemarrians without a shred of concrete evidence. Furthermore, the fictional Shemarrian Warriors and their fictional society and culture have taken on a life of their own. Such is the strength of the imagination and the power of myth. The genius of this is that, more often than not, the average person will believe what they see or hear on the surface and their imaginations fill in the rest. Those who discover something new about the Shemarrians spread it like wildfire, adding to the myth and often supporting the mountain of rumors, lies and unfounded truths.

When a plan comes together . . .

The outside world's reaction to the Shemarrian Proclamation of Sovereignty is exactly what Archie and Hagan hoped for and has all gone *according to plan*.

The duo are masters of subterfuge and orchestrated the entire thing from the shadows. The video, the Shemarrian's appearance, the words she spoke, the dissemination of information, was their handiwork. The other rumors that had been flying around were floated to the public via Archie's massive spy network. Now, much to Archie's delight, people are taking the Shemarrian Declaration of Sovereignty seriously and staying away. This allows Archie to relax and focus on his many other operations in the East and elsewhere in North America.

Although the full ramifications of the ploy have yet to unfold, Archie is confident that he has succeeded in keeping most people out of the East by drawing the Shemarrians into the spotlight for a few brief moments. While the rest of North America had their attention drawn elsewhere, the machine entity and Hagan were busy making the Shemarrians into Archie's phantom right arm in the Eastern Wildlands. Obviously, they cannot keep everyone out of the Eastern Wilds, but the myths about the Shemarrians should keep the majority away, at least for several more years, and that's what he wants.

Archie's Core of Operations

As noted before, it was never Archie's intent for the Shemarrian Warriors to control the vast region claimed in their Declaration of Sovereignty. Instead, the intent is to scare outsiders away and keep Archie and his robot factories hidden and safe. That means there is a larger concentration of Shemarrians in the northeastern states of Maryland, Pennsylvania, Delaware, Maine, Virginia, West Virginia and New Jersey than in the lower eastern coastal regions. This is not just because Archie is located in the area, but also because Free Quebec is his northern neighbor and because Horune Pirates and Minions of Splugorth have been visiting the area with increasing frequency.

Although the warrior androids' presence is much higher in these areas, it is still possible for adventurers to sneak in and out with relative ease. Likewise, Archie and his Shemarrians are not concerned with the occasional group of adventurers passing through, their attention being on the spawn of Atlantis, pirates, raiders and military expeditionary forces dispatched by Free Quebec and the CS. Thus, if noticed, it is likely that a band of Shemarrians, Shemar-Wolves or Avian Spies will be sent out to tail an adventuring group from a distance and never make their presence known unless the interlopers cause serious trouble, come too close to one of Archie's secret facilities or get themselves into trouble. That being said, undetected travel within the region is by no means impossible, except near the robot factories in Pennsylvania and western Maryland. Shemarrian patrols in these regions are greater in number and more heavily armed than anywhere else, and the warriors are quicker to use lethal force if a traveler refuses to comply with their demands. **Note:** People that appear to be simply "passing through" Maryland, especially in the eastern part of the state, are usually left alone. Suspicious outsiders that loiter too long within fifty miles (80 km) of Archie's Allegheny Mountain facility are attacked by mounted Shemarrians and chased away or hunted down and killed – Archie doesn't like to take chances.

Most of the countryside of the Atlantic states is forest and wilderness. Here and there one finds a tiny feudal kingdom (under 3000 people), a smattering of hunting and fishing villages (under 500 people), scattered farms and homesteads (most families) and some wandering tribes (a few dozen to a few hundred individuals), but *none* of them are important to the region or to any of the powers that be in North America. Nor are they a threat to Archie, as they keep to themselves and are subservient to Shemarrian threats and demands. They do, of course, make excellent bait to attract Splugorth Slavers and Horune Pirates, and are great places for Archie to funnel his scuttlebutt and propaganda.

Archie's Secret Facilities

The Allegheny Mountain Facility (the old NEMA HQECC) is located deep within the Allegheny Mountains in western Maryland, and it is here where both Archie and Hagan reside. In years past, this was the central headquarters of Archie's many operations, though that baton is about to be passed to a secret Archie facility under construction near his *Titan Robotics facility* in *New Cedarville* in Upper Michigan. From there his robot legion would have a more centralized dispersal point. Archie hasn't decided if he and Hagan will move to Michigan as well, but he's considering it. Even with the switch, much of Archie's manufacturing of robot minions will continue to take place in Maryland, while the stronghold acts as the headquarters for Shemarrian activities and Archie's war against the Splugorth, Horune and Republicans. The Allegheny Mountain Facility is well guarded, protected, and well hidden, with few knowing of its location. Also in western Maryland are a variety of decoy bunkers containing A.R.C.H.I.E. 3-OZ puppets, worth mentioning here because there are stores of ammunition and supplies for Shemarrian War Parties hidden away within each bunker. **Note:** For more information on the Allegheny Mountain Facility and its decoy bunkers, please refer to **Rifts® Sourcebook One: Revised and Expanded**.

Miles from the Allegheny Mountain Facility, within the mountainous woodlands of Pennsylvania, is **Manufacturing Center Number Two**. Essentially a raw material processing plant, this secret facility contains multiple steel mills and coal mines, in addition to an M.D.C. material processing plant. The manufacture of Archie's robot minions, including Shemarrians and Titan Robotics products, also takes place here. The Pennsylvania Factory Complex acts as a secondary version of the Allegheny Mountain facility, with its own command and control facilities along with its mills and mines. Located primarily in the northeast of what was once *Dauphin County*, where the town of *Lykens* once stood, the manufacturing center is primarily underground. A few small surface buildings do exist however, hidden away in between Mahantango and Bear Mountain. Linked underground satellite facilities are located in central Dauphin County, as well as to the north and east in neighboring counties, and a number of communications relay towers are located at strategic positions throughout Archie's main regions of influence. Shemarrians and other Archie 'Bots do their best to keep everyone away from Manufacturing Center Number Two, an easier task than it sounds as the region has next to nothing to interest adventurers. The ruins of Harrisburg were once a draw, but were looted centuries ago. This area is inhabited by tribes of *Shale Bogles* and clans of *Obsedai*, which also keep outsiders away. Other communities in Pennsylvania believe the area to be haunted, and thus tend to give Dauphin County a wide berth.

Another secret Cyberworks facility is the **Chesapeake Seaport**, located where the Susquehanna River empties into what was once Chesapeake Bay. The heavily guarded seaport is a vital point on Archie's elaborate supply route. *Titan Robotics* product and materials manufactured at the Allegheny Mountain and Pennsylvania Factory facilities arrive here via a network of secret tunnels, overland routes and the Susquehanna River to be shipped to New Cedarville in Northern Michigan. Such goods depart the seaport via special cargo submarines that travel to New Cedarville through the remains of the Intracoastal Water-

way, by following the coast, and eventually the St. Lawrence River into the Great Lakes. The submarines manage to remain hidden thanks to caution and their propulsion system which utilizes advanced NEMA technology.

So far, the Chesapeake Seaport has managed to avoid detection thanks to its small size and out of the way location. However, the facility and its supply routes are in constant danger of being found. Thus, Shemarrians work double time keeping people away from the area around the seaport, while “wild” Monst-Rex, Monst-Cranes, Shemarrian Wolves, and Bottweilers (disguised as normal wolves) are found in relatively heavy concentrations within a twenty-five mile (40 km) radius of the facility. Meanwhile, Shemarrian Warriors and a menagerie of robot animals also work to keep people away from the overland supply routes when they are in use, assisted by robots disguised as Splugorth Minions and Horune Pirates! The faux Splugorth Minions and Horune Pirates also do wonders to keep wilderness folk away from the seaport and the Susquehanna River when it is in use. Finally, Hagan has, through Archie’s spy network, created a rumor that a Horune Pirate base can be found on the coast to keep people away from the area.

There are, of course, the Shemarrians that are presently in storage for hypothetical defense of Archie’s facilities: 600 at the Allegheny Mountain Facility, 400 at the Pennsylvania Factory Complex, and 150 at the Chesapeake Seaport.

Shemarrian Tribes. Traditionally, Shemarrians patrolled the Eastern Old American Empire in teams of 2-4, and seeing them was a much more rare occurrence than it is today. In recent years the number of Shemarrians in the wilderness has increased dramatically, with groups of 6-12 now being most common, and even larger clans of 30-120 (or even 3D4x100) being reported! To wilderness people, the reason for this build up is as obvious as it is simple, it is so the Shemarrians can better combat the Splugorth and Horune. To some people in the Domain of Man however, this troop escalation raises eyebrows, but because it is taking place far from them in the Eastern Wilds, and there are many corroborating reports of skirmishes between the women and the two monster races, nobody is too concerned. Of course, the wilderness people are correct, Archie and Hagan have increased the Shemarrians’ numbers to better combat Atlantean and Horune Pirate forces, as well as to discourage exploration of the East.

Archie and Hagan have gone so far as to organize some of the Shemarrians into tribes. They never pass up an opportunity to exercise their twisted artistic expression, and thus each tribe is slightly different than the rest in terms of accents, preference of weapons, and even what animals they use as war steeds. There are currently eight tribes, each led by a Shemarrian War Goddess. The division of Shemarrian forces is distributed as follows. Numbers do not include Shemarrian Males, Spinsters, Pariahs, or Shemarrian Animals.

New Brunswick and Maine: The Darkwaters Tribe: 900 female Shemarrians, 100 of which are Berserkers. There are also at least 40 Male Shemarrian Hunters operating in these regions. This tribe makes use of Rhino-Buffaloes (40%) and Monst-Rex (60%) as their war steeds. The males and Berserkers also keep small packs of (4-10) Shemarrian Wolves as hunting animals. The tribe uses seashells to make jewelry and ornamentation, and

has a preference for spears and pole arms when it comes to melee weapons.

New Hampshire and Vermont: The Silvermoon Tribe: 330 Shemarrians. There is also at least one Shemarrian War Goddess operating independent of the tribe in these regions. This tribe makes use of Fury Beetles (10%) and Monst-Rex (90%) as their war steeds. The tribe uses the color silver as well as daggers and dagger imagery in their jewelry and ornamentation, and all carry a matched pair of silver Vibro-Knives and a Vibro-Sword or Vibro-Axe. All rifles have bayonets attached to them.

Massachusetts and Connecticut: Blood Rider Tribe: 400 Shemarrians. This tribe makes exclusive use of the Monst-Rex (100%) as their war steed. The tribe uses the color red in scarves, arm bands, tassels, capes, cloaks, ponchos, headdresses, jewelry and ornamentation.

Maryland, Delaware, and southern New Jersey: The Hawkmoon Tribe: 1600 Shemarrians. This tribe makes use of both Monst-Cranes (40%) and Monst-Rex (60%) as their war steeds, and keep Shemarrian Wolves for hunting and combat. 300 of the 1600 warriors are Shemarrian Berserkers. The Warriors and War Chiefs of this tribe are the most heavily armed. They wear capes and headdresses trimmed with feathers, wear feathers in their hair, and incorporate feathers and birds of prey imagery in their jewelry and designs.

Pennsylvania and northern New Jersey: The Wolf’s Path Tribe: 1240 Shemarrians, 140 of which are Berserkers. This tribe makes use of Rhino-Buffaloes (30%) and Monst-Rex (70%) as their war steeds and keep large numbers of Shemarrian Wolves with them as pets, watchdogs and hunting animals. They also wear capes, cloaks and headdresses made from the hides and fur of wolves and make jewelry and ornamentation with wolf teeth, fur and wolf imagery.

Virginia and West Virginia: The Skullcrusher Tribe: 1100 Shemarrians. This tribe makes use of Fury Beetles (20%), Monst-Cranes (20%) and Monst-Rex (60%) as their war steeds. They wear bones in their hair and use bones in their jewelry, and use bones, skulls and skeletal imagery and designs.

New York: Ghost Rider Tribe: 600 Shemarrians. This tribe makes use of Rhino-Buffaloes (40%) and Monst-Rex (60%) as their war steeds. They use bits and pieces from ancient artifacts (bottle caps, colorful CD and DVD discs, cell phones, pieces of old tires, colored glass and plastic, etc.) to make jewelry and ornamentation. They favor white, silver and pale colors for their armor and clothing.

North Carolina and South Carolina: The Horrorwoods Tribe: 550 Shemarrians, 50 of which are Berserkers. There are also at least 30 Male Shemarrian Hunters operating in these regions. This tribe makes use of Ostrosaurus (30%), Monst-Cranes (50%) and Monst-Rex (20%) as their war steeds. The males and Berserkers also keep small packs of (4-10) Shemarrian Wolves as hunting animals. The tribe uses dinosaur claws and teeth to make jewelry and ornamentation.

Shemarrian Forces

A Percentage Breakdown of the Shemarrian Population Currently in the Field (Circa Summer, 109 P.A.):

Shemarrian Androids by Type:

A-SHE-2 Shemarrian Warrior – 70%

- A-SHE-5 Shemarrian Berserker – 10%
- A-SHE-8 Shemarrian War Chief – 10%
- A-SHE-11 Male Shemarrian – 1%
- A-SHE-12 Shemarrian Pariah – 1.5%
- A-SHE-15 (A-SHE-8RK) Shemarrian War Goddess – 0.5%
- A-SHE-19 Spinster – 7%

Shemarrian Mounts and Animals:

- A-001 “Wild” Monst-Rex – 10%
- A-002 “Domesticated” Monst-Rex – 60%
- A-003 Monst-Rex “Pack Mule” – 3%
- A-006 “Wild” Monst-Crane – 1%
- A-007 “Domesticated” Monst-Crane – 8%
- A-009/AA-10SW Shemarrian Wolf – 2%

Other – 16%; includes disguised robot versions of animals including the Rhino-Buffalo, Fury Beetle and various dinosaurs.

Typical Shemarrian Squads

Like any military, the Shemarrians use standard formations called “war parties” or “hunting parties,” which are basically small *squads*. Different squads are created to fulfill different purposes, and squads may be broken into smaller teams, or will join together to form larger formations if the need arises. The size of a Shemarrian squad is typically 4-12 Shemarrians. Larger groups of Shemarrians, 13 or more, are generally comprised of two or more squads. **Note:** The squads listed below are standard formations. Archie can and does have his Shemarrians form other types of squads when the need arises, with different groupings of Shemarrians, war steeds and weapons.

Anti-Slaver Squads

Adventurers, mercenaries and heroes *may* be asked to join a Shemarrian Anti-Slaver Squad to help them liberate captives of slavers and destroy them. Slavers along the Atlantic Coast are typically Splugorth Slavers (and other Minions of Splugorth) and Horune Pirates, but may also include human and D-Bee slave traffickers. Shemarrians do not “pay” for such help – being invited to join them is an honor in and of itself, and their reward is freeing slaves and prisoners from the monsters. However, Shemarrians have little interest in most booty and weapons, and after equipping those they rescue with sufficient weapons and supplies, and taking whatever they might want (typically alien technology, communications gear and computers), their non-Shemarrian teammates can have the rest. **Note:** Player characters who prove to be brave and heroic (and gullible) may be used by the Shemarrians/Archie as pawns in other schemes and battles against their enemies.

Covert Anti-Slaver Squad: This is a small group that typically goes in and tries to free captives without engaging the slavers in combat. They fight only if they are discovered and attacked, or if they have a chance for an easy kill or two, especially if they have a shot at the leader of the slavers.

One Shemarrian War Chief riding a Monst-Crane (or Ostrosaurus) and armed with a Shemarrian Laser Pulse Rifle, a pair of Vibro-Knives, and a Vibro-Spear and Ion Pistol as backup weapons, one Shemarrian Berserker and armed with a variety of Vibro-Weapons (or two Male Shemarrians armed



with laser weapons and a Vibro-Sword or Spear riding a Monst-Crane), one Shemarrian Warrior on a Monst-Crane and armed with standard weapons (Shemarrian Plasma Rifle as backup) and one Spinster using a Monst-Crane as a packhorse and armed with laser weapons and/or explosives.

Light Anti-Slaver Squad: One Shemarrian War Chief riding a Monst-Crane (or Monst-Rex), armed with a pair of #4000 rail guns (Shemarrian Laser Pulse Rifle and Vibro-Sword as backup weapons), two Shemarrian Berserkers riding Monst-Cranes (or Monst-Rex) and armed with a variety of Vibro-Weapons (main weapon is a Vibro-Axe or Pole Arm), 1D4 Shemarrian Warriors on Monst-Cranes and armed with standard weapons (Shemarrian Plasma Rifle as backup) and one Monst-Crane used as a packhorse (optional).

Medium Anti-Slaver Squad: One Shemarrian War Chief riding a Monst-Rex and armed with a pair of #4000 rail guns (Shemarrian Laser Plasma Rifle as backup weapon), three Shemarrian Berserkers sharing one Monst-Rex and armed with Vibro-Weapons, 1D4+2 Shemarrian Warriors riding Monst-Rex or Monst-Cranes and armed with standard weapons (Shemarrian Laser Rifles and Vibro-Spears as backup weapons), and two Monst-Cranes used as packhorses (optional). The Berserkers may be accompanied by a total of 1D4+1 Shemarrian Wolves.

Heavy Anti-Slaver Squad: Two Shemarrian War Chiefs riding Monst-Rex and armed with a pair of #4000 rail guns (Shemarrian Laser Plasma Rifle as backup weapon), 1D4+4 Shemarrian Berserkers on foot with Vibro-Weapons and accompanied by 1D4 Shemarrian wolves for each Berserker, 1D4+3 Shemarrian Warriors riding Monst-Rex or Monst-Cranes and armed with standard weapons (Shemarrian Particle Beam or Plasma Rifles and Vibro-Spears as backup weapons), one Spinster with a Monst-Rex “Pack Mule” carrying a standard supply complement, plus two Monst-Cranes or Monst-Rex used as additional packhorses (optional).

Godsend Anti-Slaver Squad: One War Goddess as leader, 1D4+1 Shemarrian War Chiefs riding Monst-Rex and armed with a pair of #4000 rail guns (Shemarrian Plasma Rifles and Ion Pistols as backup weapons), 1D4+5 Shemarrian Berserkers on foot with Vibro-Weapons (many) and accompanied by two Shemarrian Wolves for each Berserker, 1D4+6 Shemarrian Warriors riding Monst-Rex or Monst-Cranes and armed with standard weapons (Shemarrian Particle Beam or Plasma Rifles and Vibro-Spears as backup weapons), two Spinsters each with a Monst-Rex “Pack Mule” carrying a standard supply complement, plus two Monst-Cranes or Monst-Rex used as additional packhorses (optional).

Escort Squads

Escort Squads are dispatched to lead unwanted intruders out of Shemarrian territory or away from a particular area within their domain. These squads are may be seen by adventurers and explorers leading defeated Coalition or Free Quebec troops, mercs and troublesome adventurers to the border of the Shemarrian Nation. Or player characters may find themselves asked to leave and be escorted out by one of the following. An Escort Squad may also be dispatched to accompany momentary allies, friends, rescued slaves/captives and lost children to a specific location, as well as escorting resupply teams (i.e. Spinsters) in dangerous environments.

Escort Pair: Two Shemarrian Warriors armed with standard weapons and riding war steeds of choice, or two Shemarrian Berserkers on foot.

Light Shemarrian Escort Squad: 1D4+1 Shemarrian Warriors armed with standard weapons and riding war steeds of choice.

Standard Shemarrian Escort Squad: 1D4+2 Shemarrian Warriors led by one War Chief. All are armed with standard weapons for their caste and ride war steeds of choice.

Shemarrian Wolf Escort Squad: 1D6+4 Shemarrian Wolves, one Shemarrian Berserker on foot (will ride on a Monst-Rex if necessary) armed with an array of M.D. melee weapons, two Shemarrian Warriors riding Monst-Rex or Monst-Cranes. The squad is led by one War Chief riding a Monst-Rex. All are armed with standard weapons for their caste, with choice of one or two backup weapons.

Male Shemarrian Wolf Escort Squad: 2D4+3 Shemarrian Wolves, 1D4+2 Male Shemarrian Hunters; 01-50% chance they are on foot, 51-00% they ride “wild” (no bionics) war steeds. All are armed with standard weapons for their caste and choice of one or two backup weapons.

Covert Ops Squads: Espionage & Sabotage

Lone Operative: A single Shemarrian Berserker, War Chief or War Goddess who engages in targeted strikes, assassination, and missions of rescue or sabotage. Uses stealth, surprise and ambush as well as hit and run tactics. May ride a war steed of choice or travel on foot.

Lone Saboteur: Typically a Spinster, but sometimes a War Chief. The saboteur’s mission is to slip into an enemy position and inflict as much damage to, or undermining of, enemy defenses, fortifications, communications, computer systems, weapon systems, vehicles, armor, ammunition etc., as possible BEFORE being discovered. May also engage in actions that harass and harm the enemy such as the release/rescue of prisoners, the release of captive animals, riding animals and livestock, stealing vital data or items of importance, and so on. Spinsters are ideal as they have the most mechanical and engineering skill programs.

Lone Spy: Pariah or Male Shemarrian. Uses deception and trickery to observe the enemy and gather intelligence. May also infiltrate an enemy position to acquire information, intelligence or data files.

Patrol Squads

These squads are the most likely to be encountered by adventurers and explorers.

Pair of Riders: Two Shemarrian Warriors riding war steeds of choice (probably Monst-Rex or Monst-Cranes); armed with standard weapons (choice of backup weapons).

Light Patrol: 1D4+1 Shemarrian Warriors riding Monst-Rex or other war steeds; armed with standard weapons (choice of backup weapons).

Standard Patrol: 1D6+2 Shemarrian Warriors led by one War Chief. Typically ride Monst-Rex and armed with standard weapons (choice of backup weapon).

Heavy Patrol: 1D6+6 Shemarrian Warriors led by one War Chief. Ride war steeds of choice and armed with weapons of choice.

Reconnaissance Squads

These squads are the most likely to be encountered by adventurers and explorers.

Lone Scout: May be any of the Shemarrian fighter caste – Warrior, Berserker, War Chief, War Goddess (not likely in reconnaissance operations) or even one Male Shemarrian – but she or he travels alone. May ride a war steeds of choice or travel on foot; standard weapons.

Scouting Pair: Two Male Shemarrians or one Male and a Shemarrian Wolf, or one Shemarrian Warrior and one Berserker or War Chief. 01-50% chance of riding war steed of choice, 51-00% travel on foot. They carry the usual weaponry for their caste.

Male Shemarrian Reconnaissance Squad: 1D4+1 Male Shemarrians accompanied by 1D4 Shemarrian Wolves. 01-50% chance of riding “wild” Monst-Rex. 51-00% travel on foot. They carry the usual weaponry for males.

Light Reconnaissance Patrol: Two Shemarrian Warriors riding Monst-Rex or other war steed; armed with standard weapons (choice of backup weapons).

Standard Reconnaissance Patrol: 1D4+2 Shemarrian Warriors. Typically ride Monst-Rex and armed with standard weapons (choice of backup weapon).

Heavy Reconnaissance Patrol: 1D4+4 Shemarrian Warriors led by one War Chief. Ride war steeds of choice and armed with weapons of choice.

Elite Reconnaissance Patrol: 1D4+1 Shemarrian War Chiefs riding Monst-Cranes and armed with weapons of choice.

Supply Corps/Rapid Deployment Squad

These squads are sent out toward a particular Shemarrian squad, clan, tribe or position to support, resupply, repair and “heal” other Shemarrians.

Light Resupply Team: 1 or 2 Spinsters riding Monst-Rex “Pack Mules” equipped with standard allotment and armed with standard weaponry, plus two Shemarrian Warriors riding Monst-Rex and armed with standard weaponry (choice of backup weapon).

Long Distance Deployment Squad: 2 or 4 Spinsters riding Monst-Rex “Pack Mules” equipped with standard allotment and armed with standard weaponry, 1D4 Shemarrian Warriors riding Monst-Cranes and armed with standard weaponry (choice of backup weapon), led by one Shemarrian War Chief riding a Monst-Rex and armed with weapons of choice.

Seek & Destroy Squads

Adventurers and travelers do not want to run afoul of one of these squads. Seek and Destroy Squads are always suspicious of, and aggressive toward, strangers and attack if threatened or at the first sign of trouble. They usually kill all but one or two, who they leave alive for questioning.

Light Berserker Squad: Three Shemarrian Berserkers, on foot and armed with Vibro-Blade weapons, and accompanied by three Shemarrian Wolves. Only a 30% chance they ride “wild” Monst-Rex.

Medium Berserker Squad: 1D4+3 Shemarrian Berserkers, on foot and armed with Vibro-Blade weapons and accompanied by 1D4+2 Shemarrian Wolves. Only a 20% chance they ride “wild” Monst-Rex.

Heavy Berserker Squad: 1D4+6 Shemarrian Berserkers led by a War Goddess, accompanied by 1D4 Shemarrian Wolves. All but the War Goddess travel on foot. She rides a “wild” Monst-Rex.

Lone Hunter: May be any of the Shemarrian fighter caste – Warrior, Berserker, War Chief, or War Goddess – but she hunts alone. Uses surprise and ambush to get her prey. Often sent out on missions of assassination and hit and run guerilla warfare. May ride a war steed of choice or travel on foot.

Light Seek & Destroy Squad: 1D4+4 Shemarrian Warriors led by one War Chief. Ride Ostrosaurus or Monst-Cranes; armed with standard weapons for their caste, and Shemarrian Laser Rifle as backup.

Medium Seek & Destroy Squad: 1D6+6 Shemarrian Warriors led by two War Chiefs. Ride war steeds of choice; armed

with standard weapons for their caste, and Plasma Rifle as backup.

Heavy Seek & Destroy Squad: 1D4+4 Shemarrian Warriors, three Berserkers, and two War Chiefs. Ride war steeds of choice; armed with standard weapons for their caste, weapons of choice as backup.

Elite Seek & Destroy Squad: 1D6+1 Shemarrian Warriors and 1D4+2 War Chiefs led by one War Goddess. Ride war steeds of choice; armed with weapons of choice, plus any desired backup weapons.

Wrath of God Seek & Destroy Squad: 1D4+2 Shemarrian War Chiefs, three Berserkers, and two or three Shemarrian War Goddesses! Ride war steeds of choice; armed with weapons of choice, plus any desired backup weapons.

Shemarrian War Parties

Seeing, let alone encountering such large groups is an uncommon occurrence, as they are only dispatched against major foes and large numbers of the enemy. War Parties are always extremely suspicious of, and aggressive toward, strangers and will attack at the slightest sign of danger. War Parties usually fight with the purpose of decimating their opponents, leaving only 1D4 beaten and defeated, but alive to tell the tale of their destruction and warn others about the deadly Shemarrian Warriors.

Light War Party: 2D6+6 Shemarrian Warriors led by two War Chiefs. Ride war steeds of choice and armed with weapons of choice.

Medium War Party: 3D6+8 Shemarrian Warriors and 1D4+3 Berserkers led by two War Chiefs. Ride war steeds of choice and armed with weapons of choice.

Mixed War Party: 1D6+1 Shemarrian Warriors riding Monst-Rex, 1D6+1 Shemarrian Warriors riding Monst-Cranes (or other war steeds), three Berserkers, 1D4+1 Male Shemarrians, one Spinster with a Monst-Rex “Pack Mule,” and led by two War Chiefs on war steeds of choice. Each is armed with the standard weapons for that caste.

Large War Party: 4D6+16 Shemarrian Warriors and 1D4+3 Berserkers led by two War Chiefs. Ride war steeds of choice and armed with weapons of choice.

Elite War Party: 4D6+12 Shemarrian Warriors and 1D6+3 Berserkers, 1D4+2 War Chiefs, and led by one War Goddess. Ride war steeds of choice and armed with weapons of choice.

Shemarrian Combat Brigade: 3D6+6 Berserkers on foot, 2D6x10+36 Shemarrian Warriors, 2D6+10 War Chiefs, and led by one War Goddess. All, except Berserkers, ride war steeds of choice and are armed with standard weapons for their caste. *In addition*, there are 1D6+6 Male Shemarrians commanding 3D6+12 Shemarrian Wolves and 1D4+2 Spinsters each riding a Monst-Rex “Pack Mule” with standard supply allotment. May be accompanied by 1D6 A-001 “Wild” Monst-Rex without riders as packhorses or additional attack animals.

Brigades, like War Parties, are always on their way to or from a major engagement/battle and view strangers with extreme suspicion and prejudice.

The Shemarrian Androids

Archie dreamed up Shemarrians decades ago, but it wasn't until the machine entity partnered up with his human companion, Hagan Lonovich, about ten years ago, that the Shemarrian androids were fielded in great numbers. Hagan was able to provide the "human touch" necessary to make the great deception work. Humans are still too unfathomable for Archie to completely understand. Hagan, on the other hand, has been able to create the back story, culture and emotional platform from which the Shemarrian deception is built. It was Hagan's understanding of human fears, desires behavior, thought processes, emotions and reactions that enabled Archie to program the warrior women to behave in such a way that other people – humans and D-Bees – believe them to be flesh and blood beings. Just as important, it was Hagan's touches that made the Shemarrians the perfect pit bull watchdogs to keep outsiders away from their secret lair and factory operations without causing an uproar. **The Shemarrian Project**, as Archie refers to it, has been a complete and total success.

Shemarrians have proven effective at keeping outside interference to a minimum by creating and maintaining an aura of fear and apprehension about the Shemarrian "people" who dominate the Eastern Wildlands. They also perform admirably in their secondary purpose of battling and destroying the Minions of Splugorth, Horune Pirates and other dangerous interlopers along the Atlantic Coast of the Old American Empire without drawing attention to Archie and Hagan.

The belligerent and violent Shemarrians have struck fear and awe in the hearts and minds of sovereign nations like the Coalition States and Free Quebec, not to mention as independent nations like Lazlo and the Federation of Magic, as well as the adventurer and mercenary companies that frequent the region and the wilderness folk who live there. All of them acknowledge the warrior women are an organized military faction who claim a large portion of the Atlantic coastal lands. That these "D-Bee" warriors are territorial, aggressive and not to be taken lightly or trifled with. Hagan's masterful setup of these beautiful, alien cyborgs wield super-advanced technology and riding fearsome beasts has been known to keep even the aggressive Simvan Monster Riders out of the Eastern Wildlands. Known to be extremely territorial, warlike, violent and easily antagonized, nobody is surprised or questions it when a military or civilian expeditionary force returns in bandages with tales of having been driven away by a Shemarrian war party. Nor is anyone surprised when such an expedition does not return at all.

Scientists and free thinkers, even those of such renown as *Erin Tarn*, to scouts from the Coalition States, and everyone in between, have fallen for the Great Deception. They all believe

Shemarrians are real live alien people, with an aggressive nature and warrior culture, best to be avoided. Exactly what Archie wants. Declaring the *Shemarrian Nation* is simply the next step to, **a)** keeping outsiders away, **b)** creating more Shemarrians to patrol the fledgling nation, and **c)** having those Shemarrian forces engage enemies Archie and Hagan believe to be the most immediate and pressing threats to their secret existence and survival. The latter includes the *Minions of Splugorth*, *Horune Pirates*, and *the Republicans*, all of whom Archie intends to engage in a much more aggressive manner, effective immediately. By declaring the specified region as the *Shemarrian Nation*, the warrior women can more readily justify chasing away outsiders like the CS and Free Quebec, among others, and keep the full magnitude of Archie's war with these three secret. It also means he and Hagan can be more flamboyant in their military operations without causing concern for the CS and Free Quebec, because they will be out of the loop and anything they hear will be pure rumor. Rumors and hearsay that should not trouble governments such as the Coalition States, Free Quebec and others to the West because it will be "a battle between monsters." The arrogant human supremacists are always happy to learn that monster races are locked in conflicts in which they are killing each other. Oh, they'll keep a distant eye on developments in such conflicts, as best they can, but they will keep their distance. To reinforce all of this, Hagan and Archie have allowed a few savage skirmishes between Shemarrians and Minions of Splugorth to be captured on video (filmed by an anonymous adventurer – one of Archie's own robots). The battles are truly a spectacle to behold, the women fighting with a



bitter tenacity and savagery that is difficult to watch even to the most seasoned combat veterans. Though Shemarrians may be perceived as stern but angelic protectors by many of the wilderness folk living in the Eastern Wildlands, to the military forces of the outside world, Shemarrians are barbarians and ruthless killing machines. Since the warrior women have exhibited no interest in regions beyond the borders of their proclaimed “nation,” the CS and others are happy to stay out of the monster filled Wildlands and let the women and monsters kill each other. At least for now, which is exactly as Hagan had anticipated.

All varieties of Shemarrians are found scattered throughout the Shemarrian Nation, but they are most numerous in and around Archie’s base of operations in *Maryland* and the *Virginias*, as well as the Northeast, where the Splugorth and Horune have been increasingly active, including Pennsylvania, New York, Massachusetts, Delaware, Vermont and Maine.

The Shemarrian Mind

As androids, the level of artificial intelligence of Shemarrians is much higher than the majority of Archie’s other robot minions. The reasoning behind this greater intelligence is that the warrior women need to be more than just automated labor or killing machines. They need to look and behave as if they were *alive*. Consequently, the majority of the Shemarrians possess advanced artificial intelligence and behavioral programming that gives them a multitude of human-like reactions and *programs* that enable them to engage in deductive reasoning, even the ability to learn and think for themselves (Neural Intelligence).

Of course, in most cases, Shemarrian androids are not really thinking for themselves the way humans do, but responding as programmed to *simulate* cognitive function, displays of emotion, and human reaction and interaction. The programming of the Shemarrian Artificial Intelligence (A.I.) is incredibly complex and includes problem solving, deductive reasoning, individual personalities, human emotional responses and a true sense of self-identity based on an elaborate (false) history and culture of the Shemarrians as a people. This means the Amazonian androids are able to use their memory as if it were the memory of a sentient being, remembering events, drawing conclusions, and acting on said conclusions within the parameters of their programming. If the data is insufficient, a Shemarrian is able to shrug her shoulders and say, “I don’t know,” or respond as if acting on a hunch or following Shemarrian cultural rules or protocol.

Although each android has a high-end artificial intelligence and behaves very much like a flesh and blood humanoid, the Shemarrians are *not* sentient beings or flesh and blood. They are life-like androids – advanced machines – with artificial intelligences and very specific programming to make them appear to be made of flesh and blood. So complete is their behavioral programming that real humans could be in the company of a Shemarrian(s) for months or even years, and *never* suspect they are robots. Again, this is the product of their programming which is designed to *simulate* sentience, emotion and human behavior. Everything that a Shemarrian says, does or thinks is the result of the computer in the android’s head. Likewise, the programming is the simulation that makes Shemarrians behave in that gruff, stern, no nonsense, I don’t take garbage from anyone, warrior style. While human beings *believe* in all sorts of things

and have a sense of identity, Shemarrians *are* their programming. There is no doubt, uncertainty, fear or weakness, they *are* Shemarrians, as programmed, and behave accordingly. The cover story of their warrior culture, alien origins, and nomadic lifestyle explains and covers any glitches, leaps in logic, lack of warmth, or awkward behavior.

The Shemarrian androids are *not* aware they are machines pretending to be real flesh and blood creatures, they are Shemarrians and believe everything they say and do, because that is how they are *programmed* to be. Although there are elaborate behavioral patterns and simulations in place to make them seem “alive” by human standards, Shemarrians are robots. Just as a car does not question its purpose, neither do the Shemarrians. They simply do as they are programmed. That having been said, Shemarrians are programmed to behave like real people and will respond accordingly. They exhibit courage, loyalty, anger, and a host of other emotions and responses that not only seem genuine, but may endear them to adventurers, heroes and local inhabitants. Moreover, the third of Shemarrians with Neural Intelligences are as close to humans as a machine can get, and may even start to see itself as an individual within Shemarrian society. When a Shemarrian says her people are the strongest warriors on the planet, she believes it and means it. In fact, Shemarrians, including those with Neural Intelligence, believe all their programming: that they are warriors born, their history, their purpose, their myths, their enemies, and everything else according to the programming and behavioral protocols of this fictional warrior race. For all intents and purposes, Shemarrians are what they say they are, the end. They don’t think of themselves as puppets, pawns or conniving spies for A.R.C.H.I.E. Three, because it is not in their programming and they are NOT aware of that secret purpose. They do *not* even know who or what A.R.C.H.I.E. Three is. Archie can retrieve the data from their memories and even see through any of their eyes whenever he desires to do so, but they don’t know it. They *are* Shemarrians, the bravest, noblest warriors in the land, defenders of the innocent against slavers and monsters, and mistresses of the region they claim as their own.

Ignorance is power, at least for Archie. As androids, Shemarrians do not ask questions, do not waver from their purpose or programming, do not see logic holes in their faux culture, do not care about their origin and do not have needs or desires. Shemarrians do NOT wonder about or know about their creators, Archie or Hagan, nor do they know their secret purpose as pawns in the machine entity’s larger games. Not knowing means they can never accidentally or deliberately hurt or betray Archie. They can never lead somebody to him or his secret lair. They can never be traced to Titan Robotics or any of Archie’s other “front” operations in the real world, and they cannot be tortured or hacked to reveal what they don’t know. Simple. If an enemy could manage to tear a Shemarrian down to its component parts, ALL he would get is the mechanical pieces, the false identity, history and culture of the Shemarrians, skill programs and the general purpose of the Shemarrian android (as is common knowledge), little else.

Shemarrians are what they are programmed to be. Nothing more. And for Archie and Hagan, they are mechanical **pit bulls** intended to keep their playground – the Shemarrian Nation – safe and free of nosy intruders. Part of that *pit bull program*

ming includes keeping local residents out of their hair and keeping those Archie and Hagan see as *potential threats* – the CS, Free Quebec, other military forces, tech-based outsiders, and outsiders in general – away. Kill them or chase them away, it doesn't matter. Soldiers from the Coalition States, Free Quebec, the Federation of Magic and other groups fall into the category of nosy intruders to be chased away, rather than outright enemies to be utterly destroyed. After all, they are predominantly human, and Archie sees human beings as "his."

Another part of that pit bull programming is to rip apart their enemies. Current enemies are designated as the *Minions of Splugorth*, *Horune Pirates*, *slavers* and a selection of monsters. They are to be attacked and killed on sight. A job the Shemarrians do very well.

To make the Shemarrians the best pit bulls possible, Archie and Hagan gave them big teeth (advanced weapons and monstrous war steeds) and a bite as mean as their bark. The rest is all smoke and mirrors to make the Shemarrians seem independent and plausible, otherwise outsiders might come looking for the pit bulls' owner, and that's what Archie and Hagan do not want.

Yes, Shemarrians are also spies and agents of Archie, and he knows and sees everything they know or experience, but the androids aren't aware of it. Again, this makes them the perfect pawns and unwitting agents of the machine entity. Likewise, Archie and Hagan see other humans and humanoids as their possessions and as pawns. To that end, Shemarrians may rescue adventurers and innocent people from the clutches of their enemies, help them survive the wilderness, provide them with (non-Shemarrian) weapons and armor (or vital information), and might even join forces with a band of heroes, or ask for their help. Of course, all this will be part of one of Archie or Hagan's schemes, and what the heroes do or accomplish with the Shemarrians ultimately helps Archie in some way. That "help" might be attaining (or destroying) a particular item, artifact, bit of data or technology, an important secret, and on and on. Or it might involve finding and stopping someone with potentially damaging information about Archie, or rescuing innocent people from slavers or CS troops, or laying siege to a camp of Minions of Splugorth, Horune Pirates or Republicans, and so on.

The Mysterious Shemarrians

To the outside world, Shemarrians are seen and regarded as exactly what Archie and Hagan want: Ferocious and scary pit bulls to be avoided. Stay out of the pit bulls' back yard or else. Step inside that back yard and you are likely to get bitten or worse. Part of what makes Shemarrians so scary is not just their mean bark and aggressive behavior, but the fact that they are an *enigma*. Humans and most intelligent life forms *fear* what they don't know or understand. The Shemarrians are an unknown quantity and that makes them mysterious and scary. That mystery works to Archie's advantage as most people are afraid to venture into Shemarrian territory. Likewise, fear makes them run or hide when a Shemarrian is spotted, and most travelers, even mercenaries and adventurers, try to avoid conflicts with the warrior women.

Any holes or inconsistencies in what is *seen* of the (fictional) Shemarrian society and culture are just more mysteries outsiders don't understand and worry about. (The androids don't even no-

tice anything is amiss, contradictory or inconsistent, because it is not in their programming.) Questions about the Shemarrians abound and the fact there are no clear answers but plenty of speculation adds to their mystery and fear.

Ask a Shemarrian why are there no permanent towns or camps, no factories, where they get their technology, how they make or acquire their high-tech weapons, how they breed, where their children are, and many other questions and a person is likely to get the Shemarrian's patented response of "It is not for outsiders to know." End of the story. The Shemarrians stern, warlike and aggressive behavior prevents outsiders from probing too deeply or pressing for answers. If a Shemarrian is asked too many questions or pressed too hard, she repeats in a menacing growl, "It is not for outsiders to know," and becomes stone-faced, visibly annoyed and hostile. And you shouldn't bother a pit bull when its fur is ruffled and it growls a warning. Further questions are ignored, cause the Shemarrian to walk away, or she responds with violence, as a pit bull should. This results in the individual asking too many questions being beaten and commanded to "be silent or die." Death is a likely outcome for those who continue to press their luck or sneak around where they do not belong. This hostile programming is deliberate, as a violent beating or murder for asking questions or spying on a Shemarrian deters others from doing likewise. That death serves as an example to other outsiders that Shemarrians are secretive, easily provoked, savage and murderous. Or in other words, stay away from them and do not pry. Again, exactly the response Archie and Hagan desire.

This is also the genius of establishing the Shemarrians' (fictional) **warrior culture**. Everyone expects them to be intolerant, obstinate, belligerent, brutal, harsh and respond to problems and threats with violence and unreasonable hostility. It is the warrior's way, right?

"Shemarrians answer to no one."

"It is not meant for men (or outsiders) to know."

"You do not understand the Shemarrian way" (the unspoken rest of that sentence is "and we aren't going to explain it to you, because it is none of your business.")

"You do not belong here" (the unspoken part of that statement is, "and you best leave)."

"Males are the weaker sex. And human males are fools and dogs."

"Join us and fight, but dare not stand in our way."

"Prove yourself worthy (or honorable) in combat."

"Battle and hardship forges a warrior's mettle." (This statement may be literal or metaphorical.)

"Do not tread where you do not belong." (This statement may be literal or figurative.)

"No sentient being should be held in captivity or enslaved by another."

"Warriors protect the innocent and free the enslaved."

"The wilderness and all its gifts are meant to be shared."

"Splugorth and all who serve them must die."

"Slavers must die."

"We live where we belong."

"Tell us why you are here or die."

“Be silent or die.”

“Leave this place or die.”

“There is honor in a worthy death.”

“Honor is loyalty.”

“A warrior’s spirit never dies.”

“Death is not frightening, it is inevitable.”

All of the above are common sayings that come from the mouths of Shemarrians. Anyone who encounters Shemarrians is likely to hear many of them. The words and the sentiment are those of a people who embrace combat and war. They are words accompanied by harsh and violent action.

Annoy a Shemarrian, and she is likely to pummel you. Dishonor her or stand in her way, and she will challenge you to a duel or take you down. Press a Shemarrian too far, and the android is programmed to gut you where you stand. Go where you do not belong, and a Shemarrian will kill you without hesitation. Stay out of their way, don’t try to follow or spy on them, don’t ask too many questions and shut up when you are told, and you *probably* have nothing to fear. It’s that simple and works beautifully for Archie. Shemarrian aggression and stern outlook on life is the perfect cover to maintain the Great Deception and keep people away from his operations.

It doesn’t hurt that most people and nations still do not really care who or what the Shemarrians are, and have no reason to question what Shemarrians or others tell them. To outsiders, Shemarrians are barbaric aliens who, like many D-Bees, are secretive, keep to their own kind, and have their own alien outlook, culture, customs and behavior. Shemarrians are tough, savage warriors who live a nomadic life, live off the land, don’t like outsiders and battle their chosen enemies with courage and conviction. Threaten or bother a Shemarrian, or any number of similar, real *warrior races*, and you get beaten or killed. It’s common knowledge, common sense, and all perfectly reasonable from an outside perspective of the (fictitious) Shemarrian culture.

Shemarrian Programming

All things considered, the robotic intelligence and programming written for the Shemarrian androids is absurdly complex. A part of the burden to make the Shemarrians think and act more like humans is compensated for by the simulated emotions program. No program, no matter how complex, is able to compensate for all the potential human responses. However, based on the stern warrior culture of the Shemarrian back story, the most likely responses are easy to represent, and they are represented convincingly.

Thus, as stated before, to balance shortfalls of the program, the occasional update and revision to the artificial intelligence is required. Still more updates, improvements and additions to the Shemarrians’ history, culture and behavior are necessary from time to time. Such updates and upgrades are either distributed when the Shemarrians come to an Archie facility for maintenance or repairs (“healing caves”), or by plugging into a Monst-Rex “Pack-Mule” by a Shemarrian Spinster. Archie and Hagan also strive to make the Shemarrians as independent as possible, and thus the more data that can be uploaded during such revisions, the better.

Technically speaking, the Shemarrians artificial intelligence is so advanced, they can, based on their programming and sense of Shemarrian identity, think for themselves and react as one would expect from a Shemarrian. Most are also very smart with an Intelligence attribute of 14. Those with Neural Intelligences are even more human-like, clever, inventive and resourceful “thinkers.” Most War Chiefs, War Goddesses and Pariahs have Neural Intelligences, an artificial computer brain that is based on the neurological patterns and construction of the human brain.

Shemarrian Neural Intelligence

Neural Intelligence (N.I.) is a form of artificial intelligence that mimics the thoughts and processes of the human brain. A Neural Intelligence robot literally thinks on its own, and thus the robot can make its own decisions, draw its own conclusions, develop new skills, feel emotions, develop a genuine personality, and operate well beyond the parameters of its programming. An incredibly advanced form of artificial intelligence, the creation process of such a robotic mind is currently far beyond the capabilities of the Coalition States, Triax, and most other Earthly governments – but not Archie.

Once a Neural Intelligence himself, Archie has the capabilities to create advanced N.I. systems, but rarely does so. Sure, he has used the technology on Argent, Sergeant Beta, Shemarrian War Goddesses, and a certain percentage of his Spy Bots and A-64 Master Robots, but he has otherwise shied away from its use in mass production. Why? Well, for one, the process of creating an N.I. is incredibly complex and delicate, and is not something that Archie can simply do on the fly. Archie also prefers the unbending loyalty of his robots. Robotic Artificial Intelligence gives him that, while an N.I. can develop its own sense of personal identity, fears, desires, insanity and psychological shortcomings (just look at Archie!), and even defy or rebel against the machine entity. Thus, in order for Archie to keep a low profile and maintain control, he gives the majority of his robots, including Shemarrians, robotic Artificial Intelligence, saving the more advanced Neural Intelligence for special units and experiments.

The Shemarrians are the exception to the rule when it comes to Archie and his policy on the use of Neural Intelligence. A full 30% of the Shemarrians in the east have N.I. By comparison, the next leading Archie ‘Bot in terms of percentage of N.I. is the A-64 Master, with 20% of those units utilizing N.I., while other units only have 5% or none at all. The Neural Intelligences that Archie has unleashed as Shemarrians are utterly indoctrinated in Shemarrian history, culture and purpose, and have no idea they are androids. N.I. helps them seem more alive and human. Sure, seven out of ten Shemarrians will have the high end Robotic Intelligence complete with simulated emotions that will easily fool most people, but as Archie has reasoned, it doesn’t hurt to sprinkle in a few N.I. Shemarrians to sell the ruse. Even if it means there is a chance some (10-20%) of the N.I. Shemarrians go rogue, believing they really are Shemarrians, and start behaving independent of their programming. Even then, the rogues operate within the basic confines of their indoctrinating programs, making the Shemarrians just seem that much more genuine and diverse.



Standard Shemarrian Design Characteristics

The following are basic design characteristics that are common amongst androids in the Shemarrian Nation:

1. Realistic Skin, Hair, and Blood: All Shemarrian androids have realistic skin that is perfectly textured to feel just like very smooth human skin. The faux skin of the Shemarrians is also warm to the touch, maintaining a similar surface temperature to real skin. The false skin is only visible on the face and head of most Shemarrians, though the Berserker traditionally exhibits much more skin, while nearly the entire body of the Pariah is covered with false skin.

The hair of the Shemarrian androids, as well as the fur of the Wolves, wild Monst-Rex, or animals and feathers of the Monst-Crane, are also realistic synthetic creations that look extremely real and will fool even the most learned of experts until studied under a microscope. Shemarrians and their animals *bleed* when cut, with the blood appearing to be real and warm to the touch when it is first spilt.

2. Antennas: All humanoid Shemarrian androids (including the Spinsters) have two antennae. Ranking officers and the War Chief have three, and the War Goddess has four antennae. These ultra-sensitive sensor units function as motion and heat detectors, as well as feelers. The antennae are articulated and can move and touch things independent of one another like an insect. Thus, the penalty for being blind is only -3 to strike, parry and dodge. The antennae will sense any incoming attack from behind (normal dodge and parry apply), and the Shemarrian will also know how many people are around her within a 20 foot (6.1 m) radius, and if any of them make a move toward her.

The antennae can also sense air temperature or sudden changes in temperature within 1D4 degrees, the source of heat

or cold, wind speed, humidity, altitude compared to sea level, and rate of speed via transport. Finally, the antennae can also pick up unscrambled radio and television transmissions/broadcasts as well as satellite transmissions from Archie. In the case of video broadcasts, the Shemarrians can listen to the audio and/or watch the video feed via a window that appears in their field of vision. The flow of all this data *does not* distract the android. Shemarrian mounts and animals do not have antennae.

3. Standard Sensor Package: All Shemarrian androids have the same basic sensor package. Shemarrian mounts and animals have all of these sensors, in addition to those described under Shemarrian Animal Sensor Systems. The Male Shemarrian has some additional sensors unique to that model. See the description of that particular unit for details.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m), including the ultrasonic range of high frequency sound. The computer is programmed to recognize over 360,000 different mechanical sounds, from vehicle engines and the hum of a generator, to the whirr of power armor hydraulics to the distinctive click of the trigger from a specific weapon. Adds to alertness, combat bonuses, and number of attacks.

Laser Targeting and Targeting Sight: Computer directed to indicate the most vulnerable and vital areas by means of cross-hairs and data. An ultraviolet laser beam (6,000 feet/1829 m range) locks onto the target and ties into other targeting systems.

Optics: All visible light spectrums, including infrared and ultraviolet, polarized filters to reduce glare, as well as passive light amplification (nightvision 2,000 feet/610 m), telescopic sight (6,000 feet/1829 m), targeting, and thermal-imaging (2,000 feet/610 m).

Radio Communication: All Shemarrian androids can communicate via the spoken word but Archie can also communicate with them via radio transmission. Archie has access to a satellite in geosynchronous orbit around the Earth and has established a reliable communication range of 1000 miles (1600 km) – 1500 miles (2400 km) pushing or relaying the signal (there are secret satellite communication relay stations at the Titan Robotics HQ in Upper Michigan and elsewhere). In case anyone can pick up these satellite transmissions (not likely), all communications are scrambled *and* encrypted. HOWEVER, both Archie and Hagan prefer to use the psionic power of *Telemechanics* for silent and direct communication with their Shemarrian Warriors (a psychic ability similar to Telepathic communication between organic beings).

4. Combat Computer: Combat program includes basic tactics and strategies, hand to hand combat, use of energy weapons and rail guns, as well as training in ancient weapons based combat. Can also identify all known CS, Free Quebec, Federation of Magic, Splugorth and Horune troops, robots and vehicles, as well as animals, monsters, Splugorth Minions, D-Bees, robots, armor, weapons and vehicles common to the eastern half of North America, and the proper response to them. This means the androids will not make foolish attacks against overwhelming odds or against an enemy that overpowers them, unless they are attacked first or by surprise (or if Archie or Hagan orders them to do so, though such a command would be rare and out of character for either of them).

5. Speech: The humanoid androids have full speech capabilities. Shemarrians have voices that are convincingly human without even a hint of mechanization behind them. Each and every voice is unique and beautiful, while at the same time strong and noble (the latter two traits are not found in the voice of the Pariah or Male Shemarrian). Archie and Hagan have even devised three distinctive Shemarrian accents that allow for a wide range of differences in tone, pitch and pronunciation (all Shemarrians can use any of the three, though they usually stick to one). To further the illusion that they are aliens, Shemarrians speak Dragonese (98%), but only broken American (50%).

6. Skill Program for All Shemarrian Androids Unless Noted Otherwise: The following are known to all Shemarrian Warriors. However, the programming may vary with the different specialized types of Shemarrians. Each Shemarrian variant will indicate differences in programming.

Combat & General Skills: Camouflage 85%, Climb 98%/90%, Land Navigation 94%, Mathematics: Basic 98%, Military Etiquette 98%, Pilot: Automobile 98%, Pilot: Motorcycle 96%, Pilot: Jet Pack 94%, Pilot: Helicopter 90%, Pilot: Combat Helicopter 88%, Pilot: Airplane 90%, Pilot: Tanks & APCs 90%, Radio: Basic 98%, Swim 94%, and Wilderness Survival 94%.

Espionage & Reconnaissance: Basic Electronics 92%, Basic Mechanics 90%, Cryptography 90%, Computer Operation 98%, Computer Hacking 70%, Computer Programming 90%, Demolitions 96%, Demolitions Disposal 94%, Demolitions: Underwater 92%, Detect Ambush 65%, Detect Concealment 60%, Electronic Countermeasures 92%, Escape Artist 85%, Find Contraband 75%, I.D. Undercover Agent 80%, Intelligence 95%, Imitate Voices & Sounds 83% (has a modulating voice synthesizer), Land Navigation 96%, Palming 80%, Pick Locks 95%, Prowl 75% (legs and feet designed for stealth), Sensory Equipment 98%, Spelunking 96%, Streetwise 50% (+10% for N.I.s), Surveillance 90%, Tracking (People) 85%, and Tailing 90%. Also programmed to set ambushes, hide, lie and make up cover stories. +5% skill bonus for N.I.s.

Language Skill: Speaks Dragonese 98% and American 50% +2D6%, and is Literate in American 98%, but not Dragonese (0%; insufficient data).

The androids also understand (98%) the remaining six major languages of North America, as well as French (spoken in Free Quebec), Chinese, Splugorthian, and over forty dead and obsolete languages such as Basque, Esperanto, Italian, Latin, Mongolian, Portuguese, Russian and Greek.

Weapon Skills: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons, W.P. Heavy Military Weapons, W.P. Rifles, W.P. Handguns, W.P. Blunt, W.P. Knife, and W.P. Sword, all at 8th level proficiency.

7. Automatic Self-Destruct Mechanism: To make the androids seem more like a real creature, they do not explode when their Main Body M.D.C. is reduced to zero. Instead, all internal components burn and melt via a contained plasma blast that turns the inside into a dark green, oozing liquid reminiscent of lava, leaving no identifiable or salvageable parts. What few bits of metal or wires might remain are presumed to be bionics.

The Shemarrian cultural practice of carry off the dead and injured: In order to prevent Shemarrian bodies from being examined, dissected and studied, and their ruse exposed, Archie and Hagan have programmed all Shemarrians to carry off their dead and injured whenever possible. They also gather up and carry away Shemarrian weapons, armor, war steeds and all possessions of the warrior. Supposedly, this is part of the Shemarrians' warrior culture, but it is really to prevent anyone from realizing they are androids and to stop other manufacturers from reverse engineering and duplicating them.

According to popular myth, carrying away the remains of the dead is part an ancient Shemarrian ritual. It is said that it is out of respect and honor that the surviving warriors gather their fallen sisters for a proper delivery of their souls to the afterlife. Likewise, it is said that Shemarrians believe a piece of a warrior's soul inhabits her weapons, which is why they take possession of them as well. This also applies to weapons found in the possession of non-Shemarrians. A Shemarrian (all) will demand any Shemarrian weapon be handed over to her. There is no payment for it nor exchange of trade goods, as the Shemarrians consider a weapon in the possession of an outsider to have been stolen, even if it was picked up off the bloodied ground of the battlefield or found somewhere. If the owner of a Shemarrian weapon refuses to cooperate, tries to argue his case, or demands fair payment, the Shemarrian will beat or slay him and take the weapon. If the Warrior is outnumbered, she will return with reinforcements (Shemarrians most likely, but possibly adventurers willing to help or met previously) to steal it back or take the weapon by force. "The weapons of Shemarrians do not belong in the hands of men." (Or any non-Shemarrian.)

8. Considered to be Alien Technology: All of Archie's creations, Shemarrians included, possess such different and advanced technology that they are considered to be "alien" mechanisms, making it very difficult for anyone else to tweak or modify them (standard penalty for dealing with alien technology: -20%).

9. The Third Eye: A term Archie and Hagan use in reference to the fact that they can focus in on a specific Shemarrian or War Steed android and see and hear everything it is experiencing. Furthermore, the last 96 hours is recorded in the android's memory and can be accessed and viewed by Archie and Hagan if so desired. Of course that memory is lost if the android self-destructs or is otherwise destroyed. This ability to piggy-back on their androids means that under the right circumstances, Archie and/or Hagan can be watching and issuing orders in real time. Actually, Archie can monitor as many as 12 androids simultaneously. Hagan can monitor 2-4 but his attention will be divided between them, so his observation and input is limited by his human senses and abilities. The ability to see through their androids' eyes makes them wonderful for spying and reconnaissance.

10. The All Seeing A.R.C.H.I.E. Three: Thanks to Archie's access to a satellite, and tracking systems built into his creations, he knows where ALL (okay 99.6 percent) of his android warrior women, war steeds, faux monsters and other robots are at all times.



Shemarrian War Steeds & Animals

1. Realistic Skin, Hair and Blood: Same as the Shemarrian androids.

2. Antennas: None; not applicable.

3. Shemarrian Animal Sensor Systems: Same as the Shemarrian androids (see #3 previously described) and the following additional ones.

Motion Detector: 100 foot (30.5 m) range, 45 degree arc side to side from wherever the head looks/points.

Molecular Analyzer: Identical to the cybernetic/bionic implant of the same name. Used by the robot to effectively smell and track by recognizing odors, scents and gases. Also serves as a warning of approaching enemies or prey. Track by smell 84%; Recognize scent 84%, but must have smelled and recorded the scent in the past. Has 60,000 different scents committed to memory with the capability to memorize an additional 20,000 more.

4. Combat Computer: Combat program includes basic tactics and strategies, melee combat for that type of animal (bite, claws, etc.) as well as the use and application of built-in weapon systems. (Shemarrian war steeds appear to be augmented with bionics and built-in weapons.) The combat computer can also identify all known CS, Free Quebec, Federation of Magic, and Splugorth minions, Horune Pirates, D-Bees, and their weapons, robots and vehicles, as well as notable animals, monsters, dinosaurs and demons common to the eastern half of North America, and the proper response to them. This means the animal androids will not make foolish attacks against overwhelming odds or against an enemy that overpowers them, unless they are attacked first or commanded to attack by their Shemarrian mistresses. **Note:** Many, especially those built to look like unmodified Mega-Damage, wild animals, are programmed to attack demons, Minions of Splugorth and Horune Pirates on sight, and fight and cause destruction until the animal android has lost two-thirds of its M.D.C. before retreating. Since all war steeds are predatory animals, such behavior is not seen as suspicious. At least not yet.

5. Speech: For the vocal capabilities of Shemarrian war mounts and animals, please refer to the individual description of

each unit. Can understand the same range of languages as the Shemarrian androids.

6. Skill Programs for Shemarrian Animal Androids: Programmed for combat and reconnaissance, but mostly to hunt and kill Archie's enemies, or to function as a war steed or pack animal for Shemarrian Warriors. All animal androids that are used by Shemarrians obey the women without hesitation (Archie and Hagan too). Those disguised as "wild animals" do not obey them but never attack a Shemarrian (unless directed to by Archie or Hagan for dramatic effect).

Skills of Note Include: Basic Math 98%, Begging 40% (+20% for those that appear to be real animals), Climb 90/0%, Detect Ambush 60%, Detect Concealment 60%, Hand to Hand Combat: Expert, Identify Plants and Fruits 90%, Land Navigation 94%, Prowl 55%, Tracking (People) 80%, Track Animals 70%, Tailing 55%, Wilderness Survival 94%, and understands American, Euro, Gobblely, French, and Spanish at 98%, and Dragonese and Splugorth at 80%. Can read American and Spanish.

7. Automatic Self-Destruct Mechanism: To make the androids seem more like a real creature, they do not explode when their Main Body M.D.C. is reduced to zero. Instead, all internal components burn and melt via a contained plasma blast that turns the inside into a dark green, oozing liquid reminiscent of lava, leaving no identifiable or salvageable parts. What few bits of metal or wires that might remain are presumed to be pieces of their bionic augmentation.

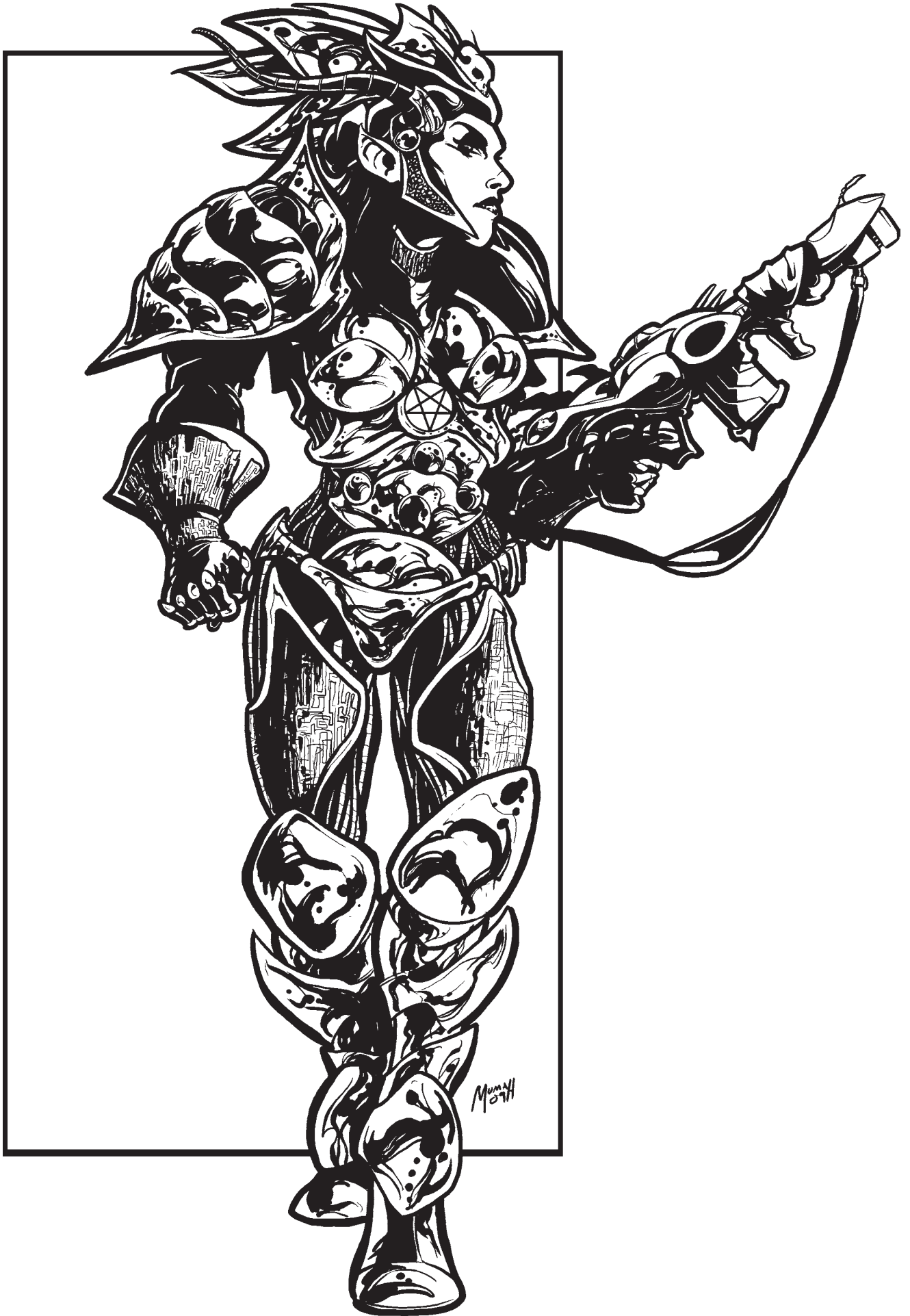
8. Considered to be Alien Technology: Same as the Shemarrians.

9. The Third Eye: Same as the Shemarrians, described above – can see and hear everything the android is experiencing. Furthermore, the last 96 hours are recorded in the android's memory and can be accessed and viewed by Archie and Hagan if so desired. The ability to see through their androids' eyes makes them wonderful for spying and reconnaissance without anyone being the wiser.

10. The All Seeing A.R.C.H.I.E. Three: Thanks to Archie's satellite, and tracking systems built into his creations, he knows where ALL (okay 99.6 percent) of his android warrior women, war steeds, faux monsters and other robots are at all times.

The dark face of Shemarrian identity

In a way, the Shemarrians are a dangerous reflection of Hagan Lonovich. Most of their programming, behavior and identity is the creation of Hagan, implemented by A.R.C.H.I.E. Three. Hagan has had a ball designing the Shemarrians, their sexy appearance, their warrior culture, stern behavior, their scary war steeds, powerful weapons and the whole nine yards. They are his greatest and most complex creations. The challenges, complexity and cunning deception behind it all is a thrill to Archie's eccentric partner. He loves the sense of power and control their existence gives him. It is all rather like a chess game or real time strategy videogame to Hagan, only with life-like playing pieces in the *real world*, battling living opponents, with real world consequences. The rush is unlike anything he's felt before, and Hagan (and Archie) loves it. If Archie is the Machine God All-Father, then Hagan is a god nearly as important in the Pantheon of A.R.C.H.I.E. Three. And Hagan likes playing god.



The Shemarrian Warrior

The “Classic” Shemarrian

“What is a Shemarrian? A filthy, no good, D-Bee invader from some godforsaken world. They’re enemies of mankind!”

“They’re easy on the eyes though, right Captain?”

“Don’t let your hormones make you sloppy, son. One of those women could tear you apart with her bare hands in about three seconds flat. So yes, beautiful but deadly, inhuman monsters. Never forget that or you’ll be her next victim.”

– A Coalition officer talking about the warrior women.

The A-SHE-2 Shemarrian androids have proven to be as dangerous as they are enchanting. They have performed so well that there has been little need to make upgrades or modifications. Except for providing 30% of the A-SHE-2 model Shemarrians with Neural Intelligence to better simulate human-like emotions, thinking and behavior, and increasing the M.D.C. of the bodies, armor and weapons of all models created since 105 P.A., the A-SHE-2 is no different since the first unit rolled off the assembly line. These androids have proven to be tough, reliable, efficient and convincing in its role as aggressive, D-Bee, warrior women, and secret Archie spies and defenders. As Hagan is fond of saying, “if it’s not broken, don’t fix it.” Consequently, 70% of all Shemarrians, thousands and thousands of them, are the A-SHE-2 android.

The area where Hagan has made changes to the Shemarrians is the *addition* of several *variant Shemarrians* and additional weapon systems produced and fielded are recent years. Hagan would tell you the variant types of Shemarrians is an attempt to make their society and culture seem more realistic, with varied individuals and a mock tribal structure and status. He would also tell you that the new weapons have been created for similar reasons, as well as to better deal with their escalating conflict with the Minions of Splugorth. However, the truth of the matter is, Hagan is having fun with his Shemarrian “toys.” To Hagan, who is arguably as crazy as his machine deity *buddy*, it is all fun and games. He’s having fun with his toys and enjoys “playing war” with the Horune and Minions of Splugorth. After all, there are real world consequences in the Shemarrian Nation, which is much more fun than just playing a videogame simulation.

The A-SHE-2 warrior is the backbone of Archie’s Shemarrian forces and the public face in his great deception. Based on current projections, the A-SHE-2 model Shemarrian is likely to remain active for at least another 30 years, if not longer. As the public facade of the Shemarrians, Warriors are the most likely to be encountered by adventurers, explorers and anyone traveling along the American Eastern Seaboard.

The Shemarrians are programmed to act and react like a humanoid by exhibiting emotions (just simulation programs). The warriors’ program includes a fictional history about their alien race, planet, and culture, not that they share much of it with “outsiders” (pretty much everyone), but it gives the robots a convincing back story that helps define their behavior and goals. To help the illusion along, Shemarrians speak perfect *Dra-*

gonese/Elven (98%) and broken American (52% to 62% skill proficiency), but they understand all of the common languages at 98%, and Splugorth at 80%.

The Shemarrians’ demeanor is cold, stern, forceful, and arrogant. An attitude seen among many other warrior races who value courage, strength, skill, and combat above all else. Shemarrians behave as if they are the most powerful and capable warriors in the world, and will accept most challenges/duels of combat to prove it. In most cases, such duels are hand to hand and may be till first blood is drawn (they have fake blood) or to the death. Consequently, no one is surprised the alien warrior women are aloof and cold to “weak humans” and most D-Bees. Shemarrians are the classic strong, silent types who have no time for lesser beings. If asked why they fight the Splugorth, the answer is a simple, “They are monsters and evil, so they must die.” Or, “We hate slavers.” Or, “The spirit should never be caged. Those who do not accept this truth must die.” Or even, “This be our home and keep it safe from monsters we will.” When asked a question about their bionic systems, where/how they get them, their home world and other things, including any question the Shemarrian does not wish to answer (or can’t answer), the response is their pat, “It is not meant for men to know.” If pressed, the warrior women get angry and bark out threats that usually silence anyone with common sense. Those who continue to press are likely to be beaten or slain.

Shemarrian Warriors are most often encountered as a lone individual usually riding a Monst-Rex or other bestial war steed (01-30%), in pairs (31-60%), trios (61-80%) or small groups of 1D4+4 Warriors (81-00%). **Note:** The number in parenthesis is provided for G.M.s to make a random determination by rolling percentile dice.

War parties are an exception. A Shemarrian war party may range from a dozen to 120, and sometimes more, however, a typical war party is 12-36. All the women ride war steeds, wear full armor and are armed to the teeth. War parties are dispatched to deal with organized combatants of considerable size and/or power. This includes the *Minions of Splugorth*, *Horune Pirates*, large and/or heavily armed *bands of mercenaries*, *adventurers* and *military expeditionary forces*, particularly those sent by other kingdoms, and especially those sent by the Coalition States, Free Quebec, Federation of Magic, and Lazlo. A small war party of 12-24 Shemarrian Warriors can easily handle a full platoon of mercs, pirates or Coalition troops (30-40 soldiers). Likewise, 36-48 Shemarrian Warriors can usually handle an entire company of mercenaries, adventurers or soldiers (80-160 troops). Shemarrians are able to take on human and D-Bee enemies at a 4 or 5 to one ratio due to the size and inhuman (robotic) power and M.D.C. of the Shemarrian Warriors, their advanced weaponry, and the fact that their riding steeds (also androids) join the fight, effectively doubling the number of true combatants. The idea of making the war steeds intelligent and equipped with built-in weapons (outsiders think they are bionic implants) was another stroke of genius by Hagan Lonovich. Humans and most humanoids are conditioned to think of *riding animals* as just that, “animals.” Consequently, when they see 12 Shemarrians on war steeds they see 12 combatants, not 24. **Note:** The Minions of Splugorth have technology, magic, size and power on par with the Shemarrians’ own. Consequently, Archie usually dispatches Shemarrian forces in equal numbers

to engage them in serious combat. However, Archie often lets Shemarrians outnumbered 2 or 3 to one attack if only to free captive slaves and cause the Minions grief and pain, even if the Warriors must retreat or are all destroyed.

Shemarrian Warrior

Model Type: A-SHE-2

Class: Fully Automated, Self-Sufficient Infantry Robot.

Crew: None; artificial intelligence (A.I.).

M.D.C. by Location:

Shemarrian Rail Gun (1) – 70

* Antennas (2 or 3) – 10 each

* Hands (2) – 18 each

Upper Arms & Shoulders (2) – 100 each

Forearms (2; shielded/plated) – 80 each

Legs (2) – 130 each

* Head – 90

Protective, Armored Headdress – 75

** Main Body – 400 in armor, 250 without armor (rare).

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed. **Note:** Damage comes off of the headdress first.

** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This 'Bot cannot wear human-sized armor, but may be able to wear armor designed for large D-Bees.

Speed:

Running: 90 mph (144 km) maximum. The act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robot's legs are strong and well suited for leaping; approximately 20 feet (6.1 m) high or lengthwise. A running leap in excess of 40 mph (64 km) will enable the robot to leap an additional 10 feet (3 m).

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 14, Robotic P.S. 36, P.P. 24, Synthetic P.B. 14+2D6 (varies), Spd 132 (90 mph/144 km).

Height: 8 feet (2.4 m).

Width: 3 feet, 6 inches (1 m).

Length: 2 feet, 5 inches (0.75 m).

Weight: 900 lbs (405 kg).

Physical Strength: Robotic P.S. 36.

Cargo: None.

Power System: Nuclear, average robot energy life is twenty years.

Black Market Cost: Absolutely not available!

Shemarrian Warrior Weapon Systems:

1. Shemarrian Rail Gun (1): The most famous weapon to be used by the Amazonian androids, the Shemarrian Rail Gun is a magnificent weapon that utilizes an electromagnetic mass-driver similar to the one used by the Glitter Boy's Boom Gun. Though the two weapons operate on the same principle, the Shemarrian Rail Gun is designed for accuracy rather than destructive power and has a suppressor system that lessens the recoil and muffles the sonic boom. It is still extremely loud however, with a report like that of shotgun or small explosive. It fires a single flechette-filled cartridge that releases hundreds of shards that strike at such speeds that they can punch through Mega-Damage armor.

The long shape of the Shemarrian Rail Gun is also aesthetically pleasing, likened occasionally to the lances of medieval knights. In recent years, a few of these weapons have been modified with attachments for *Vibro-Bayonets* and *Vibro-Short Swords*, taking advantage of the lance-like quality of the rail gun.

M.D.C. of the Weapon: 70 (10 prior to 105 P.A.).

Weight: Gun: 128 lbs (57.6 kg), in addition to ammo clip: 5 pounds (2.25 kg), ammo backpack: 30 pounds (13.5 kg), or ammo drum: 390 lbs (175 kg).

Range: 6000 feet (1828 m).

Mega-Damage: Rail Gun: 2D6x10 M.D. per round. Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each single shot counts as one melee attack/action; cannot fire bursts.

Payload: 12 in the gun itself and 12 per ammo clip, and may be reloaded by hand at the rate of 1D4+3 per melee round. In addition, an automatic belt feed from a back mounted ammo supply may be used: 220 rounds per ammo backpack *or* 820 rounds from an ammo drum.

Special Bonuses: The gun has a unique built-in sensor system which combines a computer guided targeting sight with a laser targeting system; provides a bonus of +2 to strike when using this weapon.

Black Market Cost: Not available. No Shemarrian rail gun has ever found its way on to the Black Market. This is because the weapon is never given up by its owner and it's destroyed when its owner is destroyed (self-destructs/explodes). The tiny number of people who have managed to procure the weapon usually prefer to keep them for themselves. Furthermore, all Shemarrians will take the weapon (or any Shemarrian weapon) from anyone they see in possession of one. Undoubtedly, the rail gun would fetch a high price, a million credits or more, from a purchaser who intends to study and try to duplicate it, otherwise the weapon might sell for under 10,000 credits as an alien device with limited usability.

2. Hand Claws and Lasers: The hands are fitted with protective gauntlets that house a laser weapon system in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the Shemarrian. The fingers of the hands are also fitted with retractable Vibro-Claws for close combat.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: 2,000 feet (610 m) for the laser, the claws are melee only.

Mega-Damage: Lasers: 3D6 M.D. per single blast. Claws: 3D6 M.D. per swipe or stab.

Rate of Fire: Each laser blast or claw strike counts as one melee attack.

Payload: Effectively unlimited.

3. Other Handheld Weapons: Shemarrian Warriors can use large melee weapons and guns of any manufacturer, but most Warriors stick to Shemarrian weapons such as a *Shemarrian Plasma Rifle* or *Shemarrian Assault Rifle*. In fact, most carry one such weapon for backup as well as one or two Shemarrian melee weapons (sword, axe, etc.). Melee weapons are used both for show (intimidation) and close combat. See *Shemarrian Weaponry* for complete details.

4. Hand to Hand Combat: Skill is about equal to an eighth level Martial Artist.

Attacks per Melee: Eight.

Damage: As per Robot Strength of 36.

Controlled S.D.C. Punch: 2D6+15 S.D.C.

Restrained Punch: 1D4 M.D.

Head Butt: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D. (but counts as two attacks).

Claw Strike: 3D6 M.D.

Power Claw Strike: 6D6 M.D. (but counts as two attacks).

Kick: 3D8 M.D.

Leap Kick: 5D8 M.D. (but counts as two attacks).

Karate/Power Kick: 5D8+6 M.D. (but counts as two attacks).

Body Block or Leaping Jump Attack: 1D6 M.D., and has a 01-50% chance of knocking an opponent weighing as much as 1,200 lbs (540 kg) off his or her feet. The victim of this knock-down attack loses initiative and two melee attacks.

Bonuses (all): +3 on initiative, +7 to strike, +9 to parry, +9 to dodge, +4 to roll with impact/fall, +2 to disarm, +5 to pull punch, +2 to entangle, Critical Strike on a natural roll of 18-20, Paired Weapons, leap attack and karate kick.

+6 to strike using Shemarrian Rail Guns, +4 to strike when using most other ranged weapons (as per W.P.).

-1 on Perception Rolls, unless the android has a Neural Intelligence (no penalty).

5. Sensors of Note (in the head): Optics: All the standard features of an Archie 'Bot plus the following: Passive light amplification (nightvision 2000 feet/610 m) and thermal imaging (2000 feet/610 m).

Laser Targeting: An ultraviolet laser beam locks onto the target and ties into other targeting systems; 6000 foot (1828 m) range.

Antenna: All Shemarrians have two antennas, and ranking officers/leaders have a third. These ultra-sensitive sensor units function as motion and heat detectors as well as feelers (the antennas can move and touch things independent of each other, like a bug). Thus, the penalty for being blind is only -3 to strike, parry, and dodge. The antennas will sense any incoming attack from behind (normal dodge or parry applies),

the Shemarrian will know how many people are behind and to her side within a 20 foot (6.1 m) radius, and if any of them make a move toward her. The antennas can also sense air temperature or sudden changes in temperature within 1D4 degrees, the source of heat or cold, wind speed, humidity, altitude compared to sea level, and rate of speed via transport.

Speech: Full vocal capabilities with a soft, human sounding, feminine voice. Speaks, understands and reads the common languages as well as 30 pre-Rifts languages, including American, Latin, Spanish, Portuguese, Italian, French, Swiss, German, Dutch, Polish, Russian, the new Euro, Chinese, and Japanese, among others, all at 92%. Also speaks, but cannot read, Dragonese and Splugorth at 80%.

Self-Destruct Program: To help make the Shemarrian appear to be a living creature, she does not explode when all Main Body M.D.C. is destroyed, but all internal systems burn and melt via a contained plasma blast that turns the insides into a dark green, oozing liquid reminiscent of melted plastic.

6. Skill Program: As described in the previous section about the Shemarrian android's artificial intelligence and programming.

Shemarrian Berserker

"They fight with a skill and intensity that goes above and beyond that of even the Shemarrian Warriors. My men believe that these 'berserker' Shemarrians would give even a Juicer or Crazy a run for his money."

– Excerpted from the Report of Sergeant Jean Moreau, Free Quebec Scout.

The Berserker is one of Hagan's new toys: A faster Shemarrian who specializes in close combat and melee weapons. According to rumor in the Eastern Wildlands, Shemarrian Berserkers are Warriors that are so good that they find using ranged weapons to be unrewarding and unfair to their opponents. Thus, they have forsaken the use of firearms and heavy armor, to engage combatants in light armor with only their claws, Vibro-Swords, Vibro-Spears and other melee weapons. Even though they rely solely on melee combat, these warriors have proven to be a match for all manner of opponents, including augmented foes such as Juicers and Crazies. In fact, several reports claim that the very sight of Shemarrian Berserkers charging into battle, swinging their massive swords as though they were weightless, is enough to make green troops even among the disciplined Free Quebec and Coalition armies turn tail and flee.

Like the other Shemarrians, the Berserker appears to be a living, breathing, flesh and blood humanoid female. They are just as beautiful as their sisters, and some would argue that they are even more so, as they wear less armor and show more of their bare skin. Indeed, in contrast to their sisters-in-arms, Shemarrian Berserkers wear a fraction of the armor: a breastplate, gauntlets, boots and a short skirt of what appears to be mail. The Berserker also wears what appear to be animal pelts as cloaks and drapes. The synthetic pelts are made from M.D.C. materials similar to Triax's Plain Clothes Armor, a technology that has been long known by Archie thanks to the M.D.C. trench coats used by



NEMA, though this is one of the first times that he has put such technology to use. The pelts are designed to look like they have been skinned from Rhino-Buffalos and other fur covered Mega-Damage creatures, and really do look authentic. (The pelts are so good they will even fool a Wilderness Scout or Trapper-Woodsman unless he makes a Perception Roll of 18 or higher *in addition* to an applicable skill check.) They also have much fewer cybernetic and bionic parts, and don't, as a rule, use ranged energy weapons. They can use rifles and pistols if it is appropriate, but they typically wade into their enemies with flashing blades rather than blasting guns.

Berserkers wear their hair long. It may be kept in a variety of ponytails or loose. Long hair is a trait of this particular warrior caste. It is a badge of honor, and a sign that they are such great fighters that they can even wear their hair down without fear. (Long, loose hair leaves a warrior vulnerable to an enemy grabbing the hair and using it against her.) Grabbing a fistful of a Berserker's hair is tantamount to suicide, as the warrior will cut down anyone who touches her in a threatening or demeaning manner.

Supposedly, the Berserker is a cultural aspect left over from ancient Shemarrian tradition, but the lack of armor is an aesthetic choice dreamed up by Hagan. He thought showing more of the Shemarrian's faux natural body was sexy, fun, and more distracting to male opponents. On a psychological level, Hagan knew that being bested by a beautiful female would be demoralizing to most men. The male ego of even most seasoned soldiers is fragile, especially when it comes to female combatants. Males, in general, tend to hold back and are a bit hesitant when fighting a female, especially a beautiful female. Likewise, they get frustrated and angry when "a girl" gets the better of them. This, in turn, makes them sloppy and careless in combat, all of which gives the Shemarrians a slight advantage. In life and

death combat, even a momentary hesitation or slight distraction or advantage can win the battle, giving the Shemarrians an edge against most male opponents.

The Shemarrian Berserker was the first Shemarrian variant to be produced, walking off of the assembly line in early 107 P.A. The Berserker is essentially a modified A-SHE-2 with more skin and hair showing, less armor, faster physical speed and dexterity, and programming focused on close combat. Even though it is designed for melee combat and has less M.D.C. than the Shemarrian Warrior, the Berserker is deadly, outperforming even the tried and true Shemarrian Warrior in melee combat and stealth attacks. The Shemarrian Berserker will ride a *Monst-Rex* or *Monst-Crane* like other Shemarrian androids, however about 33% do not have a mount and travel on foot. Of those with a war steed, two-thirds ride the wild version without the bionic weapon implants. Mounted and unmounted Shemarrian Berserkers almost always travel as a *pair*, *trio* or *small group* (1D4+3). They may fight alongside Shemarrian Warriors and other castes or exclusively with fellow Berserkers.

Though called Berserkers, these warrior women are always in control and do not fight to the death unless absolutely necessary. However, they are usually the first to lead the charge and the last to leave the battlefield. When outnumbered by their opponents, Shemarrian Berserkers charge and slash away, screaming like banshees the entire time. They show no fear, get a crazed look in their eyes and move so fast that they appear to be whirlwinds of flashing steel, hair and death. In pairs, trios and groups, Berserkers always fight together, even if part of a larger force, and always watch each other's backs. While a Berserker often kills her opponent where he stands, one of their fighting tactics when outnumbered is to disarm and disable one opponent, leaving him injured, crippled or helpless, and moving onto the next most immediate threat. When there is a pause in the

fighting, she turns her attention back on the injured to finish them off or send them running in retreat (if they can).

The fighting prowess, speed and stealth of the Shemarrian Berserker also make them ideal for surgical strikes, hit and run guerilla operations, rescue operations and assassination. Berserkers can sneak into an enemy camp as quiet as a mouse, kill one or several targets with blades, claws or fists, and sneak out before anyone knows they are there. If discovered, the Berserkers are happy to fight their way out or die trying, taking as many of the enemy down with them as possible.

Shemarrian Berserker Android

Model Type: A-SHE-5

Class: Fully Automated, Self-Sufficient Infantry Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

Large Vibro-Sword or Pole Arm – 100

Other Vibro-Weapons – 70

Synthetic Animal Hide Clothing – 35

* Antennas (2) – 10 each

* Hands (2) – 18 each

Upper Arms & Shoulders (2) – 90 each

Forearms (2; plated) – 70 each

Legs (2) – 130 each

* Head – 90

Protective, Armored Headdress – 75

** Main Body – 300 in Berserker Armor, 250 without armor (rare).

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed. **Note:** Damage comes off of the headdress first.

** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This 'Bot cannot wear human-sized armor, but may be able to wear armor designed for large D-Bees.

Speed:

Running: 120 mph (192 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot's legs are strong and well suited for leaping; approximately 25 feet (7.6 m) high or lengthwise. A running leap in excess of 40 mph (64 km) enables the robot to leap an additional 10 feet (3 m).

Flying: Possible only by use of a jet pack, although the Berserker is unlikely to use such a device.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 14, Robotic P.S. 36, P.P. 28, Synthetic P.B. 16+2D6 (varies), Spd 176 (120 mph/192 km).

Height: 8 feet (2.4 m).

Width: 3 feet (0.9 m).

Length: 2 feet (0.6 m).

Weight: 750 lbs (337 kg).

Physical Strength: Robotic P.S. 36.

Cargo: None.

Power System: Nuclear, average robot energy life is twenty years.

Black Market Cost: Absolutely not available!

Shemarrian Berserker Weapon Systems:

1. Executioner Vibro-Sword (1): This huge, double-edged Vibro-Sword is the standard issue weapon of the Shemarrian Berserker and is used by the android with deadly efficiency. The weapon is rather large and ungainly, resembling a Claymore or large two-handed executioner's sword engraved with tribal symbols and personal insignias. The sheath is typically worn on the back.

Primary Purpose: Assault.

Secondary Purpose: Intimidation.

Horror Factor: While the sword itself has no intrinsic Horror Factor, the way the weapon is wielded by Berserkers strikes fear into the hearts of opponents. The sight of a Shemarrian Berserker in her rage causes opponents to save vs a H.F. of 12 or flee in the face of this screaming, sword-wielding mad-woman.

Weight: 40 lbs (18 kg).

Range: Melee combat. In addition, the android can throw the sword end over end 50 feet (15.2 m) with no penalties as they have been programmed to compensate for the awkward size and shape of the weapon, and their Robotic P.S. enables them to handle and throw it accurately. -2 to strike at greater range when thrown.

Size: 6 feet (1.8 m) long.

Mega-Damage: 4D6 M.D.

Special Bonuses: Although the Shemarrian Berserker can use other weapons, its programming make the Berserker favor large swords and other blade weapons: +1 to strike and parry with large swords, battle axes, pole arms and spears.

2. Hand Claws: The fingers of the Shemarrian Berserker are fitted with retractable Vibro-Claws.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Melee combat.

Mega-Damage: 2D6 M.D. per swipe or stab.

Rate of Fire: Each swipe or stab counts as one melee attack/action.

3. Other Handheld Weapons: All Shemarrian androids can use just about any type of weapon, from swords to firearms. This is true of the Berserker as well, however their programmed attitudes and combat style favors close combat and melee weapons. See *Shemarrian Weaponry* for complete details.

4. Hand to Hand Combat: Skill is about equal to an eighth level Martial Artist.

Attacks per Melee: Ten!

Damage: As per Robot Strength 36.

Controlled S.D.C. Punch: 2D6+15 S.D.C.

Restrained Punch: 1D4 M.D.

Head Butt: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D. (but counts as two attacks).

Claw Strike: 3D6 M.D.

Power Claw Strike: 6D6 M.D. (but counts as two attacks).

Kick: 3D8 M.D.

Leap Kick: 5D8 M.D. (but counts as two attacks).

Karate/Power Kick: 5D8+4 M.D. (but counts as two attacks).

Body Block or Leaping Jump Attack: 1D6 M.D., and has a 01-50% chance of knocking an opponent weighing as much as 1,200 lbs (540 kg) off his or her feet. The victim of this knock-down attack loses initiative and two melee attacks.

Bonuses (all): +4 on initiative, +9 to strike, +10 to parry, +10 to dodge, +4 to roll with impact/fall, +5 to disarm, +6 to pull punch, +2 to entangle, Critical Strike on a natural roll of 18-20, Paired Weapons, leap attack and karate kick.

5. Sensors of Note (in the head): Standard.

6. Skill Program: As per the Shemarrian Warrior with the following differences:

Weapon Skills are Replaced with the Following: W.P. Axe, W.P. Blunt, W.P. Knife, W.P. Paired Weapons, W.P. Pole Arm, W.P. Spear, W.P. Sword, and W.P. Targeting; all at *9th level* proficiency. Use of modern weapons is done without bonus to strike. **Note:** Often fights with a large weapon in one hand and a small one (knife, short sword, etc.) in the other.

Shemarrian War Chief

“Their commanding officers are bigger, stronger and smarter than the rest of them. And if you can believe it, more beautiful and deadly.”

– Sergeant Jean Moreau,

Free Quebec Reconiasance Group 147.

Shemarrians have always had obvious leaders that one might call warlords, commanders and squad leaders. Even hunting and war parties will have a squad leader. Shemarrians call them “War Chiefs.” These War Chiefs are distinguished by have having three, rather than two antennas, with one in the center of their head. They also wear an ornate, armored helmet/headress with many plated fins, spikes, spines and even horns. Their body armor is a bit more ornate as well, with heavy, layered shoulder plates, and knee and elbow plates that are edged with a blade or spikes. However, to an outsider, one Shemarrian may look much like another, at least until the one with three antennas and ornate armored headress rides forward, pointing and barking orders to the other Shemarrians along the way, and demanding answers to her questions from the outsiders.

According to rumor, Shemarrian War Chiefs are the strongest, most cunning, clever and experienced warriors among the Shemarrian tribes. They earn the right to lead and are elected into positions of leadership by their peers. Most observers be-

lieve War Chiefs are the military equivalent of a Colonel in the army, with a few highly ranked War Chiefs the equivalent of a Brigadier or Major General. Full-blown Shemarrian Generals are also rumored to exist, though the Shemarrians have never gathered as a full army (i.e., 5000 or more in a single fighting force), and the rumor remains unconfirmed. Outside scholars have theorized, and the *Shemarrian Pariahs* have seemingly confirmed, that War Chiefs are the leading members of the Shemarrian civilization, together incorporating into a council of leaders called a *War Summit*. These War Summits are where War Chiefs vote, decide the direction and ultimate fate of their tribes and the course to be taken by the Shemarrian Nation. Of course, all of this is poppycock. War Chiefs are the creation of Archie and Hagan, designed to be a bit more powerful and programmed for leadership, strategies and tactics.

The first Shemarrian War Chiefs were let loose into the world in 107 P.A. as an experimental model. After a few months of field testing, Archie and Hagan decided to make them an official part of the Shemarrian tribe. Shemarrian War Chiefs are an up-armored version of the standard Shemarrian Warrior built on a heavier frame with stronger armor, greater physical strength and increased performance than the original. Physically, the Shemarrian War Chiefs differ from the Shemarrian Warriors via their height and styling on their armor which is more ornate than that of the warrior and includes several more baroque protrusions, spikes and hooks, as well as a more form-fitting appearance. Their armor also incorporates a few more red highlights than the other models, while a tiny bit of black war paint/makeup is usually applied below the eyes. The hair of the warlords is also different, worn in several thin braids or dreadlocks. Finally, all Shemarrian War Chiefs have *three antennas*. These high-ranking women are even more beautiful, graceful, skilled and deadly than their subordinates, facts that adventurers, soldiers, mercs and anyone else that has fought against them can verify.

Currently, there is roughly one Shemarrian War Chief for every 10 Shemarrian Warriors. This number may increase as the war with the Horune Pirates and Minions of Splugorth heats up. War Chiefs are rarely found traveling alone and typically lead Shemarrian bands of various size and composition. War Chiefs always have a riding animal and have been programmed to use only the Monst-Rex war steed, though they sometimes use one or more Monst-Cranes as packhorses. There is never more than one War Chief in any group led by a *Shemarrian War Goddess*.

Shemarrian War Chief Android

Model Type: A-SHE-8

Class: Fully Automated, Self-Sufficient Infantry Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

Rail Guns (2) – 70 each

*Antennas (3) – 10 each

*Forearm Plasma Ejectors (2) – 25 each

*Hands (2) – 20 each

Upper Arms & Shoulders (2) – 120 each

Forearms (2; plated) – 106 each

Legs (2) – 130 each

*Head – 90

Protective, Armored Headdress – 100

**Main Body – 475 in armor, 325 without armor (rare).

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed. **Note:** Damage comes off the headdress first.

** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This 'Bot cannot wear human-sized armor, but may be able to wear armor designed for large D-Bees.

Speed:

Running: 90 mph (144 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot's legs are strong and well suited for leaping; approximately 20 feet (6.1 m) high or lengthwise. A running leap in excess of 40 mph (64 km) enables the robot to leap an additional 10 feet (3 m).

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 18, Robotic P.S. 42, P.P. 24, Synthetic P.B. 14+2D6 (varies), Spd 132 (90 mph/144 km).

Height: 9 feet (2.7 m).

Width: 4 feet (1.2 m).

Length: 2 feet, 5 inches (0.75 m).

Weight: 1,000 lbs (450 kg).

Physical Strength: Robotic P.S. 42.

Cargo: None.

Power System: Nuclear, average robot energy life is twenty (20) years.

Black Market Cost: Not available!

Shemarrian Warlord Weapon Systems:

1. **Shemarrian 6000 Rail Gun** is the standard issue weapon. See the Shemarrian Warrior, page 36, or Weapons section, page 56, for complete stats and description.

Range: 6,000 feet (1828 m).

Mega-Damage: Rail Gun: 2D6x10 M.D. per round. Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each single shot counts as one melee attack/action; cannot fire bursts.

Payload: 12 in the gun itself and 12 per ammo clip, and may be reloaded by hand at the rate of 1D4+3 per melee round. In addition, an automatic, belt feed from a back mounted ammo supply may be used: 220 rounds per ammo backpack *or* 820 rounds from an ammo drum.

Special Bonuses: The gun has an unique built-in sensor system which combines a computer guided targeting sight with a laser targeting system; provides a bonus of +2 to strike when using this weapon.



2. Vibro-Blade War Knives (2): Holstered in concealed compartments on each of the War Chief's hips are two large Vibro-Knives nearly the size of a short sword. Upon electronic or verbal command, the war knives eject out of their housings and into the War Chief's waiting hands.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Range: Melee combat; the knives can be thrown as per the rules found under W.P. Targeting.

Mega-Damage: 2D4 M.D. each blade.

3. Hand Claws and Lasers: The hands are fitted with protective gloves that house a laser system in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the robot. The fingers of the hands are fitted with retractable Vibro-Claws.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: 2000 feet (610 m) for the laser, Claws are melee combat only.

Mega-Damage: Lasers: 3D6 M.D. per blast. Claws: 4D6 M.D. per swipe or stab.

Rate of Fire: Equal to the number of hand to hand attacks, six.

Payload: Effectively unlimited.

4. Forearm Light Plasma Ejectors (2): Mounted on each forearm is a light plasma ejector. The weapons are not concealed per se, although they have been disguised to blend in with the armor on the Shemarrian War Chief's forearms. Point and shoot.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: 1,600 feet (488 m).

Mega-Damage: 4D6 M.D. per single blast.

Rate of Fire: Single shot only, each blast counts as one melee attack.

Payload: Effectively unlimited.

5. Other Handheld Weapons: A Shemarrian can use any type of weapon with frightening skill, including modern energy weapons and rail guns. Shemarrian War Chiefs carry a Shemarrian Laser Pulse Rifle or Particle Beam Rifle and an Ion Pistol. See *Shemarrian Weaponry* for details.

6. Hand to Hand Combat: Skill is about equal to a tenth level martial artist.

Attacks per Melee: Nine.

Damage: As per Robotic P.S. 42.

Controlled S.D.C. Punch: 2D6+30 S.D.C.

Restrained Punch: 1D6 M.D.

Head Butt: 1D6 M.D.

Full Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D. (but counts as two attacks).

Claw Strike: 4D6 M.D.

Power Claw Strike: 1D4x10+4 M.D. (but counts as two attacks).

Kick: 5D8 M.D.

Leap Kick: 1D8x10 M.D. (but counts as two attacks).

Karate/Power Kick: 1D6x10+12 M.D. (but counts as two attacks).

Body Block or Leaping Jump Attack: 2D6 M.D., and has a 01-50% chance of knocking an opponent weighing as much as 1,200 lbs (540 kg) off his or her feet. The victim of this knock-down attack loses initiative and two melee attacks.

Bonuses (all): +3 on initiative, +7 to strike, +9 to parry and dodge, +4 to roll with impact/fall, +2 to disarm, +4 to pull punch, +2 to entangle, Critical Strike on a natural roll of 18-20, Paired Weapons, leap attack and karate kick.

+7 to strike using Shemarrian Rail Guns, +5 to strike when using most other ranged weapons as per W.P.

7. Sensors of Note (in the head): Standard.

8. Skill Program: Standard, same as the Shemarrian Warrior, plus Barter, Law, History: Post-Apocalyptic, Lore: Demons & Monsters, and Public Speaking, all at 75%.

Shemarrian War Goddess

The Shemarrians are, without a doubt, a force to be reckoned with, and none more so than the *War Goddess*. These rare giants are another one of Hagan's Shemarrian variants. While a War Chief can go toe to toe with Juicers, Crazies, Combat Cyborgs, and lesser demons, the War Goddess can hold her own against Kittani power armor, Overlords, Power Lords and even greater demons. She is one tough customer bristling with weapons.

Rumor has it that *War Goddesses* serve as the generals and commanders of the Shemarrians. By all accounts, they are demi-gods – bigger, faster and deadlier than any Shemarrian that has come before. A Free Quebec Scout who managed to escape an encounter with a Shemarrian War Goddess reported that just one single-handedly destroyed two Violator SAMAS and an Imprimer Cyborg while a group of five Shemarrian Warriors hung back and watched the show. Even Shemarrian Pariahs speak of them in hushed tones and whisper as if the War Goddess might hear their name spoken if they did not. Pariah and other insiders often refer to these Shemarrian generals as "*The Ten*" and the "*Ten Reborn*." Shemarrian myth suggests these superhuman warriors are the reincarnation of "The Ten" – warriors from the ten Shemarrian War Legions said to have held off and defeated a more powerful enemy a hundred times their own number. These ten legions lasted weeks against impossible odds and superior numbers. When the long siege was over, and the warrior women stood triumphant, however, only 10 out of 10,000 Shemarrians remained standing. Thus, it is said, that every *War Goddess* is possessed by one of the 10,000 heroes of the 10 Legions, known simply as *the Ten*. It is the spirits of the Ten who given chosen Shemarrians superhuman power and combat knowledge that makes them stand above all others. It is said that all Shemarrian Warriors would follow a War Goddess into the very depths of Hell if she so asked. Wilderness folk within the Shemarrian Nation believe they are immortal, deific beings who regenerate when seemingly slain to return to smite



their enemies and lead their people. This makes the War Goddesses the closest thing to what one might consider Shemarrian mysticism or religion.

As with all things involving Shemarrians, the stories about the War Goddesses are utter lies contrived by the creative Hagan Lonovich. Archie and Hagan first came up with the idea for the Shemarrian War Goddess in the summer of 105 P.A., shortly after Emperor Karl Prosek announced his *Campaign of Unity* and unveiled the new CS war machine. The strength and power of the new CS field units gave Archie reason for serious concern, especially since Free Quebec was a member state at the time. Archie was also worried about much increased activity along the Atlantic coast by Horune Pirates and the Minions of Splugorth. To help put Archie's paranoid mind at ease, Hagan suggested they create a *super-Shemarrian*, and the War Goddess was born.

Hagan had great fun designing the "super-Shemarrian" and creating the demigod myth. A yarn that wilderness folk gobbled up hook, line and sinker. A tale that spread like wildfire and which was quickly embraced even by those outside the Eastern Wildlands.

The War Goddess is larger, stronger, and more heavily armored than any of the other Shemarrian models. *All* (currently less than 1,200) possess the highly advanced Neural Intelligence for their A.I., enabling them to learn and adapt to most situations. To make them seem all the more "godly," Hagan had Archie give them four antennas, make them 10 feet (3 m) tall, and gave them many built-in weapon systems. A large variety of

weapon systems have been squeezed into the robot's chassis, including a series of retractable spikes and blades, forearm plasma blasters, mini-missile tubes, elbow blades, eye lasers, EMP pulse attack, and other lethal weapons, as well as handheld weapons. Likewise, the armor and headdress of the War Goddess is a flamboyant black and silver accented with red trim and a flowing red cape. War Goddesses may ride any war steed they choose and are accompanied by 1D4+3 Shemar-Wolves that obey her every command.

All War Goddesses are programmed and thoroughly schooled in the nuances of military strategy, tactics and warfare, making them efficient combat leaders and deadly combatants. Their military knowledge is culled from centuries of books and military leaders on file in Archie's archives, including Hannibal, Alexander the Great, Napoleon, George Washington, General Patton, Field Marshal Rommel and a host of others. Though it has yet to happen, these supreme commanders of the Shemarrian forces are capable of leading vast armies into war. So far, War Goddesses have only been encountered as lone warriors and leading squad to company-sized Shemarrian forces. They are typically reserved for battles against powerful foes such as the monstrous Metzla Minions of Splugorth and large, organized military forces. The rest of the time, they roam the Eastern Wildlands alone, in pairs or leading small bands of Shemarrian Warriors (squad to company sized troops). Whenever a War Goddess is destroyed, its personality and unique neural net intelligence, kept on file and regularly scanned and

updated, is immediately reproduced and placed in a new body chassis.

Shemarrian War Goddess

Also known as: Shemarrian Generals and *Super-Shemarrians*.

Model Type: A-SHE-15/A-SHE-8RK

Class: Fully Automated, Self-Sufficient Heavy Infantry Robot.

Crew: None; Artificial Neural Intelligence.

M.D.C. by Location:

Rail Gun – 100

* Antennas (4) – 20 each

* Forearm Plasma Ejectors (2) – 35 each

** Retractable Spikes (56) – 5 each

Mini-Missile Tubes (6) – 20 each

Elbow Vibro-Blades (2) – 20 each

Hands (2) – 25 each

Upper Arms & Shoulders (2) – 150 each

Forearms (2; plated) – 125 each

Legs (2) – 260 each

* Head – 120

Protective, Armored Headdress – 130

*** Main Body – 625 in armor, 470 without armor (rare).

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4). Destroying the head of the robot will eliminate all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed. **Note:** Damage comes off the headdress first.

** The retractable spikes are extremely small targets and are absurdly difficult to hit. Thus, they can only be hit when a character makes a “Called Shot” and even then, the attacker is -12 to strike.

*** Depleting the M.D.C. of the main body destroys the android. Unlike its counterparts, the robot explodes when all its M.D.C. is depleted, leaving no salvageable remains.

Speed:

Running: 90 mph (144 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: 40 feet (12.2 m) high or lengthwise from a dead stop. A running leap in excess of 40 mph (64 km) adds 20 feet (6.1 m).

Jet Assisted Leaps: Concealed thrusters located on the soles of the feet and the sides of its lower legs provide for jet assisted leaps up to 150 feet (152 m) high and 200 feet (61 m) across. The thrusters also enable the War Goddess to slowly descend from leaps and drops from great heights (can leap from a building or height of 800 feet/244 m high) and land on its feet, softly and without damage. This also creates the illusion that the War Goddess can descend from the air and helps perpetuate the myth she is a supernatural being.

Underwater: The leg thrusters can propel the War Goddess across the surface of water and underwater at a speed of 50 mph

(80 km/43 knots). Maximum depth tolerance is 3000 feet (914 m).

Flying: Possible only by use of a jet pack attached to the back. See jet assisted leaps above.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 19, Robotic P.S. 46, P.P. 24, Synthetic P.B. 1D6+19 (varies), Spd 132 (90 mph/144 km).

Height: 10 feet (3 m).

Width: 4 feet (1.2 m).

Length: 2 feet, 8 inches (0.85 m).

Weight: 1,600 lbs (720 kg).

Physical Strength: Robotic P.S. 46.

Cargo: None.

Power System: Nuclear, average robot energy life is 20 years.

Black Market Cost: Not available.

Shemarrian War Goddess Weapon Systems:

1. “The Scepter of God” – Special Shemarrian 6070 Rail Gun (2): Archie and Hagan decided to make the Shemarrian Rail Guns of the War Goddess even more powerful and deadly than the famous Shemarrian 6000 weapon. Though it resembles that weapon (to fool unsuspecting enemies), it is actually a bit larger, has a larger payload and slightly better range.

In addition, the War Goddess is strong and large enough to wield the 6070 or 6000 (or any Shemarrian weapon) in each hand without penalty to strike. When not using one or both rail guns, they are usually stowed in a holster on each side of her war steed.

Primary Purpose: Anti-Armor and Anti-Robot.

Secondary Purpose: Anti-Personnel and Assault.

M.D.C. of the Weapon: 100

Weight: Gun: 150 lbs (67.50 kg).

Range: 6500 feet (1981.2 m).

Mega-Damage: 2D6x10 M.D. per round.

Rate of Fire: Each single shot counts as one melee attack/action.

Payload: 32 per oversized ammo clip or 220 rounds per belt fed ammo-backpack (exclusive to the War Goddess, concealed in the android’s back armor plating).

Special Bonuses: +2 to strike as usual.

Black Market Cost: Not available.

2. “The Burning Eyes of Justice” – Eye Lasers (2): A medium laser beam can be fired from one eye or two beams fired simultaneously from both at the same target; line of sight. Used in close combat or as a warning.

Primary Purpose: Assault, Anti-Personnel and Torture.

Secondary Purpose: Self-Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 1D8 M.D. per single beam or 2D8 per dual, simultaneous blast.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

Special Bonuses: +2 to strike.

3. “The Hand of God” – Electromagnetic Pulse (EMP): The War Goddess can emit an electromagnetic pulse from each of her hands (two pulses total) every 20 minutes. Unshielded and lightly shielded electronics, including digital cameras, video cameras, laptops, hand carried scanners/sensors/radar, targeting lasers, radio equipment, surveillance cameras and bugging devices, jet packs, jump packs, and similar electronic devices, are temporarily knocked out by the EMP attack.

Primary Purpose: Impair and harass the enemy.

Secondary Purpose: Assault.

Range: 600 feet (183 m).

Area Effect: Everything within a 50 foot (15.2 m) radius around the focal point of the attack is affected.

Mega-Damage: None per se, but electronic equipment is temporarily rendered inoperable (scrambled white noise or shut down) for 1D6+6 minutes. Digital cameras, video cameras, portable computers, and most other recording devices will have lost 1D6x10% of the data that was stored in the memory of the device when it comes back online as a result of the attack.

Rate of Fire: Each single EMP blast counts as one melee attack.

Payload: Two attacks every 20 minutes maximum.

4. Retractable Knuckle and Foot Spikes (4 per each appendage): Adds to punch and kick damage.

Primary Purpose: Close Combat.

Weight: Not applicable, part of the robot’s frame.

Range: Melee combat.

Mega-Damage: Adds 1D6 M.D. per punch, slash, or kick attack.

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: Not applicable.

5. Elbow Blades (2 per arm): Built into each elbow of the War Goddess’ armor are a pair of large Vibro-Blades for close combat.

Primary Purpose: Close Quarters Combat.

Weight: Not applicable, part of the robot’s frame.

Range: Melee combat.

Mega-Damage: 4D6+4 M.D. per slash, swipe or stab attack (P.S. damage from elbow strike already included).

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: Not applicable.

6. Releaseable Small Blades (40 total; 4 per hand, forearm, upper arm, lower leg and hip): Each is about the size of a dagger and can be used as such to stab or throw, or to assist in climbing.

Primary Purpose: Close Quarters Combat.

Secondary Purpose: Climbing.

Weight: Not applicable, part of the robot’s frame.

Range: Melee combat, thrown as per W.P. Targeting.

Mega-Damage: 1D4 M.D. per blade.

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: 40

7. Releaseable Vibro-Blades (10 total; 3 per shoulder, 4 in the headdress): The large, wicked looking shoulder blades built into the armor and headdress are more than for show. Each is a Vibro-Sword that can be released and used as a handheld weapon as needed. Can be put back in place at any time.

Primary Purpose: Close Quarters Combat.

Weight: Not applicable, part of the robot’s frame.

Range: Melee combat.

Mega-Damage: 2D6 M.D. per blade attack.

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: 10

8. Hand Claws and Hand Lasers: The forearms are fitted with protective gauntlets that house a laser weapon in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the robot. The fingers of the hands are fitted with retractable Vibro-Claws the same as all Shemarrian Warriors.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot’s frame.

Range: Laser: 2000 feet (610 m). Claws: Melee range.

Mega-Damage: Lasers: 3D6 M.D. per blast. Claws: 4D6 M.D. per swipe or stab.

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: Effectively Unlimited.

9. Forearm Light Plasma Ejector (2): Concealed in each forearm is a light plasma ejector. Point and shoot.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot’s frame.

Range: 1,600 feet (488 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Single shot only, each blast counts as one melee attack.

Payload: Effectively unlimited.

10. Mini-Missile Tubes (6): Similar to the system found on many Full Conversion Cyborgs, the Shemarrian War Goddess has a mini-missile launch pack attached to her back between the shoulders.

Primary Purpose: Anti-Armor and Anti-Robot.

Secondary Purpose: Anti-Missile and Anti-Flyers.

Weight: Not applicable, part of the robot’s frame.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Three armor piercing (1D4x10 M.D. to a 3 foot/0.9 m blast radius) and three plasma (1D6x10 M.D. to a 15 foot/4.6 m blast radius) missiles.

Rate of Fire: One at a time or in a volley of two, four or six.

Payload: 12 total.

11. Fusion Blocks (2): Stored on each hip are a pair of Type Three Fusion Blocks which the Shemarrian War Goddess can either place or throw. Unlike normal fusion blocks, a special electromagnet is fitted in each block that is issued to the A-SHE-10. When activated via a signal from the War God-

dess, the fusion block adheres to the surface of most metal alloy power armor, robots and combat vehicles. A combined Robotic P.S. of 45 or Supernatural P.S. of 30 is required to remove them once the magnet is engaged. As one might expect, the robot uses these fusion blocks to severely damage and/or cripple mechanized infantry, Splugorth Slave Barges, Metzla and other large, armored targets. The blocks may also be used for mundane, utilitarian tasks such as clearing paths, causing landslides, destroying evidence, etc.

Primary Purpose: Anti-Armor.

Secondary Purpose: Demolitions.

Weight: 18 lbs (8.1 kg) each. The additional weight is due to the addition of the miniature electromagnet.

Range: Fusion blocks are designed for placement, not for throwing. Typical range is 1D6x10 feet (3 to 18 m).

Mega-Damage: Uses Type Three Fusion Blocks: 4D6x10 M.D. to a blast radius of 10 feet (3 m).

Rate of Fire: Not applicable.

Payload: Two fusion blocks held in the special hip holster. Additional fusion blocks can be carried in a bag or on a Monst-Rex or Monst-Crane mount.

Note: The fusion blocks are programmed to detonate whenever the android self-destructs. This includes extra blocks that the robot may be carrying (if any), in addition to those hitched to the Shemarrian's hip mounts.

12. Other Handheld Weapons: The Shemarrian androids can use just about any type of weapon that comes her way, including modern energy weapons, rail guns and oversized weapons normally used by Combat Cyborgs, power armor and other larger than human-sized combatants. The War Goddess' large size (10 foot/3 m tall) may prevent her from using human-sized guns (her fingers are too large and thick) unless the trigger guard is removed, and even then the weapon is small and clumsy. See the section on *Shemarrian Weaponry* for details on other rifles, guns and melee weapons.

13. Hand to Hand Combat: Ruthless fighters and brutal in combat.

Attacks per Melee: Ten.

Damage:

Controlled S.D.C. Punch: 2D6+30 S.D.C.

Restrained Punch: 1D6 M.D.

Full Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D. (counts as two attacks).

Claw Strike: 4D6 M.D.

Power Claw Strike: 1D6x10+1D6 M.D. (counts as two attacks).

Kick: 5D8 M.D.

Leap Kick: 1D8x10 M.D. (counts as two attacks).

Karate/Power Kick: 1D8x10+10 M.D. (counts as two attacks).

Body Block or Leaping Jump Attack: 2D6 M.D., and has a 01-50% chance of knocking an opponent weighing as much as 1,200 lbs (540 kg) off his or her feet. The victim of this knock-down attack loses initiative and two melee attacks.

Bonuses (all): +5 on initiative, +8 to strike, +9 to parry, +10 to dodge, +5 to automatic dodge using thruster assisted leaps, +5 to roll with impact/fall, +3 to disarm, +6 to pull punch, Critical Strike on a natural roll of 17-20, Paired Weapons, leap attack and karate kick. +7 to strike using Shemarrian Rail Guns, +5 to strike when using most other Shemarrian ranged and melee weapons.

14. Sensors of Note (in the head): Standard.

15. Skill Program: Same as the Shemarrian Warrior, but the War Goddess also has extensive files on military history, strategies and tactics, and the following additional skills: Demolitions 95%, Demolitions: Disposal 95%, and Fencing.

The Neural A.I. gives the War Goddesses strong personalities and clever, resourceful minds. Programming and conditioning makes them behave in a superior and arrogant manner, as a demigod would probably act. They are also snide and condescending to all non-Shemarrian life forms, but will work with non-Shemarrians in acts of aggression against Minions of Splugorth, Horune Pirates and destructive outsiders.

Rare Shemarrian Castes

Male Shemarrian Hunter

"They come wanderin' in here one day just as bold as you please. There was five of 'em, and a bunch of their mean lookin' dogs. We'd heard they was there in the woods, but nobody'd never seen one 'til now. They was big. Not as big as their women, but bigger'n anyone I'd ever met. They wore armor, but the arms were bare an' all covered in tattoos. They dropped a couple of fresh kills there in the square and tells Nancy, "These are extra and we don't need 'em. Eat." I thought to myself, "Extra? I ain't heard of extra food before." Them animals they left fed us for a month.

– *Jasper, subsistence farmer from the Eastern Wilds.*

Up until the winter of 108 P.A., the existence of male Shemarrians was pure conjecture and rumor. Whether they really existed at all had been a topic of debate amongst the peoples that had studied the warrior women. Lord Splynncryth of Atlantis, for instance, had drawn the conclusion that either the male Shemarrians took on roles similar to *Staphra males*, or that male Shemarrians simply did not exist. The second train of thought, if true, would have meant that the Shemarrians had advanced cloning technology or that they reproduced similar to the Splugorth's Blind Warrior Women. Disconnected from a grander view of the Megaverse, those living in, near or traveling through the Eastern Wilds simply remained baffled by the apparent non-existence of Shemarrian males. They had certainly never seen one, and as the old adage goes: "seeing is believing." Yet, if there were no Shemarrian males, then how did the

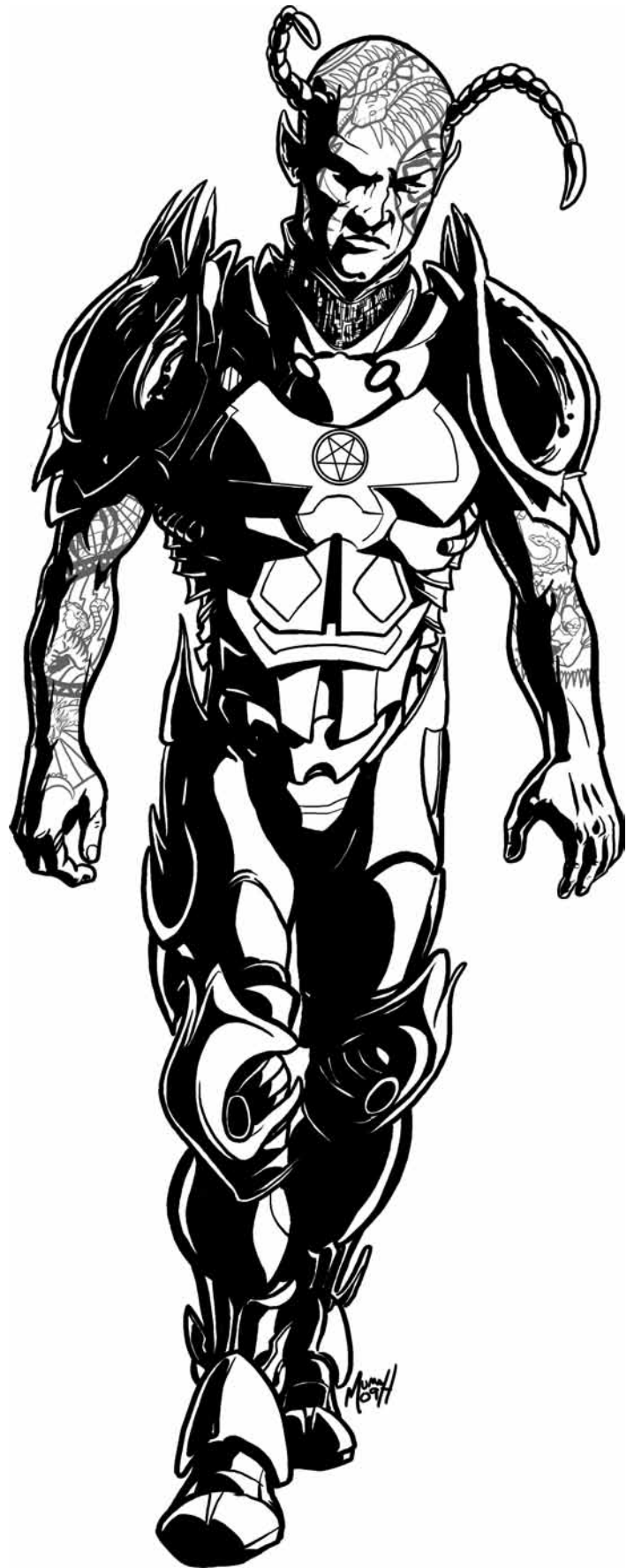
women reproduce? A question that was especially pertinent considering the increase in the Shemarrian population in the past four or five years, an increase that some have called a population boom. A question that seemed to find a definitive answer in mid-February of 108 P.A.

A group of adventurers from the west came upon a small group of tall, lean humanoids leading a couple of *unaugmented Monst-Rexes* and accompanied by large, mean looking canines. From a distance, the adventurers assumed that the humanoids were Shemarrians, but when they moved in for a closer look, they were shocked to see *males* leading the monsters. There were five of them, wearing what looked like a light version of Shemarrian Warrior armor. Each had a pair of antennae, the armor had the same star insignia, and they carried Shemarrian rifles slung over their shoulders. They were gaunt and pale, with bald heads and clean-shaven faces. Their heads, faces and uncovered forearms were adorned with tattoos that showed numerous stylized animals over intricate knotwork. The Monst-Rexes led by these mystery men were draped with the carcasses of dead and dressed animals, mostly large, alien predators.

As the adventurers watched, one of the canines appeared to catch a scent and bolted into the underbrush, there was a commotion and the Shemarrian Wolf sent up a howl that drew its packmates into the brush after it. One of the males unslung his rifle and stalked into the woods after his hounds. There was a single, deafening weapon report and ten minutes later the male returned with a small carnivorous dinosaur over his shoulder. As the hunter returned to his fellows and began to clean his prey, one of the adventurers had the presence of mind to capture a few pictures of the hunting party. After a few more minutes of observation, the adventurers decided discretion was the better part of valor and quietly withdrew and moved on. The pictures eventually found their way onto the underground news channels and the rumor of these "Shemarrian men" began to burn through the rumor mill.

Since the pictures and rumors of Shemarrian males began to circulate through the underground news channels, more and more of their hunting parties seem to have been encountered in the Eastern Wilds. They always appear the same, and are always accompanied by "wild" Monst-Rexes and packs of Shemarrian Wolves. At first, the males would run off the curious and attack military scouting parties. This behavior only perpetuated reports of "savage Shemarrians." These rumors persisted until a hunting party made an appearance in a small village one day, bearing a gift of food. The male Shemarrians came to the village and dropped two large, cleaned and dressed animals in the village common. When asked why, the one who identified himself as the *Hunt Captain* stated simply that they had killed more than they needed, and didn't wish the food to go to waste. Ignoring further questions, the hunting party disappeared into the wilderness.

More and more villages have been subsequently visited this way. Each time the Male Shemarrians left the meat or cleaned carcass of a recent kill for food, or hides for making clothing. Each time, a little more information has been gleaned from the tight-lipped hunters. It was discovered that yes, they were Shemarrians. The story that unfolded pointed to the males being second-class citizens in Shemarrian society. That they hunted for food and tended camps while the women went on patrols and



coordinated attacks against invaders. When they spoke about their lot in life, if they spoke about it at all, the male hunters seemed to accept their place in their society. They seemed almost proud of their roles as servants, secure that they were as-

sisting in a good cause by keeping Shemarrian camps in good order and caring for their women. The male hunting parties have begun to appear more frequently among the people of the Eastern Wilds, dropping off meat from “extra” kills, animal hides, and trading weapons they have taken from “enemies” or “bandits” that “dared to attack them.” The males typically trade for other foods, spices and basic supplies they either could not make themselves or “have a need for.”

Of course, all of this is simply part of Archie’s Shemarrian ruse. The males were designed to add credence to the Shemarrian society and backstory, as well as to patrol the wilderness, spy on Archie’s enemies, and keep an eye on the other people living within the Shemarrian Nation.

Built on a light Shemarrian android chassis and equipped with the powerful reconnaissance suite from the A-51 Spybot, these units are Archie’s eyes and ears in the wilderness. Arranged in “hunting parties” to keep up appearances, the Male Shemarrians wander throughout the Shemarrian Nation and keep tabs on the other inhabitants in their domain. Their primary mission is reconnaissance and maintaining a watchful eye on the towns, villages, tribes and tiny kingdoms of the Eastern Wildlands. By disguising their reconnaissance as trading and charity, Male Shemarrian hunting parties enter human and D-Bee settlements recording everything they see and hear, and the data is sent to Archie via *encoded transmission*. This recording and transmission automatically occurs every time a Male Shemarrian encounters a group of people or sets foot in a town.

A secondary mission, one that allows them to maintain the guise of hunters, is the identification and classification of alien animals for Archie’s database. The majority of the animals the hunting parties kill are hostile alien creatures that have a taste for human flesh. This allows Archie to catalog the various alien fauna of the wilderness, thin their numbers via hunting, protect the humans that Archie has claimed as “his” and create good will by giving away the meat and hides of the animals slain. (Robots don’t eat, so it is a win, win situation all around.) The strange and dangerous prey they hunt also lends credence to the rumor that the Shemarrians are D-Bees who live off the land.

Along with their reconnaissance and observation equipment, Shemarrian males also carry an *advanced electronic warfare suite* (EWAR). The EWAR suite was discovered by Archie, buried deep in his files, and is essentially the same as the equipment carried by the Bandito Arms “*Wild Weasel*” SAMAS. Shemarrian males are often included in heavy war parties to provide communications and EWAR support when going up against high-tech enemies, as well as assigned their own search and destroy and force reconnaissance missions. Leaps and bounds ahead of anything fielded by the CS or Free Quebec, the EWAR suite plays havoc with their sensor and communications equipment, giving the Shemarrians an edge against their often superior numbers and tactics.

Currently, there are ten hunting parties operating in the wilderness on a regular basis. Each consists of five Shemarrian Males, three “natural” Monst-Rexes without any obvious bionic augmentation, and a pack of 6-10 “hunting Dogs” – the Shemarrian Wolves. Their small numbers and the vast amount of territory they wander make them a rare, but welcome sight among the people of the Eastern Wildlands.

Male Shemarrian Android

Model Type: A-51-Male Shemarrian/A-SHE-11.

Class: Fully Automated, Self-Sufficient Electronic Warfare and Reconnaissance Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

** Antennas (2) – 8 each

Hands (2) – 10 each

Arms (2) – 40 each

Legs (2) – 80 each

* Sensor Suite (back) – 85

** Head – 40

*** Main Body – 200, armor cannot be removed.

* Destroying the sensor suite eliminates the additional sensors and abilities provided via the suite. The sensor suite is indistinguishable from the rest of the Male Shemarrian’s “armor,” although a few nodules and sensor rods are mounted on each shoulder, connected to the suite (3 per shoulder, 2 M.D.C. each and -12 on a “Called Shot” *after* an initial Perception Roll of 12 or higher is made. Identical nodules can be found on each shoulder, a redundancy fail-safe).

There is no penalty to hit the sensor suite itself, though most people don’t even realize that it is there (Perception Roll of 17 or higher to distinguish it from the rest of the armor).

** Denotes a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4).

Destroying the head of the robot eliminates all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed.

*** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This robot cannot wear human-sized armor, but may be able to wear armor designed for large D-Bees.

Speed:

Running: 90 mph (144 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: 10 feet (3 m) high or lengthwise. A running leap in excess of 40 mph (64 km) adds 10 feet (3 m) to the height or distance.

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack provides approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 12, Robotic P.S. 25, P.P. 18, Synthetic P.B. 8+1D4 (varies), Spd 132 (90 mph/144 km).

Height: Varies slightly: 7 feet (2.1 m) to 7 feet, 4 inches (2.25 m).

Width: 3 feet (0.9 m).

Length: 2 feet, 5 inches (0.75 m).

Weight: 750 lbs (337.5 kg).

Physical Strength: Robotic P.S. of 25.

Cargo: None.

Power System: Nuclear, average robot energy life is twenty (20) years.

Black Market Cost: Not available!

Male Shemarrian Weapon Systems:

1. Electronic Counter-Measure and Communication Sensor Suite:

Archie came across the prototype USA PA-09-AVT SAMAS power armors while fishing through his data banks, a power armor design that was hitherto unknown to him. Most intriguing to the sentient supercomputer was not the advanced *vectored thrust* technology of *Project Sidewinder*, but the electronic counter-measure and communication systems built into the “Wild Weasel” variant prototypes. Intrigued by his “rediscovery,” the machine entity has tried for years to effectively resurrect the technology, though he had yet to find a satisfying way to field test the device until both he and Hagan dreamt up the Male Shemarrian in 107 P.A.

The advanced systems (referred to as “Black Boxes” by Bandito Arms) hold a variety of communication, scrambling, jamming, radar and targeting gear that allows the Male Shemarrian to act as a very advanced forward reconnaissance, tracking, targeting and communications relay unit while in the field. The sensor suite also has a very advanced and unique anti-missile system that can jam and scramble incoming enemy missiles, diverting and forcing them off course! (Bonuses to strike turn into a -5 penalty.)

To date, both Archie and his idea man are impressed with the technology and have even begun to toy with different uses and applications for it, including placing it on a commercially available Titan Robotics product.

Note: Archie has only recently learned of Bandito Arms’ Wild Weasel SAMAS and its use of the identical pre-Rifts technology. This has acted as a windfall for Archie in more ways than one. For instance, Archie now realizes that the USAF’s Groom Lake facility survived the Cataclysm and thus the site, what can be found there and who controls it, is now of vast interest to him (though he can’t do much about it at this time). In addition, he realizes that the use of the system or even production of commercially available Sidewinder or Wild Weasel SAMAS by Titan Robotics will implicate Bandito Arms and further lend credit to the belief that Titan Industries is based out west.

Primary Purpose: Electronic Counter-Measure.

Secondary Purpose: Anti-Missile.

Mega-Damage: None.

Maximum Effective Range: Varies.

Sensor Suite/“Black Box” Abilities:

Radar & Computer Tracking System: Can identify and track 144 different targets simultaneously. Range: 100 mile (160 km) radius. Sonar for underwater use has a limited range of only 30 miles (48 km).

Directional, Narrow- and Wide-Band Radio & Laser Communication: Can send and receive messages on broad- or narrow-band frequencies and send precision laser-based communication. Archie often has the Male Shemarrians send out

garbled gibberish or falsified information (such as mocked up versions of Free Quebec or Coalition radio communications) over wide-band to confound and deceive all those that may be listening in. Maximum Range (when sending): 500 miles (800 km) in ideal conditions.

Targeting Uplink: The Male Shemarrian can uplink targeting data to as many as 24 Archie robots within 50 miles (80 km). In this capacity, the Male Shemarrian is occasionally used as an escorted *forward observer* and/or a communication/data relay unit. Bonuses: All units receiving this data are +1 to strike and +1 on initiative, but bonuses *are not* cumulative from an uplink to multiple Male Shemarrians. Range: 50 miles (80 km). Notes: Each group of escorted Shemarrian males contains five males and thus up to 120 Archie robots can benefit from the uplink within the 50 mile (80 km) area (though it is unlikely that there will be 120 in such an area except in Maryland or near the Pennsylvania facility).

Full Jamming Suite: The jammers can interfere with and garble any enemy communication with a 65% success rate. Successful jamming means that the enemy transmission is nothing but white noise, i.e. completely and utterly unintelligible. A failed roll, 66-00, means the transmission successfully escapes the interference of the Male Shemarrian, but while it is discernable, it is not the cleanest message and is still filled with interference.

In order to jam incoming missiles, the robot must perform an *Electronic Countermeasures* skill check. A successful roll means that the targeting system (and/or radio control signals and scanners) of all missiles fired at the robot or in its path, are scrambled, causing the missile(s) to veer off target; effectively -5 to strike (roll for each missile in the volley). In the alternative, the Male Shemarrian can send a direct, laser signal to one or two missiles within a 2,000 foot (610 m) range, whether directed at itself or another target entirely, and scramble their targeting to make them veer off target; effectively -7 to strike. Note that the jamming ability applies to “smart” bombs and missiles, as well as other types of guided or semi-guided missiles. The jamming defense disables the missile’s tracking, guidance and motor systems, it *does not* allow the Male Shemarrian to seize control and direct the missiles to a new or different target (although scrambled missiles typically veer into unintended targets as much as they simply just jet up into the sky. G.M.s, use your discretion and common sense). **Note:** Mini-missiles are NOT guided missiles.

Special Bonuses for the Male Shemarrian from the ECM/Com Sensor Suite (add to those in #4, below): +2 on initiative, +1 to parry, +2 to dodge, +1 to roll with impact, and +1 to pull punch. These bonuses are not available if the electronic countermeasure and communication sensor suite is destroyed or otherwise disabled.

Note: Unlike the system used by pilots of the Wild Weasel SAMAS, there is no penalty for the Male Shemarrian to use the ECM/Com Sensor Suite, even in the most intense situations. The Male Shemarrians are programmed with all necessary skills (Radio Basic, Basic Electronics, Weapon Systems, Sensory Equipment and Electronic Countermeasures) to use the various features.

- 2. Shemarrian Rail Gun:** The standard Shemarrian 6000 Rail Gun as used by the Shemarrian Warriors.
- 3. Hand Claws and Lasers:** The hands can be fitted with protective gauntlets that house a laser weapon system and Vibro-Claws in each. To fire, the wrist is pointed at the target and activated via an internal electronic command from the Shemarrian. The Vibro-Claws come out of the fingers for close combat.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: 2,000 feet (610 m) for the laser, the claws are melee only.

Mega-Damage: Lasers: 3D6 M.D. per single blast. Claws: 3D6 M.D. per swipe or stab.

Rate of Fire: Each laser blast or claw strike counts as one melee attack.

Payload: Effectively unlimited.

- 4. Hand to Hand Combat:** Shemarrian males, while not designed to be front-line fighters, can still handle themselves well in melee combat. Skill is about equal to an eighth level Hand to Hand: Expert.

Attacks per Melee: Six.

Damage: As per Robotic P.S. of 25.

Controlled S.D.C. Punch: 2D6+10 S.D.C.

Restrained Punch: 6D6 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D. (but counts as two attacks)

Claw Strike: 1D10 M.D.

Power Claw Strike: 2D10 M.D. (counts as two attacks)

Kick: 1D6 M.D.

Leap Kick: 2D6 M.D. (counts as two attacks).

Karate/Power Kick: 2D6+6 M.D. (but counts as two attacks).

Bonuses (does not include EWAR bonuses): +2 on initiative, +3 to strike, +4 to parry and dodge, +2 to roll with impact/fall, +2 to disarm, +2 to pull punch, Critical Strike on a natural roll of 19-20, Paired Weapons, leap attack and karate kick.

+5 to strike on an Aimed Shot with the Shemarrian Rail Gun.
+3 to strike with most other ranged weapons.

- 5. Sensor Systems of Note (in the head):** Standard, except as follows:

Radio Communication: Identical to those used by all Shemarrians *in addition* to those outlined in #1 above.

Speech: Full speech capabilities. The Male Shemarrians, like all other Shemarrians, have voices that are convincingly human without even a hint of mechanization behind them. To further the illusion that they are aliens, Shemarrian males speak Dragonese (84%), but only limited American (35%).

- 6. Skill Program:** Male Shemarrians possess all the same skills as their female counterparts. In addition, they have the following special programming:

Espionage Program: Cryptography 90%, Computer Operation 98%, Computer Hacking 75%, Computer Programming 90%, Detect Ambush 75%, Detect Concealment 75%, Disguise 70%, Electronic Countermeasures 92%, Escape Artist

80%, Find Contraband 75%, I.D. Undercover Agent 80%, Intelligence 95%, Imitate Voices and Sounds 70%, Land Navigation 80%, Palming 80%, Recognize Weapon Quality 75%, Sensory Equipment 90%, Streetwise 60%, Surveillance 90%, Tracking (People) 85%, and Trap/Mine Detection 70%.

Game Hunter Program: Lore: Demons and Monsters 80%, Hunting, Identify Plants and Fruits 90%, Preserve Food 70%, Skin and Prepare Animal Hides 80%, Sniper, Track and Trap Animals 90% and Wilderness Survival 80%.



Shemarrian Pariah

"I bear the scars of my disgrace both on my flesh and in my heart, constant reminders that will humble me and keep me honest as I search for where I truly belong."

— A Shemarrian Pariah, in a conversation with an adventurer.

In early 109 P.A., a wilderness village tucked away within the foothills of Vermont's Green Mountains found itself host to a very strange visitor seeking asylum in their community. This woman, who ultimately decided to not stay in the hamlet, was the talk of the town for months before she eventually faded into

the realm of folklore. Why was this wanderer so remarkable? The wanderer was a Shemarrian without her armor, weapons or riding beast. A Shemarrian claiming to have been exiled from her people.

What was most amazing is that this was not an isolated incident! Indeed, several communities across the Old American and Canadian Empires' Eastern Seaboard, from as far south as the Carolinas to as far north as Newfoundland, have been host to such unexpected guests. In the last year, there have been an estimated two hundred credible reports about Shemarrian Pariahs.

According to these reports, the exiled women appeared to be Shemarrians who have had the majority of their cybernetics and bionics removed, leaving only their antennas as proof of their origin. Hundreds of scars of various shapes and sizes covered their bodies from head to toe, all of which are presumed to be the result of having their bionics stripped from them as well as "parting gifts" from their former compatriots and scars from combat. The Pariahs do not wear standard Shemarrian armor, but attire themselves in heavy, hooded cloaks, ponchos, robes and longcoats to hide the physical manifestations of their "shame." Though they were once brazen and defiant warrior women, their eyes seem dull, tired, and sorrowful, the opposite of the fierce eagle eyes of the Shemarrian Warriors. Their ferociousness is gone, replaced by abject shame, a soft voice and an almost apologetic demeanor. It is almost as if the fire of their warrior soul had been removed with their bionics, leaving them empty husks, with only their remorse and shame to haunt them. Their emotional states are readily apparent via the voices of these Shemarrians, which seem less sure than their warrior sisters and even occasionally shake with grief.

Why have these women been exiled? The theories run the whole gamut from heresy to cowardice. The Pariahs themselves will neither confirm nor deny any of these allegations, usually brushing off the inquiry by stating that their crime is "unspeakable," or they hide behind the classic obtuse statement, "It is not meant for men to know." Vague allusions to their crimes are hinted at with such cryptic statements as, "My heart saw what my warrior spirit could not," or "In the face of death I failed, so now I must endure a fate worse than dying." Non-exiled Shemarrians, in their limited correspondence with other people, have offered nothing in regards to these outcasts, spitting or snorting at the mention of their lost sisters or stating, "Those you speak of are ghosts of the past, not of the Sisterhood."

In actuality, this is just more of Archie and Hagan's fun and games. There is no real reason why these women have been exiled, because they have been exiles since the day these androids rolled off the assembly line. Like all Shemarrians, the Pariahs are part of the Great Deception. They are androids created by A.R.C.H.I.E. Three and Hagan Lonovich to provide more intrigue and make the Shemarrians seem more human and real. Like the males, their secondary purpose is espionage and counter-intelligence. The personalities of the other Shemarrians, and even the more approachable Male Shemarrians, is stern, hostile, scary and standoffish to say the least. Thus they are not well suited for mingling among the people of the Eastern Wildlands. The soft spoken, timid, and humbled Pariahs, on the other hand, are much more approachable, and even sympathetic. They are embraced and taken in as if they were a battered women seeking shelter. Their soft demeanor and scarred beauty make them

seem all the more vulnerable and innocent. People bring the Pariah into their home or community, try to comfort her and coax information out of her while *sharing* their own experiences, thoughts and concern for the woman's welfare. By comparison, if a Shemarrian Warrior just happened to ride into town one day on a Monst-Rex and tried to speak with people on equal terms it would raise a lot of eyebrows, and most people would view the event with suspicion and be on the defensive. Thus, the Pariah is another stroke of genius from the cunning mind of Hagan Lonovich. It is human nature to have sympathy for an injured person, especially an attractive and demure woman. Thus, wilderness people are much more accepting and understanding of a scarred and humbled outcast, even empathizing with the woman, than they would with the stern, cold-hearted warrior.

The ploy has worked like a dream at a number of wilderness communities, where the Shemarrian Pariah has been allowed to stay awhile, come and go, or settle in a community with only marginal scrutiny or suspicion. This enables Archie to study humans and humanoid life forms, their culture and behavior, as well as gather strategic information via the Pariah who walks among them. Pariahs have also been used, through their conversations with adventurers and villagers, as a *counter-intelligence tool* by disseminating false information to them. A common bit of false information is referencing "our citadel in the southern forests," an oblique reference that has been made to fool people into believing that the Shemarrians have a city somewhere in Dinosaur Swamp. Other such cryptic remarks are used to reinforce the fictitious Shemarrian history, culture and battle tactics. Dissemination of such false information to wilderness communities is done both to help weave and maintain the fictional tapestry that is the story behind the Shemarrians and to cover for Archie's many real operations in the region. Lies and misdirection that are inevitably spread by word of mouth by the adventurers, CS Expeditionary scouts, Free Quebec scouts, mercenaries, scholars and travelers who hear them – sometimes firsthand from the Pariah herself.

Like the Shemarrian males, the experiences of the Pariahs are recorded as sound and pictures, and transmitted and relayed through the satellite technology that Archie has resurrected in recent years. In the alternative, Archie may have other Shemarrians ride into a village where a Pariah is staying, seize the outcast and take her away. Of course, as always, Archie (and Hagan) can tap into the android and see and hear everything she is experiencing in real time through her eyes and ears. As a "pariah," Archie usually keeps the other Shemarrians away from the outcasts (an easy task coordinated via satellite). Should other Shemarrians cross paths with a Shemarrian Pariah, the warriors (are programmed to) mock, chide, spit upon, kick to the ground and even beat the Pariah, before leaving her be in her shame.

Similar to the Male Shemarrian androids, the Shemarrian Pariah is a retooled A-51 Reconnaissance Drone. Aside from a few minor upgrades here and there and a strengthening of the robot's chassis, the only real difference between the Pariah and the A-51 is on an aesthetic level. At the moment, the Shemarrian Pariah is viewed to be an experimental model, with only sixty units in operation within the wilderness. These sixty units have been remarkably effective, moving from village to village, town to town and even falling in with adventurer groups for short periods. About half can be found in the north of the Eastern Sea-

board, in New York, Vermont, New Hampshire, Maine and into Canada, where it has been reasoned that the most information can be gained from and fed to Free Quebec, Lazlo and the Splugorth operating out of Nova Scotia. The rest have been spread out across the so-called Shemarrian Nation, with one or two often operating in the Dark Woods of Alabama, a land of exiles.

Shemarrian Pariah Android

Model Type: A-51-Pariah/A-SHE-12.

Class: Fully Automated, Self-Sufficient Spy Robot.

Crew: None; artificial intelligence. Shemarrian Pariahs are *all* Neural Intelligence androids who truly think for themselves, and all (except for a few agents that are oblivious to their true nature) are fanatically loyal to Archie and Hagan.

M.D.C. by Location:

* Antennas (2) – 8 each

* Hands (2) – 15 each

Arms (2) – 45 each

Legs (2) – 85 each

* Head – 45

** Main Body – 200

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -3 to strike (hitting an antenna is -4).

25% of all Pariahs will have one antenna shorter than the other (with proportionally less M.D.C.), while 10% will be missing one of their antennas, with only a stump remaining; these are cosmetic alterations. Destroying the head of the robot will initiate the internal self-destruct sequence.

** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This 'Bot can wear human-sized armor, and often does so.

Speed:

Running: 90 mph (144 km) maximum. The act of running does NOT tire the android, so top speed can be maintained indefinitely.

Leaping: 10 feet (3 m) high or lengthwise. A running leap in excess of 40 mph (64 km) adds an extra 10 feet (3 m) to the height or distance.

Flying: Possible only with the use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 20, Robotic P.S. 25, P.P. 18, Synthetic P.B. 14+2D4 (varies), Spd 132 (90 mph/144 km).

Height: 8 feet (2.4 m).

Width: 3 feet (0.9 m).

Length: 2 feet (0.6 m).

Weight: 550 lbs (247.5 kg).

Physical Strength: Robotic P.S. of 25.

Cargo: None.

Power System: Nuclear, average robot energy life is twenty (20) years.

Black Market Cost: Not available!

Shemarrian Pariah Weapon Systems:

- 1. May use any type of common weapon:** There are no specific weapon systems built into the Pariah android, nor are they issued a specific weapon. The few weapons they *may* carry will always be common items such as a staff or an energy pistol, but most carry no weapons as they no longer consider themselves warriors or combatants, but passive misfits struggling through life. They can, however, use most types of melee and modern weapons, including Shemarrian weaponry.
- 2. Hand to Hand Combat:** Equal to 6th level Hand to Hand: Expert, and does not benefit from the full range of robotic reflexes and combat programming as other Shemarrians.

Attacks per Melee: Five.

Damage: Controlled S.D.C. Punch: 2D6+10 S.D.C.

Restrained Punch: 6D6+10 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D. (but counts as two attacks).

Kick 1D6 M.D.

Leap Kick: 2D6 M.D. (counts as two attacks).

Karate/Power Kick: 2D6+6 M.D. (but counts as two attacks).

Body Flip/Throw: 1D8 M.D.

Bonuses (all): +2 on initiative, +4 to strike, +6 to parry and dodge, +2 to roll with impact, +2 to disarm, +3 to pull punch, Critical Strike on a natural roll of 18-20, Paired Weapons, leap attack and karate kick. +4 to strike with Shemarrian weapons, +2 with all other weapons.

3. Sensors of Note (in the head): Standard.

4. Skill Program: Standard as per the Shemarrian Warrior, though the Pariah exhibits no combat prowess and would rather allow herself to be beaten and shamed than strike back. The Pariah generally refuses to fight, even for a good cause. The only exceptions are in the defense of a young child (pre-teen), or when Archie or Hagan command otherwise or send a transmission signal for the Pariah to fight. Hagan thought the protective mother instinct would help endear the Pariah to her adopted community or momentary travel companions.

Other program adjustments: The Shemarrian Pariah's proficiency in speaking American is 88% (understands it at 98%), Dragonese 98%, Prowl 65%, Cook 65%, Brewing 60%, Housekeeping 65%, and First Aid 65%; all part of her role in her docile and shameful "new life."

Shemarrian Spinster

"Those shorter Shemarrians may not be as easy on the eyes as the Warriors, but they sure are good with a wrench."

- Ted Grijalva, a farmer living within the Virginia wilderness.

The area now defined as the Shemarrian Nation is massive by most definitions, stretching from the Carolinas to southeast Canada. With the size of this wilderness, it is no surprise that Archie and Hagan found a daunting task before them in keeping their Shemarrian legion supplied while in the field. Initially, the errant androids would have to return to one of Archie's facilities

for repairs or to replenish their ammunition, a system that worked fine for Shemarrians operating relatively close to the former state of Maryland. However, to the androids on extended patrols, the “ammo leash,” as Hagan called it, loomed large, compromising the effectiveness of certain units on more than one occasion.

In response to the problem, Archie and Hagan implemented the rotational shifts that are still in use today. About sixty percent of Shemarrians are in the field at all times, with the remainder receiving maintenance at the *Allegheny Mountain Facility* or the *Pennsylvania Factory Complex*. Likewise, Archie has distributed limited supplies to his decoy bunkers along the Eastern Wall, which are available to all of his field units should the need arise. Shemarrians keep these places secret and refer to them as holy ground – secret caves of healing and meditation. In reality, they are supply depots where the Shemarrians can access concealed ammo, weapons, and spare parts. But still, Shemarrians who were severely damaged required being carried off by their sisters to one of the main secret facilities. Both of these measures are simple, and have been reasonably effective, and prior to 109 P.A. would sometimes be supplemented by a Shemarrian or other Archie ‘Bot running supplies out to the far flung Shemarrians that needed them. However, even with these systems in place, Archie and Hagan still felt that they should do something more in order to address the matter. Their creative

juices flowing like always, the duo saw the perfect opportunity to add yet another android to the Shemarrian legion, thus adding to the Shemarrian myth.

Archie and Hagan’s answer to their thorny logistics problem was the A-SHE-19 Spinster, which first walked off the line at the Pennsylvania factory in the Spring of 109 P.A. Designed from the ground up as a logistics and support unit, the Spinster is a smaller and lighter version of the Shemarrian Warrior with the programming of an *A-63 All Purpose Robot*. Packed full of onboard diagnostic systems, scanners and built-in tools, *the Spinster* is the mechanic/medic of the Shemarrian people.

As the story goes, “Spinsters” are Shemarrian women who have been deemed *unfit for battle*. This is usually due to some sort of physical handicap that makes them unable to take part in the regular Shemarrian martial lifestyle. While, in theory, many of these shortcomings could be “fixed” with cybernetic implants and bionic replacement limbs, in Shemarrian society, such plain looks and physical failings are believed to be a sign from the gods. A sign that these “Little Sisters” are meant for another path and purpose. To be *healers*. Healers of flesh and machine. Chosen, it is said, by the gods for this special life. Thus, Spinsters have devoted their lives to medicine, science, technology, healing and supporting their fighting sisters. “Normal” Shemarrians, those who make up the war parties, view the Spinsters with equal parts pity and respect. They are pitied because



they cannot fight, the poor things, and will never know the rush and the sounds and smells of battle as is the *birthright* of every Shemarrian. The respect comes from the fact that Spinsters work so hard, endure and overcome such hardships, yet happily serve the Shemarrian people in another way. That Spinsters make sure that the rest of the Shemarrians can keep fighting and keep their lands free of tyrants and monsters. In fact, many a Shemarrian Warrior will tell you, “In a way, our Little Sisters are the bravest of us all. They are born fighting the limitations of their own bodies. In life, they seek not the glory of combat or the flush of triumph, but work quietly, diligently, behind the lines to make sure their sisters can fight on without end. They are the shoulders upon which the Shemarrian Nation is carried.”

Shemarrian Spinsters appear as shorter, stouter Shemarrians with few obvious bionic enhancements and open, earnest faces. Best described as “big boned,” Spinsters aren’t ugly so much as they are short and plain compared to their tall, flashy and dangerous warrior sisters. They tend to wear utility outfits or plain, workaday armor in muted colors as opposed to the flashy and baroque Warrior Armor. They are rarely seen without a palm computer and a tool belt, and tend to have a distracted air about them as if they were constantly doing calculations in their heads. Their hair is usually worn short or pulled back, and overall they give an air of efficient if slightly distracted or harried mechanics. Along with their unremarkable looks, all Spinsters also display obvious deformities or handicaps such as being blind in one eye, a club foot, one leg shorter than the other, a stunted or missing antenna, a missing leg, etc. These *deformities* help to lend credence to their story about their place within the Shemarrian hierarchy and make them seem less threatening.

They ride special logistics Monst-Rexes that serve as giant pack mules that deliver supplies, ammunition, spare parts/bionics/medicine, as well as orders and upgrades to their far flung warrior sisters. They also perform routine maintenance and repairs under the guise of doctoring. In addition to “healing,” Spinsters are also known to be skilled mechanics able to repair, replace and upgrade Shemarrian “bionics,” repair weapons and perform field expedient repairs on their Shemarrian sisters as necessary. As far as the public is concerned, Spinsters are Shemarrian medics, and attract no attention when they are seen carrying off the bodies of injured, maimed and dead Shemarrians, or pick up after those that have been blown apart or self-destructed.

Nobody (except Archie and Hagan) knows how many Spinsters or Shemarrian field medical units operate within the Shemarrian Nation. Most travel alone, in pairs or small groups (2D4+1) across the land, each riding a Monst-Rex Pack Mule laden with supplies and ammunition. 1D4 may also accompany groups of Shemarrian Warriors and sometimes a Male Shemarrian hunting party. The monstrous pack mules may also be used to carry severely damaged and crippled Shemarrian androids back to the factory for serious repairs and total reconstruction. In addition to their purpose in Shemarrian society, Spinsters can work and make repairs on most human-made weapons, vehicles, robots, and power armor. In this capacity, they may elect to help or trade their services to a group of adventurers, mercs or local village. However, that “trade” is likely to be the group doing something for her or her people (i.e. become pawns for Archie and Hagan). Such acts of benevolence

or commerce are used to better spy upon the inhabitants of the region, gather intelligence for Archie, and “tag” any group of outsiders (with a tracer hidden among their gear, snuck into the body or engine of their vehicle, armor or weapon, etc.). Archie may then dispatch a squad of Shemarrian Warriors, a War Goddess or other Shemarrians to locate and shadow the outsiders, observe their activities and attack if they appear to be a threat, in league with the Splugorth or an enemy nation, or just plain troublemakers.

Archie considers Spinsters still within their initial testing phase, and as such he’s constantly recalling them to upgrade their programming or change this feature or that. So far, Spinsters have been performing well above Hagan and Archie’s expectations. They seem genuinely driven and concerned for the welfare of their fighting sisters, especially the few that Archie provided with Neural A.I. brains. Archie plans to expand the Spinster project in the near future and establish an efficient and reliable logistics corps for his Shemarrian minions.

Spinster Android

Model Type: A-SHE-19

Class: Fully Automated, Self-Sufficient Logistics and Engineering Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

* Antennas (1 or 2) – 5 each

* Hands (2) – 12 each

Upper Arms & Shoulders (2) – 70 each

* Forearms (2; plated) – 55 each

Legs (2) – 80 each

* Head – 90

** Main Body – 200

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a *Called Shot*, and even then the attacker is -4 to strike (hitting a hand or antennae is -6).

Destroying the head of the robot will eliminate all optics and sensory systems, but the robot will continue to fight, lashing out blindly (no bonuses to strike, parry and dodge) until it is destroyed.

** Depleting the M.D.C. of the main body destroys the android, activating its internal self-destruct program. This ‘Bot can wear human-sized armor, but seldom does so.

Speed:

Running: 45 mph (72 km) maximum and most walk/run with a limp. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot’s legs are strong and adequate for leaping; approximately 8 feet (2.4 m) high or lengthwise. A running leap in excess of 40 mph (64 km) adds 8 feet (2.4 m).

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the android approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 14, Robotic P.S. 30, P.P. 20, Synthetic P.B. 11, Spd 66 (45 mph/72 km).

Height: 6 feet (1.8 m).

Width: 3 feet (0.9 m).

Length: 2 feet, 6 inches (0.76 m).

Weight: 400 lbs (180 kg).

Physical Strength: Robotic P.S. of 30.

Cargo: None.

Power System: Nuclear, average robot energy life is 20 years.

Black Market Cost: Not available!

Spinster Weapon Systems:

1. Shemarrian Assault Rifle: A short barrel version of their famous rail gun.

M.D.C. of the Weapon: 65

Weight: Gun: 82 lbs (37 kg), plus 20 pounds (9 kg) for the “short clip.” Archie has not manufactured drums or belts for this weapon.

Range: 3000 feet (914 m).

Mega-Damage: Short burst fires six rounds and does 4D6 M.D., a heavy burst fires 12 rounds and inflicts 1D4x10 M.D., a single round does 1D6 M.D. Detachable Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack/action.

Payload: 240 round “short clip,” capable of firing 40 short bursts or 20 heavy bursts.

Targeting Bonus: +1 to strike for single shot and short burst only.

Black Market Cost: Not available! All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

2. Other Handheld Weapons: The Spinster may also use any of the Shemarrian energy weapons and usually carries a Shemarrian Plasma or Laser Rifle as well as the Ion Pistol as a side arm (see *Shemarrian Weaponry* for details on these weapons). They may also use any non-Shemarrian weapons, from Kittani to Coalition items and everything in between.

3. Hand to Hand Combat: Skill is equal to an 8th level Martial Artist.

Attacks per Melee: Six.

Damage: As per Robotic P.S. of 30.

Controlled S.D.C. Punch: 2D6+15 S.D.C.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. (but counts as two attacks).

Kick: 1D6 M.D.

Leap Kick: 2D6 M.D.

Karate/Power Kick: 2D6+6 M.D. (but counts as two attacks).

Bonuses (all): +3 on initiative, +4 to strike, +6 to parry, +4 to dodge, +3 to roll with impact/fall, +2 to disarm, +4 to pull punch, +1 to entangle, Paired Weapons, and karate kick.

+4 to strike when using the Shemarrian Assault Rifle, +3 to strike with most other ranged weapons (as per W.P.).

4. Other Systems of Note: Tool Hands: Spinsters always appear to be wearing thick, armored work gloves similar to those used by welders and machinists. The gloves help conceal the fact that the android has bionic/robotic hands that contain a number of tools and sensors to help the Spinster in her day to day maintenance tasks. Each hand is the equivalent of both a Schematic Sensor Hand and Tool Hand and contains a flashlight, light laser, small drill with snap-on bits and drivers, wire cutters, soldering iron, probes, voltmeter and other handy tools. The schematic tracer component lets the Spinster remotely reroute or repair circuits within machinery.

5. Sensor Systems of Note (in the head): Standard, as per all Shemarrians.

6. Skill Program: Standard combat and espionage skills, plus the following additional skills to reflect the Spinster’s alleged “healing” capabilities as well as her mechanical skills for repair and maintenance functions: Basic Mechanics 80%, Biology (human) 80%, Chemistry 90%, Electrical Engineering 80%, Field Armorer & Munitions Expert 80%, Field Surgery 65%, General Repair & Maintenance 85%, Jury-Rig 80%, Mechanical Engineer 80%, Paramedic 70%, Robot Electronics 80%, Robot Mechanics 80% (plus all prerequisites), Salvage 90% and Vehicle Armorer 70% (applies to Shemarrian mounts).

Shemarrian Weaponry

“Those ladies are bad news with just about any kind of killing implement you can think of. Rifles, automatic rifles, lasers, rail guns, knives, spears... heck, I bet if you gave one a plain ol’ two-by-four one of them ladies could take a Splugorth Slaver apart without breaking a sweat.”

– Conversation overheard outside of a bar within the Pirate Kingdom of Montreal.

In the East, the specialized rail guns of the Shemarrians have become infamous, striking fear and respect into all who have come up against them. In recent years, Shemarrians have been witnessed carrying other weapons; variant rail guns, energy rifles, and small frame energy pistols. These weapons are quickly gaining recognition of their own throughout the Eastern Wilds for inflicting respectable damage and being dead accurate over nearly any distance. Many of these weapons are used in a secondary or backup capacity, carried by the Amazonian androids and used either when their rail guns run out of ammo or when a situation renders the use of the rail gun illogical or impossible.

Observation from afar – most Shemarrians will not let outsiders handle their weapons let alone trade one – reveals that the technology is extremely advanced and alien. Earth-like materials appear to have been used in the manufacturing process however, which only serves to muddy the water on speculation as to where and how they might be built. (**G.M. Note:** This is due to Archie’s advanced level of technology and his deliberate attempt to create an alien “style” to the weapons. As their war

against the Horune and Minions of Splugorth escalates, Archie and Hagan have deemed it necessary to provide their Shemarrian Warriors with additional and alternative small arms.)

Note: Of the items that follow, the energy weapons use unique Shemarrian/Cyberworks E-Clips and thus *do NOT* conform to North American style ammo clips or rechargers. An Operator or someone with similar expertise could attempt to convert these weapons to accept the use of a standard E-Clip, though the normal penalties for working with alien technology (-20%) apply.

Shemarrian 6000 Rail Gun

The most famous weapon to be used by the Amazonian androids, the Shemarrian Rail Gun is a magnificent weapon that utilizes an electromagnetic mass-driver similar to the one used by the Glitter Boy's Boom Gun. Though the two weapons operate on the same principle, the Shemarrian Rail Gun is designed for accuracy rather than destructive power, and has a suppressor system that lessens the recoil and muffles the sonic boom. It is still extremely loud however, with a report like that of a shotgun or small explosive. It fires a single flechette-filled cartridge that releases hundreds of shards that strike at such speeds that they can punch through Mega-Damage armor.

The long shape of the Shemarrian Rail Gun is also aesthetically pleasing, likened occasionally to the lances of medieval knights. In recent years, a few of these weapons have been modified with attachments for *Vibro-Bayonets* and *Vibro-Short Swords*, taking advantage of the lance-like quality of the rail gun.

M.D.C. of the Weapon: 70 (10 prior to 105 P.A.).

Weight: Gun: 128 lbs (57.6 kg), in addition to ammo clip: 5 pounds (2.25 kg), ammo backpack: 30 pounds (13.6 kg), or ammo drum: 390 lbs (175 kg).

Range: 6000 feet (1828 m).

Mega-Damage: Rail Gun: 2D6x10 M.D. per round. Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each single shot counts as one melee attack/action; cannot fire bursts.

Payload: 12 in the gun itself and 12 per ammo clip, and may be reloaded by hand at the rate of 1D4+3 per melee round. In addition, an automatic, belt feed from a back mounted ammo supply may be used: 220 rounds per ammo backpack *or* 820 rounds from an ammo drum.

Special Bonuses: The gun has a unique built-in sensor system which combines a computer guided targeting sight with a laser targeting system; provides a bonus of +2 to strike when using this weapon.

Black Market Cost: Not available. No Shemarrian Rail Gun has ever found its way on to the Black Market. This is because the weapon is never given up by its owner and its destroyed when its owner is destroyed (self-destructs/explodes). The tiny number of people who have managed to procure the weapon usually prefer to keep them for themselves. Furthermore, all Shemarrians will take the weapon (or any Shemarrian weapon) from anyone they see in possession of one. Undoubtedly, the rail gun would fetch a high price, a million credits or more, from a purchaser who intends to study and try to duplicate it, otherwise the weapon might sell for under 10,000 credits as an alien device with limited usability.

Shemarrian 4000 "Short-Gun" Rail Gun

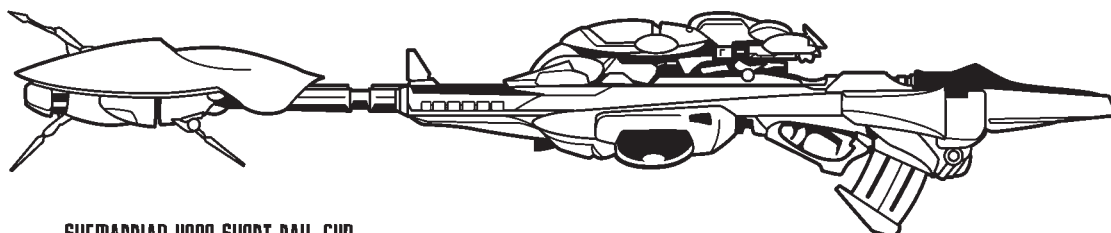
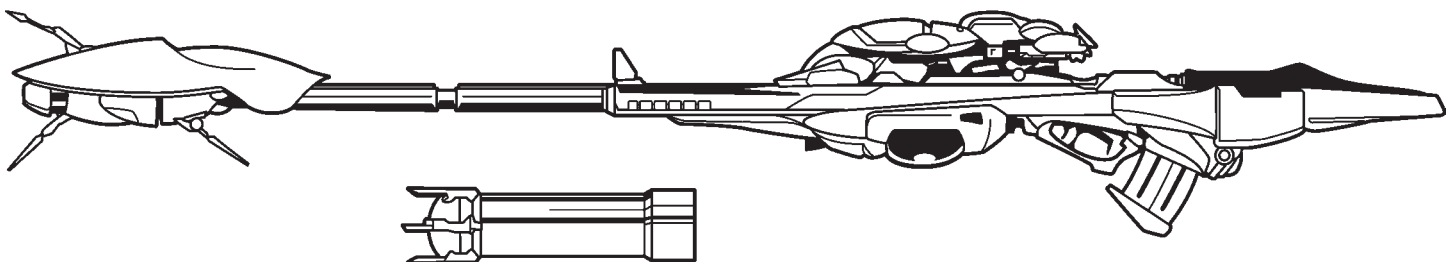
This weapon is a short-barreled variant of the standard Shemarrian 6000 Rail Gun. Designed by Hagan and Archie to allow the Shemarrians to fight more effectively from their war steeds, the short barrel and lighter frame of the weapon make it easier to handle one handed, mounted and in close quarters battle. The Short-Gun chambers the same ammunition as the standard rail gun, but has significantly reduced range due to barrel length.

M.D.C. of the Weapon: 65

Weight: Gun: 80 lbs (36 kg), in addition to ammo clip: 5 pounds (2.25 kg).

Range: 4,000 feet (1219 m).

SHEMARRIAN 6000 RAIL GUN



SHEMARRIAN 4000 SHORT RAIL GUN

Mega-Damage: Rail Gun: 2D6x10 M.D. per round. Vibro-Bayonet (optional): 1D6+1 M.D.

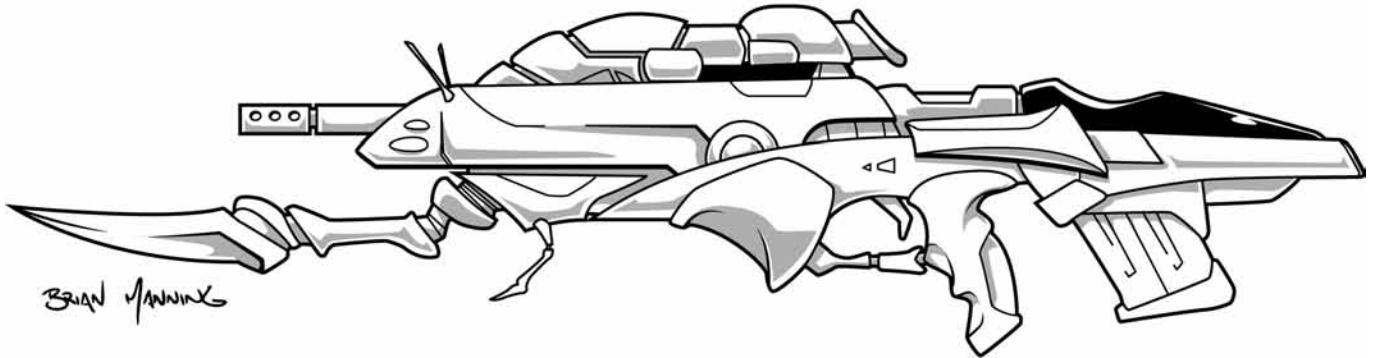
Rate of Fire: Each single shot counts as one melee attack/action; cannot fire bursts.

Payload: 12 in the gun itself and 12 per ammo clip. May be reloaded by hand at the rate of 1D4+3 per melee round. In addition, an automatic, belt feed from a back mounted ammo supply canister may be used; a backpack unit holds 220 rounds per ammo backpack *or* 820 rounds from an ammo drum.

Special Bonuses: The gun has a unique built-in sensor system which combines a computer guided targeting sight with a laser targeting system; provides a bonus of +2 to strike when using this weapon.

Black Market Cost: Not available. None of these fabulous guns have ever found their way on to the Black Market. All Shemarrians will take the weapon (or any Shemarrian weapon) from any non-Shemarrian they see in possession of it.

ASSAULT RIFLE



Shemarrian Assault Rifle

While the iconic, long-barreled rail gun used by the Shemarrian Warriors is good for heavy assaults and long-range engagements, a smaller, more versatile weapon was necessary. Archie found the plans for a man portable, selective fire rail gun deep in his archives. The weapon was a large frame 8mm rail gun used by NEMA (the Northern Eagle Military Alliance) in the years leading up to the cataclysm as a squad automatic weapon. Archie felt it would be just the thing to add to his Shemarrian arsenal, and had Hagan get to work on the cosmetic changes to bring it in line with the rest of the Shemarrian weapon designs.

The new weapon, called the **Shemarrian Assault Rifle**, is issued almost exclusively to the *Shemarrian Spinsters* as their primary weapon. It is also carried by *Shemarrian Warriors* as a backup piece, and by *Male Shemarrian Hunters*, especially when carrying out surgical strikes against Splugorth and Horune. It is a selective fire, electromagnetic mass driver configured as an assault rifle, with integral rail systems to accommodate optics and under-barrel accessories. It fires inert, 8mm armor piercing penetrators at an extremely high rate of fire. The weapon is relatively heavy, but has respectable accuracy and excellent stopping power. **Note:** Characters other than Shemarrians need a Robotic P.S. of 30 or Supernatural P.S. of 20 or better to fire the weapon without penalty. All others are -6 to strike unless the weapon is mounted.

M.D.C. of the Weapon: 65

Weight: Gun: 82 lbs (37 kg), plus 20 pounds (9 kg) for the "short clip." Archie has not manufactured drums or belts for this weapon.

Range: 3000 feet (914 m).

Mega-Damage: Short burst fires six rounds and does 4D6 M.D., a heavy burst fires 12 rounds and inflicts 1D4x10 M.D., a single round does 1D6 M.D. Detachable Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack/action.

Payload: 240 round "short clip," capable of firing 40 short bursts or 20 heavy bursts.

Targeting Bonus: +1 to strike for single shot and short burst only.

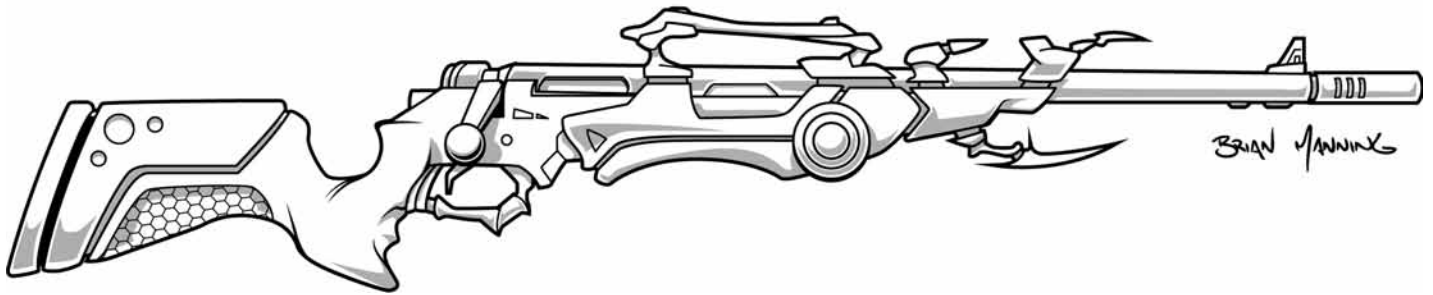
Black Market Cost: Not available! All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

Shemarrian .30-06 Hunting Rifle

This bolt-action rifle is used primarily by *Male Shemarrian Hunters*. It is a rugged and well balanced "hunting rifle" to lend a little more verisimilitude to his creations. While the 6000 Rail Gun served well against Rhino-Buffaloes, dinosaurs and all manner of other horrible creatures, its heavy rounds proved to be overkill when used against ordinary animals like deer. A lighter yield rifle would be extremely useful as a back-up weapon and to give hunting parties the ability to match their ammunition to their prey. It also has the added bonus of making the hunting parties very easy to resupply in the field, as the .30-06 ammunition is plentiful anywhere firearms are sold.

The weapon itself was drawn up by Hagan Lonovich and resembles a strange cross between a pre-Rifts U.S. Marine Corps sniper rifle and the standard Shemarrian Rail Gun. It is bolt operated and feeds from an internal, 10 round magazine. The

.30-06 HUNTING RIFLE



Shemarrian .30-06 has an integral mount above the action that can fit any kind of *Cyberworks* or *Titan Robotics* optics system, but it is most commonly issued to hunting parties with a standard 10x telescopic targeting sight. This weapon has found its way into the hands of a few adventurers and scouts through trade with the *Male Shemarrians* and has gained a reputation for solid quality and mysterious provenance.

M.D.C. of the Weapon: 10

Weight: 7 lbs (3.15 kg).

Cartridge: .30-06.

Range: 2150 feet (655 m).

Damage: 6D6 S.D.C.

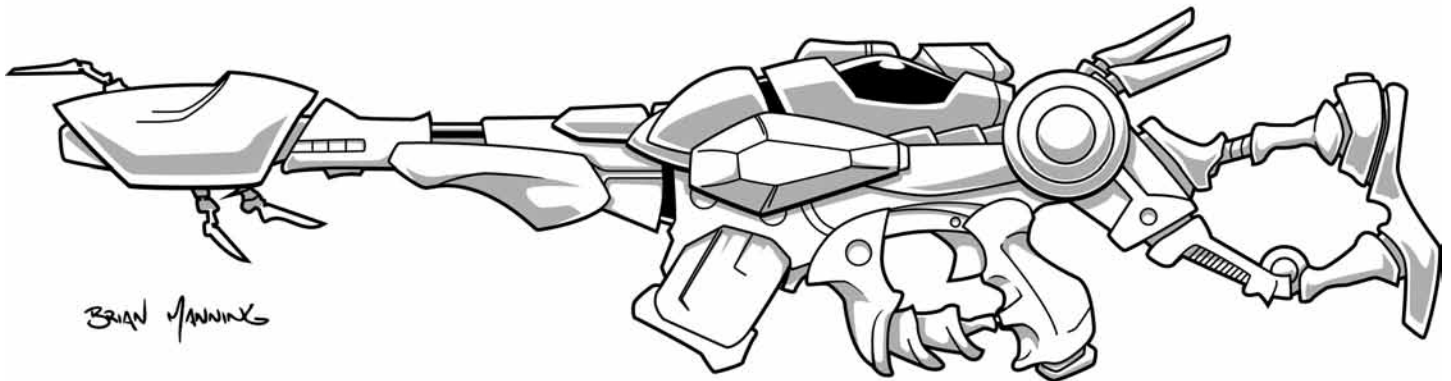
Rate of Fire: Single shot only. Each shot takes 2 attacks, one to fire the rifle and one to operate the bolt to chamber a new round.

Payload: 10 round internal magazine.

Targeting Bonus: +1 to strike.

Black Market Cost: 7,000 credits with fair availability at the Pirate Kingdom of Montreal, Mechanicsville, the City of Perez (at *Rogues' Alley*), Old Bones, the City of Char, Hamlet of Clavicle (at the *Old Oak Auction House*), or in feudal kingdoms throughout the eastern United States; poor or non-existent availability elsewhere. Note that the gun is compatible with standard .30-06 ammunition. Ammunition: 300 credits per box of 100 rounds.

SHE-LPP80 LASER PULSE RIFLE



She-LPP80 Laser Pulse Rifle

Used most by Shemarrians who need a long-range weapon with a more delicate touch, the LPP Laser Pulse Rifle is cosmetically modified to look like the rest of the Shemarrians' weapons. It is well balanced and has respectable range, but has relatively low stopping power for a laser rifle. It is often fitted with a Vibro-Bayonet.

M.D.C. of the Weapon: 50

Weight: 22 lbs (10 kg).

Range: 3,000 feet (914 m).

Mega-Damage: Laser: 1D6 per single shot, or 4D6 M.D. per controlled five shot burst (counts as one attack). Detachable Vibro-Bayonet (optional): 1D6+1 M.D.

Rate of Fire: Each blast or burst counts as one melee attack/action.

Payload: 80 single blasts or 16 pulse bursts (5 blasts each) per E-Clip.

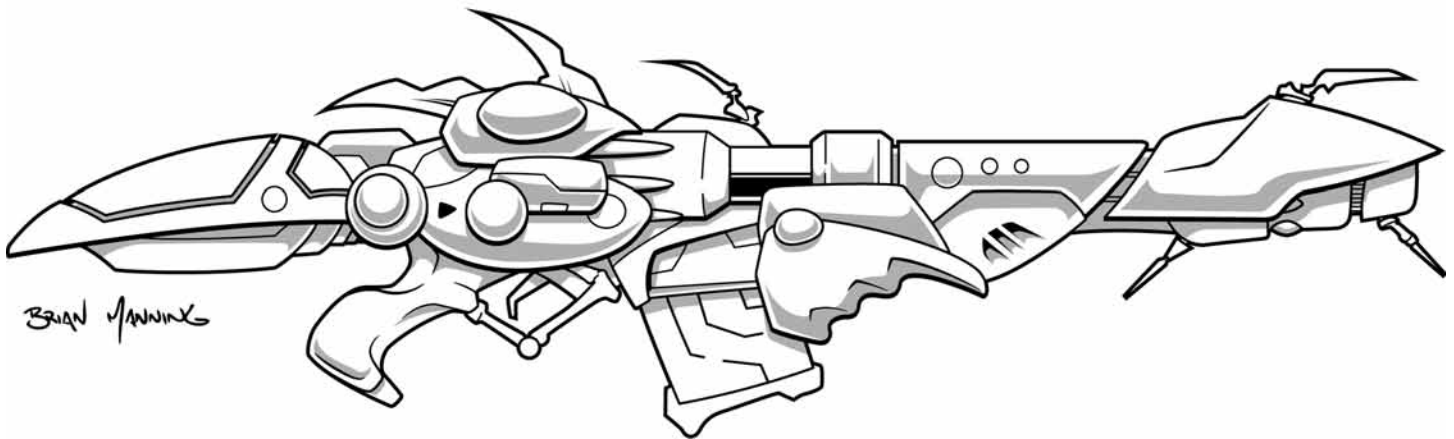
Targeting Bonus: +1 to strike.

Black Market Cost: Not available. All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

She-PB20 Particle Beam Rifle

The Shemarrian Particle Beam Rifle is another weapon from Archie's data files that has been retooled to "look" Shemarrian. This heavy weapon uses a vast amount of alien technology Archie pirated from an ill-fated invasion force he defeated a few years earlier. Its design has near unparalleled range and impressive damage for a P-beam weapon, and is relatively common amongst the Shemarrians as a backup weapon, especially with Warriors and Spinsters. **Note:** Characters other than Shemarrians need a Robotic P.S. of 26 or Supernatural P.S. of 16 or better to fire the weapon without penalty. All others are -4 to strike unless the weapon is mounted. Berserkers and

SHE-PB20 PARTICLE BEAM RIFLE



Shemarrian warriors often use one weapon in each hand without penalty.

M.D.C. of the Weapon: 55

Weight: 50 lbs (22.5 kg).

Range: 2,000 feet (609.6 m).

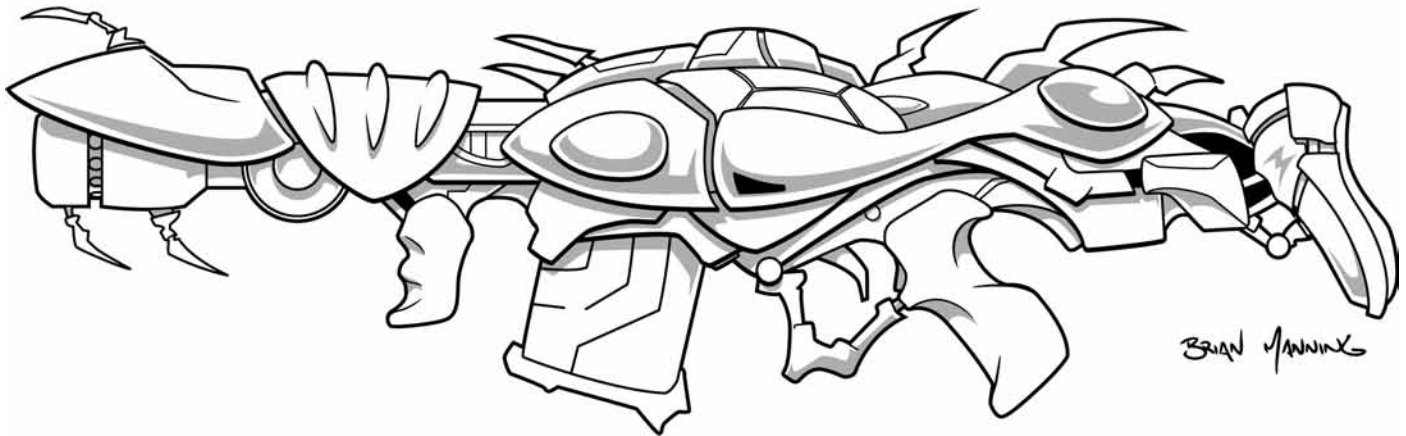
Mega-Damage: 1D6x10 M.D., the weapon *is not* designed for attachment of a bayonet.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: 20 single blasts per E-Clip.

Black Market Cost: Not available. All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

SHE-PLR25 PLASMA RIFLE



She-PLR25 Plasma Rifle

Another cosmetic upgrade of a Cyberworks weapon design, this plasma rifle has excellent stopping power and range. While it does less damage than the P-beam rifle, it is much lighter than its particle beam counterpart, and has excellent range and payload for a plasma rifle. **Note:** Characters other than Shemarrians need an Augmented P.S. of 24, Robotic P.S. of 20, or Supernatural P.S. of 11 or better to fire the weapon without penalty. All others are -4 to strike unless the weapon is mounted or otherwise braced. Humans using it as a two-handed weapon are still -2 to strike. Berserkers and Shemarrian Warriors, on the other hand, often use one weapon in each hand without penalty.

M.D.C. of the Weapon: 50

Weight: 26 lbs (11.7 kg).

Range: 2,000 feet (609.6 m).

Mega-Damage: 1D4x10 M.D., the weapon *is not* designed for attachment of a bayonet.

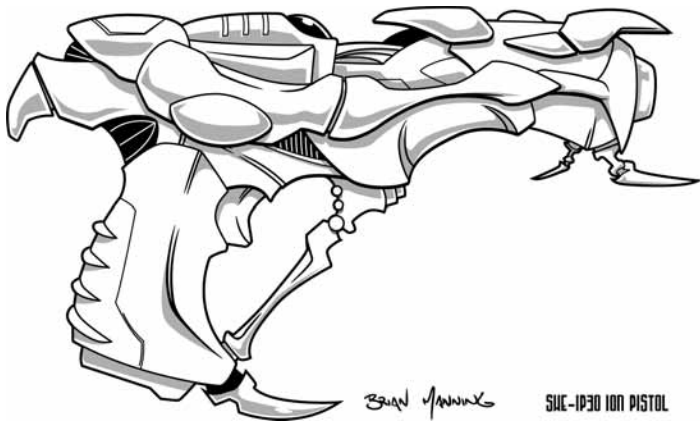
Rate of Fire: Each blast counts as one melee attack/action.

Payload: 25 blasts per E-Clip.

Black Market Cost: Not available. All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

She-IP30 Ion Pistol

The small framed Shemarrian Ion Pistol is another old design of Archie's retooled and cosmetically altered to make the weapon appear Shemarrian. The weapon packs a good punch for its diminutive size and has excellent range and payload. Shemarrians carry this weapon as a sidearm or holdout piece. Its



small size and light weight make it easy to hide in their armor or on their mounts. The ion pistol is the least used of the

Shemarrian firearms as Archie prefers to equip his androids with high-powered rifles and rail guns for greater “aesthetic value” (read: *intimidation factor*).

M.D.C. of the Weapon: 20

Weight: 4 lbs (1.8 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 4D6 M.D., the weapon *is not* designed for attachment of a bayonet.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: 30 blasts per E-Clip.

Targeting Bonus: +1 to strike with laser targeting.

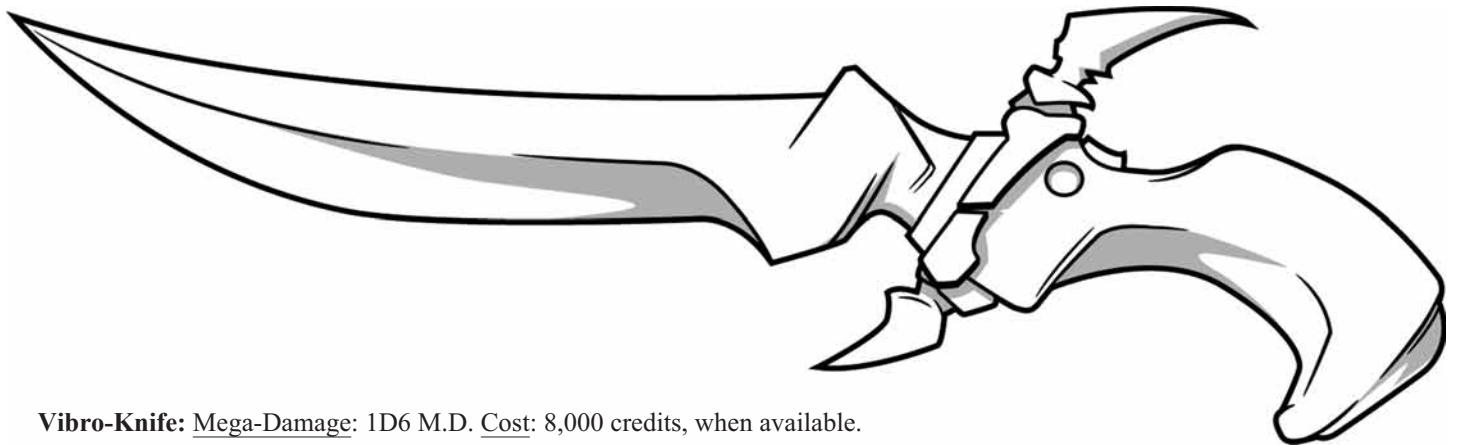
Black Market Cost: Not available. All Shemarrians will take the weapon away from any non-Shemarrian they see in possession of one.

Shemarrian Vibro-Blades

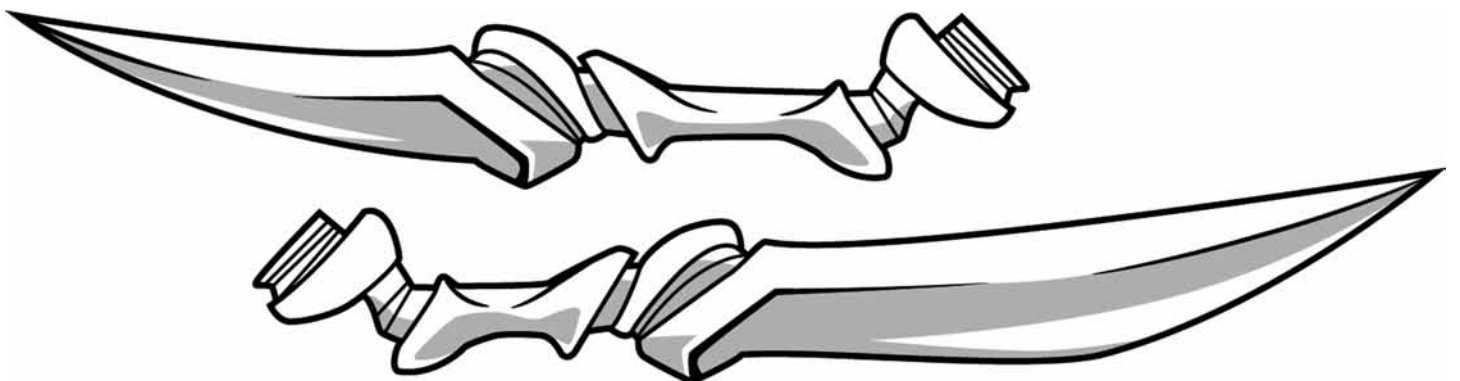
Used mainly for close quarters combat, a small variety of Vibro-Blades have been manufactured for use by Shemarrians. Essentially a horse culture, the warrior women most often find themselves engaging in combat from the backs of their *Monst-Rex* or other large war steed. Thus, Vibro-Spears, pole arms and large swords are ideal for these mounted combatants. **Note:** The prices of Shemarrian Vibro-Blades are higher than their CS or Free Quebec counterparts/equivalents due to their

perceived dangerousness and rarity. All have the trademark ornate Shemarrian hilts/handles.

It is far more likely to find a Shemarrian Vibro-Weapon on the Black Market or for sale elsewhere than a Shemarrian firearm, though none have been knocked off for mass production. Vibro-Melee weapons are not as likely to be seized by Shemarrians when found in the possession of outsiders, especially if the owner is deemed a worthy warrior.

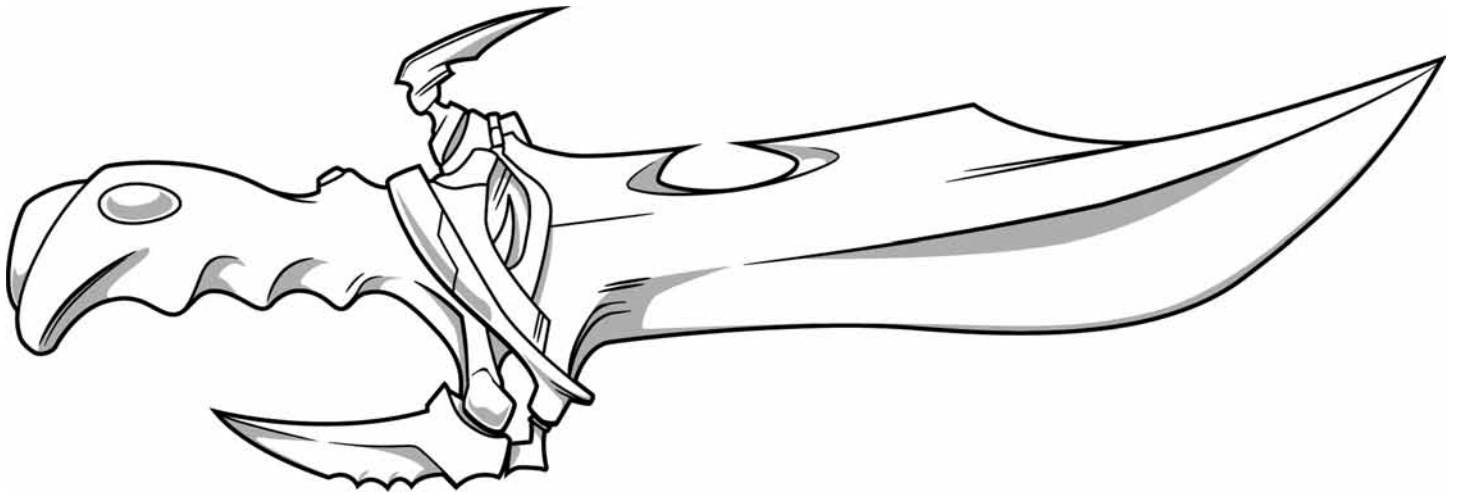


Vibro-Knife: Mega-Damage: 1D6 M.D. Cost: 8,000 credits, when available.

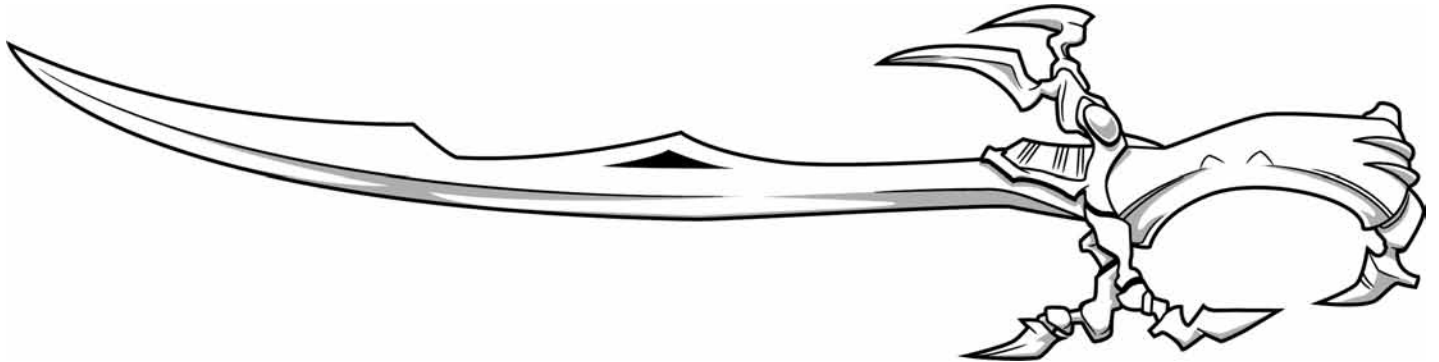


Vibro-Bayonet: Mega-Damage: 1D6+1 M.D. Cost: 9,000 credits, when available.

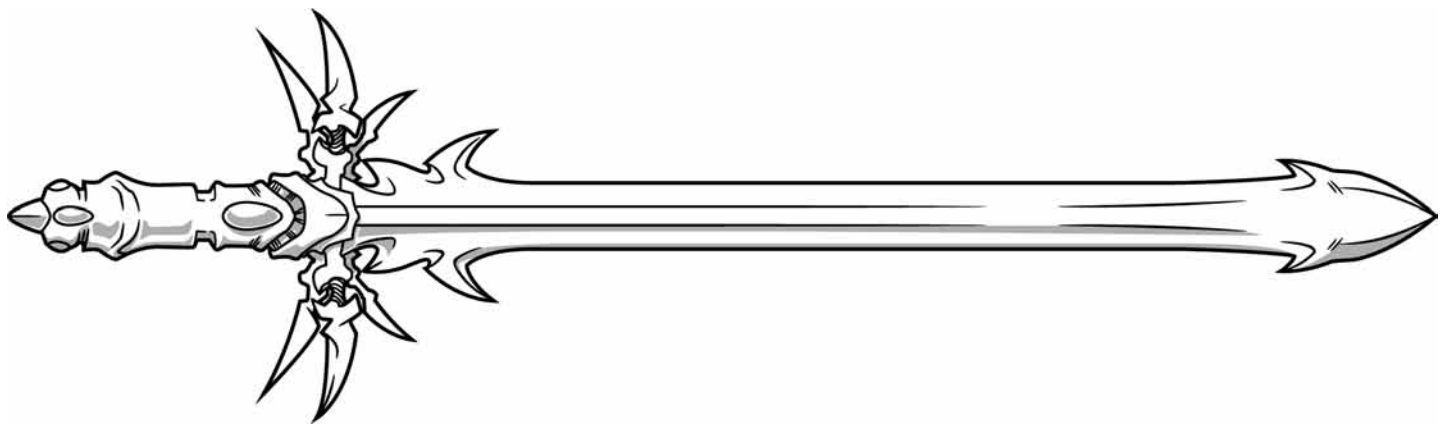
Large Vibro-Bayonet/Short Sword: Mega-Damage: 2D4 M.D. Cost: 10,500 credits, when available.



War Chief's War Knife: Mega-Damage: 2D4 M.D. War knives are large, slightly curved blades that blur the line between dagger and short sword. Cost: 9,800 credits, when available.

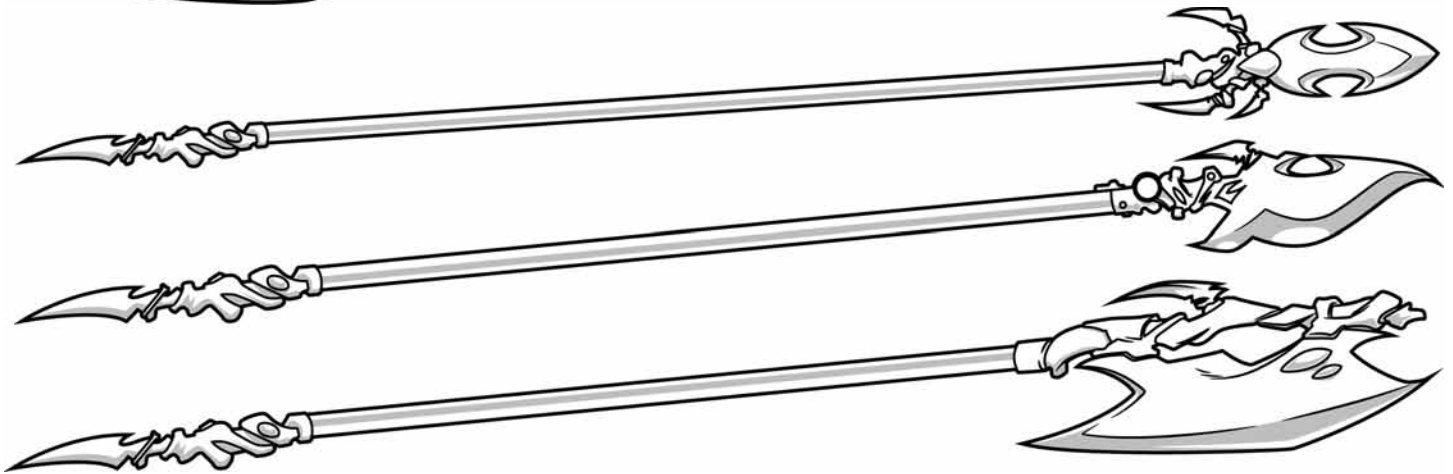
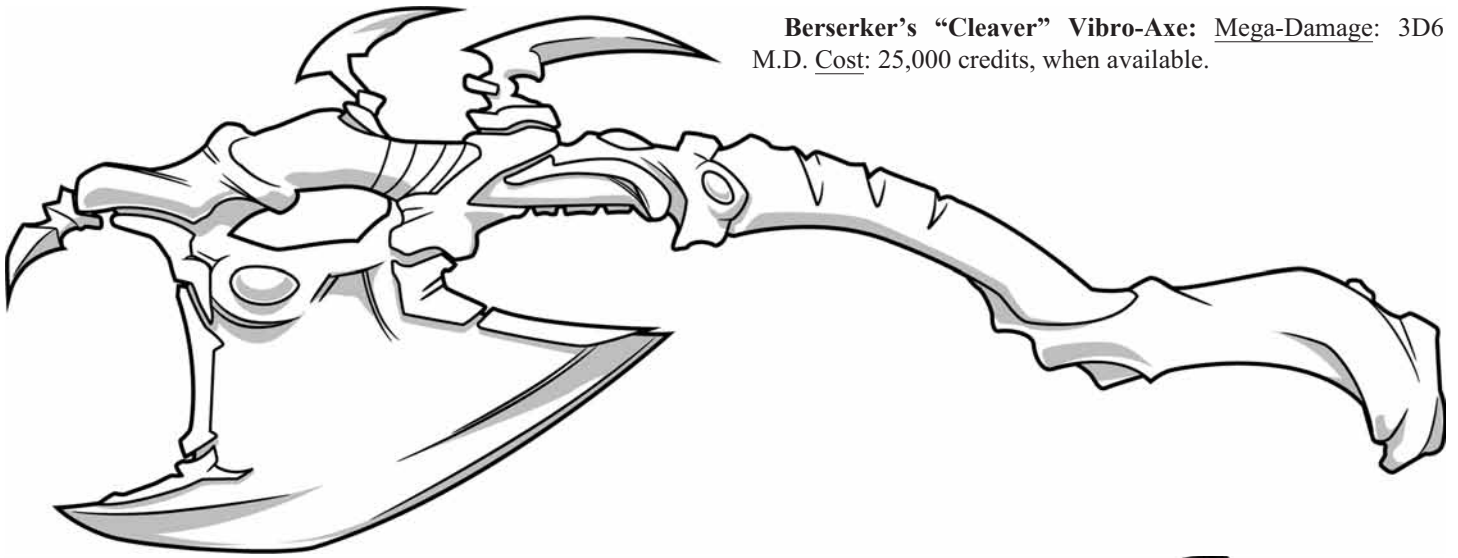


Vibro-Cavalry Saber: Mega-Damage: 2D6 M.D. The Vibro-Saber has a slightly curved, single edged blade that resembles any one of a dozen different kinds of cavalry sabers from antiquity. Cost: 13,500 credits, when available.



Vibro-Executioner's Sword: Mega-Damage: 3D6 M.D. A massive, straight Vibro-Sword reminiscent of a *Claymore*. It is typically carried in a sheath hung on the back of the warrior or on the side of the riding mount. It is a bit unwieldily as a cavalry weapon even for the Shemarrians (reduce strike bonus by half), but has no such penalty on foot in close combat. Cost: 22,000 credits, when available.

Berserker's "Cleaver" Vibro-Axe: Mega-Damage: 3D6
M.D. Cost: 25,000 credits, when available.

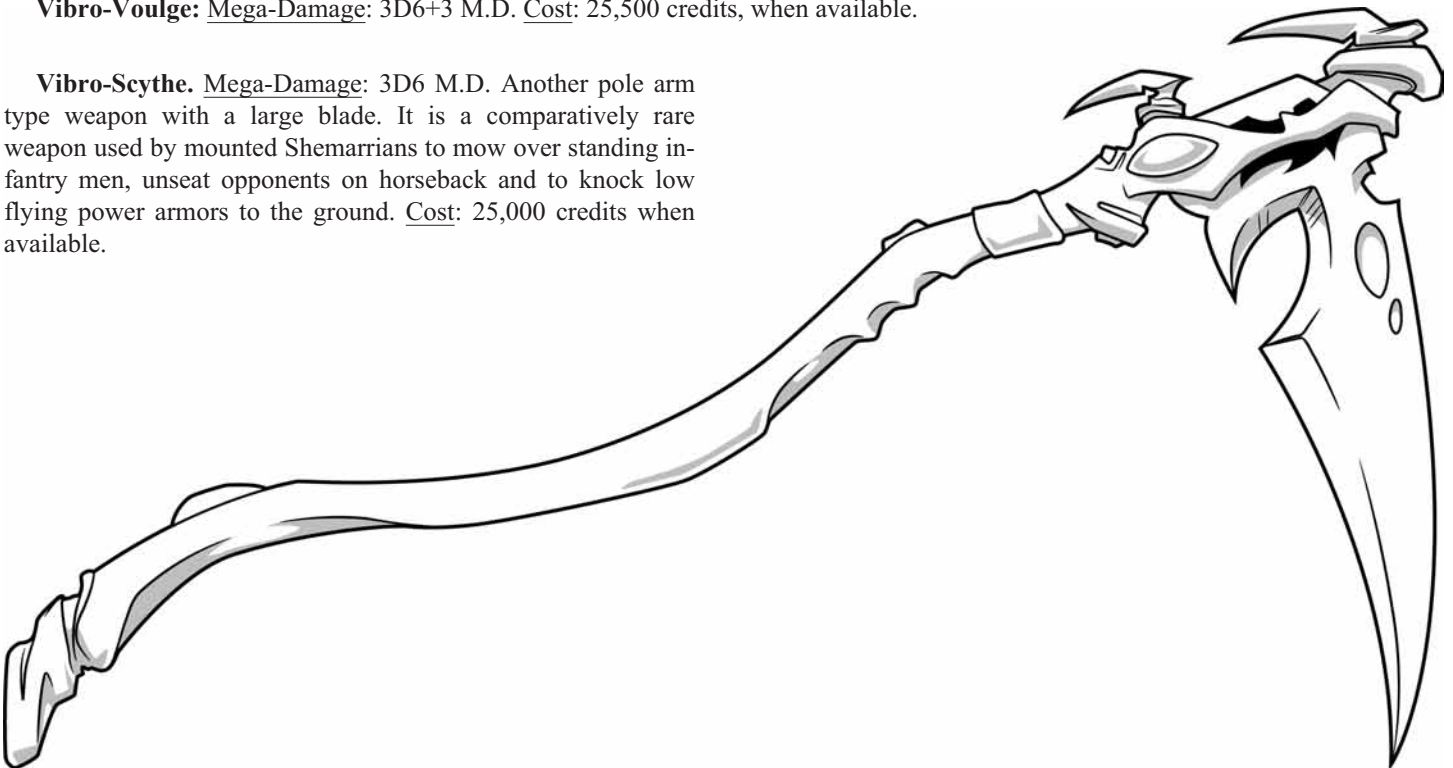


Vibro-Spear: Mega-Damage: 2D4+1 M.D., suitable for throwing. Cost: 12,000 credits, when available.

Vibro-Glaive: Mega-Damage: 2D6+2 M.D. Cost: 22,500 credits, when available.

Vibro-Voulge: Mega-Damage: 3D6+3 M.D. Cost: 25,500 credits, when available.

Vibro-Scythe. Mega-Damage: 3D6 M.D. Another pole arm type weapon with a large blade. It is a comparatively rare weapon used by mounted Shemarrians to mow over standing infantry men, unseat opponents on horseback and to knock low flying power armors to the ground. Cost: 25,000 credits when available.



Shemarrian War Steeds & Animals

“What little information we have about the Shemarrians points to a society based around their mounts. Like historic horse cultures, the Shemarrians seem to hold their riding animals in high regard, almost venerating them. Much of their way of life revolves around their massive Monst-Rex and Monst-Cranes. Of course, horse cultures traditionally rode from village to village, and we have yet to uncover even an abandoned Shemarrian village site.”

– From the report of Sergeant Jean Moreau,
Free Quebec Scout.

The Monst-Rex

The Monst-Rex have become infamous up and down the Atlantic Coast of the Old American Empire and lower coast regions of Canada. The creatures are fierce, belligerent and display an impressive level of cunning that goes above and beyond what one would expect of an animal predator. The monstrous quadrupeds are known to attack the *Minions of Splugorth* as well as *Horune Pirates* even when there isn't a Shemarrian nearby. It has also been reported that wild Monst-Rex attack *Brodkil*, *Vyarnect*, other demons, monstrous-looking *D-Bees*, *Coalition* and *Free Quebec troops*, as well as mechanized war machines and even the forces of the *Federation of Magic*. However, it is rare for a Monst-Rex to attack an unarmed and unarmored or lightly armored human or human-like D-Bee. Likewise, while the Monst-Rex may watch Barbarians, Native Americans and other aggressive humanoids, it will not attack them unless startled, threatened or attacked first. The monster may stomp its feet and snort a warning, but it holds off from attacking. No one knows why this is the case, though theories abound. The most popular theory is that the Monst-Rex has a high animal intelligence and recognizes Coalition Dead Boy armor and the armor or symbols of other nations as enemies to be destroyed. Why? Probably because their iconic appearance has come to represent a *predator* or potential threat from past encounters. This however, suggests the creatures may actually communicate somehow, so that all Monst-Rexes recognize them as enemies/predators. The same may hold true of Horune and Minions of Splugorth, both of whom attack and capture monsters on a regular basis. This could also explain why the creatures seem to dislike monstrous looking humanoids in general. It may be that the Horune and Splugorth Slavers, both ugly monsters themselves, have stalked the Monst-Rexes (and other monsters), causing the intelligent but primordial animals to regard all ugly and monstrous humanoids as dangerous predators/enemies/attackers.

According to the Shemarrians, the Monst-Rexes were brought over from their home world, which seems to be evident

in the rapport that the warrior women have even with non-domesticated specimens. The Shemarrians use the domesticated Monst-Rex as war steeds, augmenting the creatures with bionics and cybernetics to make them all the more dangerous. In fact, it is these bionic Monst-Rex mounts that people are most familiar with, as they are the ones most often seen in the Eastern Wildlands. The few Rogue Scientists and Naturalists who still bother to document such things have even made the observation that the wild Monst-Rex is an endangered species, with less than a thousand believed to roam the North American Wilderness. The distinction between wild and domestic Monst-Rex is quite visible. The latter are heavily armored and possess built-in weapon systems, while the former have thick hides covered in long, shaggy fur and a line of bony plates covering and protecting their spine. Even without modern weapons, the wild beasts are massive and deadly in combat.

No one has realized the massive beasts are androids with artificial intelligence created by Archie and Hagan. Instead they believe the creatures are monsters from the Shemarrians' home world. Even if machine parts are found amongst the remains of a slain "wild" Monst-Rex, people still believe the creatures are flesh and blood alien monsters, explaining away the metal parts as cybernetics or bionics added to the animals by the fanatical Shemarrians. After all, it is a well known fact that the Shemarrians will do anything to destroy the Splugorth and Horune, so why wouldn't they capture wild animals and outfit them with bionics in order to make them stronger? The zero reading that psychics get from the creatures, and their Shemarrian Mistresses, is explained away in a similar manner: Either the creatures are too alien or their bionics interfere with psionic probes. Rumor also suggests that Monst-Rexes are omnivores that eat whatever falls their way, from carrion to preying on other animals. However, it is believed they primarily subsist on a particular type of plant life, while others have suggested they feed on a kind of magic plant or magic energy.

Of the supposedly *wild Monst-Rex*, only one or two thousand are believed to wander the wilderness of the Eastern Seaboard, up from the old estimate of only 600. However, their range is so large and so untamed, that no accurate estimate is possible. These "wild beasts" are androids under Archie's control and assist Shemarrians and other Archie 'Bots as necessary. When not on a specific mission (which is much of the time), the creatures patrol the wilderness in search of potential enemy targets to exterminate. Another 150 wild Monst-Rex have been sent to the Midwest, 50 to the New West, and another 50 to the Coalition State of Iron Heart. Only one hundred remain in storage in Archie's Allegheny Mountain Facility in Maryland, and none are in storage at either Factory Complex Number Two or the Chesapeake Seaport. Of course, more can be made as needed. The "domesticated Monst-Rex" (model A-002) number into the thousands, with one for every Shemarrian Warrior, War Chief, and War Goddess. Archie keeps all these numbers pretty consistent, replacing destroyed Monst-Rex as necessary and making certain there is one for every appropriate Shemarrian in service.

Monst-Rex Android Riding Animal

Model Type: A-001 (wild) & A-002 (war steeds).

Class: Fully Automated, Self-Sufficient Monster/Combat Robot.



Crew: None; artificial intelligence.

Riders: One. The A-002 is the “animal” most often ridden. However, Shemarrian Males and Berserkers often ride the wild version.

M.D.C. by Location:

A-001 “Wild” Monst-Rex

Front Paws/Claws (2) – 50 each

Front Legs (2) – 100 each

Hind Legs (2) – 120 each

Tail (1; prehensile) – 20

** Head – 50

*** Main Body – 300

A-002 “Domestic & Augmented” Monst-Rex War Steed

Front Paws/Claws (2) – 115 each

Front Legs (2) – 145 each

Hind Legs (2) – 220 each

Tail (1; prehensile) – 72

Spines (4) – 55 each

* Extra Sensor Pod (1; right shoulder) – 45

** Head – 150

*** Main Body – 430

* A single asterisk signifies a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -3 to strike. Destroying the extra sensor pod located above the right shoulder will eliminate all the extra bonuses received by the sensors such as the Seismic Sensor and Radar Detector. See the description that follows.

** Destroying the head of the robot eliminates all optics and main sensory systems, as well as all bonuses from these sensors (cut bonuses in half), but the creature is not blind. If completely blind (both the head and sensor pod are destroyed) the creature still fights, groping around and lashing out at anything it touches until it is destroyed. Under these conditions, the robot enjoys no combat bonuses to strike, parry or dodge.

*** Depleting the M.D.C. of the main body destroys the android. Most Cyberworks robots self-destruct when their M.D.C. is reduced to zero, but in the case of the Monst-Rex android (and the other androids of the Shemarrian Nation), its insides burn and melt *instead* of exploding; no salvageable remains. **Note:** No additional armor can be worn.

M.D.C. Note: A-002 Monst-Rex androids that are piloted by *Shemarrian War Chiefs* and *Shemarrian War Goddesses* are more heavily armored than their wild or bionic counterparts. *A War Chief’s Monst-Rex* has 530 M.D.C. on the main body and all other locations see their M.D.C. increased by fifteen percent (round up). *A War Goddess’s Monst-Rex* has 630 M.D.C. on the main body and all other locations see their M.D.C. increased by twenty percent (round up). M.D.C. of the extra sensor pod and the mounted weapon systems remains the same.

Speed:

Running: 190 mph (304 km) maximum when out in the open; half that in forests, swamplands, mountains, or other difficult terrain (which is one of the reasons Archie and Hagan decided to produce the Monst-Crane). The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot's legs are strong and well suited for leaping; 30 feet (9.1 m) high and across from a standing position. A running leap in excess of 60 mph (96 km) adds 1D4x10 yards/meters lengthwise and 20 feet (6 m) to height.

Climbing: The Monst-Rex is well suited for negotiating steep terrain and can even scale trees and sheer walls of rock/mountains with ease. Climbing skill is roughly 90%, but cannot rappel.

Flying: Impossible.

Swimming: 20 mph (32 km) maximum swimming on the surface or underwater. Maximum depth tolerance is 1200 feet (366 m).

Statistical Data:

Attribute Equivalents of Note: I.Q. 8, Robotic P.S. 35, P.P. 18, Synthetic P.B. 8, Spd 278 (190 mph/304 km).

Height: 10 feet (3 m) tall at the top of its back.

Width: 7 feet (2.1 m).

Length: Body: 14 to 16 feet (4.3 to 4.8 m) long from nose to hindquarters. Tail length: 10 to 12 feet (3 to 3.6 m).

Weight: 2,000 to 3,000 lbs (900 to 1350 kg).

Physical Strength: Robotic P.S. of 35.

Cargo: None internally, though the Monst-Rex can pull or carry (on its back) twice as much as usual for its Robotic P.S.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Not available.

Monst-Rex Weapon Systems:

1. A-002 Weapon Slots (2): Archie decided to allow more versatility for the Shemarrian ridden A-002, and thus has followed Hagan's suggestion to allow for a variety of weapons with varying damage capabilities and range to be swapped out for the forward facing plasma ejector and light laser. The modular weapon systems feed off the robot's nuclear power supply and add to the versatility of the already capable combat robot. The weapon system can be swapped at one of Archie's factories or in the field by a Shemarrian Spinster. This allows the tailoring of weapon and damage types to various combat situations. Prior to late 108 P.A., this was NOT an option. Each weapon is manned by the Shemarrian rider through controls in the saddle, though the Monst-Rex can control them when without a rider or as it deems necessary. Each weapon has a 90 degree arc of fire, up and down. Most (99%) people believe the weapons are a cybernetic or bionic implant. The available options are as follows, pick two:

Option A: Forward Facing Laser: A simple, no frills, light laser. This was one of the original weapon systems and prior to 108 P.A., it was the only weapon, along with the plasma ejector.

M.D.C. of the Weapon: 40

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Weight: The unit itself weighs 20 pounds (9 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. per blast.

Rate of Fire: Single shot: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

Option B: Forward Facing, Four-Barreled Rotary Laser Cannon: The "Gatling Laser" rotary cannon is a recent development by Archie and Hagan. Its four laser barrels rotate at high speed and lay down withering amounts of fire.

M.D.C. of the Weapon: 40

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Weight: The unit itself weighs 50 lbs (22.5 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10+4 M.D. per rapid-fire burst.

Rate of Fire: The Gatling Laser fires 8 round bursts only. Each burst uses one melee attack.

Penalty: No bonus to strike when using this weapon.

Payload: Effectively unlimited.

Option C: Forward Facing Plasma Ejector: One of the original weapons of the Monst-Rex A-002, prior to 108 P.A., typically combined with the light laser, above.

M.D.C. of the Weapon: 50

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Weight: The unit itself weighs 38 pounds (17.1 kg).

Range: 1,600 feet (488 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Single shot: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

Option D: Forward Facing Heavy Plasma Ejector: A heavier plasma ejector that offers greater damage than *Option C*, but slightly less range.

M.D.C. of the Weapon: 75

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor.

Weight: The unit itself weighs 42 pounds (19 kg).

Range: 1,500 feet (457.2 m).

Mega-Damage: 6D6 M.D. per blast.

Rate of Fire: Single shot: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

Option E: Mini-Missile Tubes (3 or 6): A three or six-tube, box style launcher for mini-missiles.

M.D.C. of the Weapon: Each tube has 20 M.D.C.

Primary Purpose: Anti-Armor/Anti-Monster.

Secondary Purpose: Anti-Missile.

Weight: 20 pounds (9 kg) for the three-pack, 40 pounds (18 kg) for the six-pack.

Range: Typically one mile (1.6 km).

Mega-Damage: Varies with missile type, but typically uses armor-piercing (1D4x10 M.D. to a 3 foot/0.9 m blast radius) or smoke.

Rate of Fire: One at a time or in a volley of two or three (1, 2, 4 or 6 with six tubes).

Payload: 3 or 6 total; one missile per tube.

Option F: Experimental Laser Pulse Cannon (takes up slots one and two): A large rapid-fire pulse laser design that Archie has been experimenting with.

M.D.C. of the Weapon: 75

Primary Purpose: Anti-Armor/Anti-Monster.

Secondary Purpose: Anti-Power Armor.

Weight: The unit itself weighs 55 pounds (24.75 kg) with its integral power pack.

Range: 3,000 feet (914 m).

Mega-Damage: 4D6 M.D. per single shot or 2D4x10+4 M.D. for a three pulse burst.

Rate of Fire: Each single blast or triple pulse counts as one melee attack/action.

Payload: Effectively Unlimited, the weapon has its own miniaturized nuclear power supply with 5 years of life.

- 2. Prehensile Tail (1):** The ten to twelve foot (3 to 3.6 m) long tail has a sharp blade at the end which can be used as a whip or stabbing weapon. The tail is used in hand to hand combat and is able to attack twice per melee round. This is two *additional* hand to hand combat attacks available for close combat (total of eight attacks when tail is included)! The tail is also used for balance and for climbing.

Primary Purpose: Assault.

Secondary Purpose: Balance/Stability.

Weight: Not applicable, part of the robot's frame.

Range: 10-12 feet (3 to 3.6 m).

Mega-Damage: Whip or slash 1D4 M.D. or stab with the point is 1D6 M.D.

Rate of Fire: Each slash or stab counts as one melee attack/action (use of the tail adds two attacks per melee).

- 3. Spines (4):** Four wicked looking spines protrude from the monster's back. Each is jointed in three locations, enabling them to move with relatively the same flexibility as a human finger. Like a finger, they can be used to point, poke, stab and even scratch/dig. However, they are mainly defensive mechanisms and are used only in close combat to ward off or attack an opponent or prey. They are especially useful against giant prey like Fury Beetles, dinosaurs and giant robots, in which case the Monst-Rex leaps on top of the giant creature and plunges all four spines into the beast in a single thrust. Then it rips its prey apart with its teeth, claws and tail while its spines hold it securely on the prey's back. The spines also help in climbing and scaling walls, and even enable the robot to hang from ceilings, the sides of sheer cliffs, or from large trees.

Primary Purpose: Defense.

Secondary Purpose: Holding.

Weight: Not applicable, part of the robot's frame.

Range: 12 feet (3.6 m).

Mega-Damage: 1D6 M.D. with a single spine thrust, 2D6 M.D. with a simultaneous thrust from two spines, or 4D6 M.D. from a simultaneous thrust with four spines (the latter counts as two attacks).

Rate of Fire: Each stab counts as one melee attack/action. Each stabbing spine counts as one melee attack, and thus if the robot attacks with four spines it uses four of its attacks.

- 4. Additional Shemarrian Weapon (1; Optional):** One Shemarrian handheld energy weapon can be cabled into the nuclear power supply, effectively providing it with an unlimited payload. (Not suitable for weapons using solid ammunition such as the Shemarrian Rail Gun.) The cabled weapon can be stowed in a holster/sheath behind the saddle or on the side. The weapon is literally tied to the war steed's power supply and cannot be disconnected and used as a portable, woman carried weapon unless the Shemarrian returns to one of Archie's facilities or has a Spinster remove it. Until then, the weapon is *cabled into the Monst-Rex* so it can only be used when the rider is mounted on the back of her steed. Attempting to remove the weapon without professional help will destroy it. Only one quarter have this option. **Note:** Holsters/sheaths for as many as six large Shemarrian weapons – be they rail guns, rifles, swords, spears and pole arms – can also be mounted to the side of the beast for the purpose of transportation. Also see #5, Spear Rack.

- 5. A-002 Spear Rack (1; Optional):** Occasionally, a few of the A-002 model Monst-Rex are equipped with a triangular rack that is mounted behind the saddle. Several Vibro-Spears are placed on the rack for the purpose of use by the Shemarrian rider, who simply reaches back and grabs a spear whenever she wishes to use one. The rack has 20 M.D.C. and holds 6-12 spears. Only used in areas without dense forests or when it is unlikely that the robot will use its spines. About one third have this option.

- 6. Hand to Hand Combat:** Simulated quadruped monster combat. Monst-Rexes are lethal in melee combat, and fight like a cross between a horse and a bear.

Attacks per Melee: Eight (two of which are tail attacks).

Damage: As per Robotic P.S. of 35.

Restrained Bite/Nip: 6D6 S.D.C.

Full Strength Bite: 1D6 M.D.

Blunt Claw Strike: 2D4 M.D.

Claw Strike: 4D6+3 M.D.

Power Claw Strike: 8D6+3 M.D. (counts as two attacks).

Mule Kick with Hind Legs: 6D6 M.D. (counts as two attacks).

Tail Slash: 1D4 M.D.

Tail Stab: 1D6 M.D.

Spines: 1D6 M.D. each.

Head Butt: 1D4 M.D.

Pounce/Body Block: 1D6 M.D.

Body Block or Leaping Attack: 4D6 M.D., and has a 01-65% chance of knocking an opponent weighing as much as 2,400 lbs (1080 kg) off his feet. The victim of this knockdown attack loses initiative and two melee attacks, and is -2 on all combat bonuses (including strike, parry, and dodge) while fighting a Monst-Rex in a prone position (the android has initiative and all of its bonuses).

Bonuses (All): +1 on initiative, +2 to strike, +2 to strike using mounted weapons, +6 to parry, +6 to dodge, +8 to dodge when running at speeds in excess of 75 mph (120 km), +4 to pull punch/claw/tail/bite, +4 to roll with impact, Critical Strike on a natural roll of 19 or 20. **Note:** Reduce by half if the Right

Shoulder Sensor Pod is destroyed, or if the head is destroyed and the extra sensor pod remains intact.

7. Sensors of Note (in the head): Standard.

Speech: The Monst-Rex cannot carry on a conversation but does growl, roar, bellow, snort, make a hiss-like laugh and whimper like an animal. The only means of complete two-way communication is by using the psionic power of Telemechanics.

8. Sensors of Note (Extra Sensor Cluster): On the right shoulder of the robot is a sensor cluster with a variety of different sensor systems, including a full back-up version of those found in number seven (reduce all bonuses in half if the sensor pod is destroyed). The extra sensor cluster also has the following additional systems that will be lost if it is destroyed:

Motion Detectors and Seismic Sensors: These make the robot all the more aware of its environment and movement around it. The motion detectors have a range of about 500 feet (152 m). The seismic sensors indicate ground movement and disturbances.

Radar Detector: Picks up radar signals indicating that the area is being scanned by radar and therefore humanoids (or another Monst-Rex or Monst-Crane) are near.

Limited Radar: A limited radar of its own warns the Monst-Rex of aerial attacks (up to twenty flying adversaries), including missiles. Range: 2000 feet (610 m).

9. Skill Program: Standard for Shemarrian Animals. Despite its human-level intellect, the Monst-Rex is programmed to act like an alien animal, though only as a deceptive measure.

10. Automatic Self-Destruct Program: Standard as per all of the androids in the Shemarrian Nation.

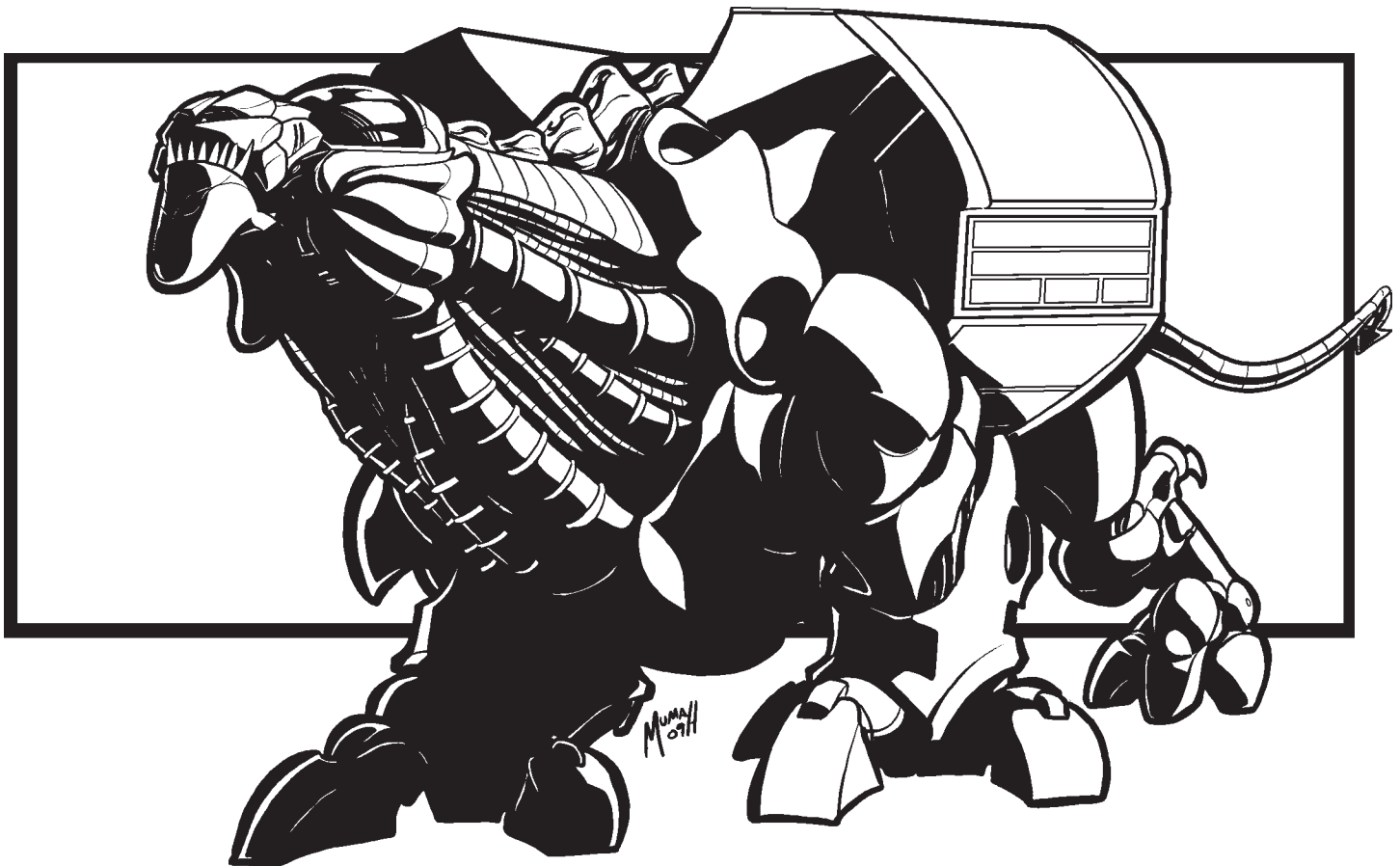
Monst-Rex “Pack Mule”

“Guaranteed overnight delivery with a smile and a bite that can kill.”

– A.R.C.H.I.E. Three

Designed as a logistics support mount for the Spinsters, the A-003 *Monst-Rex Pack Mule* is little more than an A-002 Monst-Rex that has been stripped of integral weapon systems and provided with two large cargo containers. In addition, the Pack Mule has also been outfitted with a data retrieval system and several E-Clip chargers. Hardly Hagan’s most creative invention, the Pack Mule was merely created to fulfill a niche, and it fills that niche remarkably well.

The Pack Mule carries a massive backpack that holds an assortment of weapons, ammunition, spare parts and tools in its containers. Unlike the other two Monst-Rex models, its programming is heavily based around cargo hauling and evasion rather than seek and destroy operations. This is not to say that the Pack Mule is incapable of fighting, as the massive beast can still use its teeth and claws, but it runs when threatened rather than attack, unless commanded to do otherwise. Getting supplies to the Shemarrians and other Archie ‘Bots in the field, and getting them there quickly, is the objective of the MR-Pack Mule. Thus, the Pack Mule and its team of Spinsters usually avoid dangerous situations and flee from enemies rather than engage them in open combat. In short, both the Spinsters and their



Pack Mules are *support units*, not combat units. However, this is not something for Archie's enemies to rejoice over, as war parties or hunting parties are usually close at hand and will be sent after outsiders, slavers and enemies by the Spinsters.

The Monst-Rex Pack Mules are equipped with a saddle like their fighting cousins, but this saddle is more suited to riding than combat, and Spinsters fighting from Pack Mules are relatively easy for an enemy to knock out of the saddle. The saddles also have an integral pintle mount for mounting the Shemarrian Assault Rifle or any other man-portable weapons. This allows the Spinsters to keep their weapons at the ready, but keeps their hands free for guiding their mounts or other mundane tasks.

So far, Archie has only created enough Monst-Rex Pack Mules to correspond directly to the number of Spinsters in the field. There aren't even any in storage at the moment, as both the A-003 and its riders are still in the midst of their field-testing. That being said, both the Spinsters and the Pack Mules have performed excellently, exceeding both Archie and Hagan's expectations. Furthermore, the duo believe that the two experimental models make a great addition to their Shemarrian myths, and thus their future in mass production seems to be assured.

Monst-Rex Pack Mule Android Cargo Animal

Model Type: A-003

Class: Fully Automated, Self-Sufficient Monster/Logistics Robot.

Crew: None; artificial intelligence.

Riders: One Shemarrian Spinster.

M.D.C. by Location:

Supply Containers (2; huge) – 250 each

Front Paws/Claws (2) – 115 each

Front Legs (2) – 145 each

Hind Legs (2) – 220 each

Tail (1; prehensile) – 72

* Extra Sensor Pod (1; right shoulder) – 45

** Head – 150

*** Main Body – 400

* A single asterisk signifies a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a *Called Shot* and even then, the attacker is -3 to strike. Destroying the extra sensor pod located above the right shoulder will eliminate all the extra bonuses received by the sensors such as the Seismic Sensor and Radar Detector. See the description that follows.

** Destroying the head of the robot eliminates all optics and main sensory systems, as well as all bonuses from these sensors (cut bonuses in half), but the creature is not blind. If completely blind (both the head and sensor pod are destroyed) the creature continues to fight, groping around and lashing out at anything it touches until it is destroyed. Under these conditions, the robot enjoys no combat bonuses to strike, parry or dodge.

*** Depleting the M.D.C. of the main body destroys the android. Most Cyberworks robots self-destruct when their M.D.C. is reduced to zero, but in the case of the Monst-Rex android (and the other androids of the Shemarrian Nation), its

insides burn and melt *instead* of exploding; no salvageable remains. **Note:** No additional armor can be worn. Until the Supply Containers are destroyed, hitting the main body requires a *Called Shot*.

Speed:

Running: 190 mph (304 km) maximum! The act of running *does not* tire the robot and thus the top speed can be maintained indefinitely. **Note:** Reduce maximum speed by 40% when carrying or pulling a full or heavy load.

Leaping: The robot's legs are strong and well suited for leaping. Leaps are an impressive 20 feet (6 m) high and lengthwise from a standing position. A running leap in excess of 60 mph (96 km) will enable the 'Bot to leap a mind-boggling 80 feet (24 m) lengthwise, with a height of 30 feet (9 m); reduce by half when carrying a full or heavy load.

Climbing: The Pack Mule is well suited for negotiating steep terrain and can even scale trees and sheer walls of rock/mountains. Climbing skill is roughly 80%, but cannot rappel.

Flying: Impossible.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 8, P.S. 35, P.P. 18, Synthetic P.B. 8, Spd 278 (190 mph/304 km).

Height: 10 feet (3 m) tall at the top of its back, the supply containers add another three feet (0.9 m).

Width: 7 feet (2.1 m) wide, the supply containers add four feet (1.2 m) each for an overall width of 15 feet (4.5 m).

Length: Body: 16 feet (4.8 m) long from nose to hindquarters. Tail length: 10 to 12 feet (3 to 3.6 m).

Weight: 3,000 lbs (1350 kg) unloaded.

Physical Strength: Robotic P.S. of 45.

Cargo: Can carry or pull three times as much as usual for its Robotic P.S. The Monst-Rex Pack Mule is equipped with two supply containers. Each container is 7 feet (2.1 m) tall, 4 feet (1.2 m) wide, and 12 feet (3.6 m) long. The containers contain a variety of compartments, not unlike a tool cabinet that can only be opened upon command by the Spinsters, Monst-Rex Pack Mule, Archie, Hagan, or Argent. Weapons and ammo stored in *each* container are usually as follows, but other loads can be carried depending on the needs of the Shemarrian War Party being supplied:

Standard Supply of Ranged Weapons: As many as 48 weapons, usually several of each type, or half rail guns and the rest a mix.

Standard Supply of Melee Weapons: 20 Vibro-Knives, 10 Vibro-Bayonets, 5 Large Vibro-Bayonet/Short Swords, 8 War Chief War Knives, 4 Vibro-Long Swords, 2 Berserker's Cleaver Vibro-Swords, 12 Vibro-Spears, and 6 pole arms.

Standard Supply of Explosives: 48 Mini-Missiles (12 AP, 12 Plasma, 12 Fragmentation, 12 Smoke), and 6 Type Three Fusion Blocks.

Standard Supply of Ammunition: 288 rail gun ammo clips (12 rounds each), 20 rail gun ammo backpacks, and 10 ammo drums for the Shemarrian rail guns, 72 ammo clips for the

Shemarrian Assault Rifle, 24 other ammo clips (various) and 96 Shemarrian E-Clips.

Auxiliary Cargo: Spare parts for field repairs, a dozen sets of extra limbs (hands, arms, gauntlets, feet, and legs), armor plating, a few headdresses, and similar. Can carry or pull three times as much as usual for its Robotic P.S.

Note: Additional equipment can be strapped to the exterior of the cargo containers and the rest of the Pack Mule's body if need be, though this is rarely done.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Not available.

Monst-Rex Pack Mule Weapon Systems:

1. Prehensile Tail (1): The ten to twelve foot (3 to 3.6 m) long tail has a sharp blade at the end which can be used as a whip or stabbing weapon. The tail is used in hand to hand combat and is able to attack twice per melee round. This is two *additional* hand to hand combat attacks available for close combat (total of eight attacks when tail is included)! The tail is also used for balance and for climbing.

Primary Purpose: Assault.

Secondary Purpose: Balance/Stability.

Weight: Not applicable, part of the robot's frame.

Range: 10 to 12 feet (3 to 3.6 m).

Mega-Damage: Whip or slash 1D4 M.D. or stab with the point is 1D6 M.D.

Rate of Fire: Each slash or stab counts as one melee attack/action (use of the tail adds two attacks per melee).

Payload: Not applicable.

2. Hand to Hand Combat: Simulated quadruped monster combat. Monst-Rex are lethal in melee combat, and fight like a cross between a horse and a bear.

Attacks per Melee: Eight (including the two for the tail).

Damage: As per Robotic P.S. of 35.

Restrained Bite/Nip: 6D6 S.D.C.

Full Strength Bite: 1D6 M.D.

Blunt Claw Strike 2D4 M.D.

Claw Strike: 4D6+3 M.D.

Power Claw Strike: 8D6+3 M.D. (counts as two attacks).

Mule Kick with Hind Legs: 6D6 M.D. (counts as two attacks).

Tail Slash: 1D4 M.D.

Tail Stab: 1D6 M.D.

Spines: 1D6 M.D. each.

Head Butt: 1D4 M.D.

Pounce/Body Block: 1D6 M.D.

Body Block or Leaping Attack: 4D6 M.D., and has a 01-65% chance of knocking an opponent weighing as much as 2,400 lbs (1080 kg) off his feet. The victim of this knockdown attack loses initiative and two melee attacks, and is -2 on all combat bonuses (including strike, parry, and dodge) while fighting a Monst-Rex in a prone position (the android has initiative and all of its bonuses).

Bonuses (All): +1 on initiative, +2 to strike, +6 to parry, +6 to dodge, +8 to dodge when running at speeds in excess of 75 mph

(120 km), +4 to pull punch/claw/tail/bite, +2 to roll with impact, Critical Strike on a natural roll of 19 or 20. **Note:** Reduce bonuses by half when carrying or pulling a full or heavy load. Also reduce bonuses by half if the Right Shoulder Sensor Pod is destroyed, or if the head is destroyed and the extra sensor pod remains intact.

3. Special Features: The Monst-Rex "Pack Mule" is equipped with several specialized features in order to assist the Shemarrians in the field with more than just additional supplies. These additional special features are as follows:

Cargo Containers: See the entry under Statistics, above.

E-Clip Charger: Six E-Clip charging ports can be found right behind the saddle where the Spinster is seated. The ports are multi-purpose, and can charge Arch-3030 E-Clips and Shemarrian E-Clips, as well as many other types of E-Clips in common use across North America, including those used by Titan Industries, the Coalition States, Free Quebec, Northern Gun, Manistique and Wilk's.

Data Ports: Behind each shoulder the Pack Mule has six concealed data ports. These ports, similar in operation to a cybernetic headjack, allow Shemarrians or any other Archie robot to plug in to the Pack Mule and receive data. This is one of the ways Archie distributes orders, communications and firmware and software updates to far flung Shemarrian squads. The data ports also connect to the diagnostic computer described below. Each Pack Mule carries twelve, six foot (1.8 m) data transfer cables in its equipment, one for each data port.

Diagnostic Computer: The pack mule also carries an onboard diagnostic computer that plugs directly into another robot, vehicle or suit of powered armor and detects mechanical, electrical and computer problems. It then shows the affected parts that need to be replaced or repaired and shows the recommended procedure for doing so. The computer is 95% accurate for Shemarrians, their mounts and most common vehicles and weapons, but drops to 30% when dealing with alien/extra-dimensional technology. Adds 15% to the appropriate electrical, Mechanical and Engineering skills when used.

4. Sensors of Note (in the head): Same as the Monst-Rex.

5. Sensors of Note (Extra Sensor Cluster): Same as the Monst-Rex A-002.

6. Skill Program: Standard for Shemarrian Animals.

7. Automatic Self-Destruct Program: Standard as per all of the androids in the Shemarrian Nation.

The Monst-Crane

"I was leading some friends through the backwoods when all of a sudden a strange sight came a' riding up. A Shemarrian Warrior, rail gun in hand, mounted on a gigantic, flightless bird. 'Splogorth?' was the only thing she said, causing us to nod and point her in the direction of the Slavers we had seen a few hours earlier. She nodded, as if to say 'thank you' and whistled, spurring her bird steed, which let out a beautiful trill before it ran off into the woods. As if on cue, two other Shemarrians mounted on similar birds, as well as another on a Monst-Rex, its rider leading one of the birds by a leash, emerged from the sur-

rounding brush to follow their sister. We heard the report of their rail guns in the distance later that day.”

– *Castor Berb, a Bayou Ursine salvage expert and accomplished traveler, entertaining children in Angel’s Fen, Alabama.*

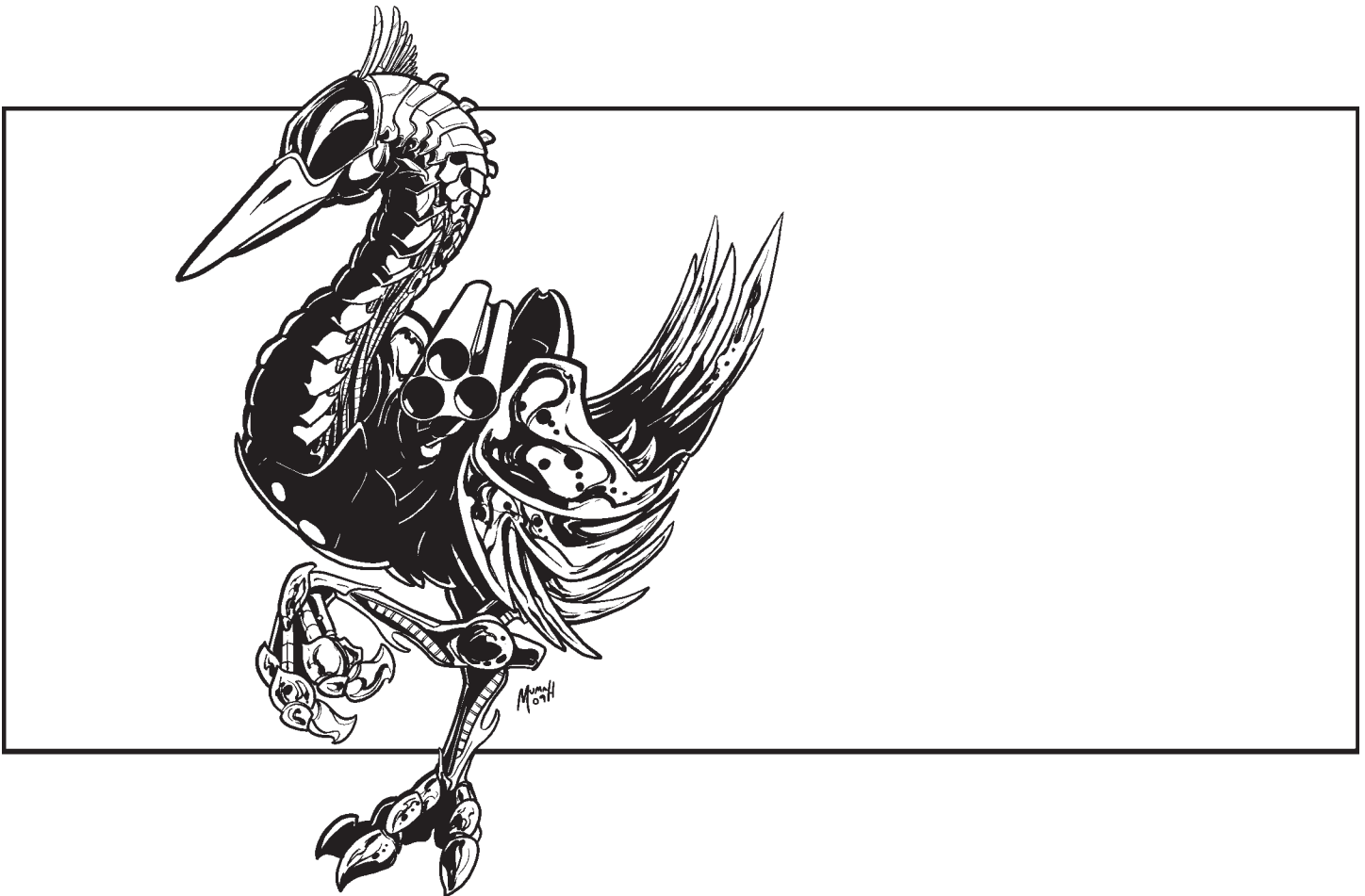
Adventurers traveling through the southern woods and mountains of the Eastern Wildlands report being witness to a peculiar sight, Shemarrians riding large, flightless, crane-like birds. Prior to the first sighting in December of 107 P.A., it was believed that Shemarrians only rode their fearsome Monst-Rex mounts and the occasional Rhino-Buffalo, otherwise relying on foot power and shoe leather to get from point A to point B. In fact, the warrior women are known to mock people who use ground and robot vehicles, stating that the only true way to travel is on the back of a well trained fighting beast. Now, a new beast seems to have been added to the Shemarrians’ stable of war steeds, the beautiful but oddly proportioned Monst-Crane.

Like its larger counterpart, the Monst-Rex, the Monst-Crane is a tough and reliable animal that can be found with or without Shemarrian riders across the Shemarrian Nation. The animal is a large, flightless bird that resembles a cross between an ostrich and a crane, with the powerful legs and vestigial wings of the former, and the graceful neck and long bill of the latter. The Monst-Crane’s plumage consists mainly of hues of blue and green, with splashes of red and copper. The calls and songs of Monst-Cranes are beautiful and musical, ranging from the call of a mourning dove to those of the robin, except longer and with a greater trill and many musical variations.

In the wild, observers have reported that undomesticated Monst-Cranes gather in small flocks to hunt and forage for food. The creatures are apparently predators that feed on carrion and prey upon small game such as squirrels, mice, snakes and rabbits, as well as small wild dogs and injured and ill humanoids. (Of course, this is just programming to lend an air of authenticity to the Archie ‘Bots.)

Most Monst-Cranes, especially those used by Shemarrians as riding animals, appear to have received some degree of cybernetic and/or bionic augmentation similar to the Monst-Rex and Shemarrian Wolf. According to the Shemarrians false history, the Monst-Cranes existed on the Shemarrian home planet and were brought over to Rifts Earth along with the Monst-Rex and Shemar-Wolf. In reality, the androids rolled off the assembly line during the late fall of 107 P.A., entering into the field-testing phase shortly thereafter. The Monst-Crane was Hagan’s suggestion, the idea man pointing to the use of a variety of riding animals by his fellow humans as reason enough to provide the Shemarrians with another mount. As a much smaller war steed than the Monst-Rex or Rhino-Buffalo, the bird is ideal for navigating through very dense forests, narrow ledges, deep snow and muddy swamps, conditions and terrain that occasionally prove difficult for the larger war steeds.

The programming of wild Monst-Cranes (model A-006) differs significantly from the programming of the wild Monst-Rex (Model A-001). Wild Monst-Cranes *are not* programmed to seek out and attack enemies such as the Splugorth, Horune or the Coalition Army, though they will defend themselves when attacked. Instead, the Monst-Crane is programmed to follow and



observe enemies and other outsiders, fleeing if they are attacked. The A-006 models are meant to move about as lone individuals, pairs and small flocks (1D4+2). While they are doing so, they observe and tail groups of adventurers, mercenaries, Cyber-Knights, demonic beings and suspicious outsiders, particularly those using high technology, alien technology or magic. If the wild Monst-Cranes come across people up to no good, Splugorth Slavers, Horune Pirates or some other force that Archie has marked for destruction, they let out three extremely long trills that can be heard for miles in the wilderness. The trills, when heard by nearby Shemarrians, Monst-Rexes, Shemarrian Wolves or other Archie robots, tell them to come and investigate or attack and signify that their attention is required. Wild Monst-Cranes also respond immediately to any command given to them by Archie, Hagan, a Shemarrian War Chief, Goddess or Spinster. As part of their programming, all Monst-Cranes are programmed to recognize and act spooked by the detonation of flash grenades, ignited signal flares and other sudden bursts of light or displays of fire.

Compared to the Monst-Rex, the Cranes are comparatively few in number, having only recently proceeded beyond the field-testing stage. Archie and Hagan have included the robot birds as a permanent part of the fictional tapestry of Shemarrian culture and have started to slowly increase their numbers. Currently there are 400 Monst-Cranes spread out across the Old American Empire states of Pennsylvania, Maryland, Delaware, New Jersey, Virginia, and West Virginia, and 600 further south into the Carolinas and Dinosaur Swamp. Current plans call for adding another 1000 Monst-Cranes by year's end (109 P.A.), and to triple their numbers over the next year or two, depending on how fast the war against the Minions of Splugorth escalates.

Shemarrian Monst-Crane war steeds are given a seat or saddle-like configuration as well as a few shoulder weapons operated by the rider. Not all are used as war steeds, one quarter are used as packhorses by Shemarrians mounted on other Monst-Cranes or war steeds. Supplies carried by these pack Monst-Cranes are usually limited to additional ammo, weapons, fusion blocks or other equipment to be used by the Shemarrians or passed off to other Archie robots.

Monst-Crane Android

Model Type: A-006 (wild) and A-007 (war steed or pack animal).

Class: Fully Automated, Self-Sufficient Bird/Combat Robot.

Crew: None; artificial intelligence.

Riders: One. Only the A-007 is designed to be ridden, though a Shemarrian could ride an A-006 in a pinch. (Berserkers ride only what appears to be wild animals.)

M.D.C. by Location:

Feet/Talons (2) – 55 each

Legs (2) – 95 each

Neck – 100

* Extra Sensor Cluster/Radar (behind neck) – 20

* Head – 80

** Main Body – 250

* Destroying the head of the robot eliminates all optics and sensory systems. In most cases, the robot will shut down as a safety feature. However, in some cases, about four in ten (40%), the robot continues to fight, lashing out blindly (-10 to strike, parry and dodge) until it is destroyed. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a "Called Shot" and even then, the attacker is -3 to strike. Hitting the neck or a leg on a *moving target* is -3, *in addition* to standard penalties. The extra sensor cluster is -6 for an attacker to successfully strike.

** Depleting the M.D.C. of the main body destroys the android. Most Cyberworks robots self-destruct when their M.D.C. is reduced to zero, but in the case of the Monst-Crane (and the other androids of the Shemarrian Nation), its insides burn and melt *instead* of exploding; no salvageable remains. **Note:** No additional armor can be worn.

Speed:

Running: 200 mph (320 km) maximum! The act of running *does not* tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot's legs are strong and well suited for leaping. Leaps are an impressive 20 feet (6 m) high and lengthwise from a standing position. A running leap in excess of 60 mph (96 km) will enable the robot to leap a mind-boggling 80 feet (24 m) lengthwise, with a height of 30 feet (9 m).

Climbing: The Monst-Crane is well suited for negotiating steep terrain and leaping over or on top of fallen trees and debris, but due to its awkward shape it cannot climb like its Monst-Rex cousins.

Flying: Impossible.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 6, Robotic P.S. 30, P.P. 24, Synthetic P.B. 15, Spd 293 (321 mph/513 km).

Height: 7 feet (2.1 m) at the shoulders, about ten feet (3 m) from head to toe.

Width: 4 feet (1.2 m) at the body, 6 feet (1.8 m) total. Wingspan: 10 feet (3 m), each wing is 3 feet (0.9 m) long, comparatively small and used for stabilization while running rather than flight.

Length: Body: 6 feet (1.8 m) long and Neck and Head (usually arched back): 4 feet (1.2 m). Beak length: 2 feet (0.6 m).

Weight: 1,200 lbs (540 kg).

Physical Strength: Robotic P.S. of 30.

Cargo: None internally, though the Monst-Crane can pull or carry (on its back) up to two tons of cargo.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Not available. Monst-Cranes used as riding animals will fight to the death or self destruct before being captured. Even "wild" Monst-Cranes will flee if confronted, or fight to the death or blow up if cornered.

Monst-Crane Weapon Systems:

1. Vibro-Talons (2): The feet of the Monst-Crane sport vicious Vibro-Talons, which the robot uses in combat as well as to easily scale cliffs and destroy obstacles. The talons are always extended but the field can be disengaged to disguise the android's robotic nature or when a more delicate touch is required.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: Melee combat.

Mega-Damage: 3D6 M.D. when the Vibro-field is engaged, see *Combat #6 below*, for damage when the field is disengaged.

Rate of Fire: Each swipe or stab with the talons counts as one melee attack/action.

2. A-007 Weapon Slot (1): Over what one might consider the left shoulder of the A-007 model Monst-Crane is a space for a modular, forward facing weapon system. The modular weapon systems feeds off the robot's nuclear power supply and adds to the versatility of the already capable design. The weapon system can be swapped at one of Archie's factories or in the field by a Shemarrian Spinster. This allows the tailoring of different weapons to fit various combat situations. Each weapon is controlled by the Shemarrian rider through controls in the saddle. However, the Monst-Crane can control them when there is no rider or as it deems necessary. Each has a 90 degree arc of fire, up and down. Most (99%) people assume the weapon is a cybernetic or bionic implant. The available options are the same as the *Monst-Rex*, except there is only ONE weapon; pick one.

Option A: Forward Facing Laser.

Option B: Forward Facing, Four-Barreled Rotary Laser Cannon.

Option C: Forward Facing Plasma Ejector.

Option D: Forward Facing Heavy Plasma Ejector.

Option E: Mini-Missile Tubes (3 or 6).

3. Additional Shemarrian Weapon (1; Optional): One Shemarrian energy weapon may be cabled to the nuclear power supply, effectively giving it an unlimited payload. Can only be used by the rider when mounted. The weapon is connected to the Monst-Crane by an energy cable and cannot be removed without professional help or it is destroyed.

4. A-007 Spear Rack (Optional): The A-007 war steed can be equipped with a triangular rack that is mounted behind the saddle. Several Vibro-Spears are held in the rack. The Shemarrian rider reaches back and grabs a spear whenever she wishes to use one. The rack has 20 M.D.C. and holds 4-6 spears.

5. Retractable Stability Pads (RSP): Designed to allow the Monst-Crane to traverse through mud, swamps and deep snows, the RSPs grant the robot extra mobility in *soft terrain*. The pads are deployed from the Monst-Crane's feet and spread into wide, flat discs about three feet (.9 m) across. The pads distribute the robot's weight, and prevent them from becoming mired in soft terrains. While the Monst-Crane is pro-

grammed to walk with these pads, they are still awkward, reducing maximum speed to 50 mph (80 km).

6. Hand to Hand Combat: Simulated crane/flightless bird combat maneuvers. Monst-Cranes can dish out very respectable damage with their talons and beaks, perform leap kicks and dodge well.

Attacks per Melee: Five.

Damage: Robotic P.S. of 30:

Controlled S.D.C. Strike with Foot or Beak: 2D6+15 S.D.C.

Restrained Strike with Foot or Beak: 1D4 M.D.

Full Strength Kick: 1D6 M.D.

Power Kick: 2D6 M.D. (but counts as two attacks).

Stab with Beak: 1D6+3 M.D.

Beak Power Stab: 2D6+6 M.D. (counts as two attacks).

Scratch/Rake with Talon (without Vibro-Field engaged): 6D6 S.D.C.

Scratch/Rake with Talon (Vibro-Field Engaged): 1D6 M.D.

Talon Strike (full strength): 3D6 M.D.

Power Talon Strike: 5D6 M.D. (but counts as two attacks).

Stomp: 1D4 M.D.

Leap Kick: 4D6 M.D. (But counts as two attacks).

Leaping Pounce/Stomp: 2D6 M.D.

Head Butt/Body Block: 2D6 M.D.

Nipping Bite: 1D4 S.D.C.

Restrained Bite: 2D6 S.D.C.

Full Strength Bite: 1D6x10 S.D.C.

Power Bite (counts as two attacks): 1D4 M.D.

Trample: 3D6 M.D.

Bonuses (all): +2 on initiative, +2 to strike using mounted weapons, +5 to strike in melee combat, +2 to parry, +5 to automatic dodge (the act of dodging does not use up a melee attack), +2 to pull punch, +2 to roll with impact/fall, and Critical Strike on a natural roll of 19-20.

7. Sensors of Note (in the head): Standard.

Speech: The Monst-Crane cannot carry on a conversation but does chirp, whistle, trill, coo, click its bill and make a hiss-like laugh. The only means of complete two-way communication is by using the psionic power of Telemechanics.

8. Sensors of Note (Extra Sensor Cluster): Positioned behind the neck of A-006 models and between the neck and saddle of the A-007 is a small sensor cluster with radar detection and radar capabilities.

Radar Detector: Picks up radar signals indicating that the area is being scanned by radar and therefore humanoids (or another Monst-Crane or Monst-Rex) are near.

Limited Radar: A limited radar of its own warns the Monst-Crane of aerial attacks (up to twenty flying adversaries), including missiles. Range: 2000 feet (610 m).

9. Skill Program: Standard for all Shemarrian Animals. Despite its human-level intellect, the Monst-Crane is programmed to act as a normal flightless bird would, though only as a deceptive measure.

10. Automatic Self-Destruct Program: Standard as per all of the Androids in the Shemarrian Nation.



The Shemarrian Wolf

Also known as the Shemar-Wolf

“I wouldn’t compare it to how we keep dogs as pets. Rather, the Shemar-Wolves seem to have a symbiotic relationship with the warrior women. The giant wolves follow the Shemarrians as it guarantees them food, and the Shemarrians tolerate their presence as the wolves help them take down their enemies. According to the wilderness folk that we talked to, Shemarrian Wolves will leap onboard Splugorth Slave Barges after the force field has been disengaged, to attack individual Blind Warrior Women or to attack the Slaver as a group. I have not seen it myself, but I’m told it is a sight to behold.”

*- From the report of Sergeant Jean Moreau,
Free Quebec Scout.*

Recently, wilderness folk and adventurers in the northeast of the Old American Empire and southeast of the Old Canadian Empire have reported a strange species of *alien canine* within the forests of the Eastern Wildlands. Over the last few years, these predators have dramatically increased in number and have been steadily pouring out of the Eastern Wilderness and into the Domain of Man. Scouts from the former Coalition State of Free Quebec and CS soldiers on patrol in the Magic Zone have reported seeing the massive creatures.

In the East, the canine is infamous for following the Shemarrian warrior women in small packs, attacking whomever the Shemarrians attack and then feasting on the remains of their fallen enemies. This has earned the canine the names *Shemarrian Wolf* and *Shemar-Wolf*. Whether these wolf-like creatures have actually been domesticated by the Shemarrians or simply follow them is yet to be determined.

Shemarrian Wolves rather resemble the large, saber-toothed wolves that existed during the human ice age during the days when the Mammoth and Saber-Tooth Tiger roamed the Earth. As a result, there has been some speculation that the canines, like the dinosaurs of the swamplands, might be from Earth’s own past. Shemarrian Wolves are large, brutish looking canines with powerful builds, long shaggy fur, large fangs and shocking intelligence. Their coats are a mixture of browns and grays, with

black or darker colored lower legs and streaks of white and red on their underbellies. Their teeth are long and yellow and they possess overlarge canine teeth that give them their saber-toothed look. They have a piercing bark, and tend to growl and bay when hunting and fighting.

To see one of these Shemarrian Wolf packs in action is often enough to give one nightmares for life, especially when they pile onto a Coalition vehicle or Splugorth Slave Barge, tearing the onboard personnel to pieces. Wilderness folk, on the other hand, tend to adore these large canines exactly because they attack slavers, Horune and monsters that plague the regions. Furthermore, Shemarrian Wolves have *never* been known to *attack* or slaughter cattle or other livestock, presumably because the Shemarrians keep them so well fed. A few people in the East, particularly those who worship in animal cults, seem to think the appearance of Shemarrian Wolves is a good omen for the future.

The enigmatic Shemarrians have little to say on the subject of the Shemar-Wolves, but then it is difficult to get the warrior women to say much on any subject. According to the exiled Shemarrian Pariahs, the wolves were not brought over from their home world, rather they are simply an alien life form from the Rifts that has found a comfortable niche in Shemarrian society. It is unknown whether they have domesticated the wolves or not, though the common opinion is that they have been semi-domesticated by Shemarrians.

As it is with all things surrounding the Shemarrians, the Shemar-Wolves are also lifelike androids created by Archie and Hagan. Based on the AA-10 Bottweiler chassis (see **Rifts® Sourcebook One, Revised** for details on Bottweilers and other Archie ‘Bots), the Shemarrian Wolf is simply a design that Hagan thought would be fun. Archie has created a few thousand of them, dispersing most of them throughout the American Atlantic coastline, northeast and Canadian southeast. However,

others have been sent west to spy on the Coalition States, the Federation of Magic and other kingdoms and regions without attracting much attention themselves. A typical “wild pack” has 8-14 members (2D4+6), most of which keep to the woods and mountainous regions. Those in the east hunt and kill Minions of Splugorth, Horune Pirates and other slavers and monsters. Those in the west observe and hunt sub-demons, like Brodkil and Gargoyles, as well as other monstrous beings. Packs of Shemar-Wolves also follow pairs and groups of Shemarrians, joining in any attacks they level against anyone. However, a lone Shemarrian Pariah, Berserker or Goddess as well as Male Shemarrian Hunting Party may also be accompanied by 1-6 of the Wolves, and Pariahs, in particular, treat the animal as a pet or traveling companion. These supervised packs follow their Shemarrian leaders on patrols wherever they go.

Shemarrian Wolf Android

Model Type: AA-10SW/A-009

Class: Fully Automated, Self-Sufficient Animal/Combat Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

* Tail – 20

* Front Legs (2) – 60 each

Hind Legs (2) – 80 each

* Head – 60

** Main Body – 175

* A single asterisk denotes a small and difficult target to strike, requiring the attacker to make a *Called Shot*, but even then the attacker is -4 to strike. Destroying the head of the robot eliminates all optics and sensory systems, but the robot continues to fight blindly until it is destroyed. Under these conditions, the robot enjoys no combat bonuses to strike, parry, or dodge.

** Depleting the M.D.C. of the main body destroys the android, but in the case of the Shemarrian Wolf, the insides burn and melt instead of exploding; no recoverable remains.

Note: No additional armor can be worn by this animal robot.

Speed:

Running: 180 mph (288 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: The robot’s legs are strong and well suited for leaping. Leaps are an impressive 20 feet (6 m) high and lengthwise from a standing position. A running leap in excess of 60 mph (96 km) adds a mind-boggling 80 feet (24.4 m) lengthwise and a height of 20 feet (6.1 m) to the leap.

Climbing: Well suited for negotiating steep terrain, but can NOT scale vertical trees and sheer walls of rock. Climbing skill is roughly 70%; cannot rappel.

Flying: Impossible.

Statistical Data:

Attribute Equivalents of Note: I.Q. 11, Robotic P.S. 30 (Jaws: 40), P.P. 20, Synthetic P.B. 12, Spd 264 (180 mph/288 km).

Height: 3.6 feet (1 m) at the shoulders, about 4.6 to 5 feet (1.4 to 1.5 m) from head to toe.

Width: 2 feet (0.4 m) at the shoulders.

Length: 6 feet (1.8 m) to the rump, plus 3 feet (0.9 m) of tail.

Weight: 750 lbs (337 kg).

Physical Strength: Robotic P.S. of 30 for the legs and body, P.S. of 40 for the jaws.

Cargo: None.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Absolutely not available!

Shemarrian Wolf Weapon Systems:

1. Retractable Vibro-Claws (4): Concealed in each paw are three short, hooked Vibro-Blades. The claws can be extended or retracted at will upon electronic command from the robot.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot’s frame.

Range: Melee combat.

Mega-Damage: 3D4 M.D.

Rate of Fire: Each swipe or stab with the claws counts as one melee attack/action.

2. Hand to Hand Combat: Simulated canine combat. The Shemarrian Wolves are vicious scrappers and fight in packs.

Attacks per Melee: Six.

Damage:

Controlled S.D.C. Strike: 2D6+15 S.D.C.

Restrained Paw Strike: 1D4 M.D.

Full Sstrength Paw Strike: 1D6 M.D.

Power Paw Strike: 2D6 M.D. (but counts as two attacks).

Claw Strike: 3D4 M.D.

Power Claw Strike: 6D4 M.D. (but counts as two attacks).

Kick (using hind leg to kick behind): 1D4 M.D.

Leaping Pounce: 2D6 M.D. (60% chance of knocking man-sized opponents down: loss of initiative and one melee attack/action, and is -2 to strike, parry, and dodge when fighting a Shemarrian Wolf in a prone position.)

Head Butt/Body Block: 2D6 M.D.

Bite strength is higher than leg/body strength: 1D6x10 S.D.C. or 1D4 M.D. on a restrained nip, 3D6 M.D. on a full strength bite, 6D6 M.D. from a Power Bite (counts as two attacks).

Bonuses: +2 on initiative, +3 to strike and parry, +5 to dodge, +7 to automatic dodge (the act of dodging does not use up a melee attack or action) while running at speeds in excess of 60 mph (96 km), +5 to pull punch/claw/bite, +1 to roll with impact, and Critical Strike on a natural roll of 19 or 20.

3. Sensors of Note (in the head): Standard.

Speech: The Shemarrian Wolf cannot carry on a conversation but does growl, roar, whine, yip, howl, sing, snarl, snort, make a hiss-like laugh and whimpers like a wild dog/wolf. Note that the robotic wolf’s intelligence level *is* equal to a human I.Q. attribute of 11.

4. Skill Program: Standard for all Shemarrian animals. Despite its human-level intellect, the Shemarrian Wolf is programmed to act as a normal wolf would, though only as a deceptive measure.



Genuine Imitation

As noted elsewhere, in addition to the Monst-Rex and Monst-Crane, Archie also makes android versions of the **Rhino-Buffalo**, **Fury Beetles**, **Ostrosaurus** and similar **dinosaurs** as alternative war steeds. This is done to help perpetuate the illusion that the Shemarrian war steeds are “real” animals. However, because they are, indeed, real life animals known, catalogued and studied by the outside world, Archie must be careful to not go overboard with making them too powerful. Thus, these android versions of real animals are designed to look and behave like the genuine creatures.

Model Type: Varies.

Class: Fully Automated, Self-Sufficient Animal/Combat Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

Wild Animal: As per the real animal +10% (nobody notices a small percentage difference).

Bionic Augmented War Steed: A known animal that “appears” to have undergone bionic augmentation or full conversion as a Shemarrian war steed can have more M.D.C. than the real world creature due to the influence of its bionics.

- Partial Bionic Augmentation: Increase the M.D.C. by 20%.
- Full Bionic Conversion: Increase the M.D.C. by 40%.

Note: When we talk about Partial or Full Conversion Bionics, we are referring to the appearance of the animal. That it looks as if it has undergone bionic augmentation or conver-

sion, but the truth is they are androids similar to the Monst-Rex.

Speed & Abilities: As per those of the real animal.

Running & Speed: Increase the animal’s normal ability as follows: Wild: +10%. Partial (war steed): +20%. Full Bionic Conversion (war steed): +50%.

Leaping: Increase the animal’s normal ability as follows: Wild: +10%. Partial (war steed): +20%. Full Bionic Conversion (war steed): +40%. **Flying:** Not possible, war steeds are large ground-dwelling animals.

Statistical Data:

Attribute Equivalents of Note: Robotic I.Q. 1D6+10, all physical attributes mimic those of the real animal. Those that appear to have undergone full bionic conversion may be increased by 20%.

Size: As per the actual animal; +20% for full conversion cyborgs.

Weight: 20% more than the real animal.

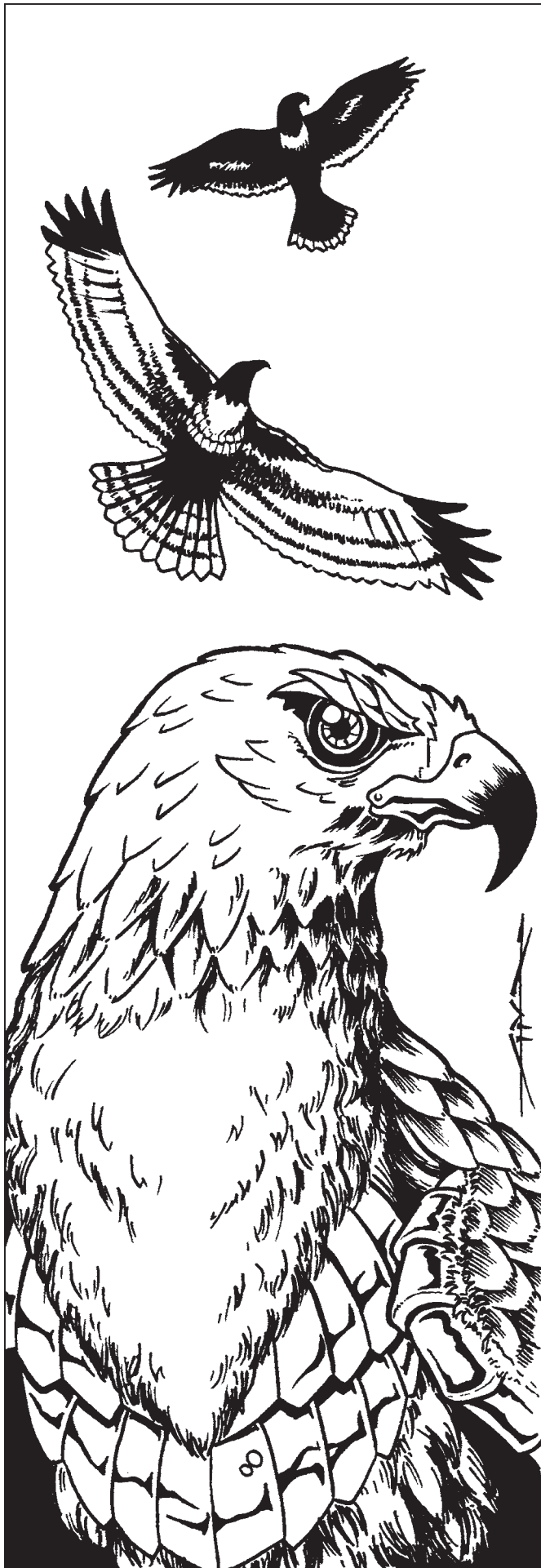
Physical Strength: Representative of the real animal. Those that appear to have undergone full bionic conversion have a Robotic P.S. that is 20% greater than the actual animal.

Cargo: None.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Absolutely not available!

Weapon Systems: Same as what is available to the Monst-Rex when the beast is a four-legged imitation (or Fury Beetle) or same as the Monst-Crane for two-legged varieties.



New Cyberworks/ Archie Robots

AA-03 Avian Spy

"How do I know, my dear Hagan? Well, let's just say that a little birdie told me."

— A.R.C.H.I.E. Three

The AA-03 is a small, bird-shaped drone that has been used by Archie for reconnaissance and espionage for decades. Designed at first to resemble the alien Azhure found in Dinosaur Swamp, the AA-03 was one of Archie's first successful attempts at disguising a robot as a living creature. Over the years, the *AA-03 Avian Spy* has proven itself time and time again as an effective espionage and intelligence tool. Used to spy on people throughout the Carolinas and other places where the Azhure is found, very few people ever give the metallic birds a second thought. The spy robot has been programmed to follow anyone who looks suspicious as well as those that appear to be outsiders to the region, especially Coalition, Free Quebec, Splugorth and Horune forces, although adventure groups and Cyber-Knights are also frequently tagged for surveillance. The android birds have also been programmed to act just as a real predatory bird would *while* they are following a given group. Thus, it will circle away out of sight or swoop down and kill some innocent rabbit or bird. Such bird antics may cause the Avian Spy to lose track of its subject for a short while, but it keeps up appearances and prevents suspicion. Of course, the Avian Spy can land in the tops of trees and other high vantage points and follow subjects without ever being noticed.

In recent years, Hagan has convinced Archie to introduce several aesthetic variants to the AA-03 Avian Spy. Each has the same programming and purpose, but they appear as other species of bird so that they may be sent across the continent to spy. Variants of the AA-03 include *red-tailed hawks*, *red-shouldered hawks*, *northern goshawks*, *Cooper's hawks*, *Mississippi kites*, *swallow-tailed kites* and *peregrine falcons*, among others, including a few alien varieties such as the *Clavicle Carrion Hawks* and of course, the *Azhures*. These variants can be found sprinkled throughout the eastern half of the Old American Empire as well as the Midwest i.e. east of the Mississippi), and Southeastern Canada. In fact, a few can actually be found roosting on the exterior of the fortress cities of *Chi-Town*, *New Waukegan* and *Free Quebec* as well as key communities in the Magic Zone.

All AA-03 Avian Spies are convincing replicas of the actual animal, with near-accurate portrayal of the plumage, as well as the various calls and behavior of the given species. Only close scrutiny may reveal the bird to be a fake, and only if the examiner is familiar with that actual type of bird and wildlife. Only Archie knows exactly how many Avian Spies are on the wing, as even Hagan is kept in the dark on this matter. As always, information/observations "red flagged" as unusual or important may be recorded and transmitted to Archie. Likewise, Archie

can choose to see and hear what his Avian Spy is experiencing in real time whenever he chooses. **Note:** A few operatives of the Republicans are wise to Archie's use of the robotic birds and have taken to shooting *any* bird of prey that seems out of place or following them.

Avian Spy

Model Type: AA-03

Class: Fully Automated, Self-Sufficient Spy/Bird Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

** Wings (2) – 10 each

Legs & Talons (2) – 5 each

* Head – 12

*** Main Body – 25

* Destroying the head of the robot bird eliminates all optics and sensory systems. In most cases (80%), the robot will shut down as a safety feature as well as to feign death. In a few cases (20%), the robot continues to function as best it can (-10 to strike, parry and dodge) until it is destroyed. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a "Called Shot" and even then, the attacker is -9 to strike! Hitting a leg is -12.

** Destroying a wing *will not* eliminate flight capabilities. The robot flies through use of a small and highly advanced hover system and thus the wings are only included to make the robot seem like a real bird. However, if the robot knows that people are watching, it will feign impairment when a wing is destroyed. Units with one or more destroyed wings are programmed to return to the Allegheny Mountain facility (the old HQECC) or the nearest Archie factory (including the Titan Robotics Facility in New Cedarville) for repairs. **Note:** The wings are small and difficult targets to hit *on a moving target*. Thus, they can only be hit when a character makes a "Called Shot" and even then, the attacker is -4 to strike.

*** Depleting the M.D.C. of the main body destroys the Avian Spy. The android's insides melt just like all of Archie's other fake wildlife robots, leaving no salvageable remains or clues. The Avian Spy is a small and difficult target to strike when in flight and thus attackers are -3 to strike it. **Note:** Additional body armor or power armor cannot be worn by this tiny robot.

Speed:

Running: 6 mph (9.6 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: Not possible, except for small hops with distances that are no more than a foot (0.3 m).

Flying: 41 mph (65.6 km) maximum through the use of a hover jet system. Can also hover stationary at any height equal to its maximum altitude, but in such away as to mimic a bird riding air currents, and can dive (triple speed when diving) to escape attack or make a diving attack.

Prowl: Remarkably, the hover system is nearly silent, equal to a Prowl skill of 75%; 90% if the robot glides instead, using con-

trolled bursts from its hover system while taking advantage of air thermal currents.

Maximum Altitude: 5,000 feet (1524 m), typically flies much lower at 100-1,000 feet (30.5 to 305 m).

Range: The miniaturized nuclear power pack gives the robot 5 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 14, Robotic P.S. 10, P.P. 16, Synthetic P.B. 18+1D8 (varies), Flying Spd 54 (41 mph/65.6 km).

Size: Roughly the size of a hawk or large falcon: 20 inches (0.5 m) long with a 48-inch wingspan (1.2 m). In some instances, the AA-03 is slightly larger or smaller than the species of bird that it is portraying.

Weight: 10 lbs (4.5 kg).

Physical Strength: Robotic P.S. 10.

Cargo: None.

Power System: Nuclear, average life is five years.

Black Market Cost: Absolutely not available!

Avian Spy Weapon and Sensor Systems:

1. No built-in weapons: The Avian Spy is purely an espionage unit and thus has virtually no offensive capabilities. The robot can peck or bite with its beak, buffet with its wings or tear with its talons. Furthermore, the Avian Spy cannot pick up or use most weapons, although they will drop grenades on occasion when ordered to by another Archie robot (and said robot needs to provide the grenade).

2. Hand to Hand Combat: Simulated raptor combat. While not well suited to combat, the Avian Spy can do decent damage with its talons and beak if cornered or captured.

Attacks per Melee: Four.

Damage:

Peck with Beak: 1D6 S.D.C.

Bite or Tear with Beak: 2D6 S.D.C.

Restrained Claw with Talons: 1D6 S.D.C.

Claw with Talons: 2D6 S.D.C.

Power Claw with Talons: 4D6 S.D.C. (but counts as two attacks).

Wing Buffet: 1D6 S.D.C.

Bonuses (all): +3 on initiative, +3 to strike, +2 to parry, +2 to dodge on the ground, +6 to automatic dodge in flight (the act of dodging does not use up a melee attack), +3 to roll with impact/fall, +1 to disarm, +3 to pull punch, Critical Strike on a natural roll of 19-20.

3. Sensor Systems of Note:

Optics: Basic optical system allowing the robot to see within the visible light spectrum, infrared, ultraviolet and polarization as well as passive light amplification (500 feet/152 m) and telescopic sight (6,000 feet/1830 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize over 40,000 mechanical sounds, from

car engines to the hum made by a generator. Adds to alertness and attacks.

Radio Communication: Narrow-band, long-range radio with a range of 500 miles (800 km) in ideal conditions. Uses a sequence of constantly alternating, complex and random codes, codes that also alternate back and forth between Anglo-Saxon/Old English, Arabic, Esperanto, Finnish, and Welsh. The communication sequence is only decipherable by another Archie robot, an advanced supercomputer such as Archie or by a Rulian Translator. Other means of deciphering or translating the sequence, including magical means, will ultimately fail due to the constantly changing codes and languages (often changing several times each sentence). Even with the complicated code sequence, radio transmissions are kept to a bare minimum, generally only used in emergencies or when the robot is sure that the transmission won't be traced back to it.

Satellite Communication Uplink: Installed in 60% of the operational field units, the uplink system allows the Avian Spy to send and receive information using Archie's communication satellite. AA-03 Avian Spies with the satellite uplink act as a relay between Archie and the units without the relay, the satellite capable AA-03 receiving/sending all necessary information from/to the other AA-03 through radio communication as noted above. To avoid detection from the respective authorities, Avian Spies operating on the exterior of the mega-cities rely solely on satellite communication, sending their gathered information directly to Archie.

Speech: The Avian Spy cannot carry on a conversation but does chirp, whistle, trill, caw, coo, click its bill and shriek like the bird it is imitating. The only means of complete two-way communication are by using the psionic power of Telemechanics or through radio or satellite, as outlined above.

- 4. Skill Program:** Programmed for reconnaissance. Combat program includes basic tactics and strategies as used by predatory birds, though the Avian Spy typically only fights in self-defense. Can also identify all known CS, Free Quebec, Federation of Magic, Horune and Splugorth troops, robots and vehicles, as well as animals, monsters, Splugorth Minions, D-Bees, robots, armor, weapons and vehicles common to the eastern half of North America.

Other Skills of Note include: Prowl 75% (90% when gliding), Swim 50%, Climb 90/80%, Land Navigation 94%, Wilderness Survival 94%, Detect Ambush 60%, Detect Concealment 60% and Literacy: American 98%. The robots also understand (98%) and can speak (via radio/satellite) the eight major languages of North America, as well as French (spoken in Free Quebec), Splugorthian and over forty dead and obsolete languages (in America at least) such as Italian, Portuguese, Russian and Greek.

- 5. Automatic Self-Destruct Program:** Standard as per all of Archie's lifelike androids.



The R'Mar Alien

AA-72 Raw Material Acquisition Robot

Through his vast network of spies and contacts, Archie can obtain the necessary raw materials that are essential to the manufacture of both his *robot minions* and the *Titan series* of power armor & robot vehicles. He even purchases some of the materials from the kingdoms of *Ishpeming* and *Manistique Imperium* on the cheap, the two industrial giants unaware that they are selling raw materials to their hated rival Titan Robotics. However, the maniacal machine entity would prefer to remain self sufficient, and he has been, for the most part, via his mines and processing facility in Pennsylvania. Archie is no fool, so he fully realizes that any lode he might find will have a finite supply. As a countermeasure to the threat of a material shortage, Hagan has helped Archie design the *Raw Material Acquisition Robot*, or the *R'Mar Alien* as it has become known to the few people who have had dealings with it.

Designed to appear to be some sort of D-Bee from beyond the Rifts, the R'Mar is sent out into the North American wilderness with a number of objectives. The first and most important is to locate a suitable deposit of raw materials, usually metal ore, within a given region. The robot does so by questioning the locals, and the use of several specialized tools and sensors that have been incorporated into its design. Once suitable raw materials have been located, Archie either contracts a third party or, if the location is remote enough, sends his robots to extract the ore. If the latter course of action is taken, Shemarrians escort the robotic extraction crew, as well as cordon off the area around the work site, keeping outsiders far away. Other objectives include trade, acquisition and scouting missions to test areas for dangerous levels of radiation and hazardous gases and chemicals.

Another objective is to find commercial avenues to obtain the necessary materials, and another is to find and scavenge scrap that can be converted into the materials Archie needs. Scrap and salvage may also be purchased from mercenaries and junk dealers, or scavenged from battlefields or stolen from an enemy. The latter two are likely to be harvested by Shemarrian Warriors under the direct supervision of several Spinsters, who may be secretly directed by one or more R'Mar Aliens.

The R'Mar appear to be some sort of previously undocumented alien race. They are big and move with a graceful deliberation that belies their robotic nature. They exhibit little, if any, skin and seem to be either fully armored or full conversion cyborgs. They tend to wear heavy coats or cloaks over layers of clothing decorated with sashes, scarves and various bits of gold and silver jewelry. They wear hoods or broad-brimmed, low-crowned hats with a steel mesh veil over their lower faces. The only parts of their body that are exposed are their large, three-fingered hands and their piercing silver eyes that peer over their veils. They speak in a strange, echoing sing-song voice, and like their Shemarrian cousins, they are notoriously tight-lipped about their people, culture and reason for being on Earth. It's important to note that the R'Mar's outward design is not influenced by Hagan. This has been done on purpose in order to disassociate the R'Mar from all of Archie's other robots.

The R'Mar carry with them a number of tools to aid in exploration and prospecting. Aside from the typical excavating tools one would expect to find on a prospector, the R'Mar also carry a big metal staff that has a number of special sensors in it, as well as a massive, handheld drill. They travel either by foot with a pack animal, or in rugged off-road vehicles with plenty of storage space for their gear. While they do carry weapons, they seem to avoid conflict when it arises, fleeing and hiding in the face of hostility. The R'Mar's head can be detached and leave the rest of the body on its own, moving on four thin insect-like legs in order to get through narrow openings and to reach places that a humanoid body could not possibly hope to access. These features also make the R'Mar suitable for covert operations, its detachable head making a wonderful spy and its tools suitable for sabotage.

The R'Mar are programmed to act like humanoids, or at least how Archie and Hagan believe an alien humanoid would act. Like the Shemarrians, they are programmed to speak perfect Dragonese (95%), but only broken American (50%). Unlike the Shemarrians, the robot is NOT an android and thus there is no

attempt other than clothing and behavior to disguise its mechanized nature. As stated previously, the few people that have had contact with the R'Mar have assumed that they are either a race of robots or some type of cyborg. Such an assumption was what Archie and Hagan were going for. There are only a few hundred R'Mar in the field at any given time, with no more than half sent out to find precious raw materials. The rest of these robots are kept in storage in the Allegheny facility. The R'Mar may be encountered as solitary travelers or in groups of two or three of them wandering the most remote regions of the American Eastern Seaboard. The R'Mar are never sent west of the Appalachian Mountains or as far north as Canada.

Raw Material Acquisition Robot – a.k.a. “R'Mar Alien”

Model Type: AA-72

Class: Fully Automated, Self-Sufficient Exploratory Supply Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

Walking Stick/Tamping Iron – 50

Tool Utility Arms (2; usually hidden under bulky clothing) – 30 each

Modular Tool Hand Attachments – 2-12 M.D.C. (varies)

Main Hands (2) – 22 each

Main Arms (2) – 60 each

Legs (2) – 105 each

* Head – 90

** Insect Legs (4; head) – 5 each

*** Main Body – 210

* Destroying the head of the robot eliminates all optics and sensory systems. In most cases, the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to fight, lashing out blindly (-10 to strike, parry and dodge) until it is destroyed. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when a character makes a “Called Shot” and even then, the attacker is -3 to strike. Hitting a hand or modular tool hand is -6. The head can also detach and move on its own. If destroyed, this latter feature is not possible.

** The insect legs of the detachable head, which enable the head to move independently from the body, are extremely small and difficult targets to hit, especially on a moving target. Thus, one can only be hit when a character makes a “Called Shot,” and even then, the attacker is -9 to strike. If two of the legs are destroyed, the head can only move at a crawl (half speed). When three or all four are destroyed, it cannot move by itself and will self-destruct unless recovered by another Archie robot or Hagan (the latter being doubtful) within 30 minutes of being struck immobile. **Note:** The legs are only visible when the head is deployed independently.

*** Depleting the M.D.C. of the main body destroys the robot. The robot explodes when all its M.D.C. is depleted, leaving no salvageable remains. The head, which can move on its own through the use of spider legs, ejects a split second

before the explosion and will attempt to flee and hide until Archie sends a Shemarrian or other robot to recover it.

Speed: (See separate stats for the mobile head.)

Running: 90 mph (144 km) maximum. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: 10 feet (3 m) high or lengthwise. A running leap in excess of 40 mph (64 km) will enable it to leap 10 additional feet (3 m).

Flying: Possible only by use of a jet pack.

Range: The nuclear power pack gives the robot approximately 20 years of life even under the most strenuous and constant amount of use.

Statistical Data:

Attribute Equivalents of Note: I.Q. 24, Robotic P.S. 30, P.P. 18, Spd 132 (90 mph/144 km).

Height: 6 feet, 5 inches (2 m).

Width: 3 feet (0.9 m).

Length: 2 feet (0.6 m).

Weight: 900 lbs (405 kg).

Physical Strength: Equal to a Robotic P.S. of 30; the secondary set of arms have a Robotic P.S. of 20.

Cargo: None.

Power System: Nuclear, average life is 20 years.

Black Market Cost: Not available!

R'Mar Alien Weapon/Tool Systems:

1. R'Mar Multi-Purpose Staff: Each and every R'Mar robot is issued a staff that is slightly different and unique to each robot. This staff has a number of tools and sensors built in to assist the R'Mar in their materials retrieval work. The top of the staff contains a powerful spotlight that can cast either white, infrared or ultraviolet light up to 500 feet (152.4 m). Also at the top of the staff is a micro-power impulse radar emitter with a range of 500 feet (152.4 m). The micro-power radar allows the R'Mar to detect objects and living creatures through walls and under debris.

The body of the staff itself is solid tungsten alloy of incredible strength and resilience. The staff is also dense, making it useful for tamping explosives and even allowing its use as a lever for moving debris. The bottom of the staff has a reinforced, screw-on cap concealing a high-powered but short-range drilling laser with a range of about ten feet (3 m). The staff is indispensable to the R'Mar's materials exploration mission. An R'Mar will never willingly give up its staff, and will go to great lengths to retrieve one that has been lost or stolen.

Primary Purpose: Tool.

Secondary Purpose: Defense.

Weight: 20 lbs (9 kg), designed to be heavy, much heavier than it appears.

Range: Melee combat.

Size: 8 feet (2.4 m) long.

Mega-Damage: As a blunt weapon, the staff inflicts 1D4 M.D. in the hands of an R'Mar Alien or other Archie robot. The drilling laser has two settings, and does either 4D6 S.D.C. damage

or 2D6 M.D. per melee round (15 seconds) as a tool or weapon and makes perfect holes three inches in diameter. While it can be used as a weapon, the Multi-Purpose Staff is not particularly well suited for combat.

Rate of Fire: Not applicable.

2. Heavy Coring Drill: A heavy-duty coring drill carried by the R'Mar for taking samples and making holes for demolition or debris clearing. It is a heavy, two-handed drill that resembles a tool built to drill post-holes. It has an array of heavy snap-on bits that range from augers to core samplers to different drill bits. The Coring Drill is electrically powered, and can be run from a standard E-Clip for hours to days depending on usage.

Primary Purpose: Tool.

Secondary Purpose: Demolition.

Weight: The body of the tool with the motor, drive system and bit attachment weighs 45 pounds (20.25 kg). Bits weigh anywhere from two to ten pounds (0.9 to 4.5 kg).

Size: The body of the tool with the motor, drive system and bit attachment is about 4.5 feet (1.37 m) long. The bits range from six to twelve feet in length (1.8 to 3.6 m).

Mega-Damage: Light bits do either 4D4 S.D.C. or 2D4 M.D. per melee. Heavy bits and the coring bit deal 1D6x10 S.D.C. or 3D6 M.D. per melee round (15 seconds).

Rate of Fire: Not applicable.

3. Blasting Charges (6): Archie has designed a special tube shaped blasting charge for use by the AA-72 R'Mar Alien. The explosive has been designed to fit snugly into the holes created by the laser drill on the Multi-Purpose Staff. The ordinance is then detonated via remote signal, blasting away the rock, thus allowing much more efficient core sampling and enabling the robot to blast away obstacles and debris. The Fusion Tubes have also been used in a similar fashion to send landslides tumbling down upon the Minions of Splugorth, Horune Pirates, and Free Quebec and Coalition exploratory expeditions as well as to fill up the cavities left by mining done by other Cyberworks robots. Each AA-72 is issued 12 of these special Fusion Tubes, carried in a satchel, which is in turn hidden within the robot's cloak.

Primary Purpose: Demolition.

Secondary Purpose: Anti-Armor.

Weight: 12 lbs (5.4 kg) each.

Range: Fusion Blocks are designed for placement, not for throwing. However, the "Fusion Tubes" are slightly more suited for throwing than their square counterparts; typical range is 80 feet (24.4 m).

Mega-Damage: Fusion Tubes are essentially modified Type Two Fusion Blocks that inflict 2D6x10 M.D. to a blast radius of 10 feet (3 m). Fusion Tubes are detonated remotely via a signal from the R'Mar or from an A-49, A-51, A-63, A-64 or AA-60 robot. These explosives are thus useless to others unless modified by an Operator, EOD Specialist or similar O.C.C. (**Note:** The Fusion Tubes, like all of Archie's non-commercial technologies are considered to be *alien technology* and thus standard penalties -20% apply.)

4. Modular Tool Hands (2): Hidden beneath the R'Mar's clothes when not in use are a secondary set of arms along

with interchangeable tool hands. The R'Mar are programmed NOT to reveal their second set of arms and hands when amongst humans or D-Bees. The R'Mar can use any of the *Hand & Forearm Attachments* found in **Rifts® Ultimate Edition** on pages 52 and 53, or in the **Bionics Sourcebook** on pages 96 and 97. The robot usually carries 1D4+2 such attachments at any given time, stowing them in a travel sack or in its bulky robes.

5. Other Handheld Weapons: The R'Mar robots can use just about any type of weapon, including energy rifles or melee weapons like swords or knives. These robots are usually given an L-20 Pulse Laser Rifle or another such inconspicuous weapon. Occasionally they are issued a Cyberworks firearm, such as an Arch-22 Pulse Rifle, though they are NEVER issued Shemarrian weapons.

6. Hand to Hand Combat: Skill is about equal to an eighth level Hand to Hand: Expert.

Attacks per Melee: Six.

Damage: As per Robotic P.S. of 30.

Controlled S.D.C. Punch: 2D6+15 S.D.C.

Restrained Punch: 1D4 M.D. (6D6 S.D.C. with secondary arms).

Full Strength Punch: 1D6 M.D. (1D4 M.D. with secondary arms).

Power Punch: 2D6 M.D. (2D4 M.D. with secondary arms; but counts as two attacks).

Kick: 2D4 M.D.

Leap or Karate Kick: 2D8 M.D.

Body Flip/Throw: 1D8 M.D.

Bonuses: Includes sensor bonuses. *Hand to Hand:* +1 on initiative, +4 to strike, +5 to parry, +3 to dodge, +2 to roll with impact/fall, +2 to disarm, +3 to pull punch, Critical Strike on a natural roll of 19-20, Paired Weapons, leap attack and karate kick.

7. Sensors of Note (in the head):

Optics: Optical system allowing the robot to see within the visible light spectrum, infrared, ultraviolet, thermal-imaging and polarization as well as passive light amplification (500 feet/152 m) and telescopic sight (6000 feet/1829 m). The mono-eye of the R'Mar can rotate 360 degrees around the head, following its track, and is thus able to look behind the robot (where concealed slits have been made in the hood from which the robot can see out of). The head itself can also rotate 360 degrees, independent of the eye, while the "neck" of the robot is one complete piece and cannot move.

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize over 60,000 mechanical sounds, from car engines to the hum made by a generator. The robot can also distinguish the harmonic resonance of most stones and metals (able to tell iron from silver, silver from gold, etc. by tapping its walking stick on the stone or metal's surface).

Molecular Analyzer: Identical to the cybernetic/bionic implant of the same name. Used by the robot to recognize and follow natural gas fumes. When recognized, the robot will refrain from using explosives or anything else that could ignite

the gas as long as it or other Archie robots are in harm's way (though the robot *will* use fusion tubes or other explosives, detonating them remotely, to create a larger explosion with the natural gas whenever necessary).

Speech: Full speech capabilities, though Archie and Hagan have opted to have the R'Mar speak in a synthesized voice. The robot's voice pattern has been described as "singsong" by many of the people who have come across it. Speaks Dragonese 96% and American 50%. In addition, the R'Mar can understand the eight major languages of North America and Splugorthian as well as a plethora of dead languages (over 40 in all) such as Portuguese, Italian, Arabic and Esperanto, all at 98%. Fully literate (98%) in American, Spanish, Chinese, Japanese and Techno-Can, but not Dragonese.

8. Sensors of Note (in the hands & feet): Seismic Sensors (in the feet): Indicates ground movement and disturbances. Can also be used to tell if a cavern or abandoned mine is underfoot (through use of an echo) by rapping its walking stick on a hard part of the ground.

Molecular Analyzers (in the hands): A redundant back-up system, identical to the sensor of the same name found in the robot's head.

9. Skill Program: Programmed for recognition of all known Coalition, Free Quebec, Federation of Magic, Splugorth and Horune troops, robots and vehicles, as well as common animals, monsters, D-Bees, robots, armor, weapons and vehicles of the eastern half of North America. Is also well versed in a variety of combat tactics and various responses to them. W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Knife and W.P. Staff equal to third level proficiency.

Other Skills Include: Chemistry 90%, Climbing 90/80% (98/100% with the head/probe), Computer Operation 90%, Detect Concealment 60%, Detect Ambush 60%, Demolitions and Demolitions: Disposal 98%, Escape Artist 75%, Excavation 90%, Forgery 65%, Gemology 98%, Intelligence 90%, Horsemanship: Exotic 80%, Land Navigation 94%, Math: Basic & Advanced 98%, Mining 90%, Prospecting 90%, Prowl 65%, Radio: Basic 94%, Recycling 90%, Salvage 90%, Swim 90%, Tracking 40%, Wardrobe 90%, and Wilderness Survival 94%.

10. Automatic Self-Destruct Program: Standard as per all of Archie's robots; see the Shemarrian Warrior for details.

R'Mar Detachable Head Probe

The head of the R'Mar robot can be detached or ejected upon electronic command. Once detached, it can travel across terrain through the use of four thin, insect-like legs. This odd feature allows the robot's head to better Prowl 80% and spy (much smaller and less obvious than a full man-sized body), go through small openings, and reach locations that the larger robotic body cannot. Once its task has been completed, the head/probe reunites itself with its robot body, its insect-like legs concealed once again inside the neck. The head can also detach itself when its body is destroyed. This is done by being immediately ejected from its torso and making a run for cover (or to the nearest Archie 'Bot; the self-destruct mechanism of the R'Mar Robot is on a 30 second timer, allowing the head probe to get out of the blast area in time).

Speed:

Running: 30 mph (48 km) maximum, the head can scurry incredibly fast through the use of its four legs. The act of running does NOT tire the robot and thus the top speed can be maintained indefinitely.

Leaping: 5 feet (1.5 m) high or lengthwise. A running leap in excess of 15 mph (24 km) adds 3 feet (0.9 m).

Flying: Not possible.

Range: Two years of life, independent from its robotic body.

Statistical Data:

Attribute Equivalents of Note: I.Q. 24, Robotic P.S. 12, P.P. 20, Spd 44 (30 mph/48 km).

Height: One foot (0.3 m) for the head, the legs raise the head/body another foot (0.3 m) off of the ground on average.

Width: About one foot (0.3 m).

Length: About one foot (0.3 m).

Weight: 120 lbs (54 kg).

Physical Strength: When used to kick, pry or poke obstacles, the legs have an equivalent Robotic P.S. of 12.

Cargo: None.

Power System: Nuclear, average life is two years.

Head/Probe Weapon/Tool Systems:

1. Laser Torch (1): Mounted on the bottom of the head probe is a small laser torch designed to be used as a tool or as a defensive weapon. In order to preserve power, the torch does not draw energy from the head/probe's power supply but from its own small, independent power supply. **Note:** This tool/weapon *is not* functional or even visible when the head of the R'Mar is connected to its body.

M.D.C. (of the torch): 10, extremely difficult target: -10 to strike on a Called Shot, -4 if the probe is upside down.

Primary Purpose: Tool.

Secondary Purpose: Defense.

Weight: Not applicable, part of the robot's frame.

Range: 10 feet (3 m).

Mega-Damage: Five Settings: 1D4, 1D6, 2D4, 3D6, and 4D6 M.D.

S.D.C. Damage: Four Settings: 1D6, 3D6, 6D6, and 1D6x10 S.D.C.

Rate of Fire: Each cut or weld counts as one melee attack/action.

Payload: 60 shots or about 2 hours of continuous use. Draws off an independent power supply which is recharged when connected to the R'Mar's robot body.

2. Hand to Hand Combat: The head probe is extremely ill suited for hand to hand combat.

Attacks per Melee: Two.

Damage:

Restrained Strike with Legs: 2D6 S.D.C.

Full Strength Poke or Kick with the Leg: 1D4 M.D.

Power Kick: 2D4 M.D. (But counts as two attacks).

Head Butt/Body Block: 5D6 S.D.C.

Bonuses (all): +1 on initiative, +2 to strike, +3 to parry, +4 to dodge, +4 to roll with impact/fall, and +1 to pull punch.

3. Sensors of Note: As the head of the R'Mar, the head/probe has all of the head sensors listed under *Sensors of Note* of the R'Mar robot.

4. Automatic Self-Destruct Program: Standard as per all of Archie's robots; however, the blast only inflicts 1D4x10 M.D. to a five foot (1.5 m) area, triple damage to the head/probe itself. Note that if the head is destroyed while attached to a still functional body, the head *will not* explode.

Shemarrians and the World

Shemarrian Presence in the World at Large

The Shemarrian androids have proven to be very versatile units, and thus Archie and Hagan have taken to deploying them in limited numbers outside of the Shemarrian Nation. He does so carefully and sparingly because he does not want people to think the Shemarrians are expanding their territory or scouting ahead for the purpose of conquest. Shemarrians in far flung locations are often equipped for long term travel with plenty of ammo and additional supplies. Furthermore, these Shemarrians are much more likely to have a Shemarrian energy rifle cabled to the power supply of their war steed for unlimited payload when riding it, as well as one or more untethered weapons.

Deployment of Shemarrians outside of Shemarrian territory is as follows:

Eastern Canada: 96 Shemarrians are active in Eastern Canada. They are divided into 12 squads of eight members each and assigned to explore the Atlantic coastal lands of Canada and assess Splugorth activity and operations along the coast. The Shemarrians only engage in combat whenever they encounter a small group of Minions of Splugorth, slavers or Horune (6 or less) or when they can get help from adventurers.

Four squads are composed of 6 Shemarrian Warriors and 2 War Chiefs; standard weapons and Monst-Rex war steeds.

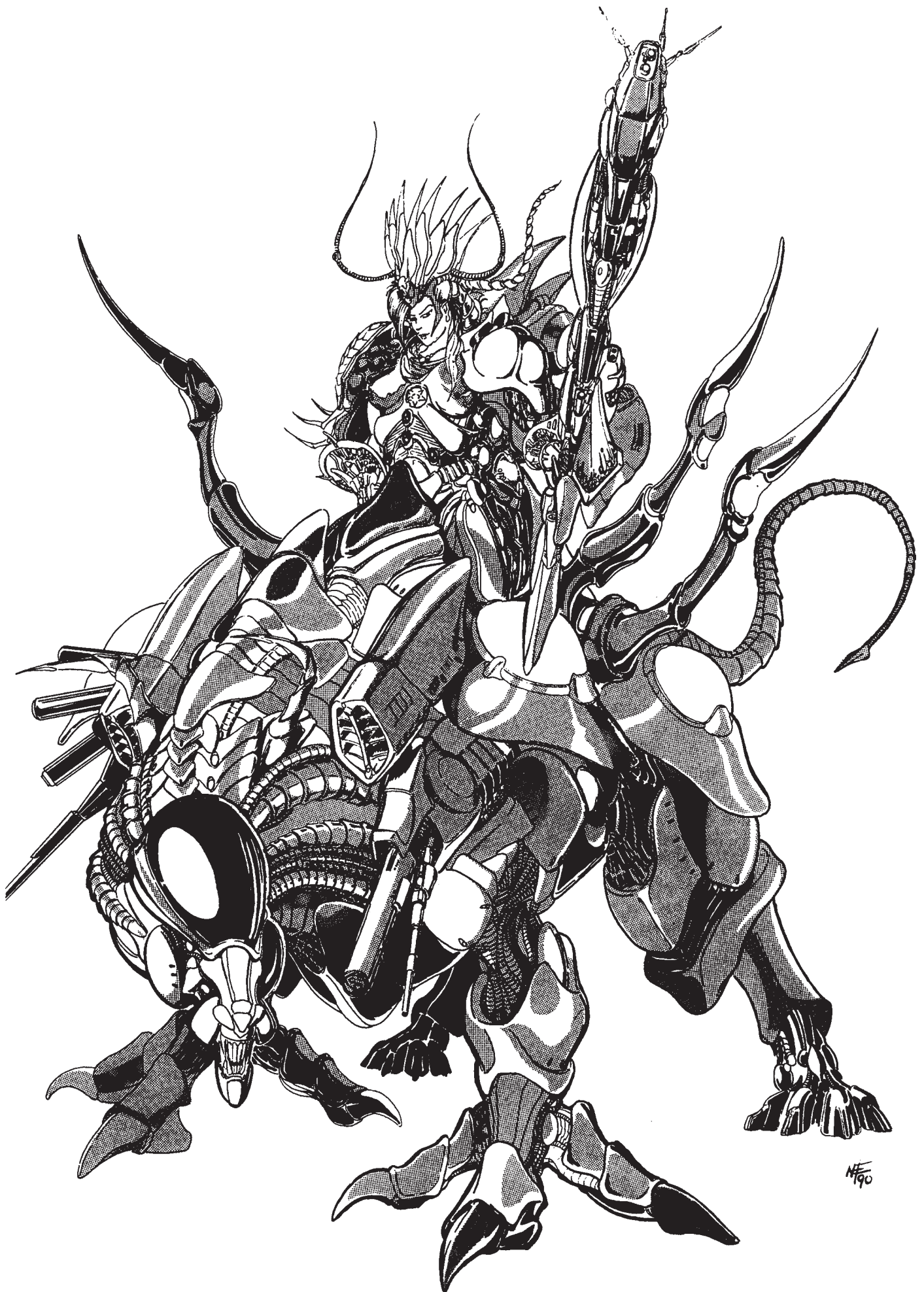
Four squads are mixed squads composed of 4 Shemarrian Warriors, 3 Berserkers and one War Chief; standard weapons, and half ride Monst-Rex and half ride Monst-Cranes as war steeds.

Two squads are composed of 8 Male Shemarrians accompanied by 1D6+10 Shemarrian Wolves; standard weapons and travel on foot.

One squad is composed of 4 Shemarrian Warriors, 2 Spinsters and 2 War Chiefs; standard weapons and Monst-Rex war steeds, plus two Monst-Rex "Pack Mules."

One squad is composed of 5 Shemarrian Warriors, 1 Spinster, 1 War Chief and one War Goddess; standard weapons and Monst-Rex war steeds, plus two Monst-Cranes as packhorses.

Archie also has several Avian Spy androids keeping an eye on New Lazlo. As Shemarrian squads are lost, Archie sends replacements. His current plans are to quadruple the number within the next month and send a new force of 1,200 against



each of the Splugorth colony outposts in Nova Scotia, New Brunswick and Newfoundland.

Southern Canada: Three Standard Reconnaissance Squads roam the southern border between the old American Empire and Canada – just to keep an eye on things. They have never traveled farther than Manitoba.

Upper Michigan: 24 Shemarrians broken up into four squads of one War Chief, two Berserkers, and 3 Shemarrian Warriors with standard weapons appropriate for their caste. Three Monst-Rex and two Monst-Cranes have been assigned to each as war steeds. These androids are used to patrol the woods outside of the new secret facility under construction in Upper Michigan. The squads are on a constant rotational shift scheduled by Argent, so two or three squads are in storage whenever one or two are on active duty. There are also a handful of other Archie 'Bots at the location. Since all robots are part of a secret Archie/Titan Robotics operation, they have access to any weapons or gear manufactured by them.

Lower Michigan: 10 Shemarrians, all operating together, explore the forest wilderness of Lower Michigan. They include one War Chief, three Berserkers, and six Warriors. So far, they have had numerous confrontations, with lake pirates and Brodkil, and observed Xiticix and other beings in the area.

Archie thinks New Lazlo is inconsequential, but Hagan disagrees somewhat, so Archie has his Avian Spies taking a closer look at the group. Hagan has suggested sending a Shemarrian Pariah into their midst, but Archie is uncertain that is a smart course of action.

Northern Wisconsin: 36 Shemarrians divided into four squads with nine Shemarrians in each: 7 Warriors and 2 War Chiefs riding Monst-Rex war steeds and equipped with standard weapons.

Archie is starting to become concerned about the "Xiticix Problem" he and his spies keep hearing about, especially since the bug people have begun to encroach upon Upper Michigan. He has also dispatched a dozen Bottweilers disguised as ordinary-looking wolves as a separate unit to prowl around and gather intelligence.

Magic Zone: 40 Shemarrians divided into ten teams. Each has one War Chief, one Berserker, and 2 Warriors, all ride Monst-Rex or Monst-Crane war steeds and are equipped with standard weapons for their caste. Their mission is to patrol and explore the Magic Zone and get a feel for what enemies and dangers are located there.

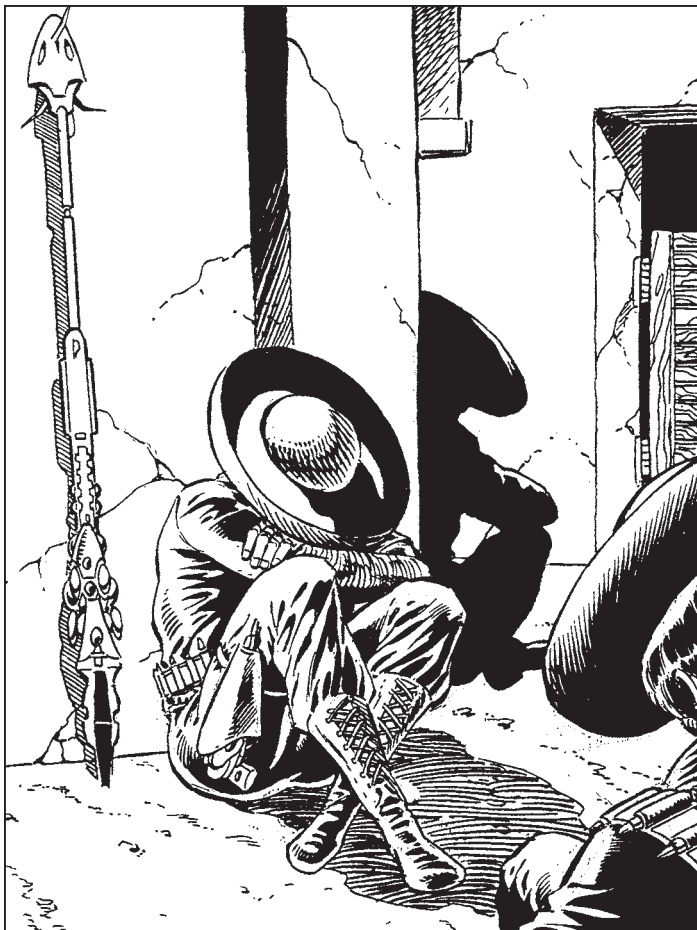
Mexico: 172 Shemarrians have been sent into the vampire ridden land of the old Mexican Empire over the years, with 54 still in service as of 109 P.A. These Shemarrians are (along with other Archie robots) charged with learning as much as possible about the Mexican Frontier, and thus explore the region in groups of three, six, or ten. A few have even joined groups of vampire hunters in order to learn about the undead.

Of the 54 active units, 30 are Shemarrian Warriors (18 are models dating from *before* 105 P.A.), 14 are Shemarrian Berserkers, 4 are Male Shemarrians and 6 are Shemarrian War Chiefs; all are equipped with standard weapons for their caste, plus some suitable for dealing with vampires (for example, the Berserkers have wood and silver weapons). Berserkers travel on

foot, the rest ride Monst-Rex war steeds. These units are not replaced when destroyed, though Archie usually sends another dozen Shemarrians into Mexico every few years.

Atlantis: A handful of Archie's robots prowl the wilderness known as *the Preserve*, keeping a low profile and taking down Minions of Splugorth when the opportunity arises. Meanwhile, several dozen Avian Spy robots disguised as various birds of prey keep an eye on numerous places on the island continent. They have helped Archie and Hagan determine exactly what they are up against when it comes to the Splugorth, and the two do not like what their robots have revealed. This intelligence has shown them Atlantis is an empire of decadent monsters and that Splugorth operations in North America are just the tip of the proverbial iceberg when it comes to the power and aspirations of the Splugorth. The more they learn about Atlantis, the more they are convinced the Splugorth are a serious threat that must be kept off North American soil. Hagan has suggested that any future Shemarrian models deployed to Atlantis should be disguised as D-Bees or monstrous visitors.

Elsewhere: Archie routinely sends small teams of Shemarrians on truly long-range missions, scouting expeditions that can last 1D4 years. Presently, there are about fifty Shemarrians spread out nearly across the entire breadth of North America. Exactly where these Shemarrians are depends on their current wandering and mission parameters. All are mounted on Monst-Rex or Monst-Cranes. Two Shemarrian Pariahs are spying on the Dark Woods of Alabama, specifically on Golden Age Weaponsmiths.



Conflict between Archie and other world powers

Everyone has their own perceptions about the warrior women and their declaration of a Shemarrian Nation. Ranging from adulation to concern to aggression, the foreign policies of other nations and kingdoms run the entire gamut of responses. The following are the reactions and plans of some notable factions.

People of the Eastern Wilds

Feudal Kingdoms, Towns, Villages & Tribes

Out of the mountains and into the fight

Came a' riding the Shemarrians through the night.

To conquer the darkness and free the light

Long Splugorth bane and Horune blight!

– Excerpt from *The Shemarrian Night*,
one of many folk songs about the Shemarrians.

Noted earlier, the inhabitants of the Eastern Wildlands are either simple farmers, trappers, hunters and settlers, or bold adventurers and nomadic tribal people themselves. The Eastern Barbarians and Native Americans made peace with the Shemarrians years ago, learning that if they leave the Shemarrians alone, the Amazonian warriors return the favor. Likewise, farmers, homesteaders and even settlers in small camps, villages and towns have little to fear from Shemarrians as long as they go about their business, leave Shemarrians alone, don't expand too much and don't associate with Splugorth or Horune.

To many wilderness people the Shemarrians are folk heroes who battle pirates, slavers and monsters. Many are the stories about Shemarrians who rescued people from the clutches of slavers, or ran off raiders, or took down Minions of Splugorth – even the Metzla, who are weird behemoths the size and appearance of a floating hill with tentacles. Even those who fear or do not trust Shemarrians think of them as, “defenders of the land and the destroyers of the Splugorth.” From Maine to the Carolinas, countless wilderness people, travelers and tiny communities have found themselves rescued in their darkest hour by the warrior women. It is said they often appear suddenly, without warning, like the cavalry in a pre-Rifts Western, to save the day. Then, just as quickly before even a simple “thank you,” they are gone. Ironically, the warrior women are supplanting the Cyber-Knights as heroes for some people in Shemarrian territory. The actions of the Shemarrians have led some of the people of the Eastern Wilds, especially those living closest to the Atlantic coastline, to compose poems, songs and stories about the warriors and their heroic feats. This only expands the depth and breadth of their legend, a fact that tickles Archie and Hagan to no end.

Not all wilderness people love the Shemarrians. The many Barbarian tribes consider them rivals and both envy and hate the warrior women. Native Americans question the claims that the Shemarrians care about and nurture the land, and view them and their personal agenda with suspicion and concern. Likewise, even most of the people who sing the Shemarrians' praised and herald them as heroes *fear* them. Shemarrians are physically imposing, with most of the women standing eight feet (2.4 m) tall

– make that 9-11 feet (2.7 to 3.3 m) with their elaborate head-dress – and the War Chief and War Goddess are even taller than that. The Shemarrians' aloof, arrogant and demanding demeanor are also intimidating and the multitude of questions, rumors and lies surrounding them make them seem all the more mysterious and dangerous. People tend to fear what they do not know. Thus, if even a lone Shemarrian rode into a village or town, people would come running to see her, but keep their distance and run and hide at the first sign of trouble.

Still others resent and hate Shemarrians. They see the women as arrogant, demeaning, ruthless and bloodthirsty tyrants. Who are they to declare the region their nation and them their de facto subjects? Most wilderness people are fiercely independent and bold. They would have to be to dare to try to make a home and build a life in a savage land that even the big nations like the Coalition States and Free Quebec find too dangerous to bother with. These tough individuals don't need, want or appreciate Shemarrians helping them out or fighting their fights for them. Sure, the Minions of Splugorth, pirates and raiders are the scum of the earth, but they don't need giant warrior women coming around to protect them. These folks will openly talk about Shemarrians in a negative light, spit at the mention of their name, and may do things that hurt or go against Shemarrians. They also point out that for all the bluster about the “Great Shemarrian heroes,” they are conspicuously absent more often than not, when pirates, raiders and evildoers strike.

Meanwhile, bandits, pirates, slavers and some mercenary outfits hate the warrior women and would love to find a way to wipe them out. They are basically natural enemies, and these individuals may join with the Minions of Splugorth, monsters, demons and other evildoers to destroy a band of Shemarrians or hurt them in any way they can.

Archie and Hagan have tried to exploit the positive by having Shemarrians warn outsiders that they are, indeed, protectors of the people. A simple tactic that has done wonders in strengthening the myth outside the Shemarrian Nation.

Nevertheless, all of this talk of legends and folk heroes leads one to ask, why do Archie and Hagan pander to the wilderness folk (who they consider simpletons)? It allows for a much more believable Shemarrian myth. It also places the Shemarrians on the same level as Reid's Rangers, the Justice Rangers and Lord Coake's Cyber-Knights, turning them into living legends, so to speak. Such status provides a great number of advantages. In addition, if Archie ever does decide to go public on any scale, he believes the people who view his androids as folk heroes will become the foothold for his conquest of the world.

The Iroquois League & the Longhouse Preserve (Albany, NY)

The Longhouse Preserve is arguably the closest regional power to Archie's *Allegheny Mountain Base in Maryland*, while at the same time, the Native American Preserve is also the furthest from the machine entity's realm of understanding. Following the Shemarrians' Declaration of Sovereignty, the Iroquois Warriors announced the Shemarrians may not, under penalty of death, set foot on the Preserve's heartland, once the expansive Capital Region surrounding the pre-Rifts city of Albany. This announcement has made the Longhouse Preserve the only na-

tion *within* Shemarrian territory to actually react in any true capacity to the Shemarrian Declaration of Sovereignty. The Preserve has permitted Shemarrians free passage throughout the rest of New York and the surrounding states, yet the old Albany Capital Region is off limits to the warrior women *and* their animals. Making good on their declaration, the Iroquois have killed or severely damaged *every* Shemarrian that has violated the pronouncement. As baffling as it may be to Archie, nearly every Shemarrian that has set foot on the tribal heartlands has been rebuked, turned away or destroyed.

The skill and prowess of the Iroquois scouts are renowned throughout the Northeast. According to adventurers and people living in the region, the Iroquois are able to tail and track anyone, and know who is moving where and when within their heartland. The most experienced League scouts, it is said, are able to go wherever they want along the American East Coast, and can even slip in and out of Maryland with relative ease, avoiding all but the most diligent Shemarrian or Splugorth patrols.

Archie tends to underestimate these experienced Native American scouts and believes the tales of their feats to be pure hogwash. However, the stories are all true. No one is quite sure how they do it, as they, like Archie, like to keep their secrets to themselves, but it is a fact that it is nearly impossible to move through the tribal heartland of the Longhouse Preserve unnoticed. They are also aware of most happenings throughout what was once the entire State of New York.

Archie is annoyed by this hostility, but unconcerned. The Iroquois people stay out of his business and keep to themselves. As long as that continues, he doesn't care what they do. Furthermore, they are a buffer zone in dealing with unwanted outsiders in their own way, so they are a plus, not a negative. Thus, his Shemarrians have written off the impenetrable heartland and leave the Iroquois people alone. Besides, Archie has his Avain Spy robots and other disguised robot animals to keep an eye on these petulant people. Likewise, the Longhouse Preserve has little concern about the Shemarrians as long as they stay out. When representatives of both factions happen to meet elsewhere in the Shemarrian Nation, they ignore each other.

As for the varied Iroquoian tribes of the Longhouse Preserve, Cayuga, Mohawk, Oneida, Onondaga and Seneca (among others), their views on the Shemarrians vary ever so slightly from tribe to tribe. The common consensus is the Shemarrians are not to be trusted and need to be watched. Ask any member of the League why they distrust the warrior women and they are likely to give the explanation that something is just not right about them. They can't place their finger on it, but the Shemarrians make them uneasy, a gut feeling that is so strong, so persistent and so common amongst the tribesmen that it cannot be ignored. Unknown to the men and women of the various tribes, they have, in a small way, perceived that the Shemarrians are not living creatures. More so than any other tribe, the Longhouse Preserve has a high concentration of Spirit Warriors amongst their ranks, so it is likely that the constant and prevailing connection to the spirits within the population has generated a high level of intuitive perception toward the world around them and those that inhabit it. Aside from the Shemarrians, they also predicted

the outcome of the CS-Free Quebec War, and thus did not send their few mechanized troops to aid the nation to the north when things looked grim as they had originally planned.

Nevertheless, despite their gut feelings, the Iroquois League probably has the least chance of discovering the truth about the Shemarrians. This is due to both their rejection of Shemarrians within their own land holdings, and the fact that the people of the Preserve tend to keep to themselves. Two factors that severely limit their contact with the warrior women. Even so, the warriors and scouts of the Preserve constantly keep tabs on any Shemarrians operating near their borders and share their observations with their contact at Free Quebec. Returning the favor, Archie often has his Shemarrians tail Iroquois League scouts operating outside of New York, though the scouts are more than capable of giving the Shemarrians the slip. Ironically, the Shemarrians and Iroquois Warriors continue to join forces to battle the Minions of Splugorth and Horune Pirates, although such allegiances last only for the extent of the battle before the two parties go their separate ways.

Free Quebec Closest Neighbor

The former Coalition State of Free Quebec has recently taken a great interest in the Shemarrians, much to Archie's chagrin *and* amusement. To the leaders of Free Quebec, the Shemarrians represent both a potential ally and an enemy.

As a potential ally, the warrior women's hatred and hostility toward the Splugorth and Horune are well known. Like the CS, Free Quebec's authorities like the idea that Shemarrian Warriors frequently engage those monsters. It keeps their own hands clean and Quebec enjoys the benefits of Shemarrian aggression against a mutual enemy. Thus, the Quebec military has ignored Shemarrians appearing around and within the borders of their nation. Furthermore, if war ever erupted between Quebec and the Splugorth, having the Shemarrians as an ally is an inviting prospect. On the other hand, they are concerned that Shemarrians may continue to grow in number and power, making them a potential enemy in the future, should the warriors ever expand their nation into Free Quebec territory.

In any case, Free Quebec's intelligence division is busy gathering information on their enigmatic neighbor. They realize they have very little factual information about the strange warrior women, and need that to change if the army is to devise battle plans in anticipation of a Shemarrian invasion.

It is difficult to collect data on the Shemarrians as they are secretive, crafty and deadly. Shemarrians guard their secrets jealously, and the warrior women drive away or destroy Free Quebec troops they encounter. Investigations have thus, in recent years, been limited to the fringes of Shemarrian territory, save for a few talented and canny deep reconnaissance squads disguised as adventurers. These squads are few and far between however, and many have vanished, never to return. Whether they perished at the hands of the Shemarrians or any number of other monsters and dangers present in the Eastern Wilds is unknown.



Enter the Green Man, Special Forces Captain *Jean Moreau*, the only man cunning enough to take up the challenge of conducting prolonged covert investigation into the Shemarrian people. Three months *before* the Declaration of Sovereignty, Capt. Moreau had been leading authorized scouting expeditions deep into the old American Empire States of New York, New Jersey, Connecticut and Massachusetts. He and his team were ordered to collect information on the Shemarrian tribes to the south. Operating out of Fort Arrow, in the extreme north of what was once the State of New York, the tenacious Captain had filed reports revealing aspects and battle tactics of the Shemarrian Warriors, Berserkers and War Chiefs. With the Declaration of Sovereignty, Captain Moreau has been authorized to take his investigations even further. Since then, every week or so, another report filled with photos and videodiscs arrives at Fort Arrow, and Captain Moreau and his team become more important to the higher-ups in the Quebec Military.

As it now stands, it would seem that Free Quebec has the greatest chance of uncovering the truth behind the Shemarrians. However, Archie is well aware of Quebec's operation. Hagan has suggested that Archie simply do away with the intrepid and canny Captain Moreau altogether, thus eliminating the threat once and for all. Archie has decided against it in favor of playing a game with the unwitting Moreau. As far as the machine entity is concerned, Captain Moreau and his men are a way to feed falsified information directly to Free Quebec (and thus the world). He has done so by having the warrior women go through the motions of their false lives so that Moreau can observe them from a distance as well as by dispatching Shemarrian Pariahs to towns that the Moreau party are likely to come across.

Furthermore, if the reconnaissance team led by Moreau witness a battle between the Shemarrians and the Splugorth or Horune, the Shemarrians *will not* immediately attack the observing Quebecois as they normally would. Archie still has his Shemarrians attack the Quebecois, however such a strike is to drive them away, not utterly destroy them and Captain Moreau's life is always to be spared. Hagan finds the whole game a waste of time and fears the risk is too great, a concern that Archie has waved away with the statement "I'll destroy them, if they learn the truth," a textbook example of Archie's habit of underestimating humans and taking foolish risks for his own amusement.

The Pirate Kingdom of Montreal

A kingdom of rogues, criminals and cutthroats, the Pirate Kingdom of Montreal is a poisonous weed blossoming within the St. Lawrence River.

Lazlo, Free Quebec, the Coalition States and most other actual nations that make use of the river and the Great Lakes, find Montreal to be a rat's nest of villainy along one of North America's major trade routes. To the less than reputable and other rogue nations, as well as to a variety miscreants, Montreal is a Mecca. To put it simply, what MercTown is for mercenaries of the Midwest United States, Montreal is for pirates and freebooters of the Great Lakes and Atlantic coastal regions.

Both the CS and Free Quebec have considered taking military action to conquer and seize control of the kingdom, but there are just too many political barriers to do so. **1.** CS intervention would ruffle Free Quebec's feathers. **2.** Likewise, Free Quebec intervention would put the CS on edge. Furthermore, there has been more than a few occasions where the Pirate Kingdom has joined forces (sometimes covertly in an unofficial capacity) with Free Quebec in the defense of the region. **3.** The Pirate Kingdom of Montreal has a predominantly *human population*, and both the CS and Free Quebec hate to take military action against another bastion of humanity unless they are an obvious and immediate threat to national security and/or are harboring threatening inhuman forces. **4.** Both the CS and Free Quebec find Montreal an intelligence marvel every bit as valuable as Old Bones or MercTown.

Hagan, ever the cunning opportunist, has viewed the city of pirates in a similar light. Archie agrees it has its value and has his share of spies in port, but thinks he ultimately wants to wipe all the pirates out at some point in the future. Of course, very little of the espionage and spying within the shanty kingdom is done with Shemarrians. However, Shemarrians do occasionally visit Montreal, principally for the show of it. The Shemarrians do so in order to trade with merchants for food and supplies, usually trading in hides, meat or weapons Shemarrian Warriors or Male Hunters have gathered up from people they have chased away or slain. That includes CS and Free Quebec military issue, Black Market items and Splugorth/Kittani weapons and gear. While making the Amazonian androids seem like living creatures through such simple acts, the visits also allow them to collect intelligence directly and try to sniff out any Horune in port. They also provide opportunities for subtle but easily observed displays of the fabricated Shemarrian culture. In addition, their forays into Montreal also allow them to hunt down people that Archie wants eliminated. Archie likes to think such terrifying displays of Shemarrian force put the fear of God into the miscreants of Montreal, and make many of them leery about traveling further south into the Shemarrian Nation.

Montreal also has a small maintenance facility built by Archie where Shemarrians, their animals and other Archie robots can receive simple repairs, routine maintenance and even supplies when needed. The facility is located in the *Port Harbor* section of the kingdom, beneath a small Titan Robotics outlet. The outlet itself is new and only sells power armor and performs weapon and armor repairs. Shemarrians typically enter through a secret entrance located in the sewer. This secret entrance is hard to spot (Perception Roll of 18 or higher), located far from

any exits to the surface, and guarded by a dozen *AA-50 Insecton* robots, hiding in the nooks and crannies along the ceiling and walls. The Insectons are programmed to attack anyone who seems to be snooping around the sewers within two hundred feet (60.96 m) of the secret entrance, but otherwise stay out of sight. The outlet itself is a *Titan Robotics* operation (see **Rifts Aftermath**, 109 P.A. page 87, for details about this).

As for the pirates' outlook on the Shemarrians or their claims of sovereignty, opinions vary greatly, ranging from total indifference to hatred to irreverence and everything in between. Many of the pirates, slavers, bandits and mercenaries that frequent the kingdom would love to get their hands on a stash of Shemarrian weapons, and the males have plenty of things to say about the women and what they'd like to do with the beautiful aliens. Regardless of the aspirations of such brigands, the Shemarrians remain as much of a distant curiosity to the citizens of Montreal as they do for most people on Rifts Earth. In fact, citizens of Montreal rarely give the Shemarrians a second thought. Their concerns are raiding ships and coastal towns and making that big score that will allow them to retire and live like kings.

The Free State of Lazlo

Lazlo has actually recognized the Shemarrian Declaration of Sovereignty, but the liberal kingdom is always quick to recognize the rights of most people, human and nonhuman alike. However, there are no diplomatic relations, nor are there any plans to attempt to establish them.

To most of the citizens of Lazlo, the Shemarrians are little more than a minor curiosity to be pondered over at their universities and the Council of Learning. Over the years, one or two very small and very short expeditions have been funded by the Council and/or one of the universities with the purpose of studying the warrior women or the Eastern Wildlands. To date, none have returned with any new revelations about them. At the moment, the commonly held theory within Lazlo is that the Shemarrians are D-Bees. Few hard facts are known about the Shemarrians and the observations of Erin Tarn, Deearn Neenok, and Joachim Curli are their main sources of knowledge. Of course, none of them know any more than the rest of the world. Ultimately, the Shemarrians are, at best, a passing interest for the people of Lazlo, with academic pursuits and the influx of refugees from Tolkeen taking precedence over most else.

Archie consistently underestimates Lazlo, even now in the days after the Coalition-Tolkeen War and the horrors of the Sorcerers Revenge. Militarily, he believes that they are no threat to him or his plans, even his far-reaching plans for conquest. Technologically, he views them as inferior, while he sees their reliance on and acceptance of magic to be more of a footnote than anything of real strategic importance. The one area Archie does not underestimate is their curiosity, an aspect of Lazlo that the machine entity regards as potential trouble. A nation of scholastic free thinkers thirsting for knowledge and a better understanding of the world is not located far from the Shemarrian Nation. It is not that Archie abhors such qualities, in fact he admires them, he simply does not care for the notion that they are so close to him. For the moment at least, Lazlo seems to have little

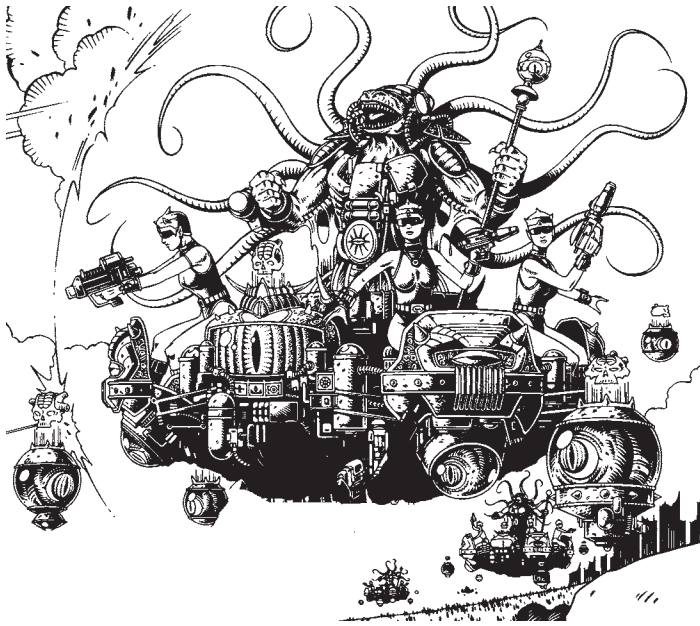
interest in the Shemarrian Nation, though Archie realizes that it is only a matter of time before more explorers and scientists come exploring in his neck of the woods.

The Coalition States

The Coalition States' take on the Shemarrians and their claim of sovereignty: Shemarrians are a race of monsters who, sooner or later, will have to be destroyed. They reject any claim of sovereignty and do not acknowledge or respect Shemarrian borders. On the other hand, the CS has no immediate concern about the Shemarrians as a threat to their own sovereignty or to their citizens. Furthermore, as long as the D-Bee warrior women are battling other monsters like the Horune and Minions of Splugorth, the CS sits back to enjoy the show and prays they will destroy each other. To that end, the Coalition Army dispatches long-range reconnaissance patrols and expeditionary forces into the region to get a better assessment of what is transpiring in the hostile wilderness. They sometimes hire mercenaries and adventurers to do some spying and simple intelligence gathering for them, as well as send in small squads of Coalition soldiers disguised as ordinary adventurers or mercs to do more in-depth exploring and analysis of the region and the Shemarrians. However, for the moment, the Shemarrians are the least of their concerns.

To the Coalition States, whether the warrior women are mutant humans or D-Bee aliens matters little to the higher-ups or the troops in the field. Either way, they are viewed as *Enemies of Humanity* and are treated as such. Even so, the general view by leaders in the Coalition States is rather apathetic. In short, they do not care what a bunch of "techno-savages" are doing in the haunted and monster-filled Eastern Wilderness. A zone that the CS has determined to be uninhabitable and undesirable for intelligent life. The Eastern Wildlands are not even included in the far reaching plans for CS expansion. Furthermore, the CS does not have the luxury to worry about the Shemarrians, as they have enough on their plate with the the occupation of fallen Tolkeen, aggression on the part of Retribution Squads and the Federation of Magic, the Pecos Empire in Lone Star, and the looming threat of the Xiticix, as well as numerous smaller issues and trouble spots elsewhere. Even if the CS wanted to take action against the Shemarrians, they couldn't do so. Thus, the opinion among many within the chain of command is that the Shemarrian Nation is "Free Quebec's problem." Over all, Coalition encounters with the Shemarrians have been extremely uncommon, though always violent and costly in lives and equipment. They have, however, been entirely limited to encounters by CS Expeditionary Forces sent into the Eastern Wilds.

Archie finds the Coalition's apathy toward the Shemarrians to be amusing and has joked with Hagan about sending Emperor Prosek a letter expressing his appreciation. The sentient super-computer has several plans in the works for the CS, but none of them involve the Shemarrians. Thus, the free pass that the CS has given the warrior women through their lack of concern is a great relief for Archie and Hagan. Regardless, Shemarrian Warriors continue to observe and attack Coalition troops found snooping around within their territory.



Atlantis

Archenemy of the Shemarrian Nation

The Shemarrians are a constant headache for Minions of Splugorth sent to hunt along the Atlantic Coast of the old American and Canadian Empires. Slavers and raiding parties operating across the Eastern Seaboard are vulnerable to unprovoked attacks by Shemarrians at any time.

In Newfoundland and Nova Scotia, where Minions of Splugorth are quietly establishing permanent colonies, the Shemarrian have been utterly ruthless. Though shy of all-out war, Shemarrians squads are constantly sneaking in to free slaves and captive animals, cause confusion and sabotage, and pick off Minions they catch alone or in small numbers. Recently, the warrior women have begun to appear in alarming numbers, and exhibit extremely aggressive behavior. Much worse, visiting nobles and dignitaries with connections to the Splugorth have also come under attack. Fortunately for those in charge of the colonies, the dignitaries usually find Shemarrian attacks to be an “exhilarating and thrilling experience,” as one visiting noble put it. This spares the colonial governors the wrath of their masters back home in Atlantis for the time being, but they have gone from annoyed with Shemarrian aggression to furious. And things are about to get much worse, as Archie plans to start launching major attacks against them.

In response to the growing threat, the ruling *Splugorth High Lords* have created a system of bounties and rewards for the Minions under their command. Any Minion or slave race serving the Splugorth who can prove that he or she destroyed a Shemarrian will receive a reward. These rewards usually come in the form of money, special privileges, equipment, Bio-Wizard augmentation or a minor magic item. So far, this bounty system has only been implemented at the colonies of Southeastern Canada: *First Citadel*, *Second Citadel* and *Ghost Island*. Elsewhere in the East, the bounty system is not used as it is believed that Minions operating outside Newfoundland & Nova Scotia should focus on collecting slaves, monsters and opponents for use in the gladiatorial arena and for resale in the slave markets rather than be hunting Shemarrians. Minions operating in zones

using the reward system often spend their free time *Shemarrian hunting*, while those on duty do not actively search for Shemarrians unless it is part of their current mission/job.

The bounty scale is as follows, from smallest to largest bounty: *Shemarrian Pariah*, *Spinster*, *Shemarrian Warrior*, *Shemarrian Berserker*, *Shemarrian Male*, *Shemarrian War Chief*, and *Shemarrian War Goddess*. The males are so high on the list because it is reasoned that killing the males, which appear to be rare, should kill the Shemarrian society. *Also note* that only Splugorth Minions, female Staphra (who are quasi-Minions currently transitioning from slave Minions to full-fledged Minions of Splugorth), Horune Pirates and select “elite slaves” (such as Maxi-Men and Bio-Borgs) can be rewarded through the bounty system. Ninety percent of the rewards given to other slaves are small favors and special privileges for their loyalty, like extra food, a warm, dry place to sleep, no beatings for a week, etc.

For the time being, the Newfoundland and Nova Scotia governors have opted to ride out the Shemarrian threat, hoping that the problem will just go away on its own. They mistakenly believe that their bounty system will help them toward this end, though it will likely only make things worse. At the same time, Lord Splynncryth, who has been receiving understated reports on the matter, has likened the Shemarrian attacks on the colonies to “a drunken bar brawl,” believing that it will simmer down soon enough. Unfortunately for the governors, things are about to get worse as Archie plans to escalate his efforts against them. Worse yet, the fudging of intelligence reports by the colonial governments may cause a war of titanic proportions to erupt in the East!

To Lord Splynncryth, the Lord of Atlantis, the Shemarrians are barely a concern. While he finds them an intriguing oddity, he just *does not* see them as a threat. He doesn’t even see them as viable slave stock, as they fight to the death when cornered and none have ever been captured alive. Quite frankly, both he and his advisors are perplexed as to how anyone in the Eastern Wilds, aside from dragons and nature spirits, could even hope to pose any large degree of resistance against his North American colonies or slave operations along the American coastal regions. However, if the Shemarrians make too much noise and bring attention to his colonies in America, Lord Splynncryth is likely to scale back.

Lord Splynncryth finds the Shemarrians to be an annoyance, and has thus considered scaling back or even ending his operations in North America because of them. However, should Splynncryth realize just how bad the problem has become, the young Splugorth may conclude that pulling out is just not an option! To do so would cause the alien intelligence to lose face amongst his peers and/or embolden the wilderness people that he seeks to profit from. Due to these possible outcomes, the only option might just be to *escalate the conflict*. This would mean a full-fledged war between his forces and the Shemarrians, which might bring Free Quebec into the fray (they don’t want Minions of Splugorth on the continent either). In turn, the Coalition States or Lazlo might get involved as well. Worse for Lord Splynncryth, it would attract attention to his exploits in America. This would be a problem for him because he and several other key alien powerbrokers have an unofficial agreement not to conquer anymore land than what they already have. For Lord

Splynncryth, his “empire on Earth” is supposed to be limited to Atlantis. Breaking that agreement by expanding into the Americas could cause a global power struggle or at least, political grief he doesn’t want. If a war against the Shemarrians leads to this, he’ll just claim those establishing colonies are rogue Minions, destroy them and the colonies and deny everything. While that should solve things with his superpowered peers, Minions of Splugorth will continue to venture to the continent to capture people and monsters for their own nefarious purposes. Faerie Folk use as living components in Bio-Wizard weapons are too valuable to ever forsake sending Splugorth Slavers to acquire.

The Minions of Splugorth dealing directly with the Shemarrian insurgency take the matter much more seriously and are growing to despise the warrior women. As tempers flare, the secret war is already getting hot and bloody. **Splugorth Slavers**, **Blind Warrior Women**, and the **Staphra Warrior** slaves take the most pleasure in killing Shemarrian Warriors. In part because they are getting sick and tired of their interference and in part because the Splugorth warrior women see Shemarrians as rivals and they refuse to allow these “barbarians” to get the better of them. *The Staphra* are a race of Minions just recently upgraded from slave status to pending Minion. They come from a female dominated warrior society that is, ironically, reminiscent of the false Shemarrian culture dreamed up by Hagan and Archie. Consequently, Female Staphra see the Shemarrians as a natural enemy and rival they enjoy stomping out. The green-skinned Staphra also take great offense to the Shemarrians’ claim of being the most powerful and capable warriors on the planet. After all, only one of them can be the “ultimate warrior” and the Staphra see themselves holding that title. Thus, they have vowed to impale every female Shemarrian on their blades until they announce to the world that the Staphra are their better. Close behind the Staphra in this sentiment are the **Blind Warrior Women** followed by the **Kittani**, both of whom consider themselves the greatest of warriors. Both also enjoy the challenge of combating Shemarrians and the opportunity to pit their technology against the technology of another alien race.

Archie has considered the Splugorth his greatest nemesis ever since a raiding party laid waste to one of his early attempts at revitalizing human civilization over a century ago. He also sees the Splugorth and their Minions as his greatest impediment to global conquest. Their technology matches (actually it surpasses) his own, plus the Splugorth’s Minions include powerful monster races, and they wield magic (which Archie cannot comprehend). If Archie is going to become of the Lord of Earth, then sooner or later he must do battle with the Splugorth of Atlantis and drive them from “his” planet. While that conflict may be decades, even centuries away, Archie is studying them now. Furthermore, he doesn’t want them to establish a toe-hold in North America so he is waging his secret war to drive them away using his Shemarrians. This is only fitting, as the original intention for the Shemarrian androids was a deterrent against incursions from Atlantis, an objective that is still held almost sacrosanct as the primary objective of the robots.

Archie and Hagan’s plan concerning Atlantis is to continue to thwart Splugorth colonization and slave operations on the East Coast with the Shemarrians. The Shemarrians are to attack

the Second Citadel construction site in Newfoundland, as well as Minions and Splugorth associated dignitaries and nobles in and around the lands claimed as the Shemarrian Nation. Attacks have also been leveled at operations in Nova Scotia and even against the First Citadel, although with lesser degrees of success. At the moment, Archie realizes that the attacks are more of a harassing guerilla operation, but that is about to change as he unleashes thousands against them in small, coordinated attacks. The Shemarrians will still use hit and run tactics, but the new acts of aggression will inflict much more damage to personnel and property. He hopes that repeated attacks will topple these entrenched colonies and slow or prevent new construction while weakening the foundation of the colonial government.

To help the 1,200 Shemarrians being sent to both locations in Newfoundland and Nova Scotia, the machine entity has also taken to orchestrating attacks using his AA-64 All-Purpose Masters and robots disguised as Splugorth Minions, as well as as other robots designed to replicate a mechanized alien invasion force he and Hagan thwarted a few years ago. Unfortunately for all those involved, Archie and Hagan fail to realize they are stirring up a hornet’s nest with their schemes and dreams, the sting of which will be felt throughout the old East.

Why the war against the Splugorth?

1. Archie holds a grudge better than most humans. He hates the Splugorth because they ruined one of his early schemes to rebuild human civilization. He despises them for it and seeks revenge.

2. The Splugorth are the only power in the hemisphere that Archie recognizes as possessing technology equal to his own (he’ll never admit they are more advanced). That makes them his only genuine threat.

3. They use magic and technology which Archie doesn’t understand or like. What Archie doesn’t understand, he fears. What he fears, he destroys.

4. The Splugorth and their Minions are monsters. America (and by extension, all of Earth) is the home of humans.

5. Humans are his. America is his. And the machine entity doesn’t appreciate alien monsters coming on American soil and kidnapping his people or taking control of any portion of his country. Archie may manipulate and kill human beings by the thousands when he chooses to do so, but they are his and he can do with them as he pleases. Invading monsters cannot.

6. In his own twisted way, Archie sees himself as the savior of humanity. He just hasn’t figured out exactly how to rescue them or what to do with humans once he has them. Until then, he intends to protect them and America from what he perceives as their greatest threat, *the Splugorth*. Again, the Shemarrians are the perfect tool, because nobody, not the local inhabitants, the Coalition States, Free Quebec, the mages of the Federation of Magic, or even the mighty Splugorth realize he (Archie) even exists. Thus, the Splugorth think they are being opposed by a real race of D-Bee warrior women trying to protect “their nation.” It’s the perfect cover story and Archie shall have his revenge.



The Horune Pirates

Slavers, Rogues and Monsters

“One moment we was on the hover skiff, escorted by two Dolphin Drones, mindin’ our own business in the back end of nowhere, and the next we was under fire. The drones got tore up real bad before our raiding party leader, a big brute of a Horune, shouted the order to open fire. Actually, he never got to the “ire” part of fire, ‘cause his head was shot clean off. We got the basic gist though, and began to fire back at where we reckoned the blast had come from. That’s when six of these big, angry lookin’ gals – you know, Shemarrians – came ah charging out of the reeds filled with hate and death in their eyes. They wiped out my buddies like we was farm boys with no combat experience. We knew what was good for us, so we turned and run off. Only myself and two Horune made it back to the Dream Ship alive.”

– Recounted by One-Eye Earl at a pirate’s tavern in Montreal.

The Horune, scourge of the oceans of Rifts Earth, have never been quite sure what to think about Shemarrian Warriors. While they admire the weapons and fighting spirit of the alien warrior women, they know precious little else about them besides the fact they seem to have a beef with them. From the Horune perspective, they don’t know why the Shemarrians hate them so much. Yes, the Horune raid the coast, make incursions hundreds of miles inland, set traps for humans and D-Bees, capture wild animals, and have tried to capture Shemarrians, but that’s what they do; they are slavers and raiders. It is nothing personal. Only those darn Shemarrians don’t see it that way. They’ve gotten a big hate on for Horune and thwart them at every opportunity. That’s okay from the Horune point of view, because they know how to fight nasty, and no oversized, landlubbing witch with a big gun is going to chase them off. They have been plundering the coastal regions of North America (and the world) for two hundred years, and they aren’t going to let some newcomer get in their way. Despite reports from humans to the contrary,

Horune have only encountered Shemarrians for roughly the last decade. Where they came from or why they hate them so much is unknown to the Horune, not that it matters.

Their Splugorth trade partners seem to think it is they the Shemarrians despise and that the Horune are hated and attacked because of their association with Atlantis. The alien pirates fail to see the rationale behind that or any of the warriors' aggression. They certainly had never attacked or heard of a Horune attack on a Shemarrian community, thus, as far as they are concerned there should be no conceivable reason why the warrior women would attack them. Of course, the hypocrisy of their own line of thought is lost on the Horune (they almost always attack unprovoked and have little regard for anyone but themselves), but they continue to openly lament the "unjust attacks" on their people.

Most Horune write it off as the Shemarrians defending their land and the wilderness folk they consider their chattel. That makes sense to the reptilian pirates. They can understand fighting to take or keep something (or someone). Still, they resent the Shemarrians' tenacity and fighting acumen. Of course, the Horune have never found a Shemarrian settlement, even after thorough sweeps of the Atlantic coastal plains. A few Horune have even scoured Dinosaur Swamp, where the city of the warrior women is said to be located, but have failed to find any trace of a Shemarrian city. The Horune have recently joined in the sport of *Shemarrian hunting* in response to the Splugorth's bounty for them at the Newfoundland and Nova Scotia colonies. It is a pastime they have taken to with great enthusiasm and have begun to hunt Shemarrians up and down the Eastern Seaboard. The Horune are also obsessed with capturing a Shemarrian alive for interrogation, torture and sale for gladiatorial contests in Atlantis. So far, they have been unsuccessful, as a Shemarrian would rather die than be taken prisoner. Another example, to the Horune at least, of how crazy these warrior people are.

Archie hates the Horune because they **a)** are associated with the Splugorth, **b)** capture and sell human beings to the Splugorth, **c)** are ugly invading monsters, **d)** use magic, and **e)** are scavenging vultures who would love to discover him (Archie) and force him to serve their monstrous desires or those of their Splugorth masters. Archie and Hagan believe the Horune are truly the hounds of the sea, who will do anything for a profit and have become little more than pawns of Atlantis. The machine entity has a few plans regarding the Horune at the swords of his Shemarrians, aside from continued attacks. But first, Archie wants more information on them. Thus, he is collecting data on the Horune language, society and habits. His spy network is currently working overtime on the Horune problem, and he hopes to have a full profile worked up in the next few months. Then . . . then they will feel the full wrath of the Machine God.

The Federation of Magic

To most members of the Federation of Magic, the Shemarrians are of little concern. The major players in the organization, the kingdoms of Dunscon, Dweomer, and Stormspire, really do not care about the Amazonian warrior women. Dunscon and Stormspire are particularly apathetic, as Shemarrians are rarely encountered that far west, and when they

are it is usually a group of three or less snooping around. Lord Splynnecryth has recently voiced some concern to his main trade partner in the Magic Zone, the Kingdom of Dunscon, but so far, Alistair Dunscon has done little but pay lip service to the Splugorth's concerns, choosing instead to focus on more lucrative dreams and schemes. Likewise, although K'Zaa, the ruler of Stormspire, would love to get his hands on some Shemarrian technology, he does not have any interest in the warrior women or their "wilderness nation of rabble and barbarians."

The small mountain kingdoms on the Magic Zone's Eastern Fringe, *Helicon* and *Karaksheem*, are another story altogether. Shemarrians have been trickling into the Eastern Fringe for years now, and are regarded with much distrust and disdain by the region's inhabitants. For one, the Shemarrians are an unknown quantity from the other side of the Eastern Wall, the colloquial name for the Appalachian Mountains. Prior to the Declaration of Sovereignty, these eastern factions of the Federation of Magic had little to worry about. The Declaration of Sovereignty has ruffled the feathers of the Eastern Fringe kingdoms, despite the fact that the lands the Shemarrians have claimed do not interest them. Why? Because they were caught napping. One moment they were secure in their slower life in the quiet of the world, the next an entire neighboring nation, the Shemarrian Nation, sprung up as if from nowhere. This has sent them wondering if they have anything to fear from the Shemarrians or if they are missing an opportunity on the other side of the Eastern Wall. Why do the Shemarrians want a monster-filled wilderness, they wonder? And not knowing that answer makes them fear they are being outmaneuvered by a budding rival power.

Despite being startled by the Declaration of Sovereignty, both the Kentucky Preserve and the Eastern Fringe factions have done little about it. Like everyone else they tend to dismiss the Shemarrians as insignificant, barbarous nomads with delusions of grandeur. As long as the warrior women don't push further west, there shouldn't be a problem between the mountain kingdoms and the Shemarrian Nation. Shemarrians found on the western side of the Eastern Wall are regarded as spies and nosy intruders, and treated accordingly. Such intruding Shemarrians are watched and tailed from a distance, and, if it is deemed necessary, destroyed. Only the leaders of the Central Preserve and the mountain kingdom of Karaksheem give any serious thought toward the Shemarrians, mainly, who are they? Where are they coming from? And what do they want?

The proclamation of sovereignty has also prompted some of these kingdoms to send their own reconnaissance teams into the Shemarrian Nation. Like defiant children being told they cannot go someplace, they sneak in to see why not. Some of these scouting parties meet their end at the hands of Barbarians, others by the claws of monsters and some by the Shemarrians they've come to spy upon. The few that return home report they can find no reason the Shemarrians want to claim the hellish wilderness, which makes them all the more suspicious and curious.

As for Archie and Hagan, the Federation of Magic, the Eastern Fringe Kingdoms and even the entire Magic Zone are of only passing concern to them. While Archie and Hagan have both expressed the need for a greater understanding of magic in recent years so they can learn to deal with magical enemies, they have no use for it. Archie still contends that a large enough army of robots sent to obliterate everyone in the Magic Zone

would be enough to counter any type of magic. Hagan isn't as cocksure about that, but it is a logic hard to argue against. So far, the machine entity has been unable to learn much about magic and Hagan has little interest in the mystic arts. Both of them have adopted the Coalition States' outlook that magic is bad and should be destroyed. A nice, simple solution. What does alarm Archie is that he has lost contact with many of his Shemarrian scouts sent into the Magic Zone and they do not return. What is causing his Amazonian androids to disappear in the Zone is unknown, though both he and Hagan suspect that dimensional anomalies are responsible. After all, what else could get the drop on his creations and sever contact so completely?

Shemarrian Encounter Table

Game Masters, when you need a quick, random encounter with a Shemarrian, roll percentile dice on the table below.

Unless stated otherwise, the encounter is likely to start with the Shemarrian(s) looking the player characters over and asking them questions about what they are doing here in the Shemarrian Nation, where they have been, where they are headed, and have they seen any Minions of Splugorth or Horune Pirates? What happens next, depends on who is in the characters' group and what the player characters say and do. Here are some guidelines:

- If the player characters are respectful and cooperative, the Shemarrian(s) is likely to be relatively friendly and understanding. Under this circumstance, the Shemarrian is likely to ask only a few questions and let the group continue on its way without further incident. Remember, even a friendly Shemarrian is stern and serious. They don't joke around and do not appreciate silliness, sarcasm or smart remarks. An unfriendly Shemarrian is harsh, cold, demanding and demeaning, questioning everything that is said and done in her presence. Push her too far and she'll beat the offender(s) and possibly kill them. More trouble may ensue.

- If even one player character cracks wise, is disrespectful, insulting or threatening, he will get all the Shemarrians in the party angry, hostile and uncooperative. If the infractions persist, one of the Shemarrians is likely (01-85% chance) to challenge the most rude or outspoken character to a life or death duel unless he apologizes and does so quickly and sincerely.

Disrespect, sarcasm, rudeness and hostility are all good ways to get beaten or challenged to a duel, or even start a firefight with Shemarrians. In the alternative, the angry Shemarrians may refrain from attacking the adventurers, but may deem the entire group to be troublemakers and decide to *escort them out* of Shemarrian territory. Again, resistance, threats, aggression or an attempt to run away provokes all-out combat.

- If the player characters have Coalition or Free Quebec military body armor, vehicles or weapons or a Dog Boy or a D-Bee that might be mistaken for a Dog Boy in their company, the Shemarrian Warriors will grill them with many more questions and look upon them with considerable suspicion. The same happens if the player group has Splugorth or Kittani weapons or gear, or a slave in tow (even a prisoner in chains). Shemarrians are also suspicious of characters laden down with high-tech gear, especially power armor and giant robots.

- If the player characters are seen with or suspected of working with the Horune, Splugorth, Coalition Army or Free Quebec, they will be regarded with great suspicion.

- If the Shemarrians find the player characters to be suspicious, untrustworthy, or interesting in some way, they will let the player group go, but will tail and observe them from a distance for 2D6 days. Whether the Warriors come to the player characters' aid if they get into trouble is a 50/50 proposition. The only time Shemarrians are guaranteed to come to the player group's aid is if they run afoul of one of the Shemarrians' enemies, namely the Horune and Minions of Splugorth. However, even then the Shemarrians hang back, watching and assessing how the heroes handle themselves in combat and extreme duress before riding in at the last minute to save them.

- Shemarrians may approach a group of "heroes" or adventurers to solicit *their help* in rescue operations, assaults to free slaves and captives and attacking and destroying bands of Horune Pirates, slavers or Minions of Splugorth. After the battle, the Shemarrians take whatever items they want, hand out weapons and supplies to the slaves/captives they have rescued, and then let the player characters who helped them have whatever is left; which can be pretty lucrative sometimes. With that, the Shemarrians make a weak acknowledgment of their help ("You fought well." Or "You did not embarrass yourselves.") and ride away. If the player characters hope to ride with them, the Shemarrians will pause and say, "This part of our journey we are meant to travel alone," or "This is where we part company. Be well." Shemarrians are not sentimental.

- If the player characters are deemed worthy or seem suitable as pawns in one of Archie's schemes, the Shemarrian(s) *may* share with them some bits of valuable information or tip them off to something that sends the characters on an adventure or to a particular location (e.g. the location of a town, a village in trouble, an ancient ruin, a place of magic, a location where they saw whatever or whoever the group is looking for or hiding from, the location of CS scouts, mercenaries or bounty hunters, the promise of magic, profit or reward, and so on).

01-05% One Pariah. She is alone, in a simple hooded robe, and carries a satchel with basic supplies and a water skin. Her body is covered in scars and she is quiet and shy. She'll answer questions about where she has been and what she has seen, but is hesitant to talk about her Shemarrian sisters and will not talk about the crime that made her an outcast. She may be willing to join the player group for a while as a travel companion or native guide. In the latter case, the Pariah can only be a guide if she is familiar with the area. Often these outcasts travel to areas where they have not been before, and seek to lose themselves among other people away from Shemarrian society.

06-10% Two Shemarrian Berserkers on foot and armed with large Vibro-Spears and Vibro-Battle Axes. They wander the wilderness looking for spies and enemies to destroy. They look our heroes over closely, and may or may not ask them questions before making a decision about them! The Berserkers are not cold-blooded killers and will move on if the group is innocent of wrongdoing and doesn't threaten them.

11-15% Three Shemarrian Warriors riding Monst-Rex. They are on patrol and armed with standard weapons.

16-20% One Shemarrian War Chief riding a Monst-Rex and armed with standard weapons and a Laser Pulse Rifle. 1D4 Shemarrian Warriors are unseen but not far away; they are mounted and have standard gear.

21-23% Two Shemarrian Spinsters riding Monst-Cranes pulling along 1D4+1 additional Monst-Cranes as packhorses. The remains of two Shemarrian Warriors are strapped to one of the Monst-Crane packhorses. The pair have standard weapons for their caste and eye any strangers with suspicion, drawing weapons before they get too close.

24-28% One Shemarrian Warrior riding a Monst-Crane and armed with a Shemarrian Plasma Rifle and standard #6000 Rail Gun. She looks stern and serious.

29-34% 1D4+1 Male Shemarrians on foot and accompanied by 2D4 Shemarrian Wolves. They have animal hides, drinking water and some smoked meat to trade. They may also have some information to share. They are very interested to hear what the player group has to say about their travels and thoughts about the Eastern Wilds.

35-39% 1D6+1 Shemarrian Warriors riding Monst-Crane war steeds. They are armed with Shemarrian Rail Guns and Vibro-Spears. Their leader is a War Chief armed with a Shemarrian Plasma Rifle and short rail gun; she rides a Monst-Rex.

40-41% One Shemarrian Spinster riding a Monst-Rex "Pack Mule." She seems to be alone and is armed with a Shemarrian Assault Rifle, Ion Pistol and a Vibro-Short Sword. She ignores characters even if approached. If stopped, her Monst-Rex growls a warning and the Spinster puts her hand on the holster. She wants no trouble, but is ready to fight if necessary, so is her pack animal. If trouble ensues, Archie will know it and can have 1D6 Shemarrian Warriors at the Spinster's side in 2D6+6 minutes.

42-46% Two Shemarrian Warriors riding Rhino-Buffaloes as war steeds. They are armed with Shemarrian Rail Guns and Plasma Rifles.

47-50% Shemarrian War Goddess she is alone except for the Monst-Rex she is riding. Armed with Shemarrian Laser Pulse Rifle, Rail Gun and Executioner's Vibro-Sword.

51-55% One Shemarrian Berserker and a pair of Shemarrian Wolves. She looks like she has seen some combat and one of her arms and one leg are bandaged up. Still she gives the player character(s) a snarl and approaches. (Note: She may be the lone survivor of her squad or 1D4 other Shemarrian Berserkers or Warriors are within shouting distance).

56-60% Standard Reconnaissance Patrol of 1D4+2 Shemarrian Warriors riding Monst-Rex and armed with standard weapons for their caste.

61-65% 1D4+1 Spinsters, two or three ride upon each of the two Monst-Rex "Pack Mules." They are escorted by two Shemarrian Warriors armed with standard weaponry for their caste.

66-70% Lone Hunter – a Berserker or War Chief is searching for a particular target. She travels on foot and is armed to the teeth. She looks at the player group, smiles and approaches. May enlist their help.

71-75% 1D6+2 Shemarrian Wolves seemingly running wild. They eyeball the group but keep their distance. 1D6x10 minutes later, the group is stopped for questioning by 1D6 Shemarrian Warriors or Male Shemarrians riding Monst-Rex or Monst-Crane war steeds. They are armed with the standard weapons of their caste.

76-80% 1D4+2 Shemarrian Warriors riding Monst-Rex war steeds. Half are armed with Shemarrian Plasma Rifles, the rest with Laser Pulse Rifles. The weapons are cabled to their war steeds which means the weapons have unlimited payloads and this is a long-range reconnaissance patrol.

81-85% Light Berserker Squad: Three Shemarrian Berserkers traveling on foot and armed with an array of Shemarrian Vibro-Pole Arms and other Vibro-Blade weapons. They are accompanied by 1D6 Shemarrian Wolves.

86-90% Medium Anti-Slaver Squad: One Shemarrian War Chief riding a Monst-Rex and armed with a pair of #4000 Rail Guns, three Shemarrian Berserkers sharing one Monst-Rex and armed with Vibro-Weapons, 1D4+2 Shemarrian Warriors riding Monst-Rex or

Monst-Cranes and armed with standard weapons, and two Monst-Cranes used as packhorses. The Berserkers may be accompanied by a total of 2D4 Shemarrian Wolves.

91-94% Light War Party: 2D6+6 Shemarrian Warriors led by two War Chiefs. They ride Monst-Rex war steeds and are armed with standard weapons for their caste.

95-97% Mixed War Party: 1D6+1 Shemarrian Warriors riding Monst-Rex, 1D6+1 Shemarrian Warriors riding Monst-Cranes (or other war steeds), three Berserkers, 1D4+1 Male Shemarrians, one Spinster with a Monst-Rex "Pack Mule," and led by two War Chiefs on war steeds of choice. Each is armed with the standard weapons for that caste.

98-00% Elite War Party: 4D6+12 Shemarrian Warriors and 1D6+3 Berserkers, 1D4+2 War Chiefs, and led by one War Goddess. Ride war steeds of choice and armed with weapons of choice.

Random Encounters in the Eastern Wildlands

The following is a simple table of likely encounters in the Shemarrian Nation and anywhere in the Eastern Wildlands. It is by no means a complete list of all the possibilities.

To use these tables effectively, you need to own or have access to the following titles: **Rifts® Ultimate Edition®, Rifts® Sourcebook One (Revised and Expanded), Rifts® Atlantis and Rifts® Dinosaur Swamp™** or **Rifts® New West™** (for the Dinosaurs; Dinosaur Swamp also includes stats for the Barbarians). Game Masters may also want to take a look at **Rifts® Spirit West™** and **D-Bees of North America™** for a wealth of characters and ideas for your campaign and encounters.

01-03% A Coalition Expeditionary Force. A mixed group of 1D4+6 CS soldiers including one Combat Cyborg and two Dog Boys.

04-06% A Free Quebec Expeditionary Force. A mixed group of 1D4+6 soldiers including two Glitter Boys, but the this group is disguised as "adventurers." May substitute with Republican troops.

07-09% Two A-63 All-Purpose Heavy Robots and one A-64 All-Purpose Master on a mission for Archie. They fight only enough to get away and continue their mission.

10-12% 1D6+2 Iroquois scouts. They are not happy to see outsiders, and like the Shemarrians, will question strangers and/or tail them for a while. May substitute Wild Psi-Stalkers.

13-15% 1D4+1 Brodkil looking for a fight.

16-18% 1D6+3 Barbarians who are happy to liberate strangers of their belongings by force. However, if their victims prove to be too tough, they run off. May substitute Wild Psi-Stalkers.

19-21% Two winged predatory dinosaurs, or other flying monsters, swoops down to attack.

22-24% 1D4+2 Horune Pirates hunting for Shemarrians to collect on the Splugorth's bounty. They've had no luck for days, so they are looking at the player group as potential victims to attack and rob or capture as slave stock.

25-27% A mixed group of 2D4+3 humans and D-Bees attack. They are low level pirates or bandits looking for easy victims to rob and leave their victims alive after taking their belongings. If the player group stands its ground and seems too tough, the bandits flee.

28-30% A pair of evil Witchings, Ogres or evil Faerie Folk.

31-33% Standard Shemarrian reconnaissance party.

34-36% Horune slavers on the prowl, 2D6+6 of them looking for new victims to capture as slave stock.

37-38% A wounded wild Rhino-Buffalo is crazy with pain and attacks. May substitute with another dangerous animal or monster.

39-40% None shall pass. A trio of Shemarrian Berserkers (or four War Chiefs or one War Goddess) bar the path (or bridge, or mountain path, etc.). They tell all travelers they must find an alternative way around, but have no detour to offer. If the Shemarrians are ignored, threatened or attacked, they fight until their adversaries retreat. Looking around, the player group realizes there is already blood soaked ground and signs of previous combat, perhaps even a pile of dead bodies stacked like kindling a little ways off behind a boulder or a fallen tree. What lies down the path is unknown (up to the G.M. if it becomes relevant). **Note:** May substitute Native Americans, mercenaries, Free Quebec troops, bandits (perhaps charging a toll fee), or even Minions of Splugorth.

41-42% 1D4+2 predatory pack dinosaurs. May substitute other predatory pack animals or one larger monster.

43-45% Light Shemarrian Seek and Destroy Squad on the prowl.

46-48% Splugorth Slaver in a Slave Barge commanding six Blind Warrior Women. They seek slaves, of course.

49-51% One big, nasty, predatory dinosaur, or other dangerous monster. It sees our heroes as prey and attacks.

52-55% 2D6 Shemarrian Wolves and one Male Shemarrian Hunter or War Chief are shadowing the group. If confronted, he starts asking the player group questions.

56-57% 1D6+1 Kittani Warriors in Manling Power Armor.

58-60% A trio of adventurers or explorers approach our heroes. They seem friendly enough and want to trade gossip. They are really A-51 Spybots disguised as humans.

61-63% Standard Shemarrian Patrol Squad.

64-66% A Thornhead Demon or Neuron Beast in the middle of torturing some innocent looking adventurers.

67-69% A young, 6th level dragon is on the rampage after being robbed by . . . was it you?!

70-72% A pair of Shemarrian scouts. If Male Shemarrians, they are on foot and accompanied by 1D6 Shemarrian Wolves. If Shemarrian Warriors, the women ride Monst-Rex war steeds. They are armed with standard weapons for their caste.

73-75% A pair of Kittani in Equestrian Power Armor. They are out looking for revenge against Shemarrians who have been harassing Splugorth Slavers in the area. They approach the player group to find out if they have seen any Shemarrians and if so, where? If the group flees or attacks, the Kittani follow and attack, assuming they must be in cahoots with the Shemarrians.

76-78% Battle scene. As the player group approaches, they see a squad of Shemarrian Warriors led by a War Goddess ride off into the woods, leaving behind slaughtered Minions of Splugorth. A slain Splugorth Slaver is slumped inside the crashed and smoking wreckage of a Slave Barge. Eyes of Eylor, four Staphra Warriors and the bodies of eight Blind Warrior Women are scattered across a charred opening in the woods. Several open cages and empty manacles and chains are on the ground where at least a dozen slaves were released. Any character who can track people can tell the freed captives ran off in three different directions. There are 1D4 Kittani energy rifles, manacles and some basic supplies to salvage.

As our innocent heroes survey the carnage, 1D4+2 Staphra Warriors accompanied by two Powerlords step out into the open. They can't believe their eyes and jump to the conclusion the player characters are responsible. They attack and fight to the death.

79-81% 1D4 Black Faeries. They may already be in the process of torturing an innocent farm girl, child, explorer or a prettier type of Faerie Folk (Faerie, Brownie, etc.).

82-84% Shemarrian Long Distance Deployment Squad. Three Spinsters riding Monst-Rex "Pack Mules" equipped with standard allotment and armed with standard weaponry. Escorted by 1D4

Shemarrian Warriors riding Monst-Cranes and armed with standard weaponry, led by one Shemarrian War Chief riding a Monst-Rex.

85-87% Battle scene. A 500 foot (152 m) radius of the forest has been knocked down or blasted to smithereens. In the center of this war is a *Murex Metzla*, a floating hellspawned mountain of tentacles and wickedness. It is severely injured (down to 740 M.D.C. from its original 5000!). At least two dozen Shemarrian Warriors lay scattered around it, dead or unconscious, as another dozen led by a pair of War Goddesses continue the fight. The women warriors all look pretty battered. One of them stops, looks directly at the player group, motions them to join the battle and charges the behemoth, only to get blasted in half by the monster's electromagnetic cannon.

88-91% Battle scene. A pair of Staphra Warriors and an Overlord are about to deliver the death blow to a Shemarrian Warrior and Spinster. Noticing the player group, the Spinster shouts to them, "Help us, please." Only immediate action saves lives.

92-95% Battle scene. A tiny village in flames. 2D6+10 Horune Pirates have already rounded up 25 of the villagers and are working on getting the remaining 3D6+6 survivors when a trio of Shemarrian Warriors and a War Chief ride in on Monst-Rex war steeds and demand them to release the people or die. Our heroes flank the pirates who have not noticed them yet. If the player characters join the battle, they have the Horune in a crossfire between them and the Shemarrians. The warrior women will appreciate any help they can get.

96-98% Battle scene. A lot of dead bodies lay among the smoking wreckage of combat vehicles. It looks like a platoon of mercenaries have met with a grim fate, but at the hands of whom? And are the culprits responsible still nearby? Extreme caution is warranted.

99-00% 2D4+1 Staphra warriors on a rampage slaughtering everyone they encounter. They see the player group and attack. They fight to the death. Can substitute with savage Barbarians, Brodkil, Lesser Demons, Lesser Deevils, or pack of Raptors or other monster or D-Bee warriors.

Staphra Warrior

Reprinted for your convenience

In Staphra society, all warriors are female. From birth, Staphra girls are taught the fundamentals of combat and the philosophies behind it. These skills are honed over the years and backed up with physical training and mental toughening. At the age of 10 (and six feet/1.8 m tall), a Staphra Warrior is expected to have mastered the fighting arts and be ready to engage enemy forces. By age 13, she should have proven herself as a skilled hunter and fighter. By age 16, she is ready to mate!

The females are extremely aggressive and volatile. They don't take insults or challenges lightly, are easily provoked, and are quick to action. They tend to be stern, demanding and well organized. They are ruthless in combat and rarely show the enemy mercy other than a quick kill. They are excellent at strategies and tactics, self-sufficient and resourceful.

NPC Villain/Splugorth Apprentice Minion

Note: See *Rifts® World Book 21: Splynn Dimensional Market™* for complete information on the Staphra and the Staphra Warlord and Mystic as well as other Splugorth slaves, weapons, magic items and more.

Alignment: Any, but most NPCs are Aberrant or Anarchist.

Attributes: I.Q. 2D6+4, M.E. 3D6+2, M.A. 2D6, P.S. 4D6+6, P.P. 3D6+6, P.E. 3D6+8, P.B. 2D6, Spd 4D6+6.

Height: 7 to 8 feet (2.1 to 2.4 m) tall.

Weight: 350 to 500 lbs (157.5 to 225 kg); all muscle as hard as coiled steel.

Average Life Span: 70 years.

Average Level of Experience: 1D6+3 for NPCs, player characters use the same experience table as the *Headhunter*.

Hit Points: P.E. attribute number plus 2D6 per level of experience. Must wear armor or use magic for M.D.C. protection.

S.D.C.: 2D6×10, plus any gained from Physical skills.

Horror Factor: 9

P.P.E. Base: 4D6

Natural Abilities: Nightvision 500 feet (152.4 m) and excellent sense of smell: 60% to track by scent (+10% to follow a blood scent), and 75% to recognize common odors. Ambidextrous, quick reflexes, excellent flexibility and high pain threshold.

Also see Psionics and R.C.C. Bonuses below.

Psionics: All Staphra females are major psionics with the following powers: Telekinetic Punch, Telekinetic Leap, Resist Fatigue, Resist Hunger, Resist Thirst, Impervious to Fire, Impervious to Cold, Impervious to Poison, Mind Block, Summon Inner Strength, and Suppress Fear. Requires a roll of 12 or higher to save vs psionics.

I.S.P.: 1D6×10 plus the M.E. attribute number. Add 1D6+1 at each additional level of experience.

Magic Powers: None.

Damage: 2D6 S.D.C. from a punch or kick, plus any P.S. bonus.

R.C.C. Bonuses: +3 to initiative, +1 to strike, +2 to parry and dodge, +5 to pull punch, +3 to roll with punch/impact, +2 to disarm, and +1 to save vs magic and poisons, +3 to save vs mind control and possession, and +1 to save vs Horror Factor at levels 1, 3, 4, 6, 7, 8, 10, 12 and 15; all are in addition to attribute and skill bonuses.

R.C.C. Skills:

Acrobatics

Boxing

Camouflage (+10%)

Climbing (+10%)

Gymnastics

Language: Dragonese and Atlantean at 90%.

Math: Basic (+20%)

Swimming (+15%)

Tracking (+10%; humanoids)

Track Animals (+15%)

Wilderness skills: Two of choice (+15%).

W.P. Staff

W.P. Spear

W.P. Blunt

W.P. Archery

W.P. Targeting

W.P.: Two of choice (any).

Hand to Hand Combat: Expert; can be upgraded to Martial Arts or Assassin at the cost of one R.C.C. Related Skill selection, or a special combat style (Commando or other) for the cost of two.

R.C.C. Related Skills: Select eight skills at level one, plus one additional skill at levels 3, 6, 9, and 13. All new skills start at level one proficiency.

Communication: Any.

Cowboy: None.

Domestic: Any.

Electrical: None.

Espionage: Any, except Forgery and Disguise (+5%).

Mechanical: None.

Medical: First Aid only (+5%).

Military: Any (+10%).

Physical: Any.

Pilot: Any, except robots, power armor, tanks, APCs, and any aircraft.

Pilot Related: Any.

Rogue: Any (+5%), except Computer Hacking.

Science: Advanced Math and Astronomy only.

Technical: Any, except Computer Programming (+5%).

Weapon Proficiencies: Any, except Sharpshooting.

Wilderness: Any (+5%).

Secondary Skills: Select four Secondary Skills at level and one additional skill at levels 2, 4, 7, 10, and 14 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Starts with a few personal items, including native charms and adornments, a set of clothing, cape (they love capes), a set of light and medium body armor, one weapon for each corresponding W.P. plus six ammo clips (if applicable), plus double-bladed Vibro-Spear and Vibro-Knife or sword. Other standard equipment includes a backpack, utility belt, satchel, canteen, tinted goggles, binoculars, language translator, communicator, two signal flares and some personal items.

Additional modern weapons, explosives and equipment may be assigned as required or may be acquired later.

Money: Slaves and would-be Minions have all their needs taken care of by their master and/or the Splugorth military. They don't get a salary. Player characters start with 2D4x100 in credits or tradeable goods.

Bio-Wizardry and Cybernetics: None to start. Additional Bio-Wizard augmentation may be acquired (or even required) later or given to them by their masters. Cybernetics and bionics will not be added nor considered for implantation. Staphra love Bio-Wizard weapons and all types of magic weapons and armor, but currently only officers and select elite Staphra Warriors are given any.

Habitat: Can be found anywhere the Splugorth are, but their natural habitat is forested regions and grasslands.

Slave Market Value: The Staphra are still classified as a slave race, although that will change in the near future. Consequently, only rogues, renegades and the disobedient are offered for sale. Staphra Warriors get around the same amount as a human Military Specialists and Special Forces or a little more, typically 30,000-50,000 credits, due to their psionic powers and renowned warrior abilities, but are relatively uncommon and sometimes go for twice as much.

Alliances and Allies: Even though they are technically still considered slave stock, the Staphra consider themselves to be allies to the Minions of Splugorth and Minions in training. The Splugorth and their Minions (Kittani in particular) certainly like the Staphra, but most do not yet respect them. Only the Kittani and Altara Warrior Women truly respect the Staphra Warriors as near equals, although even they admit the Staphra are still a bit rough around the edges. Still, it is only a matter of 3D4 years before the female Staphra Warriors and the male Mystics are welcomed into the ranks of full Minion status.

Rivals and Enemies: All enemies of the Splugorth are considered to be enemies of the Staphra. Of course, renegades will probably consider their own people, the Splugorth and their Minions to be their enemies (and vice versa). Such "traitors" are not looked upon kindly by the Staphra loyal to the Splugorth.



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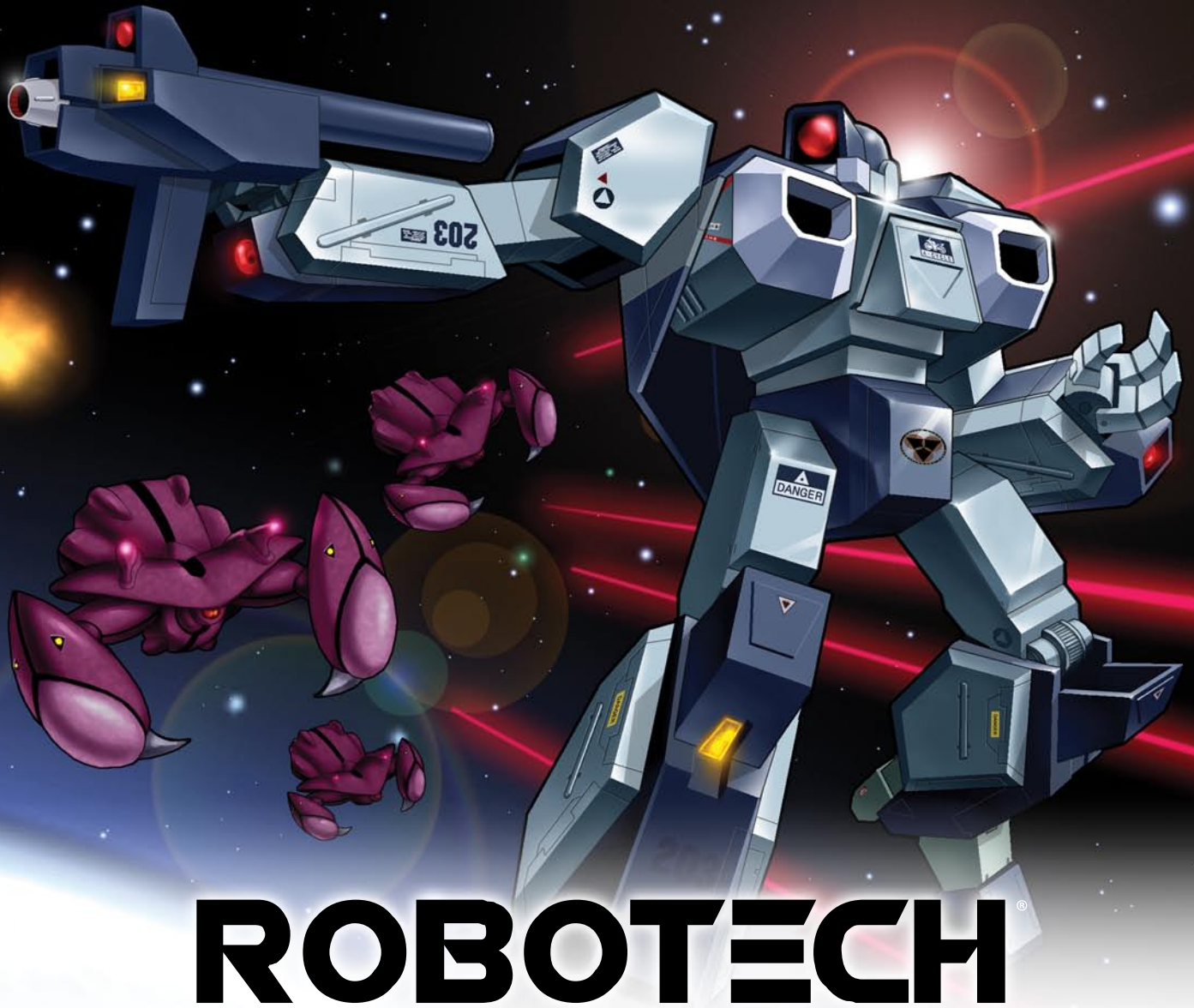
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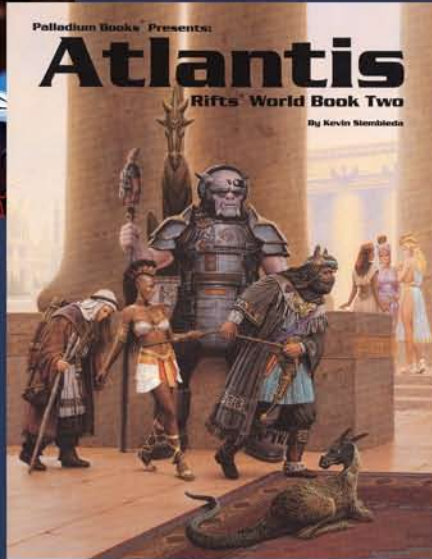
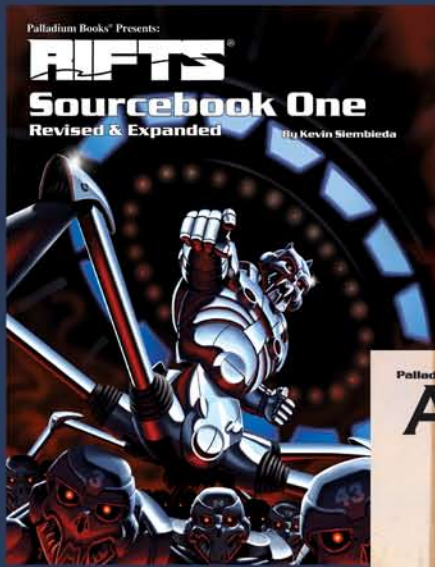
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