

ALLIES



RUH

The Beastmaster's trusty companion (not Ralf), an "alien big cat", a rare black tiger he saved from hunters in the African jungle.

Ruh appears in *The Beastmaster* (1982. [film] MGM).

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigour d8

Skills: Fighting d8, Guts d10, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Fleet-footed:** Tigers roll d10s instead of d6s when running.
- **Bite or Claw:** Str+d6.
- **Improved Frenzy:** Tigers may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Tigers ignore penalties for Dim and Dark lighting.
- **Pounce:** Tigers often pounce on their prey to best bring their mass and claws to bear. Ruh can leap 1d6" to gain +4 to his attack and damage. His Parry is reduced by -1 until his next action when performing the manoeuvre, however.
- **Size +2:** Tigers can weigh over 600 pounds.



RALF

The Beastmaster's other, not-so trusty companion. A podgy, 5 foot tall treasure-hunter and con man needing all of his New Jersey wits to survive in the wilds of Africa, he yearns for the lifestyle of a wealthy satrap.

Ralf appears in *Romancing the Stone* (1984. [film] 20th Century Fox) and sequel, played by Danny DeVito.

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigour d6

Skills: Driving d6, Gambling d6, Guts d6, Intimidation d6, Investigation d6, Knowledge (Arcana) d8, Lockpicking d8, Notice d6, Persuasion d6, Riding d4, Shooting d6, Stealth d6, Streetwise d8, Survival d8, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Gear: Uzi 9 mm (Range 12/24/48, Damage 2d6), cigarettes

Special Abilities:

- **Luck:** 1 extra benny.
- **Ugly:** -2 to Charisma.
- **Small:** -1 to Toughness.

TUAREG NOMAD

Most nomads now roaming North Africa are a mix of Arabs, Berbers, Gypsies and Cossacks. They are not Tuareg nomads. The Tuaregs are native to the arid mountains, to the dune seas, living deep in the wilderness away from the ruins of pre-war civilisation and all that remains of it. The history of Tuareg nomads is rooted in the wasteland, and of all the people on Earth, it may be that nuclear holocaust has affected them the least.

The Tuareg appear in *Tuareg: The Desert Warrior* (1984. [film] CBS).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigour d6

Skills: Fighting d6, Guts d6, Notice d6 (+2), Riding d8, Shooting d8, Stealth d6, Survival d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Knife (Str+d4), musket (Range 15/30/60, Damage 2d6, 2 rounds to reload) or French Lebel Rifle (Range 24/48/96, Damage 2d8, AP2), camel (Top Speed 14, Toughness 8)

Special Abilities:

- **Alertness:** +2 to Notice rolls.



ARMAKUNI

The Mystic Shadow Warrior who escaped the purge of the ninja by the Ashikaga Clan, and later avenged his brothers. For a while Armakuni was the last ninja, until he founded a new order of ninja. He was soon drawn through time and space by sorcery, from the 12th Century to the 20th, where he received a quest from "M" to thwart an old foe.

Armakuni appears in *The Last Ninja* (1987. [video game] System 3) and sequels.

Attributes: Agility d12 (+2), Smarts d6, Spirit d6, Strength d6, Vigour d6

Skills: Climbing d12, Fighting d12+2, Guts d8, Notice d10, Stealth d12+4, Survival d6, Swimming d6, Throwing d12

Pace: 6; **Parry:** 14; **Toughness:** 5

Gear: Ninjato (Damage Str+d6+2, AP 2), nunchuks (Damage Str+d6, ignores Shield Parry and Cover bonus), staff (Damage Str+d4, Parry +1, Reach 1, 2 hands), throwing stars (Range 3/6/12, Damage Str), smoke bomb

Special Abilities:

- **Acrobat:** +2 to Agility rolls, +1 to Parry.
- **Awareness:** No penalties due to bad lighting, fog, or other obscurement.
- **Clueless:** -2 to Common Knowledge rolls.
- **Fast Reactions:** +3 to Parry, can catch ranged weapons and hurl them back instantly. Catching a thrown projectile requires an Agility roll. Arrows or other muscle-powered projectiles require an Agility roll at -2, and catching a single bullet is an Agility roll at -4. Throwing back is a normal Throwing roll with a range of 3/6/12. This Throwing roll is a free action.
- **Block:** +1 to Parry.
- **Leaping:** Can jump 4" vertically and 8" horizontally, and ignores falling damage for heights up to 4".
- **Quick:** Discard draw of 5 or less for new card.
- **Quick Draw:** May draw weapon as a free action.



BEAST

Beauty and Beast were the Robinsons' unusually intelligent pet German Shepherds until the family were attacked by mutant cannibals leaving Beast the only survivor. Beast killed most of the attackers but was left dying alone until rescued by the League.

Beast appears in *The Hills Have Eyes* (1977. [film] Vanguard) and sequel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigour d8

Skills: Fighting d8, Guts d8, Intimidate d6, Notice d10, Persuade d6

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Fleet-footed:** Dogs roll d10s instead of d6s when running.
- **Bite:** Str+d4.
- **Berserk:** When Beast is Shaken, he goes berserk. He gains +2 to all Fighting and Strength rolls, and his Toughness, but Parry is reduced by 2.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on his attack roll, Beast hits the target's most weakly armoured location.
- **No Mercy:** Beast may spend a benny to reroll any one damage roll.
- **Telepathy:** Anyone in sight. Specific known individuals who are not in sight may be reached with a Smarts roll within one mile, a Smarts roll at -4 if further away. Requires concentration.
- **Toughness +2:** Beast is tougher than the average dog.
- **Size -1:** Dogs are relatively small.



VILLAINS & MONSTERS

SAVAGE

In the wastelands of North Africa, no-one can be said to be thriving. Mankind's survival hangs by a thread, living in sun-baked settlements or wandering the wastelands. Every day there are fewer alive who remember the old days, fewer to pass on the benefits of schooling. Most surviving people are now little more than savages, but there is still humanity in their primitive ways.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigour d6

Skills: Fighting d6, Guts d6, Notice d4, Shooting d6, Survival d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Spiked club (Str+d6+1), crossbow (Range 12/24/48, Damage 2d6, AP 1, 1 round to reload) or spear (Range 3/6/12, Damage Str+d6)

Special Abilities:

- **All Thumbs:** -2 to Repair skill.
- **Illiterate:** Cannot read or write.
- **Mean:** -2 to Charisma.

JUN HORSEMAN

The Jun Horde, aka, Jinn or Janjaweed, derived from the Arabic meaning "demons" or "demon riders". The Jun are fanatically loyal to their chieftain, the zealot Abdul Fakkadi, they roam the wastelands of the Fezzan interested only in death and plunder. The horde ride on horseback, toting assault rifles and firing into the air to scare their victims. The dreadful dust cloud raised by the Jun is often redoubled by 4x4 armoured cars following behind the horses. Armed with turret-mounted machineguns, just one of these vehicles can massacre an entire village. Although equipped with pre-war Kalubyan military hardware it is always regaled with demonic motifs.

The Jun Horde appear in *The Beastmaster* (1982. [film] MGM). Abdul Fakkadi is a North African dictator in *The Transformers* (1984. [TV] 20th Century Fox). Kalubya is the Colombia/Libya-inspired setting for *Operation Wolf* (1987. [arcade] Taito).

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigour d6

Skills: Driving d6, Fighting d6, Guts d6, Notice d4, Riding d8, Shooting d4

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7(2)

Gear: Steel helmet (+3), flak jacket (+2/+4), scimitar (Str+d8), AK-47 (Range 24/48/96, Damage 2d8, AP 2), riding horse (Top Speed 18, Toughness 8)

Special Abilities:

- **Bloodthirsty:** -4 to Charisma.

MUTANT BIKER

These outcasts are mutated by radiation and chemicals, gathered by loose bonds of brotherhood into gangs of filthy, stinking, leather-clad road hogs. Never encountered alone, mutant bikers ride a fleet of choppers, trikes and hot rods.

Mutant biker gangs became a trope of post-apocalyptic highways after *Road Warrior* (1981. [film] Warner Bros).

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigour d8

Skills: Driving d8, Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

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Gear: Leather armour (+1), machete (Str+d6), sawn-off double barrel (Range 5/10/20, Damage 1–3d6), motorcycle (Top Speed 36, Toughness 8 (2))

Special Abilities:

- **Ugly:** -2 to Charisma.
- **Yellow:** -2 to Guts checks.



THUNDERLIPS

Deathmatch champion at the arena in Tébessa, Thunderlips is a mass of rippling muscle standing 7 feet tall. Looking like he's stepped out of a Norse saga with long, blonde hair, beard and bronzed skin, he plays on this by wearing hauberk and often wielding a great axe on the sands of death. Earning his nickname from his roaring, bellicose style in the arena, he'll often take a few hits to show how "berserk" he is, when it's actually all a meticulous and carefully considered act.

Thunderlips appears in *Rocky III* (1982. [film] MGM), played by Hulk Hogan.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigour d10

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Throwing d8

Charisma: +2; **Pace:** 6; **Parry:** 7 (8); **Toughness:** 10 (2)

Gear: Great axe (Str+d10, AP 1, Parry -1, 2 hands), chain hauberk (+2)

Special Abilities:

- **Brawny:** +1 to Toughness.
- **Take the Hit:** Add +2 to Soak rolls made to eliminate damage.



BEBOP AND ROCKSTEADY

Jabba's new pets have already starred in several bouts for sell-out crowds. A gigantic, mutant rhino and warthog, each the size of a truck, the monsters appear almost anthropoid and have been decorated with tribal baubles by their keepers. Their savage, barely human intelligence often struggles to manifest, as if lost in a waking nightmare, but they're capable of wielding crude weapons. Crazed with hunger and pain, Bebop and Rocksteady will attack anything put in front of them, even each other if allowed. Rumour has it that they were created for Jabba by an unknown benefactor.

Bebop and Rocksteady appear in *Teenage Mutant Ninja Turtles* (1987. [TV] Group W Productions).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigour d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d10, Throwing d6

Pace: 8; **Parry:** 7; **Toughness:** 14 (2)

Gear: Massive club (Str+d8)

Special Abilities:

- **Armour +2:** Thick, leathery hide.
- **Horns or Tusks:** Str+d4.
- **Fleet-footed:** Roll d10s instead of d6s when running.
- **Gore:** Bebop and Rocksteady use this manoeuvre to gore their opponents with their horns or tusks. If they can charge at least 6" before attacking, they add +4 to their damage total.
- **Large:** Attackers add +2 to their attack rolls when attacking Bebop and Rocksteady due to their large size.
- **Size +4:** Bebop and Rocksteady weigh over 7000 pounds each.



GR13

The US Army BDUs and prototype vibro-blade are what's left of the original equipment on this UniSol, the reanimated corpse of Sergeant Jason Voorhees. He's splashed with the dried blood of his victims from when he last went on a rampage at the Tébessa arena. He's been in cryo since then and will need "accessorising" before he's seen by the baying mob. A hockey mask perhaps. GR13 hates all human life and his sole interest is in hacking it to pieces.

Undead Jason Voorhees first appeared in *Friday the 13th: Part VI: Jason Lives* (1986. [film] Paramount Pictures). GR13 appears in *Universal Soldier* (1990. [film] TriStar Pictures), played by Dolph Lundgren.

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+2, Vigour d12

Skills: Fighting d10, Guts d6, Intimidation d10, Notice d6, Stealth d10, Swimming d6, Throwing d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 11

Gear: Vibro-blade (Damage Str+d6+2, AP 2, Heavy Weapon)

Special Abilities:

- **Brawny:** +1 to Toughness.
- **Harder to Kill:** If GR13 is ever killed, roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow escapes death.
- **Phobia (Drowning):** Whenever GR13 is in the presence of his phobia, he subtracts 4 from all his Trait tests.
- **Undead:** +2 to Toughness, +2 to recovery from being Shaken. Immune to poison and disease. Called shots do no extra damage, except to the head. No wound penalties.
- **Weakness (Head):** Shots to GR13's head are +2 damage.

GRABOID

A bioweapon developed by the Russians, designed to be seeded behind enemy lines where they would then destroy roads, defensive works, attacking generators, idling engines and soldiers. Graboids are massive grub-like creatures that burrow through the earth, often lying just below the surface in ambush. They have four hard, black beaks surrounding a fleshy mouth that contains three tentacle tongues. Graboids sense vibrations through the earth, hearing a walking person at about 200 yards.

Graboids first appeared in *Tremors* (1989. [film] Universal).

Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d12+5, Vigour d12

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 16 (2)

Special Abilities:

- **Armour +2:** Thick skins.
- **Bite:** Str+d6.
- **Burrow (20"):** Graboids can disappear and reappear on the following action anywhere within 20".
- **Ensnare:** Using its tentacle tongues, a graboid can make a Fighting roll against an adjacent foe. If the attack is successful, the victim is bound and suffers a -2 to Pace and skills linked to Agility and Strength until freed. With a raise, the binding fully restrains the target, who cannot make any physical action except to try to break

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free. In either case, the target may make a Strength or Agility roll at -2 to break free. A raise allows the victim to break free and act in the same round.

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to their Fighting and Shooting rolls when attacking a graboid due to its size.
- **Size +6:** Graboids are usually around 30' long.

SETITE TROOPER

Clad in bulky, blue full body armour with helmet and face mask, bearing the symbol of two snakes, facing each other across a red sun. These are the foot-soldiers of the Setites, Serpent Men disguised as humans; their agenda a dark mystery. Setite Troopers are armed with the latest in battlefield technology and usually have support vehicles too.

Cobra Troopers first appeared in *G.I. Joe: A Real American Hero* (1982. [toy] Hasbro). Reptilian humanoids are common in myth, folklore and other works of fiction.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigour d6

Skills: Driving d6, Fighting d6, Guts d4, Intimidation d4, Notice d6 (+2), Piloting d4, Shooting d6, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 11 (6)

Gear: Infantry battle suit (+6), laser rifle (Range 30/60/120, Damage 2d6), Synthskin disguise

Special Abilities:

- **Combat Reflexes:** Adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.

SETITE OFFICER

Looking much like the Setite Trooper, except with a red mask and carrying a more versatile side arm. Setite Officers are promoted from the ranks, having proven themselves worthy, and are superior to Troopers in every way.

Cobra Officers first appeared in *G.I. Joe: A Real American Hero* (1982. [toy] Hasbro).

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigour d8

Skills: Driving d8, Fighting d8, Guts d6, Intimidation d6, Knowledge (Battle) d6, Notice d8 (+2), Piloting d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (6)

Gear: Infantry battle suit (+6), photon maser (Range 15/30/60, Damage 1-3d6), Synthskin disguise

Special Abilities:

- **Combat Reflexes:** Adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **Command:** Allies add +1 to their Spirit rolls to recover from being Shaken.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.

SETITE RED NINJA

Red Ninja are the loyal minions of one Setite, Tojo Ken. They seem ill-suited to the wastelands, but their prowess in the Cobra Kai fighting art, passing unseen and accessing the most inaccessible places would make them a potent force in built-up areas and large

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complexes especially. There they might excel as saboteurs, assassins, scouts or an assault team.

Cobra Ninja figures are based on the Storm Shadow mould that first appeared in *G.I. Joe: A Real American Hero* (1984. [toy] Hasbro). Red ninjas also appear in *American Ninja 2: The Confrontation* (1987. [film] Cannon Group). The Cobra Kai martial art appears in *The Karate Kid* (1984. [film] Columbia Pictures).

Attributes: Agility d8 (+2), Smarts d8, Spirit d6, Strength d6, Vigour d6

Skills: Fighting d8, Guts d6, Notice d6 (+2), Shooting d8, Stealth d10, Swimming d6, Throwing d8, Tracking d10

Pace: 6; **Parry:** 6 (7); **Toughness:** 5

Gear: Molecular sword (Damage Str+d8+2, AP 4, Parry -1), throwing stars (Range 3/6/12, Damage Str), smoke bomb, Synthskin disguise

Special Abilities:

- **Acrobat:** +2 to Agility rolls, +1 to Parry.
- **Awareness:** No penalties due to bad lighting, fog, or other obscurement.
- **Combat Reflexes:** Adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.
- **Wall Walker:** Can move on any surface.



TOJO KEN, AKA "THE REPTILE"

Tojo Ken is a Setite elder and ninja master. He is a noble amongst the Serpent Men gifted with vampirism. His clan of ninja warriors are trained in the fighting art of Cobra Kai by his own hand. Training is intense and often fatal. A favourite test has Tojo Ken standing in a circle of ninja warriors and commanding them to attack him, make it out of the circle alive to pass. Only the best may serve Tojo Ken and he's never without these loyal minions.

Known only as "The Reptile" in the wastelands, perhaps because his disguise is peeling back from his fingers revealing scaled skin and long, serrated claws. Tojo Ken is a cold-blooded killer that rejoices in dealing death. He wears a black ninja outfit under a scaly tabard that is said to be the skin of one of his Setite rivals. His human face is clean shaven and Arab in appearance.

Tojo Ken appears in *American Ninja 2: The Confrontation* (1987. [film] Cannon Group). Reptile appears in *Mortal Kombat* (1992. [arcade] Midway). The Cobra Kai martial art appears in *The Karate Kid* (1984. [film] Columbia Pictures).

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigour d10

Skills: Fighting d12, Guts d10, Intimidation d8, Knowledge (Battle) d6, Notice d10 (+2), Shooting d8, Stealth d12, Swimming d10, Throwing d8

Charisma: -6; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (1)

Gear: Leather armour (+1), throwing knives (Range 3/6/12, Damage Str+d4), Synthskin disguise

Special Abilities:

- **Claws:** Str+d4.
- **Acid Breath:** Tojo Ken can breathe face-melting acid using the Cone Template. Targets within the cone must beat Tojo Ken's Shooting roll with Agility or suffer 2d10 damage.
- **Awareness:** No penalties due to bad lighting, fog, or other obscurement.
- **Bloodthirsty:** -4 to Charisma.
- **Combat Sense:** Opponents gain no Gang Up bonus against him.
- **First Strike:** Once per turn Tojo Ken gets a free attack against a single foe who moves adjacent to him.
- **Inspire:** Allies add +2 to their Spirit rolls to recover from being Shaken.
- **Invisibility:** Tojo Ken can become invisible at will. Going visible or invisible requires an action. Attacks made against an invisible foe suffer a -6 penalty. Foes get a Notice roll at -4 to detect his presence if given some reason, or if Tojo Ken closes within 1".
- **Invulnerability:** Tojo Ken can only be harmed by his Weaknesses. He may be Shaken by other attacks, but never wounded.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.
- **Undead:** +2 to Toughness, +2 to recovery from being Shaken. Immune to poison and disease. Called shots do no extra damage, except a stake through the heart. No wound penalties.
- **Wall Walker:** Can move on any surface.
- **Weakness (Sunlight):** Tojo Ken catches fire if any part of his skin is exposed to direct sunlight. After that he suffers 2d10 damage per round until he is ash. Armour does not protect.
- **Weakness (Stake Through the Heart):** When hit with a called shot to the heart (-

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4), Tojo Ken must make a Vigour roll versus the damage. If successful, he takes damage normally. If he fails, he disintegrates into dust.



THE CHINAMAN

Pre-war, the Chinese man No served the Seven Golden Vampires as a scientist, later betraying them by stealing a magic ring from their treasure vaults. This ring gave the wearer the ability to control and manipulate "life force" and No quickly became one of the world's foremost experts in biological-machine interfaces. He was contracted by the US Government to build specialist equipment for a top secret project in West Africa and there the Seven hired ruffians to kidnap No and recover the ring. When he refused to tell them where he'd hidden it, they cut off his hands so that he couldn't wear it and left him for dead.

Post-war, the Chinaman surfaced having built himself a pair of bionic hands and now in cohorts with the Setite ninja master, Tojo Ken. Together they sought the Genesis Device and took it to Hydra, where the Chinaman could alter it to the Setites' specification. The Chinaman wears a threadbare mandarin suit, his long black hair and moustache are streaked with grey. Both hands are made of black, lacquered metal with a plain gold ring integrated into a finger on the right hand.

Dr No first appeared in the James Bond novel of the same name (1958. [novel] Jonathan Cape). The Mandarin first appeared in *Tales of Suspense* (1964. [comic] Marvel).

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigour d8

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Bionics) d12, Notice d8, Persuasion d8, Repair d8, Shooting d8, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Charismatic:** +2 to Charisma.
- **Interface:** Adds +4 to rolls involving the use of computers and electronics.
- **Psychogun (Bionic Hand):** Range 12/24/48, Damage 4d6, ROF 1, Heavy Weapon. Knock Back 1d4".
- **Holographic Projector (Bionic Hand):** Can create illusionary objects in a 32" cube.
- **Crush (Bionic Hand):** Str+2d6, Heavy Weapon.

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SHRIEKER

When an adult graboid reaches a certain body weight, it will burst, spawning up to three shriekers. The graboid is killed in the process. Shriekers are man-sized, bipedal creatures, and unlike graboids they are surface-dwelling. They use an ear-piercing shriek to identify themselves to nearby graboids, and hunt with heat sensors hidden in a crest above their armoured beaks. Although barely intelligent they will instinctively work as a team to overcome obstacles and threats, much like ants.

Shriekers first appeared in *Tremors 2: Aftershocks* (1996. [film] Universal).

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d8, Vigour d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d12, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armour +2:** Thick skins.
- **Bite:** Str+d6.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Infravision:** Half penalty for poor light vs. heat-producing targets.

TEMPLAR

The Trans-African Highways along the Barbary Coast are patrolled by gangs of these high-tech, motorised white supremacists. They'll kill any non-whites they encounter but whites are generally raped (men and women), and often forced to join the gang or be killed. Many settlements live in fear of the Templars, being troubled by them even after casting out their non-whites. The gang will let an all-white settlement survive but won't tolerate any of their demands being rebuked.

According to rumour, the Templars are backed by the fortified enclave on Tabarka Island, the Omega Kingdom. They wear bulky white body armour and overalls, driving fast attack vehicles, painted white with black lightning bolts. Pre-war Alliance hardware put to misuse.

Templars appear in *Warriors of the Wasteland* (1984. [film] New Line Cinema). "Mega" vehicles appear in *MegaForce* (1982. [film] 20th Century Fox). Omega appears in *Warrior of the Lost World* (1985. [film] Visto International).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigour d6

Skills: Driving d8, Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d6, Taunt d8

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Alliance Ablative Armour (+2 Heavy Armour), knife (Str+d4), Alliance Bullpup (Range 15/30/60, Damage 2d6, AP 1), MegaFighter (Top Speed 32, Toughness 8 (2)) or MegaDestroyer (Top Speed 56, Toughness 16/14/14 (4/2/2))

Special Abilities:

- **Bloodthirsty:** -4 to Charisma.



OOKLA "THE DEATHCLAW"

Ookla is a terrifying demon with gorilla-like arms and grasping hands tipped with 6 inch long, razor sharp claws. Its skin is covered in gnarled scales and a shaggy mane hangs around its nightmare face. The forward-swept horns on its head complete its demonic visage. Yet though its claws can slice through solid steel and it will happily eat humans, it isn't beyond reason. Ookla's breed live in packs, to which they're fiercely loyal, and can even befriend other races that treat them fairly.

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The sorcerer who summoned and enslaved Ookla was an evil, power-hungry bastard though and ended up as entrées. Ookla has since made its lair in the oasis around Delos, now dreaded by the inhabitants, where it's become known as "The Deathclaw".

Ookla appears in *Thundarr the Barbarian* (1980. [TV] ABC). Deathclaws first appeared in *Fallout* (1997. [video game] Interplay). Delos appears in *Westworld* (1973. [film] MGM).

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+4, Vigour d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d6, Tracking d8

Pace: 10; **Parry:** 7; **Toughness:** 16 (4)

Special Abilities:

- **Heavy Armour +4:** Scaly demonic hide.
- **Claws:** Str+d10, AP 8, Heavy Weapon.
- **Fear -2:** Ookla causes Guts checks at -2.
- **Improved Sweep:** May attack all adjacent foes.
- **Large:** Attackers add +2 to their Fighting and Shooting rolls when attacking Ookla due to its size.
- **Size +4:** Ookla is 15 feet tall.
- **Weakness (Running Water):** Suffers an immediate wound if it crosses running water.



TRIPLETRON

Tripletron was held in stasis by the Setite conspiracy before the war, having crash landed on Earth in prehistory, and is believed to have been the target of the so-called "Iron Giant". In robot form, Tripletron is also gigantic, taller than most buildings in the wasteland, made of dense slats, struts, spars and cables and wielding a scimitar with a blade of burning white energy. As a Triple Changer, Tripletron can transform into a fighter aircraft and a main battle tank, of either US or Soviet origin, but utilising its own brand of devastating energy weapons.

Freed by Cobra Khan during the coup, Tripletron has served as the tyrant's secret weapon ever since and was instrumental in subjugating the Setite nobles.

Blitzwing is a jet fighter/battle tank Triple Changer that first appeared in *Transformers* (1984. [toy] Hasbro), and this schema was used for Megatron in the 2007 film adaptation and sequel.

Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d12+4, Vigour d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Shooting d8

Pace: 12; **Parry:** 7; **Toughness:** 21 (8)

Special Abilities:

- **Heavy Armour +8**
- **Energy Sword:** Str+4d6, AP 10, Heavy Weapon.
- **Improved Frenzy:** Tripletron may make two Fighting attacks each action at no penalty.
- **Hardy:** Does not take a Wound from a second Shaken effect.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Large:** Attackers add +2 to their Fighting and Shooting rolls when attacking Tripletron due to its size.
- **Size +5:** Tripletron is over 20 feet tall.
- **Sensors:** Tripletron is equipped with sensors that halve penalties for darkness, can

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detect sounds or record conversations via directional microphones.

- **Chameleon (Fighter Aircraft):** Tripletron can assume the appearance of a fighter aircraft. Top Speed 700, Passengers 2, Railguns (Range 50/100/200, Damage 3d8, AP 4, Heavy Weapon).
- **Chameleon (Main Battle Tank):** Tripletron can assume the appearance of a main battle tank (Top Speed 24, Passengers 4, Graviton Gun (Range 100/200/400, Damage 4d8, AP 30, MBT, Heavy Weapon).



SETITE "MAN-SERPENT"

Man-Serpents were created by vampiric Setites in pre-history, soon after they'd settled on Earth. They were the by-product of millennia of experiments to resurrect the mortal Setite race, splicing snakes and humans with Setite genes. Man-Serpents appear to be giant black serpents with human heads. Although seemingly ageless, they are not vampires.

A Man-Serpent features in *The God in the Bowl* (1952. [short story] Space Science Fiction) and are represented by the Naga race in *Dungeons & Dragons* (1974. [role-playing game] TSR).

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigour d10

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d10, Persuasion d10, Stealth d4, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bite:** Str+d4.
- **Constrict:** A Man-Serpent may choose to constrict a foe in its coils by making a Fighting attack. The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its size, a Man-Serpent may constrict one foe and bite another, suffering the standard multi-action penalty.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.
- **Mind Control:** Opposed Smarts roll.
- **Poison:** Anyone wounded or Shaken by a bite attack must make a Vigour roll or become immediately Incapacitated. Death follows in 2d6 rounds.
- **Quick:** The Man-Serpent is frighteningly quick for its size, and redraws cards of 5 or less.
- **Size +3:** A Man-Serpent is about 15 feet long and a foot wide.

SETITE CRIMSON GUARD

Crimson Guard are dressed in red body armour, their faces completely concealed behind mask and black visor. They're armed with a phased plasma rifle tipped with a vibro-blade bayonet, and more discreet but just as deadly psionic powers inherited from their master through the "blood bond". They stand at the peripheries, stock still, silent sentries, watching.

Crimson Guard figures are first appeared in *G.I. Joe: A Real American Hero* (1984. [toy] Hasbro), Cobra Commander's elite bodyguard. Red-robed Royal Guards appear as the Emperor's elite bodyguards in *Return of the Jedi* (1983. [film] 20th Century Fox).

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigour d10

Skills: Fighting d12, Guts d10, Intimidation d8, Notice d8, Piloting d8, Persuasion d6, Shooting d8 (+1), Stealth d10, Throwing d8

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Pace: 6; **Parry:** 8; **Toughness:** 13 (6)

Gear: Infantry battle suit (+6), phased plasma rifle (Range 30/60/120, Damage 3d6, 15 Shots, AP 4, Heavy Weapon) with vibro-blade (Damage Str+d6+2, AP 2, Heavy Weapon), targeting visor (Shooting +1)

Special Abilities:

- **Force Blast:** 12/24/48, Damage 3d6, Cone Template.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.
- **Stun:** Large Burst Template, Smarts roll at -2 or be Shaken.
- **Telekinesis:** Range 2, Strength d12+2.
- **Telepathy:** Can communicate with anyone and everyone in sight.



COBRA KHAN

Cobra is an ancient Setite vampire with unrivalled psionic powers. He first stepped out of the shadows in the 1930s and began to build a criminal empire in New York. Thwarted by a magician super-hero, he fell from grace until after the apocalypse when he re-emerged as the driving force behind the Setite rise. He has almost single-handedly turned the Setites into an ultra high-tech army, bent on world domination, and as its despotic leader claimed the title "Khan".

Cobra Khan always wears a silver skull face mask, nowadays integrated into the blue body armour with a dapper silver scarf. Although appearing aloof, he's never without his Crimson Guard.

Cobra Commander first appeared in *G.I. Joe: A Real American Hero* (1984. [toy] Hasbro). "The Cobra" appears as the main villain in *Mandrake the Magician* (1934. [comic strip] King Features Syndicate). Both wear silver face masks.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigour d10

Skills: Fighting d12, Guts d10, Intimidation d10, Knowledge (Arcana) d12, Knowledge (Battle) d8, Notice d10 (+2), Persuasion d6, Shooting d8 (+1), Taunt d10

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 13 (6)

Gear: Infantry battle suit (+6), Atomic Disintegrator (Range 12/24/48, Damage 3d10, AP 4, Heavy Weapon), targeting visor (Shooting +1)

Special Abilities:

- **Combat Reflexes:** Adds +2 to his Spirit roll when attempting to recover from being Shaken.
- **Force Blast:** Damage 3d6, AP 6, Cone Template.
- **Inspire:** Allies add +2 to their Spirit rolls to recover from being Shaken.
- **Invulnerability:** Cobra Khan can only be harmed by his Weaknesses. He may be Shaken by other attacks, but never wounded.
- **Keen Senses:** Setites "taste" the air giving them +2 to Notice rolls.
- **Natural Leader:** Leader may give bennies to Allies in combat.
- **Mind Control:** Opposed Smarts roll, Mind Wipe, More Minds (×4).
- **Mind Reader:** Opposed Smarts roll, Mind Rider.
- **Stun:** Large Burst Template, Smarts roll at -2 or be Shaken.
- **Telekinesis:** Range 24, Strength d12+2.
- **Telepathy:** Can communicate with anyone and everyone in sight.
- **Undead:** +2 to Toughness, +2 to recovery from being Shaken. Immune to poison and disease. Called shots do no extra damage, except a stake through the heart.

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No wound penalties.

- **Weakness (Sunlight):** Cobra Khan catches fire if any part of his skin is exposed to direct sunlight. After that he suffers 2d10 damage per round until he is ash. Armour does not protect.
- **Weakness (Stake Through the Heart):** When hit with a called shot to the heart (-4), Cobra Khan must make a Vigour roll versus the damage. If successful, he takes damage normally. If he fails, he disintegrates into dust.