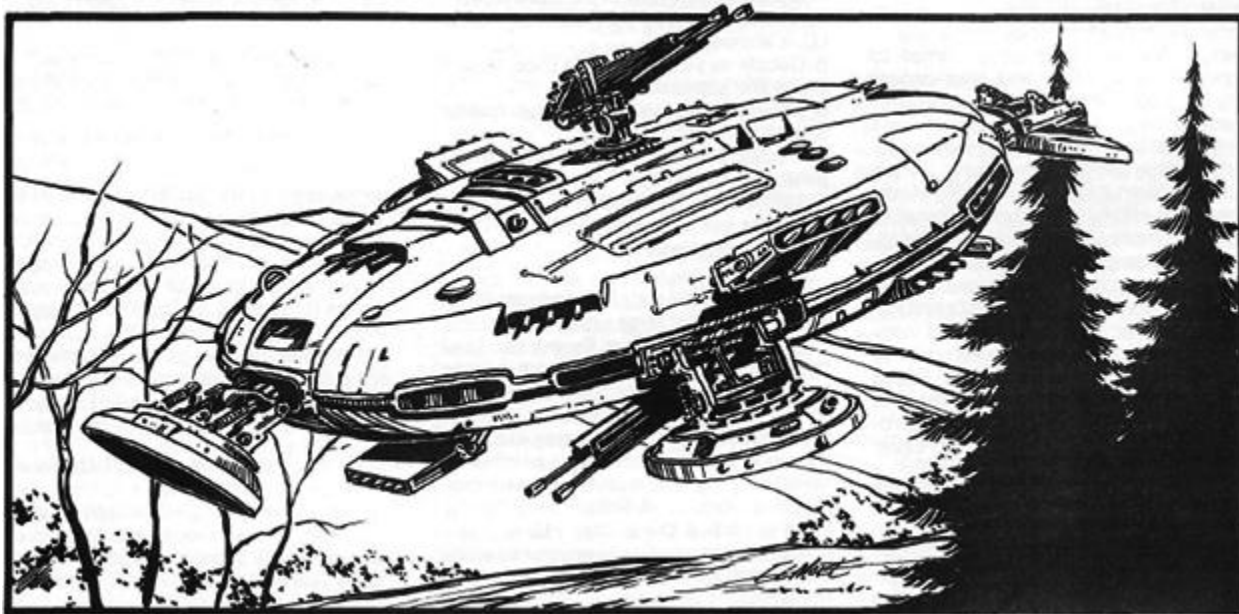


Tetrarch Death Machine

Some 20 meters long, 9 meters wide and four meters high, a Tetrarch Death Machine is covered with many knobby projections – which are its gun barrels, turrets and missile launchers. Made by a race with technology far beyond the Frontier or the Sathar, it is the ultimate killing machine.

Fragments of these great robots have been found at some archeological sites, notably on Laco (Dixon's Star). Previously, no intact specimen has ever been found, so Frontier scientists have only been able to speculate on its capabilities... until now.



Death Machine

Level:	8
Body Type:	Special
Movement:	4 Anti-Grav Pads; Hover up to 50 meters from the ground; fly: 145 kilometers/hour
STA:	750
Attack:	110%
IM:	11
Weapons, Firing Arc:	<ul style="list-style-type: none"> • 1 Micro-Fusion Bomb Mortar, Ammo: 4, Arc: FH • 2 Heavy Blaster Cannons; Ammo: Power Plant, Arc: 1 top turret, 1 bottom turret, 360-degrees • 6 Black Ray Cannons; Ammo: Power Plant; Arcs: 2 FH, 2 RS, 2 LS • 16 Blaster Batteries consisting of 4 blaster rifle units each; Ammo: Power plant. Arcs: 4 FH, 4 RS, 4 LS, 4 RH. • 8 Heavy Laser Batteries consisting of 5 "guns" each; Ammo: Power Plant; Arcs: 2 FH, 2 RS, 2 LS, 2 RH. • 4 Trek Guns; Ammo: Power Plant; Arcs: 2 top turret, 2 bottom turret, 360-degrees. • 6 Mini-missile launchers; Ammo: 100 missiles; Arcs: 2 FH, 2 RS, 2 LS.

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--Death Machine Statistics Continued--	
Defenses:	<ul style="list-style-type: none"> • Energy Shield (400 temporary points) • Energy Damping Field • Advanced Armor: reduced damage from standard weapons • 2 Anti-Missile II Launchers (1 FH, 1 RH), Ammo: 40
Sensors:	<ul style="list-style-type: none"> • Type F: Range: 5 kilometers: Beam, Electromagnetic, Infrared, Intense Light, Motion, Odor, Parabolic, Radioactivity, Shape, Sonar, Ultraviolet, Visual, VS Zoom Lens, Directional Microphone. • Type G: Range: 20 kilometers; Radar.
Equipment:	<ul style="list-style-type: none"> • 4 Floodlights, Radiophone, Subspace Radio, 4 Light Duty Repair Robots, Cybernetic Brain, Atomic Power Plant.
Programs: (all level 8)	<ul style="list-style-type: none"> • Attack/Defense, Computer Link, Search/Destroy, Self Defense, Security Lock, System Diagnostic, Self-Repair
Firing Arc Descriptions: Top Turret: Cannot fire at targets directly underneath the death machine. Bottom Turret: Cannot fire at targets directly above the death machine. FH = Forward Hemisphere, or 180 degrees to the front and to the right and left sides. RH = Rear Hemisphere, or 180 degrees to the rear and to the right and left sides. RS = Right Side, does not include the squares or hexes directly in front or behind the death machine LS = Left Side, does not include the squares or hexes directly in front or behind the death machine	

Defenses/Damage:

Automatic Recovery Systems. When the death machine begins its turn, immediately end any effects causing it to be blinded, slowed, immobilized, restrained, dazed, stunned, etc.

Advanced Armor. The structural damage inflicted by normal Frontier and Sathar weapons is reduced (see "Weapons Affecting Death Machine Chart").

Anti-Missile II Launcher: Range: PB: --, S: 40-500, M: 501-2km, L: 2 -6 km, E: 6-10 km. Similar to the Frontier's anti-missile technology, the death machine has one anti-missile launcher to defend against missile attacks originating from the death machine's forward hemisphere firing arc and another for the rear hemisphere. Each missile contains a compact Tetrarch sensor warhead plus one anti-missile warhead. Ammo: 40 missiles.

Energy Dampening Field. Any robot entering or starting its turn within 50 meters of the death machine is stunned by preventing the flow of energy through its wires until the start of its next turn; it cannot move, fire weapons, or take any other action. Additionally, all other electronic equipment, energy weapons, shields, vehicles, etc. that are not shielded against an electromagnetic pulse will not function while they are within the field's aura. This field will cause 200 points of damage to other types of energy fields/screens – i.e. albedo, inertia, gauss, etc. Starships and military craft tend to be shielded.

Energy Screen. This is an advanced Tetrarch energy field that acts as a defense against laser, P.G.S., rafflur, maser, sonic, electronic, bolt and physical attacks. It runs off of a capacitor that is powered by the death machine's internal nuclear reactor. At the beginning of a scenario, the death machine starts with a temporary 400 point shield. It typically cannot recharge this shield during normal combat. If a single weapon causes 20 or more points of damage against the energy screen, 1 point leaks through to damage the death machine.

Energy Screen Recharging. For every minute the death machine is not in combat, it can recharge its energy screen by 20 points. It will take 20 minutes for the energy screen to be fully recharged.

Effects of Damage to Death Machine: If the number of structural points of damage from a single weapon equals or exceeds 15 in a single round of combat, use the "Death Machine Hit Location Table" to determine if any damage has been done to the death machine's interior components.

Mentalist Attacks: The death machine's cybernetic brain can also be attacked by a Mentalist using Beam, Confusion, Illusion, Infatuation, Paralyze, Static, and Suggestion disciplines. However, because of its computer programing, it will shake off such attacks after 1 turn.

Attacks/Weapons:

Sensor Array. Opponents do not get a combat advantage if they flank the death machine. If it can see part of a target, the robot does not receive penalties based on partial cover, hard cover, partial concealment, or total concealment.

Critical Hits. The death machine scores a critical hit on a target on a roll of 01-10.

Black Ray Gun. Range: PB: --, S: 0-51 m, M: 51-75 m, L: 76-150 m, E: 151-300 m. Defense: Special. This weapon fires a black beam (hence the name "black ray gun") that causes instant death to living targets within a 2 meter radius of a hit that are unprotected by a Tetrarch-style energy shield. This includes living creatures (plants, animals, insects, etc.) in unshielded vehicles and even buildings (armored bunkers, basements, etc. should provide protection). Otherwise, the black ray gun does not affect inanimate (non-biological) targets such as robots and Mechanons or extremely alien creatures such as the Rogue Crystals from Voltturnus. Deceased characters start at 0 Stamina points and can be revived using a Stay Dose and other suitable life-saving techniques.

Heavy Blaster Cannons. Range/Damage: PB: --, S 0-750 m, 10d10 points; M: 751-1,500 m, 7d10+5; L: 1,501-3,000 m, 5d10; E: --. Defense: Gridsuit. Each cannon fires an invisible beam of heavy ions similar to WarTech's Bolt Weapons and creates a thunderclap that can be heard for hundreds of meters. The weapons perform an area attack damage to targets within a 5 meter radius from the point of impact.

Blaster Batteries. Range: PB 0-10 m, S 11-40m, M 41-120, L 121-225, E 226-450 m. Damage: 5d10 x 4. Defense: Synth. Each battery consists of four blaster-type rifles that all strike the same target area. Treat as an area attack weapon damaging all targets within a 2 meter radius of the strike point.

Heavy Laser Batteries. Range: PB: --, S: 0-100 m, M: 101-500 m, L: 501-1 km, E: 1-2 km. Defense: Albedo. Each battery has five linked heavy lasers set on 20 SEU, causing 40d10 x 5 points worth of damage per hit to targets within a 5 meter radius.

Trek Gun. Range: PB: --, S: 0-40 m, M: 41-100 m, L: 101-200. E: --. Defense: Energy Screen. This is a type of disintegration ray that breaks down an object – living and inanimate – at the subatomic level. Targets must make a Stamina check or are hit for an immediate 3d10+10 worth of damage plus additional damage per turn at the rate of -2d10/R10 per turn. Characters passing the STA check will receive 2d10 worth of damage plus 1/R10 worth of damage per turn. Objects and characters that are touching the target are not affected by the disintegration ray. The only known defense against a Trek Gun is a Tetrarch energy screen.

Mini-Missiles. Range: PB: -- S: 50-500 m, M: 501-1,000 m, L: 1,001-1,500 m, E: 1,501-2,000 m. Damage: 5d10, 20 meter radius. These are 35mm long advanced rockets. The launchers share the same ammunition bay; Ammo: 100. Each missile contains a Tetrarch scanning warhead – a compact sensor that covers the Electromagnetic, Infrared, Intense Light, Motion, Radar, Radioactivity, Shape, Sonar and Ultraviolet bands providing the death machine with a +20 percent modifier to hit.



Micro-Fusion Bomb Mortar. The death machine carries one micro-fusion bomb launcher. This area attack weapon has up to four rounds. Range: PB: --, S: 50-250 m, M: 250-1 km, L: 1-2 km, E: 2-3 km. Each bomb causes 1,000 points of damage to all targets within 50 meters of the hypocenter. Unless a character is in a special, hardened shelter that is designed to withstand a direct hit from a nuclear weapon – including life support – they will not survive.

Extreme Damage Ring: Unsheltered targets within 51 to 80 meters would suffer 80-800 points of damage (8d10 x 10) plus either Prolonged/Severe Radiation Sickness -30/R30! or Moderate/Severe Radiation Sickness, -30/R20! Unanchored objects such as characters, robots, vehicles, furniture, etc. will be blown down and tumble and take crash damage, trees will bend, windows shatter, etc. Flammable objects will burst into flame, causing an additional 2d10 points of damage to other nearby items/characters for 2d10 turns.

Severe Damage Ring: Unsheltered targets from 81 to 100 meters will suffer 30-300 points of damage (3d10 x 10), plus Brief/Severe Radiation Sickness, -30/R10. Unanchored objects such as characters, robots, vehicles, furniture, etc. will be blown down and tumble, trees will bend. Characters or robots would need to make a strength check to avoid tumbling, reducing damage by 2d10 points; characters flying or driving would need to make a Reaction Speed (or skill check) to avoid crashing with a -40 percent modifier. Flammable objects will burst into flame, causing an additional 1d10 points of damage to other nearby items/characters for 2d10 turns.

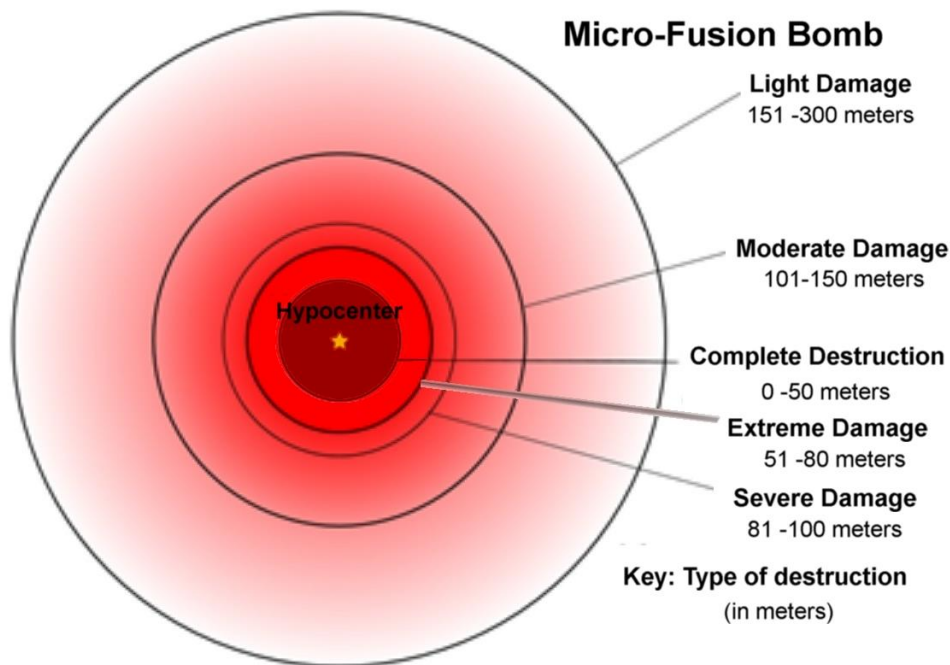
Moderate Damage Ring: Targets between 101 and 150 meters will suffer 10-100 points of damage (1d10x10), plus Prolonged/Mild Radiation Sickness -10/R30. Flammable objects have a 40 percent chance of bursting into flame, causing an additional 1d10 points of damage to other nearby objects and characters for 1d10 turns.

Light Damage Ring: Targets between 151 and 300 meters will suffer 5-50 points of damage (5d10), plus Brief/Mild Radiation Sickness -5/R10.

Furthermore, characters not wearing shielded goggles – sunglasses don't count – who are looking directly at the initial explosion from 1 kilometer or less will suffer temporary to permanent optical damage.

Regarding damage, referee should take in factors such as intervening buildings, shelter, etc. when calculating damage and effects. Much of the damage near the hypocenter is from the firestorm resulting from the explosion, while further out, damage may not only be caused by the intense heat, but wind pressure, and flying debris. Unsheltered characters in the Moderate to Light Damage Rings will also get knocked down, unless they make a Reaction Speed Check at -20 and -10 respectively. They may be stunned for 1-10 minutes (1d10), unless they make a Stamina Check at -30 and -10 respectively.

The death machine typically uses the fusion bomb as a weapon of last resort or as a self-destruct mechanism. If launched, it can be shot down by an antimissile, which may prevent it from detonating.



Weapons Affecting Death Machine Chart

Weapon	Structural Damage
Laser Pistol/Rifle	1 per SEU
Heavy Laser	2 per SEU
Rafflurs	1 per SEU
Electrostunner	N/A
Sonic Stunner/Disrupter	N/A
Sonic Devastator	1 per SEU
Maser Penetrator	1 per SEU
Maser Razer	2 per SEU
Needlers, Acid Sprayer, Flamethrower	N/A
Auto Pistol/Rifle	N/A
Gyrojet Pistol	1d10
Gyrojet Rifle	1d10+1
Recoilless Rifle	3d10
Grenade (explosive)	15 if thrown, 30 if placed
Missile Warheads	Normal
Clickk Nuclear Pistol	2 per shot
Clickk Nuclear Rifle	3d10 per shot
Click Electronic Missile	If the shield is down, the death machine is rendered inert for 1d5 turns. Otherwise, damages the shield by 200 points.
Frontier Electrical Discharge Warhead	If the shield is down, the death machine is rendered inert for 1 turn. Otherwise, damages the shield by 100 points.
Wartech Alpha-Bolt	1 per SEU
Wartech Omega-Bolt	5
Wartech Gamma Bolt II	2 per SEU
Normal Melee Weapons	N/A
Electric Sword, Force Axe, Vibroknife	1
Shock Gloves, Sonic Knife/Sword, Stunstick	N/A

Death Machine Hit Location Table

Die Roll	Location/Effect
01-05	Power Supply: Reduce all cumulative beam weapon damage by 1d10. No effect on Black Ray Guns.
06-10	No Effect
11-15	Energy Dampening Field. The energy dampening field is knocked out for the remainder of battle.
16-20	No Effect
21-25	Blaster Cannon/Battery. One of the blaster cannons has been knocked offline for the duration of battle. This effect is cumulative. Once both blaster cannons are damaged, this roll starts knocking out the blaster batteries. If all blaster batteries are damaged, reroll for another result.
26-30	No Effect
31-35	Trek Gun Turret. One of the trek guns is knocked offline for the duration of the battle. This effect is cumulative. If all the trek guns are damaged, reroll for another result.
36-40	No Effect
41-45	Anti-Grav Pad. One of the four anti-grav pads has been disabled. Reduce the death machine's speed by one-fourth. This damage is cumulative. If all four anti-grav pads are damaged, the death machine's speed is reduced to zero for the remainder of combat. It will not be able to swivel, pivot, fly, etc. Its bottom-mounted turret cannot fire. All other weapons receive a -10 modifier to hit targets.
46-50	No Effect
51-55	Mini-missile Launcher. One of the mini-missile launchers has been struck and is disabled for the remainder of combat. If all launchers are disabled, reroll.
56-60	No effect.
61-65	Anti-Missile Launcher. An anti-missile launcher has been disabled for the remainder of battle. This effect is cumulative. If all launchers are disabled, reroll.
66-70	No Effect
71-75	Sensor Damage. Reduce chance to hit targets by -10 percent. This effect is cumulative.
76-80	No Effect
81-85	Heavy Laser Battery. One of the heavy laser batteries has been knocked out. This effect is cumulative. If all laser batteries are knocked out, reroll for another result.
86-90	No Effect.
91-95	Black Ray Gun. One of the three black ray guns has been knocked off line. This effect is cumulative. If all the guns are knocked out, reroll for another result.
96-97	Missile Ammo Hit. This strike hits the missile or anti-missile ammunition resulting in an explosion. The death machine is shielded against such an event, with plating that will pop off, directing the explosion away from the robot. It will still take 1d10+10 damage per missile that explodes, however, with the possibility of additional internal critical hits. If both ammo boxes have been hit, reroll for another result.
98-99	Fusion Bomb Launcher. This weapon is disabled. If already knocked out, reroll for another result.
100	Cybernetic Brain. This hit damages the cybernetic brain. All attacks have -20 percent penalty. This damage is cumulative and cannot be repaired unless a replacement brain is procured. If the death machine's attack score is reduced to zero, it becomes inoperative. This may result in the activation of the fusion bomb, if it is still aboard, as a self-destruct mechanism (a 60 percent chance). It would explode in 10+1d100 minutes.


Death Machine Ammo & Armor

Mini-Missile Ammo:





Anti-Grav Pads:

Micro-Fusion Bombs:






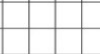
Anti-Missile Ammo:



Energy Shield: 400



Structure: 750

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Tetrarch Engineering Robot

Tetrarch Repair Robot	
Level:	6
Body Type:	Tetrarch Light Duty
Movement:	4 legs
STA:	100
Attack:	90%
IM:	9
Weapons:	None. Laser torch, Range: PB: -- S: 0-5, M: 6-10, L: 11-15, E: 16-20. The torch does 2d10 worth of damage. Defense: Albedo. The repair robot also has four grasping tentacles that do 1d10 worth of damage.
Defenses:	<ul style="list-style-type: none"> • Albedo Screen • Gauss Screen • Inertia Screen <p>All screens powered by a 100 SEU compact battery pack. Only one screen can be activated at one time.</p>
Sensors:	<ul style="list-style-type: none"> • Type B, Range: 50 meters: Beam, Electromagnetic, Infrared, Intense Light, Motion, Odor, Parabolic, Radar, Radioactivity, Shape, Sonar, Ultraviolet, Visual, VS Zoom Lens, and Directional Microphone.
Equipment:	<ul style="list-style-type: none"> • 1 Floodlight, Radiophone, laser torch (above).
Programs: (all level 6)	<ul style="list-style-type: none"> • Computer Link, Self Defense, Security Lock, System Diagnostic, Self-Repair
<p>The Tetrarch Engineering Robots are half the size of a normal-size Frontier robot and are stored in individual bays – two on top of the death machine and two below – toward the rear of the massive robot. They are deployed during non-combat situations to make repairs. They are highly intelligent and will seek to evade capture. If that seems unavoidable, they are programed to self-destruct with the power of three fragmentation grenades.</p>	

Tetrarch Reaper Bot

Tetrarch Reaper Bot	
Level:	6
Body Type:	Tetrarch Standard
Movement:	Anti-Grav Pad
STA:	100
Attack:	90%
IM:	9
Weapons:	<ul style="list-style-type: none"> • Sonic Disrupter • Sonic Stunner • Maser Penetrator II <p>All three weapons are powered by a 100 SEU compact battery pack.</p>
Defenses:	<ul style="list-style-type: none"> • Albedo Screen • Gauss Screen • Inertia Screen • Simp Screen <p>All screens powered by a 100 SEU compact battery pack, separate from the one powering the weapons. Only one screen can be activated at one time.</p>
Sensors:	<ul style="list-style-type: none"> • Type B, Range 50 meters: Beam, Electromagnetic, Infrared, Intense Light, Motion, Odor, Parabolic, Radar, Radioactivity, Shape, Sonar, Ultraviolet, Visual, VS Zoom Lens, Directional Microphone.
Equipment:	<ul style="list-style-type: none"> • 1 Floodlight, Radiophone, Medkit (2), Freeze Field, Surgical Equipment.
Programs: (all level 6)	<ul style="list-style-type: none"> • Computer Link, Self Defense, Security Lock, System Diagnostic, Self-Repair, Medical
The Tetrarch Reaper Bot is designed to find a replacement brains suitable for installing in the Death Machine as its cybernetic control.	