

# **TEAROR** **TWISTERS**

**DESIGNED BY KEVIN R. BROWN**

***DEAR YOU,***

I OFFER MY SYMPATHIES, APOLOGIES AND REGRETS. IN THIS LETTER RATHER THAN IN PERSON, BECAUSE I FEAR IT IMPOSSIBLE THAT YOU AND I SHOULD EVER AGAIN MEET.

IN DEALING WITH JUDGMENT FOR SO LONG, IT'S MANAGED TO MOUND A MIGHTY DEBT UPON ME — AND IT SEEMS THAT COLLECTIONS IS ON THE WAY. MY ONLY HOPE NOW IS THAT THIS LETTER IS READ — AND UNDERSTOOD, MORE IMPORTANTLY — BEFORE THE REST OF US SHARE MY OWING.

HE WAS RIGHT. IT'S SURPRISING HOW OFTEN YOUNG MINDS ARE. THE VOLUME WAS NOT SO MUCH A DIAGNOSTIC AS IT WAS A WARNING. A CLEAR AND URGENT DISTRESS BEACON FROM A CONCERNED PAST.

OUR COURSE AND OPTIMISM WERE ONLY NATURAL — BUT IT'S TIME TO STOP LACING OUR COUGH SYRUP WITH SUGAR. IT'S TOO LATE FOR ME; BUT HOPEFULLY THE SAME TRUTH DOESN'T BELONG TO YOU. OR EVERYONE ELSE.

WHAT HAS HAPPENED CANNOT BE UNDONE, BUT WHAT CONSEQUENCES LIE ON THE HORIZON CAN SURELY BE CHANGED. IF OUR ACTIONS ARE SWIFT, PERHAPS AMENDS CAN BE MADE FOR THE DAMAGES INFLICTED BY OUR IGNORANCE.

THE FOUNDATION IS NOW IN YOUR HANDS. WHATEVER CHOICES YOU MAKE IN LIGHT OF NEWS TO COME, MY TOOLS ARE NOW IN YOUR POSSESSION.

CHOOSE MORE WISELY THAN I.

REGARDS,

VICTOR MIDNIGHT

## **BACKGROUND**

### **CHRONOLOGY OF THE SHROUD**

**AUGUST 29<sup>TH</sup>, 1995**

PRESIDENT VICTOR MIDNIGHT OF THE MIDNIGHT FOUNDATION WENT AWOL DURING REGULAR BUSINESS HOURS, NEVER AGAIN TO BE SEEN ALIVE BY FRIENDS, FAMILY OR CO-WORKERS.

**AUGUST 31<sup>ST</sup>, 1995**

THE BODY OF VICTOR MIDNIGHT IS DISCOVERED IN DUMPSTER OUTSIDE THE VINCENT RUSH PUBLIC LIBRARY, DISEMBOWELED. ACROSS TOWN, IN AN ONLY INVISIBLY RELATED INCIDENT, SPENCER HOG IS KILLED INSTANTLY WHEN HIS DELIVERY TRUCK EXPLODES WITHOUT DETERMINABLE CAUSE. NO EYEWITNESSES.

**JANUARY 2<sup>ND</sup>, 1997**

WINTER ENDS EARLY. A SEVERE ELECTRICAL STORM BATTERS THE WESTERN PRAIRIE PROVINCES OF CANADA, INFLECTING WIDESPREAD BLACKOUTS AND IGNITING FOREST FIRES THROUGHOUT ALBERTA AND BRITISH COLUMBIA. RUMORS AND HEARSAY BEGIN TO FLY ABOUT OFFICE BUILDING EMPLOYEES DISAPPEARING FROM WINGS OF THEIR WORKPLACE WHERE THE EMERGENCY LIGHTS HAD BURNT OUT, AND FIREFIGHTER CREWS DISSOLVING INTO THIN AIR AFTER BECOMING BRIEFLY BLANKETED WITH A CLOUD OF SMOKE.

NO SUCH REPORTS ARE INVESTIGATED SERIOUSLY.

**JULY 11<sup>TH</sup>, 1997**

EXPLOSIONS ILLUMINATE THE NIGHT SKIES OF CAPITAL CITIES ACROSS THE GLOBE AS LONG-RANGE BALLISTIC MISSILES RAIN UPON THEM. PRESIDENT LUC TIRMONT OF FRANCE WAS FATALLY WOUNDED ATTEMPTING TO RETREAT FROM PARIS.

THE U.N. BUILDINGS ARE RAZED AT DAWN IN A CARPET-BOMBING RUN BY SUPERSONIC STEALTH AIRCRAFT OF AN UNKNOWN CONFIGURATION.

**JULY 12<sup>TH</sup>, 1997**

THE COASTS OF THE WORLD'S CONTINENTS ARE STORMED BY AMPHIBIOUS ALL-TERRAIN PERSONNEL CARRIERS OF UNKNOWN DESIGN. THE ATTACKERS, FROM NO DISCLOSED NATIONALITY, FOUGHT UNDER THE NAME OF 'THE NEW AGENDA'. WAR WOULD BE WAGED AGAINST THEM FOR SIX YEARS.

**SEPTEMBER 27<sup>TH</sup>, 2003**

HUMANITY TURNS TO ASH BENEATH A WAVE OF NUCLEAR FIRE WHEN THE AGENDA SECURES THE MEANS TO DEPLOY THE UNCONVENTIONAL WEAPON CACHES THEY CAPTURED. MAN BECOMES EXTINCT IN THE WAKE OF A GLOBAL NUCLEAR WINTER.

## **PRESENT SITUATION**

THE DATE OF AUGUST THE 31<sup>ST</sup> HAS ALREADY PAST. OUR FOUNDER, VICTOR MIDNIGHT, IS BEYOND SALVAGE — AND THE KNOWLEDGE OF THE FUTURE TO BE IS IN THE HANDS OF EVIL MEN. THE REST OF OUR WARNINGS, HOWEVER, WE CAN STILL HEED.

WE ARE THE MIDNIGHT FOUNDATION, FORMED DECEMBER THE 1<sup>ST</sup> OF 1985 BY VICTOR MIDNIGHT TO POLICE THE ACTIVITIES OF THE SECOND REALITY, AS WELL AS WELL AS THOSE INFORMED OF THE SHROUD OF SIGNIFICANCE AND THE INFORMATION CONTAINED THEREIN. TO THOSE CONCERNED WITH ONLY RECORDS AND IMAGERY, THE FOUNDATION IS NOTHING MORE THAN A WELL-ESTABLISHED GRANDFATHER CLOCK MANUFACTURER.

THE SECOND REALITY IS THE EQUIVALENT OF AN ECHO OF THE UNIVERSE AS WE KNOW IT — WHAT WE CALL THE PRIME REALITY. UNDER THE LAWS OF CONVENTIONAL PHYSICS THE EXISTENCE OF SUCH AN ECHO WOULD BE INCONSEQUENTIAL, SEPARATED FROM US BY AN UNBREACHABLE BARRIER. TIME.

LIKE ALL THINGS, HOWEVER, BOTH THE PRIME AND SECOND REALITIES HAVE THEIR OWN MASS, GRAVITY AND ORBIT. GIVEN THE PROXIMITY OF OUR TWO UNIVERSES, COLLISIONS WERE A FREQUENT OCCURRENCE. OF COURSE, DUE TO THE SUPERIOR DENSITY OF THE PRIME REALITY, WE WENT UNPHASED BY SUCH INCIDENTS — WHILE THE SECOND REALITY SUFFERED CATASTROPHIC CONSEQUENCES.

VORTEXES OF QUANTUM FOAM — 'TERROR TWISTERS' — TORE-UP ENTIRE NATIONS, TERRAFORMING THE GLOBE INTO A SHATTERED CHAIN OF BURNT-OUT ISLANDS. HUMANITY WAS FACED WITH AN ULTIMATUM — ADAPTATION OR EXTINCTION. THEY CHOSE THE FORMER.

IN A MATTER OF MONTHS, THEY ACCOMPLISHED WHAT WE COULD NOT HAVE IN YEARS. STUDYING THE VORTEXES FROM UNDERGROUND FACILITIES, THEY LEARNED NOT ONLY HOW TO DEFEAT THEM — BUT HOW TO TRAVERSE THEM.

'SLEEPER AGENTS' WERE LAID AMONG THE MASSES OF THE PRIME REALITY; MILITARY VOLUNTEERS TRAINED TO OBSERVE OUR WAY OF LIFE AND CAPABILITIES FROM BEHIND THE MASK OF THE FACELESS MASSES.

SCIENCES OF THE SECOND REALITY THEN DEVOTED THEMSELVES TO BESTING (OR, AT LEAST, COUNTERING) OUR MILITARY CAPABILITIES. THE INEVITABLE HOPE: TO CONQUER AND COLONIZE THE PRIME REALITY (OR AT LEAST THE EARTH PORTION THEREOF), BLAMED ENTIRELY FOR THE TERROR TWISTERS.

NOT EVERY AGENT WAS SYMPATHETIC TO THE CAUSE, HOWEVER; AND SOME SET OFF TO OUTRIGHT REBEL AGAINST THE GOALS OF THE SECOND REALITY. VICTOR MIDNIGHT WAS ONE SUCH INDIVIDUAL.

## **THE FOUNDATION**

BEHIND THE FRONT, THE MIDNIGHT FOUNDATION IS A LARGE GENETIC RECONSTRUCTION FACILITY. USING VOLUNTEER REBELS OR ABDUCTED AND SEDATED SLEEPER AGENTS FOR BASE MATERIALS, WE'VE MANUFACTURED A VERY RESPECTABLE POLICING FORCE OF ORGANIC WAR MACHINES.

IN THE PAST, OUR ACTIONS WERE MERELY REACTIONARY — COUNTER-STRIKING WITH THE ELEMENT OF SURPRISE AT ANY MAJOR MOVEMENT MADE BY THE SECOND REALITY. THIS TACTIC CHANGED IN LIGHT OF THE SHROUD OF SIGNIFICANCE.

UPON RAIDING A SMALL PARTY OF SLEEPER AGENTS, USING A CULT FRONT TO DISGUISE THEMSELVES, THE FOUNDATION DISCOVERED A TAPESTRY THOUGHT TO BE AN AGENDA LAID-OUT BY THE SECOND REALITY IN CHRONOLOGICAL ORDER. IT BECAME OBVIOUS AS TIME PASSED, HOWEVER, THAT THIS ARTIFACT HAD BEEN JUST AS MUCH A SURPRISE TO THEM AS IT WAS TO US.

A PERPLEXING MAP OF THE FUTURE, FROM NO CONCEIVABLE SOURCE, THAT WOULD ASSIST US IN FORMULATING OUR OWN PLANS AGAINST OUR ENEMIES. UNFORTUNATELY, OUR APPROACH HAD NOT BEEN PROACTIVE ENOUGH UNTIL THAT POINT FOR US TO REALIZE JUST HOW FAR ALONG IN THEIR PLANS THE SLEEPER AGENTS WERE — AND VICTOR WAS MURDERED IN AN AMBUSH WHILE ATTEMPTING TO FURTHER RESEARCH THE SHROUD; WHICH WAS STOLEN IN THE SAME EVENT.

FOR NOW, THE MIDNIGHT FOUNDATION IS SPREADING IT'S RESOURCES AGGRESSIVELY IN CONJUNCTION WITH WHAT KNOWLEDGE THEY'VE DECIPHERED, ENSURING AS BEST IT CAN THAT THOSE LANDMARKS IN TIME ARE NEVER REACHED.

## **THE SLEEPERS**

THE PHYSICAL AND CHEMICAL DIFFERENCES BETWEEN THOSE OF THE SECOND REALITY AND THOSE OF THE PRIME REALITY ARE NEARLY ALL SO INSIGNIFICANT THAT THERE IS PRESENTLY ONLY ONE WAY THAT WE KNOW OF TO FIND THEM IN A CROWD. BODY HEAT.

A NORMAL HUMAN BODY TEMPERATURE FALLS SOMEWHERE NEAR THE RANGE OF 37 DEGREES CELSIUS, OR 98.6 DEGREES FAHRENHEIT. DUE

TO HAVING LIVED IN A MUCH WARMER UNDERGROUND CLIMATE FOR A PROLONGED PERIOD OF TIME, THOSE OF THE SECOND REALITY HAVE ADAPTED TO HAVING BODY TEMPERATURES AROUND 47 DEGREES CELSIUS, OR 116.6 DEGREES FAHRENHEIT.

BY USING THERMAL-SENSITIVE SATELLITE SCANS, WE'VE BEEN QUITE SUCCESSFUL AT DISCOVERING SLEEPER AGENT OPERATIONS UNDERWAY.

GENERALLY SPEAKING, THOSE OF THE SECOND REALITY CAN BE EXPECTED TO BE BETTER EQUIPPED THAN ANYONE FROM THE PRIME REALITY IS CAPABLE OF. BREAKTHROUGH ARMOR COMPOUNDS, PARTICLE WEAPONRY, MICRO-SIZED FUSION POWER SYSTEMS AND ADVANCED ENGINEERING TECHNIQUES ARE ALL AT THEIR DISPOSAL.

TIES BETWEEN THE SLEEPERS AND THE SECOND REALITY ARE ALWAYS VERY CLOSE, AND OFTEN THE MORE RESOURCEFUL OF OUR ENEMIES CAN BE EXPECTED TO SEE REINFORCEMENTS MATERIALIZED RIGHT OUT OF THIN AIR AS THEY ARE SENT THROUGH A TERROR TWISTER INTO OUR WORLD. NO BATTLE IS AS SIMPLE ONE; THOUGH, AS OF YET, THE SECOND REALITY HAS BEEN ABSOLUTELY UNABLE TO SUCCESSFULLY DEAL WITH THE BURDEN THAT WE'VE BEEN UPON THEIR SHOULDERS.

## **PLAYER SET-UP**

### **SQUAD GENERATION**

WELCOME TO THE MIDNIGHT FOUNDATION'S INTERVENTION SQUAD GENERATION INTERFACE. ALL DATA ENTERED INTO THIS TERMINAL WILL BE IMMEDIATELY TRANSFERRED TO THE AGENT ROSTER DATABASE FOR STORAGE/CATALOGUING, AND THE ENTITY GROWTH/ASSEMBLY TANK FOR INSTANTANEOUS GESTATION OF YOUR DESIRED INTERVENTION SQUAD.

TO BEGIN THE PROCESS, PLEASE ENTER AN IDENTITY THAT YOU WISH YOUR TEAM TO BE KNOWN BY.

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THANK-YOU. YOUR SQUAD'S NAME HAS BEEN ENTERED INTO THE DATABASE, IN CASE OF FUTURE NEED FOR HISTORICAL REFERENCE.

PLEASE WAIT WHILE THE CAPTAIN AND SUBORDINATE PROFILE INFORMATION IS ACCESSED...

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## **CAPTAINS**

CAPTAINS ARE THE ELITE AGENTS THAT COMPRISE THE BACKBONE OF THE MIDNIGHT FOUNDATION. EACH ONE IS THE HEAD OF A RESPECTIVE SQUAD, AND WHILE CAPTAIN NUMBERS ARE KEPT TO A TIDY HANDFUL, EACH ONE WIELDS AN EQUIVALENT CAPABILITY FOR DESTRUCTION TO THAT OF SEVERAL-DOZEN ENTITIES OF ANY LESSER FORMIDABILITY.

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## **SUBORDINATES**

SUBORDINATES ARE THE PERSONAL GUARDS OF THEIR RESPECTIVE CAPTAIN, WIELDING NOT NEARLY THE POWER OF THEIR SUPERIORS - BUT STILL BEARING A GREATER CAPACITY FOR COMBAT THAN MOST MUNDANE ENTITIES. APPENDAGES TO THE WILL OF THE CAPTAINS; BUT BY NO MEANS CANNON FODDER.

3 SUBORDINATES ARE ASSIGNED TO EACH CAPTAIN

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TO START YOUR INTERVENTION SQUAD'S GENERATION PROCESS, PLEASE ENTER AN IDENTITY FOR IT AND IT'S MEMBERS...

...THANK-YOU.

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## **SQUAD DEVELOPMENT**

SQUAD MEMBERS ARE CREATED USING A REFINED AND CONTROLLED GENETIC STIMULUS TREATMENT, ALTERING THE BIOLOGICAL GROWTH CODING IN A GIVEN SUBJECT TO MAXIMIZE THEIR OUTPUT IN A CONFRONTATION. UNFORTUNATELY, THE TREATMENT HAS LIMITATIONS. A GIVEN ORGANISM CAN ONLY TOLERATE THE GENETIC TAMPERING TO A CERTAIN CONCENTRATION, OR THEIR MUTATION WILL BE TOO RADICAL TO ALLOW THEM CONTINUED SURVIVAL.

EACH SQUAD MEMBER HAS THUS BEEN GIVEN A TOLERANCE POINT LEVEL, WHICH MAY NOT BE EXCEEDED IN IT'S GESTATION. A CAPTAIN HAS A

TOLERANCE POINT LEVEL OF 50, WHILE A SUBORDINATE HAS A TOLERANCE POINT LEVEL OF 30.

WHEN DEVELOPING A SQUAD, PLEASE TAKE NOTE OF THESE TOLERANCE LEVELS. THE INTERFACE WILL NOT ALLOW YOU TO OVER-STIMULATE A SQUAD MEMBER BEING CREATED, AND IT WOULD BE A WASTE OF MATERIALS TO HAVE AN AGENT OF YOUR TEAM 75% COMPLETE, ONLY TO REACH THE END OF THEIR TOLERANCE POINT LEVEL.

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## **DEVELOPMENT PROCEDURE**

AS A STANDARD, EACH SQUAD MEMBER BEGINS THE GESTATION PROCESS AS A SIMPLE, UNDEFINED HUMANOID ORGANISM – COURTESY OF WILLING HOMO SAPIENS VOLUNTEERS.

A SQUAD MEMBER'S PHYSICAL CAPABILITIES ARE DIVIDED INTO ONE OF 3 SEPARATE CATEGORIES. PLEASE INITIATE ORGANISM GESTATION BY SELECTING THE DESIRED SIZE FROM THE MENU BELOW:

### **LIGHTWEIGHT**

AGILITY: 8

STRENGTH: 4

### **CRUISER WEIGHT**

AGILITY: 6

STRENGTH: 6

### **HEAVYWEIGHT**

AGILITY: 4

STRENGTH: 8

THANK YOU. BEGINNING GENETIC SOLUTION MIXING AND ENHANCED GROWTH SEQUENCE...

...COMPLETE.

FOR THE NEXT STAGE OF DEVELOPMENT, PLEASE DESIGN THE SQUAD MEMBER'S ANATOMY BY MEANS OF THE FOLLOWING INFORMATION:

### **BONE AND TISSUE PROTEIN STRUCTURE**

SQUAD MEMBER CORE ANATOMICAL MAKE-UP IS COMPRISED OF SOFTER TISSUES GRAFTED ONTO A MORE SOLID SKELETAL STRUCTURE. SELECT THE

TYPE OF CORE DESIGN THAT WILL BE BEST SUITED TO THE SQUAD MEMBER FROM THE CHOICES LISTED BELOW:

### **'GENERIC' STRUCTURE**

SOFT MUSCLE AND FATTY TISSUES SUPPORTED BY CALCIUM BONES. NO DEVIATION FROM THE BASE HUMAN BODY STRUCTURE – AND NO STRAIN ON THE SUBJECT'S TOLERANCE LEVEL.

### **CYBERNETIC STRUCTURE**

ULTRA-DENSE, ARTIFICIALLY REINFORCED MUSCLE AND SKIN TISSUES SUPPORTED BY ARMOR-LACED STEEL BONES. KEY VITAL ORGANS ARE REPLACED BY SUPER-ALLOY COMPOSED ROBOTIC DUPLICATES. AS WELL AS STRAINING THE GENETIC TOLERANCE LEVEL OF THE SUBJECT, CONSIDERABLE STRAIN IS IMPEDED UPON THEIR IMMUNE SYSTEM.

WOUNDS MAY NOT BE HEALED NATURALLY BY ANY SQUAD MEMBER WITH CYBERNETIC STRUCTURE, AND THEY WILL SLOWLY DEGRADE OVER A MISSION'S COURSE – ACCUMULATING 1 MINOR WOUND WORTH OF DECAY FOR EVERY ROUND OF COMBAT (WHICH MAY BE HEALED AS NORMAL BY OUTSIDE FORCES).

*PROVIDES A NATURAL ARMOR RATING OF 6*

*TOLERANCE POINT COST: 4*

### **SLUDGE STRUCTURE**

VISCOUS, DRIPPY, ORGANIC 'PUTTY' MUSCLE TISSUES SUPPORTED BY ULTRA DENSE ORGANIC 'RUBBER' BONES. THE SUBJECT IS NOT INTANGIBLE OR DESOLID – BUT IS LESS PHASED BY BLUNT IMPACTS, AND THEIR TISSUES MAY ENVELOP MELEE ATTACKERS.

ANY ATTACKER ENGAGED IN MELEE COMBAT AGAINST ANY SQUAD MEMBER WITH SLUDGE STRUCTURE WILL BECOME 'STUCK' IF THEY STRIKE OR ARE STUCK BY SAID SQUAD MEMBER – UNABLE TO MOVE, ATTACK OR DEFEND THEMSELVES FOR 1 ROUND.

*PROVIDES A NATURAL ARMOR RATING OF 4*

*TOLERANCE POINT COST: 4*

### **TISSUE PROTEIN PROPERTIES**

THE EXTERNAL TISSUES OF A SQUAD MEMBER'S BODY ARE IT'S MOST IMPORTANT FEATURE – PROTECTING IT FROM PHYSICAL TRAUMA, AFFLICTION FROM DISEASE AND DIRECTION INTRUSION FROM CHEMICALS. IF YOU SO DESIRE, THE SQUAD MEMBER CURRENTLY BEING PROCESSED MAY HAVE THEIR TISSUE PROTEINS AUGMENTED IN THEY WAYS OFFERED IN THE MENU BELOW. PLEASE SELECT THE DESIRED AUGMENTATION(S), OR MOVE ON TO THE NEXT GENERATION PROCESS:

### **SPIKE AUGMENTATION**

THE SQUAD MEMBER'S BONES ARE HARDENED AND ELONGATED INTO EDGED PROTRUSIONS ON STRATEGIC PORTIONS OF THEIR BODY. THESE SPIKES SIGNIFICANTLY IMPROVE THE MELEE COMBAT EFFICIENCY OF ANY SQUAD MEMBER.

*+2 DAMAGE INFLICTED BY ANY HAND-TO-HAND ATTACK.*

*TOLERANCE POINT COST: 2*

### **OPTIONAL ADDITION: BARBS**

THE SPIKE PROTRUSIONS ON THE SQUAD MEMBER'S BODY ARE ENDED WITH BARBS – COMPOUNDING DAMAGES INFLICTED UPON A TARGET WHEN THEY ARE TORN FROM A WOUND.

*DUPLICATES ANY WOUND AFTER IT HAS BEEN INFLICTED BY A HAND-TO-HAND ATTACK.*

*ADDITIONAL TOLERANCE POINT COST: 10*

### **SUPER DENSE PROTEINS**

ALL OF THE SQUAD MEMBER'S TISSUE PROTEINS ARE ARTIFICIALLY DENSIFIED TO AN EXTREME, MAKING THEM FAR HARDIER AGAINST PHYSICAL TRAUMA. ALTHOUGH FAR FROM IMPERVIOUS, THEIR SKIN SHOULD HAVE THE INTEGRITY EQUIVALENT OF INDUSTRIAL-GRADE STEEL.

*PROVIDES AN ADDITIONAL 2 TO THE SQUAD MEMBER'S NATURAL ARMOR RATING.*

*TOLERANCE POINT COST: 2*

### **ORGANIC ARMOR LAYERING**

THE OUTERMOST LAYER OF THE SQUAD MEMBER'S SKIN PROTEIN MAY OPTIONALLY HAVE NATURAL, ORGANIC ARMOR GENETICALLY GRAFTED OVER IT FOR ADDITIONAL PROTECTION AGAINST PHYSICAL TRAUMA. THE OPTIONS FOR ORGANIC ARMOR LAYERING ARE LISTED IN THE MENU BELOW. PLEASE SELECT THE DESIRED ORGANIC ARMOR LAYER(S), OR MOVE ON TO THE NEXT GENERATION PROCESS:

### **EXOSKELETAL CARAPACE**

A HARDENED 'SHELL' OF NATURAL ARMOR, VERY SIMILAR TO THE ONE WORN BY MOST INVERTEBRATES. IT IS EXTREMELY RESILIENT TO IMPACTS OF ANY KIND, AND HEALS AS IF IT WERE ANY OTHER TISSUE PROTEIN. UNFORTUNATELY, IT ALSO HINDERS THEIR MOVEMENT – BEING AWKWARD AROUND THE JOINTS.

*ANY SQUAD MEMBER WITH AN EXOSKELETAL CARAPACE HAS THEIR TOTAL ACTION POINTS DIVIDED BY 2.*

*PROVIDES AN ADDITIONAL 8 TO THE SQUAD MEMBER'S NATURAL ARMOR RATING.*

*TOLERANCE POINT COST: 8*

### **BONE PLATING**

HARD, THICK PLATES OF BONE ARE DEVELOPED ON STRATEGIC AREAS OF THE SQUAD MEMBER'S BODY. THESE PLATES HAVE SIMILAR QUALITIES TO MODERN BULLET-RESISTANT CERAMICS, AND HEAL THEMSELVES JUST AS ANY OTHER TISSUE WOULD WHEN DAMAGED.

*PROVIDES AN ADDITIONAL 4 TO THE SQUAD MEMBER'S NATURAL ARMOR RATING.*

*TOLERANCE POINT COST: 4*

### **CEREBRUM POPULATION**

A SQUAD MEMBER MAY BE GIVEN ANY NUMBER OF HEADS UP TO 3. PLEASE SELECT THE NUMBER OF HEADS THAT YOU WISHED TO BE INSTALLED ON YOUR SQUAD MEMBER, USING THE INFORMATION IN THE MENU BELOW:

#### **SINGLE-HEADED**

THIS IS THE 'DEFAULT' OPTION. IT WILL PUT NO STRAIN ON THE SQUAD MEMBER'S TOLERANCE LEVEL, AND PROVIDE NO UNIQUE BONUSES.

#### **DOUBLE-HEADED**

A SQUAD MEMBER WITH 2 HEADS MAY PROCESS THOUGHTS AND COMPLETE ANALYSIS AT MORE THAN TWICE THE PACE OF ONE WITH A SINGLE HEAD. MORE TIMELY REACTIONS AND QUICKER MOVEMENT.

*ANY DOUBLE-HEADED SQUAD MEMBER IS GIVEN AN AUTOMATIC BONUS OF +3 TO ANY OFFENSIVE OR DEFENSIVE ACTION.*

*TOLERANCE POINT COST: 8*

#### **TRIPLE-HEADED**

A SQUAD MEMBER WITH 3 HEADS MAY PROCESS THOUGHTS AND COMPLETE ANALYSIS WITH MORE THAN 3 TIMES THE PACE OF ONE WITH A SINGLE HEAD. EVEN FASTER REACTIONS AND MOVEMENT!

*ANY TRIPLE-HEADED SQUAD MEMBER IS GIVEN AN AUTOMATIC BONUS OF +6 TO ANY OFFENSIVE OR DEFENSIVE ACTION.*

*TOLERANCE POINT COST: 16*

## JAW ALTERATIONS

ANY SQUAD MEMBER MAY OPTIONALLY HAVE THEIR JAW STRENGTHENED AND ALTERED FOR PURPOSES OF CHANGING IT INTO A WEAPON. IF YOU WISH FOR ANY JAW ALTERATIONS TO BE MADE, THE AVAILABLE OPTIONS ARE LISTED IN THE MENU BELOW. PLEASE SELECT THE DESIRED MAW ENHANCEMENT(S) FOR THE SQUAD MEMBER CURRENTLY BEING PROCESSED, OR MOVE ON TO THE NEXT GENERATION PROCESS:

### **CARNIVOROUS**

LARGE, SQUARED JAWS COMPLETE WITH STEEL-LACED RAZOR-EDGED TEETH. AWESOME POWER FOR RIPPING MEAT FROM BONES – WITH THE POTENTIAL TO TEAR RIGHT THROUGH MODERN BODY ARMOR!

ANY CARNIVOROUS SQUAD MEMBER MAY MAKE A BITING ATTACK AGAINST A GRAPPLED TARGET. THE BITE HAS A DAMAGE FACTOR OF +2, AND WILL REMOVE ANY WOUND OF ANY TYPE OF CHOICE FROM THE BITER.

*TOLERANCE POINT COST: 6*

### **SUPER PREDATOR**

LONG, SLENDER, SNOUT-SHAPED JAWS. THEY CARRY THE POWER TO BEND STEEL BEAMS OR CRUNCH RIGHT THROUGH MILITARY ARMOR, AND ARE LINED WITH 5” TEETH – EACH WITH THE STRENGTH EQUIVALENT OF HEAVY INDUSTRIAL METALS.

ANY SUPER PREDATOR SQUAD MEMBER MAY MAKE A BITING ATTACK AGAINST A GRAPPLED TARGET. THE BITE HAS A DAMAGE FACTOR OF +4, AND WILL REMOVE ANY 3 WOUNDS OF ANY TYPE OF CHOICE FROM THE BITER.

*TOLERANCE POINT COST: 10*

### OPTIONAL ADDITION: TUSKS

A PAIR OF LONG, CURVED, STEEL-REINFORCED TUSKS EMERGE FROM EITHER SIDE OF THE SUPER PREDATOR SQUAD MEMBER’S SNOUT – ALLOWING FOR INCREASED CLOSE COMBAT EFFICIENCY.

THEY MAY BE USED TO GORE ANY GRAPPLED TARGET – AND HAVE A DAMAGE FACTOR OF +1 IN DOING SO. ANY GORED TARGET IS CONSIDERED TO BE IMPALED UPON ONE OF THE TUSKS. NO MORE THAN 1 TARGET MAY BE IMPALED UPON EITHER TUSK. AN IMPALED TARGET CANNOT ACT OR DEFEND THEMSELVES, AND WILL ACCUMULATE 1 WOUND EACH TURN UNTIL THEY DIE OR ARE REMOVED BY AN OUTSIDE SOURCE. THE SQUAD MEMBER IS NOT IMPAIRED FROM MOVEMENT OR ACTION IN ANY WAY AFTER HAVING IMPALED OPPONENTS IN THIS FASHION.

*ADDITIONAL TOLERANCE POINT COST: 4*

## APPENDAGE POPULATION

A SQUAD MEMBER MAY BE GIVEN ANY NUMBER OF ARMS UP TO 6. PLEASE SELECT THE NUMBER OF ARMS THAT YOU WISHED TO BE INSTALLED ON YOUR SQUAD MEMBER, USING THE INFORMATION IN THE MENU BELOW:

### **ONE PAIR**

THIS IS THE 'DEFAULT' OPTION. IT WILL PUT NO STRAIN ON THE SQUAD MEMBER'S TOLERANCE LEVEL, AND PROVIDE NO UNIQUE BONUSES.

### **TWO PAIRS**

A SQUAD MEMBER WITH 2 PAIRS OF ARMS HAS MUCH FULLER COORDINATION — AND OBVIOUSLY, TWICE THE APPENDAGES TO WORK WITH. LETHAL UNPREDICTABILITY IN COMBAT.

ANY FOUR-ARMED SQUAD MEMBER MAY MAKE 2 ACTIONS FOR THE ACTION POINT COST OF 1 ACTION, AND MAY GRAPPLE UP TO 2 TARGETS AT ONCE.

*TOLERANCE POINT COST: 8*

### **THREE PAIRS**

A SQUAD MEMBER WITH 2 PAIRS OF ARMS HAS EVEN BETTER COORDINATION — AND THREE TIMES THE APPENDAGES TO WORK WITH! EXTREMELY LETHAL UNPREDICTABILITY IN COMBAT.

ANY SIX-ARMED SQUAD MEMBER MAY MAKE 4 ACTIONS FOR THE ACTION POINT COST OF 1 ACTION, AND MAY GRAPPLE UP TO 3 TARGETS AT ONCE.

*TOLERANCE POINT COST: 16*

## NATURAL WEAPONRY

ANY SQUAD MEMBER MAY OPTIONALLY HAVE THEIR GENERIC HANDS AND DIGITS GENETICALLY TRANSFORMED INTO FIERCE NATURAL WEAPONRY. IF ANY SUCH WEAPONRY IS DESIRED, THE AVAILABLE SELECTIONS ARE LISTED IN THE MENU BELOW. PLEASE SELECT THE DESIRED NATURAL WEAPON(S) FOR THE SQUAD MEMBER CURRENTLY BEING PROCESSED, OR MOVE ON TO THE NEXT GENERATION PROCESS:

### **MOLECULAR TALON NATURAL WEAPONRY**

MOLECULE-THIN EDGED SUPER-ALLOY LACED TALONS GROW FROM THE FINGERTIPS OF EACH OF THE SQUAD MEMBER'S HANDS. THESE WEAPONS ALLOW THE SQUAD MEMBER TO PENETRATE THROUGH ANY DEGREE OF ARMOR HARDENING WITHOUT SLOWING.

SQUAD MEMBERS WITH MOLECULAR TALONS COMPLETELY IGNORE ANY ARMOR OF ANY TARGET THAT THEY STRIKE WITH A HAND-TO-HAND ATTACK.

*TOLERANCE POINT COST: 6*

### **MODIFIED CRUSTACEAN PINCHER**

INSTEAD OF HANDS, THE SQUAD MEMBER WEARS SUPERNATURALLY STRONG CRUSTACEAN PINCHERS, LINED WITH TITANIUM STEEL AND CAPABLE OF GRINDING MOST METALS INTO FINE PARTICLES. THEY ARE DESIGNED FOR THE UTTER EVISCERATION OF ANY TARGET.

ANY TARGET GRAPPLED BY A A SQUAD MEMBER WITH PINCHERS WILL CONTINUE TO ACCUMULATE A HEAVY WOUND EACH TURN UNTIL THEY STRUGGLE FREE OR DIE.

*+2 DAMAGE INFLICTED BY ANY HAND-TO-HAND ATTACK.*

*TOLERANCE POINT COST: 12*

### **TAIL APPENDAGES**

A SQUAD MEMBER MAY OPTIONALLY HAVE UP TO 3 TAILS DEVELOPED ON THEMSELVES TO DEFEND OR ATTACK FROM THEIR FLANKS. IF YOU DESIRE TO INSTALL ONE OR MORE TAIL(S), THE AVAILABLE SELECTIONS ARE LISTED IN THE MENU BELOW. PLEASE SELECT THE DESIRED NUMBER OF TAIL(S) FOR THE SQUAD MEMBER CURRENTLY BEING PROCESSED, OR MOVE ON TO THE NEXT GENERATION PROCESS:

#### **ONE**

ONE TAIL; OTHER THAN HAVING A TAIL IN ITSELF, NO UNIQUE BONUSES ARE GRANTED.

*TOLERANCE POINT COST: 4*

#### **TWO**

TWO TAILS – BOTH ABLE TO ATTACK OR DEFEND FOR THE ACTION POINT COST OF 1 TAIL.

*TOLERANCE POINT COST: 8*

#### **THREE**

THREE TAILS – ALL THREE ABLE TO ATTACK OR DEFEND FOR THE ACTION POINT COST OF 1 TAIL.

*TOLERANCE POINT COST: 16*

### **TAIL WEAPONS**

EVERY TAIL REQUIRES THAT 1 WEAPON BE SELECTED FOR IT. IF YOU DID NOT CHOOSE TO DEVELOP A TAIL ON THE PRESENT SQUAD MEMBER, SKIP THIS PHASE OF DEVELOPMENT AND PROCEED TO THE NEXT. OTHERWISE,

SELECT ANY 1 DESIRED END FOR ANY NUMBER OF YOUR SQUAD MEMBER'S TAILS.

### **BONE KNOB TAIL WEAPON**

A TREMENDOUS CLUB OF SOLID BONE RESTS AT THE END OF THIS TAIL. IT MAY APPLY AN ACUTE DEGREE OF CRUSHING PRESSURE AGAINST ANY SURFACE – THE EQUIVALENT OF AN INDUSTRIAL WRECKING BALL.

*THE TAIL HAS A DAMAGE FACTOR OF +5.*

*TOLERANCE POINT COST: 0*

### **ELONGATED SPIKE TAIL WEAPON**

A TAIL WITH 4 HARDENED BONE SPIKES GROWING OUT OF EITHER SIDE OF IT'S END, EACH LACED WITH STEEL – AND BOTH STRONG AND SHARP ENOUGH TO PUNCTURE MODERN PLATED ARMOR.

ANY TARGET STRUCK WITH THIS TAIL THAT HAS LESS STRENGTH THAN THE SQUAD MEMBER IS CONSIDERED TO BE IMPALED UPON ONE OF THE SPIKES. NO MORE THAN 1 TARGET MAY BE IMPALED UPON EACH SPIKE. AN IMPALED TARGET CANNOT ACT OR DEFEND THEMSELVES, AND WILL ACCUMULATE 1 WOUND EACH TURN UNTIL THEY DIE OR ARE REMOVED BY AN OUTSIDE SOURCE. THE SQUAD MEMBER IS NOT IMPAIRED FROM MOVEMENT OR ACTION IN ANY WAY AFTER HAVING IMPALED OPPONENTS IN THIS FASHION.

*THE TAIL HAS A DAMAGE FACTOR OF +2.*

*TOLERANCE POINT COST: 0*

### **VENOMOUS STINGER TAIL WEAPON**

AT THE END OF THIS TAIL RESTS A LONG, CURVED STINGER- SIMILAR TO THAT WHICH ENDS THE TAIL OF CERTAIN ARACHNIDS. IT IS LINKED TO SEVERAL INTERNAL SACS OF VERY POTENT PARALYSIS VENOM.

ANY TARGET STRUCK BY THIS TAIL WILL PERMANENTLY LOSE 2 ACTION POINTS FROM THEIR TOTAL. IF A STRUCK TARGET HAS NO ACTION POINTS REMAINING IN THEIR TOTAL AFTER BEING STUCK, THEY ARE CONSIDERED COMATOSE.

*THE TAIL HAS A DAMAGE FACTOR OF +2.*

*TOLERANCE POINT COST: 0*

### **PERFORMANCE ENHANCEMENT**

VARIOUS STIMULUS TREATMENTS AND STEROID ADMINISTRATIONS MAY BE INTRODUCED TO ANY BIO SQUAD MEMBER'S MUSCLE TISSUES AND/OR CEREBRUM TO ARTIFICIALLY ENHANCE THEIR INHERENT DEXTERITY, STRENGTH AND/OR STAMINA BEYOND THE HUMAN MAXIMUM. PLEASE

SELECT THE DESIRED ENHANCEMENT TREATMENT(S) FOR THE SQUAD MEMBER CURRENTLY BEING PROCESSED, OR MOVE ON TO THE NEXT GENERATION PROCESS:

### **PHYSICAL LOAD-BEARING STRENGTH ENHANCEMENT TREATMENT**

ALL OF THE SQUAD MEMBER'S MUSCLE TISSUES ARE SUBJECTED TO GENETIC ACCELERATED GROWTH AND STEROID TREATMENT. THE RESULTING LOAD-BEARING CAPACITY OF THE SUBJECT IS INCREASED 2-FOLD, OFTEN BREACHING THE BARRIER OF POSSIBLE HUMAN CAPABILITY.

*STRENGTH IS MULTIPLIED BY 2.*

*TOLERANCE POINT COST: 12*

### **SPATIAL GEOMETRY AND REFLEX ENHANCEMENT TREATMENT**

A SQUAD MEMBER'S SENSE OF SPATIAL GEOMETRY IS SHARPENED TO ABSOLUTE ACUTENESS, INSTALLING A NEARLY '6TH SENSE' OF ALL OBJECTS AND MOVEMENT AROUND THEM. ADDITIONALLY, THE MENTAL PROCESSORS AND JOINT LIGAMENTS ARE ARTIFICIALLY ALTERED TO DEVELOP AN UNPRECEDENTED REACTION AND REFLEX TIME.

*ACTION POINTS ARE INCREASED BY 50%.*

*TOLERANCE POINT COST: 8*

### **INTERNAL CHEMICAL PRODUCTIONS**

UNIQUELY DESIGNED CHEMICAL PRODUCTION ORGANS AND HORMONES MAY BE DEVELOPED WITHIN THE SQUAD MEMBER'S VITAL ORGAN STRUCTURES. IF SUCH OFFENSIVE CHEMICAL DEPLOYMENT IS DESIRED FOR DEVELOPMENT, THE MENU BELOW LISTS ALL CHOICES AVAILABLE TO YOU. PLEASE SELECT THE DESIRED CHEMICAL PRODUCTION GLAND(S), OR MOVE ON TO THE NEXT GENERATION PROCESS:

#### **HIGHLY VOLATILE COMBUSTION FLUID CHEMICAL PRODUCTION GLAND**

THIS PROCESS INVOLVES THE DEVELOPMENT OF 2 SPECIAL ORGANS; THE FLUID-PRODUCING FACTORY WITHIN THE ESOPHAGUS, AND A SPARK-GENERATING GLAND AT THE BACK OF THE THROAT. ADDITIONALLY, THE SQUAD MEMBER'S TONGUE, GUMS AND OTHER MOUTH TISSUES ARE COATED WITH A LAYER OF FIRE-RETARDANT SKIN, AND IT'S TEETH ARE REPLACED WITH SUPER-ALLOY METAL COUNTERPARTS. THE PROCEDURE ALLOWS THE SQUAD MEMBER TO SPEW THE EQUIVALENT OF NAPALM FROM IT'S MOUTH AT WILL – PROJECTING THE BURNING FLUID OVER A DISTANCE OF METERS.

ENABLES THE SQUAD MEMBER TO SPEW NAPALM AT A TARGET UP TO 3 SPACES AWAY. THE NAPALM HAS A DAMAGE FACTOR OF 10.

*TOLERANCE POINT COST: 10*

### **FAST-ACTING SEDATIVE CHEMICAL PRODUCTION GLAND**

THIN, HOLLOW 'SPINES' OR 'NEEDLES' ARE ARTIFICIALLY GROWN ON THE SQUAD MEMBER'S SHOULDERS – EACH LINKED TO A POWERFUL SEDATIVE PRODUCING GLAND. THE SPINES MAY, AT WILL, BE FIRED IN CLUSTERS AT TARGETS SOME METERS AWAY. ANY LIVING ORGANISM STRUCK BY THE SPINES WILL BE ENTIRELY IMMOBILIZED FOR A SHORT PERIOD OF TIME. THE SPINES RE-GROW THEMSELVES AND REPLENISH THEMSELVES WITH SEDATIVES; BUT NOT QUICKLY ENOUGH FOR THE SQUAD MEMBER TO CONTINUOUSLY DISPERSE THEM FOR SHORTER PERIODS OF TIME.

ANY SQUAD MEMBER WITH FAST-ACTING SEDATIVE CHEMICAL PRODUCTION GLANDS IS ARMED WITH A MAXIMUM OF 4 SPINE-CLUSTERS AT A TIME, WHICH MAY BE FIRED UPON A TARGET UP TO 5 SPACES AWAY. AFTER 1 CLUSTER HAS BEEN FIRED, IT WILL REQUIRE 2 TURNS TO 'REARM' ITSELF BEFORE IT CAN BE FIRED AGAIN. ANY LIVING TARGET STRUCK BY A SPINE-CLUSTER MAY NOT ACT OR DEFEND THEMSELVES FOR THE NEXT 2 TURNS.

*TOLERANCE POINT COST: 5*

NOW THAT THE SQUAD MEMBER'S ANATOMY HAS BEEN CONSTRUCTED, PLEASE INSTALL THEIR SKILL CASTE BY MODIFYING THE 2 ATTRIBUTES BELOW.

BOTH ATTRIBUTES STARTS AT A VALUE OF 10, AND YOU ARE GIVEN 12 POINTS TO REDUCE EACH BY. NEITHER ATTRIBUTE MAY BE REDUCED TO LESS THAN 1.

**FIGHT → 10**  
**DEFEND → 10**

THANK YOU FOR CONTRIBUTION TO THE MIDNIGHT FOUNDATION.

THE GENERATION INTERFACE WILL NOW CLOSE, UNTIL FURTHER USE IS REQUIRED...

***GAME MECHANICS***

# COMBAT

## URNS AND PHASES

PRIME REALITY RUNS ON A TURN-BASED SYSTEM OF PLAY. EACH PLAYER IS GIVEN A ROUND POSITION (1ST, 2ND, 3RD, ETC...), DETERMINED BY THE COMBINED AGILITY OF ALL MEMBERS WITHIN THEIR TEAM, AND WAITS FOR THEIR ROUND OF PLAY TO COME-UP BEFORE MAKING ANY ACTIONS. AFTER A PLAYER HAS FINISHED THEIR TURN, THE PLAYER WHOSE ROUND COMES NEXT IN NUMERICAL ORDER DOES THEIR THING, AND THE PROCESS CONTINUES/REPEATS.

A PLAYER'S TURN IS DEVOTED TO 2 PHASES- THE REACTION PHASE AND THE ACTION PHASE. AT THE BEGINNING OF THEIR TURN, A PLAYER FIRST MAKES ANY MOVES FOR THEIR FORCES THAT ARE IN RESPONSE TO ACTIONS TAKEN AGAINST THEM. ANY AND ALL DEFENSIVE ACTIONS FIT UNDER THIS CATEGORY.

AFTER YOU'VE FINISHED DEFENDING YOURSELF AGAINST WHATEVER ASSAULTS WERE NECESSARY TO DO SO AGAINST, IT'S YOU'RE TURN TO START SHOWIN' 'EM SOME MOVES WITH YOUR FORCES- AFTER WHICH POINT, THINGS PROGRESS TO THE NEXT PLAYER'S ROUND.

## ACTIONS AND ACTION POINTS

PRIME REALITY IS A DICELESS GAME.

ALL ACTIONS (WITH THE EXCEPTION OF BASIC MOVEMENT) ARE PERFORMED BY MEANS OF A TEAM MEMBER'S INHERENT ATTRIBUTES AND MODIFIER POINTS CALLED ACTION POINTS.

EACH CAPTAIN AND SUBORDINATE HAS ACTION POINTS EQUAL TO THEIR AGILITY X2 (PLUS ANY BONUS ACTION POINTS GAINED THROUGH ANY UNIQUE PIECES OF ANATOMY). IN ORDER FOR AN ACTION TO BE ATTEMPTED, IT'S PERFORMER MUST SPEND ACTION POINTS EQUAL TO THE VALUE OF THE ATTRIBUTE THAT THE ACTION FALLS UNDER. FOR EXAMPLE, IF YOU WANTED A SUBORDINATE TO PARRY AN ATTACK MADE ON THEM, AND THEY HAVE A DEFENSE ATTRIBUTE (WHICH PARRY FALLS UNDER) VALUE OF 3, THEY'D HAVE TO SPEND 3 ACTION POINTS FOR A BASIC PARRY ATTEMPT.

AFTER SPENDING SUFFICIENT A.P. TO REACH THE BASIC REQUIREMENTS FOR A GIVEN ACTION, A TEAM MEMBER MAY CHOOSE TO SPEND ANY ADDITIONAL POINTS FROM THEIR POOL THAT THEY WISH TO ADD A BONUS VALUE TO THEIR ACTION. FOR INSTANCE, USING THE ABOVE EXAMPLE, IF THE SUBORDINATE WERE TO SPEND 6 AP FOR THE PARRY, THE PARRY WOULD BE MADE AT +3.

ACTION POINTS ARE REPLENISHED TO ALL MEMBERS OF A TEAM AT THE END OF ANY OF THEIR PLAYER'S REACTION PHASES- SO, WHEN PLAYING, REMEMBER: POINTS SPENT ON ACTIONS WILL STILL BE SPENT WHEN YOU NEXT HAVE TO MAKE REACTIONS.

## **ATTACKS AND THE DAMAGE FACTOR**

A SQUAD MEMBER MAY ATTACK ANYTHING DIRECTLY IN FRONT OF OR BESIDE IT WITH A BASIC HAND-TO-HAND ATTACK, ANYTHING IN FRONT OF OR BESIDE IT THAT IS WITHIN RANGE OF AN AVAILABLE RANGED ATTACK (COUNTING SPACES VERTICALLY AND HORIZONTALLY – NEVER DIAGONALLY) WITH THAT ATTACK, AND ANYTHING BESIDE OR BEHIND THEM WITH A TAIL ATTACK (IF THEY HAVE A TAIL).

EACH TYPE OF ATTACK HAS A DAMAGE FACTOR. A HAND-TO-HAND ATTACK'S DAMAGE FACTOR IS EQUAL TO THE ATTACKER'S STRENGTH, PLUS ANY ANATOMY MODIFIERS – AS IS ANY TAIL ATTACK (REMEMBERING THAT MODIFIERS FOR HAND-TO-HAND ATTACKS DO NOT APPLY TO TAIL ATTACKS). RANGED ATTACKS HAVE THEIR OWN SEPARATE DAMAGE FACTOR.

## **DAMAGE AND WOUNDS**

IF AN ATTACK IS SUCCESSFULLY MADE AGAINST A TARGET, IT'S DAMAGE FACTOR IS VIEWED UNDER 2 LIGHTS. FIRST, IT IS COMPARED AGAINST THE TOTAL ARMOR VALUE OF IT'S TARGET. THE TOTAL ARMOR VALUE IS THAT OF ANY NATURAL ARMOR IT MAY HAVE, PLUS ANY ADDITIONAL ARMOR IT MAY BE WEARING. IF THE DAMAGE VALUE IS LESS THAN THE ARMOR VALUE, THE ATTACK IS GIVEN A PENALTY OF -10 (BUT BEING REDUCED NO LOWER THAN 0). IF THE DAMAGE VALUE MATCHES THE ARMOR VALUE OR EXCEEDS IT BY 4, IT IS GIVEN A PENALTY OF -5. IF THE DAMAGE VALUE EXCEEDS THE ARMOR VALUE BY 5 OR MORE, NO PENALTY IS GIVEN TO IT.

ONCE THE DAMAGE HAS BEEN COMPARED AGAINST THE TARGET'S ARMOR, IT IS COMPARED AGAINST THE TARGET'S STRENGTH. DAMAGE VALUES LOWER THAN THE STRENGTH TOTAL PRODUCE LIGHT WOUNDS. DAMAGE VALUES THAT MATCH OR EXCEED THE STRENGTH TOTAL BY 4 PRODUCE MODERATE WOUNDS. DAMAGE VALUES THAT EXCEED THE STRENGTH TOTAL BY 5-9 PRODUCE HEAVY WOUNDS. DAMAGE EXCEEDING THE STRENGTH TOTAL BY 10 OR MORE PRODUCE A MORTAL WOUND, INSTANTLY SENDING THE TARGET FOR A NAP BENEATH THE DIRT.

A TARGET IS CONSIDERED INCAPACITATED/DEAD ONCE THEY HAVE ACCUMULATED THE FOLLOWING NUMBER OF EACH WOUND TYPE:

*LIGHT: 6*

MODERATE: 4  
HEAVY: 2

### A LIST OF ACTIONS:

#### **DEFENSE ACTIONS (AVAILABLE TO ALL CHARACTERS)**

*DODGE:* A DODGE IS THE SIMPLY ACTION OF THROWING ONESELF OUT OF HARM'S WAY. IN ORDER FOR A DODGE TO SUCCEED, THE DEFENDER MUST MAKE A DEFEND ACTION THAT MATCHES OR EXCEEDS THE ATTACKER'S OFFENSIVE ACTION.

AFTER MAKING A DODGE, HOWEVER, THE DEFENDER FORFEITS THEIR ACTION PHASE FOR THAT TURN. THEY SPENT ALL OF THEIR EFFORT GETTING OUT OF THE WAY.

*PARRY:* A PARRY IS THE ACTION OF DEFLECTING AN ATTACK WITH A COUNTERING BLOW. IT IS A BETTER DEFENSIVE ACTION TO DODGE, IF IT CAN BE TAKEN, AS IT DOES NOT REQUIRE THE DEFENDER TO FORFEIT THEIR ACTION PHASE FOR THAT TURN. LIKE A DODGE, A PARRY REQUIRES THE DEFENDER TO MAKE A DEFEND ACTION THAT MATCHES OR EXCEEDS THE ATTACKER'S OFFENSIVE ACTION TO SUCCEED. UNLIKE A DODGE, HOWEVER, A PARRY MUST EXCEED A RANGED ATTACK BY 5 IF IT IS TO SUCCEED IN DEFENDING AGAINST IT - AND A PARRY CANNOT BE USED TO DEFEND AGAINST GRABS.

#### **FIGHT ACTIONS (AVAILABLE TO ALL CHARACTERS)**

*ATTACK:* AN ATTACK IS THE USE OF A FIST OR WEAPON (NATURAL OR OTHERWISE...) TO INFLICT DAMAGE UPON AN ADVERSARY. AN ATTACK REQUIRES A FIGHT ACTION TO BE PERFORMED, AND CAN BE DEFENDED AGAINST BY A DODGE OR PARRY THAT MATCHES OR EXCEEDS IT'S VALUE (UNLESS THE ATTACK IS RANGED, IN WHICH CASE A PARRY NEEDS TO BEST IT BY 5 TO DEFEND AGAINST IT).

SOME ATTACKS MAY NOT BE PARRIED AT ALL - OR MAY INFLICT SPECIAL CONDITIONS UPON THE TARGET (SUCH AS BLAST OF NAPALM-BREATH). THESE ATTACKS WILL BE DEALT WITH ON A CASE-BY-CASE BASIS BY THE GM.

*TARGETED ATTACK:* A TARGETED ATTACK ALLOWS ONE TO AIM AT A SPECIFIC PART OF AN ADVERSARY'S BODY. IT REQUIRES A FIGHT ACTION OF +5 TO BE COMMENCED, AND FOLLOWS THE SAME GUIDELINES FOR AN ATTACK THEREAFTER.

THE EFFECT OF A TARGETED ATTACK ON A SPECIFIC BODY PART SHOULD BE RESOLVED BY THE CAMPAIGN'S DIRECTOR ON A CASE-BY-CASE BASIS.

## **UNIQUE DEFENSE ACTIONS (ACTIONS THAT ARE AVAILABLE TO ANY PLAYER – BUT NOT TO MOST NORMAL ENEMIES)**

*BLOCK*: SHIELDING ONESELF WITH A GRAPPLED TARGET. THEY ABSORB THE INCOMING DAMAGE.

IF THE GRAPPLED TARGET IS KILLED, ANY EXCESS DAMAGE IS LOST (NOT DIRECTED TO THE BLOCKER).

*COUNTER*: ATTACKING AN AGGRESSIVE TARGET BEFORE THEY CAN LAND THEIR OWN BLOW. THIS REQUIRES THE EXPENDITURE OF 2 DEFENSIVE ACTIONS, PLUS ANY MODIFIER THE ATTACKER GAVE THEIR ATTACK.

A COUNTER MAY NOT BE DEFENDED AGAINST.

## **UNIQUE FIGHT ACTIONS (ACTIONS THAT ARE AVAILABLE TO ANY PLAYER – BUT NOT TO MOST NORMAL ENEMIES)**

*GRAB*: A GRAB IS THE ACT OF, WELL, GRABBING AN ADVERSARY- LOCKING THEM IN A GRAPPLE. IT REQUIRES A FIGHT ACTION TO BE MADE, AND CANNOT BE PARRIED. WHILE AN OPPONENT IS GRAPPLED, THEY CANNOT MOVE AWAY OR PERFORM NORMAL ACTIONS. THEY CAN, HOWEVER, BREAK FREE OF THE GRAPPLE ON THEIR ACTION PHASE BY USE OF A FIGHT ACTION AT +10.

THE INITIATOR OF THE GRAB CANNOT PERFORM REGULAR ACTIONS WHILE GRAPPLING AN ADVERSARY EITHER. THEY MAY ONLY PERFORM THOSE ACTIONS THAT ARE LISTED BELOW \*OR THOSE GRANTED TO THEM BY SPECIAL PIECES OF ANATOMY):

LIFT - HOISTING THE GRAPPLED OPPONENT INTO THE AIR, TO TOTE THEM ABOUT. IT REQUIRES A BASIC FIGHT ACTION TO BE PERFORMED, AND MAY BE RESISTED BY THE VICTIM IF THEY MATCH OR EXCEED THE FIGHT ACTION'S VALUE WITH A DEFENSE ACTION.

TWIST - WRENCHING AN ARM OF THE GRAPPLED OPPONENT TO THE POINT OF BREAKING. THIS ACTION, OBVIOUSLY, CANNOT BE PERFORMED MORE TIMES THAN THE OPPONENT HAS ARMS. IT REQUIRES A BASIC FIGHT ACTION TO BE PERFORMED, AND MAY BE RESISTED BY THE VICTIM IF THEY MATCH OR EXCEED THE FIGHT ACTION'S VALUE WITH A DEFENSE ACTION.

THROW - TOSSING THE GRAPPLED OPPONENT A DISTANCE- MOST EFFECTIVELY, OFF A LEDGE OR INTO A HAZARD. IT REQUIRES A FIGHT ACTION TO BE PERFORMED, AND YOU MUST HAVE ALREADY SUCCESSFULLY PERFORMED A LIFT ON YOUR GRAPPLED OPPONENT BEFORE THROWING THEM. A THROW CANNOT BE RESISTED.

THE DISTANCE THAT A GRAPPLED TARGET MAY BE TOSSED IS EQUAL TO THE SQUAD MEMBER'S STRENGTH.

*DISARM:* RIDDING AN ADVERSARY OF A HELD WEAPON OF ANY TYPE. KICKING, WRESTLING OR SLAPPING IT TO LAND ON THE GROUND A FEW FEET AWAY.

THE DISTANCE THE WEAPON TRAVELS IS EQUAL TO THE ATTACKER'S STRENGTH.

*TACKLE:* FORCING AN OPPONENT TO A PRONE POSITION ON THE GROUND, WHERE THEY WOULD LAY FAR MORE VENERABLE TO ATTACK. A SUCCESSFUL ACTION KNOCKS THE OPPONENT TO THE GROUND WITHOUT DAMAGING THEM, SAPPING-AWAY 1/2 OF THEIR CURRENT AP IN THE PROCESS.

*STRANGLE:* SQUEEZING/CRUSHING AN OPPONENT'S THROAT WITH THE INTENT OF DEPRIVING THEM OF AIR UNTIL THEY FALL UNCONSCIOUS. FOR EVERY TURN THAT IT IS HELD ON A DEFENDER, THE DEFENDER IN QUESTION IS INFLECTED 1 MINOR WOUND AND LOSES 2 OF THEIR CURRENT AP (AND DO NOT REFRESH THEIR POOL AT THE BEGINNING OF THEIR REACTION PHASE). AFTER THEY REACH 0 CURRENT AP, THEY ARE CONSIDERED COMATOSE. THE DEFENDER MUST SPEND A DEFENSIVE ACTION TO BREAK IT.

GENERALLY SPEAKING, COMMON SENSE SHOULD ALSO BE OBSERVED WHEN RESOLVING COMBAT RESULTS. STATIONARY VEHICLES OR TURRETS CANNOT DODGE ATTACKS, FOR EXAMPLE.

## **THE GRID**

AS A TEXT-BASED GAME, PRIME REALITY COMBAT WOULD BE VERY HECTIC AND PERPLEXING IF NOT ORGANIZED INTO SOME FORM OF VISUAL REPRESENTATION. BY USING FIXED-WIDTH FONT, THIS CAN EASILY BE ACHIEVED BY CONSTRUCTING AN ASCII MAP — OR, IN THIS CASE, 'THE GRID'.

THE GRID CAN BE AS LARGE OR AS SMALL AS THE CAMPAIGN DIRECTOR DESIRES FOR ANY GIVEN SCENARIO, AND BLANK SPACES OF REGULAR TERRAIN SHOULD BE DEFINED WITH A PERIOD. THUS, A 10X10 GRID WITH NO SPECIAL FEATURES OF ANY KIND WOULD LOOK SOMETHING LIKE THIS:

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ANY SYMBOLS, REPRESENTING OBSTACLES, ENEMIES OR PLAYER SQUAD MEMBERS, SHOULD BE CLEARLY LABELED BENEATH THE GRID:

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..=.....=..
..=.....=..
.L=.....=L.
..=.....=..
..=.....=..
..=.J..=..
.L=.....=L.
..=.....=..
..=.....=..
..=.....=..

```

**L**amp Post : L (Liftable / Throwable - Obstruction)  
Sidewalk : = (Liftable / Throwable)  
**J**ail-Bait : J

RANGES ON THE GRID ARE MEASURED BY COUNTING VERTICALLY AND HORIZONTALLY; **NEVER** DIAGONALLY. POSITIONS ARE DEFINED AS FOLLOWS:

```

..=.....=..
..=.....=..
.L=.....=L.
..=.....=..
..=.1..=..
..=3J3..=..
.L=.2..=L.
..=.....=..
..=.....=..
..=.....=..

```

1 IS DIRECTLY IN FRONT OF JAIL-BAIT, 2 IS DIRECTLY BEHIND JAIL - BAIT, AND 3 IS DIRECTLY BESIDE JAIL-BAIT:

```

1111111111
1111111111
1111111111
1111111111
1111111111
3333J33333
2222222222
2222222222
2222222222
2222222222

```

1 IS THE PORTION OF THE BATTLE IN FRONT OF JAIL-BAIT, 2 IS THE PORTION OF THE BATTLEFIELD BEHIND JAIL-BAIT AND 3 IS THE PORTION OF THE BATTLEFIELD BESIDE JAIL-BAIT.

LET'S TAKE THIS INFORMATION, AND SAY THAT JAIL-BAIT HAD A RANGED ATTACK WITH A RANGE OF 3:

```

..=....=..
..=....=..
.L=.R.=L.
..=RRR.=..
..RRRR=..
.RRRJRR..
.L=....=L.
..=....=..
..=....=..
..=....=..

```

ANYWHERE MARKED BY R IS WHERE JAIL-BAIT CAN FIRE AT. IF SOMETHING IS LISTED AS AN OBSTRUCTION, IT WILL BLOCK ONE'S LIFE OF FIRE FOR ONE SPACE IN THE DIRECTION THAT CORRESPONDS WITH THE REGION OF THE BATTLEFIELD IT SITS IN FOR THE SHOOTER:

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..=....=..
.x=....=x.
.L=....=L.
..=....=..
..=....=..
..=J..=..
.L=....=L.
.x=....=x.
..=....=..
..=....=..

```

EVEN IF HIS RANGED ATTACK WOULD OTHERWISE COVER THE ENTIRE BATTLEFIELD, JAIL-BAIT COULD NOT FIRE AT **X**.

EACH PARTICIPANT OF COMBAT MAY MOVE SPACES EQUAL TO THEIR AGILITY ON THE GRID EACH TURN.